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## About This Content

### Pirate Adventurers

#### Ahoy Lubber!

With PIRATE ADVENTURERS you can provide your players with new player character options for 5th edition to create pirate themed characters. These options can be used to play an entire campaign in a pirate setting, or just to provide a player with more pirate flavored options than provided by core 5th edition materials.

Allow your players to dive into custom backgrounds, equipment, feats and shipboard roles created just for their swashbuckling pirates and privateers.

*This product will allow you to provide your players with additional player character options and equipment for your pirate themed world:*

- 4 new variant backgrounds for the sailor background

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- A boatload of pirate weapons & gear
  - 3 new pirate flavored feats
  - Shipboard roles for your characters to gain new abilities geared towards naval combat
  - These materials were designed to be used with 5th edition rules and can be played directly into your 5th edition favorite campaign.

*Converted by:* **David Brown**

Released on April 10, 2018. Designed for Fantasy Grounds version 3.3.4 and higher.

**Requires:** An active subscription or a Fantasy Grounds full or ultimate license and the included 5E ruleset.

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Title: Fantasy Grounds - Pirate Adventurers (5E)  
Genre: Indie, RPG, Strategy  
Developer:  
SmiteWorks USA, LLC  
Release Date: 17 Apr, 2018

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**Minimum:**

**OS:** Windows 7x , 8x or 10x

**Processor:** 1.6 GHz or higher processor

**Memory:** 1 GB RAM

**Graphics:** Graphics card recommended

**DirectX:** Version 9.0c

**Network:** Broadband Internet connection

**Storage:** 500 MB available space

**Sound Card:** a sound card is required for voice communication using external programs like Google Hangouts, Skype or Discord.

**Additional Notes:** Requirements vary by the add-ons installed and the number of players connecting to your game.

English

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Score: 3802







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Wow, just wow. For an outsider its maybe not such good game. For those dollar horror junkies its a 9/10. By far the biggest environment, most playtime, and story. Like 10x's more then any other dollar horror game I played.

Biggest downside is some glitch and objects\scenery not being to scale. Some things are too big, other too small. This game needs a little polish and its good to go. Better translations and English voice acting would be nice.. Who is Mike?

Exhaust all possibilities for all endings to this short game. Fortunately 1. The story is interesting enough that doing this isn't tiresome 2. The music really helps set the mood 3. Niiiiice art.

It's free. Give it a spin.. I would like to say this was a shocker at first for many reasons

1. this was not easy to start to play game there was two problems with getting it to run on a new system and once running then mouse pointer was hidden then the config screen was messed so could not fix it.

so yes there are issues and if you don't know how to fix and find them steam community forums then don't buy it.

2. once the game was running another shocker the tutorial was not annoying.( now days with way people program then its meant for a 8 year old kids for most video games not this game read tutorial or skip it and your given a high end mage with all the spells sink or swim.

3. once you die you lose every thing till you find the chest for the life insurance goblin. after many deaths ..... even more deaths starting out with undies only I built a mage it was fun.

4. There are not many games I go I have to play it though I have them diablo 3 same genre type of game. this one though is way better then that in that I feel like I'm playing a version morrwind with freedom to mess up it royally where can run in to something a low level can not deal with and good luck trying to run a way or load up next area and be ambushed with none of your spells on fun fun know your hot keys !

5. like morrwind you can make the character in to any thing any hybrid mage tank , dps mage what ever you dream up with spells in the game you can make it truly your own. mine is summoner tank I have these undead and nature beast jump in to the battle with me i then stun enemies with frost wave and slowly beat there heads in with sword and shield.

to rap it up if you can get it to work dont mind a little dated graphics and you dont have a life because this will suck it up you just forget the time and keep playing this.. What an anticlimax. Was a very dull experience. Clearly trying to be sophisticated and stylish but the main character is not compelling enough. Also the dreadful ending. Why on earth did they use that 'stock' girls scream?? With all the care and effort in the production they spoilt it with that? At least make her sound like she is seriously suffering with gasp's for a quick death. Take a look at the original Alien film for inspiration on the sounds of death. In fact take a look at Alien period on how fear should be part of the essence of this tosh.. BEST GAME IN THE WORLD!

Play it with all your friends!

Solid 10/10 undoubtedly a true masterpiece.. Kraven Manor was developed by a team of thirteen graduate students within a six month time frame. In some ways that fact is all too apparent, in other ways it's surprising just how much was accomplished with so little.

A first-person horror set within the eponymous building, the game's unique hook is that the structure of the whole manor can be changed dynamically. This is achieved by finding scale models of the individual rooms and setting them onto a board in the main hall, the arrangement of which determines what can be accessed. It's a really clever idea that lends itself well to an exciting scope of gameplay possibilities... or at least it could, it never really gets used to its full potential here. I think there were literally about two or maybe three instances in the whole game where the positioning of the rooms actually mattered in any significant way. Otherwise, the only thing it affected was the walking distance to the room you were heading to next.

I say "the whole game", there's isn't really all that much to it. There's maybe less than a dozen unique, relatively small areas to explore, all of which can be seen in probably about an hour for most players. But at least most of that time will be eventful as various set-pieces are triggered with regularity along the way, the vast majority of these being highly effective at unnerving the player. This is largely thanks to the main threat to your survival in the manor, a life-sized bronze mannequin that appears both lifeless and yet obsessive in its focus on your demise, made even more unsettling by its strange behaviour as it will only move

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and attack when not being looked at directly, otherwise perfectly playing its role of inanimate object.

So it has a solid idea at its core, a suitably terrifying creature stalking your progress and is well designed with its creepy locations and adequate visuals. But it's not without its issues. As I guess is to be expected given the nature of its birth, there are technical hiccups and bugs, several of which forced me to reload my game on more than a few occasions (sometimes not triggering an event necessary to progress, sometimes essential items couldn't be interacted with, and on a couple of instances closing the game and spitting me back out to Steam). Loading can also take a while, though in fairness, that's most likely due to the fact the rooms aren't in fixed locations, plus it only seems to load once at the start rather than room by room and is seamless thereafter. Movement also feels somewhat sluggish and cumbersome, though whether this is by design to add to the fear, or a result of poor programming is debatable.

Overall this ends up feeling like a very advanced prototype or proof of concept more than a fully-fledged game, and I really do hope it's developed further by the team into a greater experience. Despite its flaws, it really does have so much going for it well beyond a lot of other games in the genre made by more experienced people with more resources and hints at greater things to come for the young talents. So, if you're a fan of horror and have the patience and tolerance to see past its blemishes, then I think you'll be pleasantly surprised with Kraven Manor.. Cute. Simple enough for kids to figure out, but fun for all ages, at least I think so. I am partial to cute games. They're nice when you just need to sit back and escape.. Finlay i got to try it. :D Been waiting for this gem of a game since i first saw it Spilleexpo 2013.

Well spent money for this little masterpiece. My play through went flawless during the two hours i played.

No glitches or half-done stuff just pure eye and ear-candy from the first colors till the end.

I warmly reccomand this game if you want a break from the regular noisy comers games.

Big thanx to Moondrop. I am really enjoying the game so far. All the maps are amazing yet simple. The gameplay is smooth and the wide variety of guns keep things interesting. I look forward to upgrading each gun and trying out the chainsaw and perks.

Great game at a great value for money, would definately recommend!. i was there when game just launched , right that minute... :D but since then i aint play yet



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bought it bcs i dnt know where to spend my money lol. A truly touching masterpiece, I have never in my life seen such a well put together game. Easily my favorite game and 100% deserves an award for the stunning visuals, absolutely amazing storyline, and mindblowing amount of time you are able to put into it. This game is for sure one that you can play over and over, it gets better each time you play it. I could not recommend a game more than I do for Math Fun, it is truly one of the best things I have ever experienced. Those who disagree with the work of art that is Math Fun, they really must have a sad life. This game deserves 5 stars, it's a 10/10. I suggest you play it immediately and dive into the lore and story as soon as you can. Everytime I play through, I can't help but tear up. Definitely worth the purchase, I'd buy it 10 more times if I could.. If you are trying to make a post apocalyptic tropico then get this dlc!. Being early access it's hard to tell. But the groundwork is certainly there. This is one title Descent/Forsaken fans need to keep an eye on. I've only just started playing, and the price is certainly hard to beat at this point. Geocore has the nostalgia phasers set to kill for sure.. As far as time management games go, Gamehouse delivers a great and challenging game. As far as the story goes, if you do not like silly, overly dramatic stories that read like a really bad reality show, then stay away from this game. Normally, I enjoy these stories, but this one really got on my nerves. The only thing that saved me from downvoting this game, was the creativity of the levels themselves. It was fun to see how they incorporated levels like the prison into the story and made it workable (albeit over-the-top). I did like that in this game, they did not put achievements in here that took quite a few hours to achieve. It took half the time to complete this one as opposed to Fashion Fever. I still say the \$12.99 price tag is a bit steep, but thankfully they tend to go half price during the big sales events. If you can wait until they go on sale, that is a much better option.. As unlockable I would recommend it, cannot recommend someone to pay for this, it is outrageous. Instead of nothing when you find all secrets and 100% the game, you could get skins not pay for them.. It's likely that anyone reading reviews for Avadon 3 has likely played the first two, and perhaps some other games by Spiderware Software too. "More of the same" is an accurate description, since there haven't been any huge changes to the game, and it's a continuation of the story that began and progressed in the first and second games. This time round, Avadon finds itself in the awkward situation of having two keepers, as well as fighting a prolonged, fractured war on several different fronts from enemies both within and without the Pact. You're a young Hand who's been dropped into the middle of this confusing situation and - as with any other Spiderweb game - you're supposed to navigate through the events of the game via combat and intrigue while deciding which of several imperfect factions deserves your support the most.

The UI is mostly the same, with a few cosmetic changes here and there (nothing that'll confuse anyone who's played the first two games). The mechanics feel very similar too. The only major changed I noticed was that you now recover all mana after a fight, instead of some of it (in my opinion it makes the game easier, seeing as now no longer have to "hold back" your most powerful spells, since all your spell energy will recover after a fight anyway, except for a tiny slither in the event that you get knocked unconscious). The skill trees have been changed slightly, but it's nothing too major. There's some new spells for mages, although I feel like one AoE one in particular is a little OP.

Although I get the impression I'm only about a quarter of the way into the game, I can already feel my loyalties being tugged in at least three different directions. In between trying to end both a civil and a foreign war, there are plenty of opportunities to make money,♥♥♥♥♥people off and gather potted plants for your lovelorn enemies. There are several new companions to get to know, along with some returning faces, and following in the style of the previous games, they all seem to have their own niggling problems that they'll pester you with.

Overall, I've enjoyed it, but that's not too surprising considering that I also enjoyed the first two games.

List of cons I've found so far:

- Usual Spiderweb problem of minimal sound and perhaps too few sprites for the game.
- Suffers from lack of proof-reading (at least 7 or 8 spelling mistakes that I've found so far, along with a bit of strange grammar at times)
- Khalida

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