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About This Content

The Book of the Righteous

A Complete Pantheon for Fifth Edition RPG Campaigns

The most comprehensive pantheon in roleplaying games is back in a new edition for 5E. This massive tome provides more than 20 pick-up-and-play churches, whose organization and beliefs are described in lavish detail. These churches can be used in any campaign setting to bring a whole new level of detail to the religious characters. Plus, for those who don't have a complete cosmology in their game, The Book of the Righteous provides a comprehensive mythology that unifies all of the gods in the book. The original edition of Book of the Righteous was one of the most critically acclaimed books of the d20 era. Now Dungeons & Dragons Fifth Edition designers Robert J. Schwalb and Rodney Thompson have brought the new edition up to date with the 5E rules and the whole book is in glorious full color. The Book of the Righteous is truly a divine sourcebook like no other.

Authors: Aaron Loeb with Robert J. Schwalb and Rodney Thompson

Cover Artist: Brian Despain

Fantasy Grounds Conversion: Philip Greig (Zacchaeus)

Released on August 13, 2017. Designed for Fantasy Grounds version 3.2.2 and higher.

Requirements: An active subscription or a one time purchase of a Fantasy Grounds Full or Ultimate license and the included

5E ruleset.

Title: Fantasy Grounds - The Book of the Righteous (5E)

Genre: Indie, RPG, Strategy

Developer:

SmiteWorks USA, LLC

Release Date: 24 Aug, 2017

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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

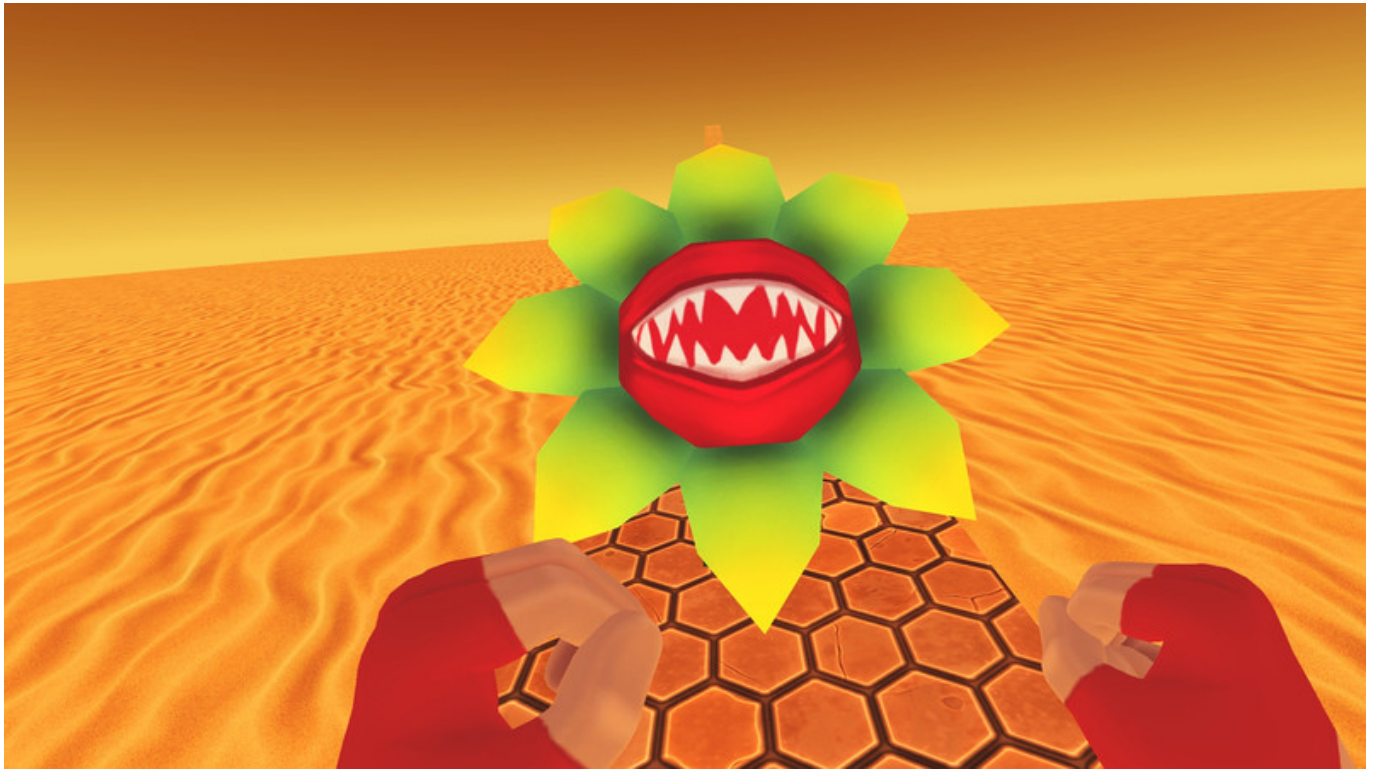
Network: Broadband Internet connection

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







The control options need to be improved. It's unplayable unless you use an xbox360 controller. Otherwise, the game is smooth and shows potential to be very fun.. Works fine for me. This game is very good ! Have had no problem whatsoever with it !. This is just the original game (The Next World) with a few tweaks with regards to exploration, power production/consumption etc. This one seems more messed up than the original game. For e.g., despite having two fully functional hydroponic farms, the food supplies don't increase proportionally. OR even after salvaging a module (say Mining, Recycling etc.), they don't show up in the inventory list when I choose to construct. And one time it even showed an error page (for Linux) in the middle of play. The only good thing is that you can choose to skip some of the conversations provided you have already gone through them once. All in all, definitely thumbs down.. A story about a boy and his shadow, this game makes it's players totally immersed in everything that's going on. The puzzles are actually a little tricky at times and are a lot of fun to solve. I find myself being connected to the other player on a different level, since everything depends on total co-operation, and because you always have to be close to eachother, or you die. And the way the game looks is really charming in it's own kind of way!

I recommend this game to anyone out there that needs something to play locally, since you can beat it in a single session. I also joined a couple buddies to play through this game at Gigacon 2014, and i had a lot of time to observe it. We beat it in a single sitting, for about 3-4 hours, and we had an absolute blast. It had a really artistic feel and is something i have been looking for for a while.. 8/10

I unabashedly love games like this. It's pure simulation, in a sense. You feel like a genius hacker, uncovering that which criminals have hidden and bringing illegal deeds to light. The game consists of 13 "cases," and in each you're expected to pinpoint an individual, their current location, and evidence of a crime committed. To do so, you'll find yourself hacking into servers using the "Mainline" program. You'll discover chat logs, pictures, letters, malicious programs, and even maps.

The game weaves a compelling tale, and one that I was quite interested to see to its conclusion. You work for an NSA-type agency called MI7, and spend much of the game learning about a hacker collective called Thorn. Although the game may be attempting to make a statement about government overreach, I'm not sure it really "landed" for me.

Either way, I enjoyed almost the entirety of my time with the game. My main gripes included:

- 1) The arrest guidelines should always be accessible. They are accessible on the first case, but then you just sort of have to remember them moving forward. A user has published them in a game "guide" through Steam, but they're worth printing out or writing down. You're looking for certain types of crimes, and you'll likely want to arrest individuals for breaking laws that carry the harshest penalty. For instance, you don't want to arrest a suspect for jaywalking when he or she is a probable murderer.
- 2) The location aspect. Although it makes sense that you need to know where a suspect is for a cop to travel there and arrest them, the location aspect always seemed strange to me. It was either so obvious that it was pointless to point out, or it was bizarrely hidden. One one case I had to consult a guide to find the correct location - apparently it was in a picture that I found, seen through paying attention to buildings in the background?
- 3) As other reviews have noted, there are some UI issues. Sometimes the game would "lock" you in a certain window, meaning that no matter what window you were currently working in, text would only transmit to a certain one. The only fix I found here was to close all windows other than the one you wanted your text to appear in. However, this could be frustrating. The game has a notepad, which is actually very useful, because there are always server IPs and passwords you wanted to write down, and this way you don't have to cover your actual desktop in notes. However, closing the notepad deletes its contents, so on a few occasions when I employed this "fix" I had to then go find the IPs, passwords, etc. again. Additionally, there were a few times when I was actually unable to close the map application once I'd opened it. This didn't necessarily affect the gameplay, but it was irritating, as it helps me organize my evidence to only have relevant applications open at a given time.

I know that I've written a lot of words on the negatives of the game, but it's only because I'd love to see this title reach its potential, and/or see a Mainlining 2. If you enjoy these types of experiences (similar to Hacknet, Orwell, etc.), you'll have fun with Mainlining.. Conceptually I really wanted to like this game, "management" games like this are normally kind of my jam especially when they come with some kind of interactable portion for deciding outcomes.

But this game is not anywhere close to ready for release.

Bad tutorials, Clunky Control Schemes, Unintuitive Game Mechanics. Just so many bad things going on here that take a nice steaming dump on what could have otherwise been a very interesting concept.. I think this game has serious potential. I can see it becoming something amazing in the future!

Now, that's not to say it's without it's flaws. Keep in mind, it's fairly new so nothing is perfect. Yet. The drift mechanics could use a bit more work, as could the UI system and graphics settings. I found myself in the main menu trying to figure out why I couldn't click something, to figure out you had to use the arrow keys to select. Usually something like that would be for a controller, but I digress because the game is, again, fairly new.

This game is more directed for anyone looking for a quick drift game, at the moment the game stands.

Here's a pros cons list to anyone interested.

Pros:

Real cars

Customization

Tuning for your cars and drift, such as camber and wheel size

A credits system to earn your way to buy more cars/parts

Remappable controls

When playing through with my XBone controller (through steam configs), gameplay felt very nice

Sound design is very, very nice

Interior camera actually follows where you're driving

A drag race event mode

Online mode with friends is very nice

Cons:

No controller support

Drifting seems to lock between 2 modes. Driving, and drifting. Ex, if you're driving and you turn too sharply the camera will jolt to drift mode.

The graphics are a bit much and overused for such a simple game.

No day cycle, just pure night

The UI

Overall, this game definitely has potential. It has the resources, the essence, and the joy of just drifting around a city freely. I'm very excited to see where more this game goes.. I have never written a review before, but I am so frustrated. Eclipse is one of my favorite boardgames and I was super excited to get it for PC. However, there are so many mistakes and bugs in this implementation that it's almost unplayable. Plants are starting with a dreadnaught instead of an interceptor. Missiles guided by a gluon computer only hit on 4 when they should hit on 3. There is no way to see what anyone else did on their last turn. The AI (on strong) sucks badly enough that I can usually beat it anyway, but these are game breaking errors for a deep strategy game. I wanted to play with remote friends, but it's just not ready. I'll hang on for a while in hopes of further bug fixes, but since it looks like the last update was in September, I'm not holding my breath. I wish I could recommend this game, but it should still be in alpha.. Personally, I enjoyed this visual novel. I bought it despite some of the bad reviews, as it was cheap, and was pleasantly surprised.

The writing does lean towards excess, and could do with some editing - for example, a lengthy description of Kira's appearance is not necessary, as we see her sprite and already know about her apple-green eyes.

I loved the odd sense of place this game had. It felt somewhat familiar, yet alien. I also liked the way the story emerged as a series of vignettes - again though, there are some loose ends and the transitions in some places were a bit confusing. In one instance, art appears before the writing has caught up, leaving me confused as to why the protagonist was talking about Kira walking away when the art shows her smiling with a fishing net.

I liked the ending, but the lengthy explanation Kira gives felt a tad clumsy. I also disliked how every ending has Kira deciding to be good, either before or after she murders the protagonist

The game is very short, it took me under an hour to 100% it.

All in all, this is just what I think. The bad reviews raise good points, but for me the good outweighed the bad in the end.

nobody plays and hasn't been updated for months. dissapointing.. I've had this game for a while, and I never reviewed it, but now I will review it.

This game is hard but an absolute gem. I plan on coming back to this game to beat this but for now, play it.. Please don't judge me. It's my little girl whose playing the game not me. I would definitely give this a flaming thumbs down if it weren't for my kid playing this game as I clean our bathroom. The 9 hours is part of my total bathroom cleaning time. 10/10 would have their kids play this as they clean.. This DLC Price is ridiculous.

But bought ... Because I love Marie Rose.

. This game is a direct port from iphone. It has serious control issues with heroes being deselected depending on where you click and you won't know until after you click. (near mines, near invisible hitboxes? bad terrain? Who knows?), some pathing issues. And no hotkeys.

You have a few skills that cooldown about every 15 seconds, it's a common mobile mechanic that depends on you tapping the screen every now and then. On a PC you MUST have hotkeys for this kind of thing! And not being able to even select your hero with a hotkey is almost game breaking.

You could play around the other issues if there only were some hotkeys, rebindable or not.

Otherwise it seems to be a decent game with a clunky mobile UI slapped on top. But at this state the "Mostly positive reviews" is almost dishonest. I'll happily change my review when there is hotkeys in the game.

--- Three years later edit:

Still no hotkeys and broken achievements.

Some say this is a clone of kingdom rush, but that's misleading (and frankly insulting to KR!)

This game is almost identical to [this game \(zombie wars invasion\)](#). [You could argue that this game was released earlier, but my educated guess \(without evidence\) is that both games are based on some base TD-kit that has been reskinned. This game has much less bugs and more polish, but is also easier and duller.](#)

[Avoid both.](#)

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