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About This Content

Forgotten Lands brings you an excellent DLC containing assets to explore the plains of the nomads and discover the blades of the samurai.

Exploring the plains of the nomad, you get 74 high-quality items, from new Character Creator pieces to whole new buildings and enemies.



Here's a full list of the contents:

42 Character Creator items

43 Editor items

Buildings

- Temple
- Temple without Anubis
- Grand Walkway
- Stone Shack 1
- Stone Shack 2
- Nomad Shack

Walls and Fences

- Temple Pillar 1
- Temple Pillar Broken
- Sand Stone Wall 1

-
- Sand Stone Wall Long
 - Sand Stone Wall Curved
 - Sand Stone Wall Pillar Cap
 - Sand Stone Wall Entrance
 - Stone Wall 1
 - Stone Wall Long
 - Stone Arch

Gameplay Objects

- Nomad Portal

Big Items

- Anubis Block
- Anubis Statue
- Anubis Eagle Statue
- Stone Floor Circle
- Stone Floor Square
- Stone Floor Square Big

Small Items

- Metal Pot 1
- Metal Pot 2
- Plant Pot 1
- Giant Pot 1
- Metal Lamp
- Cushion 1
- Cushion 2
- Cushioned Stool

Collectables

-
- Golden Lamp
 - Artifact 1

Enemies

- Mummy 1
- Mummy 2

Bosses

- Anubis

NPC's

- NPC Nomad 1
- NPC Nomad 2

Lights

- Stone Light
- Arabian Wall Light

Nature

- Palm Tree 1
- Palm Tree 2
- Palm Tree 3

Discovering the blades of the samurai, you will find 81 high-quality items, from new character creator pieces to whole new buildings and enemies.



Here's a full list of the contents:

34 Character Creator items

47 Editor items

Buildings

- Samurai House 1
- Samurai House 2
- Samurai House 3
- Samurai Temple

Walls and Fences

- Samurai Arch
- Samurai Pillar
- Samurai Pillar Broken
- Samurai Wall 1
- Samurai Wall 1 Short

-
- Samurai Wall 1 Entrance
 - Samurai Wall 1 Curved
 - Samurai Wall 2
 - Samurai Wall 2 Short

Wall Hangings

- Wall Fan
- Samurai Lantern 2

Gameplay Objects

Samurai Portal

Big Items

- Buddah
- Samurai Table
- Samurai Post 1
- Samurai Post 2

Small Items

- Samurai Barrel
- Bonsai 1
- Bonsai 2
- Samurai Bucket
- Fan
- Lotus Pot
- Samurai Teapot
- Samurai Bowl
- Samurai Teapot
- Samurai Sword Display
- Samurai Seat
- Flame Pot

-
- Clay Pot

-

Collectables

- Ancient Vase Collectable
- Samurai Helmet Collectable

Enemies

- Samurai Skeleton
- Undead Ninja

Bosses

- Samurai Master

NPC's

- NPC Samurai 1
- NPC Samurai 2

Lights

- Samurai Lantern 1
- Samurai Lantern 3
- Samurai Lantern 4
- Samurai Light 1
- Samurai Light 2

Nature

- Samurai Tree 1
- Samurai Tree 2
- Samurai Tree 3

Title: RPG World - Forgotten Lands
Genre: Action, Adventure, Indie, RPG
Developer:
RaveyLarge
Publisher:
RaveyLarge
Release Date: 13 Jul, 2017

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Minimum:

OS: 7, 8, 10 - (64 Bit)

Processor: Intel Dual-Core 2GHz or AMD Dual-Core 2GHz

Memory: 2 GB RAM

Graphics: DirectX11 Shader Model 5 capable GPU

DirectX: Version 11

Storage: 2 GB available space

Sound Card: DirectX11 Compatible Sound Card with latest drivers

English







For the price I think it needs more content than it currently provides, such as female NPCs and more enemies/bosses. I think a scarab beetle and scorpion would work really well. Would like to see a khopesh sword.

Plus it's DLC for an EA game.... The First MyWorld DLC is basically a theme kit based around the Egyptian pantheon with emphasis on the god Anubis.

This DLC contains a good amount of kit pieces ranging from walls and houses to NPC's and character creation pieces to me it justifies the price. It is especially nice to step away from the medieval kit at the moment.

This DLC is a good way to support the MyWorld developers if you wish to do so but in the end NOT mandatory to enjoy the game as it is now.

It really weighs down to if you enjoy making worlds or enjoy playing them if you should buy it.

. The devs have put out a lot of content for free lately and if selling this helps them put out more content in the future, (both paid and free) - then sure, I'll buy it. I'll put these buildings and objects to use, they're very cool and will add a lot of diversity overall to the maps. Particularly excited with the addition of floors, which can also be used as ceilings, in conjunction with walls, to build your own structures. I am happy with this package and would recommend buying it right away, as it's currently on sale.

That said, in the future if they release a paid DLC setting theme, I'd also like to see more new AI sets along with the enemy parts, and music matching their theme. For me I think that'd make it feel worth the 10\$. The new boss they've added basically is a Death Knight, but summons 2 skeletons to fight alongside him. A neat little twist, but not quite as unique I'd hope for something being sold separately. Still, an absolutely amazing new temple, and lots of other buildings, props and character parts that open up a whole new avenue of design. If you are looking for more to work with inside of MyWorld, then this is a great purchase for a great game.

One other thing I like is that the DLC contents have both a separate tab where you can see them all in one place, and all of those parts are also sorted automatically into their respective folders. For example you'll find the DLC buildings in both the DLC tab, and in the buildings tab. Makes for very convenient access.. This is okay. I would definitely recommend it for the price, if you are enjoying My World - Action RPG Creator. Love the Egyptian & desert theme. I also like Anubis' design, although I think the mummies are a bit too boney. I would like them to have some more dried flesh on them, so they would look a little less like regular skeletons. It's nice and all, and I am looking forward to the worlds made with this pack. That said, I do have a few minor complaints.

1. There is no icon to mark items that come with this pack. For the most part, they just appear after the base game items. What if someone wants to create a base game only world and accidentally uses an item or a Plains of the Nomad body part in the character creator? The developers should take their cues from EA & Maxis and the way they handle expansion pack items in the Sims games, and mark them with an icon, just in case people forget which items came with which pack. Sure most of the Egyptian items will still look like a sour thumb from the Medieval themed items, however, this maybe much more of a problem later on when they release more DLC with items that could easily fit into multiple different themes.

2. There is no premade game world that comes with this pack, which really disappointed me, since I was hoping to be able to play with the new content from the get go, and it maybe awhile until there are a significant number of worlds out there to download made by other players that use this pack. I was a bit upset that the world shown off in the trailer was not included with the release.

3. There are no new female "nomad" NPCs. I was a bit disappointed by that, especially since I don't think that of the prebuilt female NPCs fit the Egyptian theme and there are no new feminine body parts with Egyptian themed dress, and the developers would not have had to do too much research to find out how Arab women or even women in ancient Egypt dressed.

All that said, I really love the new content, and maybe some of these minor issues could be fixed via a patch.

Update 7/16/2017 at 5:29pm,

I just noticed that the behaviors for Anubis and the Mummies are not options in the character creator. Hopefully they'll patch that in as well.

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