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About This Game

Avernum is one of the great tales of indie gaming, an epic series of fantasy role-playing adventurers set in an enormous, subterranean nation. Avernum is a land underground, a subterranean nation full of rogues, misfits, and brigands, struggling for survival and wealth in the monster-infested darkness. Avernum 5 is the second chapter in the Great Trials Trilogy, three games that tell the tale of this land's struggles in the face of powerful forces that seek to destroy it.

Avernum 5 has a fascinating storyline, full of betrayal, mystery, and unexpected turns. Explore a gigantic world, with hundreds of quests, multitudes of side dungeons, and many hours of adventure. The game features clever enemies and dozens of interesting scripted encounters. Learn over 50 spells and battle disciplines. Hunt for hundreds of magical items, or find the materials to craft new, unique equipment.

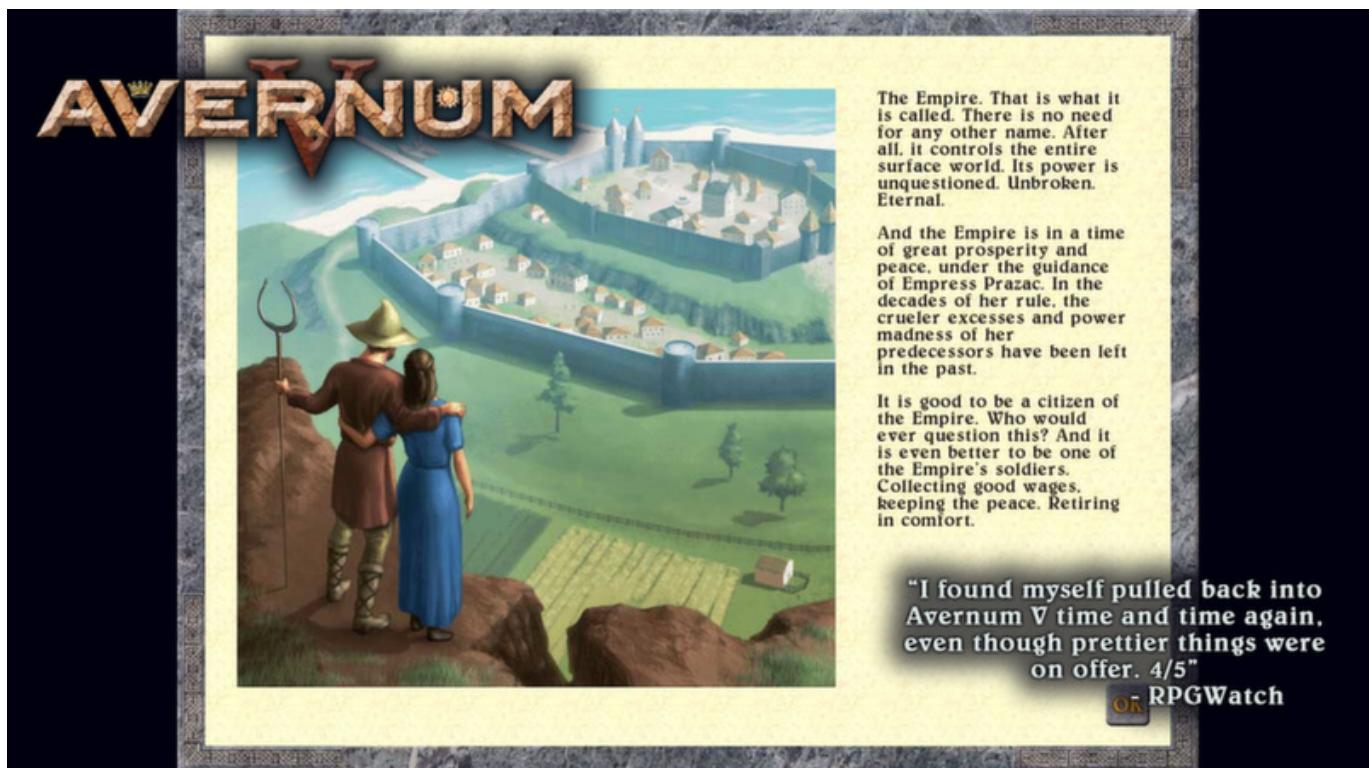
Title: Avernum 5
Genre: RPG, Indie
Developer:
Spiderweb Software
Publisher:
Spiderweb Software
Release Date: 11 May, 2012

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English







The Empire. That is what it is called. There is no need for any other name. After all, it controls the entire surface world. Its power is unquestioned. Unbroken. Eternal.

And the Empire is in a time of great prosperity and peace, under the guidance of Empress Prazac. In the decades of her rule, the crueler excesses and power madness of her predecessors have been left in the past.

It is good to be a citizen of the Empire. Who would ever question this? And it is even better to be one of the Empire's soldiers. Collecting good wages, keeping the peace. Retiring in comfort.

"I found myself pulled back into Avernum V time and time again, even though prettier things were on offer. 4/5"

RPGWatch

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I previously gave [a fairly harsh negative review of Avernun 4. Some - but by no means most - of the criticisms in that review have been resolved in Avernun 5.](#)

The A5 engine is better than the A4 engine. However, it is still by far more cumbersome than the old A1V2V3 engine (no auto-combat; keyboard support is still lacking). And I'm still miffed that they took away the town\outdoors distinction.

The plot is new and reasonably interesting - certainly not a boring reskin of A1 like A4 was. However, it's also somehow more linear and railroad-y than A4, and that's a real black mark against this game. Earlier Avernun games have had their railroad-y segments, like the passage to the Vahnatai lands in A2, but these segments worked because they didn't last the whole game - they induced a sense of urgency and danger for a short time, but once the danger was past, you were free to roam the open world once again. You don't get that luxury in A5.

This game is certainly playable, unlike A4, and I do think some people would enjoy it - but I personally wouldn't recommend it. Go play Avernun 1-3 instead - they're still the gold standard.

(But given the improvement from A4 to A5, I'm still willing to give Spiderweb Software the benefit of the doubt - onwards to A6!). More awesome underground old-school RPG fun!. I love the series, and this was a major step up from A4. Old school fun and well-written.. Avernun games are great.. Just a short review, which I have to write, so I can recommend this game (and I will post the same review at Avernun 4, 5 and 6 pages).

After finishing the second Avernun trilogy (4, 5 and 6) I can honestly say, this was one of the most rewarding roleplaying experience I had in a long time. I played a lot of rpg titles, from classics like Eye of the Beholder, Ultima 7 and Infinity Engine games to newest games like Skyrim, Mass Effect and Dragon Age series, and although Avernun does not have fancy graphics, I still think this series is one of the best rpgs ever.

Avernun has great setting and story, great playability, decent length (about 100 hours) and many sidequests and secrets. Leveling up system is balanced and nowadays almost forgotten turn-based combat is a welcomed change from flashy action oriented battle systems. An old-school rpg which proves, that doesn't need "ultra high detailed" graphics to create an immersive atmosphere. Highly recommended.. I love the series, and this was a major step up from A4. Old school fun and well-written.. An incredibly mixed bag. Its very deep stat system and occasionally interesting challenge areas and boss fights are quite good, but ultimately these highlights are overcome by extreme linearity, way too many trash mobs, next to no plot, and one of the worst cases of hitpoint bloat I have ever seen in a game (late game there are some random enemies with 4,000 hitpoints. Given that the average character can do 50-100 points of damage per turn, you can work out the problem here). I really love spiderweb games, so I hate to bash this, but this is probably their worst.

Of course I still forced myself to finish the whole thing on torment difficulty, but that's only because I'm a total OCD, power gaming, masochist (and for all the game's faults, it is refreshingly difficult). Normal people who demand things like "enjoyment" and "entertainment" from their video games (novel concepts, I know) need not apply. Or better yet just play one of the other Avernun games (most of which are way better).. Let me just start by saying Avernun is not for everyone. For those who are only interested in fast pace action, then this is not for you.

But for those who like a game that is remarkably refined, has a driving story, and a vast open world to explore, this is the game for you. Do not automatically be driven off by the rudimentary, this is a very fun game that will have you glued to your seat!. "You are in a maze of twisty little portals, all alike". Not. Fun.. Avernun games are great.

"You are in a maze of twisty little portals, all alike". Not. Fun.. An excellent albeit barebones RPG from Spiderweb Software. While Avernum 4 was super difficult and some what hard to follow, in this iteration you play as Empire's scouts, and then the fun really begins.

These games are difficult, combat wise you'll get your teeth kicked in if you're not careful or prepared. I had a warrior, an archer, a mage and a priest. Having this setup was instrumental to my easier playthrough.

You must be aware of what you pick and their stats, as experience may be gained or lost and handicaps and advantages can make battles hard.

Exploration was just supreme. It's the best part of this game. Stumbling upon a crypt or a thief's hiding hole and the brief description was the most enjoyable aspect of this game. So many times did I just clean out the entire map to get the best items and supplies (and really, you'll need to!).

The choices in this game are supriginsly abundant and there are some nice rewards depending on your stance. You must be careful, because some choices may make settlements hate your guts.

This game does drag only because the combat is so difficult and punishing. Never did I feel like I reigned supreme until I started abusing the game specifically to give me an advantage. When I finished the game, just over forty hours came up and I felt exhausted. It will be a while until I move on to the next one.

Comparing it to 4, I'd say there's a bit more to take care of and the characters and enviroments (well everything looks pretty plain so lets call it regions instead of enviroments) were much more interesting. The challenge areas were far more challenging then 4 and there was a lot of super ancient evils to give the blade.

There were also a lot of well written quests and dialog. I remember a band of bandits that use a woman to lure you in and after you slay them all she begs for mercy. If only she was so lucky, and when I sealed her fate she burst into tears, and into gibs as she took fireballs to the face.

For the value of this game, I'd say as long as you can tolerate the archaic graphics, controls and resolution (I had to play on a smaller resolution on my 1920x1080 - you'll be in for one treat.

There is also a great walkthrough online for this game, and dont be afraid to cheat so long as it makes you progress the story.. Avernum 5 is a beautifully crafted party based old school RPG with a absolutely MASSIVE world. This game has kept me busier and more interested than many of todays modern RPGs.

I honestly prefer this to games like Skyrim - but that's a matter of taste.

If you're looking to experience the old school RPG experience, and want a game so massive you could sink a hundred hours into, this is your game.. An incredibly mixed bag. Its very deep stat system and occasionally interesting challenge areas and boss fights are quite good, but ultimately these highlights are overcome by extreme linearity, way too many trash mobs, next to no plot, and one of the worst cases of hitpoint bloat I have ever seen in a game (late game there are some random enemies with 4,000 hitpoints. Given that the average character can do 50-100 points of damage per turn, you can work out the problem here). I really love spiderweb games, so I hate to bash this, but this is probably their worst.

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