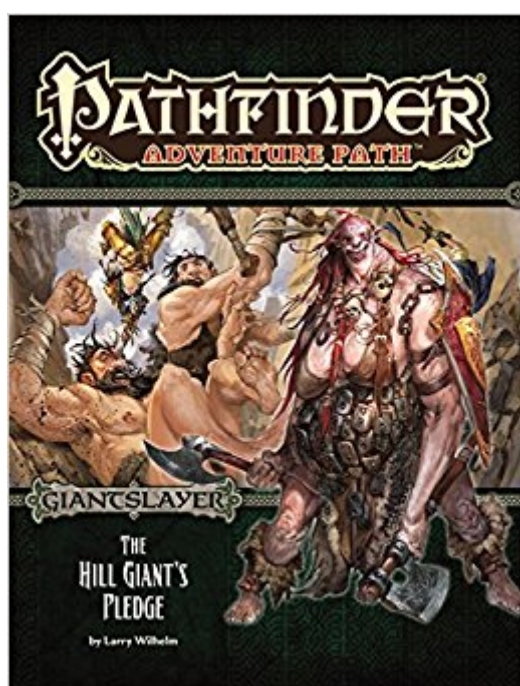


The book was found

Pathfinder Adventure Path: Giantslayer Part 2 - The Hill Giant's Pledge (Pathfinder Roleplaying Game)



Synopsis

The marauding orcs have been defeated, but great danger remains as the hill giant chieftain Grenseldek did not recover the treasures of the tomb beneath the besieged town of Trunau, and she will never rest until she has made them her own. Now, the heroes must travel by riverboat through the orc-hold of Belkzen to the abandoned border fort that the giant has claimed as her lair and put a stop to the threat at its source! A Pathfinder Roleplaying Game adventure for 4th-level characters, The Hill Giant's Pledge continues the Giantslayer Adventure Path. Several new monsters, additional missions for the Mindspin Mountains region, an article on the ecology of drakes, and Michael Kortes's Pathfinder Journal round out this volume of the Pathfinder Adventure Path!

Book Information

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Customer Reviews

second adventure path for Pathfinder, it looks great.

This adventure is fun to run and play in. My only complaint is the cover art in this series. Read on to see a much more detailed account of why I feel that way. But first the story. The story is a great adventure to track down the hill giant who attacked your adopted town. We had a great time playing. Some real challenges and yet also some really fun encounters on the way, with the boat ride and a stow away. I would recommend this to any group. I see no real faults in it. My only complaint is the cover art. Jesper Ejsing is an amazing artist, and technically is fantastic. I am not sure if it is the art director or Jasper but I literally have a hard time figuring out what is going on in these background

action images for this series. The rest of Jasper's art on line is much more accessible visually. I am not sure what Paizo is doing but this continues in the rest of the series as it goes on. It is very disappointing. I run a good art school and I am usually very impressed with Jasper's work, but although it is technically perfect as always, in this series, it is often visually just overcrowded and sometimes downright macabre or demented in the way the giants are presented. I do not get it. In so much of the rest of Jasper's work there is a subtle nobility and depth to the figures, as if they are being treated with respect. Strange as it sounds, it just feels like the images and the way they are being laid out do not respect the characters or enemies in the story line. I know, it sounds strange, but look at the rest of Jasper's work on line and you will see the difference. It has to do with how the people are portrayed and the way to is staged. I would suggest a difference approach in the future. Too much "action" in a scene does not make it exciting, it just makes it busy and inaccessible. And too much ugly demented looking enemies is a real turn off. I mean, I always thought giants were humanoids, not inbred freak shows like the ogres. The worst cover is the next one in the series with the hideous looking female hill giant chief. The next worst is the Ice tomb of the Giant Queen in which I literally cannot figure out what the hell is going on in the background other than some kind of upside-down battle. And because of the demented nature of the other giants on the other covers I did not even know the Queen was supposed to be undead. She just looks messed up. I hope future covers are a little more tame or balanced in some fashion and less confusing. It seems a waste of Jasper's remarkable talent to assemble poorly balanced macabre works in what could have been inviting and inspiring images like almost everything else he has done.

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