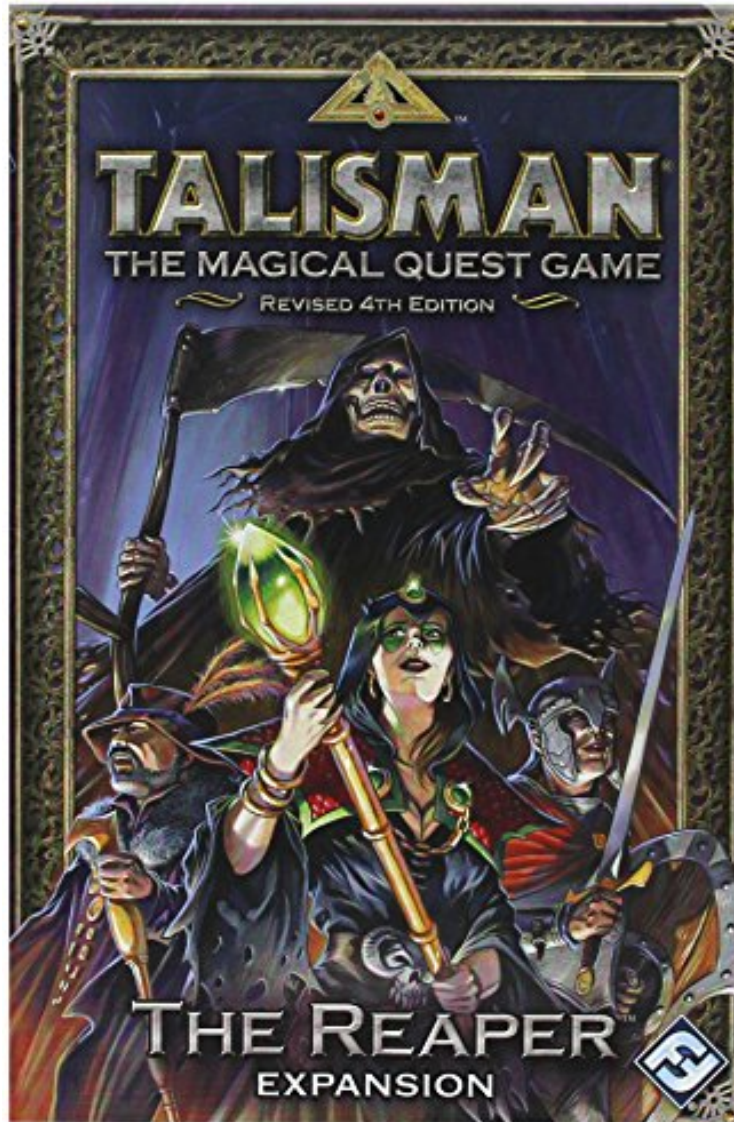


(Mobile book) Talisman: Reaper Expansion

Talisman: Reaper Expansion

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#266711 in Toys Games Fantasy Flight Games Model: TM03 1600 PDF of discs: 1 Original language: English
7.50 x 5.00 x 1.63l, .55 Featuring new characters Introducing the Grim Reaper, dark figure that players can
manipulate For Ages: 9+ PDF of Players: - 6 Playing Time: 90 min. | File size: 50.Mb

From Fantasy Flight Games : Talisman: Reaper Expansion before purchasing it in order to gage whether or not it would be worth my time, and all praised Talisman: Reaper Expansion:

2 of 2 people found the following review helpful. Great addition to the basic game By Michael M. I was given the Talisman: Revised 4th Edition game for my birthday this year. I've been a DD/RPG player for 30 years; I have no idea how I managed to miss Talisman in the past, as it has been around for quite a while in various forms. Regardless, my

gaming group and I have enjoyed the basic game immensely. When we decided to look into the expansions, most of the online reviews that I read suggested to start with the Reaper expansion. It has not disappointed. It adds a lot of new Adventure cards, some Spell cards, and some interesting new warlock quests. And the Grim Reaper is a cool addition to the game mechanic; it moves once every six times that a player moves (on average) and in most cases it will land on one of the characters 3-5 times during the game. So, overall, if you are looking to make the basic game more fun and varied, I would recommend buying this as your first addition. And if you haven't played the revised 4th edition basic game yet - what are you waiting for? It's a blast!! 1 of 1 people found the following review helpful. The two times we have played with it since it arrived however have been super fun. The Reaper itself can be moved when ... By Nyarlathotep333 So far this is the only expansion that we bought for our Talisman game. The two times we have played with it since it arrived however have been super fun. The Reaper itself can be moved when a 1 is rolled by any player and then moves a number of spaces equal to a six sided die roll. It has 6 different effects that can happen when it lands on a player's space so instant death of that character is not always a guarantee, however it has added a lot of fun to our games. It is truly effective when the players always try and land the Reaper on an opponent's space when they can (no matter who that opponent is) and we've had several times where it has killed off several characters over the course of the game. It is subtle, but this expansion does change the dynamic of the base game. We've found that often times players who have built up a lot of resources and power will try and keep to the opposite side of the board from where the Reaper miniature is. While only a 1 in 6 chance, the instant death power of the Reaper is enough to cause worry that they will lose it all on a bad roll. Their opponents can use this to their advantage sometimes. 1 of 1 people found the following review helpful. Solid Expansion By Joshua D Miller My friends and I have the base game, the dungeon expansion and have just recently picked this one up. So while I can't comment on how it interacts with the other expansions or how it does on it's own as the first expansion, it certainly adds some fun to what we have! The biggest part of it is obviously the reaper, that you get to move whenever you roll a 1 for your movement. So as to how much it effects the game depends on your luck! We've had times where the reaper moved more than what our characters did but then there are whole games where the reaper never even landed on someone. It does effect strategy though, either stay away from it or try to land on it if you're nearby so it can't land on you. Overall I would say it's a fun add-on though that everyone is scared of (rightfully so!). Next up are the new characters, adventure cards, spells, and warlock quests. The characters I don't think are anything special and are in the middle to lower end of the "power" spectrum. But how powerful the characters are doesn't seem to have much of an effect on anything in the end, just luck of the dice and cards. The other cards/spells/quests are nice, nothing way too powerful or that it made me wonder why they even bothered with it. Biggest con of the whole thing: The amount of adventure cards makes shuffling them very difficult, hehe.

Will You Look Death in the Eye? An unearthly chill creeps through the air. The Wizard stops reading his ancient tome and gazes cautiously over his shoulder. The Warrior feels an unfamiliar fear as he draws his mighty sword. The Thief's blood runs cold as he clutches at his stolen gold. A shadow has fallen across the countryside. Death himself wanders the land. Can the heroes fulfill their epic quests with the spectre of the Grim Reaper hounding their every move? The Reaper expansion offers Talisman Revised 4th Edition players 4 new character cards and plastic figures, 90 new Adventure Cards, 26 new Spell Cards, 12 Warlock Quest Cards, and the Grim Reaper, a dark figure that players manipulate against each other. The race to the Crown of Command has never been deadlier!

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