

Talisman - The Blood Moon Expansion Free Download [License]

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About This Content

A Pale Glow Engulfs the Land...

Once in a generation, the Blood Moon begins its fell cycle, bathing the realm in a pallid light. Compelled by its sinister presence, the restless dead rise from their graves, vampires hunt for unwary prey, and witches engage in nocturnal rituals. Worse yet, the horrifying Werewolf prowls the night, seeking heroes with whom to share his curse.

The Blood Moon expansion adds 111 new Adventure Cards, 10 new Spell Cards, 1 Time Card, 6 Lycanthrope Cards, 3 Alternative Ending Cards, 3 new characters and the Werewolf, a feral creature that players manipulate against each other.

Can you survive until daybreak?

Title: Talisman - The Blood Moon Expansion Genre: Indie, RPG, Strategy Developer: Nomad Games Publisher: Nomad Games Release Date: 4 Aug, 2016

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English, French, Italian, German, Polish







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Personally I do recommend this DLC.

It adds an extra layer to the game with the day and night cycle which one has to keep in mind with certain cards. Then I was thinking like: "well becoming lycanthrope is overpowered", but shortly after that I drew a card with something like an angry mob and got an instant-kill right away.

The dice mechanics once one is a lycanthrope is something that was, at the time I was playing, not well explained. Perhaps this is dealt with now. Non the less I had no glitches or crashes of any kind myself and this DLC for me added plenty of fun and variety to the game.

. good addition to the base game!. I have waited a long time for this DLC product and was so happy to see it finally released that I was tempted to get up in the middle of the crowded library I was in and make myself look like a fool by dancing for joy.

This DLC adds features to Talisman Digital Edition that I have been waiting for for a long time now. I once was tempted to buy the physical game Talisman from a games and hobby store I used to frequent but the digital version is so much better as I now don't need to rely on finding other players to join me (and a huge tabletop to spread the game out on)

I love Talisman and would recommend this DLC as well as the reaper one, and the city, dungeon, and cliffs over any of the characters.. I'm dealing with that exact same issue that felmail-wow described. :V A loop at the crown of <u>command...in my very</u> first game using this expansion... I think this is my favorite expansion out of the ones I've bought to date. Swinging from day to night adds another layer to the game and the new characters and cards are good additions. I didn't find it glitchy, hopefully that means the bugs have been ironed out.. This is alot of fun...in the game now you have a chance to move the reaper or the werewolf.

I always enjopyed this one...kind of came out for the digital one a bit later then for the boardgame but is well worth it.. Talisman - The Bloodborne Expansion

Makes the game last much longer, and not in a good way.

My first game I got to the Crown before anyone else even broke 7 high stat.

Then I sat there for an hour doing almost no damage since there was a card that every turn durring daylight, everyone can heal 1 hp. I couldnt kill anyone until night and it didnt change to night for an hour...

Another way it makes the game last longer, and be less interesting, is that there are a ton of level 1-3 spirits in the adventure deck. While they are easy to defeat, they do not feel rewarding and just make the game drag on longer. What a horrible night to have a curse. Blood Moon is horribly unbalanced. The werewolf piece is rarely a threat, and getting lyncathropy is more of a blessing than a curse. Once all players become infected, which rarely takes long, the werewolf is used as a recharge for health and fate; not one point at a time, if you are a lycanthrope and the werewolf lands on you (much more likely at night), there is a 33% chance you will refill either all of your life or all of your fate.. your choice (among other benefits)! Worst of all is that the AI is programmed to send it after other players with no hope in causing even a scracth to them, but the AI will constantly heal everyone this way. It gets tiresome.

The base ruleset is broken. There is now an option to remove the werewolf piece from the game and still use the set, but this strips most of the flavor from it.

If you want the extra characters and adventurer cards, by all means spice up your games, but understand that the core mechanic is broken and will absolutely ruin many games by making them boring, pointless, drawn-out, or impossible.

Until the game gets Steam Workshop support or some way to alter the rules, even just on the Werewolf card itself, this set would be immensely more worthwhile. Until then, you've been forewarned to enable you to make the right choice for you.. Please, God. Someone tell me how to get this piece of trash uninstalled so I can forget about it.

Aside from the common two-werewolves-at-the-crown thing..

It makes every game longer, and unbearable. Many character perks are unusable now that you have to roll for the werewolf.

How do I get it GONE??. Game Breaking Expansion...

Aside from the fact that I liked almost everything about this expanion, it makes the game completely broken. With lycanthropy, two characters fighting at the crown of command can't kill each other. They just keep replenishing their fate, avoiding the lost of life and then even if they get hurt, they can heal instead of raising fate. I've been sitting here fighting the same vampire hunter for over 40 turns and neither of us are hurt. Thanks for not testing this...

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