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About This Content

The Frostmarch Expansion

A continent of ice dominates the horizon...

It is the Frostmarch, brought here across the northern waters by the Ice Queen. Armed with the Crown of Command, she is transforming the realm into a desolate, frozen wasteland. Can you overcome the raging storms and strange creatures that inhabit this bitter land? Will your blood freeze when you behold the Ice Queen's cold, cruel gaze?

The Frostmarch expansion offers players 4 new characters, 84 Adventure Cards, 20 Spell Cards 24 Warlock Quest Cards, and 3 Alternative Ending Cards - including a final climactic battle with the Ice Queen!

Brace yourself against the onslaught of the Frostmarch!

New Characters -

- Necromancer
- Leprechaun
- Warlock
- Ogre Chieftain

Title: Talisman - The Frostmarch Expansion

Genre: Indie, RPG, Strategy

Developer:

Nomad Games

Publisher:

Nomad Games

Release Date: 12 Jun, 2014

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English,French,Italian,German





ICE QUEEN



A character on the Crown of Command must choose whether to attack the Ice Queen using Strength or Craft. Each time they defeat the Ice Queen, they must remove one of her lives and immediately attack her again. If they are defeated, in addition to losing 1 life, their turn ends and they must roll 1 die:

1 - 2) They lose their next 2 turns

3 - 4) They lose their next turn

5 - 6) They may flee and immediately move to the Plain of Peril

If a new character removes the Ice Queen's last life, they win the game! If another character has already removed some of the Ice Queen's lives, then a character only needs to remove the Ice Queen's remaining lives to win the game.

If there are no characters on the Crown of Command, the Ice Queen heals all her lives.

12

Strength

12

Craft

4

Lives

Click the Card for further information.

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A decent expansion, though there's some bugs.

Someone mentioned the Bag of Carrying. Also, the False Grail cannot be ditched\discarded even after you visit the Castle.. do u wanna biild a snowmen?; XDD lol!!!. Nomad Games retroactively changes the terms of their contracts. I cannot recommend buying anything from this company nor will I do business with them again.. Adds a broken item, "Bag of Carrying" to the game. If you use it it may go into a never-ending cycle of using it. Cancel, put items in, take them out... it'll just keep using the bag. Why pay for an item that can force you to start a new game?. A good expansion if you want some new caracters, followers and enemies. Will say it is a better buy than Dungeon, but not as good as The Reaper. Recomend to people wanting a little diferent experiense, without to many diferenses from the main game. The main diferense is the battle with the Ice Queen at the crown of comand, with forces you to grind more than in the main game. Can make the game crash if you play online, so you may want to wait til it works properly before you buy it. all in all a good buy (especially if you get it on sale). An expansion to a good and entertaining turn-based game.

It doesn't make the games longer... but it gives more options when you are playing it.

So, in essence... if you liked the original, Frostmarch will enhance it.

P.S.

I play mostly offline, and my gaming time is not accurate... but I have Talisman under my "Greatest Hits" category :)

I've played with this expansion many times, but have never seen any ice queen fights at the crown of command or alternate endings. The extra cards seem to be there though. What am I missing here?. Probably the best expansion released for Talisman so far. A lot of new enemies, equipment, followers, spells, and especially characters. The game is much, much more fun with this expansion. Definitely get this!. This expansion helped to perk up the game early on, but looking back, it is the weakest of all DLC.

I would only recommend this expansion for purchase if you enjoy spells and spellcasting characters. The Necromancer is a decent 'all psychic all the time kind' of guy, and the Warlock not only starts in the middle region, he is a walking assault battery of magic. Be aware that the Warlock can really ruin the game for people if the City expansion is used and abused by the Warlock. The spells are a good dose of mage abilities and also many that are useful to heroes who infrequently dabble. The leprechaun can be fun if you want to be swimming in more gold than you can reasonably spend in one game. But he is otherwise lackluster. The ogre chieftain looks like fun until you realize you don't need to dominate anything after a short while because he's a big baddy from the start. It's typically better to keep trophies. You will also not be evading many monsters... which leaves his abilities pretty lacking. The ogre chieftain will absolutely destroy the Dungeon expansion though, so if you want that experience, go ahead.

The rest of the expansion is petty unremarkable.

The endings are weak. Two rehashes of the base game ending (which is atrocious) attempt to make it more palatable. While these endings are better, they don't do a lot to be exciting. The Ice Queen is a static 12 strength/craft snooze-fest that you can deal with in whichever way is most convenient. Hardly inspiring. The Warlock Quests ending is an interesting concept, but many of the quests are easily completed and all of them will be done before anyone could make a run for the ending anyways. The adventure cards are not very good either. If I think about which ones really changed gameplay for the better or even stood out thematically... I come up with nothing. They are forgettable.

Like almost any DLC, it adds a bit of variety to the game. Buy it for the characters and spells. If the characters don't really do anything for you, you're pretty safe to skip this DLC and save your money for almost any other DLC expansion. They all offer more sizeable content and unique experiences; even the non-board expansions. I'd recommend you leave this DLC as a last option. But hey... if it goes on sale for \$2, it's probably a better investment than another coffee and a donut.

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