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Tabletop Simulator - Pillars Of Eternity: Lords Of The Eastern Reach Hacked

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## About This Content

Only the host needs to own this DLC.

1-4 Players | Ages 13 & Up

Approximately 60-120 minutes

*Pillars of Eternity: Lords of the Eastern Reach 5d3b920ae0*

Title: Tabletop Simulator - Pillars of Eternity: Lords of the Eastern Reach

Genre: Casual, Indie, RPG, Simulation, Strategy

Developer:

Berserk Games

Release Date: 8 Feb, 2018

English

tabletop simulator pillars of eternity lords of the eastern reach. tabletop simulator pillars of eternity lords of the eastern reach

This game is decently fun. I would say it has somewhat of a MTG/ engine builder feel (kind of terraforming mars like). Build an army up at the same time as you build up your city. Take your army in the wilderness or into the dungeon. You can even attack another player's city (and they can defend). The major issues people have of it being a luck based game is fine since I knew that going in. Its all about making the most of the hand you are dealt. Yeah, its possible to get resources that dont help you and yeah, you could draw cards that dont see play that game but knowing how to use the game's mechanics to work around those issues is key to winning. If I had to make any critiques, I would say that I would have liked a Lord Draft option to the scripting similarly to how it is done for single player rather than being forced into a random pull. Also, a built in option to use both Adventure decks would have been nice. Right now, using both adventure decks at the same time looks a bit tacky since everything is so well modeled. The table is excellent looking as is the modeled background. It was missing the beautiful Pillar of Eternity OST in the back so I made a separate save and added it myself. (highly recommended). Definitely going to pick the physical game up

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