

Doomsday

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1 The End is Near!

Nearly every prophecy of the end of the World has a number of events that act as signs to let people know their final hours are upon them. Natural order breaks down, there are various calamities, and unusual occurrences in the skies as well. The land of Talisman is no different.

2 Starting the Game

1. Place the Doomsday Clock near the Talisman board with a counter of some type on the 12 o'clock position.
2. Place the Death card to the side - hopefully it will not be needed. 3. Shuffle all the other cards into the Adventure deck.

3 Playing with Doomsday

The game is played as usual but when certain Events are drawn - Astral Conjunction, Blizzard, Earthquake, Evil Darkness, Halloween, Magic Vortex, Pestilence, and Volcano Events - the token is moved to the next position on the Doomsday Clock. There are extra Events in this expansion marked with a clock in their bottom right corner. They also cause the Doomsday Clock counter to advance as well. It doesn't matter if a Special Ability, Magic Object, or something else cancels the normal effect of a Doomsday advancing Event - the fact that the card was drawn is sufficient.

4 Deady Enemies

Enemies become stronger as time passes and may a bonus to their Combat and Psychic Combat rolls depending where the counter is on the Doomsday Clock.

Time	Bonus
3 o'clock	+1 to Strength/Combat
6 o'clock	+2 to Strength/Combat
9 o'clock	+3 to Strength/Combat
12 o'clock	+4 to Strength/Combat

5 Death Itself

If the counter gets around the clock to the 12 o'clock position the next Event Summons Death itself. Death is placed in the Crown of Command space and must be destroyed or all players may lose the game. Death is immune to magic, special abilities, and more other things and is very difficult to destroy. He must lose in both Combat and Psychic Combat in the same turn to be defeated.