*The fabled Clockwork City appears in the sky for the first time in generations. With its floating islands listing dangerously and its legendary constructs running amok, the city is in crisis. Will you aid the Clockwork King in his search for relics to save his land, or will you seize the Crown of Command for yourself and doom this majestic city?*

*The Clockwork City* is a fan-made expansion for**Talisman: The Revised Fourth Edition**. It adds a new Clockwork deck of Adventure cards, four new Characters, a new cooperative Ending, and more.

The material provide by this expansion are divided into 6 categories.

* **The Clockwork** **deck**: These cards form a new Adventure deck. Typically they are only drawn when visiting the Clockwork City itself.
* **Adventure Cards**: These cards are to be mixed into the main Adventure deck.
* **Characters:** Four new characters seek the Crown of Command alongside the Clockwork City. The Automaton begins the game with 3 Charge tokens, described below. The Machine Cleric uses the War Hammer originally added in my *Four Corners of the World: City* expansion, but an additional copy is included here as well.
* **Ending**: A new cooperative ending is included in which the characters assist the Clockwork King in saving his faltering city. At least one character much reach the Crown of Command before the city falls out of the sky.
* **Terrain:** The Clockwork City itself is a Terrain card and can be shuffled into the Terrain deck. As an alternative set-up, you may also place the Clockwork City on the Sentinel at the start of the game. Throughout the game, when a Magic Object is drawn, discard all cards on the Clockwork City’s space then move the Clockwork city to the nearest space to the Magic Object in the Outer or Middle Region, if able. If the Clockwork City is removed the board, return it to the Sentinel. This rule is always in affect when using the Clockwork King Ending.
* **Charge Tokens**: Within the Clockwork deck, you will encounter several Followers and Objects with the “**Charge: #**” keyword. Such Followers and Objects are referred to as *charged* by other cards. When revealed, place a number of Charge tokens on them equal to their Charge value. *Charged* Followers and Objects grant you the ability to spend a charge in order to gain some bonus described on the card. When spending a charge, remove it from the card and return it to the pool. *Charged* Followers and Objects may “restore” charges up to their Charge value. If they “gain” a charge, they may exceed their Charge value.