*In the heart of the kingdom, corruption spreads. Vermin creep in through the sewers. Plague and fire lay waste to neighbors. Desperate criminals battle the city guard in the streets. Can you restore order to great metropolis before only ruins remain?*

*The Four Corners of the World: City* is a fan-made expansion for**Talisman: The Revised Fourth Edition** and its **City** expansion. It adds more than 50 new cards to the City Deck, three new characters, and many new cards to the shops around City.

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

* The Main Deck: Cards in this group may be added directly into the City deck. While the writing of these cards generally assume you have access to all official expansions,
* Rewrites: These are cards that previously existed in game but have alterations made. This includes changing subtypes for some Enemies or adding cards from the previously found in the Adventure deck into the City deck. If the card previously existed in the City deck, it is best to remove the original version first if you wish to include the new one.
* Adaptations: These cards are based on those made in other fan-made expansions. The author of the original version is named card’s file. If you’re already using their card, you do not need to include these.
* Bonus: These cards relay on significant effects from other official and fan-made expansions. In particular, many reference fireland tokens from the **Fireland** official expansion and the *wanted* mechanic from the *Lawless Realm* fan-made expansion.
* Characters: Three new characters contend for the Crown of Command. The Doctor makes use of the Healer's Kit provided by the **Cataclysm**official expansion.
* Shop Decks: This section provides several new cards for all the Shops in the City. The Potions and Pets can be added to their respective decks and purchased normally. The new cards for the Armoury, Magic Emporium, and Stables are also added immediately but cannot be purchased right away. In order to gain access to these cards normally, characters must first discover the Denizens who will upgrade the respective Shops. These can be found through normal exploration of the Denizen deck or by Events added in the Main deck upgrade of this expansion.
* Denizens: This section provides four new Denizens that allow characters to purchase many of the new items added by this expansion. They can be incorporated directly to the Denizen deck, originally added by the **Cataclysm** expansion. If not using the **Cataclysm** expansion, they can only be encountered through Events in added to the City deck by this expansion. When encountered through an Event, the Denizen is then placed on its designated space. For the rest of the game, characters may encounter the Denizen instead of encountering the space.
* Terrains: This expansion provides two new Terrains, the Tavern and the Market. Both can be incorporated into the Terrain deck added by the **Fireland**, **Harbinger**, and **Cataclysm** expansions and used in the game as normal for that deck. If you are not using those Expansions, then the **Terrains** can only be added by Events included in this expansion.