*At the roof of the world, war approaches. The Eagle King’s lofty throne is no longer secure and new champions challenge his right to rule the Highland. Can you fight through the gathering armies to seize the ancient Relics for yourself?*

*The Four Corners of the World: Highland* is a fan-made expansion for**Talisman: The Revised Fourth Edition** and its **Highland** expansion. It adds more than 50 new cards to the Highland Deck, three new characters, and six Champions to confront at the Eyrie.

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

1. The Main Deck: Cards in this group may be added directly into the Highland deck. While the writing of these cards generally assume you have access to all official expansions,
2. 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 Highland deck. If the card previously existed in the Highland deck, it is best to remove the original version first if you wish to include the new one.
3. 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.
4. Bonus: These cards utilize some mechanic from another my expansions and should not be used unless you also have the related material.
5. Characters: Three new characters contend for the Crown of Command. In the case of the Frostling and the Griffon Rider, they require additional cards to used, which are included in the subfolder “Starting Cards.”
6. Champions & Relics: This folder includes a new deck of cards called the Champion Deck, containing six cards. Four of these (the Eagle King, the Ice Queen, the Gray Abbot, and the Ogre Warlord) may be used with just **The** **Highland** expansion. The Draconic Lord requires **The Dragon** as well, and the Forge Master requires **The Lost Realms** community expansion.
   1. To use the Champion deck, place it beside the Eyrie at the end of the Highland board. The first time a character enters the Highland or reaches the Eyrie, if no Champion card is present, reveal one and place it faceup on the Eyrie. Instead of confront the Eagle King as normal on the space, they must encounter the current Champion. If the character wins, they gain a Relic of their choice from those listed on the Champion and move to any space in the Outer or Middle Region as described on the Eyrie. When the last of the Champion’s Relics are taken, discard the Champion. If the character and the Champion have a stand-off, the character is moved to the Crags. If the character is defeated, they suffer the consequences listed on the Champion’s card before moving to the Crags.