*In the depths of the wilds, chaos looms. The Court of Ill Omen and its Raven King, the wood elves, and even the forest itself challenge the Fae courts. In the battle of fate, will you follow your destiny or forge your own path?*

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

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

* The Main Deck: Cards in this group may be added directly into the Woodland deck. While the writing of these cards generally assume you have access to all official expansions, they usually aren’t required.
* 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 Woodland deck. If the card previously existed in the Woodland 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 rely on significant effects from other official and fan-made expansions. In particular, this section includes several cards that were previously added by my *Hungry Forest* expansion, since the plant-based theme fits the Woodland as well. Other cards in this section often rely on various elements from official expansions, like the Time Card from **Blood Moon**.
* Characters: Three new characters contend for the Crown of Command. The Trapper is heavily reliant of “Trap” cards originally added by **The Deep Realms**. Several new “Traps” are added in this expansion, as well as *The Four Corners of the World – Dungeon.* I do not recommend using the Trapper unless you’ve also included additional Trap cards into your game in some way.
* Purchase decks: The Hunting Wolf and Riding Elk are added to the Stables deck. Since the Hunting Wolf is also included in FCOTW-City, you do not need to add it again if you are already using that. Additionally, the Tent and Elven Boots are added to the Purchase deck.
* Terrains: The new Terrain in this section was originally included with my *Hungry Forest* expansion. If you are already using that expansion, you do not need to include any additional copies of this card.