

# **Talisman: The Dark Forest**

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1: If you land on the Forest space, instead of encountering it, you may move to the Dark Forest Entrance space and encounter that. If you finish a subsequent Turn on the Dark Forest Entrance, then you may move back to the Forest space and leave from there on the main board on your next Turn.

2: You may move in either direction on any given turn, just as on the main board.

3: All spaces are considered to be part of the Outer Region; however, only the Dark Forest Entrance is considered to be adjacent to the Storm River.

4: When instructed to draw cards, draw from the Outer Region Adventure deck.

# **Talisman: The Grim Crag**

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1: If you land on the Crag space, instead of encountering it, you may move to the Grim Crag Pass space and encounter that. If you finish a subsequent Turn on the Grim Crag Pass, you may move back to the Crag space and leave from there on the main board on your next Turn.

2: You may move in either direction on any given turn, just as on the main board.

3: All spaces are considered to be part of the Outer Region; however, only the Grim Crag Pass is considered to be adjacent to the Storm River.

4: When instructed to draw cards, draw from the Outer Region Adventure deck.

# **Talisman: The Infernal Chasm**

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1: If you land on the Chasm space, instead of encountering it, you may move to the Infernal Chasm Gap space and encounter that. If you finish a subsequent Turn on either the Infernal Chasm Gap or the Infernal Chasm Pass, you may move back to the Chasm space and leave from there on the main board on your next Turn.

2: You may move in either direction on any given turn, just as on the main board. If your die roll is greater than required to reach either the Infernal Chasm Gap or the Infernal Chasm Pass then you encounter that space.

3: All spaces are considered to be part of the Middle Region; however, only the Infernal Chasm Gap and the Infernal Chasm Pass are considered to be adjacent to the Storm River.

4: When instructed to draw cards, draw from the Middle Region Adventure deck.