

REALMS OF TALISMAN: THE FIELDS

DUANE R. HAUT II

1 Rules

1. Any character in a fields space on the main board may choose to move to any of the fields spaces on this board. This move is in place of the player's normal turn. That player then encounters the new fields space.
2. Whenever a player is required to draw a card, an adventure card is drawn.

In this small farm community, enemies are unheard of. If a player draws an enemy card while on this board, it is discarded and that player's turn ends. Likewise, magic items are unheard of. If a player draws a magic item card while on this board, it is discarded and that player's turn ends.
3. Characters move as normal by rolling the die while on this board.
4. A player on any fields space on this board may exit it by moving to any fields space on the main board as his next move.