

# TALISMAN : WARLOCK'S MAZE

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## 1 General

- The Warlock no longer gives out Talismans as rewards for completing simple quests. Instead, you must prove your worth by making it through his Maze and picking the correct door.
- When you land on the Warlock's Cave, you may visit the Warlock or simply end your turn. If you visit the Warlock, move to the Starting Area of his Maze.
- Characters in the Maze are not affected by Events on the main board, or by Spells cast by other players. The Maze is a magical area created and maintained by the Warlock, and as such is not affected by anything outside this area. Players inside the Maze MAY cast Spells on each other. (The Warlock actually encourages this!)

## 2 Setting up the Maze

### 2.1 The Maze Tiles

- The Maze will be different each time a character enters it. This is done by random placement of 16 tiles, each with different rooms, corridors, etc.
- Shuffle the 16 Maze tiles and keep them face down. Set aside 4 random tiles; these will not be used in this Maze. Place the remaining 12 tiles face down, one on each space on the Maze board. The tiles are not revealed until a character lands on the space.
- This process should be repeated each time a character enters the Maze. It is not done if a character enters the Maze when there is already another one in it. (That's the best time to go in!)
- The last (fourth) column contains corridor spaces. Ignore these unless using the Optional Rules detailed below.

### 2.2 The Treasure Chambers

- There are 3 Doors at the end of the Maze. Each door guards a Treasure Chamber. Two of the

Treasure Chambers contain Talismans, and the other contains a Magic Object of the character's choice. (You may look through the Adventure deck and choose any Magic Object.)

- Shuffle the 3 Treasure tiles. Place one face down in each Treasure Chamber at the end of the Maze.

## 3 Movement

- Movement in the Maze may not be affected by Followers, special abilities, Spells, etc. The only exceptions are Maze cards or tiles that specifically allow you to do so.
- You normally move one space each turn. You may move off a tile in a certain direction only if a corridor leads off in that direction. (You may not move diagonally, unless specifically permitted by a Maze Card or tile.) You may only move to a face-up tile if it is connected to your tile by an adjoining corridor.
- Face-down tile – If you enter a face-down tile, turn that tile over. You may orient the tile any way you like. However, you must place it so that one corridor lines up with the tile you moved from. After you enter the tile, encounter the tile as explained below (Section F).
- Face-up tile – If you move onto a face-up tile, you may encounter it as normal, or you may treat it as a Corridor tile (i.e., you do not encounter the tile and you may make another move).
- Wrap-around
  - Due to the Maze's magic, you may move off the "top" Maze tile and onto the corresponding "bottom" Maze tile, and vice-versa.
  - As usual, the tiles must contain corridors that line up in order for you to use the wrap-around.
- Types of Maze Tiles:
  - Corridor Tile (5) - You may continue moving.
  - Normal Room Tile (6) - Draw 1 card from the Warlock's Maze deck.

- Special Room Tile (5) - Refer to the Special Rooms section below.

## 4 Special Room Tiles

### 4.1 The Starting Area

- Move here as directed by the rules (usually when first moving into the Maze).
- Three doors lead into the Maze. You may enter through any of the doors.
- You do not draw any cards while in the Starting Area.

### 4.2 Teleporter

- End your turn. On your next turn, you may move to ANY adjacent tile (even diagonally, but you may not wrap-around), including a Treasure Chamber.
- You may also use the Teleporter to exit the Maze. On your next turn, roll a die. If you roll a 2-6, move to any space in the Outer or Inner Regions. If you roll a 1, the person to your right chooses the space you move to.

### 4.3 Magic Spirit

- Roll 1 die to determine the Spirit's reaction to you:
  - 1 – Drains 1 Life from you.
  - 2 – Teleports you back to the Starting Area.
  - 3 – Disappears.
  - 4 – Allows you to switch any two face-up tiles.
  - 5 – Gives you 1 Craft.
  - 6 – Tells you the layout of the Maze. You may look at all of the face-down tiles in the Maze, and turn over as many as you wish.

### 4.4 Warlock's Chamber

- You come across the Warlock, hard at work in his Chamber researching some new spell. He challenges you to a mental duel. If you accept, you must wager 1 Magic Object. Fight a psychic combat against the Warlock, who has a Craft of 5. You may not add bonuses from Followers, Objects, or Spells.
- If you decline the challenge or do not have a Magic Object, he teleports you to the Warlock's space on the main board.

- If you win the duel, the Warlock gives you a Talisman and makes you his apprentice. Take the Warlock Apprentice card. He then sends you back to his space on the main board.
- If you lose, the Warlock keeps your Magic Object.

### 4.5 Magic Circle

- You may enter the Circle if you wish. If you do, roll 1 die to see what happens:
  - 1 – Drains 1 Craft.
  - 2 – Attacked by a Spirit (Craft = 6)
  - 3 – Paralyzed – lose your next turn.
  - 4 – Gain 1 Spell.
  - 5 – Reveals what is located in each of the Treasure Chambers. (You may look at the 3 Treasure Tiles.)
  - 6 – Teleports you to tile of your choice (except Treasure Chambers).

### 4.6 Rotating Room

- Your turn ends when you enter the Room. (Do not draw a card.)
- When you leave the Room on your next turn, the Room may rotate, and you may not be able to control the direction you leave from. Roll 1 die to determine the effect:
  - 1 - The Room does not rotate, but you find the doors all locked. You are stuck here for the rest of the turn. Roll again next turn.
  - 2 – Exit via the top corridor.
  - 3 – Exit via the right corridor.
  - 4 – Exit via the bottom corridor.
  - 5 – Exit via the left corridor.
  - 6 – The Room does not rotate. Exit from any corridor you choose.

### 4.7 Treasure Chamber

- Flip the Treasure tile over and claim your reward.
- If you found a Talisman, move immediately to the Warlock's space on the main board. On your next turn, move on from there as normal. You may NOT reenter the Warlock's Maze on your next turn, but you may enter it again on a later turn.

- If you did not find a Talisman, you may move to the Warlock's space as described above, or you may move back to the Starting Area. If you move to the Starting Area, the Maze remains the same, unless you ask the Warlock to reset it.

## 5 Resetting the Maze

- Depending on how the tiles are placed, it is may happen that you are unable to reach any of the Treasure Chambers. It is possible for all 3 tiles in one column to be dead ends. If this happens, you may ask the Warlock to start over.
- When you start over, move to the Starting Area. You lose your next turn as the Warlock recreates his Maze. Remove all of the Maze tiles (both face-down and face-up), and re-do the Maze as described in Section II above.

## 6 Optional rules

- You may find that the Maze is simply too big and takes too long to get through. If this is the case, you may opt to use only 3 of the 4 columns of Maze spaces. The last column (i.e., the one closest to the Treasure Chamber) has Corridor sections drawn on the board. Use these in place of putting Maze tiles on these spaces.
- Set up the Maze as normal, except you will only use 9 of the 16 tiles, and you will not place any Maze tiles in the last column.