

TALISMAN : LABYRINTH

I. BASIC RULES

1. General

- 1.1. This part of the rules assumes you are using the Labyrinth as a regular expansion. Full rules for using the Labyrinth in the Inner Region are given in Chapter IV, The Endgame.
- 1.2. The Labyrinth will be different each time a character enters it, and will actually change as the characters move through it. This is done by random placement of 93 tiles, each with different rooms, corridors, etc.
- 1.3. Characters in the Labyrinth are not affected by Events on any other board, or by Spells cast by other players. The Labyrinth is a magical area that is heavily shielded against outside influences. As such is not affected by anything outside this area. Players inside the Labyrinth MAY cast Spells on each other.
- 1.4. Nomenclature
 - 1.4.1. Passage – each tile has at least one passage that runs to the edge of the tile. Tiles are connected to each other via passages.
 - 1.4.2. Space – an empty space on the Labyrinth board (i.e., one that doesn't have a tile on it already).
 - 1.4.3. Tile – a small square representing a Corridor or Room in the Labyrinth. Each tile represents one area of the Labyrinth.
 - 1.4.4. Destroyed Tile – a tile that has been rendered impassable. Place a “Destroyed tile” marker on any tile that is destroyed. That tile may not be entered for the rest of the game.

2. Set-up / Game Components

- 2.1. Labyrinth Board
 - 2.1.1. The Labyrinth board is fairly simple. It consists of a grid of squares (7 columns by 7 rows). It also includes various reference tables required during play.
 - 2.1.2. Eleven of the squares are numbered (2 through 12). These are used for set-up, as well as whenever a reference is made to a random tile. They indicate possible entrances to the Labyrinth. (See 3.1 below.)
- 2.2. Labyrinth Entrance Cards
 - 2.2.1. These cards mark the various entrances to the Labyrinth. Each card corresponds to a specific Entrance tile (as indicated on the card).
 - 2.2.2. Place each Labyrinth Entrance card on the appropriate space on the main board or expansion board. If you are not using one or more of the expansions, set aside the corresponding Labyrinth Entrance cards and Entrance Tiles.
 - 2.2.3. When you land on a Labyrinth Entrance card, encounter the space (or any character on that space) as normal. On your next turn you may move normally OR you may attempt to open the portal and enter the Labyrinth. In order to enter the Labyrinth, you must roll less than or equal to your Craft on 1 die. (This is called “taking a Craft (1)” test. Refer to Section 6, Traps.)

2.3. Labyrinth Tiles

- 2.3.1. The Labyrinth Tiles make up the bulk of the components of this expansion. There are 105 tiles total. They represent the various Rooms and Corridors that comprise the Labyrinth.
- 2.3.2. Labyrinth tiles include Entrance Tiles, Corridor Tiles, Room Tiles, Stairs markers, and Secret Door tokens. All of these are explained in Section 3.
- 2.3.3. Separate the Entrance Tiles and place them face-down in a pile.
- 2.3.4. Turn the rest of the tiles face down and set them off to the side. These tiles form a “pool” of tiles. Each time a character moves onto a space that has no tile, he draws one at random from the pool. The pool consists of all the tiles, except for the Entrance Tiles.

2.4. Labyrinth Cards

- 2.4.1. There are 2 decks of cards used in this expansion. One deck contains Enemies, and the other contains Treasures (Objects, Followers, and Abilities) that you can acquire in your exploration of the Labyrinth. Shuffle both decks and place them next to the Labyrinth board.
- 2.4.2. You draw from either deck when directed to by a card, room, etc. Also, after you defeat an enemy, you make a Treasure roll to see if you may draw a card from the Treasure deck (refer to Section 7.)

3. Types of Tiles

3.1. Entrance Tiles

- 3.1.1. The Entrance Tiles connect the Labyrinth to the various Talisman boards. Each Entrance Tile is linked to a specific Labyrinth card (and therefore to a specific space on one of the other boards).
- 3.1.2. Four of these tiles show stairs leading up out of the Labyrinth, and the other 2 show stairs leading down. These illustrations are for flavor only and have no effect on the game. The tiles are all treated the same.
- 3.1.3. When you enter the Labyrinth from a space on one of the other boards, move to the corresponding Entrance Tile, if it is on the board. If not, roll 2 dice and place the Entrance Tile on the corresponding space on the Labyrinth board. If there is already a tile there, roll again until you get an unoccupied square. You may orient the tile any way you like.
- 3.1.4. It costs 1 point of movement to move from an Entrance Tile to a Labyrinth card and vice-versa.

3.2. Corridor tiles

- 3.2.1. There are 4 kinds of Corridor tiles: Straight, Elbow, T-Junction, and Intersection. All 4 kinds are treated the same unless otherwise noted.
- 3.2.2. Each Corridor tile contains instructions to tell you what to do when you move into that Corridor.

3.3. Room Tiles

- 3.3.1. There are 2 different kinds of Room tiles: Special rooms and Standard rooms. The Standard room tiles include instructions to follow when you enter that room.

When you enter a Special Room refer to Chapter II Special Rooms for the rules associated with that tile.

3.3.2. Some of the rooms are dead ends. Others have one or more passages leading out from them.

3.4. Stairs Markers

3.4.1. The Stairs markers are mixed in with the other tiles in the pool.

3.4.2. If you draw a Stairs marker, pick one of the face-down Entrance tiles and place it on the square you moved to. If there are no more Entrance tiles (i.e., they are all on the board), draw another tile and ignore the Stairs marker.

3.4.3. On your next turn, you may exit the Labyrinth (and move to the corresponding Labyrinth card on another board). Or you may go back to the previous tile and continue exploring the Labyrinth.

3.4.4. Return the Stairs marker to the tile pool.

3.4.5. NOTE: Do not confuse the Stairs markers with the Entrance Tiles. A Stairs marker depicts a generic stone stairway, while an Entrance Tile has the name of a specific Labyrinth card. Stairs markers are never placed on the board.

3.5. Secret Door Tokens

3.5.1. You may keep a Secret Door token until you are ready to play it.

3.5.2. When you play the Token, you may move to any adjacent tile (except diagonally), regardless of connecting passages. If there is a tile there, encounter it as normal. If not, refer to the rules for moving onto an empty space below.

3.5.3. Tokens are not considered Objects, and you may never be forced to discard one.

3.5.4. Return the Token to the tile pool after you use it.

4. Movement

4.1. General Movement rules

4.1.1. Movement in the Labyrinth may not be affected by Followers, special abilities, Spells, etc. The only exceptions are Labyrinth cards or tiles that specifically allow you to do so. (Exception: The Teleport spell allows you to move to ANY adjacent tile.)

4.1.2. You normally move one tile each turn. You may move off a tile in a certain direction only if a passage leads off in that direction. (You may not move diagonally, unless specifically permitted by a Labyrinth card or tile.) You may only move to a face-up tile if it is connected to your tile by an adjoining passage.

4.1.3. If you enter a Corridor tile, you may continue moving to another tile after you resolve the effects of the Corridor tile. You may only do this once per turn, and you may not continue moving if you are defeated in battle or psychic combat.

4.1.4. It is possible to move between adjacent non-connected tiles by use of Secret Doors (see Section 3.5).

4.2. When you move from one tile to another, there are 3 circumstances that can occur. These are explained below.

4.2.1. **Empty space** – If there is not a tile in the space to which you are moving, draw one from the tile pool. You may orient it any way you like, as long as one of the

passages on the tile lines up with a passage on the tile from which you moved (unless you moved through a Secret Door.)

- 4.2.2. **Face-up tile** – If you move onto a face-up tile, refer to the Room or Corridor Encounter Key (as appropriate) to see what you find. (The tiles marked with a “*” after the encounter description apply only the first time a character moves onto that tile. After that, treat the tile as Empty.)
- 4.2.3. **Face-down tile** – These tiles have been hidden for one reason or another. When you enter a face-down tile, turn it face up and orient it any way you like (it must still have an adjoining passage with the tile you moved from, unless you moved via a Secret Door). The tile remains face-up unless it becomes hidden again.
- 4.2.4. **NOTE:** When you are moving and must turn over a face-down tile or place a new tile, you must move onto that tile. You cannot change your mind and decide not to enter it after you discover it may be hazardous!

5. Shifting Walls (NOTE: This section is Optional!)

- 5.1. The Labyrinth is a strange and confusing place. Its rooms and corridors seem to constantly shift, which makes it nearly impossible to map ones progress through the ever-changing maze. To simulate this, the following rules apply.
- 5.2. Whenever a character moves more than 2 tiles away from an existing tile, remove that tile from the board. In other words, the only tiles that will ever be on the board must be occupied by, or adjacent to a tile occupied by, a character.
- 5.3. Return tiles removed in this fashion to the tile pool.
- 5.4. While this presents challenges to the characters as they move through the Labyrinth, it also has at least one advantage. If a character is trapped in an apparent dead end, he just needs to retrace his steps until the dead end tiles are removed!
- 5.5. The above do not apply to Destroyed Tiles. Leave any Destroyed Tile markers on the board for the remainder of the game.

6. Traps

- 6.1. There are 6 different kinds of traps in the Labyrinth: Non-Magic Traps, Magic Traps, Crypt Traps, Door Traps, Room Traps, and Corridor Traps. When you set off one of these traps, roll on the appropriate table to find the exact type and effect of that trap.
- 6.2. With the exception of Room Traps, Traps do not remain in play after they are activated (i.e., they are not represented by cards or counters). When you set off a Room Trap, the Trap affects that room for the rest of the game. Take the appropriate counter and place it on the room tile.
- 6.3. Tests of Strength and Craft
 - 6.3.1. There are a number of times where you will be directed to “Take a Craft (or Strength) test.” To take a test, roll the number of dice listed in parentheses (usually 1 or 2) and compare the result to your Strength/Craft. If the number rolled is less than your Strength/Craft, you succeed. If it is greater than or equal to your Strength/Craft, you fail and suffer the consequences (or don’t get the reward).
 - 6.3.2. When taking a Test, you may add any bonuses from Followers, Objects, etc. that raise your Strength/Craft (e.g., the Maiden, the Magic Ring, etc.). You may not add bonuses from those that only add to your score in battle or psychic combat (e.g., a Broadsword, the Squire, etc.).
 - 6.3.3. For Strength/Craft (1) tests, a roll of 6 is always a failure.

7. Enemy Encounter Deck

- 7.1. In the Labyrinth, Enemies are represented by a separate deck of cards. Draw an Enemy card when instructed to do so.
- 7.2. Treasure!! Whenever you defeat an Enemy from this table, roll 1 die and refer to the “Trea” (Treasure) column of the Enemy Encounter Table. If you roll one of the numbers listed, you have found its treasure! Draw one Labyrinth card as your reward. If the Enemy does not have a number specified for it, you find its Treasure if you roll a 4 to 6.

8. Ailments

- 8.1. You may succumb to a variety of different Ailments in the Labyrinth. They include Confusion, Weakness, Disease, Curse, Lycanthropy, and Poison. The effects of Ailments are described on the individual cards.
- 8.2. When you are inflicted with an Ailment, take an Ailment card and place it on your character card as a reminder.
- 8.3. Ailments can be cured at the Doctor’s Surgery (in the City), the Healer (in the Village), or the Royal Doctor (in the Castle) at a cost of 1 Gold each. They may also be cured by a number of cards and events in the Labyrinth.

9. Miscellaneous

9.1. Ability Cards

- 9.1.1. Ability cards represent additional special abilities that you can acquire. They can be found in the Treasure deck, and they may also be gained in certain Special Rooms. Unless otherwise stated, they work in exactly the same way as the abilities that are printed on your character card. They cannot be taken away once you have acquired them (though you may discard them voluntarily).
- 9.1.2. When you gain an Ability, take the Ability card. The card describes any applicable rules for that Ability.
- 9.1.3. You may have any number of Abilities.

9.2. Enemy Characters

- 9.2.1. You may encounter Enemy characters in certain Corridor tiles. When you do, draw a character card at random from the unused ones.
- 9.2.2. Roll 1 die and subtract 1. Add this number to the Enemy’s Strength or Craft (whichever is higher). The Enemy will fight you with the higher of the two. In addition, the character may include any bonuses from special abilities listed on the character card.
- 9.2.3. If the character is a spellcaster, the player to your right draws the appropriate number of spells (plus 1 extra) from the Spell deck. He may select one of these for the character to cast during the battle (if possible).

9.3. Enemy Spellcasters

- 9.3.1. Certain Enemies you will meet in the Labyrinth are noted as Spellcasters. If an Enemy casts a Spell on you (or you are targeted by a random spell from some other source), roll a die to see which one it is.

Die Roll	Spell
1	Finger of Death – lose a Life.
2	Immobility – lose your next turn.
3	Syphon – lose one point of Craft or Strength (your choice).
4	Brainwave (psychic combat) or Lightning Bolt (combat) – add 3 points to the Enemy’s Strength or Craft as appropriate.
5	Destroy Magic – no player may cast Spells or use Magic Objects until the start of your next turn.
6	Random – roll 1 die and see the Spell card for the effect.

1.1. Enchanted Objects

1.1.1. You may Enchant an Object from a number of sources in the Labyrinth. If you do, place an Enchanted counter on the Object card as a reminder.

1.1.2. Enchanted Objects confer the following abilities:

1.1.2.1. Unbreakable – Some Objects (e.g., Armour, Broadsword, etc.) will normally break if you roll a 1 when using that Object. Enchanted Objects, however, will never break.

1.1.2.2. Magic Bonus – Enchanted weapons add 1 to any Strength bonus they give to you. Enchanted armour (including Helmets and Shields) adds 1 to the die roll when determining whether you lose a life if you lose a battle.

1.1.3. Technological Objects (i.e., those gained in the Timescape or Space Hulk expansions) may not be Enchanted.

II. SPECIAL ROOMS

- A. ANCIENT WRITING** – The walls of this corridor are covered with writing in an ancient language. The text describes the surrounding areas of the Labyrinth. You may try to decipher it by taking a Craft (1) test. If you succeed, you may look at any adjacent tile(s). If any adjacent spaces are blank (i.e., no tile has been placed there yet) you may draw a tile from the pool and place it face-down in that space (after you look at it).
- B. ARENA** – You are chosen as the next “contestant” in a deadly fight-to-the finish, to be witnessed by a host of mysterious, hooded spectators. Roll on the Enemy Encounter table to determine your opponent. If you win the battle, you gain 1 Gold and may stay here and fight again next turn. If you lose, you lose a Life as normal and you miss your next turn. You wake up in a random adjacent tile.
- C. ARMOURY** – As you enter this room, you see a number of weapons floating in the room. All of a sudden, they attack you, as if commanded by some unseen wizard. You must fight a psychic combat against the weapons (Craft 6). If you win, the spell is broken and the weapons fall harmlessly to the ground. You may take any weapon or armour card from the Purchase deck. If you lose, lose a Life as normal.
- D. BATS** - When you discover the room full of bats, you have 4 options:
- 1) Close the door and go back the way you came from.
 - 2) Use an area effect Spell (e.g., Fireball, Lightning Bolt, etc.) to clear enough of the creatures for you to get through.
 - 3) Use the Lantern or Torch to scare away the bats. This will allow you to run through to another door.
 - 4) Fight. If you attempt to fight your way through the bats, you lose 1 Life and your next turn during the fight. In addition, roll 1 die. If you roll greater than your Strength, you are bitten by a Vampire Bat and are inflicted with Weakness.
- E. BOTTOMLESS PIT** - This chamber is very dangerous to navigate. You do not have to enter this tile unless you want to. Each turn, you must take a Craft (2) test as you move around the edge of the pit. If you fail, you fall into the pit and must take a Strength (1) test. If you succeed, you manage to grab onto the edge and pull yourself up, but must discard one Object (your choice). If you fail, you plummet to your doom.
- F. BURIAL CHAMBER** – The Crypt in this room holds tremendous treasure, but it is protected by powerful guardians. You may move back to the tile you came from and end your turn. If you decide to go after the treasure, you must defeat the two Crypt Guardians in this chamber. Each has a Craft of 5, and you must fight them one at a time. If you lose a psychic combat, your turn ends immediately. On your next turn, you may retreat as above or try again. (You only have to defeat each spirit once. If you defeat the first one, then you only have to fight the second one on later turns until you defeat it as well or retreat.) Once you defeat the Guardians, you may open the Crypt. Roll on the Crypt Trap Table to see what trap protects it. If you survive, you discover the treasure. The horde consists of 2 Gold, a Labyrinth card, and one (Magic) Object from the

Adventure discard pile (you may choose the card). Once the treasure has been taken, no other player may enter this tile.

G. CAVERNS – There are a number of cavern tiles. Some are treated as Standard Room tiles (when you enter such a Cavern, roll on the Monster Encounter Table to see what you find). Others, listed below, have special rules associated with them.

- a. **ICE CAVERN** – The air in the Cavern is bitterly cold. The Cavern is inhabited by an Ice Dragon (Strength 8). Due to the cold air, you suffer a –2 penalty on all die rolls (including combat) while you are in this room. If you defeat the Dragon, you find its Treasure. Draw 1 Labyrinth card.

- b. **LAVA CAVERN** - The air in this room is extremely hot, as it is superheated by the Lava that flows through it. The Cavern is inhabited by a Fire Dragon (Strength 7). You lose 1 Life for each turn you spend in the Cavern, including the turn you enter. If you defeat the Dragon, you find its Treasure. Draw 1 Labyrinth card.

- c. **LAKE CAVERN** – Roll 1 die and consult the Enemy Encounter Table to determine the occupant of the room. Fight the combat as normal. On your next turn, you may examine the Cavern. The Lake is the source of an underground river, and there is a boat tied to a makeshift pier on the other side of the lake. You may attempt to swim across the lake to the boat by taking a Strength (1) test. If you fail, you lose a Life and your turn ends. If you succeed, you may board the boat and sail down the river. Roll 1d6 to see where you come out:

Roll	Result
1	The River Styx space in the Underworld.
2	The Toll Bridge (you may choose which side).
3	The Wilderness space in the inner region.
4	The Wharf in the Village.
5	The Wharf in the City.
6	Your choice of any of the above.

H. CHASM ROOM – A deep ravine runs across the middle of this room. You may deal with the Chasm in one of several ways:

- 1) You may leave the room by the door from which he entered.
- 2) You may cross the Chasm by magical means (e.g., Flight, Levitation, etc.)
- 3) You may use a Rope to help you cross. Roll 1 die for each Follower. If you roll a 1, the Follower falls into the Chasm. On a 2-6, he crosses safely.
- 4) You may leap across the Chasm. This is a risky prospect indeed. In order to make the jump, he must take a Strength (2) test. If you succeed, you make it to the other side with no problem. If you fail, you cross the Chasm, but lose 1 Life and you must discard 1 Object. Roll 1 die for each Follower. On a 1-3, the Follower falls into the Chasm. On a 4-6, they cross safely.

I. CLOUD OF CHAOS – You find yourself surrounded by a strange swirling mist that appears from nowhere. Roll a die to determine the effect:

Die Roll	Effect
1	You are inflicted with a Disease.
2	You are attacked by a random spell. Refer to the Random Spell Table to determine which one.
3	You are inflicted with Lycanthropy.
4	You become disoriented, and loses 1-3 turns.
5	You are transformed into a grotesque humanoid. Though your abilities are unaffected, you are an outcast and can no longer visit the City or gain any more Followers. (Any you have already stay with you.)
6	You are bathed in a strange light. The light protects you from attacks from all Spirits. For the rest of the game, you may Evade psychic combat with any Spirit if you wish.

J. CRYPT ROOM – When you enter a Crypt Room, you may (if you wish) investigate the Crypt. If you do, roll on the Crypt Table to determine what you find.

CRYPT TABLE

Die Roll	Encounter
1	Trap! Roll on the Crypt Traps table.
2	Attacked by a Spirit with a Craft of 5.
3	You find nothing of interest.
4	You find 1 Gold.
5	You find 2 Gold.
6	You find one Object. Pick any Object from the Purchase deck (your choice).

K. FAERIE DRAGON– Roll a die to see how the Dragon reacts to you:

Die Roll	Effect
1	You must take a Craft (2) test. If you fail, you become Confused.
2	The dragon steals all of your Gold and teleports away.
3	You frighten the Dragon and he runs away.
4	The dragon offers to swap objects. You may trade any Magic Object in your possession with any one from the Adventure deck.
5-6	The dragon joins you as a Follower. Take the Faerie Dragon special card.

L. GATEWAY – The Gateway leads to the Astral Plane. You may enter it if you wish. If you step through it, move to a random entrance hex in the Astral Plane. (If you do not have the Gateways

expansion, the Gateway leads to the Warp Gate of the Timescape. If you have neither the Gateways nor Timescape expansions, the Gateway functions as a Teleporter.)

M. HALLS OF LEARNING – The Halls contain the spirits of some of the greatest warriors of the land. You may petition them for help. If you do, roll a die to see how they respond:

Die Roll	Effect
1	Judged unworthy. Move to your starting space immediately.
2-5	The spirits agree to train you. You must miss your next turn training, but you may draw 1 Special Ability card as the result of your training.
6	You show exceptional promise. As 2-5 above, but you may choose one of the remaining Special Abilities.

You may only enter the Halls once per game, regardless of the result.

N. LABYRINTH – Once you enter the Labyrinth, you are trapped until you find a way out. Each turn, roll a die and consults the following table. You may add 1 to the die roll for each turn you spend in the Labyrinth, and 1 for every 3 points of Craft you have (round down). These bonuses are cumulative.

LABYRINTH ENCOUNTER TABLE

Die Roll	Encounter
1 – 3	You wander around, but find nothing.
4 – 5	Attacked by a Wandering Monster.
6	Trap! Roll on the Non-magical Traps table.
7	Treasure! Draw a Labyrinth card.
8	Secret passage! Exit the Labyrinth and move to ANY tile up to 2 tiles away.
9+	Exit. Return to the tile from which you entered the Labyrinth.

O. MAGIC FORGE – As you approach the Forge, roll a die to see what happens:

Die Roll	Effect
1	The Forge spits out a Fire Elemental. You must fight a psychic combat against the Elemental, which has a Craft of 6. It can only be harmed by offensive Magic Objects or Spells. If you do not have one, you automatically lose.
2	The Forge explodes. You lose 1 Life. In addition, roll 1d6 for each Follower. On a 1, the Follower is killed.
3	Nothing happens - The fires of the Forge were extinguished long ago.
4	The Forge Enchants any non-magic weapon in your possession. Place an Enchanted counter on the Object card as a reminder.
5	The Forge creates an Enchanted weapon of your choice. Take any Object (that is a weapon) from the Purchase deck. Place an Enchanted counter on the Object card as a reminder.
6	Same as # 5 above, except that the Forge imbues the weapon with the ability to cast one Spell (one time). Draw a Spell card and place it with the Object.

P. MAGIC MOUTH – This magical guardian awakens at your approach. Roll a die to see what it does:

Die Roll	Effect
1	The Mouth shouts an alarm, which summons a Wandering Monster. Roll once on the Monster Encounter Table.
2	You must fight a psychic combat against the Mouth, which has a Craft of 5. It can only be harmed by offensive Magic Objects or Spells. If you do not have one, you automatically lose.
3	The Mouth casts a random Spell on you.
4	The Mouth tells you the layout of this part of the Labyrinth. You may look at any or all of the adjacent tiles.
5	The Mouth offers to cast ANY one spell you. The Spell does not have to be in the Spell deck, but it must be used now or it is lost.
6	If you spend your next turn here, the Mouth teaches you the Meditation Special Ability.

Q. MIRROR OF DREAMS – You see a beautiful mirror in the room, and your gaze is uncontrollably drawn to it. Roll a die to find out what you see:

Die Roll	Effect
1	Opposition - An exact duplicate of you appears and attacks. You must fight him a psychic combat against him. He has the same Craft as you, including bonuses for Objects and Special Abilities but not Followers.
2	You are trapped inside the mirror with one Wandering Monster. You can escape only after slaying the monster.
3	The mirror has lost its magic, but is worth 2 Gold.
4	The mirror is actually a Portal that opens up to the Enchantress in the City. You may move to the City if you wish.
5	Scrying mirror – you may look at any adjacent face-down tiles.
6	Sanctuary - The hero can use the mirror to teleport to a safe haven where you can rest. You lose your next turn if you go there, but are restored to your starting quota of Lives and have any Ailments restored.

R. MOULD – This room is filled with Mould. Roll a die to determine its effect:

Die Roll	Effect
1	The spores attack you. Fight a combat against their Strength of 5. If you win, you lose 1 Life and gain no experience. If you lose, you lose 2 Lives.
2	The mould releases highly corrosive spores. Roll 1 die for each (Magic) Object in your possession. On a roll of 1, the item disintegrates. Discard the card.

3	You contract a Disease.
4	The mould is harmless, and produces no ill effects.
5	You gain 1 Strength.
6	You gain 1 Craft.

S. MUSHROOMS – The floor of this room is covered with a variety of fungi. If you eat a mushroom, roll a die to see how you are affected:

Die Roll	Effect
1	Poison – You are Poisoned.
2	Nausea – You become violently ill. Lose 1 Life and your next turn.
3	No effect.
4	You may keep the Mushrooms and eat them any time. They restore you to your starting quota of Lives.
5	You may add 2 to your score in the next battle you fight.
6	Gain 1 Craft.

Each time you eat a Mushroom, make another roll on the table. You may eat as many Mushrooms as you like (but treat any rolls of “6” after the first one as “No effect”).

T. MYSTICAL STATUE – A large finely crafted statue adorns this hallway. As you approach, it stirs to life. Roll a die to see what happens as it awakens:

Die Roll	Effect
1	The Statue animates and attacks the you. The Statue has a Strength of 7, and rolls 2 dice and chooses the highest roll.
2	The Statue is a Werewolf lying in disguise. It surprises you and bites you before you manage to defeat it. You are infected with Lycanthropy.
3	The Statue wields a huge magic sword in one hand, which strikes out at you. You must take a Craft (2) test. If you fail, the sword drains 1 Strength from you.
4	The Statue gives you one Spell of your choice. You may look through the Spell card deck and choose one Spell.
5	A secret panel in the base of the Statue opens to reveal a hidden chamber. Draw a Labyrinth Card to see what you find.
6	The Statue offers you the chance to take the Hero’s Challenge. If you do, you must take both a Strength (1) test and a Craft (1) test. If you are successful at both, you are given the Hero Special Ability.

U. POOL – A pool of strange liquid sits in the middle of this room. You may drink from it if you wish. If you do, roll a die to see what effect the liquid has:

Roll	Effect
1	A Water Elemental springs forth and attacks. You must fight a psychic combat against the Elemental, which has a Craft of 5. It can only be harmed by offensive Magic Objects or Spells. If you do not have one, you automatically lose.
2	The liquid is harmful, and you must take a Strength test. If you fail, you are Poisoned.
3	The liquid causes you to fall into a deep sleep. Each turn, you must take a Craft

	(2) test. You remain asleep until you pass the test.
4	You gain 1 point of Strength or Craft (your choice).
5	You are restored to your starting quota of Lives, and are cured of any ailments.
6	The liquid gives you a random Special Ability. Shuffle the unused Special Ability cards and draw one.

V. RATS - When you discover the room full of rats, you have 4 options:

- 1) Close the door and go back the way he came from.
- 2) Use an area effect Spell (e.g., Fireball, Lightning Bolt, etc.) to clear enough of the creatures for him to get through.
- 3) Use the Lantern or Torch to scare away the rats. This will allow you to run to another door.
- 4) Fight. If you attempt to fight your way through the rats, you lose 1 Life and your next turn during the fight. In addition, roll 1 die. If you roll greater than your Strength, you are bitten by a rabid rat and are inflicted with a Disease.

W. REVOLVING ROOM – This room rotates by way of complicated mechanical gears.

However, the rotation is uncontrollable. Your turn ends when you enter the room. When you leave on your next turn, roll 1 die to determine what happens.

Die Roll	Effect
1	You leave through the North corridor.
2	You leave through the East corridor.
3	You leave through the South corridor.
4	You leave through the West corridor.
5	All the doors of the room lock, and you are trapped. Roll again next turn.
6	The room doesn't move, and you may exit through whatever door you choose.

Y. SEWERS – The Sewers run underneath the City. On your next turn you may enter the Sewers or move back to the tile you entered the Sewers from. If you enter the Sewers, roll a die to see where you come out in the City:

Die Roll	Effect
1	The Donjon - You must escape, be judged, or bribe on your next turn.
2	The High Temple
3	The Anarchists' Guild
4	The Town Square
5	The Wharf
6	Your choice of any of the above.

Z. SPECTRE – As you enter this room, the air swirls and a form materializes in front of your eyes. Roll a die and consult the following table to see how the spirit responds:

Roll	Effect
1	The Spirit is malevolent and attacks you. Fight a psychic combat against its Craft of 6. Win or lose, you must take a Craft (1) check. If you fail, you are affected with Weakness.
2	The Spirit drains one Life from you, and then leaves.
3	The Spirit tries to possess you. Take a Craft (2) test. If you fail, you are Confused.

4	The Spirit gives you its treasure as a reward for freeing its soul. Draw one Labyrinth card.
5-6	The Spirit becomes your Follower. Take the Magic Spirit special card.

AA. TELEPORTAL – You may use the Teleportal to move to any adjacent space, including diagonal ones. If there is no tile already there, draw a new one. You may orient it however you wish.

BB. TELEPORTATION ROOM – This room appears to be a standard room with no noteworthy features or inhabitants. When you enter the room, the entrance door disappears and six other doors appear (two in each wall). Five of the six doors lead to extradimensional rooms, and one is the real exit door. When you open a door, roll 1 die to determine which door it is. If you roll a 6, you have found the one true Exit Door and may move to any adjacent tile. If you roll a 1-5, resolve the encounter as described on the table and roll again next turn. If you roll the same number again, you may re-roll the die.

TELEPORTATION CHAMBERS

Die Roll	Effect
1	Trap! Roll 1 die on the Magical Trap table.
2	Goblin (Strength 2)
3	Wight (Craft 4)
4	Ogre (Strength 6)
5	Roll on the Enemy Encounter table.
6	Exit! Move to any adjacent tile.

CC. THRONE OF POWER – You may sit on the throne if you wish. If you do, roll a die and consult the following table to see what happens:

Die Roll	Effect
1	You are held fast by the throne. You cannot move until you make a successful Craft (2) test.
2	The power of one of your magic items is drained. Discard 1 Magic Object.
3	The throne is non-magical, but has two Gems (worth 1 Gold each) embedded in it.
4	You gain 1 Craft.
5	You are restored to your starting quota of Lives, and have any Ailments healed.
6	You are given the "True Seeing" Special Ability. This helps you detect traps and Secret Doors. You may add 1 to your die roll when searching for Secret Doors, and may re-roll the dice when evading Traps.

DD. TOME OF THE MAGI – You find a large, ornate book lying on a desk. If you read the book, roll a die and consult the following table:

Die Roll	Effect
1	Explosive Runes – You lose 2 Lives.
2	Insanity - You lose 1 Craft, and your next turn as you recover.
3	Treasure Map - The map shows a Secret Door from this room that leads to a

	hidden chamber. Draw 1 Labyrinth card.
4	Training Manual – You gain the Ambidextrous Special Ability.
5	Magic Scroll - The scroll contains two Spells. They do not count against your Craft limit.
6	Map of Dungeon – The Map shows all of the surrounding tiles. You may look at any of these tiles.

EE. TREASURE CHAMBER – To claim the Treasure, you must first get past the traps that guard it. You must roll once on the Non-Magical Traps table and once on the Magical Traps table. If you survive, you may look through ANY one card deck (not discard pile) and take ANY one (Magic) Object card.

FF. TREE OF WISDOM – You may eat a piece of the fruit from the Tree. When you do, you gain 1 point of Craft. You may only eat one piece of fruit.

GG. WELL OF LIFE – If you drink from the Well, you are restored to your starting quota of Lives. In addition, you are cured of any Ailments (e.g., Poison, Disease, etc.). You may only drink from the Well once each game.

III. TRAPS

Die Roll	NON-MAGIC TRAPS	Effect
1	Pit	Take a Craft (2) test. If you fail, you fall into the pit and lose 1 Life. In addition, you must climb out of the pit on the next or a later turn by making a successful Strength (1) test.
2	#Poison Arrow	You are struck by an arrow and must take a Strength (1) test. If you fail, you are Poisoned.
3	#Spear	You are impaled by a spear and lose 1 Life.
4	Falling Block	One of your Followers is killed by the block. If you have no Followers, you lose 1 Life.
5	Alarm	An alarm sounds, alerting nearby Monsters to your presence. For the next 3 battles, you suffer a -1 penalty to your die roll.
6	Firebomb	A bomb explodes. Roll 1 die for yourself and each Follower. On a 1, you lose a Life or your Follower is killed
7	Acid Trap	You must discard one Object (your choice).
8	Blinding Gas	You are blinded for 1d6 turns. While blind, you suffer a -1 penalty to all combat rolls and any tests you must take.
9	#Prison	You must take a Craft (2) test. If you fail, you are imprisoned in a square of iron bars. You must break out making a successful Strength (1) test. You may try to take the test each turn. You may not move until you have freed yourself.
10	Broken Trap	None.

Roll	CRYPT TRAP	Effect
1	Psychic Blast	A surge of psychic energy assaults one of your Followers. Discard one Follower (you may choose which one).
2	Guardian Spirit	The Crypt's guardian emerges and attacks you. It has a Craft of 6. If you lose, you do not lose a Life but are Teleported to a random adjacent tile.
3	Mind Blast	Lose 1 Craft.
4	Symbol of Fear	You must take a Craft (1) test. If you fail, then on each successive turn you must move towards the nearest exit to the surface. (Normal movement rules apply.) At the beginning of each turn, you may take a Craft (1) test to see if you can shake off the effect.
5	Weakness	You are affected with Weakness.
6	Curse	You are Cursed.

Die Roll	MAGICAL TRAPS	Effect
1	Teleportal	You are teleported to a random adjacent tile.
2	Poltergeist	The Poltergeist steals one Object from you. You may choose which one to discard.
3	Anti-Magic Field	You (or one of your Followers or Objects) loses 1 Spell. If you have no Spells, there is no effect.
4	#Curse	You must take a Craft (2) test. If you fail, you are Cursed.
5	Wall of Force	A magical wall (Strength 5) blocks your path. To get by, you must defeat it in battle. If you lose, you do not lose a Life, but your turn ends. You may go back the way you came.
6	Time Gate	You are teleported to the Warp Gate of the Timescape. Move there immediately. (If the Timescape is not available, move to the Chasm space on the main board.)
7	Broken Trap	None.
8	Lightning Bolt	A Lightning Bolt rips through the air. Roll one die, plus one for every piece of metallic armour (i.e., Helmet, Shield, or Armour) you are wearing and every metallic weapon you have. You lose 1 Life for every 1 you roll.
9	Random Spell	Roll 1 die and consult the Spellcaster Table to see what Spell is cast on you.
10	Tentacles	Tentacles spring out of the ground and attack you. Roll 1 die+1 to see how many Tentacles attack. Each has a Craft of 1, and you must fight them as one Spirit.

Roll	DOOR TRAP	Effect
1	Wizard Locked	The door may only be opened by casting a Counterspell or Destroy Magic Spell, or by breaking it down. To destroy it, you must defeat it in battle (Strength 4). If you lose, you do not lose a Life but your turn ends. You may go back the way you came.
2	Teleporter	This door is a one-way teleporter that leads to a different part of the dungeon. Roll 1 die to determine the direction you are teleported (1-2=N, 3=E, 4=S, 5-6=W), and 1 die to determine the number of tiles. Move to that tile immediately. If there is no tile there already, draw one and encounter it as usual.
3	Explosive Runes	You have triggered an ancient guardian spell. You are stunned and lose your next 2 turns as you recover.
4	Mimic	The door is actually a monster that is disguised as a door. It attacks you with Strength 7.
5	Black Gate	Move to a random entrance tile in the Astral Plane. (If the Gateways

		expansion is not available, move to the Graveyard.)
6	Swinging Axe	A huge axe swings down from the ceiling. You must take a Craft (2) test. If you fail, the axe causes a grievous wound and you lose 1 Strength.
Die Roll	ROOM TRAPS	Effect
1	Telescoping Spikes	A series of spikes appear from the floor and move towards the ceiling, impaling anything that lies in their way. It will take you 2 turns to escape from the room. Each turn, you must take a Craft (1) test. You lose 1 Life for each test you fail.
2	Flooding Room	The Room begins flooding rapidly. You may swim to any door, but you must take a Craft (2) test first. If you succeed, you may move to any door on the tile. If you fail, the person on the right decides which door you move to. The room will remain flooded.
3	Tilting Room	Roll 1 die to determine which way the room tilts (1-2=N, 3=E, 4=S, 5-6=W). You lose 1 Life from rolling around. If you are tossed near a door, you may exit through that door. If there is no door there, or you want to exit through a different door, you must climb to that door. To climb out, you must make a successful Strength (2) test. You may try once per turn, and are stuck in the room until you succeed.
4	Cave-In	The ceiling collapses, completely blocking off the room. You must take a Craft (2) test. If you fail, you lose 1 Life. You must exit the way you entered it from. Turn the room tile face-down to show that it is blocked. No player may move onto or through this tile for the rest of the game.
5	Magic-Dead Room	No magic of any sort (Objects, Spells, etc.) will work in this room. Roll on the Enemy Encounter table to determine the occupant.
6	Gate	<p>A magical Gate lies in the center of the room. As long as there is at least one character in the Labyrinth, whenever a Monster is killed (outside the Labyrinth), roll 1 die. On a 1 or 2, move the Monster card to the Gate tile instead of placing it in the discard pile. Any character on the tile must encounter the Monster immediately. If there are no characters on the tile, the Monster remains there for the rest of the turn.</p> <p>At the beginning of each round of play (i.e., complete turn for each player), each monster on the board moves to an adjacent tile (even if there is no adjoining passageway) towards the closest character. If two characters are equidistant, randomly determine which one is pursued. If there are no characters in the Labyrinth, the Monsters remain where they are.</p> <p>A Monster card is discarded after it is encountered, regardless of the outcome of the battle.</p> <p>The Gate continues to function until it is defeated in battle. It is Strength 6, and is not affected by Spells.</p>

Die Roll	CORRIDOR TRAP	Effect												
1	Rolling Boulder	A huge boulder drops from the ceiling and rolls down the corridor. It crashes to a halt at one end of the corridor, and completely blocks the passageway. You must decide which tile to move to – the one you came from, or the one at the other end of the corridor. Turn the corridor tile face-down to show that it is blocked. No player may move onto or through this tile for the rest of the game.												
2	Prismatic Curtain	A shimmering, multi-colored curtain of energy spans the corridor. You may decide to pass through it to get to the other side, or turn back. If you pass through, roll 1d6 to find out the effects: 1 - (Blue) You are frozen in place. You can escape by making a successful Strength (1) test, which you may try at the start of each turn. 2 - (Red) Lose 1 Life. 3 - (White) You are Teleported 1d4+1 tiles in a random direction (roll 1 die: 1=N, 2-3=E, 4-5=S, 6=W). 4 - (Green) Discard 1 Spell. If you have no Spells, lose 1 Craft instead. 5 - (Black) You must take a Craft (1) test. If you fail, you are Confused. 6 - (Translucent) No effect.												
3	Living Wall	You are attacked as you move down this hall. Roll 1 die to see what you are attacked by: <table border="0" style="margin-left: 20px;"> <tr> <td>Die Roll</td> <td>Craft</td> <td>Ailment</td> </tr> <tr> <td>1-2</td> <td>5</td> <td>Disease</td> </tr> <tr> <td>3-4</td> <td>7</td> <td>Weakness</td> </tr> <tr> <td>5-6</td> <td>9</td> <td>Curse</td> </tr> </table> Whether you win or lose the psychic combat, you must take a Craft (1) test. If you fail, you are affected with the appropriate Ailment.	Die Roll	Craft	Ailment	1-2	5	Disease	3-4	7	Weakness	5-6	9	Curse
Die Roll	Craft	Ailment												
1-2	5	Disease												
3-4	7	Weakness												
5-6	9	Curse												
4	Large Gorge	As you enter the corridor, a large crack appears in the floor and moves with lightning speed down the length of the corridor. You manage to escape just in time, but the crack swallows up the entire corridor. Turn the tile face-down. This tile may not be entered for the rest of the game.												
5	Portcullis	Roll 1 die again: 1-4 – One portcullis falls in front of you. 5-6 – Two portcullis fall, one behind you and one in front of you. You must destroy the portcullis to pass. (If there is only one portcullis, you may go back the way you came.) Each portcullis has a Strength of 5. If you defeat it, you may move past it on your next turn. If you lose, you do not lose a Life but your turn ends. Each turn you attempt to destroy a portcullis, roll 1 die. On a 1-3, the noise attracts a Wandering Monster.												
6	Collapsing Ceiling	Roll 1 die to see what happens: <table border="0" style="margin-left: 20px;"> <tr> <td>Die Roll</td> <td>Effect</td> </tr> <tr> <td>1-2</td> <td>Lose 1 Life</td> </tr> <tr> <td>3</td> <td>Lose 1 Follower.</td> </tr> </table>	Die Roll	Effect	1-2	Lose 1 Life	3	Lose 1 Follower.						
Die Roll	Effect													
1-2	Lose 1 Life													
3	Lose 1 Follower.													

		4 Wounded by debris; lose 1 Strength. 5-6 You escape unharmed. The corridor is not blocked by the debris, and may be moved through normally.
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IV. AILMENTS

When you are affected with an Ailment, you suffer the appropriate effect as outlined below. Take an Ailment counter and place it on your character card as a reminder. The effects of Ailments last until they are cured. There are a number of ways in which they can be cured in the Labyrinth. Ailments may also be cured at the Doctor's Surgery (in the City), the Healer (in the Village), and the Royal Castle, at a cost of 2 Gold each. With the exception of Weakness, the effects of multiple cases of the same Ailment are not cumulative.

- A. **CONFUSION** – Roll 1 die at the beginning of each turn to see how you are affected.

Die Roll	Effect
1	You behave normally.
2	If you encounter an Enemy this turn, you cannot attack it. (Conduct the battle as normal, except if you win treat it as a draw.)
3	The player to your right may move you this turn.
4	You cannot use any Objects or cast Spells this turn.
5	You fall asleep, and can do nothing this turn.
6	You are cured!

- B. **WEAKNESS** – Your Strength is reduced by 1 point. The effects of multiple Weaknesses ARE cumulative. Your Strength may be reduced below your starting value. If it is reduced to zero, you die.
- C. **DISEASE** – You suffer a –1 penalty to your score in battle and psychic combat.
- D. **CURSE** – You suffer a –1 penalty to all non-combat dice rolls.
- E. **POISON** – You cannot restore lost Lives by any means, except when trading in Experience Points.
- F. **LYCANTHROPY** – Before each battle or psychic combat, roll 1 die. On a 1, the Lycanthropy takes effect and you turn into a Werewolf. You must fight using the Werewolf's Statistics (Strength = 5, Craft = 4). While in Werewolf form, you may not use any Objects or cast Spells, but you may use Followers as normal.

V. THE WIZARD'S CATACOMBS

1. General

- 1.1. Instead of using the Labyrinth as a “regular” expansion, you may use it as a special area between the Causeway and the Wizard’s Tower. The Labyrinth represents a series of Catacombs built by the Wizard to hinder those brave (or foolish) enough to try to get to his Tower. (Of course, the Catacombs didn’t hinder the Dragon King when he moved into the Tower.)
- 1.2. Characters enter the Labyrinth from the Causeway space. They then explore the Labyrinth, searching for one of the two Stairs that lead out of the Labyrinth to the Wizard’s Tower.
- 1.3. Except where noted, all the rules from the Labyrinth apply to the Wizard’s Catacombs as well. The major difference involves the setup rules.
- 1.4. The rules for Shifting Walls should be ignored. The Wizard’s Catacombs are designed to give the other characters a chance to “catch up” to the first character who tries to reach the Wizard’s Tower. If the Shifting Walls rules are not used, the other characters can follow in the footsteps of the first character as they seek out the Stairs to the Tower.
- 1.5. In order to enter the Labyrinth, a character must possess a Talisman. The Talisman is discarded once the character enters the maze.

2. Set-up / Game Components

- 2.1. Labyrinth Entrance cards
 - 2.1.1. These are not used in the Wizard’s Catacombs.
 - 2.1.2. The Labyrinth may only be entered from the Causeway space. No Entrance Cards are placed on these spaces, however.
- 2.2. Labyrinth Entrance Tiles
 - 2.2.1. As in the standard game, separate the Entrance tiles from the rest of the tiles. All of the other tiles are used to form the tile pool.
 - 2.2.2. Four of the six Entrance Tiles have both red and black writing on them. Only the four with the red writing are used, and the black writing on these tiles can be ignored.
 - 2.2.3. Set aside the other two Entrance tiles (the ones with only black writing).

3. Types of Tiles

- 3.1. Entrance Tiles
 - 3.1.1. Only four Entrance Tiles are used. Two represent stairs leading down from the Causeway space. The other two represent the goal of characters entering the Labyrinth – the exits to the Wizard’s Tower.
 - 3.1.2. When a character enters the Labyrinth from the Causeway space (which costs 1 point of movement), he may move to either Entrance Tile. If no Entrance Tiles are on the board (i.e., the character is the first to enter the Labyrinth), roll 2 dice twice and place the tiles on the numbers on the board.
 - 3.1.3. The Entrance tiles remain in those squares for the rest of the game (unless using the Shifting Walls rules, which are not recommended).

3.2. Stairs Markers

- 3.2.1. If you draw a Stairs marker, you MAY have found one of the exits to the Wizard's Tower. Roll 1 die and add your Craft (plus 2 for every Stairs marker you have – see below). If you roll an 11 or higher, you have found it! On your next turn, you may move to the Wizard's Tower.
- 3.2.2. If you roll a 10 or less, you do not find the stairs and your turn ends. However, you may keep the marker and add 2 to your die roll for each Stairs marker in your possession.

4. Notes

- 4.1. All other rules for the Wizard's Catacombs follow the rules for the standard game. It should be obvious that the first character entering the Labyrinth will have a challenging time finding the stairs to the Wizard's Tower (unless they get really lucky). Characters who enter later should be able to follow his footsteps and find the stairs relatively quickly.