

### THE PATH OF THIEVES

*It's not an honest hobby, but the thrill of thievery is enough to get you through the day.*

While on this path, you may encounter objects as if they had any encounter number. You may attempt to *rob* a character that you land on. To do so, roll one die: you must roll a 4, 5 or 6 to take one object from that character; otherwise, you are caught and you lose 1 life.

When you reach the Treasure Room, discard this path, then take the Bag of Holding and place any number of your object in the Bag. You must turn back to escape.

### THE PATH OF STONE

*A Gorgon lives deep within the Labyrinth, and you have been tasked to bring your King back her head.*

When you take this path place an Armor and a Sword from the Purchase Deck on this card. You count as having these cards.

When you reach the Treasure Room, fight the Gorgon in battle (strength 8). Any armor or weapon used while fighting the Gorgon is turned to stone and must be discarded. If you win, gain 1 strength and take Aegis. If you lose, you may try again next turn. In any case, you must turn back to escape.

### HEROIC PATH

*A mechanical owl swoops down onto your shoulder. It seems friendly, but you're not sure why it has come to you.*

Place the Clockwork Owl on this card. While you are on this path you count as having the owl.

When you reach the Treasure Room, you find that a Maiden has been imprisoned. If you can guide her out of the Dungeon, then she will gift you her Clockwork Owl.

### PATH OF DISCOVERY

*Even though they say curiously killed the cat, you have always been curious and a seeker of knowledge.*

While you are on this path, increase your craft by 2.

When you reach the Treasure Room, fight the Mad Mage in psychic combat (craft 8). If you win, discard this path, then gain 1 craft and take the Book of Lore. If you lose, next turn you may try again. In any case you must turn back to escape.

### PATH OF INSIGHT

*You would give up anything to know what the future holds for you. Hopefully you don't give up your life.*

Whenever you draw Adventure Cards, draw one more card than required.

When you reach the Treasure Room, fight the Dark Prophetess in psychic combat (craft 8). If you win, discard this path, then gain 1 craft and take the Orb of Prophecy. If you lose, next turn you may try again. In any case you must turn back to escape.

### PATH OF REVENGE

*Goblin Raiders have slain your entire family and your dog too. You are out for revenge, and you won't stop until you have had enough.*

Add 2 to your strength. You cannot enter the Treasure Room until you have at least 1 trophy with 'Goblin' in its name.

When you reach the Treasure Room, you must fight the Goblin King in battle (strength 8). If you win, discard each trophy you have with 'Goblin' in its name and Gain 1 strength for each. In any case, move to the Tavern.

### PATH OF THE BRAVE

*You have heard that a Minotaur lurks in this labyrinth. Maybe if you slay the beast you will be able to claim his hidden treasure.*

While on this path, increase your strength by 2, and once per round if you kill an enemy take an extra turn.

When you reach the Treasure Room, fight the Minotaur in battle (strength 8). If you win, take any weapon from the Armory and gain 4 gold. In any case, move to the Crag.

### PATH OF THE CHASED

*You have been followed for miles, and you cannot shake your pursuer. Maybe if you hide in here, you can escape.*

Whenever you draw a follower or stranger, stop and place any drawn cards in your space. Then move to and encounter the next space.

When you reach the Treasure Room, your pursuer finally catches up with you. Draw cards from the top of any Adventure Deck until you find a follower. Take the follower, then move to the City.

### PATH OF THE LUCKY

*You've always been lucky. It's not your fault that fate dealt you the best hand.*

While you are on this path, you will always have at least 1 fate. However, you can only gain and replenish light fate.

When you reach the Treasure Room, roll three dice. If each result is different, discard this path and take the Cloak of Feathers. If any of the results match, lose 1 life, you may try again next turn. In any case, you must turn back to escape.

### PATH OF THE MISLED

*Every turn you make seems to be a dead end. When you turn back you get the feeling that the walls are moving.*

Whenever you roll a 1 or 2 for your movement, move counterclockwise. Otherwise, move clockwise.

When you reach the Treasure Room, fight the Wrath Lord in psychic combat. He has craft equal to your strength. If you win, gain 2 craft and your full complement of spells, then move to the Chapel or Graveyard. If you lose, move to the Hall of Darkness.

### PATH OF THE WARLOCK

*The Warlock has sent you on a quest. Defeat the Druid hiding within the Labyrinth.*

While you are on this path gain 1 craft and 1 strength.

When you reach the Treasure Room, fight the Druid in either battle or psychic combat (craft/strength 8). If you win, discard this path and take the Talisman, then move to the Warlock's Cave where you are given a Quest Reward. Otherwise, next turn you must try again or turn back to escape.

### THE DIM LIT PATH

*Your torch light is running out, and it's getting harder and harder to see. You better take this slow.*

Roll 2 dice for your move and use the lowest result. If you roll doubles, end your turn immediately.

When you reach the Treasure Room, discard this path and take the Wand of Dragonfire. You must turn back to escape.

### THE GILDED PATH

*This wouldn't be the first time your love of gold got you into trouble. But, who do you think left this trail of gold?*

Each turn gain 1 gold before you move, but you cannot turn back.

When you reach the Treasure Room, an Evil Leprechaun is waiting for you. You must battle the Leprechaun whose strength is equal to the amount of gold you hold. If you win, roll 1 die and gain that much gold. If you lose discard all of your gold. In any case, move your character to the Forest.

### THE PATH OF DAGGERS

*You feel some unseen force pulling you in a direction you know to be wrong. You must hold strong. You must keep the balance*

Lose all of your fate. All other players fate become dark.

When you reach the Treasure Room, fight the Dark One in either battle or psychic combat. Their strength and craft are equal to your strength and craft excluding bonuses from objects and followers. If you win gain 1 strength, 1 craft and take all fate from all other players, may be switched to light or dark, then move to the Village. If you lose, next turn you may try again or turn back to escape.

### THE PATH OF HARVEST

*Many spirits are hiding within the walls of this labyrinth, and you must seek them out and banish them for good.*

While on this path, you cannot trade trophies. Add 2 to your craft during psychic combat.

When you reach the Treasure Room, you must fight the Spirits of the Labyrinth in psychic combat. The Spirits have craft equal to twice the number of trophies that you have. If you win, gain 1 craft and take the Totem Staff. If you lose, you may try again next turn. In any case you must turn back to escape.

### THE PATH OF LIFE

*You've heard the rumors that within this labyrinth there is a spring everlasting of life. You know that your only chance of life is to reach that spring.*

While you are on this path you cannot heal or gain life, and you cannot turn back.

When you reach the Treasure Room, discard this path, then heal up to your life value and take the Elixir of Life. You must turn back to escape.