

GOBLIN TANK

STRENGTH 6
MONSTER 2 ATTACK

GOBLIN WARRIOR

STRENGTH 3
MONSTER 2 ATTACK

GOBLIN WARRIORS

STRENGTH 4
MONSTER 2 ATTACK

GOBLIN

STRENGTH 2
MONSTER 2 ATTACK

GOBLINS

STRENGTH 3
MONSTER 2 ATTACK

GOBLINS

STRENGTH 3
MONSTER 2 ATTACK

MOUNTED GOBLIN

STRENGTH 5
MONSTER 2 ATTACK

FAIRY

CRAFT 4
SPIRIT 3 ATTACK

BEGGER KING

The Goblin King in disguise! If your craft is six or higher, move directly to the Goblin King space and fight him.

STRANGER 4 DISCARD

EYE LICHEN

Eye Lichen does nothing but take up space and stare at you.

STRANGER 4 LEAVE

JUNK LADY

Whether you want it or not the Junk Lady gives you a gift. You must select any one card from the Labyrinth discard pile and encounter it as if you had just drew it.

STRANGER 4 DISCARD

WISEMAN

If you pay the Wiseman one gold, you may roll a die and move to: 1=Outside of the Labyrinth 2=Entrance to the Labyrinth 3=Oubliette 4=The Bog of Eternal Stench 5=Junk Yard 6=The Goblin City

STRANGER 4 LEAVE

WORM

The Worm gives you good advice. Instead of rolling the die to move on your next turn, you may choose which space to move to.

STRANGER 4 LEAVE

BABY

While the baby is your follower, always draw one more Labyrinth card than necessary. If you defeat the Goblin King while the Baby is your follower, discard the Baby and choose three items for winning instead of the normal two.

FOLLOWER 5 KEEP

BAUBLE

The Bauble contains magic. Draw one spell card and keep it with this card. You may cast this spell as if your character had cast it. Discard the Bauble after casting the spell contained within it.

OBJECT 5 KEEP

BAUBLE

The Bauble contains magic. Draw one spell card and keep it with this card. You may cast this spell as if your character had cast it. Discard the Bauble after casting the spell contained within it.

OBJECT 5 KEEP