

**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

**FAIRY POISON**



Fairy Poison adds one to your craft in one psychic combat against any spirit. Discard after using.

OBJECT 5 KEEP

**HOGGLE**



While Hoggle is your follower, you may avoid the effects of any one card or space. After doing so, re-shuffle Hoggle back into the Labyrinth deck.

FOLLOWER 5 KEEP

**LIP STICK**



You may add or subtract one from your die roll to move in the Labyrinth.

OBJECT 5 KEEP

**LUDO**



While Ludo is your follower, you may add strength bonuses from Rocks in battle.

FOLLOWER 5 KEEP


**NIPPER STICK**



The Nipper Stick adds one to your strength in battle. If, as the result of battle, you lose a life, you may discard the Nipper Stick instead.

OBJECT 5 KEEP

**ROCK**



If Ludo is your follower, you may use the Rock to add one to your strength in battle. Discard the Rock after using it.

OBJECT 5 KEEP

**ROCK**



If Ludo is your follower, you may use the Rock to add two to your strength in battle. Discard the Rock after using it.

OBJECT 5 KEEP

**ROCK**



If Ludo is your follower, you may use the Rock to add three to your strength in battle. Discard the Rock after using it.

OBJECT 5 KEEP


**SIR DIDYMUS**



While Sir Didymus is your follower you may add one to your strength in battle.

FOLLOWER 5 KEEP

**THE LABYRINTH**



The Labyrinth adds two to your craft in psychic combat against the Goblin King. It may be sold for one gold anywhere that sells objects.

OBJECT 5 KEEP

**DOORKNOCKER**



If the other Doorknocker card is on the board, you may move to the space containing the other Doorknocker on your next turn instead of rolling the die to move.

PLACE 6 LEAVE

**DOORKNOCKER**



If the other Doorknocker card is on the board, you may move to the space containing the other Doorknocker on your next turn instead of rolling the die to move.

PLACE 6 LEAVE

**FALSE ALARMS**



Roll one die for each follower. On a roll of 6, the follower flees to the discard pile.

PLACE 6 LEAVE


**MARKED FLOOR**



Instead of rolling the die to move on your next turn, you may choose which space to move to.

PLACE 6 LEAVE

**SECRET PASSAGE**



Instead of rolling the die to move on your next turn, you may choose which direction to move to.

PLACE 6 LEAVE