

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

OBJECT 5



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

OBJECT 5 KEEP



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



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

OBJECT 5 KEEP







OBJECT





ROCK

If Ludo is your follower, you may

strength in battle. Discard the

KEEP

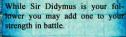
use the Rock to add three to yo

ock after using it.

OBJECT







FOLLOWER 5 KEEP



KEEP

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



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



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PLACE 6 LEAV



LEAVE



