



Jim Henson's
LABYRINTH
— The Adventure Game —

Jim Henson's LABYRINTH™

— The Adventure Game —

"Through dangers untold and hardships unnumbered, I have fought my way here to the castle beyond the Goblin City to take back the child you have stolen. For my will is as strong as yours, and my kingdom as great. You have no power over me!"



This is Jim Henson's *Labyrinth: The Adventure Game*. Are you brave enough to face the Goblin King and defeat the Labyrinth? Within the pages of this beautiful replica of Sarah's book you will find everything you need to explore the Labyrinth:

- Easy to learn rules, perfect for the first-time player.
- Massive 200-page adventure for you to explore with your friends.
- Special oubliette containing a pair of beautifully engraved Labyrinth dice.
- Toolkit with a bestiary, tables, and tips for creating your own adventures.
- Handy double-sided reference bookmark.
- High-quality cloth-bound hardback with three ribbons to help you keep track.
- Illustrations by Brian Froud, Johnny Fraser-Allen, and Ralph Horsley.



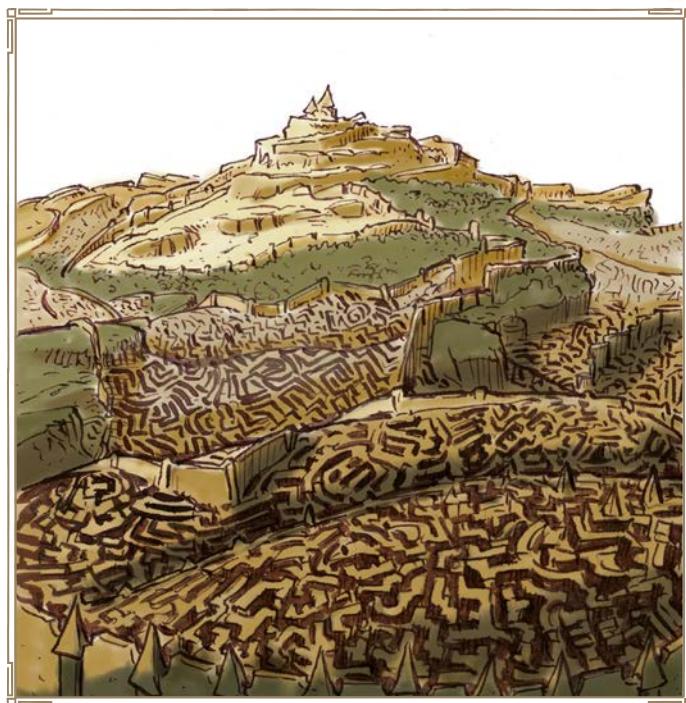
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The LABYRINTH



Foreword

Hello, and welcome to Jim Henson's Labyrinth: The Adventure Game (we call it 'the Labyrinth', for short). This book contains everything you need to play in and run your own version of the Labyrinth. Have you ever asked the question: what if Sarah asked the Helping Hands to go up rather than down? Have you ever wondered how you would have fared in this dangerous and exciting world? Have you ever wanted to shape a world with your mind, like Jareth? This game allows you to answer these questions and more with the help of your friends and a couple of dice.

Above all else, this book gives you the tools to create your own stories in the fantastical world created by Jim Henson and Brian Froud. We hope you enjoy exploring their world, and making it your own.



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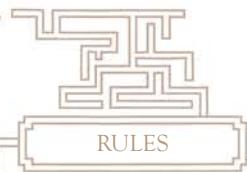
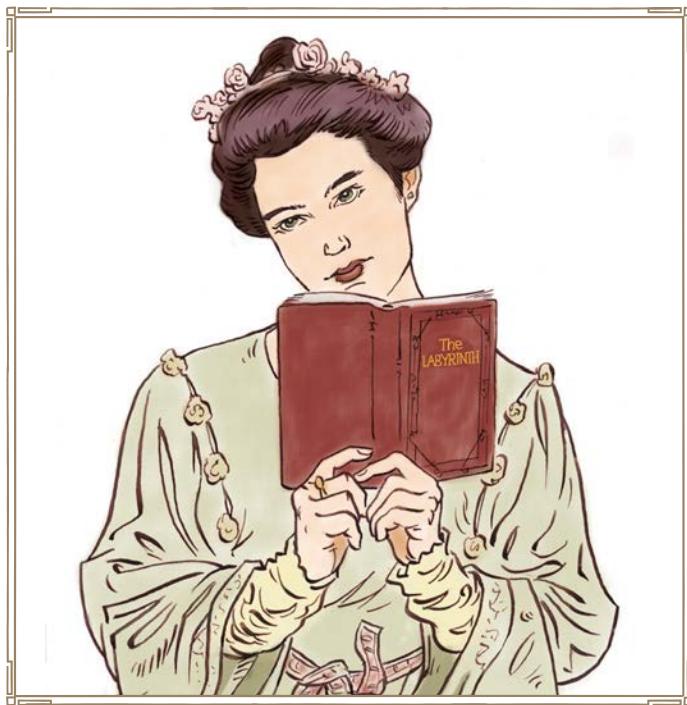
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RULES

*The Labyrinth may at first seem unfair,
but there is order spun amid the chaos.
Every game has rules to bend and break,
even if you don't know what they are...*



GETTING STARTED



What is an adventure game?

This book is an adventure game. Adventure games (or role playing games) can be played by two or more players. One player is the Goblin King (or Queen!), and all other players are characters (PCs for short).

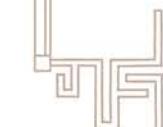
The best size for a group is five people: the Goblin King and four characters. Smaller or larger groups can work just as well, but we'd recommend not having more than six characters, as things would then tend to become a little hard to keep track of.

Once you and your friends are gathered around a table, the Goblin King will help each of the players to create a character to play the game as. This is great fun, as you and your friends have to answer the question: "Imagine you were in Jim Henson's Labyrinth. What would your character be like?"

For example, you could say: "I am going to be a Goblin called Flözzle, who is sneaky and is always trying to get the better end of a deal!"

With the help of the Goblin King, you will fill out a character sheet for your new character, which records his or her traits and flaws, as explained later in this book.

Once all characters have been created, the Goblin King will start telling a story, set in the Labyrinth and the players will play as the main characters in that story!



So, for example, the Goblin King could say something like: "You are making your way through a walled section of the Labyrinth when you come across a Goblin with his helmet on backward. Nearby you can hear faint but nasty laughter. What would you like to do?"

*Everything I've done,
I've done for you.
I move the stars for no one.*

- Jareth

Then it's up to the group to discuss which way to go and, once you agreed, they will tell the Goblin King and he or she will continue the story, telling the group what happens in the direction they have taken. This way the story of the adventure you are on will develop and you can meet other characters and weird creatures, explore new and familiar parts of the Labyrinth, face challenges and solve riddles on your way to accomplish your mission.

MY LABYRINTH

This book is filled with tools and an adventure to help you run or play in a game of Labyrinth. It is important for every Goblin King and every player to take the tools and create a Labyrinth that is their own, so feel free to change names, places, and rules to suit your group. Every group will be made up of different people with different ideas on what the Labyrinth is like, and what realm is more sculpted by our imaginations than the Labyrinth?



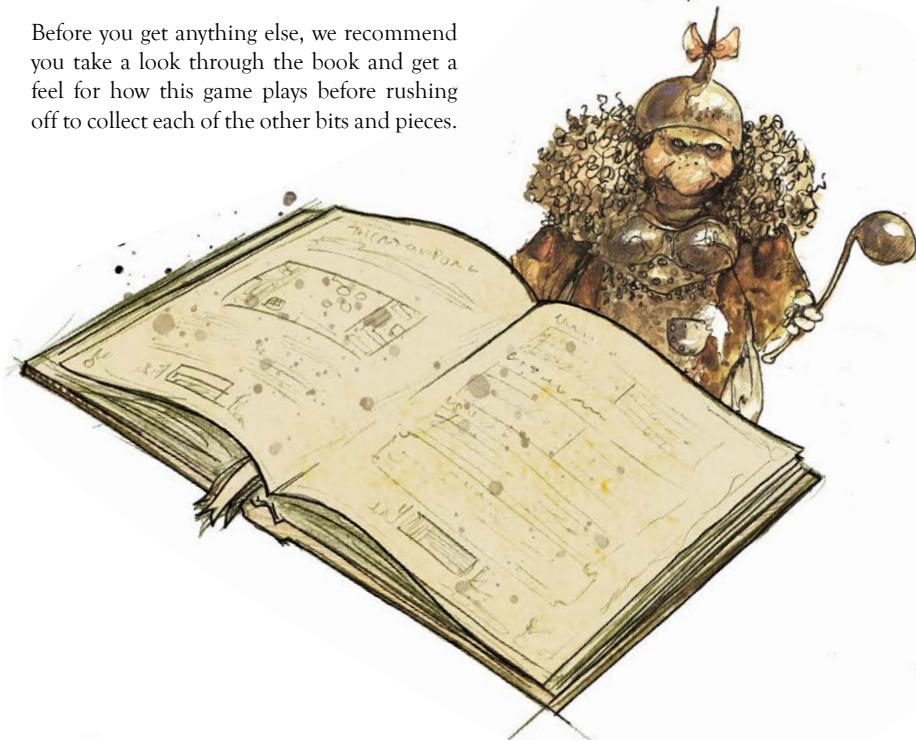
What do I need?

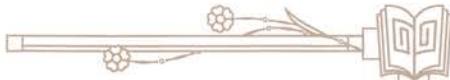
To play Labyrinth you are going to need a few things. Don't worry, we think you will have all of them in your house!

This book

This book contains almost everything you need to play, rules on how to create and play characters, and a story to adventure through in your search for what has been lost!

Before you get anything else, we recommend you take a look through the book and get a feel for how this game plays before rushing off to collect each of the other bits and pieces.





These dice

The dice used in the Labyrinth are called D6s, which means they have six sides. The engraving of an owl represents a 1. They are used to represent randomness within the Labyrinth and they resolve the outcomes of many actions as described in later sections.

Pencils, erasers, and paper

It can be useful for players to have a few sheets of paper for taking notes throughout the Labyrinth, as well as pencils. Erasers are also useful, even if you don't make mistakes!

Goblin King sheet

Just as characters have character sheets, the player playing as the Goblin King will need a Goblin King sheet to describe what their Goblin King looks like, keep a track of non-player characters (NPCs), how much time the characters have left, and special notes. Goblin King sheets can be photocopied from [page 8](#), downloaded from our website at riverhorsegames.com, or written out by hand.

Character sheet

Each player apart from the Goblin King will need a character sheet to keep a track of your equipment, talents, and flaws. Character sheets can be photocopied from [page 9](#), downloaded from our website at riverhorsegames.com, or written out by hand.



GOBLIN KING SHEET

PORTRAIT

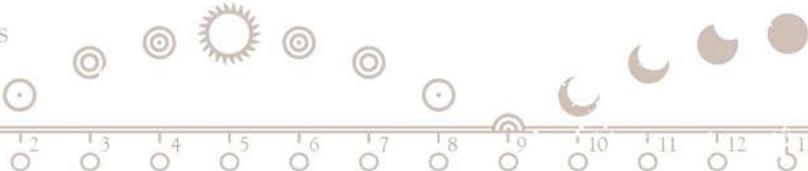
NAME:

KIN:

DESCRIPTION:



HOURS



NPC

TRAIT

FLAW

NOTE

NOTES:

CHARACTER SHEET

NAME: _____

KDN: _____

GOAL: _____

PORTRAIT

TRAITS

FLAWS

NOTES:

EQUIPMENT

DESCRIPTION

How to run a game of Labyrinth



You have the honor to perform a crucial role in this game. You are the Goblin King! Being the Goblin King can be a bit like hosting a dinner party. Your role is to help everyone have a great time, but at the same time it is immensely rewarding. Each game is different and you will need to read the rules before sharing it with players, but with these steps in mind you will be able to keep the game running smoothly.

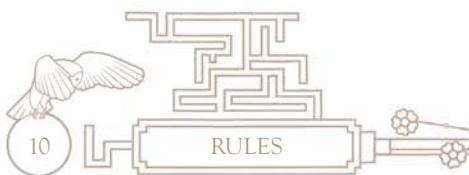
Note: it can even be a good idea to combine the Labyrinth experience with a dinner party!

Step 1: Relax

The first thing to do is to get into the headspace of the Goblin King. We suggest putting Jim Henson's Labyrinth on TV, finding the biggest and comfiest chair you can, and curling up with this book. Get ready, you're about to take your first step in becoming the Goblin King.

Step 2: Read the rules

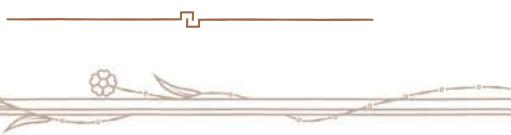
You will want to make sure you understand the rules of the game ([pages 22-33](#)) as well as you can. You don't need to know every single line by heart, but knowing a bit before you play can save a lot of time at the table. There are also some key rules written on the bookmark to help remind you as you go along.



10

*It's against the rules to throw
other people's heads!*

- Firey





Step 3: Read ahead

The adventure in this book is on [pages 38-255](#)! You do not need to read the adventure thoroughly, but it is good to know the general theme and perhaps think about a few of the characters and twists in the story. While reading, it can be very useful to jot down a few notes to remind yourself of names and places. We suggest you read at least the introduction scene on [page 40](#) and the Goblin King tips on [page 34](#).

Step 4: Create characters

Note that this is the first stage which requires the other players. Up until now you have been quietly reading to yourself, until you are confident with the rules and the adventure you want to run. Gather your players together, then run them through the 'creating characters' section of this book

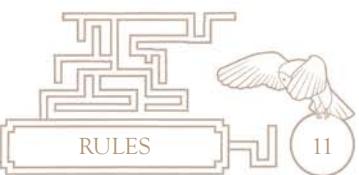
Step 5: intro

Play the opening title music from the Labyrinth movie on the media device of your choice.

Step 6: Run the adventure!

So you know how to play, you know how the story goes, and you have your friends around you. Now you have to share that story with them! Running the Labyrinth can be a hugely fulfilling experience, but it can also be a bit daunting your first time. We have compiled a short list of tips to keep in mind for when you are running your adventure (it's on [page 34](#)).

To start the adventure turn to [page 40](#).



Creating characters



So you've picked up this little red book, and you've gathered your friends around. Now you have to decide who everyone else is going to play. The Goblin King will set scenes and have control of much of the Labyrinth, but it is the player characters (or PCs) that the plot will follow. To create a character who will adventure throughout the Labyrinth simply follow the steps on the next few pages.

*I know you came
back to help me,
and I know
you're my friend.*

- Sarah

Step 1: Get ready!

Copy the character sheet from the beginning of this section (or you can find a downloadable version at www.riverhorsegames.com) and place it in front of you. A character sheet has a few boxes for you to fill in information, a space for a portrait, and a lot of space for taking notes. We will be filling out the information throughout this chapter as we get to know your character.

The italicized text will describe an example group going through character creation.

Karen has picked up Labyrinth from a local gaming store, and she's had a bit of a read through the book (she can't read this italicized text; don't worry). She decides to gather some friends together on a Sunday afternoon to try it out. Since she has read this first bit of the book, she feels ready to help the others making their characters. She prints off five character sheets, as it's always good to have a spare, and gets some pencils, before introducing her friends (Michael, Amy, David, and Nicole) to the magical world of the Labyrinth.

Step 2: Pick your kin

Every player plays as a type of creature. Choose a creature from the list below and write it onto your character sheet under “kin.” Each of the races has its place in the Labyrinth, and each has its own strengths and weaknesses, which will become clear as you play through the game.

Kin	Traits/Flaws
Dwarf	Job Equipment
Firey	Detachable limbs Fire fingers
Goblin	Goblin features
Human	Extra trait
Knight of Yore	Honorable
Horned Beast	Control object Very big
Worm	Very small Wall climbing

SOMETHING WEIRD!

The races listed here are but a few of those that dwell within the Labyrinth. We suggest that if it is your first time roleplaying, you pick one of these races.

If you have already given it a go, however, it could be interesting to come up with a race and decide what is unique about them. Try to think of something fun and interesting, without being too powerful. Remember, it is as often the limits of our power as much as the opportunities granted that are most interesting. As always, the Goblin King has final say on what is allowed.



Dwarf

Caretakers of the Labyrinth, Dwarves are quite commonly seen fixing masonry or tending to gardens. A Dwarf character should pick their particular profession and can begin the game with an item that would be useful in that job. Choose from the table below or come up with your own career.

Job	Tool
1 Gardener	Shears
2 Mason	Hammer & chisel
3 Exterminator	Spray gun
4 Plasterer	Trowel
5 Plumber	Wrench
6 Carpenter	Handsaw

Write your job under “traits” on your character sheet, and your tool under “equipment.”

Firey

You are only allowed to throw your own head. Bright orange and covered in soft fur, Fireys are always down for a party. The most notable ability Fireys have is being able to remove body parts at will, and move those parts while away from their body ~ very useful for looking around corners! A Firey character needs to be careful that they don't misplace a limb while on their adventure, otherwise they won't get it back! Firey characters can also create small flames from the tip of their finger, which is useful for lighting up dark dungeons.

Write **detachable limbs** under "traits" on your character sheet.

Write **fire fingers** under "traits" on your character sheet.

Whenever you lose a body part in the Labyrinth, make sure to note it under "flaws."



Goblin

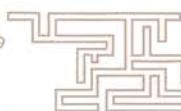
Goblins come in all shapes, sizes, colors, and personalities. Goblins are by far the most common creatures in the Labyrinth and there are many areas where a Goblin can walk unaccosted that other characters would fear to tread. All Goblins swear allegiance to the Goblin King, and as such, most would never oppose him. To play a Goblin you must think of an excellent reason that your character is a rogue Goblin, going against their master's desires. On the other hand, this trait means that most Goblins will think that you are on their side!

Write **Goblin features** under "traits" on your character sheet.

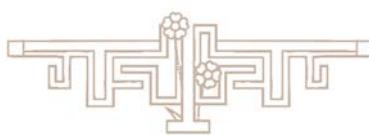


I wish the Goblins would come and take you away, right now!

- Sarah



RULES



Human

An oddity in the Labyrinth to be sure. Most Humans enter the Labyrinth from our world and few stay for long. A Human character is considered strange and exotic by many of the denizens of the Labyrinth; some may even react with hostility to their presence. Humans can be pretty good at a lot of things, able to compete with most other races in athletics, academics and 1970s pop music trivia. Their unique perspective sometimes allows them to solve problems the locals didn't even realise they had.

Humans pick an extra trait from the list in the next section. Traits are explained in that section.



DREAMSCAPE

Most Humans who end up within the Labyrinth find that it shapes itself around their mind. They will often see links between their mundane lives and characters in the Labyrinth. If your group contains a Human, it can be fun to take some notes about who that person is and what kind of ways the Labyrinth will use aspects of the real world to taunt them.

Knight of Yore

The noble Knights of Yore stand for justice and honor. Each has vowed to uphold the values of chivalry. To aid them in these tasks are their mighty steeds. Each Knight must find a steed within the Labyrinth to call their own. Once you have found your steed, it may be a little uncooperative at first, but if you spend time with it and love it, it will learn to trust you back. A steed can be loyal and courageous, but it is not a fool and will not do anything too dangerous. Steeds may allow you to travel extremely fast, be ridden into battle, or have exciting abilities.

Write **honorable** under “traits” on your character sheet.

Your name must begin with “Sir” or “Lady.”

If you tame a steed in the Labyrinth, name it and write **steed (its name)** under “traits”.



Horned Beast

Big, furry, and scary to some, Horned Beasts are a powerful friend to have. They are known for their wild nature, with many denizens thinking them not much more than beasts, though few would dare say it to a Horned Beast's face. A Horned Beast struggles to fit in some of the smaller areas of the Labyrinth, and may cause some damage to fragile things, even if they don't mean to.

Object
1 Treasure
2 Glass
3 Plants
4 Rocks
5 Furniture
6 Water

Horned Beasts also have an ability to mentally control a type of object. When making a Horned Beast character, choose any type of object, or roll on the table to the left. The Goblin King has final say on what type of object can be controlled using this ability. Most Horned Beasts can only control a few small objects at a time, but with training and skill their power will only increase. Note also that a Horned Beast cannot create objects or change their shape.

Write **control object** (the object you chose, or rolled on the table) under "traits" on your character sheet.

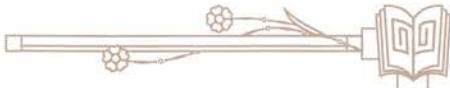
Write **very big** under "flaws" on your character sheet.



Rock's friends.

- Ludo





Worm

The first thing you will notice about a Worm is that it is very, very small! Worms rarely leave their homes inside the Labyrinth as even a short journey is quite the odyssey. Sometimes a Worm will decide to go on a great adventure by hitching a ride with some friends and offering help where they can. You may think that a small Worm might not be much help, but you would be wrong. The Labyrinth has many obstacles to the larger races that a Worm can easily squeeze through!

Write **very small** under “traits” on your character sheet.

Write **wall climbing** under “traits” on your character sheet.



Karen asks her friends what races they are interested in, reading the descriptions out loud. Nicole is quick to answer: “Worm!” Taking her lead, Michael, who has a fairly clear idea in his head of what he’d like to play, decides on Goblin. David thinks about it and asks Karen for the book so he can read the descriptions again. He then decides on a Knight of Yore. Amy can’t decide straight away, and thinks that Human would be the easiest to play; she does have some experience in that area after all.

If she'd 'ave kept on goin' down that way, she'd 'ave gone straight to that castle.

- The Worm



Step 3: What is something you are great at?

Next, choose something your character excels at, or has a particular talent in, from the list below, taking care to write it on your character sheet under “traits.” If none of the traits below speak to you, you may decide to come up with your own trait. Just make sure it isn’t too specific.

If you are a Human, you get to pick an extra trait.

Lifting and pushing

You’re so strong! With this trait you can lift heavy objects and push obstacles out of the party’s way. Especially useful for the character than wants to carry heavy stuff!

Singing and dancing

A character with this trait can create music and move to it with enchanting rhythm. This trait is especially useful when entertaining others. Dancing can also be useful for maintaining balance and moving with grace.

Sneaking and hiding

Sometimes you may require discretion to get past vigilant foes. This trait will help you stay unnoticed by the many watching eyes of the Labyrinth. Perhaps even the Goblin King’s gaze will pass over you. If you are the type, this trait could also be used for wickedness and stealing.

Listening and spotting

Nothing gets past you. This trait is very useful for noticing small details and hearing nasty creatures sneaking up on you.

Endurance and bravery

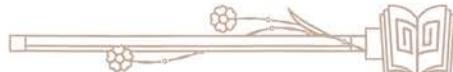
Sometimes the only thing to do is weather the troubles and power through the misfortune. This trait is useful when facing daunting odds, horrible smells, and arduous endeavors.

Running and jumping

The Labyrinth is a dangerous place and sometimes action is needed. This trait is what you need when trying to get away from danger or cross great chasms. This trait is also useful when climbing or swimming quickly.



Karen asks the group again what they think their character is good at. David wants his Knight to be crafty so he chooses “listening and spotting.” Michael and Nicole both think about being sneaky, but Nicole changes her mind and decides to be a really strong Worm by choosing “lifting and pushing.” Amy has started to think about what kind of character she might be playing – perhaps a high school girl sucked into the Labyrinth like Sarah from the movie, but instead of a theater focus, she thinks that her character (whom she wants to call Lisa), would be into athletics, so good at “running and jumping.” She then remembers that she gets to choose a second trait as a Human, and decides on “Endurance and Bravery” as her second trait.



Step 4: What is something you are bad at?

Next we choose something your character isn't very good at from the list below, writing it on your character sheet under "flaws." If none of the flaws below feels right, feel free to make up your own. Flaws are a really good chance to roleplay, and confronting them is how your character will grow.

Blunt

You say what you mean, but unfortunately it can come across a little negative if not downright rude!

Forgetful

Oh dear, were you supposed to bring the map? Characters with this flaw often forget things, sometimes even very important things!

Coward

Dangerous situations are made to be fled from. I mean, why else would you have friends if not for them to face your problems for you? You may not pick this flaw if you chose the endurance and bravery trait.

Naive

Naive characters are perhaps a bit young, even if just at heart. They will often fall for tricks or traps that others would see coming a mile off.

Overconfident

A character with this flaw believes they are the best at almost everything, and that their way is always the best way.

Selfish

There's no one more important than number one! Your character is always looking for the ways in which they can benefit, perhaps even at the expense of others!



Getting into the swing of it, Karen lists out the flaws. Michael wants his Goblin to be "overconfident." Nicole decides that she wants to change her kin. She wants to be a big scary Horned Beast. She also decides to be a coward, thinking that will be interesting to play! Amy decides that Lisa, her character, is going to be like she was in high school, a bit naive. Finally David, not feeling that any of the options fit perfectly, decides his crafty Knight is going to be dreadfully shy.



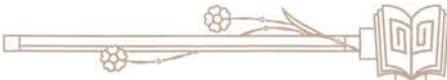
Step 5: What does the group want?



The Goblin King has stolen something from one in your group, or perhaps from each of you in turn. Together you must decide what it is that you are missing. This can be something physical, like a favorite book or a baby brother, or it could be something entirely mystical, such as a fond memory or your singing voice. Once you have decided, write it down on your character sheet under “goal.”

Whatever your goal is, your method for completing it will be the same: to get to the center of the Labyrinth in under 13 hours and face the Goblin King. Although picking an exciting goal is important, you should remember that it is the journey that makes a story interesting, not the destination.

The players talk about what their characters might be after. They look to the movie for inspiration, thinking the Goblin King took something from Lisa, the Human. She decides that the Goblin King took a prized hockey stick her mother gave to her, and that she will stop at nothing to get it back!



Step 6: Bringing it together



Finally, we fill out the final information box with your character's name. This is a good time to think about what your character looks like, how they might act, and what they do within the Labyrinth. The world of the Labyrinth is a fantastical and fluid place, so feel free to go crazy with your ideas!

Don't feel like you need to know everything about how your character acts and sounds at this point. Some players like to work out their backstories and personalities before the game starts; others like to keep things a little more vague and fluid, deciding as they play how their character feels about the world.

The players talk about their character ideas and what they look like. Michael, who is pretty good at drawing, decides to give his Goblin, now named Flozzle, a portrait. Nicole names her cowardly Horned Beast Mitzy, and David settles on Sir Francis for his crafty Knight.

PLAYING THE GAME



Tests & difficulty

During the group's adventure, they will come across many challenges. Sometimes a challenge can be worked around with clever thinking, but even the cleverest problem solving won't dodge everything! When your character tries something that has a chance of failure, you must take a test by rolling a die. Before you roll, the Goblin King decides how difficult the test is by choosing a number between 2 and 6.

- ② Piece of cake!
- ③ Not quite a piece of cake
- ④ It doesn't look that hard
- ⑤ Fairly tricky
- ⑥ It's not fair!

The next thing to do is roll a die!

If the result is higher or equal to the difficulty number, you succeeded at the test. Otherwise you have failed.

Rolling 1 (the owl) is always a failure. Many Goblin Kings like to come up with something extra that goes wrong on the roll of a 1 ~ not only a failure, but a big one!



If you have a trait that **improves** your test, say if you were jumping over a chasm and you were talented at running and jumping, you would roll two dice and then take the higher number. If you have a flaw that **hinders** you, you would roll two dice and then take the lower number. If you have both a trait and a flaw (even if you have multiple), these cancel out and you are back to rolling one die. Sometimes the scene in the book or the Goblin King will tell you that you are **hindered** or **improved**. This follows the same rules as having a relevant trait or flaw.

Both succeeding and failing are important to the story, so don't be upset if you are rolling low! It can even be more interesting to fail in certain situations. Just imagine how short a story the Labyrinth would have been if Sarah had decided to go left after talking to the Worm.



TRAITS AS FLAWS *et* FLAWS AS TRAITS

Rarely, a trait may actually make your life harder, or a flaw make your life easier. For example, being very small can be very useful when trying to fit in tight spaces, but could hold you back if you were trying to block somebody's path. The Goblin King may choose to have a trait act like a flaw (causing a test to become hindered) or a flaw to act as a trait (causing a test to become improved) depending on what makes the most sense.



Teamwork



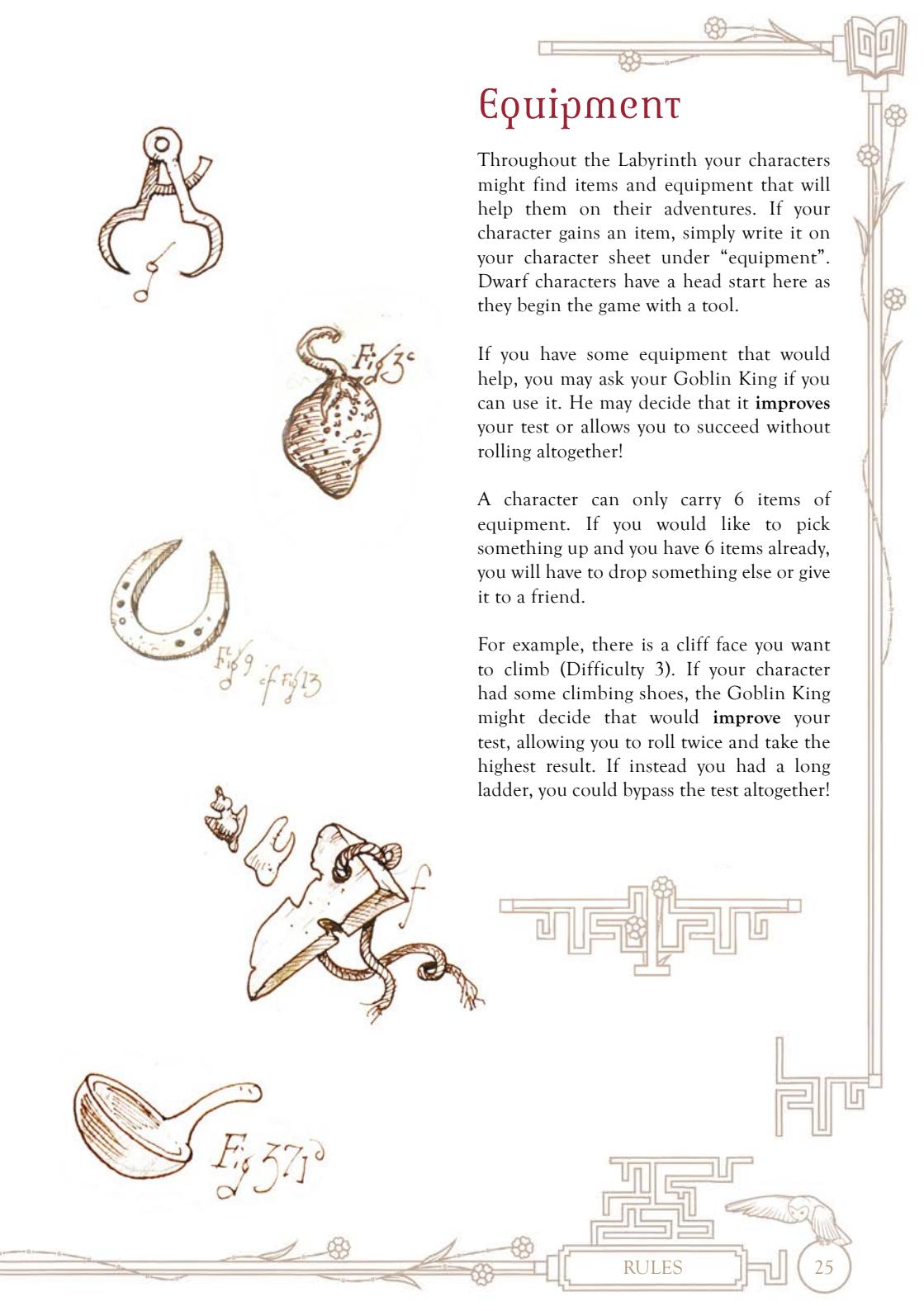
It is impossible to make your way through the Labyrinth on your own; you will always come across situations where you will need the help of your friends. If you want to help another character with a test, you must first describe how you are helping, using one of your traits. The Goblin King has the last say in what makes sense. When using teamwork, each PC that is helping reduces the difficulty of the test by one to a minimum of 2.

Flözzle the Goblin needs to climb up a cliff face. Mitzy the Horned Beast has the “lifting and pushing” trait, and would like to help by throwing Flözzle up onto a low ledge to make it easier. Karen thinks that plan might work.

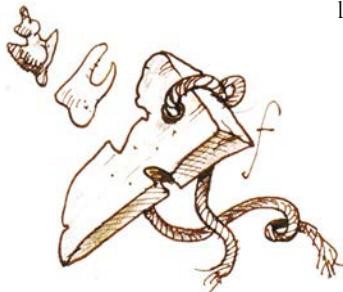
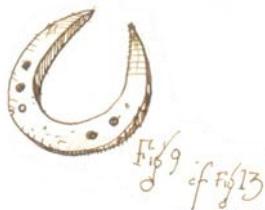
The difficulty of the climb is normally 4, as it’s a pretty flat cliff. This is reduced to 3 using teamwork.

Flözzle rolls a 3, which is a success!

With a little bit of teamwork, Flözzle is able to reach the top of the cliff, and maybe lower a rope down to help his friends climb up.



Equipment



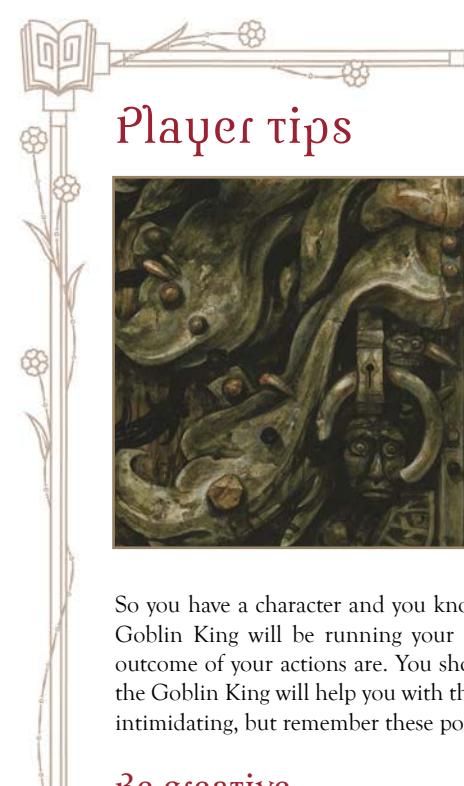
Throughout the Labyrinth your characters might find items and equipment that will help them on their adventures. If your character gains an item, simply write it on your character sheet under “equipment”. Dwarf characters have a head start here as they begin the game with a tool.

If you have some equipment that would help, you may ask your Goblin King if you can use it. He may decide that it **improves** your test or allows you to succeed without rolling altogether!

A character can only carry 6 items of equipment. If you would like to pick something up and you have 6 items already, you will have to drop something else or give it to a friend.

For example, there is a cliff face you want to climb (Difficulty 3). If your character had some climbing shoes, the Goblin King might decide that would **improve** your test, allowing you to roll twice and take the highest result. If instead you had a long ladder, you could bypass the test altogether!





Player tips



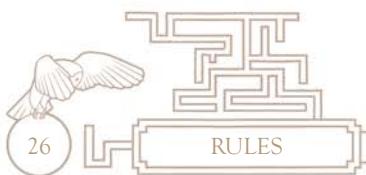
So you have a character and you know what they are like. Now it's time to start playing! The Goblin King will be running your adventures and telling you what you see and what the outcome of your actions are. You should try to learn as many of the rules as possible, though the Goblin King will help you with this. When you begin an adventure, things can seem a little intimidating, but remember these points and you should be fine!

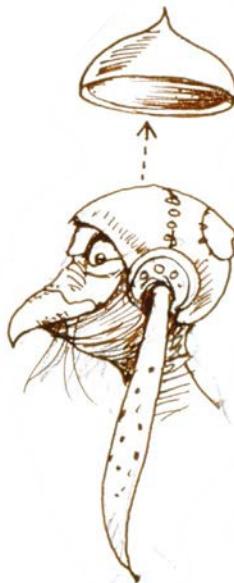
Be creative

Many times in your adventures you will encounter obstacles and problems. Often the answer to these problems will not be obvious and sometimes they may seem impossible. In the Labyrinth, as in real life, there is very little that you cannot work through by using your wits and skills. When you encounter a locked door that is too heavy for anyone to break down, you may think to find a key, rig a contraption to smash it down, or to simply knock! This game does not have a set number of actions you can take, but instead lets you come up with many solutions to your problems.

failing is fun!

Sometimes you will roll a one (the owl). It happens, and sometimes it happens at the most important times. Don't feel down when it does, because every story needs its moments of failure as much as its moments of triumph. Getting caught by the city guard can lead to exciting situations and getting embarrassed can lead to making new friends; it would be a very boring story indeed if the heroes succeeded at everything they ever tried. So you should accept that sometimes you will be unlucky, and if you keep failing, perhaps it is time to think about approaching problems in a different way.





Wait your turn

Roleplaying can be exciting and, unlike most boardgames, it often doesn't have turns. Each player says what they want to do when they want to do it, and most of the time this works. Sometimes, however, the shyer members of the group may have trouble getting a word in and so it is very important that all players give everyone a chance to speak and act. After saying what you want to do, it might be nice to ask your friends' opinion and give everyone else a chance to respond and help out. Oh, and try not to interrupt another player's actions.



Work together

There are many difficulties that you will face in the Labyrinth, and you simply won't be able to deal with them all by yourself. You are not going to be able to climb walls and talk your way past Goblins and figure out difficult puzzles alone, but together you can achieve anything. When trying to solve problems, always think of your friends and their abilities as much as your own. The most challenging of obstacles will require you to use all of your skills combined!

Chaaaaaaarge!

- Sir Didymus

It's not a competition

Don't worry about who is doing the best or who is in charge, because if anyone is doing well, you're all doing well. The only winners of this game are those who are having fun!

STOP!

If you want to play the Labyrinth as a character, rather than as the Goblin King, you should stop reading now and find a friend to be the Goblin King.

RULES

Chapters

Labyrinth is a game that is comprised of several chapters, and those chapters are comprised of many scenes. Chapters can be recognized by the symbol in the corner.

Scenes

Scenes are double page spreads within the chapters. These will represent challenges and encounters throughout the Labyrinth. Sometimes the book will inform you that the PCs go to a certain scene. To do so, simply flip to the scene and continue your adventure from there!

It is important to remember that scenes rarely lead directly into each other. They are usually separated by long stretches of twisting passages. Think of scenes in the game as scenes out of the movie. They are the interesting choices our heroes have to face in between getting lost.

For example, the group has found a trapdoor, by falling through it. Oh no! The book says “if the group falls down the trapdoor, go to scene 2 ([page 42](#)).” The Goblin King turns to that page and continues the adventure. Note that progress (see right) is not updated unless specified.

Progress

Many scenes will ask you to update your progress, usually when your group manages to successfully complete a scene. When updating progress, simply take the red ribbon and move it forward to your current scene. That scene is now the group’s current progress. The ribbon can never be moved backward, progress can never be lost



In scene 18 ([page 74](#)), the party solves a riddle. The book tells Karen, the Goblin King, to update progress; she moves the red ribbon to the current scene, 18.



Exploration

Whenever the PCs leave a scene, you ask them to roll a die, then add the result of that die to their current progress (note that the progress number may not be the same as the number of the scene they are leaving). This is called exploring, and it will give you a number which will correspond to the scene they are moving to.

Remember, only update progress when the book tells you to, and not when you explore.

If you roll high enough to visit a new chapter you must go to the first scene in that chapter.



When the group leaves, Lisa rolls the die and gets a 2, which Karen adds to the group’s progress (now 18) then turns to scene 20. Who knows what dangers await!



Revisiting scenes

The exploration system can mean that PCs visit the same scene more than once. The Labyrinth is tricksy like that. It is up to the Goblin King how the scene has changed since their last visit. Inhabitants should remember PC actions, if they haven't moved on entirely!

There may come a time when PCs are leaving a scene but do not wish to explore, and rather wish to revisit a scene they have previously been in. In this case, they must make a backtracking test (difficulty 4) to determine whether they found their way back or got lost.

If the PCs pass this test, they revisit the scene as above.

If the PCs fail this test, they get lost. Treat it as if they left the scene and explored the Labyrinth normally; see exploration on the opposite page for more details.

However, if you ever roll a 1 (the owl) on this test, you fail as above, and in addition you lose an hour!

PCs may not backtrack to previous chapters, and some scenes may similarly prevent backtracking.

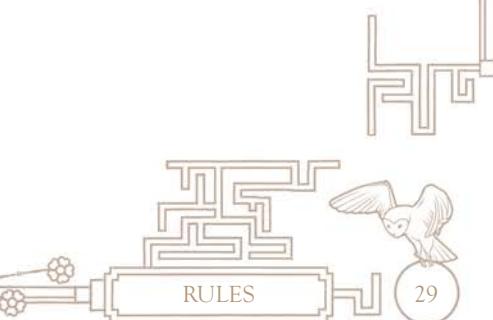
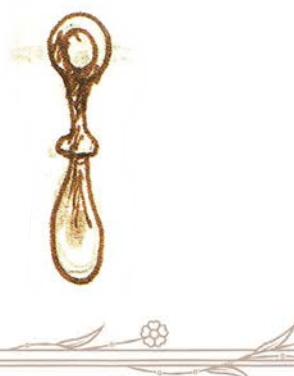
Backtracking does not affect progress.



MAPPING

The Goblin King or the players may want to keep a map of the Labyrinth to help them remember which scenes the PCs have visited. To make a map, start with a blank piece of paper, drawing a circle, and writing inside it the scene number and perhaps a short description of the scene. Whenever the PCs leave a scene, create and connect to a new circle with a new description and scene number. Sometimes they will visit the same scene more than once, in which case you connect the scene to the existing circle instead of drawing a new circle.

Whenever you start a new chapter, you can discard your old maps and start a new one. There is no turning back. The Labyrinth will always push you onwards.



Action scenes



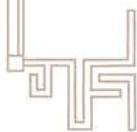
Though many of the problems within the Labyrinth can be overcome by clever thinking or the right tool, there will come the time when action is required! This could be a scuffle with a group of Goblin guards or it could be trying to save a friend from falling off a ledge while birds nip at her toes! An action scene can loosely be described as a situation where the characters are under a strict time limit. If they were to sit and do nothing for five seconds, the situation would change drastically. Action scenes are made of several rounds that follow this structure.

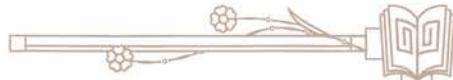
i: Declare the action scene

The Goblin King says quite simply, “Okay, we are going into an action scene.” Make sure that the group is well aware of the situation.



The group has caught the attention of three Goblin guards. The Goblin King tells them “The Goblin guards shout a battle cry before rushing toward you, weapons raised. Okay guys, this is an action scene, what do you do?





2: Player turns

Each player may describe one thing they are doing, be it rushing toward a friend, or loosening some ropes to make barrels fall down on their opponents. The Goblin King can ask the PCs to take tests to determine if their action is successful. Unlike normal tests, if two or more PCs are helping each other in the action scene, their teamwork reduces the difficulty of the task by one, even if they do not have a relevant trait.



The group decides to rush into action. Sir Francis wants to crouch behind a Goblin so that Lisa can push it over. Mitzy wants to grab the other two Goblins and bash them together. Flözzle decides that he wants to start shouting, “No need to worry, false alarm!”

The Goblin King says that since beating a Goblin is usually difficulty 4, Sir Francis’ help will reduce Lisa’s test’s difficulty to 3, and Mitzy’s test will be up to difficulty 5. Mitzy passes her test, knocking out the two Goblins. Sir Francis and Lisa, however, are unsuccessful. Karen takes a note of what Flözzle has done, and how it might affect any other Goblins.



WHAT CAN I DO?

Each round in an action scene is about five seconds long. Try and get players to describe what they are doing with those five seconds and be reasonable about it. This often means engaging one object or foe, or running a fair distance. Allow players to be creative, however, and if they have a cool idea, let them give it a try!

3: Outcome

After each PC has made their tests the Goblin King decides how the scene has gone, possibly asking the PCs to make tests to avoid reactions from their foes. After the outcome is complete the Goblin King must decide whether the action scene continues by asking themselves the question, “If they were to sit and do nothing for five seconds, would the situation change drastically?” If the answer is yes, continue onto another round.



The Goblin that Sir Francis and Lisa failed to push over starts running away, raising the alarm. Before he runs, the Goblin King asks Lisa’s player to take a test of difficulty 3, which she fails. The Goblin has stolen a brass key she had found earlier, that fiend! The Goblin is getting away and the alarm is sounding, despite Flözzle’s efforts, so the Goblin King decides that there will be another round of action.



ACTION SCENE OR TEST

Choosing when to use an action scene or a test is something you will get a feel for as you play. A good rule of thumb is if there’s multiple possible outcomes, use an action scene. If there are just two, use a test.



Using tables

Throughout this book you will find tables. Whenever you come across one you may pick a result or choose to roll.

If a table has the numbers 1-6 running down the left side, simply take a die and roll it, then read the entry that corresponds to it.

1	Read this if you rolled a 1 (the owl).
2	Read this if you rolled a 2.
3-6	Read this if you rolled a 3, 4, 5 or 6.

If a table has the numbers 1-6 running across the top as well, roll twice. The first roll corresponds to a column, the second roll to a row. After rolling, read the entry in the row and column that corresponds to the rolled results.

1-3		4-6
1	Rolled a 1, 2, or 3, then a 1.	Rolled a 4, 5, or 6, then a 1.
2	Rolled a 1, 2, or 3, then a 2.	Rolled a 4, 5, or 6, then a 2.
3-6	Rolled a 1, 2, or 3, then a 3, 4, 5, or 6.	Rolled a 4, 5, or 6, then a 3, 4, 5, or 6.

If the table has the numbers 11-66 running down the left side, roll two dice, taking one dice to be the tens digit, and the other to be the ones.

11-13	Rolled a 1, and a 1, 2, or 3.
14-16	Rolled a 1, and a 4, 5, or 6.
21-53	Rolled a 2, 3, or 4 and anything on the second die. OR rolled a 5 and a 1, 2, or 3.
54-66	Rolled a 5 and a 4, 5, or 6. OR rolled a 6 and anything on the second die.

Hours

Sometimes throughout a scene a group may lose an hour or more - spending time getting lost in the Labyrinth or otherwise stuck in some time-wasting act. When the group loses an hour, the Goblin King should make a note of it and tell the players. If the group lose all 13 hours they have lost the game.

LOSING THE GAME

If the group loses all 13 hours, they run out of the time and become lost, forgetting why they ever entered. You could have them turn up in later games as NPCs (see right).

Non-player characters (NPCs)

Sometimes PCs (player characters) will make friends within the Labyrinth and convince a non-player character (or NPC) to join them for a time. Everyone who isn't a PC is very afraid of the Goblin King, so however grateful they may be to the group, they will never stay for long.

When the group gains an NPC, make a note of their name, kin, traits, and flaws, if they have any. NPCs can help with any test that relates to their traits, and may perform tasks for the PCs if asked nicely, bribed, etc. This information will give you an idea of how to play the NPC, and add in some personality of your own. Do not tell players what traits and flaws an NPC has. They should be able to work it out from the way they act.

Depending upon an NPC's flaw, they may leave the group at certain times as shown below. To see if an NPC leaves the group, roll a test (difficulty 4). If successful, they stay with the group.

Flaw	May leave the group if...	Example...
Blunt	The group is talking to too many people.	The group spends a long time haggling with a merchant.
Coward	Things get too scary.	Monsters on the loose.
Forgetful	If they have a chance to get turned around.	If the PCs leave them alone.
Naive	If they see someone doing something underhanded.	A PC steals.
Proud	If their pride is damaged.	Fail at an easy task.
Selfish	If they see an opportunity for personal gain.	A PC entrusts them with a valuable item..

If the Goblin King ever appears in person, all NPCs will flee at the first opportunity.

NPCs will not follow the group into a chapter they did not begin in as it is too far from home.

Goblin King tips

Games are entertainment

Your goal as a group is to make your games as entertaining as possible. This applies to all of the players and you. If anybody isn't having fun, work out why that is and change it. Sometimes that will mean changing or ignoring rules in this book, and to that we say: GO FOR IT! It may sound strange but we mean it: if a rule isn't helping you have fun then you should do away with it, change it, or make up a new rule. We won't mind!



You are their eyes

This one seems obvious at first but it can be difficult to see exactly why it is important. In a roleplaying game you will tell the players what their characters see, smell, hear, where things are, and how NPCs react. In fact you are the only way that they will know these things and it is imperative that you tell them as much about the situation as is important and answer their reasonable questions as fully as possible. It may seem at times like the players act irrationally or even sometimes a little foolishly. These are your opportunities to ask them why they are acting like that and either give them information they were misunderstanding or perhaps even find out that they are doing something you hadn't even thought of.

NPCs are flavor

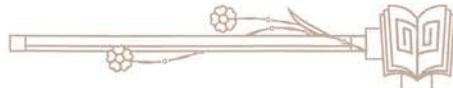
NPCs are a hugely important part of the Labyrinth, with characters of all different types and personalities interacting. When acting out an NPC's part, it is important to be able to distinguish which NPC you are. Some Goblin Kings use accents and change their voice, others state the NPC's name before saying their lines. Try to use NPCs to talk with the main characters as much as possible to add interactivity to the adventure.

Be a fan of the players

It can be easy to fall into the trap of thinking that this game has two teams, the players and the Goblin King. When you are playing as the Goblin King you must not think of the players as the enemy. Roleplaying is not a competition, and the only winners are those having fun. So what does 'be a fan of the players' mean? It means to put them in situations they will shine, try not to shut them down, and get excited about their achievements. When the party manages to find a clever way past one of your challenges, you should be excited for the players, not upset at how they have 'beaten' you. At the end of the day, the best stories are those in which the villain is thwarted and the heroes get to cheer their victory over you at the end... That isn't to say you should make it easy for them, for in the best stories, that victory is well-earned.

Try not to "read aloud"

Try not to read directly from the book. Instead use it to inform you of what is going on and then describe it to the players in your own words, modifying the content as you please. This allows you to get the information across more easily and reinforces the fact that this is your version of the Labyrinth, not ours.



Run with your mistakes

Mistakes happen. Whether it's small, like forgetting that a character has a certain trait, or larger, like going to the wrong page, it's important to roll with the mistakes and try and make sure that they don't interfere with the game too much. Only in the most game-breaking scenarios should you 'roll back' what happened. Try and always move the plot and action onwards, perhaps coming up with a reason why that happened (perhaps the character in question did not remember the trait themselves).

I've got an idea...

Throughout the game, you will hear these words time and time again. The sentence that follows may be crazy, or it may be genius! Sometimes it will be something that you think could break the game completely.



"Why don't we just climb over the walls?"

"Let's push through the hedges!"

"What if we start a fire...

A really, really big one?"

"I have a cunning plan."

"Bring me a trench-coat, a pint of glue and three duffel bags full of feathers."



When a player comes up with a clever idea it is important to reward them, but it is also important that their clever idea doesn't take the fun out of the game. When one of these situations comes up, it can be fun to have the idea work exceedingly well, but come up with a reason why it won't work again in the future. Remember, the Labyrinth itself doesn't like being tricked, and the Goblin King is ever present and all powerful!

Make it up

We have written everything we can think of that will help you run an adventure (and there's even more tools on [page 256](#)), but there will definitely be a point where you will be asked a question that is not covered in this book. What do you do? Make it up! It is always better to keep the pace going than to make everyone wait while you look up a small detail.

Use as much or as little as you like

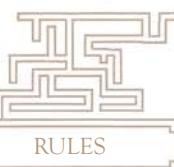
This book is filled with fantastic ideas, but we are sure you have some fantastic ideas of your own. When reading a scene feel free to use some of it for inspiration or use it all as is. You can create your own scenes too! We have provided a toolkit to help you on [page 256](#).

Have fun

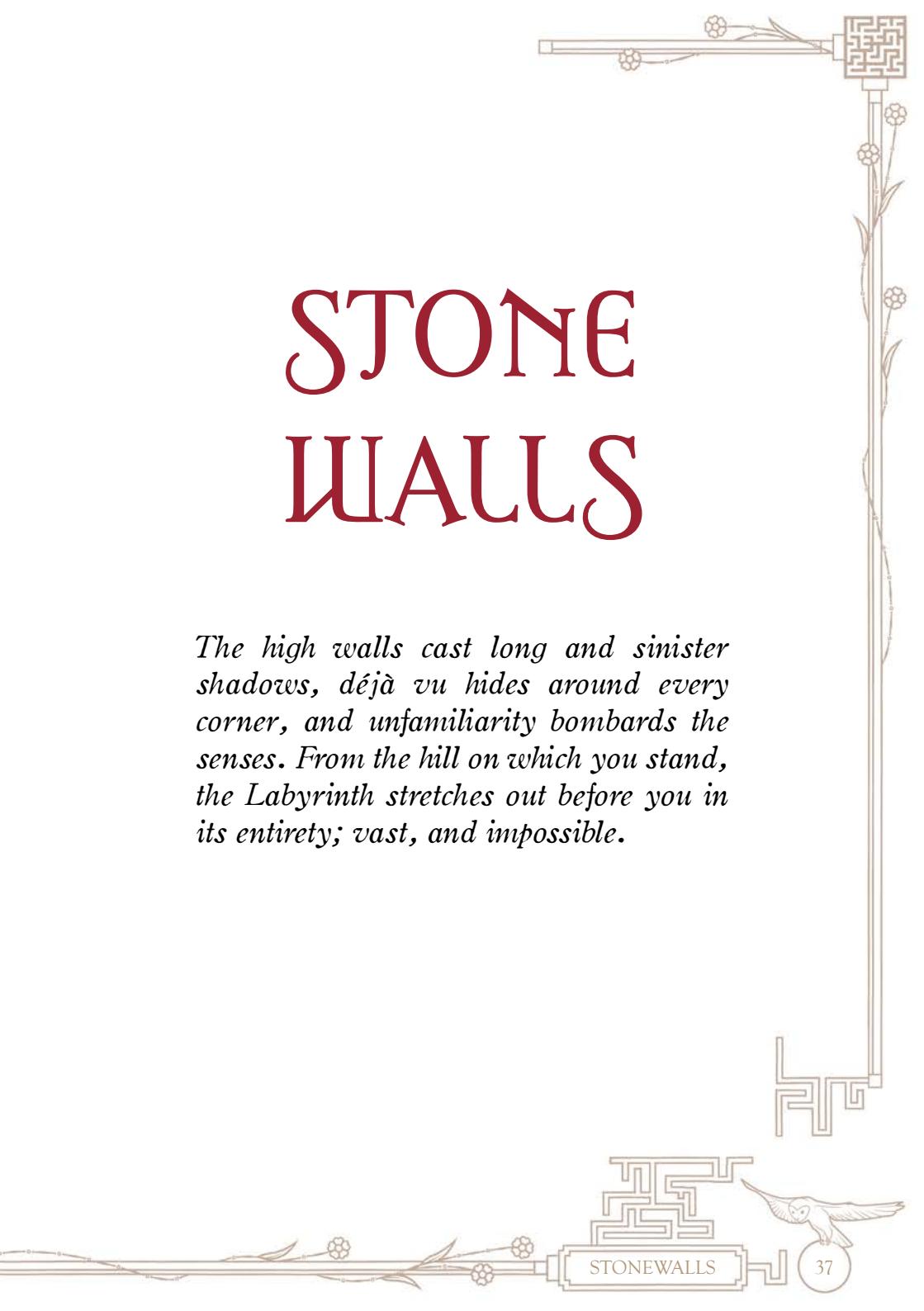
So, we touched on this a little earlier in this section, but we cannot stress this point enough. This game is designed to stimulate and challenge you and your players, but above all it is designed to entertain. Do silly voices, break into song, laugh at jokes, and come up with amazing ways to play. Every group is different, but every group can have fun!

VISIT OUR WEBSITE

At riverhorsegames.com you will find downloadable tools and maps to help you bring the Labyrinth to life.

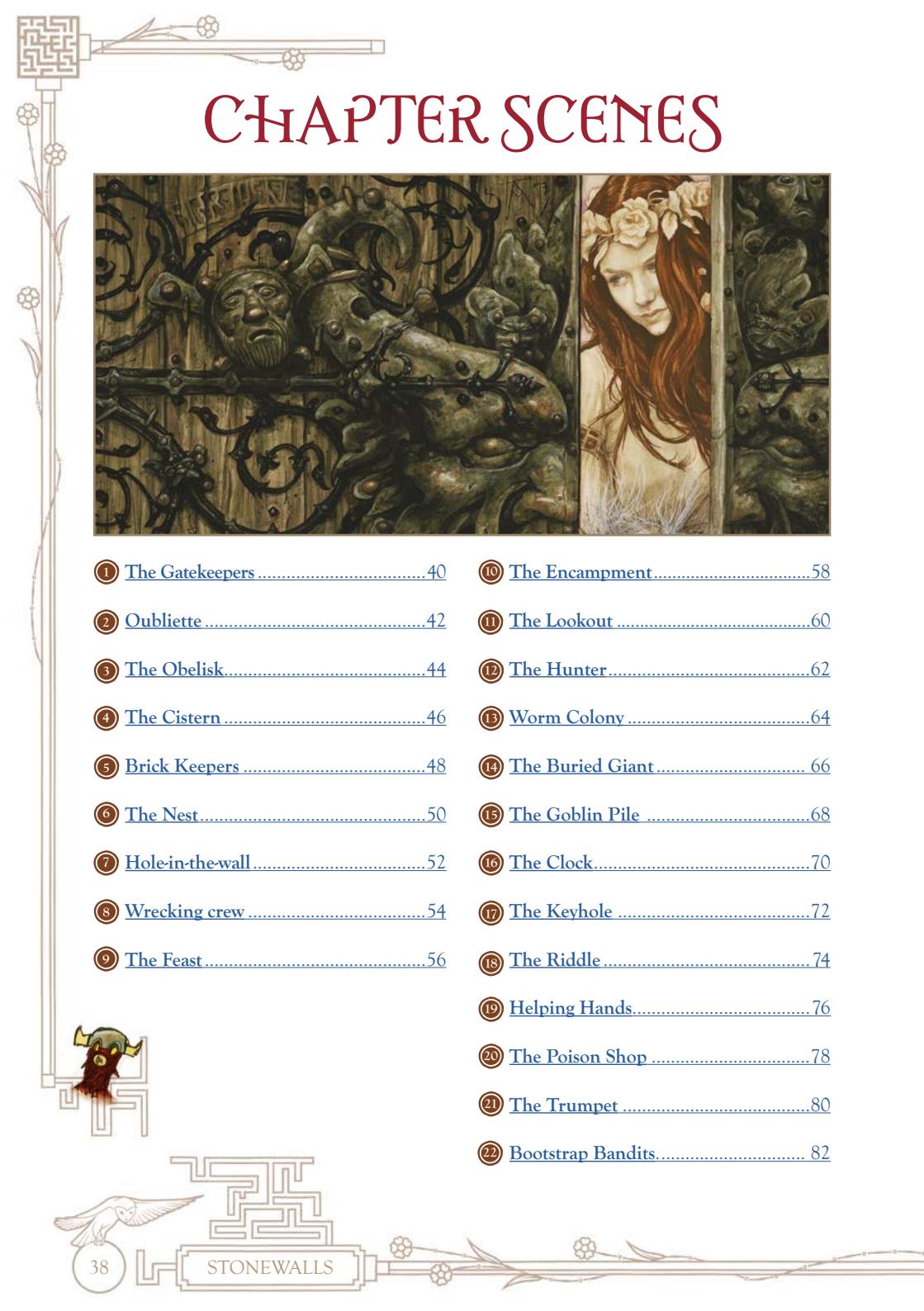






STONE WALLS

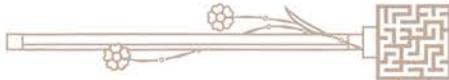
The high walls cast long and sinister shadows, déjà vu hides around every corner, and unfamiliarity bombards the senses. From the hill on which you stand, the Labyrinth stretches out before you in its entirety; vast, and impossible.



CHAPTER SCENES



① The Gatekeepers	40	⑩ The Encampment	58
② Oubliette	42	⑪ The Lookout	60
③ The Obelisk	44	⑫ The Hunter	62
④ The Cistern	46	⑬ Worm Colony	64
⑤ Brick Keepers	48	⑭ The Buried Giant	66
⑥ The Nest	50	⑮ The Goblin Pile	68
⑦ Hole-in-the-wall	52	⑯ The Clock	70
⑧ Wrecking crew	54	⑰ The Keyhole	72
⑨ The Feast	56	⑱ The Riddle	74
		⑲ Helping Hands	76
		⑳ The Poison Shop	78
		㉑ The Trumpet	80
		㉒ Bootstrap Bandits	82



Between the scenes

The scenes do not lead straight into each other, they are just the most interesting encounters that are separated by miles of interconnected corridors and twisting architecture. Below are some tables that will help inspire you to generate these spaces. By elaborating on these points, you can make seamless transitions from scene to scene.

Dressing

	1	2	3	4	5	6
1	Trap doors	Spiderwebs	Dead trees	Ladders	Pressure plates	Thick dust
2	Statues	Eye Lichen	Mausoleums	Tunnels	Tripwires	Clockwork
3	Doors appearing	Hidden entrances	Broken walls	Ropes and pulleys	Revolving rooms	Elevators
4	Walls appearing	Flagstones shifting	Water dripping	Grinding noises	Clanking noises	Wind whistling
5	Graffiti	Cages	Staircases	Murals	Bas-reliefs	Slimy stone
6	Scratch marks	Broken branches	Wind chimes	Crumbling masonry	Optical illusions	Rotten doors

Encounters

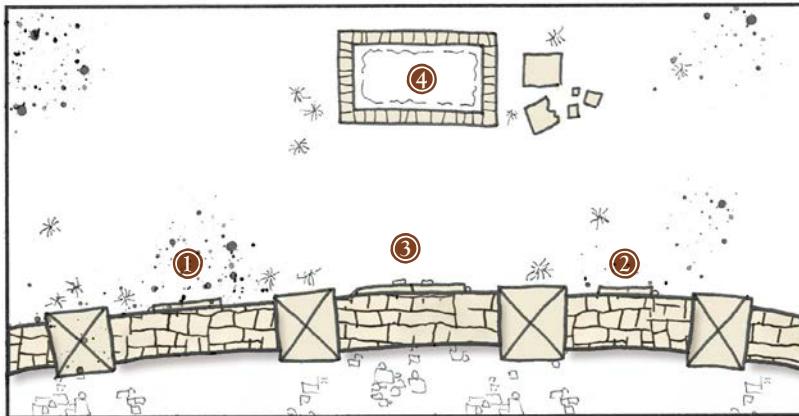
	1-3	4-6
1	A door under siege by Goblins with a ram.	A Goblin patrol having an argument.
2	Goblins carrying off a prisoner.	Several Dwarves spraying fairies.
3	A prisoner running away from a mob of Goblins on their heels.	A Dwarf repairing some clockwork mechanisms beneath the flagstones.
4	Goblins painting graffiti on the walls.	Worms building a settlement in the walls.
5	A team of Dwarves knocking down a wall.	A merchant with a cart.
6	A Knight of Yore puzzling over a map.	Night Trolls cooking a stew over a fire.

Weather

1	A sudden frost howls down the corridor.
2	A sudden thunderstorm breaks out.
3	Thick mist descends.
4	Swelteringly hot.
5	A rain cloud follows the party.
6	Light summer rain.

I. THE GATEKEEPERS

Dawn. The Labyrinth is spread out before you, crawling over the hills surrounding the Goblin King's castle. Descending the slope, you are confronted by a wall, beyond which lies the Labyrinth's first ring, the maze of stone corridors you glimpsed from the hilltop. A square, stone-lined pond filled with brackish water lies nearby. No openings or gates can be seen. No footprints mark the sandy earth.



As the PCs approach, two voices will call to them: Gloam the Dwarf and Loma the Horned Beast. Each will try to convince the party to enter the Labyrinth by a secret door that only they know the location of. They do this with new travelers, and have been keeping score for a long time. Gloam is round, and walks with a waddle. He tells the party to "do the smart thing." Loma speaks slowly and

looks like a huge sloth covered in mossy green fur; she never gets up from her sitting position. She tells the party to "do the wise thing."

① Loma's Door. Carved stone overgrown with moss. If chosen, scenes in the Stonewalls involving creatures, plants, and social situations will be easier. Loma is clear about this.

② Gloam's Door. Old wood and rusty metal. If chosen, scenes in the Stonewalls involving devices, puzzles, and architecture will be easier. Gloam is clear about this.

③ Secret Door. The grand entrance to the Labyrinth. Invisible unless they ask for it.

④ Stone-lined pool. Contains two items.

Stone-lined Pool Items

1	A trumpet.
2	300 feet of twine.
3	A white flag.
4	A bag of marbles.
5	A periscope.
6	A 6-foot wooden pole.



⇒ CONSEQUENCES ⇌

If the party enters Gloam or Loma's door, update their progress and make a note of the door used. If the party refuses to choose either door and demands to know another way in, Gloam and Loma will sigh and together point at a third place, where the grand gate of the Labyrinth is suddenly visible.

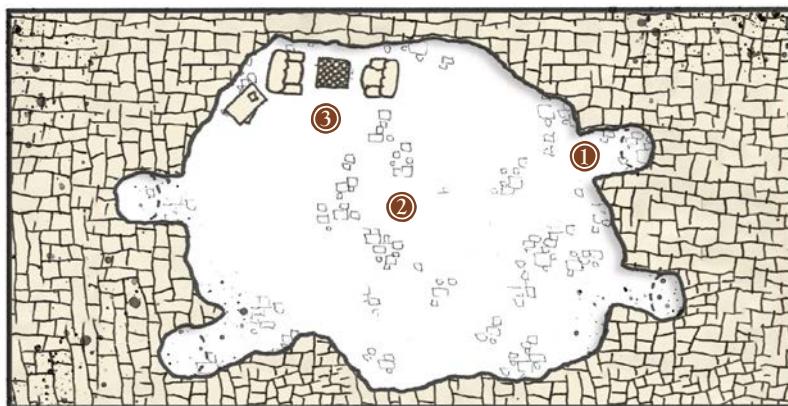
Update their progress .

*People not like animals.
Animals wise.*

- Loma

2. OUBLIETTE

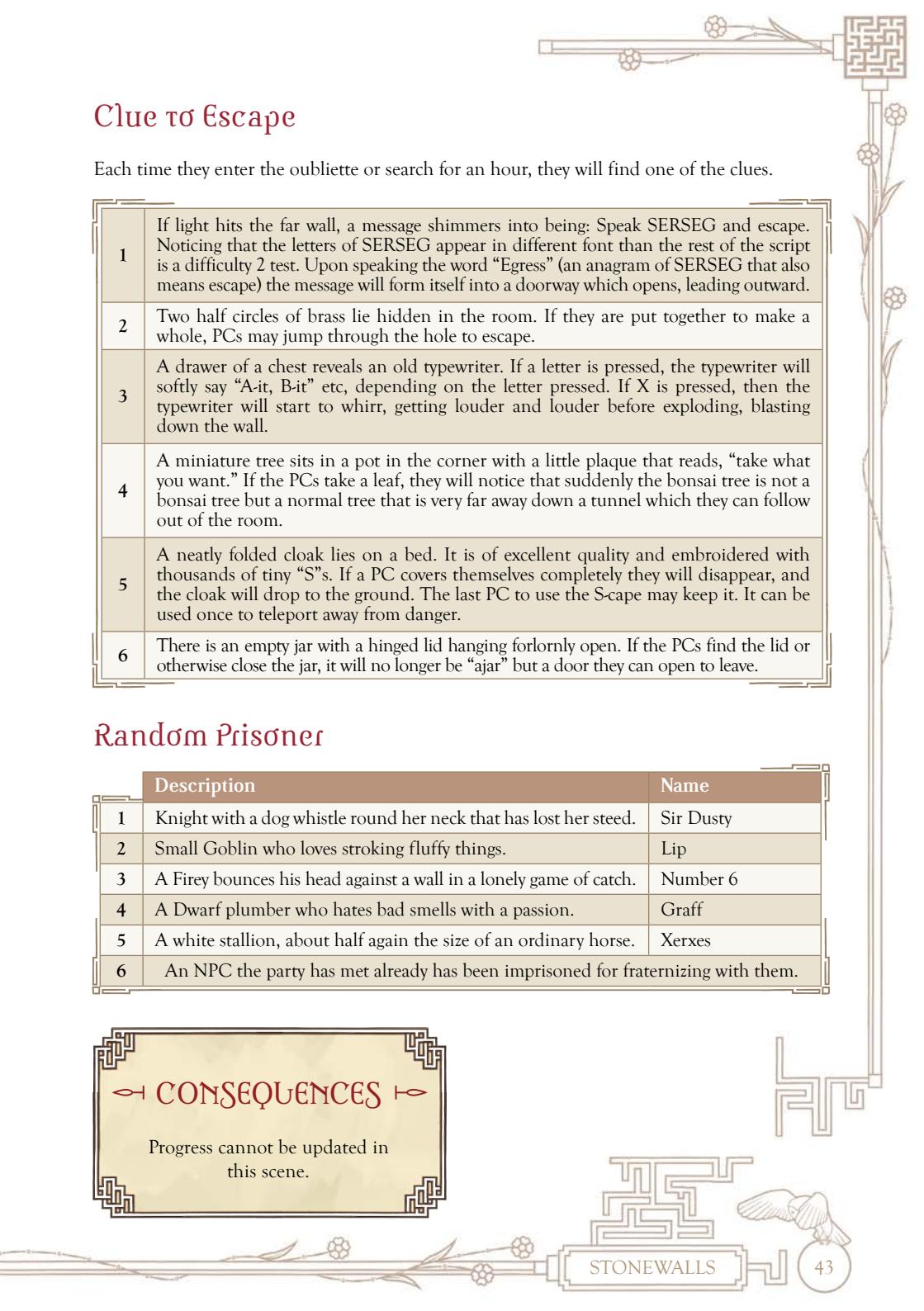
There is a click as the ground beneath you disappears. Tumbling hard, your world becomes darkness as the sound of rock closes above you. There is nothing but the panting of your breath and the beat of your heart. Cold stone meets every touch of the walls and floor. You are in an oublie: a place where people and things are put to be forgotten.



① **The Walls.** A series of round holes in the walls leads to the top of the oublie, and from the bottom look like they lead up and out. The first person to climb to the top (difficulty 3) will discover that things are not as they seem: there is no top to the oublie. It's an illusion.

② **Clues.** The room is messy. If the PCs search, they will discover that there's more to the oublie than first appears.

③ **Games.** The corner of the room is dedicated to traditional board games. There is a chess set, a pack of cards, and two comfy chairs which have been filled by a pair of bleach white skeletons. They seem to have been in the middle of a game before they died of old age, long beards reaching down and touching the floor. If a skeleton is touched, they will both wake up and start arguing about whose turn it is. They have been down here so long that they have forgotten their names and even their crimes. They are extremely foolish and unable to help. If the party escapes, they will decide to stay in order to finish the game (the score's 3765-3692, after all).



Clue to Escape

Each time they enter the oubliette or search for an hour, they will find one of the clues.

1	If light hits the far wall, a message shimmers into being: Speak SERSEG and escape. Noticing that the letters of SERSEG appear in different font than the rest of the script is a difficulty 2 test. Upon speaking the word "Egress" (an anagram of SERSEG that also means escape) the message will form itself into a doorway which opens, leading outward.
2	Two half circles of brass lie hidden in the room. If they are put together to make a whole, PCs may jump through the hole to escape.
3	A drawer of a chest reveals an old typewriter. If a letter is pressed, the typewriter will softly say "A-it, B-it" etc, depending on the letter pressed. If X is pressed, then the typewriter will start to whirr, getting louder and louder before exploding, blasting down the wall.
4	A miniature tree sits in a pot in the corner with a little plaque that reads, "take what you want." If the PCs take a leaf, they will notice that suddenly the bonsai tree is not a bonsai tree but a normal tree that is very far away down a tunnel which they can follow out of the room.
5	A neatly folded cloak lies on a bed. It is of excellent quality and embroidered with thousands of tiny "S"s. If a PC covers themselves completely they will disappear, and the cloak will drop to the ground. The last PC to use the S-cape may keep it. It can be used once to teleport away from danger.
6	There is an empty jar with a hinged lid hanging forlornly open. If the PCs find the lid or otherwise close the jar, it will no longer be "ajar" but a door they can open to leave.

Random Prisoner

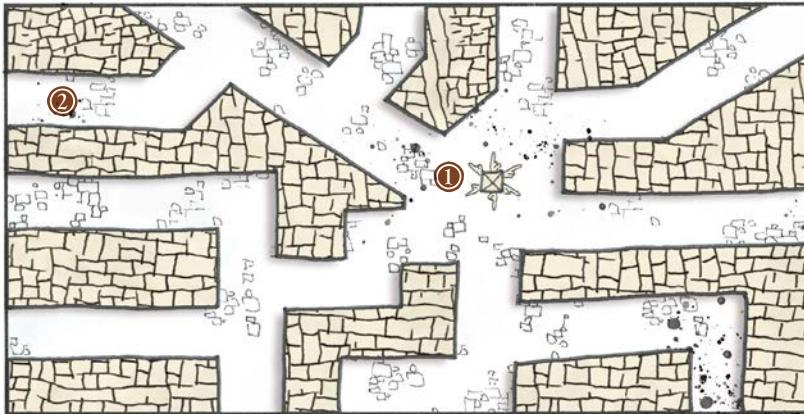
	Description	Name
1	Knight with a dog whistle round her neck that has lost her steed.	Sir Dusty
2	Small Goblin who loves stroking fluffy things.	Lip
3	A Firey bounces his head against a wall in a lonely game of catch.	Number 6
4	A Dwarf plumber who hates bad smells with a passion.	Graff
5	A white stallion, about half again the size of an ordinary horse.	Xerxes
6	An NPC the party has met already has been imprisoned for fraternizing with them.	

CONSEQUENCES

Progress cannot be updated in this scene.

3. THE OBELISK

In the middle of an intersection of passages you find a stone obelisk about seven feet tall. Six stone hands protrude from every side of it, each pointing in a different direction. The paving stones nearby are heavily scored as if something heavy has been repeatedly dragged around.



① **Obelisk.** Each of the six hands points to a potion in a hiding place, in a different scene of the Labyrinth. In order to find each item, the party must push the obelisk from scene to scene, causing a great deal of noise in the process. It's impossible to sneak or move quickly while doing this; if the party ever needs to flee, the obelisk is left behind. Whenever a potion is found, the hand that was pointing to it changes into a thumbs-up gesture.

② **Potion.** The first potion is always found in this scene. One of the hands is pointed down at a flagstone right in front of it. The next five potions will be found in a hiding place in the next five new scenes the party visits, as long as they are pushing the obelisk and intentionally using it to find new potions.

Note: each potion has a duration of one scene and has its effects clearly labeled on it.



STONEWALLS

Potions

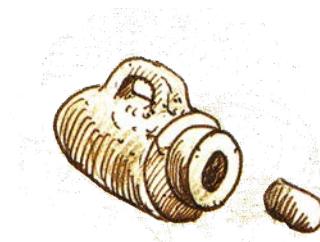
	1	2	3	4	5	6
1	Sleep	Fog Cloud	Super senses	Invisibility	Super strength	Stone-skin
2	Goblin-form	Shrink	Goo-Form	Super glue	Infatuation	Zero Fiction
3	X-ray vision	Telekinesis	Charm	Voice-change	Rage	Fear
4	Ventriloquism	Extra arm	Clone self	Fire breath	Ice breath	Super-speed
5	Talk to plants	Sphere of silence	Water breathing	Hurricane breath	Mind reading	Fire Immunity
6	Enough water to fill a house	Perfect memory (Revisit without making a test)	Makes you look like an inanimate object	Animates object	Invulnerable translucent bubble	Glowing skin

Hiding place

1	Beneath a paving slab, in a Brick Keeper's living room.
2	Behind a loose brick, very hard to pull out.
3	In a tuft of Eye Lichen.
4	In a stinky drain.
5	Buried in dirt.
6	Painted to be perfectly camouflaged with the wall behind it.

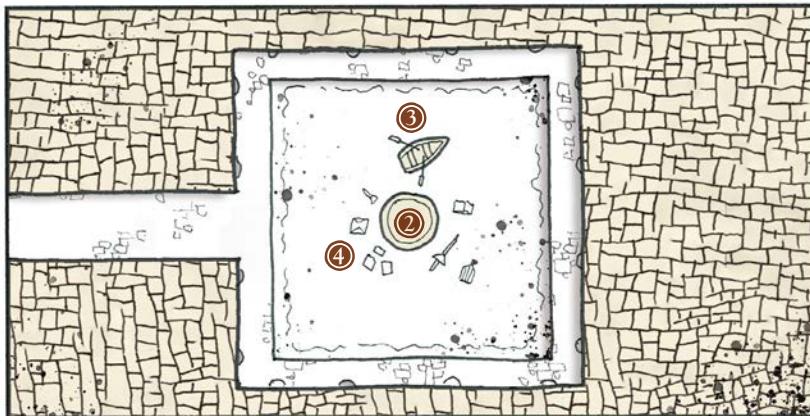
⇒ CONSEQUENCES ⇒

Update the party's progress as soon as they enter the scene. Whether they want to start pushing the obelisk around is up to them.



4. THE CISTERNS

A flight of stairs takes you beneath the Labyrinth, into dank catacombs. Up ahead, you can hear the sound of water dripping into a pool. The next turn reveals a huge cistern, a vaulted roof supported by stone arches rising from the surface. Apart from the steady dripping, everything is silent. A small rowboat is floating around the center of the cistern, holding a figure.



① **The Shaft.** Dripping water is coming from a shaft in the center of the cistern's ceiling, ten feet above the water. This is the only source of light. The shaft's walls (in reality a well leading up to the surface) are slick and there is nothing to climb. Looking up, there is a bucket on a rope swinging 30 feet up, attached to a windlass, slowly dripping. The windlass is not strong enough to support the weight of anything large. It will crack if a large character starts climbing it,

before suddenly breaking. If the party went through Gloam's door, the bucket begins already lowered into the water.

② **The Seal.** The cistern is 10 feet deep. The water is clean but the darkness makes it murky. At the bottom, in the center, is a circular stone seal preventing the water from draining. It has a handle, but cannot be lifted without superhuman strength. It could be broken by something with enough force.

③ **Rowboat.** Roll to see who is in the boat.

④ **Debris.** At the bottom of the cistern are four objects that have fallen down the well. PCs can dive to retrieve them, (difficulty 4) but every six attempts takes an hour. You should describe the vague shape of the objects, and the PCs choose what to dive for.

Rōwbōat

1-2	A Knight of Yore named Dame Margot, with her faithful steed Dandelion, a poodle. She is enthusiastically stabbing the water with a long lance, attempting to slay a non-existent serpent.
3-4	A child-sized newt named Adler. He is dressed in very formal clothes and claims he ended up down here after a bit of a tumble. This is a lie. He was thrown down the well.
5-6	A Human witch named Pleasance. Black cat, black hat, the works. She is here searching for her broom, which the Goblin King has stolen, and has become lost in the catacombs. Intensely suspicious that everyone is working for the Goblin King.

Debris

1	A 12-foot jousting lance.
2	Three chunks of broken masonry.
3	A block of lard wrapped in paper.
4	A birdcage made of metal wire.
5	A heavy metal bell with a wooden handle.
6	A sodden book. The ink is smeared illegibly, except for one page with a fragment of a map. May be used once to revisit a scene without rolling a test.

CONSEQUENCES

Opening the seal causes all of the water in the room to rush out, pulling the PCs down with it if they are in the water. They are blasted out of a hidden manhole into the next scene, which gets flooded a foot deep in water.

Update their progress.

If the party reaches the top of the well, update their progress.

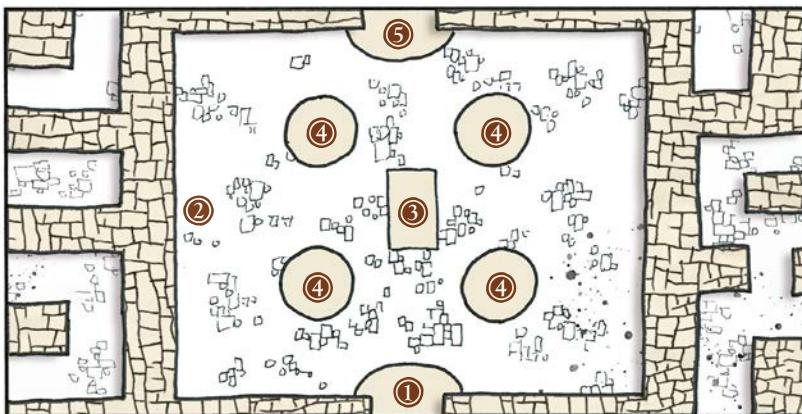
Add a well to the next scene.

*Everything ticks.
You just need to know what
you're listening for.*

- Gloam

5. BRICK KEEPERS

The passageway opens up into a wide open plaza. Paving stones from shoebox-size to table-size cover the plaza, except for a large stone platform in the centre and four circular areas of plain dirt. Each of these four areas is occupied by a mysterious large object. There is an unearthly stillness in the air. At the far end of the plaza, an archway leads further into the Labyrinth.



① Entrance.

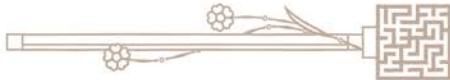
② Plaza. Every paving stone is the roof of a Brick Keeper's home, with the size of the stone corresponding to the keeper living beneath it. Crossing from the entrance to the closest safe area, or from a safe area to a nearby safe area, the platform or the exit, has a difficulty of 5. On a failure, the Brick Keeper beneath the feet of the PC knocks

them over as it flips its stone, and starts berating them in a bizarre language. The character then sets off more keepers, and is forced back to the entrance by uplifted paving stones. If you went through Loma's door, the keepers will allow you to retreat to the last safe area. Every three times that a PC is forced to retreat, they lose an hour.

③ Large Platform. If a PC makes it to the platform, it's suddenly flipped up by a huge Brick Keeper, flinging the PC to one of the safe zones, the entrance, or the exit. Roll a die to determine where (if you went through Loma's door, this roll is improved).

④ Safe Areas. Each includes a large object.

⑤ Exit.



Large Objects

These mysterious objects and the areas of dirt they occupy can be used as islands of safety from which the next stage can be planned. Roll two times on the following table to find which objects are NOT present, then place the remaining ones on the four safe areas.

1	A broken down merchant's cart. Contains two random items.
2	The shell of a bus-sized Giant Turtle.
3	A huge tree that's pushed its way through the pavement. Its branches are full of bird nests.
4	A 20-foot statue of the Goblin King. One foot is cracked.
5	A crater, from what looks like an explosion. At the bottom is a sword of black metal plunged into the ground. It's completely blunt and extremely magnetic.
6	A large, well-stuffed sofa.

Brick Keeper's Home

1	Smoke billows out of the paving stone; the Brick Keeper has a long pipe.
2	A thousand Brick Keepers an inch tall live under a mosaic; they can change the image.
3	Beleaguered parents have just got their kids to sleep; they are now bawling their eyes out.
4	A giant Brick Keeper shakes one fist while clutching at the bath towel round his waist.
5	Purple, and with long ears that get caught in their paving stone when it closes.
6	A group of Brick Keepers around a green table playing a card game.

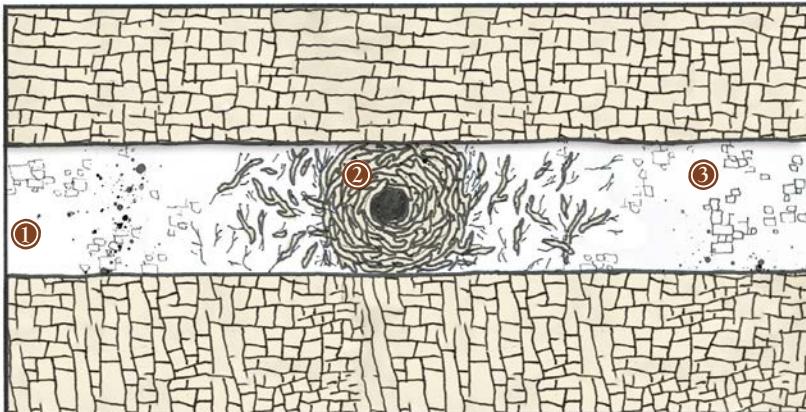
⇒ CONSEQUENCES ⇒

If the party reaches the exit at the far side of the plaza, update their progress.



6. THE NEST

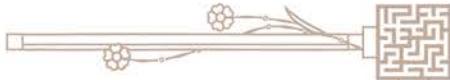
Broken branches, twigs, moss, and leaves litter the passage. As you pick your way through them, they become denser and denser until they form a solid, interwoven wall sealing off this side of the passage.



① Entrance.

② Nest. The wall of branches is one side of a huge spherical nest, home to a colossal Stiltt-Bird and its clutch of eggs. There is a hole in the very top from which characters can drop down. Inside the nest is four watermelon-sized eggs. Attempting to break through the wall of the nest has a difficulty of 5. The interior nest material contains two random items if searched thoroughly.

③ Mother Stiltt-Bird. Inside the nest is the mother bird, which looks a bit like an ostrich but with blue iridescent feathers and legs that are over 10 feet long. It can step right over the Labyrinth walls. If the party waits (losing an hour), the mother bird will leave the scene in search of food and nest material. If the mother bird is present and aware of the party, her objective is first and foremost to keep them away from her eggs. She will try to drive the party back from the nest if they approach it. Pushing past her has a difficulty of 6. A good strategy might be to lure her away from her nest somehow, perhaps by setting a trap or a lure in a nearby scene. If the party went through Loma's door, the mother bird will let you pass over the nest, but not inside it.



Random Items (you could roll once per column)

Item	Quirk	Problem
1 A slingshot	Huge	Stuck
2 A shovel	Golden	Underneath an egg
3 A box of matches	Noisy	Integral to the nest
4 A roll of duct tape	Smelly	Mother thinks it's hers
5 Six small bells	Way too long	Glued to the other item
6 An old sweater	Fake: made of wax	Super heavy

Eggs

If the party steals the eggs, every time they enter a scene or an hour is lost, roll a die for each egg stolen: on a 6 the egg will hatch. If a PCs feeds the chick right after it hatches, it will imprint on them and follow them around indefinitely. The chicks are about three feet tall. They can be ridden as a steed by Knight of Yore, but they are not terribly intelligent and are very easily distracted.

Every time the party enters a scene or loses an hour while in the possession of an unhatched egg, roll a die: on a 6 the mother bird finds the party (3+ if the party went through Gloam's door). It flies into a rage, dances around trying to snatch the egg out of the PC's hands (difficulty 3 to avoid), and generally causes havoc throughout the scene. Driving it off through sheer persistence makes the party lose an hour, unless the PCs have a more effective method. If the party does not drive it off, it will follow them from scene to scene leaving chaos in its wake.



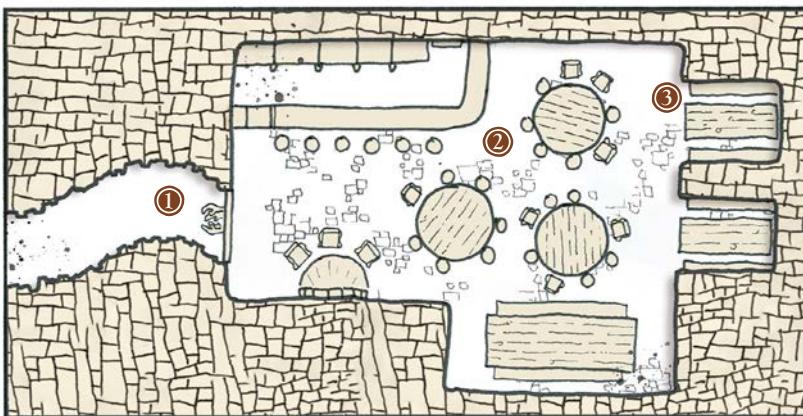
CONSEQUENCES

If the party gets past the nest, update their progress



7. HOLE-IN-THE-WALL

You find a hole in the wall, like someone took a sledge hammer and just kept smashing as they walked forward. Rather than breaking through to the other side of the wall, it forms an unnaturally long tunnel through brickwork. At last it reaches a round, red door with six hands protruding from it at eye level. As you approach, they form a face. “Welcome to Hole-in-the-Wall!”

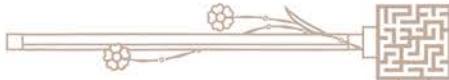


① **The Door.** Hole-in-the-Wall is a tavern and neutral ground, where every faction in the Labyrinth can safely coexist, relax, and get a drink. The Helping Hands on the door will demand a single interesting item from the party before letting them in. If the party went through Loma's door, the hands will not require payment, and will delightedly announce them as honored guests. If the party went through Gloam's door,

the hands will demand that every party member hand over an interesting item. The party can also lose an hour pounding on the door until someone inside notices.

② **The Tavern.** Inside is filled with the raucous sounds of patrons arguing, singing, and drinking. Clusters of Fairies, Worms, Goblins, and Dwarves mill about, grabbing food and drinks. Every so often a floor tile flips over and a Brick Keeper pops out. Helping Hands on the wall hold people coats and hats. If the Helping Hands at the door announced the party as honoured guests, everyone (apart from their enemies) will treat them like celebrities.

③ **Quest Givers.** There is always someone looking for help at Hole-in-the-Wall.



Quest Givers

Roll to see who it is. If you complete their mission and return to Hole-in-the-Wall that NPC will join the party and help guide them toward the castle. The object of the mission can always be found on the next new scene the party discovers.

1-2	A Dwarf named Dagmar needs someone to retrieve a calculator watch that was stolen by the leader of a gang of four Dwarves.
3-4	A couple of Goblin deserters named Milch and Mog want someone to convince a patrol of Goblins sent to capture them to return to the Goblin King's Castle.
5-6	An ancient man named Robald wants someone to bring back the head from a stone statue of a beautiful woman.

Random Patron

	1-2	3-4	5-6
1	Ruddy-faced Dwarf	Debutante in a red dress	A hooded figure
2	Worm playing darts	Dwarf that is all smiles	Fairy carrying a pint
3	Sailor singing sea shanties	Fairy spoiling for a fight	Goblin detective in fedora
4	Gambler losing a game	Goblin with fistful of nuts	Deaf Goblin, enjoys smells
5	Pig in a dress	Pianist with 6 fingers	Dwarf chef, long mustache
6	Dwarf plasterer, plastered	Worm pickpocket	Thug, "Math" on knuckles

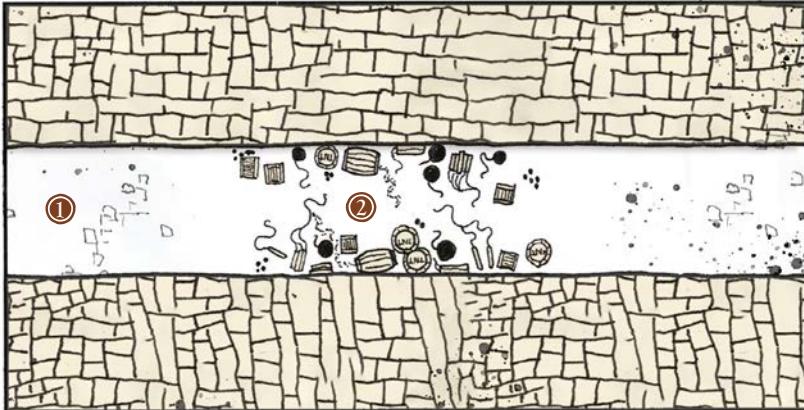
⇒ CONSEQUENCES ⇌

If the party completes a quest for a patron of Hole-in-the-Wall, update their progress to scene 13.



8. WRECKING CREW

This passage is littered with fuses, kegs of gunpowder, and sticks of dynamite. A crew of five Goblins is scurrying about, tossing explosives to one another and attaching them to the walls and floor. All are carrying lit torches.



① **Wrecking Crew.** The Goblin King has decided to renovate and this passage has been scheduled for demolition! The wrecking crew sent to do the job has absolutely no idea what they're doing. This doesn't bother them in the slightest however, because if there's one thing that Goblins love, it's blowing things up.

If PCs don't defuse the situation or take away all the Goblin's torches, the passage is

going to explode, sealing it off and rendering it inaccessible. Whether it is sealed ahead of or behind the party depends on their actions and where they are at the time. If they are right in the middle of the passage, then choose randomly which direction the party is blasted in. Any plan that involves physical force against the Goblins will blow the whole place up on a roll of 4+ (6+ if the party went through Gloam's door, 2+ if the party went through Loma's door).

Taking an explosive without being noticed (difficulty 2) and running away is a completely valid option. The difficulty increases by 1 for each explosive stolen after the first one. If the Goblins notice a PC stealing, they will blow everything up.

② **Explosives.** There are three types of Goblin explosives being used.

Goblin explosives

1	Poppers. Shoot dozens of marble-sized explosives in every direction, which then blow up after a slight delay.
2	Boomers. Huge barrels of gunpowder that go off with a big mushroom cloud of green powder that slowly settles and coats everything in the area.
3	Dazers. The white flash leaves everyone nearby blind for the next five minutes.
4	Coughers. The blast emits a black cloud of smoke that hangs in the air above the ground five minutes.
5	Thumpers. The shock-wave shakes the ground, knocking everyone over who doesn't pass a difficulty 4 test.
6	Sparkers. No explosive power, but shoots showers of sparks everywhere, lighting everything flammable on fire. Characters will only be singed.

Goblins

Description		Name
1	Has a very foamy mouth. Despite this, he seems rather rational.	Frââz-mindl
2	Is wearing a hi-vis jacket and shouts orders to everyone.	Whârl
3	Wants to prove that he can juggle. He cannot.	Erti
4	Wearing big stompy boots. Jumps everywhere.	Ringø
5	Holding a clipboard that has a picture of a cat clipped to it.	Trall
6	Is extremely nervous and runs everywhere.	Yssy

↔ CONSEQUENCES ↔

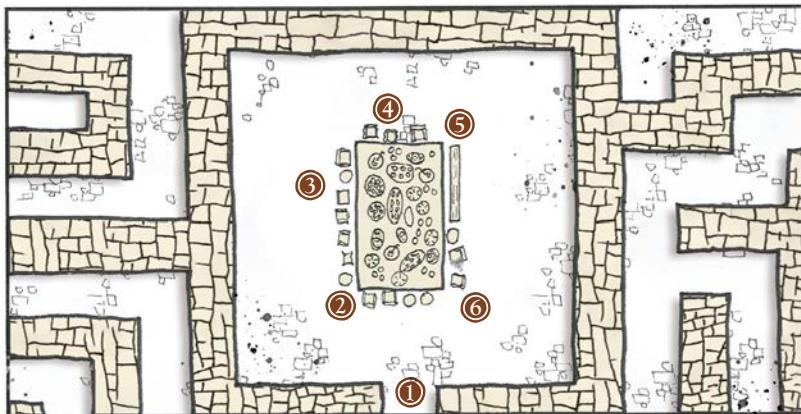
If the party gets past the Goblin demolition team and reach the exit, update their progress. If the explosives go off while the PCs are near it, then they are singed, temporarily blinded, knocked down, coughing, and covered in green powder in the next scene.



STONEWALLS

9. THE FEAST

The scents of roasted meat, freshly baked pies, and steaming drinks waft down the twisting passageways. Turning a corner, you find a large oak table set up in a dead-end open courtyard, piled high with food. Four creatures sit around it, arguing fiercely. As soon as they see you, their faces light up and they beckon you to sit.



① Entrance.

② **Daedalus LaMarche.** Viscount of Stench. An odious Dwarf with fingers too long for his hands. Stinks horribly. Chatty and inquisitive. Wants to be prince.

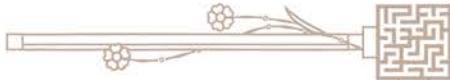
③ **Girl.** A Human girl in Goblin armor. Will not say who she is or admit that she is not a Goblin. Surly. Wants to become a warlord.

④ **Table.** Piled with odd food and utensils.

⑤ **Lady Morgan.** A tall, mysterious woman with long black hair. She never seems to eat anything. Impeccably polite and a bit creepy. Wants to marry the Goblin King.

⑥ **Goro.** A Night Troll with long, shaggy fur somewhere between black and purple and a slender canine snout. Shuffles about on two legs, with long curved claws. Its eyes are hidden, and it only makes mournful howling sounds. Wants to collect and prepare rare foods. He actually set up this feast, but no one else knows it.

If the party went through Loma's door, Goro or the girl (the Goblin King can choose which) will volunteer to join the party as an ally if invited.



Food

Each PC can take one thing before the NPCs try to stop them.

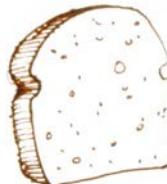
A	A nice cup of tea (a favorite of Worms). Forces the drinker to constantly talk about what they're planning to do next.
B	A basket of fried toadstools (a favorite of Goblins). Forces the eater to only speak in question form.
C	Roasted, honey-glazed dormice (a favorite of Night Trolls). Forces the eater to talk about the thing they want most in the world.
D	A jar of marmalade (a favorite of the Brick Keepers; you smear it on the bricks, and then they flip it over and lick it off from underneath). Forces the eater to be brutally honest when it comes to what they think of the people around them.
E	Large tankards of hot cider (a favorite of the Dwarves, and liable to get them drunk). Forces the drinker to always lie.
F	Blood peaches (a favorite of the Fairies). Forces the eater to only talk in rhyme.

Utensils

1	Long-handled fork with five tines that move, gingerly picking up food.
2	Soup spoon with a button in the handle; when pressed, it rotates the spoon.
3	A butter knife. Sorry, a knife, made of butter.
4	A fork with two tines that will hum quietly when stuck into raw food.
5	A pizza cutter that if you pull a ripcord will run on its own, cutting any food in half.
6	A plate in the shape of a piece of bread.

CONSEQUENCES

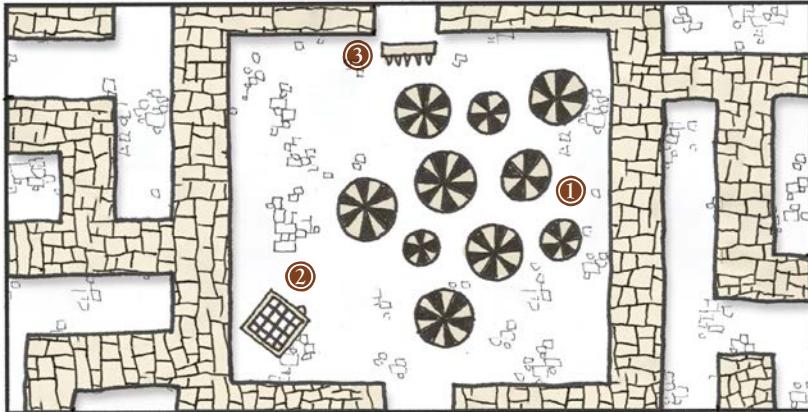
You cannot update your progress from this room.



STONEWALLS

10. THE ENCAMPMENT

The sound of raucous laughter echoes through the stone corridors. As you follow the voices, you emerge into an open courtyard filled with what appears to be an army encampment. Goblins lounge about, fight, and gamble among a cluster of striped, crooked tents. At the north end of the courtyard, the passage continuing on is blocked by a spiked barricade guarded by two Goblins.



① Tents. The tents are barely big enough for a single Human to fit inside, but provide ample cover for sneaking about. Moving from one tent to another has a difficulty of 2, but on a fail the PC is noticed by Goblins and the alarm is raised. Inside the tents can be found a wide assortment of Goblin gear.

② Caged Creature. In the southwest corner of the courtyard (near the entrance), a large creature sits in a cage looking forlorn. The four Goblins that are supposed to be watching it are close by, absorbed in a game of dice. One of them has the cage's key on their belt.

③ Guards. The guards at the barrier look the most formidable and are on alert at all times. The spiked barrier behind them is large enough that it cannot be jumped over or dashed past. It would require a number of people working together to shift it out of the way.

Goblin gear

1	Set of Goblin armor, much too small for a Human.
2	Makeshift stilts.
3	Wind-up duck. Waddles about 20 feet before stopping.
4	Nipper stick (a pole with a hideous pink creature on the end, snapping its fangs).
5	Large, reeking blanket.
6	Bucket of glue.

Caged creature

1-2	Stiltt-Bird. A flightless bird with legs 10 feet long. Wants to grab a Goblin in its beak, knock it against the stone, and then flee to its nest.
3-4	Blue hairy blob. Once released from the cage it is basically unstoppable, though not terribly dangerous. It sucks up small objects that it crawls over and can be safely ridden.
5	Sid. A rock-man. Can pull rocks off of itself and hurl them at enemies, or collapse and reassemble itself into smaller rock-men.
6	Hand. A hand the size of a small car, covered in shaggy fur. Likes to flick Goblins with enormous force.

Goblin Guards

Description	Name
1	Has a cannon on his head that shoots smaller Goblins.
2	Two Goblins stacked up. Doesn't want anyone to know.
3	Goblin with two sock puppets he loves very much.
4	Standard bearer. Considers his role to be vital.
5	Drill sergeant Goblin. A stickler for the rules.
6	Lazy Goblin. Can be bribed, but not in front of his companion.

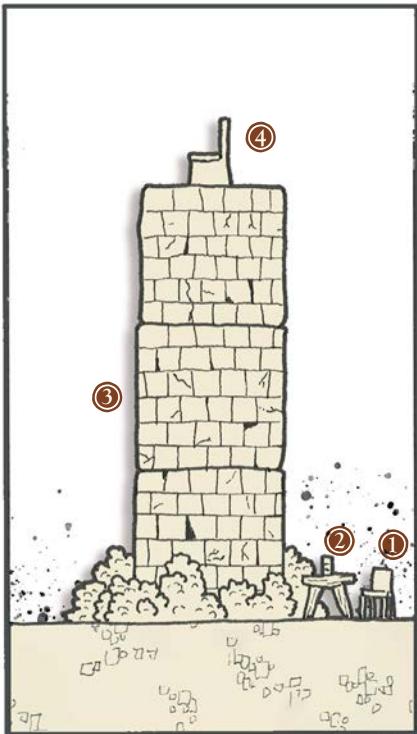
CONSEQUENCES

If the party finds a way to get past,
update their progress.

It is possible to pass while being pursued
by a small army of Goblins.

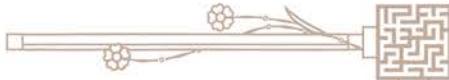
II. THE LOOKOUT

A square, thirty-foot tower of ancient stone stands alone in a small courtyard, the topiary garden at its base long overgrown. On its very top sits a throne of white marble. An old Giant Badger snores in an armchair at the base of the tower, beside a stone table.



- ① **The Old Badger.** If awoken, he will explain how the scene works to the party. His name is Fulminus.
- ② **The Model.** On a table next to the Giant Badger is a model of the tower. Rotating any of its three sections by 90° also rotates any sections above it, as well as the corresponding ten-feet sections of the real tower! Two 90° rotations can be made before the model stops working (one rotation if the party went through Loma's door, three if the party went through Gloam's door).
- ③ **The Tower.** An imposing building 30 feet high and cobbled together with stone, wood, and an odd assortment of delicate machinery. Climbing it would be a challenge, though some areas look easier than others.
- ④ **The Throne.** Atop the tower is a marble throne, angular and unadorned. Sitting in it will allow you to see distant places.



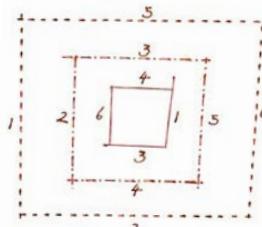


The Tower

Roll three dice and stack them on top of each other in a random order. This is the tower. The number on each exposed face represents the difficulty of climbing that face. To reach the top of the tower, a character must succeed at climbing each of the three sections, in order. A PC attempting to climb the tower can climb up, down, left or right, but must make a roll every time. If a PC falls to the bottom they can try again by losing an hour.

Face	Failure
1 Overgrown with thriving ivy.	Impossible!
2 Exposed masonry.	Chunk of rock falls on anyone below.
3 Delicate machinery.	A spring sprints you off the tower.
4 Wooden slats.	Loose panel swings you 90°. Climb from there.
5 Dry dying ivy covers this face.	A fistful of plants tumble with you.
6 Steep overhanging ledge.	Lost grip, falling down.

Note: if you don't have three dice, roll a die three times and draw a model of how the faces of the tower are arranged. The outermost square is the bottom section, while the innermost square is the top section.



The Throne

If PCs manage to get to the top of the tower, their view of the Stonewalls allows them to see the way forward. Roll a die and add it to this scene; the total is the number of the scene to which the character on the tower can see the way from their vantage point. The Goblin King should turn to the appropriate scene in the book and describe it to the player. PCs may go directly to that scene without rolling when they leave this scene.



CONSEQUENCES

Update the party's progress when they enter this scene.

STONEWALLS

12. THE HUNTER

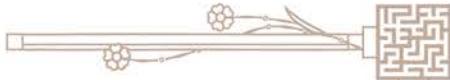
You can hear the moans and furious snarling of Goblins long before you see them. What appears to be a small shrine lies crumbled in this area, and in its ruins burns a small camp-fire. A creature as tall as a Human, but much broader and more reptilian sits beside it, playing a hurdy gurdy. Surrounding her are eight sacks, four of which contain a Goblin. A donkey is tied up nearby, chewing on a bag of feed.



① **Rum.** She looks like an alligator that's run face first into a brick wall. Her clothing is worn, practical, and piratical in flair. She is quite pleasant, and hospitable if anyone in the party can play music or owns an instrument. She explains that she is another traveler like themselves, but unlike them she's not trying to get to the center of the Labyrinth; she's just here to capture Goblins. Her aunt Veronica disappeared

after visiting the Labyrinth to recover her baby (stolen by the Goblin King). She figures if she captures enough Goblins, she's bound to get the Goblin King's attention. She is willing to trade her wares in exchange for Goblins they have captured.

② **Goblins.** Rum doesn't know the way to the Goblin City. The Goblins in the sacks, however, whisper that they can tell you which way to go if only you'll free them. If Rum catches a PC releasing or stealing a Goblin, she will assume they are an agent of the Goblin King and will try to put them in sacks. She is very strong, cunning, and willing to track the party over multiple scenes. She will use all the items she has left to do this. Escaping Rum once she has you in a sack takes an hour.



Wares

PCs may trade any two of the following items for each Goblin delivered to her (three items if the party went through Loma's door, one item if the party went through Gloam's door):

A	Foot snare.
B	Pole with a hook on the end.
C	Trained parrot.
D	Chain and padlock.
E	Active beehive.
F	Bottle of gloop that turns metal to jelly.
G	Jar of tar.
H	Jug of alcohol.
I	Deck of cards with an extra ace.
J	Nipper stick (a pole with a hideous pink creature on the end, snapping its fangs).
K	Goblin scent.
L	Manacles.

Goblins

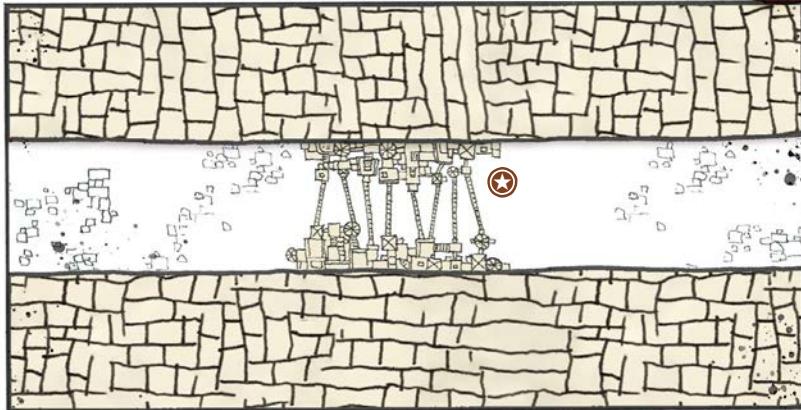
	Description	Name
1	Has beautiful blond hair, is extremely vain.	Fléwsérthill
2	Is wider than he is tall, can roll into a ball to avoid harm.	Pöley
3	Little wings that don't work. Very sensitive about this.	Gifferty
4	A grinning Goblin that enjoys biting more than is healthy	Heisine
5	Has an eye on his shoulder. Falls in love with the tallest PC.	Jéth
6	Angry Goblin. Doesn't believe in Humans.	Kraik

↔ CONSEQUENCES ↔

If the party releases or makes off with a Goblin, update their progress, as the Goblin lets them know which way to go.

13. WORM COLONY

A cheerful buzz fills the air. High-pitched voices are humming and chatting. The passage ahead is blocked by a dense miniature city growing out of the walls, populated by several hundred brightly colored Worms. Dozens of tiny bridges span the divide, creating an impossible tangle. As you approach, the whole colony goes silent and turns to look at you.



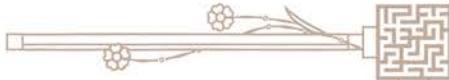
★ **The Colony.** The Worms will cheerfully inform the party they will have to turn back, as there's no way to get through this passage without retracting their bridges, something they can only do if their needs are met. They will happily trade with the party, but can only accept items that can be incorporated into their city somehow; it's up to the PCs to describe how the item they are offering could be useful.

If the party decides to simply crash straight through the Worm city, they will each lose a random item as they do so, and Worms will be hostile to them throughout the rest of the game.

If the party went through Loma's door, or if a PC is a Worm, the Worms will simply retract all of their bridges and cheer as the party passes while throwing confetti at them. They will still barter with the party as usual.

If the party went through Gloam's door, the Worms will begin jeering at the party and throwing small objects at them. Tiny catapults will be armed and launch peach pits, walnuts, and chunks of masonry, forcing the party to retreat. The party cannot advance under the barrage unless they have some sort of shield to protect them.





Trade

The Worms will offer in trade a replica of what the party are going to give them, only in miniature. They do not understand the concept that a large object might be worth more than a small one. If you offer them 50 feet of rope, they might offer 50 inches of string in return. A sword could be exchanged for a sewing needle.

Needs

At the moment, the Worms are most in need of one of the following. If the party manages to produce it, the Worms will winch up and retract all of their bridges and let them pass.

1	A manor. Anything that can easily be hollowed out or carved into a home for their mayor.
2	A jug of some sort of adhesive.
3	A number of replacement gears and springs to repair their clock tower.
4	A steed. They want an animal small enough that they could ride and docile enough to obey commands.
5	A pile of fibers for making rope and string out of.
6	A Goblin trophy. Any significant object that previously belonged to a Goblin will do. They need it to scare off Goblin raiders.

Worms

	Description	Name
1	A gigantic Worm (about 4") who boasts of his strength.	Chaz
2	Mighty warrior, wants to steal from the rich and give to himself.	Dazza
3	Circus ringleader. Is interested in seeing if PCs know any tricks.	Liz'beff
4	Mustache-twirling industrialist who wants to build railways.	'Enry
5	Worm with a trailing dress 2 feet long; it gets tangled easily.	Mary
6	Scientist that wants to learn about the big folk.	Victoria

CONSEQUENCES

If the party passes by the Worm colony, update their progress.

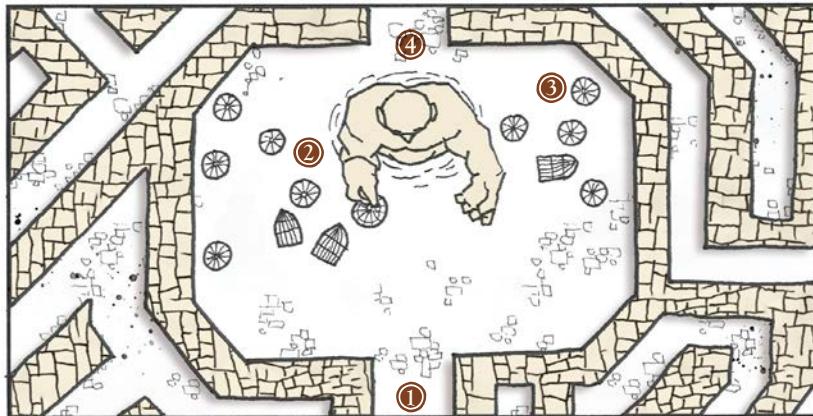


STONEWALLS



12. THE BURIED GIANT

The ground beneath you trembles. Around the next bend you can hear a voice like the grinding of continents say: "What have we here? A TRESPASSER?"



① The Entrance.

② **The Stone Giant.** He is buried up to his waist in the earth of a paved courtyard. His name is Dolem. In one hand he holds aloft a man-sized golden cage with a trembling figure inside. The giant loves prisoners. It's a lonely business being partly buried and he wants someone to talk to (mostly to lord it over them and admonish them for "trespassing"). If the party has a way to release a prisoner of his, he'll do anything to prevent them from doing that. He is also willing to bargain in exchange for prisoners.

③ **Cages.** A good dozen golden cages lie strewn about, four of which have skeletons inside. The locks have no key, but could be brute forced open (difficulty 6, or difficulty 3 if the party went through Gloam's door). On a failure, that lock cannot be forced. The giant's hand can break them open at will. The space between the bars is wide enough that anything smaller than a Goblin would be able to slip in and out. The cage being currently held by the giant contains a prisoner, some boiled sweets and some peacock feathers.

④ **Exit.** The way deeper into the Labyrinth lies just behind the giant. If a PC tries to leave that way, his huge hand will come down and block the exit, then attempt to grab them and stuff them in one of the cages, unless they evade his grasp and run back to the entrance (difficulty 3).

Prisoner

1	The Goblin King. He will promise the party fame, glory, riches, anything you want if you find a way to release him. His mannerisms don't seem much like the real Goblin King at all. If the party releases him, they will discover that he's a Goblin with a potion of polymorph. Only one dose left, lasting one scene.
2	King Jasper with his loyal jester Wick. Jasper will admonish the party to save themselves and go on without him, while Wick will plead with the party to save them. Each of them will give the party contradictory advice, apologizing for the other's lack of cleverness. Jasper claims that the current Goblin King somehow "stole his kingdom" and that he is trying to find it again.
3	Hoggle, a cowardly Dwarf.
4	An honorable Knight by the name of Sir Beris who is resigned to his fate. He does not wish for anyone to put themselves into harm's way for his sake. If he is not freed he would like the party to send a message for him, to his love: Margaret. Leave his message in any stone pot within the Hedge Maze and she will find it.
5	Felina, an impossibly tall woman in a beret and dark sunglasses. She claims that she is there of her own free will, as she has become friends with the giant, but tries to send signals to the party that she wants to be freed.
6	Spiggot, a spiteful Goblin who has a smaller cage of his own containing a Worm called James. James seems mightily indignant about the whole affair.



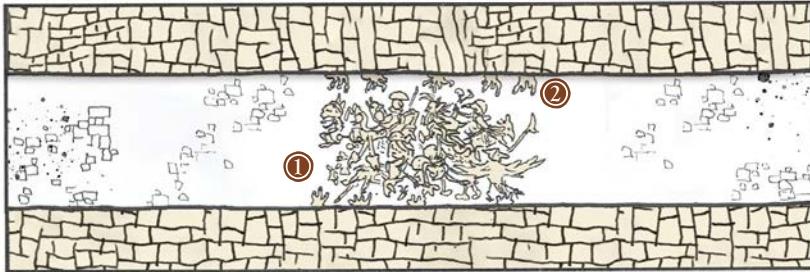
CONSEQUENCES

If the party finds a way to get to the exit, update their progress.

STONEWALLS

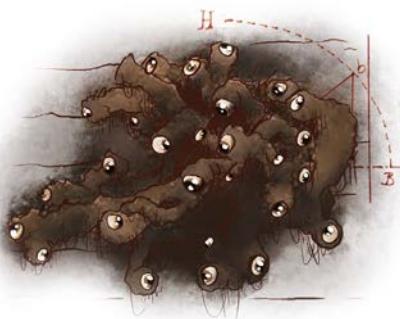
15. THE GOBLIN PILE

A pile of Goblins blocks the way forward. They are tumbled about, some flat on their faces, some propped up against the wall, all snoring blissfully.



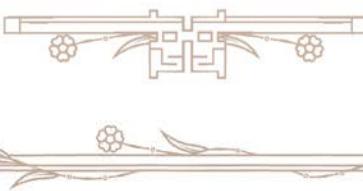
*Your eyes can be so cruel.
Just as I can be so cruel.*

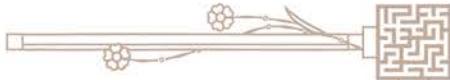
- Jareth



① **The Goblin Pile.** A good thirty Goblins pack the corridor from wall to wall, with very few spaces to step. Anyone who steps into the lichen-infested stretch falls asleep immediately. They don't become tired, they simply just drop over unconscious and start snoring. Nothing will wake them as long as they are within this area. If they are pulled out, they wake up immediately, with no sense of having been asleep or time passing. The Goblins here are all part of the same patrol, and whether they are willing to help or part with any of their gear depends on the Goblin.

② **Eye Lichen.** A great deal of Eye Lichen grows from the walls of a twenty foot stretch of corridor, all watching the party placidly. Their eyes are projecting a powerful sleeping spell that affects anyone who comes too close.





Goblins

	When awoken...	Name
1	Panics and tries to run straight forward back into the sleep zone.	Lyfll
2	Acts very friendly, but is planning to betray the party as soon as it's convenient.	Zebistradamus
3	Is willing to help the party as long as they also wake up the rest of his friends.	Cask
4	Acts hostile and won't help the party in any way without serious "encouragement."	Verisimilitude
5	Is too dumb to be much help at all. Is very eager.	Nobody knows
6	Panics and tries to run back the way the party came from.	Besquē

Goblin Gear

1	Nipper stick (a pole with a hideous pink creature on the end, snapping its fangs).
2	A five-foot bungee cord looted from the wilderness.
3	A flask of very slippery oil.
4	Fifty feet of rope.
5	A spyglass.
6	A handsaw.

CONSEQUENCES

If the party manages to all get past the sleep zone, update their progress.

One possible solution is to use a long pole to push someone's sleeping body through the zone and then having them use rope to drag other peoples' bodies through.

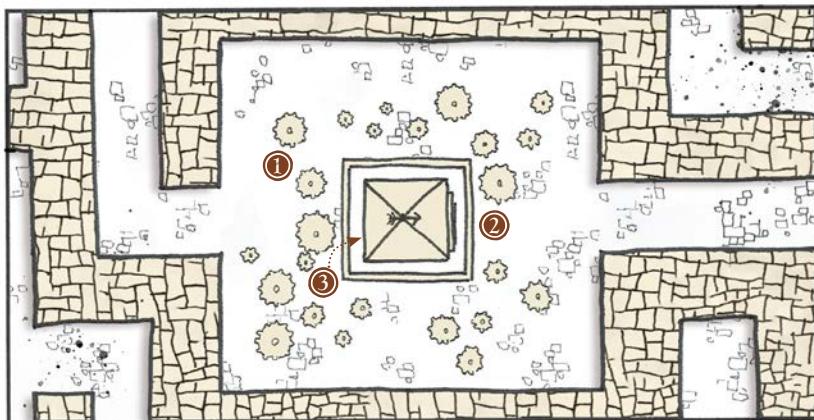
If the whole party falls asleep in the sleep zone, they are pulled out (on the entrance side of the zone) by a passing Dwarf named Ebenezer.

They lose an hour.



16. THE CLOCK

A huge stone clock the size of a chimney stands at the center of an open square, its sword-shaped hands displaying the current time on its thirteen-hour face. The square is nearly filled with thousands of gears of all shapes and sizes, some stacked and sorted into neat piles with others scattered about haphazardly. From behind the clock tower, the sound of anxious muttering can be heard.



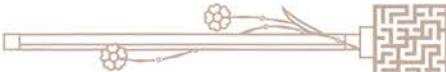
① Pile of gears.

② The Clock Face. If the PCs examine the face of the clock they will see that the time is completely wrong.

③ The Clock Workings. Grindal the Dwarf is halfway into the clock tower, with only his legs protruding out an access hatch at the back. When the PCs approach he will immediately climb out and try to enlist their help in re-assembling the clock. He was just doing a few repairs, you see, tinkering here and there, and got a little... carried away. Grindal will hasten to add that if they help him he can set the clock back an hour, which will give them more time in the Labyrinth.



If the party went through Gloam's door, Grindal can set the clock back two hours, rather than one.



The clock

To fix the clock, Grindal will climb all the way up inside it to look at the problem. While he is up there, he will shout sequences of instructions to the party. He will first give out a sequence of three phrases, then four phrases, and then five. He will not repeat himself, as each sequence must be performed quickly, and any delay will mean starting over again. After each sequence, the party must repeat the sequence back to him, word for word.

Use this table to create phrases for Grindal to say. You can simply read them across, or combine elements from the two column to make your own.

Adjust	The balance wheel
Tighten	The pendulum
Loosen	The main spring
Rebalance	The ratchet
Wind	The pin-wheel
Replace	The rack hook
Remove	The escape wheel
Spin	The regulator
Grease	The suspension spring
Clean	The click-spring
Align	The hairspring
Lock	The chime flit
Shake	The chime pin barrel
Free	The hammer assembly
Reverse	The cannon pinion



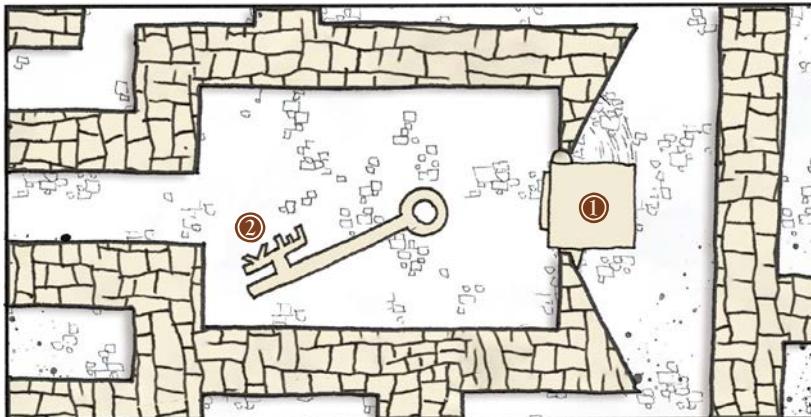
↔ CONSEQUENCES ↔

If the party repeats all three sequences precisely, they have followed Grindal's instructions and the clock is fixed. In gratitude, Grindal rewinds the clock, which gains the party one hour.

In either case, or if the PCs simply ignore the challenge altogether, update their progress.

17. THE KEYHOLE

The corridor ends with an enormous keyhole, large enough to crawl inside. Beside it on the ground lies the key, a colossal piece of solid brass.



① **The Keyhole.** The keyhole is set in a cylinder, and turning the cylinder will unlock the wall at the end of the passage, swinging it open and allowing the party to continue into the Labyrinth. Crawling into the keyhole reveals a set of 50 tumblers, running in a line about two feet long, each of which must be pushed up to exactly the right height before the cylinder can turn. Normally, the teeth of the key align all of the tumblers automatically, but since the key is so heavy the party will need to find a way to replicate it somehow.

② **The key.** It's enormous, and would require at least 10 people to lift. The teeth of the key are made of two distinctive shapes of your choice.

The teeth are made of one shape if the party went through Gloam's door, three shapes if the party went through Loma's door.



Key shapes

- An A shape.
- A rectangle.
- A semi circle.
- A shape like a D, flat side down.
- A shape like an M.
- A shape like a B, flat side down.
- A shape like an E, flat side down.
- A narrow oval.
- A shape like an H.
- A shape like a K, flat side down.
- A shape like an N.
- A shape like an R, flat side down.
- A shape like an L, flat side down.
- A heart shape.
- A shape like a V.
- A shape like a W.
- An A shape, cut in half vertically.
- A star shape.
- A shape like a F, flat side down.
- A shape like an S, turned on its side.
- A shape like a U.

If the party can find a way to replicate these shapes using objects they have, a character can crawl into the key, press the shapes up into the tumblers, and allow the cylinder to be turned.

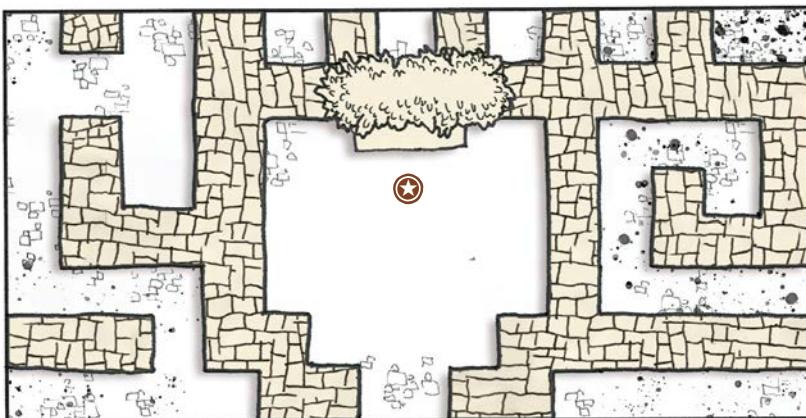


CONSEQUENCES

If the lock is opened, update the party's progress.

18. THE RIDDLE

Two strange guards bar the way through an ornate door in the wall. Each guard holds a shield in front of them, with a head protruding from above and below it. "Answer our riddle, traveler!" One says. "If you answer rightly, the door will lead to the castle at the center of the Labyrinth!" "If not," says the other, "it leads to... CERTAIN DEATH!"



★ **Guards.** The PCs must answer a riddle correctly if they want to pass. If the PCs used Loma's door, the guards will give them a clue. If the party used Gloam's door, they must answer two riddles. You can use one of these riddles, invent your own, or look some up. If they push past the guards and enter the door without answering the riddle, it leads right back to this scene. The guards find this hilarious.

Note: the top heads of the two guards are called Alph and Ralph. The bottom two heads are called Jim and Tim.



STONEWALLS

Riddles

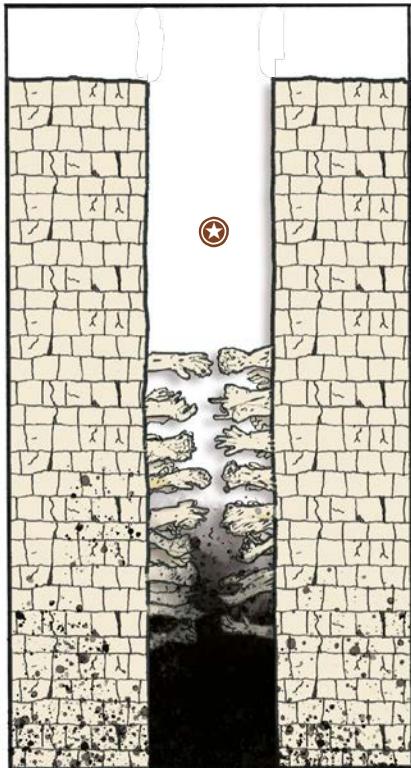
Question	Answer
A father's child, a mother's child, yet no one's son.	A daughter.
He who makes me, will never use me. He who uses me, will never see me.	A coffin.
Until I am measured I am not known, Yet how you miss me, When I have flown.	Time.
The more you take, the more you leave behind.	Footsteps.
Feed me and I live. Give me drink and I die.	Fire.
An iron horse as thin as a rail, the faster he runs, the shorter his tail.	Needle and thread.
My first is in apple, but not once in tart. My second is in liver, but not in heart. My third is in giant and also in ghost. Whole I'm best when at a roast.	Pig.
Whoever makes it, tells it not. Whoever takes it, knows it not. Whoever knows it, wants it not.	Counterfeit money.
My whole life can be measured in hours, I serve my master by being devoured. Thin, I am quick, fat, I am slow The moon is my friend and the wind is my foe.	A candle.
I drive men mad for love of me, Easily beaten, but never free.	Gold.

⇒ CONSEQUENCES ⇌

If PCs can answer the riddle without looking it up, the door behind the guards will open and they may update their progress. Every time they want to pass through this scene, they must answer another riddle.

19. HELPING HANDS

On your way through the Labyrinth, the ground beneath you suddenly opens up and you fall into darkness. As you tumble, hundreds of hands reach out and slow your descent, until you find yourself suspended in their grasp. Across from you, six hands move together to pantomime a face. “Going down?”



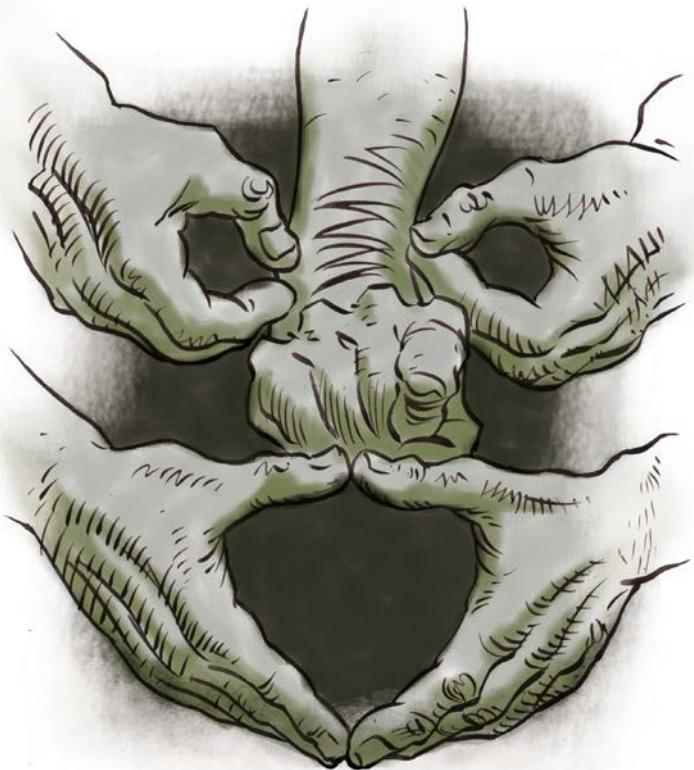
★ **Shaft.** It is full of Helping Hands. If you say you want to go down, they will take you straight to the oubliette ([page 42](#)). If the PCs say they don't want to go down, the hands will ask where they do want to go. They can take them to any scene they have visited before but tell the party: “If you want to go there, you'll have to talk like we do!” This means that members of the party will have to combine their hands into faces and puppeteer them to express what they want.

Making a Helping Hands face requires at least five hands (four if the PCs went through Loma's door, six if they went through Gloam's door). The player voicing the hands is not allowed to do the mouth movements, so the players puppeteering that element have to pay close attention to the words being spoken. Every time the players want to say another sentence, they have to change the face configuration and swap in different players for each different face part.

*Would you like us
to let you go?*

- Helping Hands





↔ CONSEQUENCES ↔

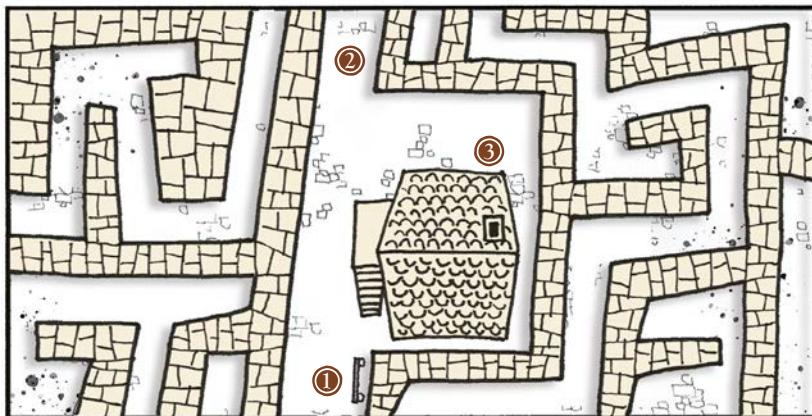
If the players do a great job, the Goblin King can declare that they are sent directly to whatever scene they said they wanted to go to. If not, they will have to try to convince the hands (difficulty 4) to take them to the right place.

On a failure, (or if they say they want to go down) they are taken to the oubliette ([page 42](#)). Progress cannot be updated in this scene.



20. THE POISON SHOP

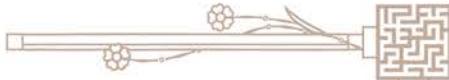
A ramshackle stone building juts out into the middle of a corridor, its wooden sign proudly reading “Barkley’s Poisons, a toxic tincture for every trouble.” Near the bottom a note has been added: “Free sprayer with every purchase. Ask about our daily special!” Outside the shop a trio of Goblins lounges about, each holding a sprayer.



① Sign.

② Goblins. Three Goblins are blocking the exit leading further into the Labyrinth. Each is armed with a sprayer filled with a random poison. They are spoiling for trouble and would love to test out their concoctions on the party if provoked. They are a surly bunch, and like to think that they are intimidating.

③ The Shop. The shop consists of a single room, with a trap door leading to the cellar. The Dwarf Barkley sits on a stool behind the counter, grinding away at some compound with a mortar and pestle. His shop has just been robbed by Goblins and he is not happy about it. He will show the party around the shop if asked, explaining the properties of each of his compounds and how they can be used. All poisons are displayed in glass bottles with a small illustration on the front explaining their effects. He will usually only take valuable items (or items that seem valuable) in trade for the poisons, but will accept nearly any item if the party went through Gloam's door.



Poisons

There are six poisons available. Roll to see which one is the daily special (Barkley gives out a sample of that for free). Effects last for one scene or an hour, whichever comes first.

1	Black Treacle. Spray it on someone and their joints become very difficult to move, dramatically slowing them. Drops Fairies right out of the air.
2	Triple Z. Knocks anything Human sized or smaller out cold. Only effective on larger creatures on a 4+.
3	Gullible. Those sprayed become highly suggestible. Attempts to convince them of something are improved .
4	Gnash. Those sprayed will fly into a rage and attack anyone nearby, including their allies.
5	Phobogall. Those sprayed become terrified of nearly everything. Attempts to intimidate them into doing what you want are improved .
6	Minimuck. Causes the victim to shrink to the size of a mouse.

True to the sign out front, each poison comes with its own sprayer. Each poison can only be used once, and the effects last for one scene. If Barkley notices the PCs trying to rob him, he will quickly pull out a sprayer loaded with a random poison and use it against all of the PCs.

Goblins

Description		Name
1	Six knees, two legs, and has a mean look to him.	Néêmi
2	His helmet is big enough for him to hide in if scared.	Metch
3	Wearing a bright yellow raincoat and nothing else.	Quäsper
4	Is constantly chewing on something. Travels only by sidling.	Whitherwhisk
5	Very green. Shoots finger guns and calls everyone “wise guy.”	Hank
6	Pointy hat. Uses long words without knowing what they mean.	Meffo the Wise-ish

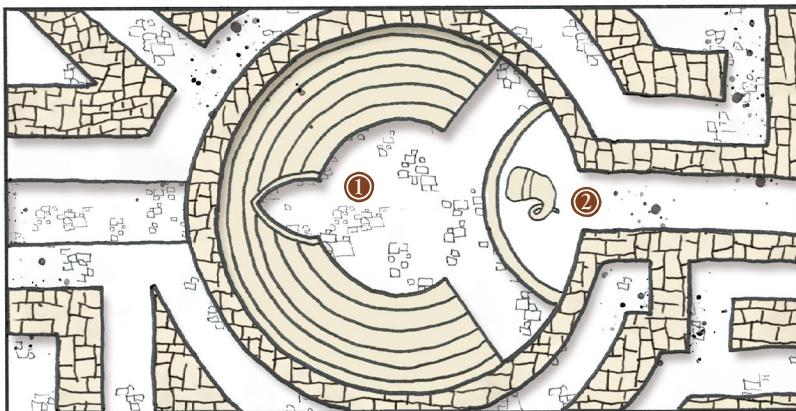
The Goblin gang will throw the stolen poisons to each other to keep them away from the party, teasing them as they do. If their leader is in any way compromised the others will flee.

CONSEQUENCES

If the party finds a way to get past the Goblins, update their progress.

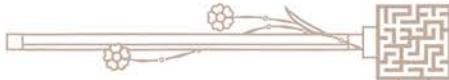
21. THE TRUMPET

The shouts of hundreds of voices ring down the corridors. The maze opens up into a wide amphitheater crowded with denizens of the Labyrinth of every variety: Dwarves, Goblins, Fairies, Worms, and all manner of strange beasts. They seem to be organized into factions that are arguing with one another. On a platform at the front of the amphitheater stands the Trumpet, a massive stone horn the size of an elephant. Just as you enter, a Dwarf blows the Trumpet with an ear-splitting blast, and the whole place goes silent. “The guests have arrived!” The Dwarf shouts. “Let us hear what they have to say for themselves!”



① **The Crowd.** Citizens of the Stonewalls have gathered to debate the disturbances caused by the party. Everyone they have met so far is somewhere in the crowd. The mob is physically divided into two groups, those in favor of the party and those against. Several of the Night Trolls are keeping order and holding back the enemies of the party.

② **The Platform.** The party is summoned up to the platform and questions and accusations are hurled at them, one at a time. The party should be given a chance to explain and defend themselves, as many of their actions have become distorted by rumors even over the short time that they've been there. Factions and NPCs that they have allied themselves with will come to their defense. The Dwarf at the front (named Una) acts as the judge of these proceedings and will blow the Trumpet periodically to restore order. Whenever the party responds to an accusation, NPCs run back and forth between the two crowds as people change their minds.



Debate

The Goblin King should use this opportunity to show the players how their actions have impacted the Labyrinth, and how rumors of their actions are spreading. After the Goblin King feels that the back and forth has gone on for long enough, Una will call for a vote, which is decided by a test (difficulty determined by how many enemies the party has made). If the party went through Loma's door, the roll is **improved**. If they went through Gloams door, it's **hindered**.

Random Denizen

	1-2	3-4	5-6
1	Goblin in yellow raincoat.	Gloam the Dwarf.	Child-sized newt, liar.
2	Sleepy Giant Badger.	Stiltt-Bird cocking its head.	A white stallion.
3	A wall of Helping Hands.	Mighty Worm warrior.	Dwarf poison merchant.
4	A girl in Goblin armor.	Guard who loves riddles.	Loma the Horned Beast.
5	Very tall woman in beret.	Goblin with blond hair.	Dwarf clockmaker.
6	Reptilian Goblin hunter.	Worm with mustache.	A man made out of rocks.

Mob Reaction

	Positive	Negative
1	They are unconvinced by the argument.	
2	A random denizen cheers.	A random denizen boos.
3	Polite applause.	Non-distinct jeering noises.
4	Someone shouts "you're my hero!"	A drunkard is heckling.
5	Standing ovation.	Some people are throwing tomatoes.
6	Loud cheering erupts.	People seem offended.

Make sure any
memorable NPCs
are present.

⇒ CONSEQUENCES ⇌

If they succeed, Una will allow them to speak into the Trumpet. It will be heard all across the Stonewalls and Hedge Maze.

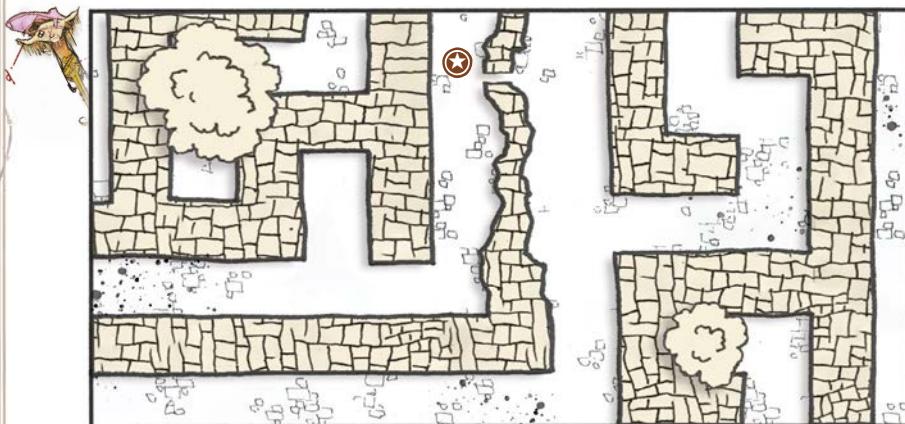
Update their progress.

If they fail, they'll be thrown in the oublie (page 42). They can't enter this scene again.



22. BOOTSTRAP BANDITS

You spy a Brick Keeper sitting atop the wall ahead. It has an old boot pulled over its head, like a helmet, and is squinting through a spyglass toward you. You could be mistaken, but it appears as if it is focusing on your feet. Realizing it's been spotted, he squeals in alarm, and falls off the wall out of sight. Rounding the corner, you find a narrow, rocky ravine that would be a squeeze to fit through.

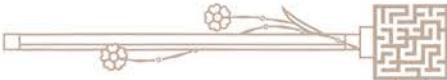


➊ **Ravine.** The first character wearing shoes to squeeze through is ambushed by Brick Keepers wearing boots on their heads. A rope is pulled taut across the gap at shin-height, while other Brick Keepers attempt to push the character over unless the character can keep their balance (difficulty 4).

Note: other PCs cannot help them, as the gap is too tight - they are on their own for this one!

Regardless of whether the PC falls over, the Brick Keepers swarm around them and attempt to steal their shoes. The PC must make a test (difficulty 3 if they are on their feet, or difficult 4 if they fell over), else have their shoes stolen. If they are stolen, the Brick Keepers retreat into holes in the ravine with their prize, singing victory songs, and nothing further untoward happens. The PC and the others may pass through the ravine safely.

If the PC manages to keep hold of their shoes, a portcullis is dropped in front of them, blocking the way forward. A Brick Keeper wearing a sparkly, sequined boot on its head tells the PCs they may not pass unless they pay the toll - which is two shoes.



Brick Keepers

Personality	Name	Headwear
1 Surly	Jib Jib	Goblin boot
2 Maniacal	Burrr	Jester's shoe with a bell
3 Energetic	Rrrrrrep	A roller-skate
4 'Ard	Clicking noises	Steel-toed boot
5 Pretentious	Glib-up	A glass slipper
6 Easy going	Frimmm	Sandal

It might be possible for a shoe or two to be grabbed off a Brick Keeper's head, traded, fished out from beneath the floor slabs, or otherwise gained through trickery or cleverness.



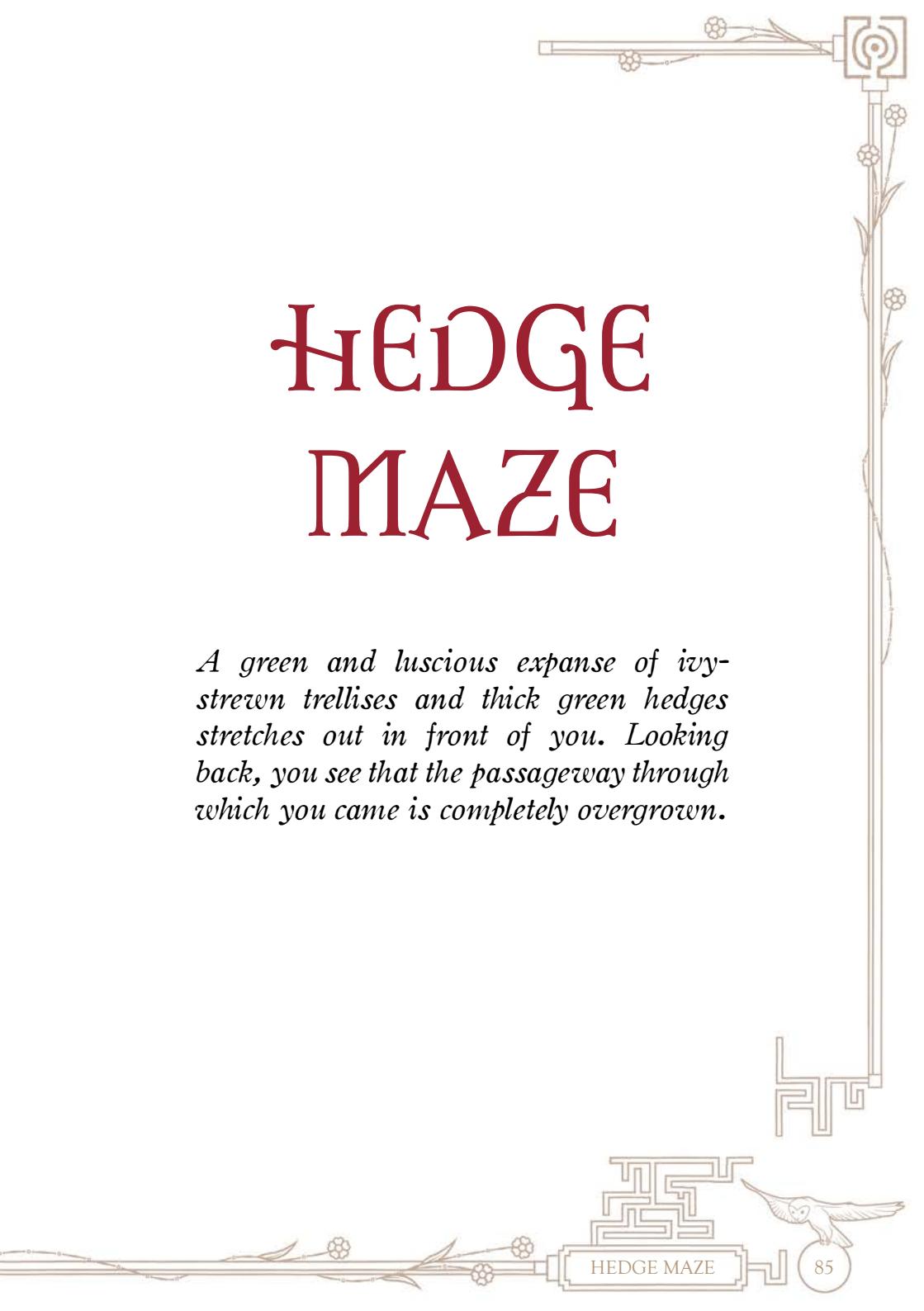
CONSEQUENCES

If the party pass through the ravine,
update their progress

STONEWALLS



HEDGE MAZE



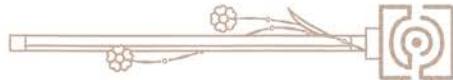
HEDGE MAZE

A green and luscious expanse of ivy-strewn trellises and thick green hedges stretches out in front of you. Looking back, you see that the passageway through which you came is completely overgrown.

CHAPTER SCENES



①	Wiseman	88	⑩	Badger Burrow	106
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			㉒	Rorrim Demad	130



Tips

Similar to the Stonewalls, the scenes in the Hedge Maze are separated by long stretches of interconnected pathways, only these are lined with hedgerows. Their twisting nature defies logic and makes it almost impossible to keep track of your direction. The tables below can be used in any combination to describe the Hedge Maze and create random encounters.

Dressing

	1	2	3	4	5	6
1	Mosaics	Flower gardens	Fountains	Aqueducts	Craters	Greenhouses
2	Tool shed	Thorn bushes	Compost	Picnics	Observatories	Croquet
3	Stone pots	Fish ponds	Orchards	Berries	Towers	Tables
4	Stone heads	Topiary	Recent landscaping	Shovels	Waterfall	Fairy hive
5	Plazas	Trellised archways	Overgrown statuary	Gravel paths	Dueling grounds	Giant snails
6	Gazebos	Burrows	Crickets	Birdsong	Ant trails	Sundials

Encounters

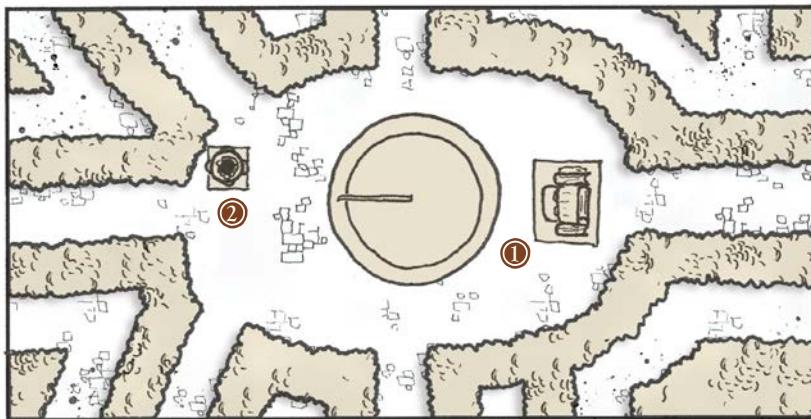
	1-3	4-6
1	Two Knights of Yore politely arguing over the finer points of chivalry	Worms racing each other across a lawn
2	A Night Troll ambushing a Goblin patrol	Dwarves planting a new hedge
3	Goblin squad setting up traps	A convention of Wisemen
4	Dwarves digging a huge hole	A Night Troll dragging a huge cage
5	Fairies attacking a lone Goblin, who is thrashing at them ineffectually	A Goblin knight going in circles around a section of hedge maze
6	Dwarves cutting a door in a hedge	Dwarves fishing in a pond

Atmosphere

1	Flowers watch the party from the hedge.
2	A light rain.
3	A pollen cloud covers the party in spores.
4	The entire hedgerow blooms all at once.
5	The corridor withers and decays suddenly.
6	The clouds part and the sun shines down.

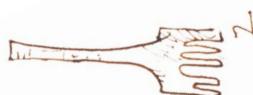
I. THE WISEMAN

In front of a huge sundial, an old man with a hat shaped like a chicken sits sleeping. When you approach him he starts awake. "Whah? Huh? Oh, hey, I didn't see you there, hrrrm." The hat speaks up at this: "You'd better ask something quick! He doesn't stay awake for long!"



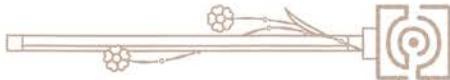
The way forward is sometimes the way back.

- Wiseman



① **The Wiseman.** This wise old man is always very drowsy, and tends to fall asleep at unexpected moments. He will, however, give you a debatably useful piece of advice once per hour. It usually doesn't seem related to the question being asked. Roll on the table opposite to see what he says before nodding off again. The Goblin King should allow the party to use this information to help them succeed in later scenes, if their interpretation seems reasonable.

② **Stone Pot.** If the PCs climb into the stone pot, they find an underground tunnel going who-knows-where. If they decide to follow the tunnel for an hour, roll two dice and add them to this scene's number. The result is the scene that they emerge into. Add a pot to the scene they arrive in.



Wiseman's Advice

Feel free to embellish the results below or create your own. If you run out of ideas, then just have the old man fall asleep.

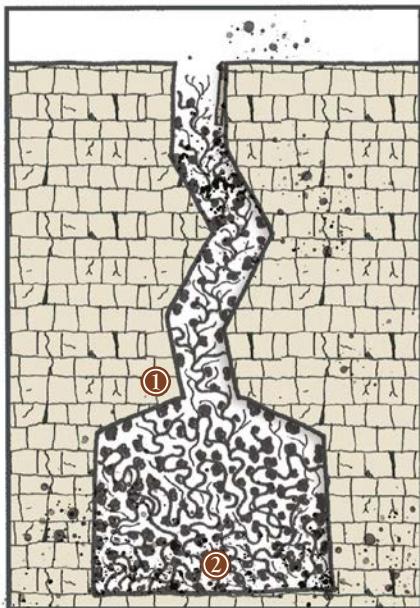
11-13	"When I was a lad, I could whistle so loud that birds all around would try to attack me out of spite! Horrible creatures!"
14-16	"Have you ever noticed how bad Goblins are at climbing trees?"
21-23	"Sometimes the way forward is the way back."
24-26	"The trouble with battles around these parts is that no one obeys Lord Witherwold's Definitive Rules of Warfare! Everyone cheats because they think they can get away with it!"
31-33	"A little Worm once told me that stroking the back of a Night Troll's head puts it to sleep! Or was it the back of their hands?"
34-36	"Ah yes, the sword! Queen of weapons! Unless your enemy has a much longer sword, of course. Then you're done for!"
41-43	"Great heavenly globes, if you flatter hippogriffs... or was it manticores... you can get away with anything."
44-46	"I think these pots are much larger than they appear. I put my last hat in one and never saw it again!"
51-53	"Once, when I was having lunch with some princess or other, I put my spoon behind me ear rather than by my plate and she fainted from shock! Those were the days."
54-56	"It's always the ones who can't stop talking, trust me."
61-63	"If you ever learn to fly...don't!"
64-66	"When you find yourself going in circles, sometimes it's because you're exactly where you need to be!"

CONSEQUENCES

Update the party's progress when they enter this scene.

2. THINKING VIOLETS

One wrong step is all it takes. The pavement below you suddenly tips down into a steep ramp, sending you tumbling down into darkness.



This is an oublie. The Labyrinth's full of them.

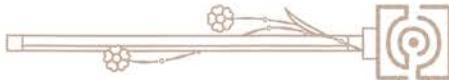
- Hoggle

Everyone in the party may attempt to grab onto the edge of the pit (difficulty 6). If they fail, they fall down a short into an oublie. At the bottom their fall is broken by a pile of vines.

① **Oubliette.** This is a cube-shaped room of stone, thickly layered with vines and the mulch of dead leaves. It looks as if Dwarves have been using it as a place to sweep clippings and other refuse from the gardens above. The top of the room slopes up into a square chimney that leads back to the surface. The trap door at the top has not closed, and sunlight still filters down.

The most obvious escape plan is climbing the vines. However, they don't support the weight of anything Human-sized or larger, and anything larger than a Worm will still have trouble reaching the top (difficulty 5).

② **Thinking Violets.** The flowers growing from the vines are sentient, and can turn and talk to one another, commenting on the party's progress. They are very cultured flowers and pity the party's lack of refinement. They get very angry if a character starts pulling the vines from the wall, and will try to wrap them in vines to restrain them (difficulty 4 to avoid or escape). The flowers can use their vines to help the characters ascend, but the party must bring something back in return. They will not let all of the characters go free based on promises. They will hold at least one character, item, or NPC hostage.



Violets' Demands

1	Cuisine. The flowers can, in fact, eat small crumbs of food and are interested in what the greatest chefs of the Labyrinth have been cooking up (they are very out of touch with the real situation above ground).
2	Art. They've been sitting in darkness for a very long time and want to see something new, something fresh, something vibrant.
3	Music. The flowers want a performance of the latest works by the greatest Labyrinth composers, something that really pushes the bounds of the concert hall.
4	Friends. Someone with lots of anecdotes would be ideal, but really any company will do
5	Freedom. Plant a cutting from the Vine in a well nourished plot of earth. While this task is easy, the vine does not hide its sinister intentions to take over the Hedge Maze.
6	Fashion. Only the most bleeding-edge of Haute Couture will do.

Random Prisoner

Description		Name
1	A Firey with a peg leg; she is on a quest to find her missing leg.	Dodecadus
2	An RPG writer that has become trapped in his own creation.	Ben
3	A Worm pirate here by choice; has buried treasure hidden away.	Eddy
4	Horned Beast that seems content. Can summon creepy crawlies.	Pluto
5	A Worm in a top hat. He is imprisoned for petty treason.	Phil
6	An NPC the party has met already. They were imprisoned for fraternizing.	



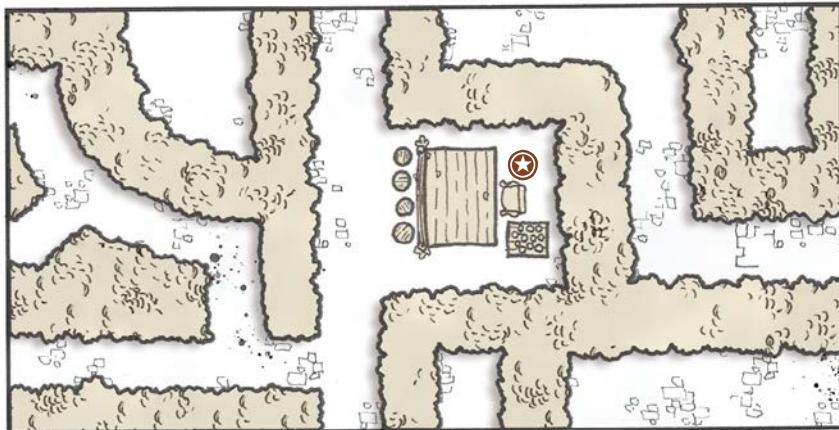
CONSEQUENCES

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HEDGE MAZE

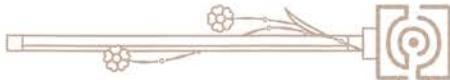
3. THE FORTUNE TELLER

In an alcove in the Hedge Maze stands a booth, occupied by a wizened old woman. A huge banner across the front reads “FORTUNES TOLD - FOR GOOD OR ILL”. The moment she sees you she starts beckoning you over. “Come and sit, sit, sit! Do you want to know the future? Of course you do! And I can see it, clear as crystal!”



★ **Madam Brackish.** She can see a PC's future by picking out a crystal ball from a large collection and looking at the PC through it. It usually takes her several tries before she finds the “right one.” Unfortunately, the balls are not very clear, so her fortunes are a bit vague. Madam Brackish tells them: “As dire as these may seem, they will bring good fortune when they come true!” If the PC finds a way to make the fortune actually happen, they gain a burst of insight and do not lose an hour the next time they would lose an hour.





Fortunes

11	I see you buried deep below.
12	I see you falling from a great height.
13	I see you captured and bound.
14	I see you preparing a great feast.
15	I see you dressed in blue.
16	I see a stone statue of you.
21	I see a person who looks just like you.
22	I see you being lifted up by a crowd.
23	I see a great sphere of ice.
24	I see you surrounded by fish.
25	I see you lifted into the air by birds.
26	I see a huge face made of glass.
31	I see two brothers at war.
32	I see a giant made small.
33	I see an enemy giving you a gift.
34	I see you framed for a crime.
35	I see you swallowed whole.
36	I see Dwarves crowning you as a king.

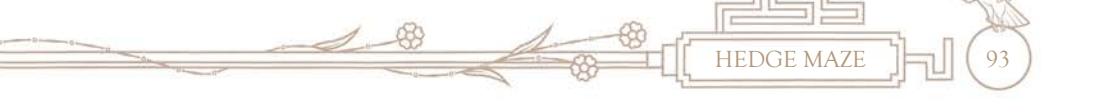
41	I see you on fire.
42	I see a Dwarf delivering a package.
43	I see you freeing a prisoner.
44	I see you losing a race.
45	I see you caught in a spider-web.
46	I see you on top of a pyramid.
51	I see an animal eating your things.
52	I see you suddenly vanishing.
53	I see you mistaken for someone else.
54	I see you stuck in a stone wall.
55	I see you making a Night Troll cry.
56	I see Goblins flying through the air.
61	I see you surrounded by hats.
62	I see you making a Worm laugh.
63	I see you throwing a friend off a cliff.
64	I see you waking up three creatures.
65	I see you inside of a tree.
66	I see you judging a criminal.

*Cross my palm with silver,
and I will share with you
a glimpse of destiny.*

- Madam Brackish

CONSEQUENCES

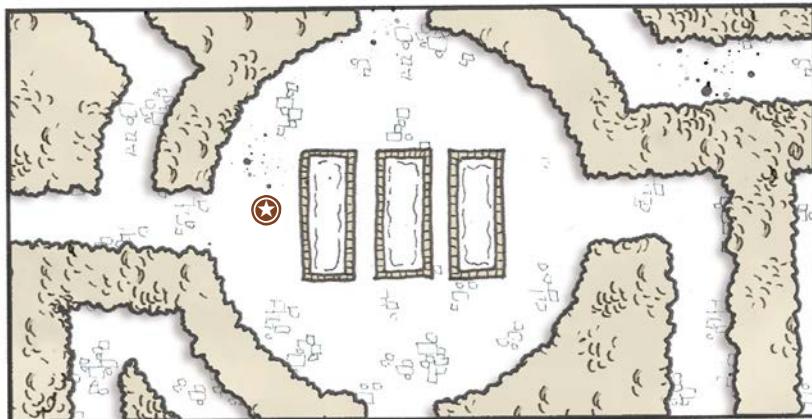
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this scene.



HEDGE MAZE

4. ELSEWATER

Three stone-lined ponds lie in a large circular clearing. There is no bird song, no sounds, no wind, and yet the water ripples as if blown by a soft breeze.

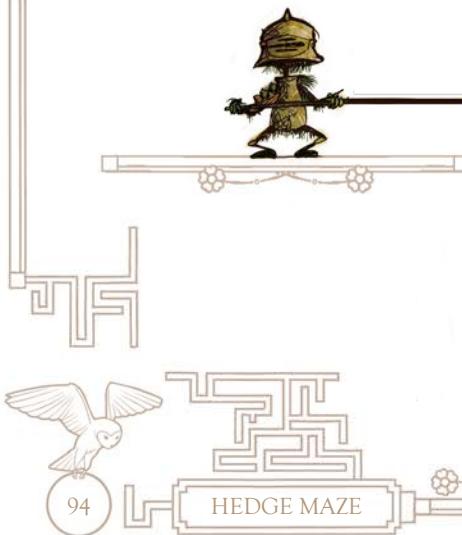


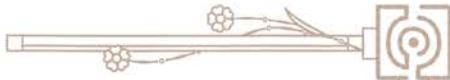
★ **The Ponds.** If characters submerge themselves in a pond and then come up again, they will find themselves in an alternate version of the Labyrinth. All alternate Labyrinths have only a single pond in this scene. Jumping back into the pond from an alternate world takes you back to the “standard” Labyrinth.

Each alternate Labyrinth is exactly the same as the standard one, except for the changes noted in the table opposite. The party can stay in the alternate world permanently if they want. Roll three times on the table opposite (re-rolling repeats) to determine where these three ponds lead.

Note: if the party decides to stay in an alternate Labyrinth, make a note of the relevant changes.

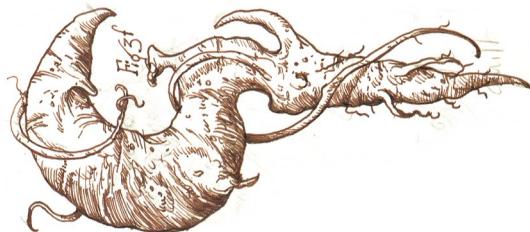
The possible permutations of an infinite number of Labyrinths are too numerous for us to fit on a page. These ponds could lead to any world you can imagine, you could even use this scene as an opportunity to bring your players into a world of your own devising. Alternatively, you could bring something from another world into this one, as players are not the only thing that can pass through the ponds.





Alternate Labyrinths

1	The Red Maze. All stone in the Red Maze is made from cinnabar ore, giving it its distinct color. The sun is scorching hot, and most creatures try to stay in the shade. Goblins are roughly the same color as the stone, allowing them to easily camouflage themselves.
2	Underthrone. The whole Labyrinth is in an enormous cavern. Strange, glowing crystals on the roof of each cavern provide a dreamlike, shifting light. All the Dwarves in Underthrone can burrow underground.
3	Nox. It is always night in Nox, but six full moons make it pretty easy to navigate. The Night Trolls in Nox are twice as large, and the Goblins live in fear of them.
4	Free Perplexia. All of the Dwarves in Free Perplexia are replaced by Humans, united in their struggle against the tyrannical Goblin King. They have been unable to break into the Goblin City so far, though, and get just as lost as everyone else in the Labyrinth.
5	Rime. Everything is freezing cold and coated in ice. Characters not prepared for the cold add 1 to the difficulty of every physical task. Characters carrying heat sources like torches will attract Fairies who will obey their commands in exchange for warmth.
6	Wenderwald. Everything seems to be overgrown with vines and flowers. Thick fogs occasionally descend. The twists and turns of the Labyrinth are even more complex in this reality than usual, so all progress rolls of 5 or 6 must be re-rolled (once). However, it is impossible to fail while backtracking due to the tracks the party makes on the vines (although a roll of 1 still causes the party to lose an hour).



CONSEQUENCES

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from this scene.

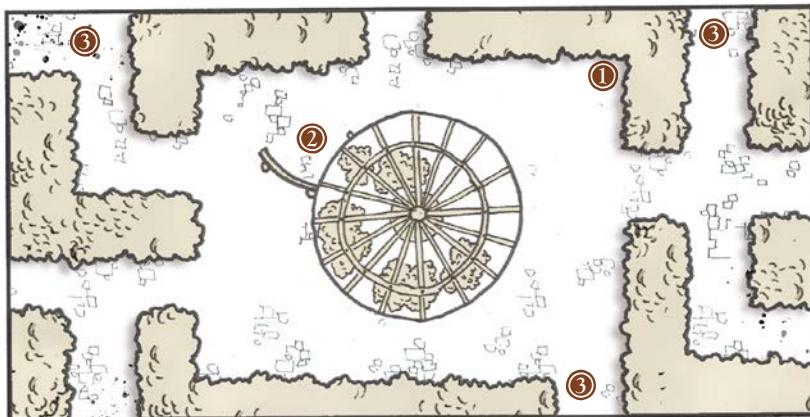


HEDGE MAZE



5. AVIARY

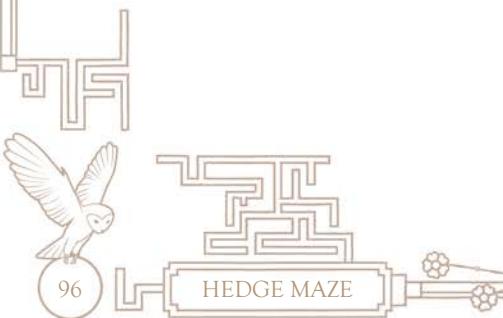
A huge aviary stands in an open courtyard, shaped like an enormous birdcage made of tarnished copper. Its door stands wide open. Hundreds of birds of every shape and color have escaped, singing, squawking and swooping about the area. A panicked Dwarf is running to and fro with a net, trying to catch as many birds as he can, with no success.



① **Wallace the Dwarf.** While retrieving some seed he forgot to lock the door and now the birds are everywhere. He is desperate to fix this before the Goblin King finds out, and will show you the way toward the castle if you can round them up.

② **The Aviary.** The aviary is the size of a large house and filled with trees and bushes. A small stone fountain bubbles in its center.

③ **The Birds.** Most of the birds can talk, although they tend to have a very limited range of interests. None of them want to get trapped back in the aviary, so the party are going to have to trick them somehow.



Birds

	Appearance	Personality	Wants
1	Like a parrot with plumage exactly matching the sky.	Vain, condescending.	An ever-attentive audience to hear its sleep-inducing melody. Applause.
2	bright blue with long legs like stilts.	Manic, distracted.	To guard their eggs, which they have moved to some new nests they've made on the top of the hedges.
3	Bright yellow, huge black eyes like it's always startled.	Insatiably curious.	To steal shiny objects for their nests high in the trees in the aviary.
4	Bright red, tails two feet long. Can be worn as a hat	Belligerent, oblivious to danger.	To perch on the largest nearby creature and criticize it.
5	Dove gray, enormously fat. Waddles.	Regal, bored.	To eat as often and as much as possible.
6	Like a large kiwi that can hop five feet in the air.	Stressed out, paranoid.	To keep the flock together. Will attempt to rescue any birds who are separated.

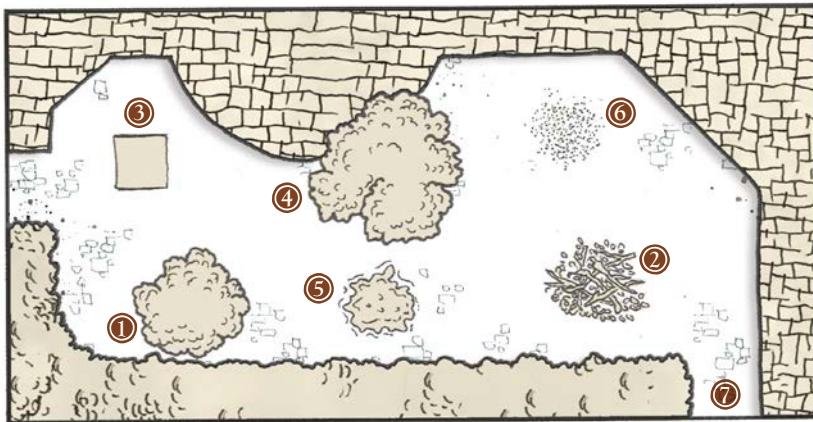
↔ CONSEQUENCES ↔

If PCs can get all of the birds back into the aviary, Wallace will give them directions and his net. Update the party's progress.



6. POACHING TRAP

Yowls and moans fill the Hedge Maze. Through a low archway you find a stone courtyard overgrown with trees, with a second archway on the other side leading directly toward the castle. The noises are coming from a huge creature being tormented by a patrol of six armored Goblins.



Six different traps have been set up in this courtyard. They are all fairly obvious. A trapped creature has been caught by one of them (roll to see which one).

- ① **Foot snare.** A rope with a noose lying under a tree. Disturbing it causes a counterweight to fall, hoisting you into the air by the foot.
- ② **Pit trap.** A tile section has been covered with branches and leaves. Stepping on it sends the victim plummeting into a pit.

③ **Elevation trap.** A flagstone is slightly raised. It is the top of a tall rectangular block. Stepping on it causes it to rise quickly; the character is stranded until they can find a way down.

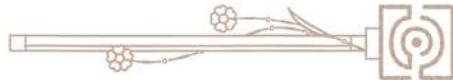
④ **Tripwire.** Set up near a tree's base. Set it off and a very heavy cage will drop from the tree above.

⑤ **Glue trap.** A section of tile has been covered with extremely sticky green glue. Set a foot there and it will take an hour to get out.

⑥ **Sleeping trap.** A section of tile is dusted with a thin layer of yellow powder. Stepping on the tile causes a cloud of sleeping gas to shoot up from cracks in the ground, knocking the character out.

⑦ **Exit.**





Trapped Creature

The creature has been caught in the trap for some time, and is clearly becoming exhausted.

1	Sebastio. Looks like a very tall man with arms long enough to reach the floor, dressed in tattered leather clothing. Has a huge nose that can detect and identify scents from far away.
2	Ludo. A large Horned Beast with shaggy reddish-brown fur and long horns. Has the vocabulary and intelligence of a small child. Can summon rocks by howling.
3	Rum. A bounty hunter who looks like an alligator that's run face first into a brick wall.
4	The Iron Knight. An huge empty suit of armor on a noble quest.
5	Morainian Lion. A snarling creature that's made entirely from water.
6	The Black Hart. A huge black stag with antlers that appear to be made of pale ivory. Can be ridden as a mount. During the hours from 10 to 12, it may emit a cry that makes all Goblins in the scene deathly afraid. Only works once.

The Goblin Patrol

They are all wearing full plate armor, which makes it a bit hard for them to see. They know where all the traps are, however, and will try to use them against the party in combat. They do not want the party to enter their poaching grounds or to get closer to the castle.

	Description	Name
1	Armor is held on by string and luck, and it is ready to fall off.	Tremulöus Gösqüe
2	Has a red-plumed helm. The plume is actually his hair.	Snöllöbee
3	Armor is made of kitchenware. He hopes no one notices.	Zéffithstruë
4	Actually two Goblins. One controls the legs, the other the torso.	Fite & Flite
5	Fur spills out between the plates.	Herrst
6	Armor has been painted bright red. The paint is still wet.	Kênn



CONSEQUENCES

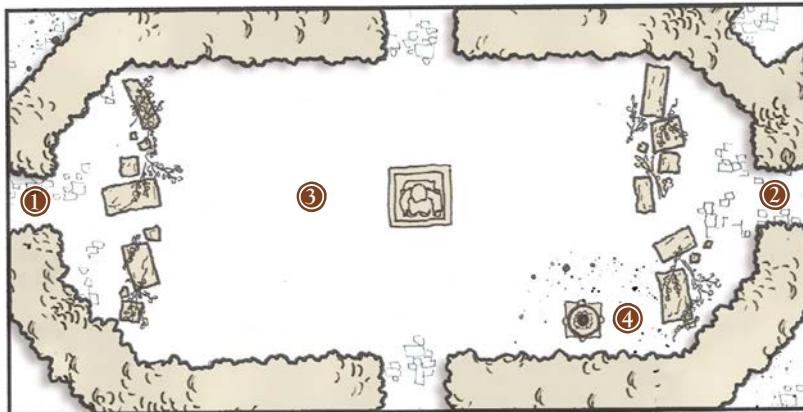
If the PCs escape out of the exit on the other side of the courtyard, update their progress.

HEDGE MAZE



7. BATTLEFIELD

The clash of arms and blaring of trumpets sound up ahead. An utterly chaotic all-out brawl is taking place between two factions on an enclosed green. Combatants tumble, charge, and collide in a roiling melee that never seems to slow down.



*OK, I take it back.
Run for your lives!*

- Goblin battle plan

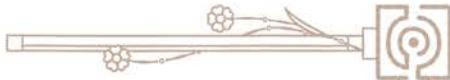


① **Entrance.**

② **Exit.** There is an exit at the other end of the green leading toward the Castle.

③ **The Green.** The grass field is overcrowded with two factions fighting over a specific issue. Pushing through the battle without a plan takes an hour. If the party helps them to resolve their differences, make a note of it. Creatures from these factions may have heard stories of this battle.

④ **Stone Pot.** If the PCs climb into the stone pot, they find an underground tunnel going who-knows-where. If they decide to follow the tunnel for an hour, roll two dice and add them to this scene's number. The result is the scene that they emerge into. Add a pot to the scene they arrive in.



The Battle

1	King of the Hill. All sides claim ownership over a defaced statue of a king on a throne. It's so beaten up you can't tell what species it originally was. Each faction keeps trying to stand on the statue and beat the others away. They all claim it's a statue of their king.
2	Capture the Flag. A large, ornate cup is being fought over. Each faction is trying to escape out a side exit with the cup, but it never makes it too far before the carrier is tackled and the cup is stolen.
3	Invasion. Each side is trying to conquer the other faction's corner of the green, which is fortified by stone blocks, fallen branches, and other debris. Each faction claims that this green is part of their ancestral land

Factions

1	Horned Beasts, few in number, but enormous and able to summon boulders to their aid.
2	Red Goblin knights riding Mounts. They are unstoppable, but can't see where they're going.
3	Twenty Knights of Yore organized with military precision.
4	Dwarf Gardeners: armed to the teeth with huge hedge clippers, shovels, and hoes.
5	Goblin Cannoneers: Of a lower class than the red knights, but far more...explosive.
6	A huge swarm of Fairies commanded by a Dwarf hag from the bog of eternal stench.

Events (roll if you need a sudden change)

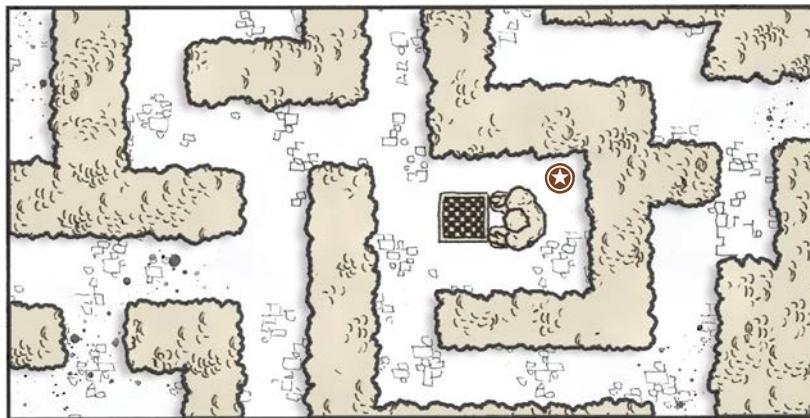
1	Somebody yells "charge" and a horde charges into the fray.
2	Reinforcements arrive to sway the tide of battle.
3	"It's a trap!" An ambush is sprung from the hedgerows.
4	A horn sounds and three catapults filled with ooze fire onto the green from far away.
5	Everyone stops for lunch. The break does not last long enough to cross the green.
6	One side takes the upper hand and looks like they might win.

CONSEQUENCES

If the party finds some way to cross to the exit, update their progress. If a PC peacefully stops the battle add "the Wise" after their name.

8. CHESS GUARDIAN

A behemoth of moss and stone sits crouched over a chess board. As you approach, it slowly gestures at the board. "White's move."



*Does anyone want
to play Scrabble?*

- Sir Didymus



★ **Grundle.** The giant's name is Grundle. He likes chess and fruit tea. He knows many things about the Labyrinth. If you manage to checkmate him, he can give you some excellent directions. The catch? He is terrible at chess: he always spends an hour thinking about his next move, and when he makes a move, it is the worst possible move you can think of. Players will need to mate him as quickly as they can. He can be mated in two moves, so if they play optimally they will only lose one hour. Choose one of the puzzles opposite as the initial setup. Draw it on a separate sheet of paper and track moves by erasing and redrawing pieces, or just use a chess set if you have one handy. The players are white and it's their move.

Using a real chess board could add an exciting prop for your players to muse over. Maybe you can also make them a fruity cup of tea while they think.

Puzzles



Qxh7, Rb3



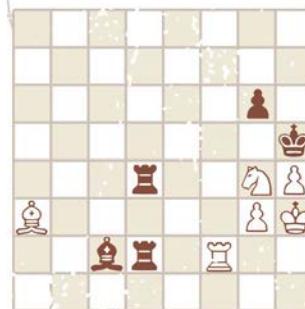
Ba6, Bxb5



Bd3, Kf5



Re8, Qg7



Nf6, Bf8



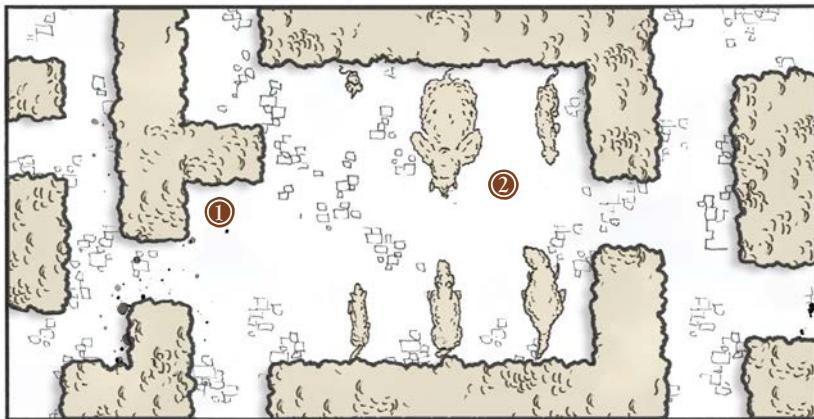
Rf5, Rg5

CONSEQUENCES

Update the party's progress as soon as they enter this scene. If the players checkmate Grundle, he tells them of a shortcut they can use. Add 6 to the next exploration roll.

9. HEDGE BEASTS

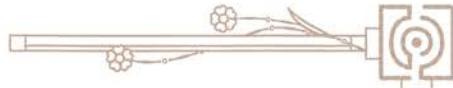
A team of gardener Dwarves carrying gardening tools come sprinting down a passage in your direction, frantically gesturing at you. “What are you standing there for? Run! They’re on a rampage!”



① **Topiary Garden.** This rather large area of the Hedge Maze is prowled by a number of topiary creatures who have broken loose of the earth and are running wild. The party may attempt to sneak through the area (difficulty 6), but failing will cause them to encounter a random creature. There are three topiary beasts in the area.

If it is later then the fifth hour, roll a die for each animal. On a 4+ they are asleep.

② **Incomplete Hedge Beast.** There are a number of other half-finished topiary creatures in this area. The party can work with the Dwarves to shape them into any animal they wish and then animate them with the Dwarf’s growth spray (Difficulty 1 for a mouse-sized animal, 2 for a dog-sized animal, 3 for a horse-sized animal, 4 for an elephant-sized animal, 5 for a T-rex-sized animal.) Failure causes the party to lose an hour, but still creates the creature. The awakened animals are initially no more controllable than the ones running wild, but might be encouraged to fight them. Knights of Yore can attempt to tame them and use them as mounts (difficulty is equal to the difficulty in creating them). If they manage to tame a Hedge Beast, they gain the trait “Hedge Knight.”



Hedge Beasts

1	Hedge Serpent. Over one hundred feet long, it has a hard time sneaking up on prey due to the loud rustling sound it makes as it slithers. Attempts to swallow creatures whole, who must then try to break out of its belly.
2	Hedge Bull. The size of a large car, the bull likes to charge in a straight line at its foes and knock them down.
3	Hedge Spider. About the size of a bedroom, the Hedge Spider can scuttle along very quickly, and likes to shoot webs made out of sap-covered vines at its foes to slow them down and entangle them.
4	Hedge Lion. Enjoys stalking its prey and then attacking from behind, or picking off stragglers and characters who seem small or weak. Smells like parsley.
5	Hedge Gorilla. Eight feet tall. Refuses to let characters pass, and will grab and throw them around if they attack.
6	Hedge Giraffe. Impairs all attempts to sneak in this scene, due to it being able to see over the hedges.

Dwarves

	Description	Name
1	Weilds shears with abandon, is an excellent hairdresser.	Gasket
2	Has infinitely long tape measure. Is obsessed with exactitude.	Ruddle
3	Good looking fellow with a very bushy mustache. Uses a rake.	Montgomery
4	Says he knows karate but doesn't. Pretty good with his sickle.	Stunch
5	Can dig holes with his spade as fast as he runs. Cannot run fast.	Gulg
6	Uses tiny scissors. Is very worried about making a mistake.	Napo

↔ CONSEQUENCES ↔

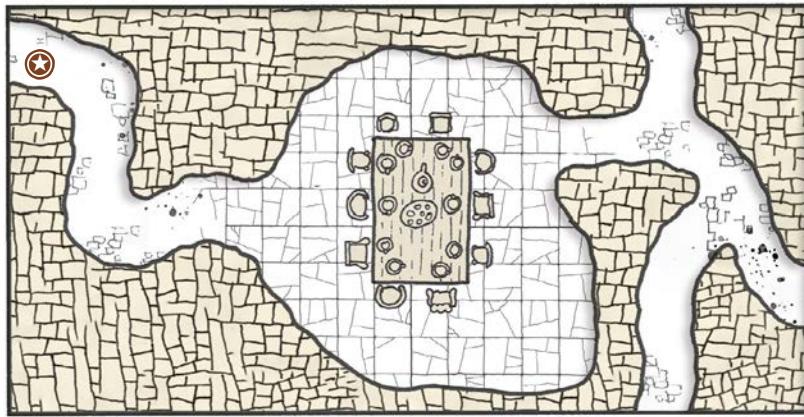
If the party gets past the animals, update their progress.



HEDGE MAZE

10. BADGER BURROW

The path ends at a huge hole in the ground. The entire area is a mess; hedges uprooted, upturned earth flung everywhere. From inside the hole you can hear a faint humming sound, and the clink of what sounds like china plates.



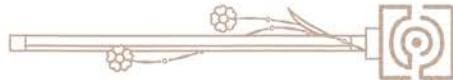
★ **The Burrow.** The burrow is home to a Giant Badger named Foltzendorf (but he prefers to go by Foltz). At the moment he is setting the table for tea, as he expects visitors around this time of day. Soon after the party discovers the burrow, guests will begin arriving, pushing past them if the party hasn't gone down the burrow yet. The exit deeper into the Labyrinth is out one of the doors in Foltz's house, but he will only give you a tour once he has decided he likes you.

There is a complex code of conduct and etiquette in Foltz's house. He is a very refined Giant Badger from foreign lands and likes everything just so. The only way to figure out what to do is to watch the other guests. If a PC does something inappropriate, Foltz will frown and the guests will tut. If the PC stops whatever they were doing then there is no penalty, but if they persist or make the same mistake more than once, Foltz will harrumph and the guests will gasp. After three harrumphs the party will be thrown out, and not allowed back.

*One is very
pleased to meet you.
Let's keep it that way.*

- Foltzendorf





Guests

Rothwig. An old and very important-looking Dwarf with a pocket watch. Chuckles at all of his own jokes for a good ten seconds.

Nero. A Night Troll with huge tusks and pale gold fur. Slowly takes all of the food while others aren't looking.

Gladys. A Worm. Will not stop apologizing for everything.

Otto. A Human boy of about ten. Wears green lederhosen and a cap. Very cheerful, but only speaks German.

ETIQUETTE (choose at least three of these as the rules, or create your own)

1	You must always stand when asking a question.
2	Every time someone passes you food, you must say you don't want any while simultaneously taking some.
3	Every few minutes, everyone must stand up and switch seats. However, the person sitting in your old seat is still referred to by your name.
4	Every time someone makes a demand, like "stop mumbling!" or "pass the biscuits!," the person to the speaker's left must respond as if they were the one the speaker was addressing, even if they weren't.
5	Always refer to the Goblin King as the Owl King.
6	When saying a number, always say one less than you actually mean.

CONSEQUENCES

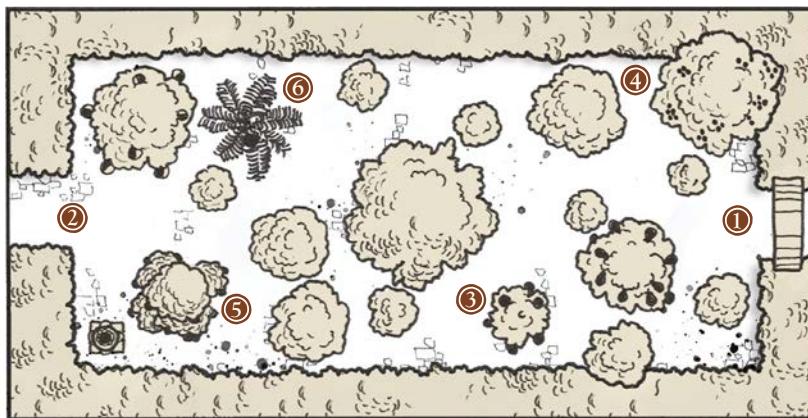
If the party made friends with Foltz (and properly followed at least three rules) he will show them the back door.

Update their progress.



II. ORCHARD

The Hedge Maze suddenly opens up into a wide, lush orchard, packed with strange fruit trees. Fairies flit from tree to tree, fighting with hummingbirds for nectar. Near the center of the orchard, a group of four Night Trolls lounges beneath the largest tree. At the far end of the orchard, a great golden door with a heavy lock leads deeper into the Labyrinth.



① **Night Trolls.** The Trolls are aggressive and territorial, and they don't want any interlopers moving in on their food supply. They will try to prevent the party from getting through the orchard by picking them up and throwing them over the hedges. The largest Troll has a golden key in his mouth that he's been using as a toothpick. It unlocks the door at the back of the orchard. Fighting the Trolls initiates an action scene.

② **Fairies.** They're upset that Trolls have taken their garden. They will try to deliver random fruit to PCs every other round.

③ **Tall narrow tree with round blue fruit.** Eating or being hit by a fruit shrinks you down to mouse size for two rounds.

④ **Huge bush with red berries.** Eating a handful grants you the strength of two Night Trolls for two rounds.

⑤ **Shrub with orange pears.** When picked, a pear hisses for five seconds, and explodes into a gas that makes you sneeze for a round.

⑥ **Tall palm with a single yellow fruit.** When thrown onto the ground it will instantly grow into a tree with another fruit.

Night Trolls



Description		Name
1	Matted green fur and glowing yellow eyes.	Septimus
2	Lumbering with bluish fur that turns red when startled.	Noby
3	About the size of a badger, smelly, has orange fur and curly horns.	Stank
4	Bear sized. Very long and powerful tail, patchy brown fur.	Rufo
5	Boar-face Troll with short stubby legs. Easily confused.	Waru
6	White and black stripes with a snout as long as a crocodile's.	Lupe

Fairies

Description		Name
1	Frizzy red hair and a nervous laugh. Flies in circles constantly.	Honeyseed
2	Has an attitude and a mohawk. Will fly into things head first.	Mornblossom
3	Prankster. Will dodge any fruit thrown at her so it hits a Troll.	Duskbell
4	Swept back hair and a need for speed. Wearing goggles.	Summerweed
5	Terrified of everything bigger than her. Hides in a PC's bag.	Moondrop
6	Pretty and alluring. Smiles sweetly with a million needled teeth.	Thistledew

↔ CONSEQUENCES ↔

If the party manages to get through the golden door, update their progress

If every party member is thrown over the hedge, it counts as leaving the scene normally.

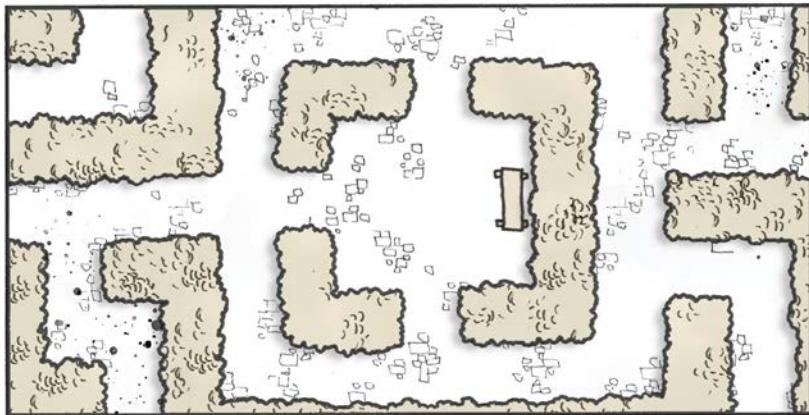


HEDGE MAZE



12. RHYME BATTLE

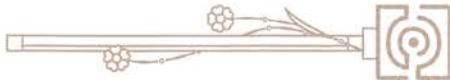
An old man in a long coat and wide brimmed hat sits on a stone bench. As you approach, he throws off his costume and reveals himself as the Goblin King! “You’ve passed every challenge I’ve thrown at you, but soon you’ll run out of time! All of your wits are no match for me, when it comes to a battle of rhymes!” The Goblin King spins around and music suddenly swells out of nowhere.



The party must defeat the Goblin King in a rhyming battle. The Goblin King always takes the lead, throwing out barbed insults for the PCs to respond to. The party has a maximum of ten seconds to come up with a rhyming retort. A Worm will pop its head out of a hedge and explain what the party needs to do if they are confused. Some example insults are given below, but you may of course also invent your own.

“No being yet has matched my wit.”
“You’ll never escape my ingenious maze.”
“You’ll never recover the things that I’ve taken.”
“You’re as ugly as one of my Goblin crew!”
“You reek as badly as a Dwarf in a bog!”
“I’ve been practicing this for a hundred years!”
“Your rhymes are as weak as two-year-old child!”
“My devious traps will soon bring you to heel.”
“Don’t you see that this is all for you?”
“Here, eat this peach, poisonous and orange.”





Score

Each time the party comes up with a response, they gain points.

Comeback	Points
A response that rhymes and makes sense as a comeback.	2
A response that rhymes and only sort of makes sense as a comeback.	1
A response that doesn't rhyme or doesn't make sense	0
Isn't given in time	0

After 10 exchanges, count up the party's points.

Points	Outcome
0-5	Lost badly. A clock appears and the Goblin King winds it forward, causing them to lose 2 hours.
6-10	Lost. A clock appears and the Goblin King winds it forward, causing them to lose 1 hour.
11-15	Won. The party may continue with no penalties.
16-20	Won overwhelmingly. A clock appears and the Goblin King winds it backwards, gaining them an hour.

↔ CONSEQUENCES ↔

The Goblin King disappears. If the PCs have won, the PC who contributed the most to winning gains the trait "Silver-tongue."

Update the party's progress.



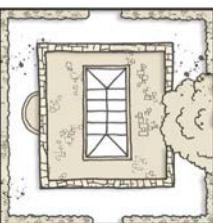
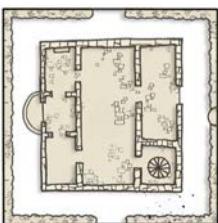
13. THE ART MUSEUM

An ancient stone building ringed by tall trees stands in the middle of a shady garden. The doors have been broken down and lie in pieces at the foot of a wide flight of stairs. As you approach, a Knight of Yore riding a bobcat springs out from behind a bush, brandishing a halberd. “Halt, travelers! Have you come to help reclaim the museum?”

①



②

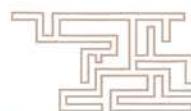


① **Sir Valentin.** A Knight of the Order of the Sable Lance, has been tasked with guarding this museum, and has taken a sacred vow to only let true art lovers pass. Unfortunately, a band of Goblins looking for a hideout recently overwhelmed him and took over. He is worried that they are wrecking priceless artifacts within. If the party convinces him they are art lovers, he will give them two missions: to drive out the Goblins from the museum and to retrieve the three portraits of Knights scattered about the museum, all of whom were members of his order.

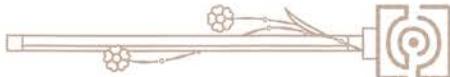
② **Museum.** The museum has two entrances on the ground floor, a balcony on the second floor, and a skylight on the top floor that can be opened. Each floor has one Knight portrait, as well as dozens of portraits of famous Night Trolls, Dwarves and Worms. Each floor has six different locations where Goblins might be stationed. Roll twice for each level to see where each group of three Goblins are. Goblins are cowards, and if threatened will try to join up with more Goblins and form a larger force before striking back. They will also quickly raise the alarm if they see intruders.

*Protect the unprotected.
Face the faceless.
Know the unknown.*

- The Order of the Sable Lance



HEDGE MAZE



Goblins

Description		Name
1	Has a spear so long that he always knocks over his friends.	Jagll
2	Brown and lumpy, the lumps move when no one's looking.	Mindlífry
3	Art connoisseur, but thinks you're supposed to eat it.	Wasquenciüs
4	Has painted himself to be able to hide in a painting	Speemy
5	Has very long arms and very short legs. Walks on the former.	Pilch
6	Has a paint brush and pot of tar. Wants to paint things black.	Weffø

Goblin Group

1	Sleeping.
2	On the lookout for intruders.
3	Searching for food or valuables.
4	Arguing loudly with each other.
5	Vandalising random art.
6	Hanging up their own art.

Random Art (roll once per column)

1	A statue...	of a Worm
2	A portrait...	of three Dwarves
3	An effigy...	of the Owl King
4	A watercolor...	of the bog
5	A sculpture...	of a mess?
6	A mosaic...	of the castle



CONSEQUENCES

If the party completes one mission, Sir Valentin will give them instructions on how to proceed toward the Castle.

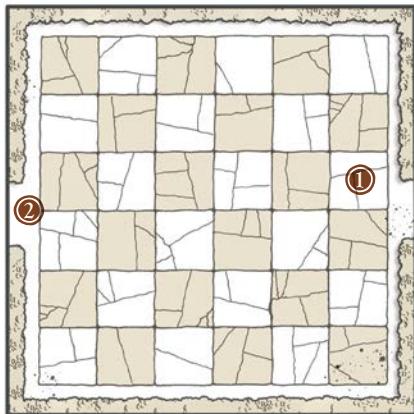
Update their progress.

If the party completes both missions, Valentin will also knight one PC nominated by the group. Add the trait "Knight" to that PC's sheet, and add "Sir" or "Dame" to the PC's name.



14. FRANZ ET CLEO

A Griffon and a Sphinx lounge in the sun on the far side of a courtyard tiled in alternating black and white squares. "More travelers, Franz," mutters the Sphinx, stretching. The Griffon eyes you skeptically. "Do you suppose they will pose a challenge, Cleo?"



① **Courtyard.** A 6x6 grid, arranged like a chessboard. In order to pass, the party must beat Cleo and Franz at a game. The PCs play by marking the tiles with chalk. The players can simulate this by placing small objects on the board illustrated on the facing page, or by drawing a grid. Franz & Cleo only talk to each other, and will answer questions indirectly. During a game, they keep up a condescending commentary on the moves.

② **Entrance.**

Game 1. One side will play as Order, the other as Chaos. On a side's turn, it must place either an X or an O on an empty square. Each side is not limited to only playing Xs or only playing Os. If there are ever five Xs or Os in a row (horizontally, vertically, or diagonally) Order wins. If the whole board fills up, Chaos wins the game.

Game 2. The 6x6 grid is divided into four 3x3 grids. Each of these is a tic-tac-toe board. However, both sides may only place Xs. Each side takes turns playing an X on any space on any of the boards. As soon as a board has three in a row, it is closed and may not be played on. Whoever closes the final board loses the game .

Game 3. Two sides take turns placing any number of Xs consecutively, all in the same row or column. All Xs placed on a turn must be adjacent to one another, and can't go "through" other Xs. The side that fills the board first wins. Cleo hates this game because Franz always wins.

Franz darling.

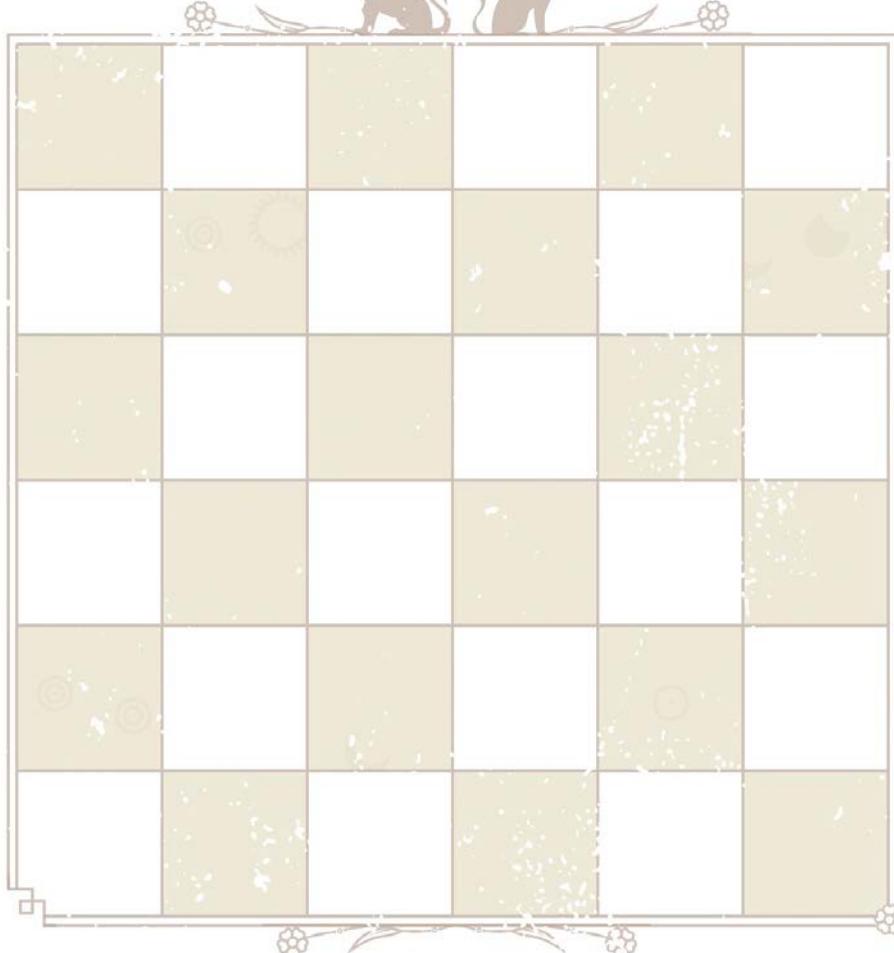
These tiresome opponents are rendering my enjoyment of this magnificent game null.

Can we eat them?

- Cleo



The Board

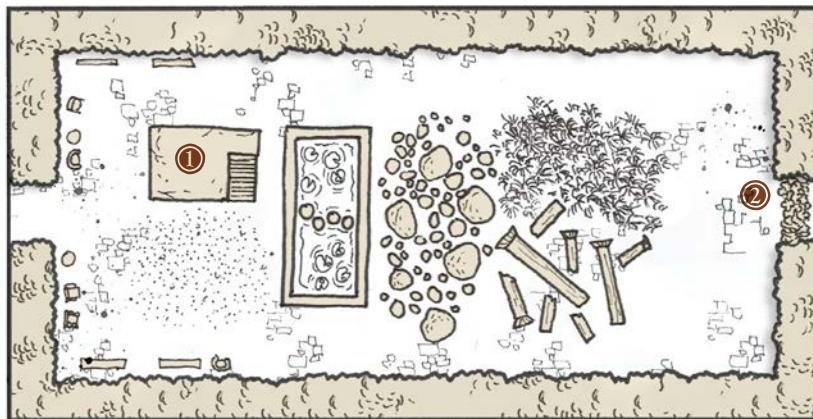


CONSEQUENCES

If the party wins a game, they may pass.
Update their progress. If they fail, they
may lose an hour to try again.

15. THE DUEL

You can hear the ring of steel and the roar of a crowd. A young woman in a duelist's uniform is fencing with a fox back and forth across a manicured garden strewn with obstacles. All around the periphery onlookers observe the exchange, breaking into applause when a combatant makes an impressive maneuver. Before long, the woman disarms the fox, sending her sword flying into a nearby hedge. The crowd roars in approval and the woman shouts, "Well? Who's next?" Behind her stands a flowered archway leading deeper into the Hedge Maze.



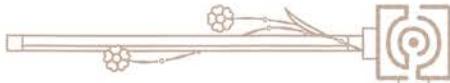
I have trained for one hundred years, with the greatest sword master the world has ever known.

- Evangeline La Roche

① **Evangeline La Roche.** The greatest duelist in the Labyrinth. She guards the gate leading deeper into the Hedge Maze, and only those who can best her may pass. She has set up this dueling ground as a way to test her skill against other travelers.

② **Flowery Arch.**





Dueling

Duels against Evangeline take place in a series of clashes. During each clash, make a location roll to see what area of the dueling grounds the clash is taking place in.

1	A large stone platform six feet high with a flight of stairs reaching up to the top.
2	A long, rectangular, stone-lined pool, bisected by a path of stepping stones. Much of the surface is covered with lily pads.
3	A rock garden with very unsteady footing and a number of large boulders.
4	A flat, open area with no significant obstacles and a sandy floor.
5	A number of fallen pillars, about two feet wide.
6	Tall grass. Smaller characters have a much harder time maneuvering.

Track the flow of the battle on the duel track. Put a small token in the middle space. Whenever one character wins a clash (difficulty 5, this can be made easier through clever and spectacular displays of skill), shift the token one space towards their end of the track. When the token reaches one end of the track, that character has won the duel. When a character is winning, they have more control over where the fight takes place, so they may get to re-roll the location die once or twice and keep the location they want.

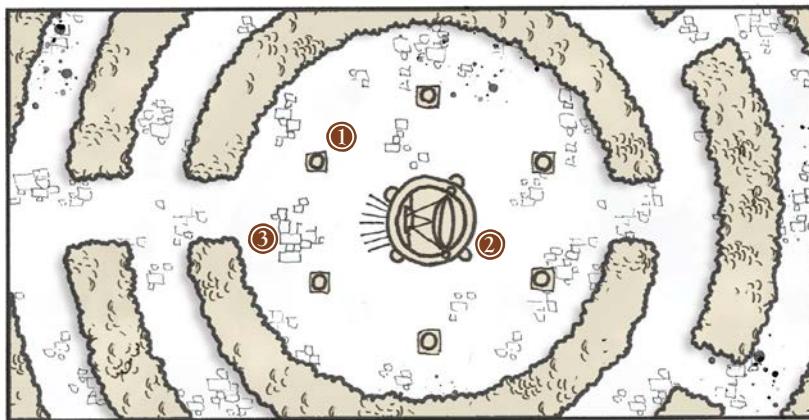


CONSEQUENCES

If a PC is able to beat La Roche, update the party's progress. If a PC manages to win without fighting dirty or doing anything dishonorable, they gain the trait "Honorable." If not, they may gain the trait "Dishonorable."

I6. THE LIGHTWORKS

A strange device stands silently in a small clearing in the maze: a huge lens pointed at the sun. The collected light is focused into a beam that is directed straight down into a prism that splits it into the colors of the rainbow, which illuminate the stone tiles beneath the device in a narrow band. Around the device are positioned six glass spheres on pedestals.



① The Stone Pedestals. There are six colored globes matching the six colors of light. Each glass globe is firmly attached to its pedestal and cannot be removed without breaking it. However, the pedestals could be broken in order to take the globes to the rainbow.

② The Device. Heavy, fragile, ornate, and immovable. A band of rainbow light is projected on the ground beneath it: red, orange, yellow, green, blue, and purple.

③ The Map. A map of the local area is inscribed in the flagstones, but it's so fiendishly complicated that it would take an hour to figure out how to proceed. Whenever a sphere is lit with a color, a section of the maze lights up in that color.

Note: lighting all six spheres with their corresponding color reveals the path toward the Goblin King's castle. The PCs could use reflective surfaces to reflect the light from the rainbow on the ground into the spheres or use colored glass or something similar to create colored light.

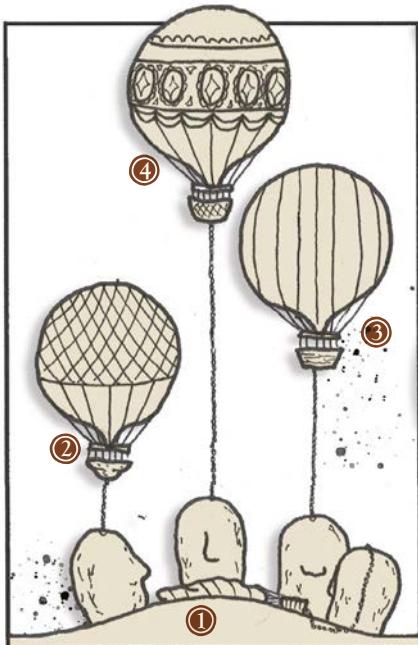


↔ CONSEQUENCES ↔

Once all six globes are each illuminated,
the way becomes clear on the map.
Update the party's progress.

17. THE BALLOONS

As you make your way further through the Hedge Maze, you can see huge hot-air balloons rise up into the sky. Working your way toward them, you discover that they are all chained to some huge stone heads lying on top of a low hill. High above, you can see movement in the balloons as the Goblins in the baskets notice you and scurry into action.



There are three balloons in the air, with baskets at heights of about 60, 80, and 100 feet. The anchor chains for each balloon are at their furthest extent and tether them to giant stone heads. The baskets are big enough to hold six characters. All flames on the balloons are powered by tanks of pressured gas from the Bog of Eternal Stench. When the gas is released, the stench is incapacitating.

- ① **Deflated Balloon.** There is a balloon still on the ground and chained like the others.
- ② **Lowest Balloon.** This balloon has three Goblins in it. If they see the party, they will shout to the other balloons, and start throwing random projectiles at the PCs.
- ③ **The Middle Balloon.** This balloon has two Goblins in it, each armed with a sling and a crossbow that shoots grappling hooks.
- ④ **The Highest Balloon.** This balloon has a Goblin knight called Borris in it, doing an aerial survey. He has spent the whole time getting drunk on potions. When the balloons are assailed, he will start shouting instructions. Who exactly he is shouting to and what he hopes to accomplish is unclear.

Random Projectiles

1	One of the other Goblins
2	A spyglass
3	A Goblin helmet
4	A glass orb
5	A cannon ball
6	A partially full gas canister.

Borris's Orders

1	"Regroup!"
2	"Flank them!"
3	"Lose altitude!"
4	"Attack them from below!"
5	"Attack them from above!"
6	"Gain altitude!"

Goblins

Description	Name
1 Wearing aviation goggles which make his eyes look huge.	Grølløssø
2 Ten fingers on each hand. Has a keen sense of whacking.	Diirk
3 Constantly, visibly shaking. Has a parachute made of bed sheets.	Shim
4 Extremely long nose. Has tied himself to another Goblin.	Frebølous Trem
5 Long mustache has been tied behind his head to avoid snags	Joshon-Smythe
6 Is covered in gloop. Will bounce as high as he falls.	Bik the Returner

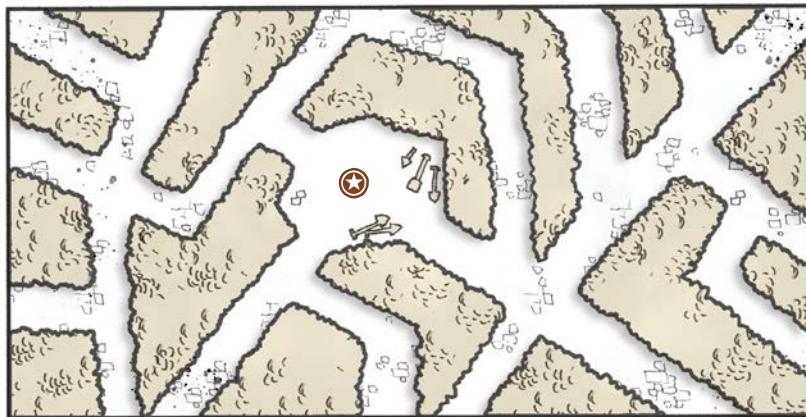
CONSEQUENCES

If PCs manage to get to the highest balloon, their view of the Hedge Maze allows them to see the way forward. Roll a die and add it to this scene; the total is the number of the scene that the character in the balloon can see the way to from their vantage point. The Goblin King should turn to the appropriate scene in the book and describe it to the player. PCs may go directly to that scene without rolling when they leave this scene.



18. LANDSCAPING

You find a team of gardening Dwarves arguing. “This is impossible! There’s no way to move the hedges around like this. He’s just toying with us!” They are all peering at an elaborate map covered in handwritten notes and sketches. A number of shovels lie on the ground nearby.

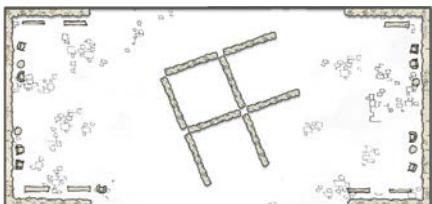


★ **The Dwarves:** The Goblin King has told the Dwarves that he wants them to do a bit of landscaping so that the Hedge Maze will look better from his vantage point up in the castle. However, he also doesn’t want the Dwarves to move too many hedges, as constantly digging things up causes a mess. In reality, he just likes giving the Dwarves obnoxious logic puzzles so he can appear now and then to mock their incompetence.

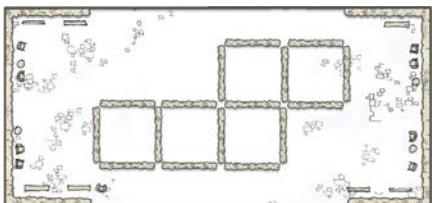
The Dwarves say that they will gladly give the party directions if they help, and eagerly hand over the map. Choose two of the puzzles opposite for the players to solve. Draw them on a piece of paper for them to sketch on, or use matchsticks or similar.



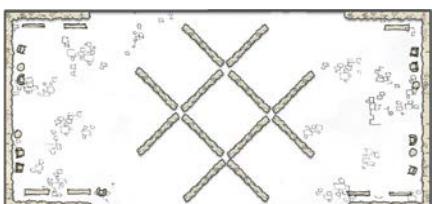
Hedge Puzzles



These hedges are in the shape of a fish. Make an identical fish swimming in the opposite direction by moving exactly three hedges.

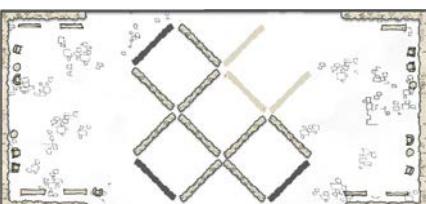
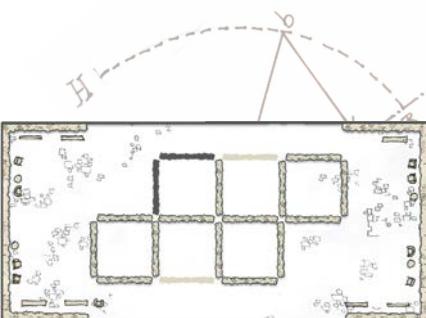
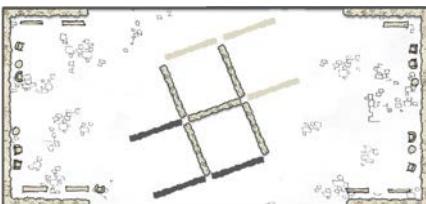


Move exactly two hedges to form four squares instead of five.



Move three hedges to form three squares.

Answers

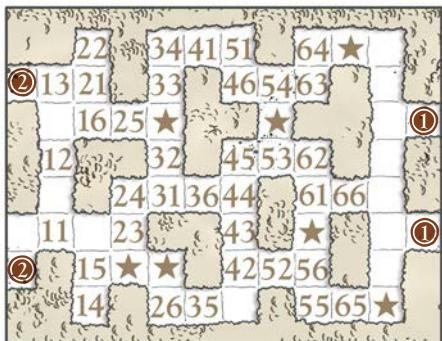


CONSEQUENCES

If the players solve both puzzles, the Dwarves act like the answer was obvious. Rearranging the hedges reveals a new path deeper into the Maze. Update the party's progress.

19. THE HUNT

The sounds of Goblin squads grow louder from every direction. Above nearby hedges, you can see nipper sticks peering this way and that. The Goblin King must have sent out an entire detachment of his knights to make sure you never reach the castle!



This section of the Hedge Maze is a chase sequence, played out on the map on the opposite page (print a copy or draw your own). Use small objects like coins to track the location of the party as well as nearby Goblin squads. If nothing like this is available, have players track the location of the different groups by keeping their fingers on their current locations.

There are magic items lying on the ground in the starred spaces.

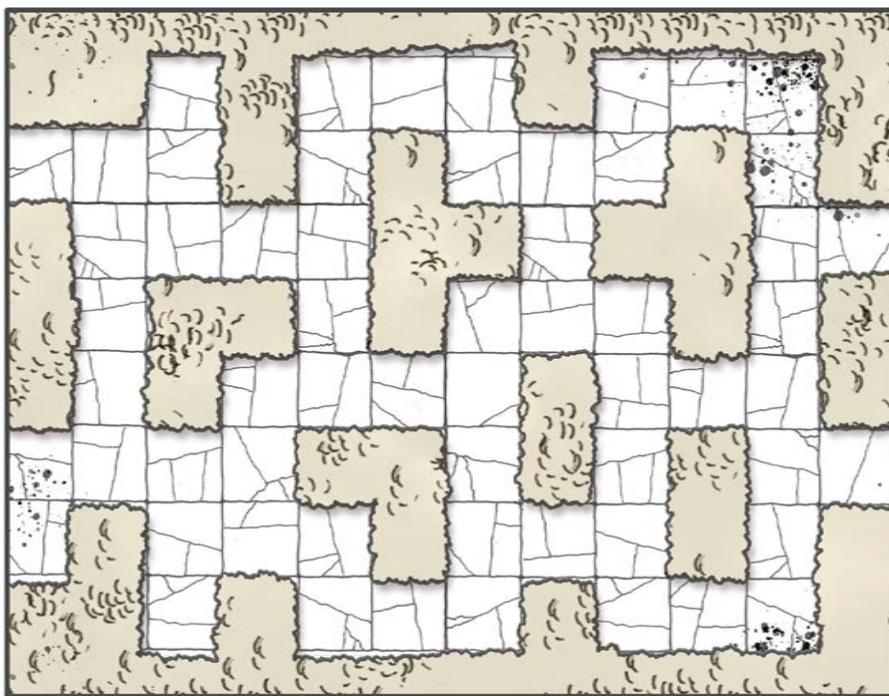
The chase is an action scene and takes place in rounds. First, the party moves up to three spaces, and then all the Goblins move up to two spaces. The goal of the Goblins is to trap the PCs and force them into a fight (difficulty equal to the squad's strength). Losing a fight causes the party to lose an hour.

- ① **Start.** Roll a die to randomly determine in which location the party starts. The other is a dead end.
- ② **Exit.** Roll a die to randomly determine which is the exit. The other is a dead end.

Goblin Squads Start Locations. The four Goblin squads each start in a different random location, labeled 11 to 66. Roll two dice (using one die as a tens digit and one die as a ones digit) for each squad to find its starting location. The four squads have strengths of 6, 5, 4, and 3)



Players' Map



Magic Items

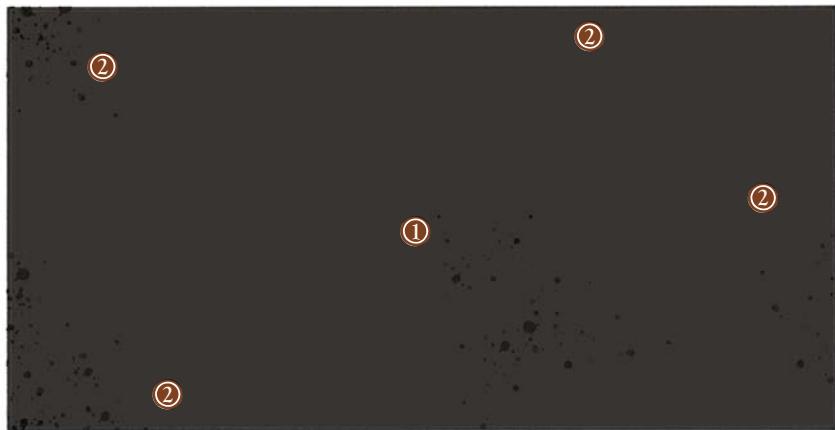
1-2	A jar of gloop that can create a sticky puddle to slow down a Goblin squad by one space.
3	A potion that allows the group to move at double speed for one round.
4	A magic seed that causes a hedge to block a path it's thrown at.
5	A whistle that when blown causes Brick Keepers to spring up all around.
6	A portable door that lets them walk straight through a hedge one time.

↔ CONSEQUENCES ↔

If the party reaches the exit
on the edge of the scene,
update their progress.

20. BLACKOUT

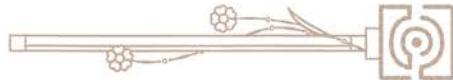
The sky darkens and a musty chill rises. Within moments the inky black has encompassed any light source in a shroud of shadows. Left without sight, your ears prick up, catching a disturbing sound on the wind: heavy breathing, as if from a creature twice your size.



① **Creature.** A Night Troll called Hito. He is the size of a fox but makes sure to sound massive at all times. He has the ability to call darkness to his aid and he uses it to obscure his actual size. Hito is in a bad mood; he does not know what he actually needs, but he thinks he does. This means that the party will have to talk to him about 'why' he's acting out. If the PCs work out what his actual need is and agree to help him, he may permit them to see.

② **Traps.** Some Goblin poachers have set up traps to try and capture Hito. While these Goblins have long since given up, their traps still litter the pathways through this section of the maze. Depending on how the party describes how they progress, they may discover clues to the traps (the descriptions given in the table are just to get you started; you should embellish). Hito knows about the traps and finds it very funny when someone sets one off.

Darkness: The darkness hangs so thickly in the air that it will extinguish any light source. Remember that during this scene, and any future scenes in which Hito is using his powers, the party can only experience their surroundings using touch, smell, sound, and taste. Any tests that are dependent on seeing will be **hindered**. It may be fun to have your players close their eyes while you describe their surroundings.



Traps

Trap	Smell	Touch	Listen	Taste
1 Mouse trap	Like Cheese	Metallic	Tense spring	Cheesy
2 Net Trap	None	Ropey	Rope creek	Musty
3 Covered Pit	Dry leaves	Leaf Pile	Rustling	Oak
4 Poisoned cake	Chocolate	Mushy	None	Sleepy
5 Bomb	Chemical	Cold/Round	Hissing	Tangy
6 Sleepy Goblin	Bad	Soft/warm	Snoring	Foot Sweat

Hito

	What he says he needs	What he actually needs
1	To devour travelers that cross his path	To find his way home to the Land of Yore
2	To be worshipped and feared	To be with other Night Trolls
3	To be left alone	To talk about his divorce for one hour
4	For the party to bow and call him king	To live somewhere safe and dark
5	To be paid tribute	To help get back at the Goblin King
6	To hear the travelers beg for their lives	To be cleaned and fed

Mood

	1-3	4-6
1	Angry	Tired
2	Sad	Distracted
3	Stressed	Introspective
4	Hyperactive	Rude
5	Suspicious	Vulnerable
6	Petulant	Scared



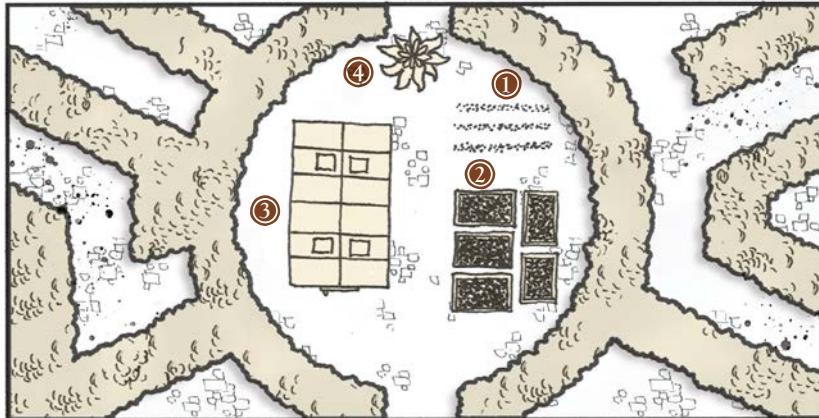
CONSEQUENCES

He'll stalk the party until he's satisfied.

If Hito is satisfied, he thanks the party and leaves. Update their progress.

21. SAPLING NURSERY

The Labyrinth gardens are populated with countless species of peculiar plant life, from Orchid to Mandrake. Nestled away in the heart of the Hedge Maze is a nursery, filled with the botanical babes of a hundred different plants.

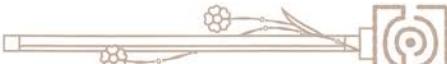


At present, the nursery is in utter chaos. The caretaker, Madame Aloe, looks after all the Saplings, and she currently has her leaves full. She is hundreds of years old, and very large. The only way out of the Nursery (other than the entrance) is behind her. The Nursery is currently bustling with Saplings rushing about, screaming and crying.

① Furrows. Three furrows break up the lawn. This is where the Saplings line up for lessons, or singing. There is a Sapling here when the PCs arrive, softly singing to himself. He's a Phlox, and his song goes:

"La Lu Li Lu Le Lu Lo..." He won't sing any louder until he can remember the next line. If he does sing louder, others will join in. They love to sing. Unfortunately there is one Mandrake, in the nursery. If it sings, anyone nearby will pass out.

- ② Boxes.** The wooden boxes are full of loamy soil in which the Saplings nap. Gardening tools can be used to tuck them in.
- ③ Greenhouse.** A greenhouse sits on the lawn. It's warm, and there are tools. In one corner is a tap. The glass is soundproof.
- ④ Madame Aloe.** A large aloe vera who is in charge. There are so many Saplings clambering over her, crying and yelling, that she can't really see anything beyond them. If four Saplings are calmed (three if the party went through Loma's door) she will speak with the PCs and let them through the exit.

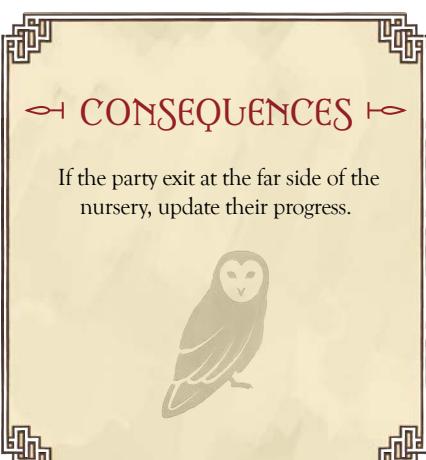


Sapling

Type	Attitude	Wants
1 Amaranth	Defensive	Glass of water
2 Hyacinth	Adventurous	Sunlight
3 Willow	Cry-baby	Bedtime Story
4 Mint	Untrusting	Hugs
5 Bumblebee Orchid	Responsible	Toy
6 Olive tree	Distracted	Stern words

Tools (roll once per column)

Tool	Condition	Feature
1 Spade	Ruined	Ornamental
2 Sickle	Tatty	Sentient
3 Trowel	Worn	Double-ended
4 Rake	Old	Bendy
5 Bee keeper suit	New	Unbreakable
6 Watering Can	Very fancy	Giant



CONSEQUENCES

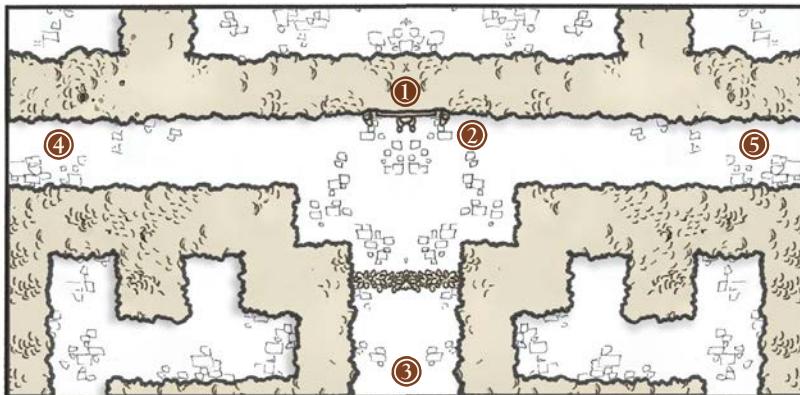
If the party exit at the far side of the nursery, update their progress.



HEDGE MAZE

22. RORRIM DEMAD

Ahead, you can hear crazed mutterings in a nonsense language. The origins of the noise is a short man with a creased face sitting in an old picture frame, his feet dangling out the front. To his left and right are snapping birds poking out of the rose bush walls with necks that lengthen and shorten. They snap at his toes when he swipes at them and his fingers when he steadies himself against the frame. The path forks left and right, each side identical.



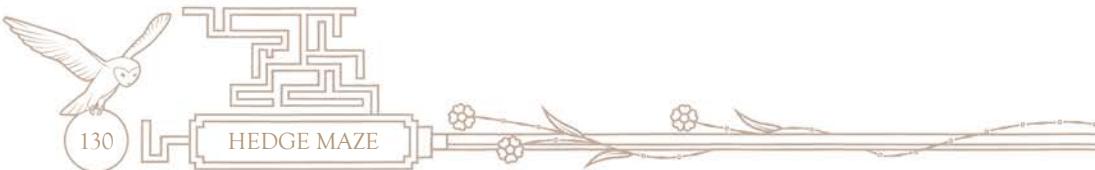
① **Rorrim.** The man in the picture frame looks old and well-meaning. He is more than willing to help the party out by telling them the way forward. He understands normal speech but speaks “backwords”. This can make communication difficult. Until the Goossoog is subdued he is not interested in helping anyone.

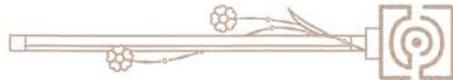
② **Goossoog.** The bird is not in fact two creatures, but one. It's a Goossoog: a long, feathery snake with two duck-billed heads. A clever observer (difficulty 3) may notice that one neck always shortens when the other lengthens. Shooing the birds away is easy enough (difficulty 2), but once the threat is gone the Goossoog will return to keep snapping at Rorrim.

③ **Entrance.** A trellis with symmetrical ivy.

④ **Left exit.** A mirror of the right exit.

⑤ **Right exit.** A mirror of the left exit.





Way forward

1	Down the left path, hopping on your right foot.
2	Down the right path; each of you must hold hands as you walk.
3	Walking backwards, each foot stepping in the footprints made as you entered. When you turn around, the next scene will be before you. You cannot revisit this scene.
4	Through the old picture frame Rorrim sits in, Rorrim will want you to give him a two-line poem before he will let you in. It must be spoken backwards, and it must rhyme.
5	Through one of the hedge walls, though the thorny bushes try to snag away an item from each character, unless they can hold onto their possessions (difficulty 4)
6	By closing your eyes and shouting together “Rorrim de mad, Damned mirror!” When you open your eyes you appear in the next scene. You cannot revisit this scene.

Backwords

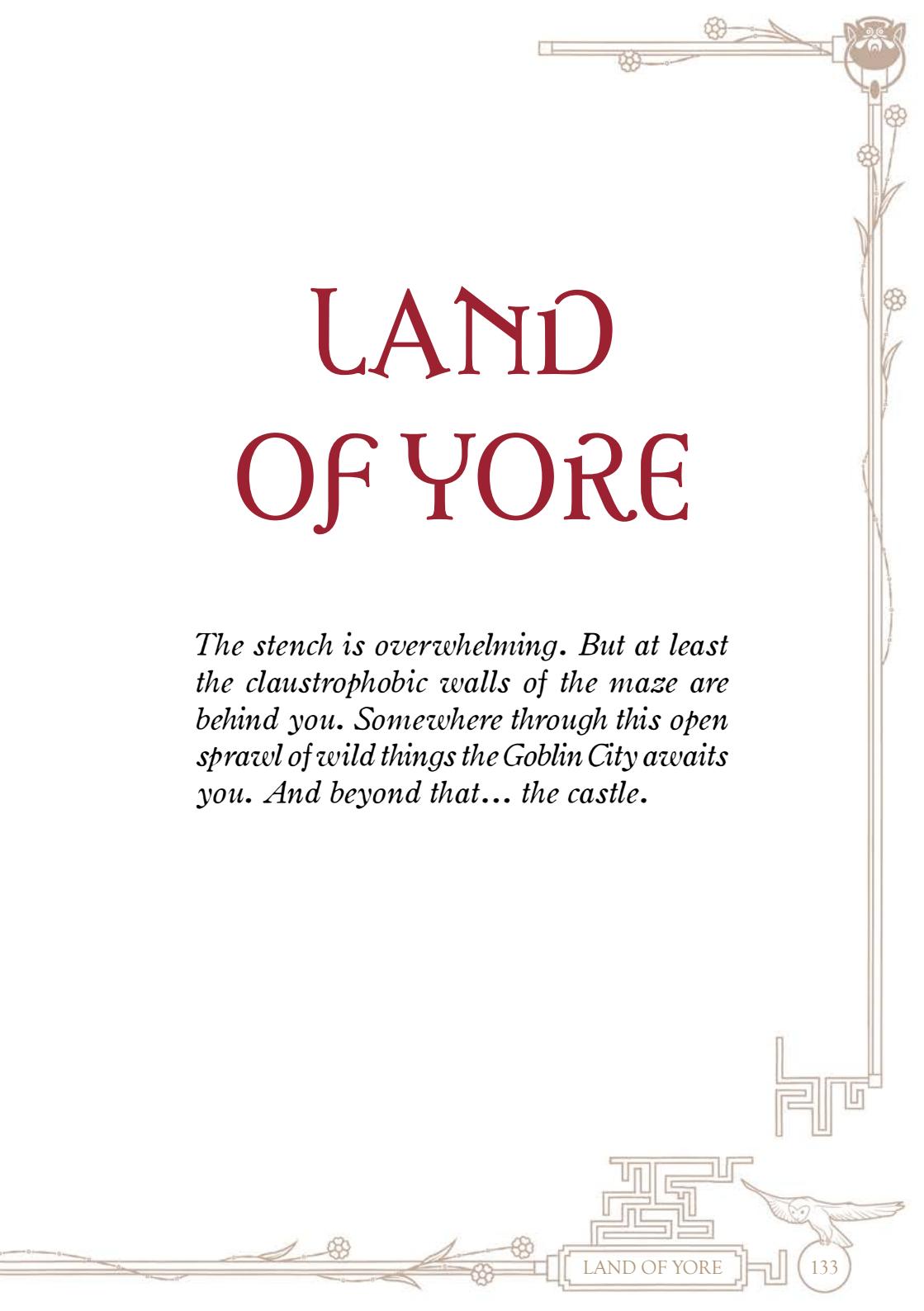
Below are some examples of Rorrim's backwards speech, though he is not limited to these phrases.

Hello travelers!	Olleh srelevart!
Help me, this Goossoog is annoying!	Pleh em, sith Goossoog si g-niyonna!
Yes please	Sey sealp
No thank you	On k-nath oy
The Goblin king	Eth nilbog G-nik
You should go that way	Oy doosh og tath yaw
Hopping on your right foot.	G-nippoh no roy tire toof
Holding hands	Sd-nah g-nid-loh
Step into your footprints.	Pets ot-ni roy st-nirp-toof
Through here	Oorth reh
Give me a poem	Vig em a meop
It has to rhyme!	Ti sah ot mire
Close your eyes and say my full name	Slock roy sy d-na yas im luff mane
My name is “Rorrim demad, damned mirror”	Im mane si “Mirror damned, De mad Rorrim”

CONSEQUENCES

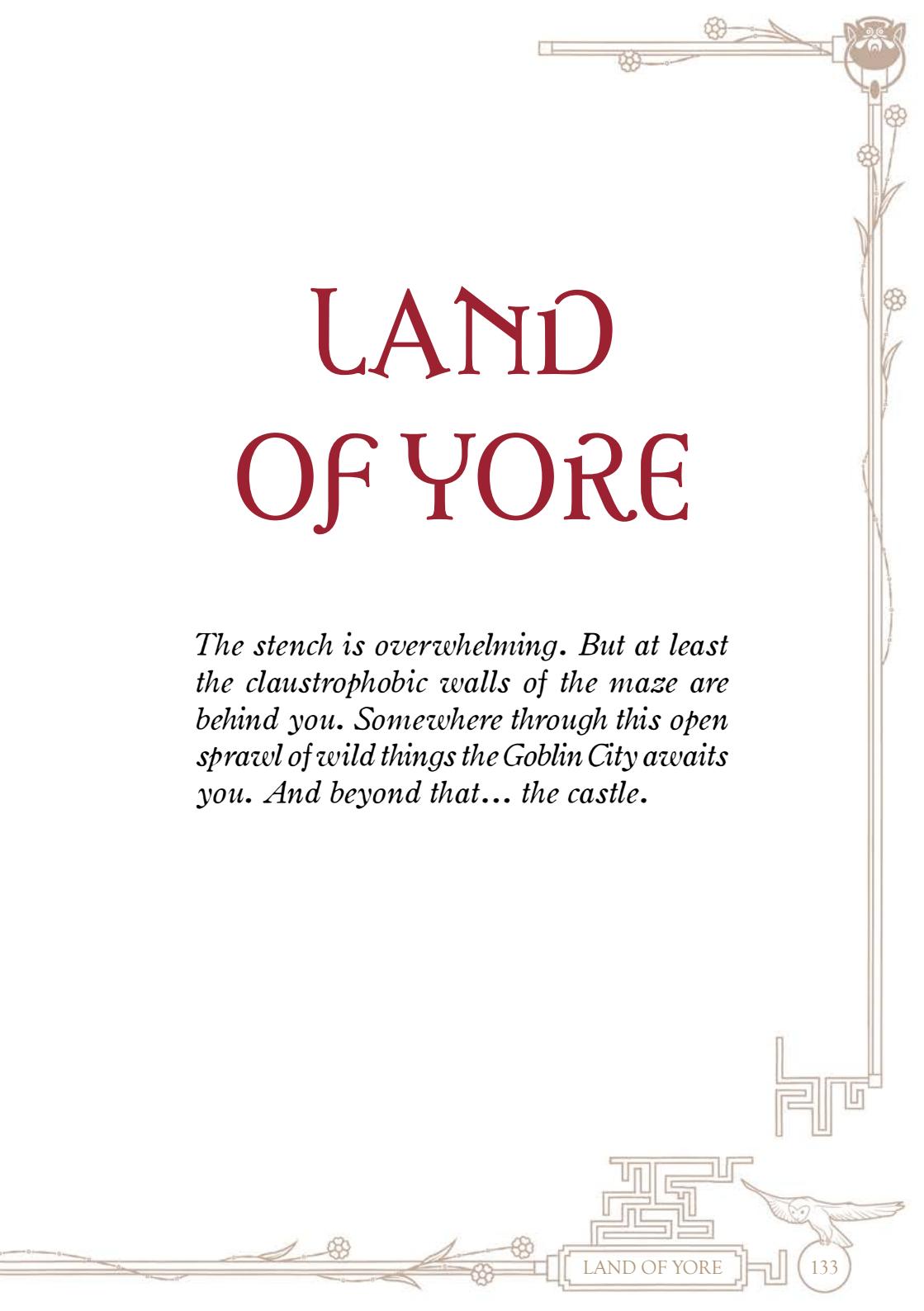
If the PCs leave the scene in the correctly, update their progress.





LAND OF YORE

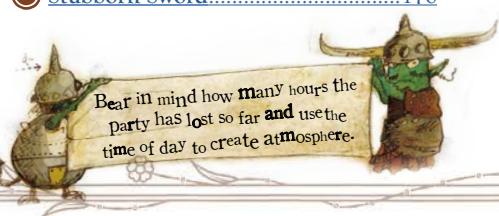
The stench is overwhelming. But at least the claustrophobic walls of the maze are behind you. Somewhere through this open sprawl of wild things the Goblin City awaits you. And beyond that... the castle.

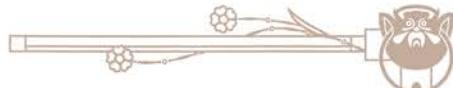


CHAPTER SCENES



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Tips

Unlike the Labyrinth so far, the Land of Yore is not connected by passageways. It is a wilderness comprised of swampy bogs, overgrown forests, and mountainous junk fields. This doesn't change how the party explore from one scene to another but it will change how you narrate these transitions. Use combinations of the tables below to make the space between scenes feel vast.

Dressing

	1	2	3	4	5	6
1	Barrow	Bridge	Dam	Crossroads	Treehouse	Mud pit
2	Quicksand	Camp	Ruin	Bonfire	Thickets	Burrow
3	Standing stone	Mysterious tracks	Burned trees	Creaking wood	Tower	Piles of trash
4	Boulder field	Island	Hollow	Cave	Geyser	Cliff
5	Lair	Lake	Spring	Ravine	Sinkhole	Nest
6	Waterfall	Stampede	Bandit!	River boat	Bones	Game trails

Encounters

	1-3	4-6
1	Fireys trying to pull their heads off.	Fairies weaving a net as a trap.
2	A Knight of Yore tracking "a most grotesque frog-beast".	Junk ladies surrounding Goblins and taking their things.
3	Thousands of Fairies migrating.	Goblins swimming in the bog.
4	Worms holding an election.	A Night Troll asleep.
5	A Knight of Yore burying his steed.	Mudslide washes out the path.
6	A Night Troll shaking a tree to pick up the fruit and Goblins that fall out.	A grotesque Frog-Beast digging itself a new burrow.

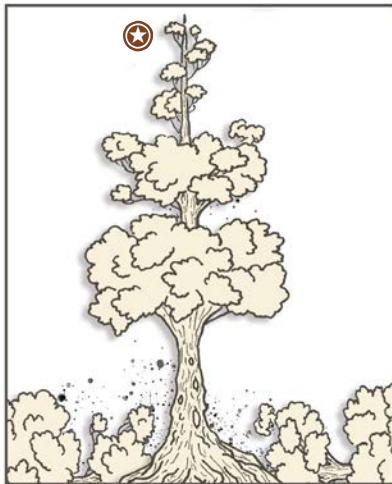
Weather

 (if you roll a duplicate when changing the weather, it gets worse)

	Weather	Worsening
1	Thick fog	Opaque fog
2	Sudden rain	Flash flood
3	High winds	Hurricane
4	Howling winds	Deafening screams
5	Forked lightning	Falling trees!
6	Heatwave	Forest fire

I. THE SPARROW PRINCE

The path stops at the base of an enormous tree that towers over this part of the Land of Yore. Its thick, knotted branches twist up and up into the sky. From among its massive, gnarled roots a voice pipes up. “Say there, little fledglings, how about a little... competition?”

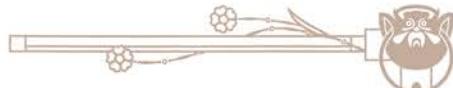


The voice belongs to a strange cricket-like man calling himself the Sparrow Prince. He wants to race you to the top of the tree. If a PC wins, he will bestow his title upon them. If the Sparrow Prince wins, he will bestow a curse upon the PC that came last.

★ **The Sparrow Prince.** Fast and agile, in a straight head-to-head race he will almost always beat a PC. In order to win, the PCs will have to fight dirty, cheat, and use every trick in the books. The Sparrow Prince will not be offended in the least by this. Any dirty tricks will be met by even dirtier tricks of his own. His main weakness is his pride and overconfidence in his abilities.

The Race. Place tokens representing the PCs and the Sparrow Prince on the first space on the track opposite. The race takes place over an action scene. During each round, each characters first describe what they are doing and any tricks they are using, and then simultaneously make a test to see if they can climb to the next higher section. For PCs, this has a difficulty of 4. The Sparrow Prince climbs on a 2+. The characters' actions can modify these number greatly. Whoever reaches the top first wins. The Sparrow Prince wins ties.





Curse (Add the curse to the PC's character sheet under flaws.)

1-2	Sticky. Everything sticks to the PC's skin with the strength of duct tape.
3-4	Heavy. The PC is now three times heavier than they were before.
5-6	Feathered. The PC grows bright red feathers all over their body, including their hands. They cannot fly, and anything requiring manual dexterity is hindered.



Track

A ROOT TANGLE LEADING UP. LOTS OF HOLES.	THE MAIN TRUNK, COVERED IN HOLES OCCUPIED BY OWLS.	LOWER BRANCHES, VERY DENSE. LOW VISIBILITY.	MIDDLE BRANCHES. SQUIRREL NESTS.	UPPER BRANCHES. VERY FLIMSY, SWAY WILDLY IN THE WIND.
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CONSEQUENCES

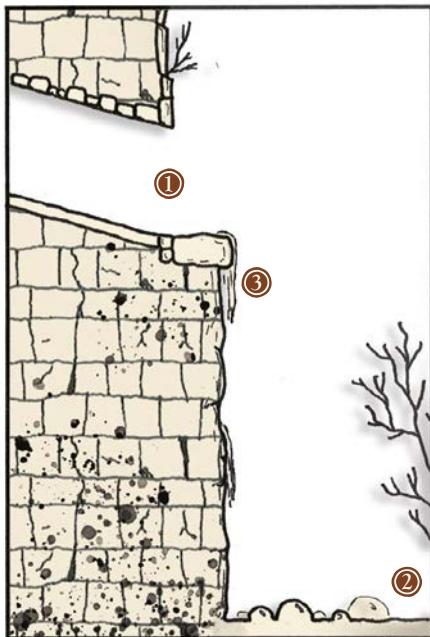
If a PC wins, add the trait "Sparrow Prince."

Birds treat them like a loveable uncle.

Update their progress.

2. THE LAND OF STENCH

Without warning, the ground drops out from under your feet and you find yourself sliding headlong down a steep tunnel thick with spiderwebs. Up ahead, you can see the tunnels' end, and smell a reek too dreadful for words.



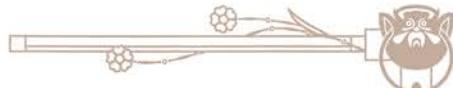
① **Tunnel Exit.** The tunnel exits in the middle of a stone wall, about thirty feet above the Bog of Eternal Stench. It's clearly been designed to dump its victims directly in, but there's a ledge running across the middle of the wall just beneath the chute's exit that the PCs can try to grab (difficulty 4). The PCs can try to grab other characters as well. Randomly determine the order in which PCs are sliding down the passage.

② **The Bog of Eternal Stench.** If a PC falls into the Bog, they will stink forever. Roll to see what additional effect their stench will have, and make a note on the character's sheet.

③ **Dangling Prisoner.** An NPC who was recently shot out of the same chute is dangling from the ledge, shouting for the PCs to help them.

*If you so much as put a foot
in the Bog of Stench,
you will smell bad
for the rest of your life.*

- Hoggle



Dangling Prisoner

	Description	Name
1	A Dwarf with an extremely anxious disposition. He constantly thinks the Goblin King will pop out from behind the nearest tree. He will betray them to Goblins at the nearest opportunity.	Groat.
2	A Night Troll whose coat is as white as snow. She has four arms. She is intensely protective, and will roar and start a territorial display if anyone who rescued her is threatened.	Ruma
3	A weird little creature that looks like a huge eyeball with arms and legs, covered in dark leathery skin. Communicates by pantomime. It can close its eye and tuck its arms and legs into a ball, allowing it to roll around. Secretly allows the Goblin King to watch the party at all times.	Eyeclops
4	A furry creature that is mostly mouth. Moves by clamping down on creatures who are heading in a direction it wants to go. Cannot be dislodged except by tricking it into talking.	Spickle
5	A Worm librarian that is convinced that the world she inhabits is an imaginary world created by some sort of extra-planar being. Her dream is to meet this being.	Daria
6	An NPC the party has met already, who was then imprisoned for fraternizing.	

Bog of Eternal Stench

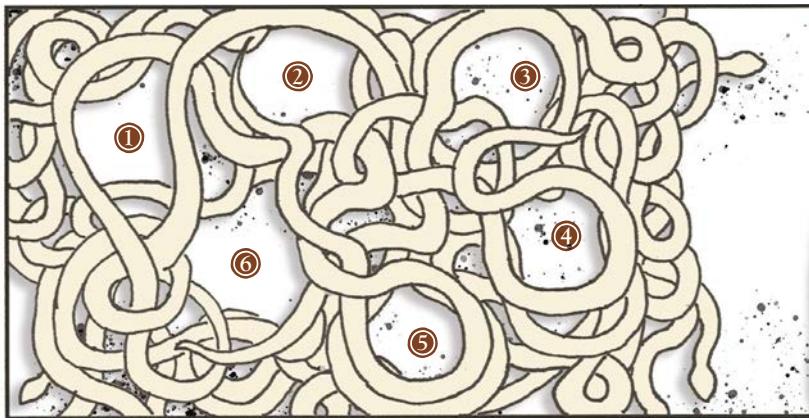
1	The character will smell strongly of Goblins, except to Goblins, who won't be able to smell anything at all.
2	Anyone who gets too close will be blinded by the stench.
3	Greenery around the character will slowly die.
4	Food near the character will instantly spoil.
5	The stench is infectious. Anyone who touches the character will also stink forever.
6	The character will smell absolutely intoxicating to Goblins, who will constantly want to get closer for a better whiff.

CONSEQUENCES

Progress cannot be updated
in this scene.

3. SNAKE TANGLE

You find yourselves tumbling head over heels into a hidden hollow between two hills. Climbing to your feet, you discover that some party members have fallen into the coils of several enormous, sleeping pythons!



Half of the party has fallen into a tangle of three sleeping pythons. Choose which PCs have fallen in randomly. The rest of the party members have landed nearby. The pythons are not heavy sleepers, so the PCs must be very careful not to wake them. When one is disturbed, it tries to coil around the PC that disturbed it (difficulty 5 to escape). If the PC cannot wriggle free, they are trapped until their friends rescue them.

Note: refer to the map, and roll to find where the party members have fallen.

① Small hill. PCs here are higher than the others, and may try to jump to “safety.” The difficulty depends on the distance.

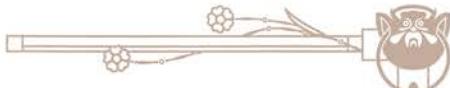
② Mud. This area is filled with deep, slippery mud. PCs who land here are completely coated, and will remain that way until they find a way to clean themselves. Add the flaw “Covered in Mud” to their character sheets.

③ Rocks. This area has lots of rocks. A PC who lands here is bruised, but otherwise ok.

④ Long Grass. Snakes are particularly hard to see in this area (difficulty 3).

⑤ Hard Ground. No special effect.

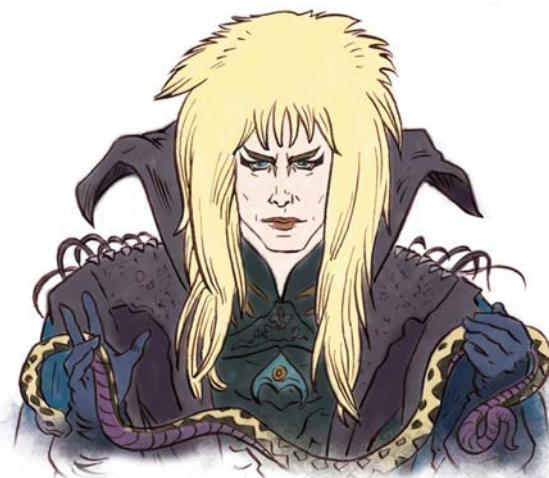
⑥ Overhead vines. Some vines dangle straight down above this area. A PC here could grab or climb the vines, but they are unlikely to support their weight for long.



Pythons

Description

1	Has blunt teeth like a belt buckle and holes in its tail.
2	Extends out of a hole. Is infinitely long. If pulled twice, will retract into the wall.
3	Is red, yellow, and black. She loves to dance to any music.
4	Has two heads that cannot decide which way to go.
5	Able to wrap itself around two points in order to slingshot another python at a PC.
6	Bullied by the other snakes, and wants to leave with the party.



CONSEQUENCES

If the party manages to get all of the ensnared PCs out of the tangle of pythons, update their progress.

If all PCs become entangled, the pythons begin arguing among themselves as to what to do with them. After an hour they forget to hold onto the PCs, who can then slip away. Update their progress.

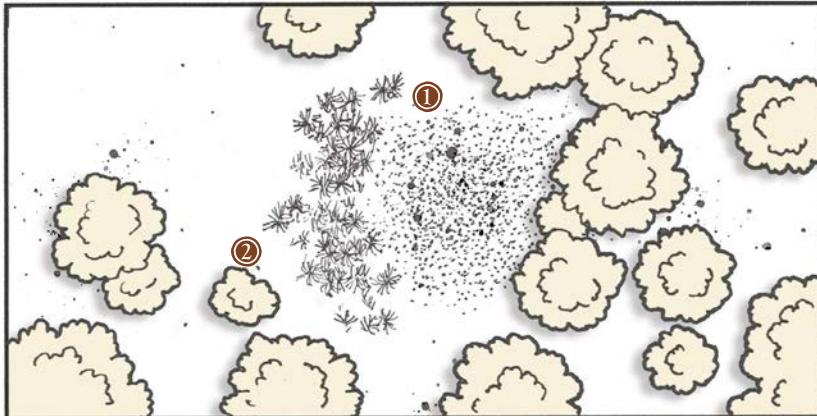


LAND OF YORE



4. QUICKSAND

You've stumbled into a patch of quicksand! Before you can scramble back to solid land, you feel yourself being dragged down, and the items in your pockets starting to be sucked into the morass. Now there's an odd sensation.



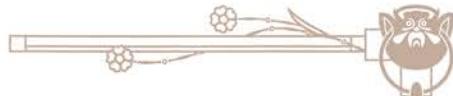
① **Quicksand.** The patch of quicksand is about ten feet wide, and is surrounded by some tall trees on one side and tall grass on the other. Roll a die for each PC (even Worms!) to see how deep into the quicksand they start out. Each PC also loses a random item.

The PCs' depth will increase by 1 at the end of each round that they do not get out until it reaches 7. Once it reaches 7, that PC will be unable to escape.

② **Dead Tree.** Deceptively sturdy looking.

During each round of this action scene the PCs may each choose a single action. These are typically one of the following:

- Search for an item in the quicksand (difficulty 4). There's lots of stuff in there!
- Try to scramble out (difficulty 6). On a failure, increase that PC's depth by an additional point.
- Decrease another PC's depth by 1 at the cost of increasing your depth by 1.
- Use an item.
- Combine two items in some way.
- Any other action taking 5 seconds or less.
- Once per round, avoid increasing your depth by 1 this round by allowing a random item from your inventory to be sucked into the quicksand. You may also take an additional action.



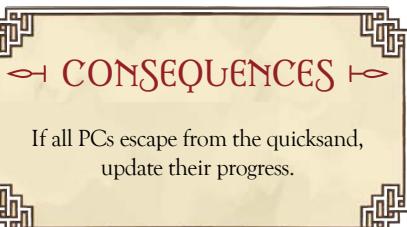
Items in the quicksand

	1-3	4-6
1	The life ring from a boat.	Candelabra.
2	Long Goblin spear.	Embroidered satin cape.
3	Fishing rod.	Hammer.
4	Harmonica.	Bottle of instant-drying superglue.
5	34 feet of rope.	Large glass bottle.
6	Wagon wheel.	Ball-and-chain.

Rescue

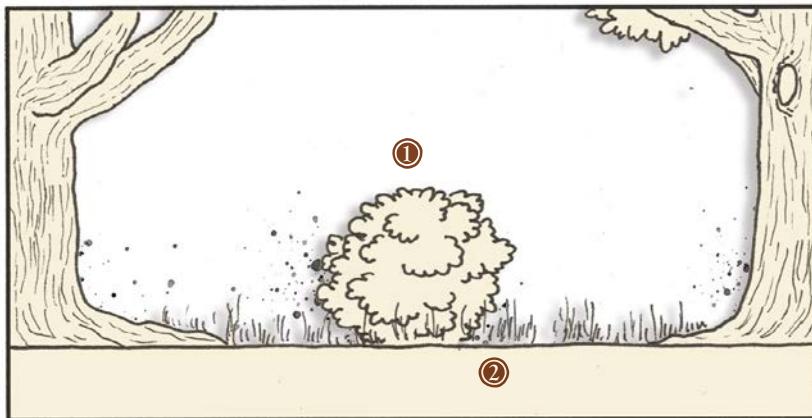
If PCs ever reach a depth of 7, only their head is sticking out of the quicksand, and they are unable to move. They may not sink deeper than depth 7. If all PCs are at depth 7, they lose an hour waiting for someone to come along and pull them out. Denizens of the Labyrinth come by fairly frequently to chuck things into the quicksand that they want to get rid of.

	Description	Name
1	A swashbuckling, roguish adventurer. Armed with a sabre. He's disposing of a mysterious locket.	Lucius
2	A twelve-year old girl from the year 2019. Looking for her parents, who have been stolen by the Goblin King.	Ramona
3	An older gentleman in a robe. Speaks Greek and loves triangles.	Pythagoras
4	A handsome pirate lord who has come to hide his chest of gold in the quicksand. He plays the violin.	Barold Shawthawk
5	A Dwarf mime whose art is unappreciated by his peers. He refuses to understand anything that is not mimed out.	Humphred
6	Two Goblins in fedoras disposing of a very suspicious roll of carpet and talking like wise guys.	Tommy Gee & Teri the Teeth



5. WORMMOOT

As you pass by a bush, you hear the murmur of conversation. A group of Worms has gathered in a large leaf and is engaged in a vigorous debate.

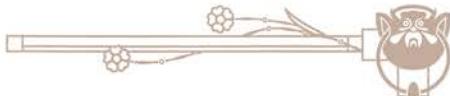


The party has found the Wormmoot, a gathering of the three most important Worms in all of the Labyrinth. They have traveled far to discuss recent events and to decide on a proper course of action. The Worms seem oblivious to the party and act as if they're not there. As the PCs listen in, they find that the Worms are talking about them. If the PCs interject, the Worms will respond politely, but will not recognize them as the subject of the conversation unless the PCs bring it up.

① The Bush. The three Worms stand on a tiny stone dais at the centre of a bush. The Worm who is currently speaking must stand in the middle and adopt a formal tone. The other Worms may ask questions at the end.

② Path. The foot-worn trail through the woodlands narrows until it becomes small enough for only a single Worm. This tiny path winds its way to the base of the dais where the Worms meet.

Note: the Worms will continue arguing until they reach a conclusion, although PCs can interject comments to try to steer the conversation. In later scenes, the Goblin King can occasionally add Worms in the background carrying out the Wormmoot's resolution.



Worms

Each Worm has a misconception about who the party are and what they've done. As they argue, they continually re-frame the party's alleged actions to fit with their theory.

1	Rufus is certain the party consists of dangerous criminals who have done nothing but cause the greatest harm possible. He thinks they should be hunted down and locked away.
2	Amelia is smitten with the stories of these travelers and believes they are exemplars of virtue. Every one of their deeds is a lesson in righteous behaviour. She thinks everyone in the Labyrinth should follow their example.
3	Alfred is certain that the travelers have come to the Labyrinth to depose the Goblin King and set themselves up as the new rulers of the Labyrinth! He recommends that all good creatures should assist in this coup.
4	Dorothy thinks that there is no way a small group of travelers could have made it so deep into the Labyrinth. All of the stories must be false. The best course of action is to ignore them completely and for all Worms to pretend they don't exist.
5	Minnie has heard that the party has gobbled up most of the enemies they've encountered. She recommends that they leave delicious pies around the Labyrinth to distract them.
6	Clarence thinks the party are all actually Goblins in disguise, sent by the Goblin King to sow confusion among the Labyrinth's denizens. He recommends that they be followed to determine if this is correct.



CONSEQUENCES

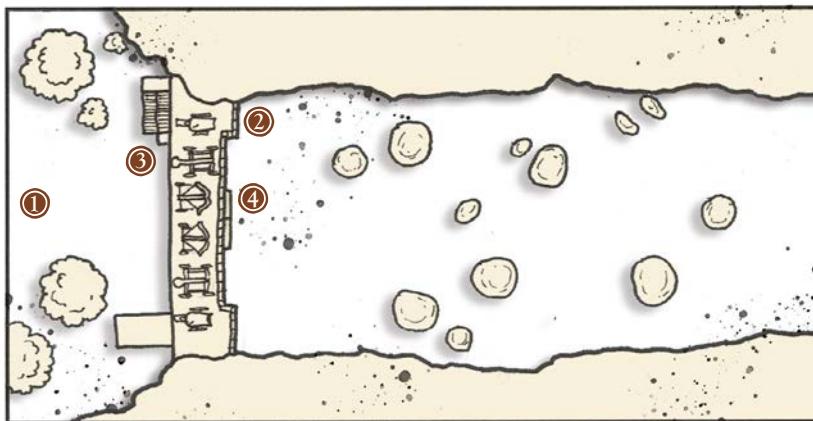
When the Wormmoot reaches a conclusion, they will be free to give the party directions.

Update the party's progress.



6. THE WALL

The path leads to a pass between two rocky cliff faces, now blocked by a Goblin fortification. A wall of stone runs across the gap, with a heavy portcullis in the center. Goblins patrol atop the wall in a more-or-less disciplined fashion and man some dangerous looking contraptions mounted on the battlements. In front of the fortification, huge boulders lie scattered about, which look suspiciously like faces when viewed from the right angle.



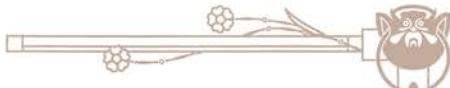
① **Outpost.** This outpost has been erected to stop travelers reaching the City. There is no way into or past it. If the party approaches, a Goblin will call out for them to surrender. If they do, they will be locked in a cage, and then transported by cart to the gibbets in the Goblin City (go to [page 184](#) and update their progress). The Goblin will tell the party this. The Goblin King is unaware that Goblins are shipping travellers to the city.

Note: if the PCs assault the outpost, the Goblins will use the war engines against them. All war machines have wheels and can be rolled off the wall from the ramp. If they worked together, the party could manhandle one around from scene to scene.

② **Cannon.** It fires small Goblins! It is hidden behind the wall, so the party will only hear booming and see Goblins coming at them.

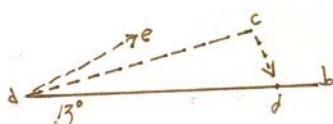
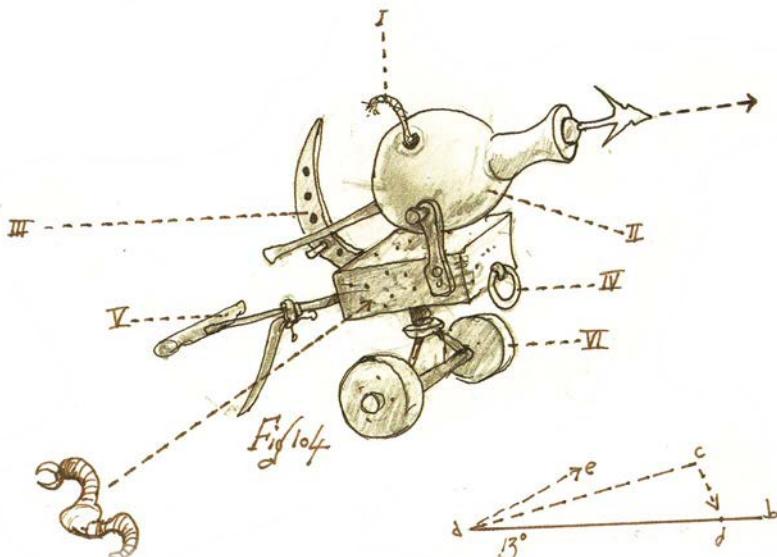
③ **Catapult.** Fires large bluish globes that break and blue liquid flies everywhere, quickly expanding into foam that hardens.

④ **Net Ballista.** Anyone hit is entangled.



Goblins

Description		Name
1	Medal covered chest and a twirly baton used to point at targets.	Gênräl
2	Has a bugle he cannot play. This does not stop him.	Leftennänt
3	Has bad hearing and will misunderstand almost every sentence.	Whut
4	Very confused as this is his first day. Has a tall shako.	Erisque
5	Dropped his keys off the battlements. Needs them thrown up.	Xerifli
6	Shouts through a megaphone, is squeaky and quiet without it.	Nêmigwess



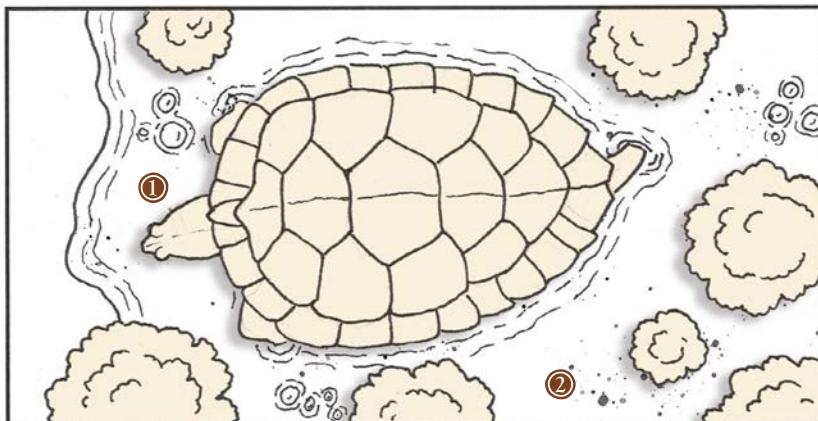
CONSEQUENCES

If the party gets past the outpost, update their progress.

If they are captured by the Goblins, they are taken directly to the gibbets on [page 184](#) and update their progress.

7. PANJANDRA

You come to a small hillock rising above the muck of a swamp. As you begin to climb it, the ground begins shaking and the hill lurches forward and up. As you struggle to hold on, a low croaking voice says: "Get. Off."



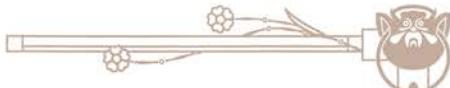
① **Panjandra.** The hill is the shell of Panjandra, a Giant Turtle the size of a house. The stink of this swamp doesn't seem to adhere to her. In fact, she smells a bit like old dried herbs. She is annoyed that you are on her back but secretly a bit excited to have someone to talk to. Panjandra is looking for something she needs and wants the party's help to find it.

② **Swamp.**

Note: if you agree to help, Panjandra will follow you around through the Land of Yore. She cannot move quietly and tends to crush or topple anything that gets in her way. This makes her feel terrible.

Make a note of what she is looking for and add it to the third scene the party encounters after this one.





Panjandra's need

1	Husband. She is not picky at all about appearances, as long as the potential suitor is gentlemanly and flatters her. She is far too reserved to do this for herself and would like to recruit the party as matchmakers.
2	New home. She is tired of this isolated patch of swamp and wants a new neighborhood with interesting neighbors. She is self-conscious about her size, though, and doesn't want to simply barge into someone else's backyard unless they want to have her.
3	Adventure. Nothing ever happens in this end of the Land of Yore, and she feels that it's high time for some excitement. In particular, she wants to see some authentic, high-stakes swashbuckling action.
4	Decoration. She is looking for some decorations for her shell, like a new lick of paint or some jewelry. Panjandra is quite picky, and is unsure if she likes something unless she is reassured by her new friends.
5	An old friend. She can't remember exactly who it is, but says that she will know them when she sees them.
6	A job. Panjandra has spent too long feeling useless so she wants to find someone who needs her help, though she is nervous that she isn't very good at anything.

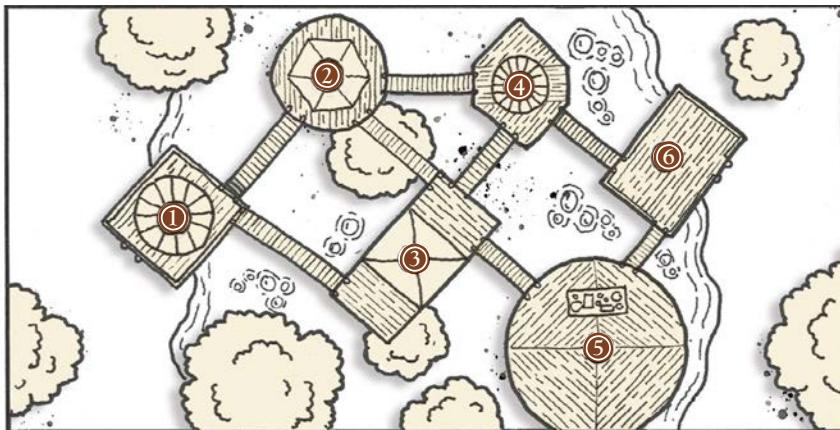


↔ CONSEQUENCES ↔

You cannot update your progress from this scene. If you manage to find what Panjandra is looking for, she will give you directions - add 6 to your next exploration roll.

8. FIREY VILLAGE

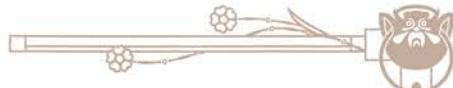
The path ends at an expanse of reeking bog. Huge trees jut up from its surface into the gloom overhead. You can see sparks moving from tree to tree and slowly realize that there is a whole treetop village built over this patch of swamp, connected by suspended bridges. A rope ladder dangles nearby, leading up to one of the tree houses.



The Fireys are having a dance party in the treetops and do not want the PCs to leave once they see them. They will follow them from place to place, block their way, dance around them in circles, try to get them to join their fun, and try to pull their limbs off. PCs will have to figure out how to avoid, defeat, or distract the Fireys if they wish to continue on their way. The Fireys only become hostile if one of their rules are broken.

There are six different tree houses, connected with rope bridges as shown on the minimap. A different event is going on at each one.

- ① **Tall house.** A thin house made of twigs.
- ② **Hanging house.** Hanging on ropes and swinging in the breeze.
- ③ **Old house.** It looks like it might fall down.
- ④ **Round house.** It has a hole in the center.
- ⑤ **Long house.** This house has recently burned down. It has no roof and the second floor has a big charred hole in it.
- ⑥ **Upside-down house.** It looks like this house has almost fallen out of its tree.



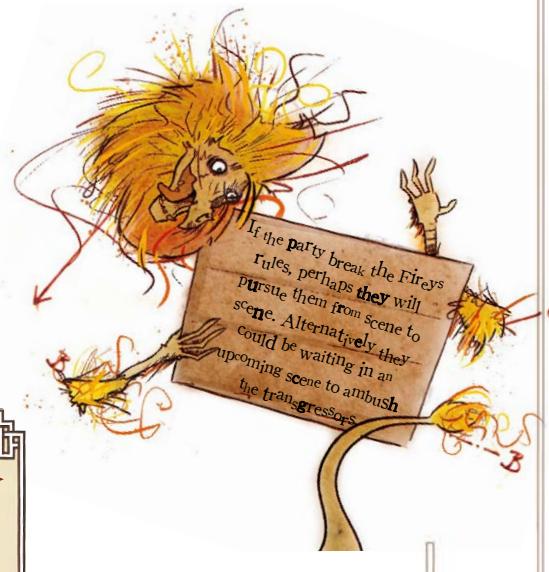
Events

1	Drum Circle. Fireys are pounding on drums with a variety of limbs, some of them from other Fireys.
2	Torch Dance. Fireys are lighting torches and spinning them around in the air.
3	Head Juggling. Fireys are juggling their heads and passing them back and forth. They will throw them at PCs.
4	Sir Didymus. Sir Didymus, a brave and valiant Knight of Yore, is surrounded by Fireys and attempting to fend them off. He rides Ambrosius, a skittish Old English Sheepdog.
5	Swinging. Many long ropes that extend even further up into the tree canopy are attached to this tree house. Fireys are using them to swing back and forth to other platforms.
6	Feast. A huge table piled high with strange meats. Fireys are gathered all around, stuffing themselves.

Town Rules

The punishment for breaking the rules is dismantlement and then being thrown in the bog below bit by bit. The mob of Fireys do not know that other species cannot be as easily dismantled as them, they just think they're scaredy cats.

- No problems.
- No suitcase.
- No clothes to worry about.
- No real estate.
- No jewelry or gold mines.
- You can only throw your own head.

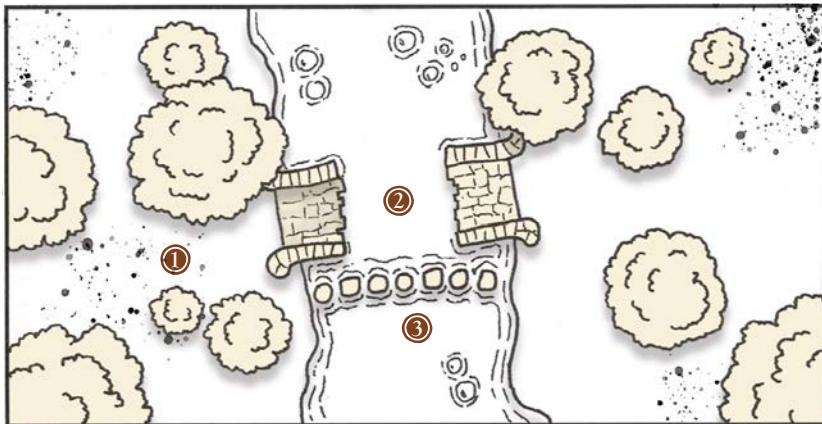


CONSEQUENCES

If the party manages to get to the far side of the Firey village and climb back down to where the path continues, update their progress. If the party falls into the muck, it takes them a hour to wade their way to the far side.

9. TOLL BRIDGE

A bridge over a narrow bit of swamp has partially collapsed, and the gap has been filled in with large stepping stones emerging from the ooze. As you approach, a group of Goblins springs out from behind a tree and blocks the path. "None shall pass without paying the toll!" the leader shouts.



① **The Goblins.** The four Goblins will not let you pass until you have paid the toll. However, they continually forget what the toll is and can never quite agree on it. The leader will always declare his toll first but, if pressed, his companions will pipe up and try to change his mind or tell him that he has it wrong. PCs can try to convince the Goblins that one of their items is an acceptable or "proper" toll, turn the Goblins on each other by encouraging arguments, try to sneak past them, fight them, or whatever else they wish.

② **Broken Bridge.**

③ **Stepping stones.**

Toll

11-13	A bag of gold, or was it silver?
14-16	A square meal. Or at the very least a whole ham.
21-23	One egg per traveler wishing to cross.
24-26	A full suit of armor. If no armor, then at least a weapon to replace the Goblin's terrible equipment.
31-33	A head. Any head will do.
34-36	Fashionable clothing. The Goblin King is planning a ball at some point in the future and the Goblin has delusions that he will be invited.
41-43	A noble steed. A Goblin Mount would be preferable, but the Goblin will settle for almost anything it can ride.
44-46	Stilts, or something to make it seem taller. Goblins have a bit of a Napoleon complex.
51-53	A bottle of something nice.
54-56	Music. It's so boring out here.
61-63	A deck of cards, a set of dice, or something to entertain them.
64-66	Another Goblin to join their crew.

Goblins

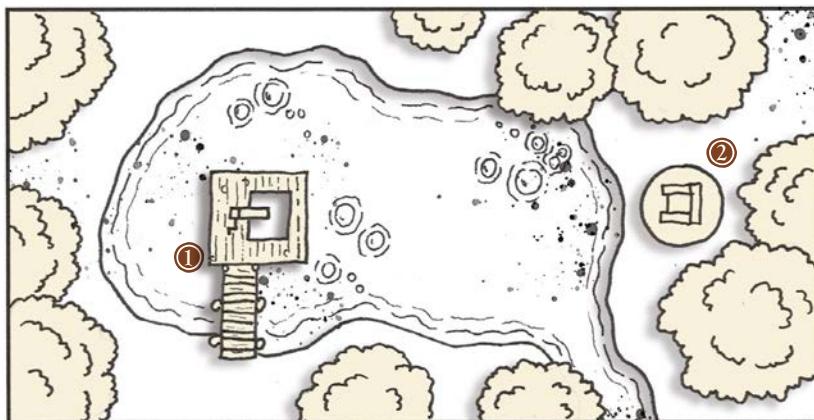
	Description	Name
1	Long tail with a hand on it. He does not seem in control of it.	Tii
2	Tiny Goblin hiding in her helmet that whispers ideas to her.	Skollo
3	One leg has been replaced with a wheel that he uses skillfully.	Réffét
4	Finds any joke hilarious, but gets very defensive if he is the butt.	Müskül
5	Keeps interesting pebbles in her mouth, makes it hard to speak.	Wêrtch
6	Proud warrior, is absolutely covered in weapons.	Briffette the Heavy

CONSEQUENCES

If the party manages to get to the other side, update their progress.

10. THE DIP

Up ahead, you hear frantic cries and smell a horrible reek. A platform has been erected above the Bog of Eternal Stench, which bubbles and blurs below. A creature, bound hand and foot, is being lowered by a wooden crane through a trap door in the platform by a group of five Goblins slowly turning a huge winch. As the victim gets closer and closer to the bog, its cries for help get more panicked.



① **The Platform.** The dipping platform is set up on pilings and stands a good twenty feet above the bog, so as to make the lowering of the victim good and slow. A ladder descends off the side of the platform to a wooden walkway that leads back to dry land. The accused is hanging from the gantry.

② **The Throne.** On the far side of this bit of bog is an unoccupied ornate chair on a stone dais. Clearly it was erected so that the Goblin King can watch creatures being dipped.

Note: the Goblin King may wish to attend the dipping personally.



The Accused

1	A Dwarf named Bovris. He is being dipped for the crime of leading travelers through the Labyrinth via underground passages. If rescued, he will show the party the one secret path even the Goblin King doesn't know about. Add 3 to the die rolled to explore when leaving this scene.
2	A Horned Beast named Rufo. Extremely long, gray fur that makes it hard for him to see. Can summon books and paper to his aid, if any are nearby. Is currently being dipped for the crime of shedding all over the Labyrinth.
3	Octavian. A Knight of Yore, whose portrait hangs in the Art Museum. His noble steed, a Saint Bernard, is being slowly lowered alongside him. Claims he is being dipped for the crime of composing ballads mocking the Goblin King.
4	A Worm revolutionary called Cible. Any Worm characters would recognize her instantly. She's very famous among her kind. She is being dipped because the Goblin King does not share her views on reformation.
5	A Fairy by the name of Hana. Her wings were picked off by Goblins to stop her from flying away. She is being dipped because Fairies are considered vermin.
6	A Firey is being dipped for the crime of not taking anything seriously. He has not learnt his lesson and is currently roasting his captors.

Goblins

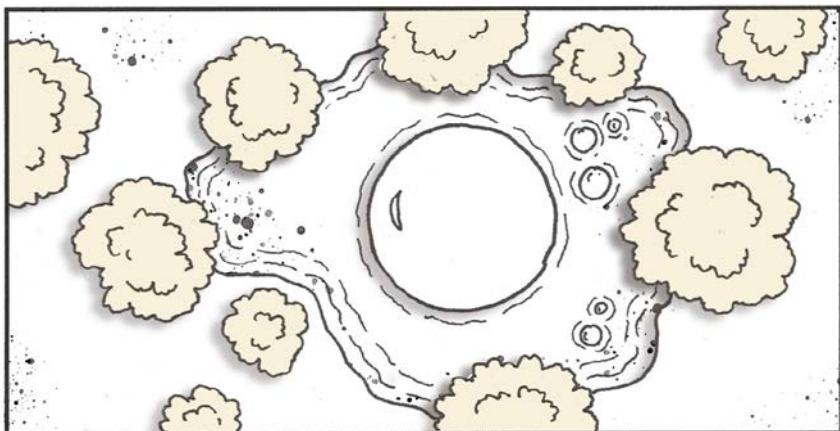
	Description	Name
1	Wears a wig and is covered in white powder.	Yer Honor
2	Wears his armor backwards to confuse attackers.	Triffid
3	Has 10 thumbs, no fingers. Is very grabby.	Grebbe-Mäk
4	Exudes a smell that makes any animals nearby attack her.	Stench
5	Has a horned helmet that another Goblin uses as handlebars.	Mess & Bless
6	Can jump extremely far, but has not learned to land.	Takkø the tround

CONSEQUENCES

If the party rescues the accused, the creature will join the party and show them the way to the next scene. Update their progress. If the accused gets dipped, then they will stink forever and will not help the party in any way.

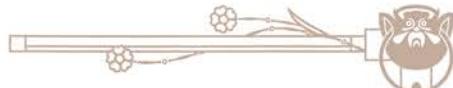
II. OLD REGULAR

You come across a procession of travelers from all across the Labyrinth. No matter their faction, they all seem to be getting along. Talking with them, you discover that they are all on their way to Old Regular, a huge bubble of bog gas that pops once per year, releasing a cloud of fragrance that blesses those who witness it.



Old Regular. The procession of travelers, most of which is going in circles, will take an hour to reach Old Regular. It's a huge bubble in the middle of a pearlescent pond, getting larger by the second. It pops soon after the procession arrives, splattering bits of multicolored goo across everyone in the area and enveloping them in a rainbow fog. Anyone exposed gains a random new permanent trait and adds it to their sheet.





Traits

Keyword	How it works
11-13	Shape-shifter
14-16	Iron stomach
21-23	Chameleon skin
24-26	Spines
31-33	Second head
34-36	Frog legs
41-43	Hypnosis
44-46	Super-strength
51-53	Compass-sense
54-56	Stoneskin
61-63	Goblin call
64-66	Chef skills

Travelers

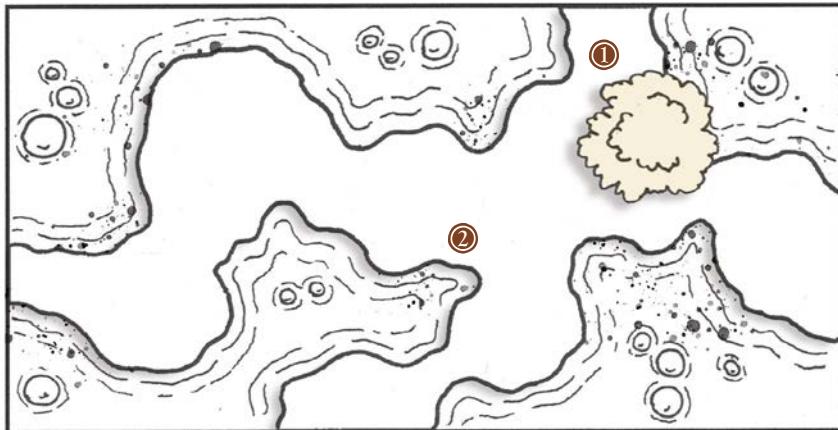
	1-2	3-4	5-6
1	Dwarf Mime	A Fairy with a mohawk	The Sparrow Prince
2	Franz, a Griffon	Goblin with 10 thumbs	Dashing duelist
3	Fluffball, mostly mouth	Cleo, a Sphinx	Goblin with a handy tail
4	Python with two heads	A merchant riding a snail	Verbose Giant Badger
5	A Giant Turtle	Goblin with megaphone	White Night Troll
6	Knight of the Sable Lance	A roguish adventurer	Dwarf gardener

CONSEQUENCES

If the party reaches Old Regular,
update their progress.

12. FAIRY BANDITS

The path winds its way around a network of low islands that rise just above the reeking muck. As you push your way through a screen of hanging moss, you feel a tug as a Fairy snatches one of your items and zips away, cackling madly to itself.



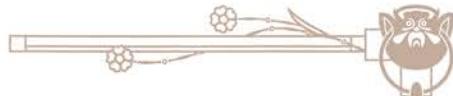
Fairy Bandits. The Fairies in the Bog of Eternal Stench flicker with pale fire like will-o'-the-wisps. Their main sport is harassing travelers and leading them off the path.

Choose one item to be stolen from each PC, as long as it is small enough that one or two Fairies might carry it. They flit up ahead of the party with the stolen property, trying to stay just out of reach (difficulty 6 to catch up to them).

Each time the party tries to catch up, secretly roll to see if they become lost. The first time, they will be lost on a 5+. The second time on a 4+, etc. If they become lost, let the players know that they no longer know where the path is. At this point, they arrive at the Fairies' home, a large willow tree covered with Fairies like a thousand matchsticks burning. Whether they want to deal with a thousand Fairies guarding a tree full of stolen items is up to the party.

① Willow tree.

② Bandit Leader.



Fairies

Description		Name
1	Covered in freckles and missing several teeth, likes chocolate.	Rosebutton
2	Wrapped in a silver necklace, likes stealing jewelry.	Airshine
3	Has no arms, makes up for it with grabby talons.	Glitterrock
4	Huge child-like eyes, hovers over the deepest parts of the bog.	Sunflash
5	Black hair three times her length, she uses it like a rope.	Darkberry
6	Won't stop cackling, likes stealing and drinking potions.	Bumblesage

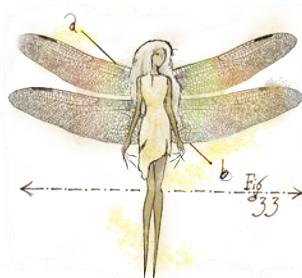
Stolen Items

	1-2	3-4	5-6
1	Chocolate bar	A die with an owl on the 1	Fancy handkerchief
2	String of paper dolls	A small brass key	Bag of chalk
3	A crystal ball	Needle and thread	Diamond earring
4	A wedding ring	A torn up love letter	A little doll
5	Several jigsaw pieces	Some fake eyelashes	Driving license
6	Monocle	A plastic cup	A medal

CONSEQUENCES

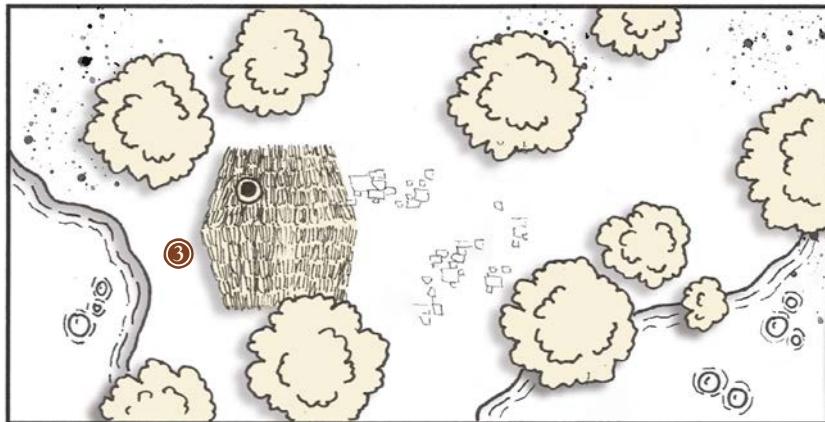
If the party ignores the Fairies or catches them without getting lost, update their progress.

If they get lost, they must lose an hour finding their way back to the path. Roll a die to see if they return to this scene. On a 1-3, they do, and you may update their progress. On a 4-6 they find themselves in a previous scene in this chapter (Goblin King's choice).

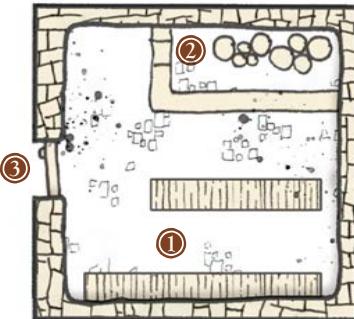


13. CURSE MERCHANT

A Dwarf gestures you to approach his ramshackle hut. “Old curses for new! Old curses for new!” The inside of the hut is packed with hundreds of glowing bottles, densely packed on shelves going up to the ceiling.



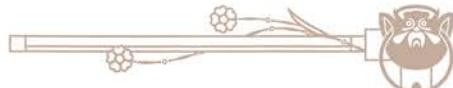
Holda. The Dwarf shopkeeper is a collector of obscure and unique curses, which he keeps bottled. If any PCs admit to having any curse or negative trait, Holda will be fascinated by it. He will try out some tests like smelling their breath or presenting them with two glasses of water and asking them which one is green (neither of them are). After testing, he will diagnose them with the curse the PC already admitted they have.



① Shelves.

② Counter.

③ Entrance.



The Shop

If the PC convinces Holda that their curse is something rare and collectible, he will offer to swap it for a curse he doesn't want any more. He will pull several options off of the shelves to choose from (roll three times on the table of curses below). If the PC agrees to a swap, Holda will take a hair clipping that he'll use to make a new curse potion, and then give the PC the potion they chose to drink. Erase the curse or flaw from the PC's character sheet and replace it with the new one.

	1	2	3	4	5	6
1	Sweaty	Bad breath	Two left feet	Near-sighted	No teeth	Huge feet
2	Hair grows 1 foot per hour	Skin turns green and warty	All hair falls out	Very hard of hearing	No one ever believes you	You can no longer jump
3	Everything is in shades of green	Everyone can hear your thoughts	You cannot run	You cannot use any pronouns	You cannot throw things	You cannot talk, only whisper
4	Walking makes squelching noises	You cannot talk, only shout	You are hypnotized by music	You grow grass out of your skin like a walking bush	Your smell makes Goblins attack you first	Animals follow you
5	Turns you into a Dwarf	Turns you into a Human	Turns you into a Knight of Yore	Turns you into a Fairy	Turns you into a ghost	You glow brightly
6	Turns you into a Firey	Turns you into a Night Troll	Turns you into a Worm	Turns you into a Goblin	You cannot resist food	You can't see Goblins

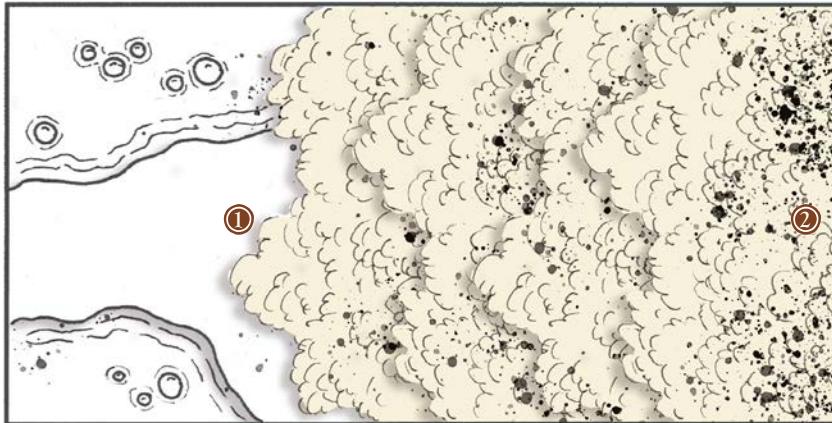
CONSEQUENCES

When the party enters this scene, update their progress.



14. THE GREAT STINK

Clouds of yellow, green, and sickly brown gas fill the air around you. The belching of the Bog of Eternal Stench rises to a steady rumble. The smell slowly becomes unbearable. This place is the very heart of the swamp.



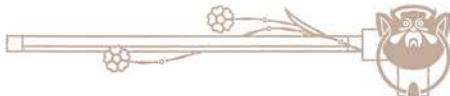
① **Toxic Cloud.** The air in this scene is so toxic, no creature can withstand it for long. If a character tries to push their way through the stench without any counter-measures (difficulty 6) and fails, roll to find the effect:



② **Halfway point.** Halfway through the stink, PCs will run into an unexpected encounter.

Note: the cloud is large enough that simply holding one's breath is not a solution. Some possible solutions include:

- Devising some sort of fan to blow away the stink.
- The stench hangs pretty close to the ground, so getting up higher can help. Perhaps riding some kind of tall creature or contraption, or even sitting on another PC's shoulders could do the trick.
- Creating some sort of gas mask that filters out the stench.
- Counteracting the stench with another strong smell held close to the face.
- Being physically dragged through the area by something immune to it.



Toxic cloud

1	Yellow gas. Unconsciousness. The PC keels over, and cannot be roused for an hour (or two scenes, whichever comes first).
2	Green gas. Confusion. The PC starts walking aimlessly, not staying on the path or with the rest of the party. The other PCs have to physically hold on to them at all times to prevent them from wandering off. If they do lose the confused character, they lose an hour finding them again.
3	Brown gas. Sick. The PC is too ill to continue, and will run back out of the stench to get away from it. They will not re-enter the cloud without some way of neutralizing it.
4	Black gas. The PC is haunted by their greatest fears and must try to get away from the gas by any means. Once they are out of the gas, they immediately come to their senses.
5	Gray gas. As well as being unbearably toxic, the gas makes everyone's voices high-pitched. PCs and NPCs alike.
6	Purple gas. The gas has become sentient. Her name is 'Jotta the uninhalable'. She is able to physically push a PC around.

Encounter

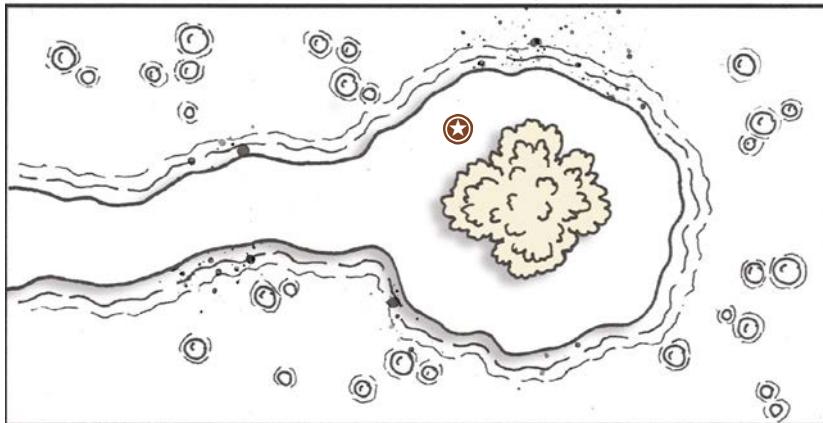
1	Goblin Stink Bottlers. A band of Goblins with glass jars and gas masks trying to capture the most pungent scents.
2	Night Troll Fishing Boat. A rickety boat appears out of the fog, floating in the muck just beside the path. It contains a Night Troll named Moru, who has become immune to the stink and who finds the fish in this part of the swamp delicious.
3	Gargantuax. A creature of incomprehensible size circles the PCs. The creature is very menacing, but can be scared away easily.
4	Airplane. A two-seater airplane, mostly silver, with red painted highlights on the wings and tail. Has had a rocky but safe landing; its pilot is nowhere to be found.
5	Victor and Terry. A gigantic stilt-legged spider is ridden by a Knight of Yore by the name of Victor. The spider's name is Terry.
6	Bubl and Sqeek. Two Goblins are making their way through the gas by launching each other up above the cloud in between breaths.

CONSEQUENCES

If the party successfully passes through the cloud, update their progress.

15. TIME WILLOW

Amid the twisted mangroves and rotting stumps of the Bog of Eternal Stench you find a great weeping willow, its pendulous branchlets forming a dense screen all around its trunk. From inside this curtain, you can hear a voice whispering to you as you move past: "Come within, little travelers, and all can be as it once was..."



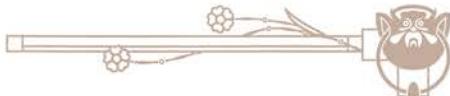
Ⓐ The Time Willow. Inside the screen of the Time Willow's branches, characters are safe from the passage of time. Nothing the party does here can cause them to lose an hour. The willow, which is older than the Labyrinth itself, remembers everything that has happened in it. The party can ask it anything about their trip and it will tell them with perfect accuracy (whatever the Goblin King says becomes canon. The tree cannot be wrong).

If the party is willing to sacrifice something to the tree, it will in return rewind time outside the bounds of its branches. Not only will the party gain an hour, but everything they have done over the course of that hour will be reversed (as long as it is outside of the tree). The party's progress, the locations they have discovered, and the map they've made all remain unchanged unless one of the sacrifices below says otherwise. The tree will only ever reverse time once per game.

I have reordered time, I have turned the world upside-down, and I have done it all for you.

- Jareth





Sacrifices

1	Friendship. An ally that the party has previously made (Goblin King's choice) is now an enemy looking to make trouble for them. This may not be an NPC currently traveling with them. Roll a die every time the party enters a new scene. On a 6, that character catches up with them.
2	Luck. The Goblin King may re-roll dice rolled by the players. This rule lasts until a re-rolled die comes up as a 5 or 6.
3	Companion. An NPC currently traveling with the party forgets everything that's happened since the beginning of the day. They don't believe the party's explanations, and decide to leave. If the party does not have any NPCs traveling with them, re-roll this result.
4	Purpose. The party forgets what their goal is, though they still know that it was important. This may last for any number of scenes (the Goblin King decides).
5	Secrecy. A dangerous or embarrassing secret suddenly becomes common knowledge within the Labyrinth.
6	Skill. They party loses their original traits (mark next to a trait that it is lost). A PC regains a trait when they succeed at a test related to that trait.

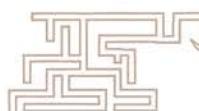


CONSEQUENCES

There is no way to update the party's progress from this location.

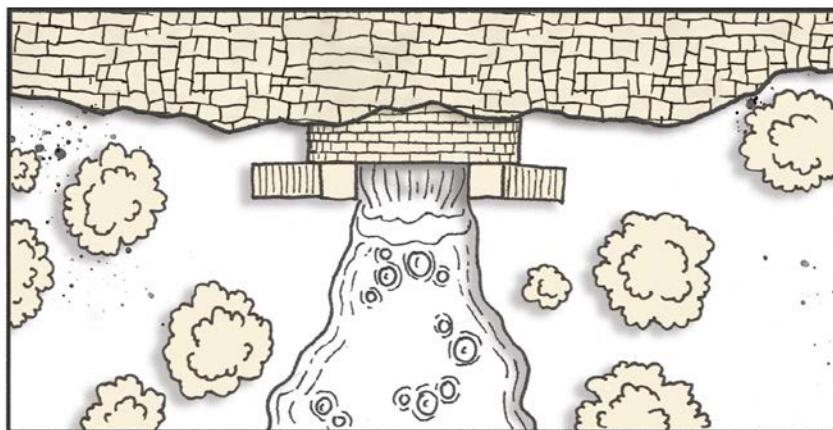
You cannot explore from this scene, only backtrack.

Backtracking from this scene will never cause the party to lose an hour.



16. SEWER PASSAGE

Putrid muck oozes from an enormous brick-walled sewer in the side of a steep embankment. The stench is so thick it stings your eyes. Approaching closer, you see that there is a narrow walkway on either side of the channel of sludge, just wide enough to walk single file. At the top of the cliff you can see the walls of Goblin City. It looks like the sewer tunnels directly under it.



The party may choose not to enter and simply leave this scene.

Inside. The sewer system is a small maze of encounters, randomly selected. The goal is to overcome a total of two encounters, but every two encounters that the party fails cause them to lose an hour. Each of these encounters should be kept very short; they don't have to be played out in extreme detail, but must

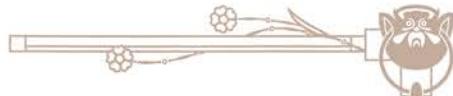
be quite challenging. Let the players decide how they want to handle it, make a few rolls if necessary, and then decide if they succeed. Remember that encounters can snowball; the outcomes of one can spill over into the next.

Note: you can always remind the party that they may choose to leave the sewer at any time and return to the entrance. There must be less dangerous ways into the city.

Smell Bad!

- Ludo





Encounters

11-13	The cleaners. A spinning disk covered in blades moves slowly down the tunnel toward you. It is powered by two Goblins riding a bicycle-like contraption on the other side.
14-16	Door. A heavy wooden door, blocking the way forward. On the other side, the party can hear the snores of several sleeping Goblins.
21-23	Troll trio. A gang of three Night Trolls, gone feral and looking for a snack.
24-26	Philip. Sentient slime, flailing its pseudopods. It's hungry, and examination can reveal that it's trying to reach any food in the character's packs.
31-33	Trap. An obvious trap door in the middle of a passage, ten feet wide. Touching it drops the character into a hole that takes an hour to climb back out of.
34-36	The great war. The passage is covered with an ongoing battle between hundreds of cockroaches and an army of Worms, dressed in elaborate battle armor. It's almost impossible to walk past without crushing them.
41-43	Slime pool. A huge pool of slime, at least ten feet deep and too thick to swim. The path resumes on the other side. The ceiling has large hooks embedded in it every few feet.
44-46	Broken ladder. A five-foot wide shaft going straight up. It looks like there used to be rungs embedded in the wall, but they have been either removed or have rusted away.
51-53	Wine cellar. An old wine cellar, long abandoned. One of the huge barrels is a false front for a secret passage. You can find it by knocking on the barrels and listening for a hollow sound.
54-56	Sewage. A rumbling sound gives the PCs a tiny warning that a tidal wave of sewage is on the way. Unless the PCs can secure themselves quickly, they will be swept out of the system.
61-63	False Alarms. Huge stone faces that warn you of impending doom. You can just ignore them.
64-66	Glowing corridor. A tunnel covered with luminescent algae. You can walk right through, but you'll track the stuff everywhere. Make a note of this.

CONSEQUENCES

If you manage to pass two obstacles, send the party straight to the Goblin sewers ([page 210](#)) and update the party's progress.

17. JUNK LADIES

In a vast field of discarded rubbish, you come across a convention of Junk Ladies. They are all slowly tottering around, bent under the weight of the massive pile of useless items they carry on their backs. They paw through each other's packs, cooing over strange knick knacks and antique furniture.



★ **Junk Ladies.** Whenever more than three Junk Ladies meet, they feel compelled to set up a swap meet and exchange trinkets. Each Junk Lady is a collector of sorts, although their tastes are completely opaque to anyone but themselves. As the party approaches, they cluster around, each trying to get a look at the equipment the PCs carry. They will quickly analyze the PCs' "taste" in junk and start grabbing other items for them to carry. Before long, the PCs will be nearly buried in a mountain of worthless items.

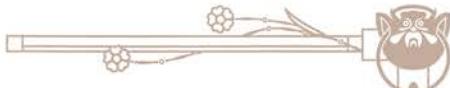
"It's dangerous out there deary, you'll need this."

"And what if it gets colder? Are you bundled up? Let me pack some things for you."

"That thing is dreadful. I have a much better one."

The Junk Ladies can provide any everyday item the PCs can imagine, the only question is how long it will take (difficulty equal to the number of syllables in the item's description). After three failures, the party loses an hour.

Note: the Junk Ladies will also offer to teach the PCs how to hold more items. Any PC who learns the Junk Ladies' secret will be able to hold 12 items rather than 6, but will move at a slow waddle whenever they are carrying more than 6 items. Add the trait "Packrat" to their character sheet.



Junk Ladies

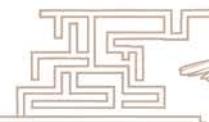
Description		Name
1	Her collection is held in place with a tangle of her own hair.	Margaret
2	There's something living in her collection, something that bites.	Joan
3	Her collection is balanced precariously on her head.	Ruth
4	Her collection is very wide; it's dangerous near her as she turns.	Shirley
5	Her collection is made up entirely of newspapers and magazines.	Florence
6	Metal on metal jangles as she walks, making a deafening racket.	Agnes

Junk

1-3		4-6
1	Little horsey.	A printing game.
2	Lancelot (a teddy bear).	Lipstick.
3	Little bunny rabbit.	Dear old Flopsy (also a doll).
4	Betsy Boo (a doll).	A little candy shop.
5	Pencil box, with lots of pencils in it.	A ballerina music box.
6	Panda slippers.	A copy of The Wizard of Oz.

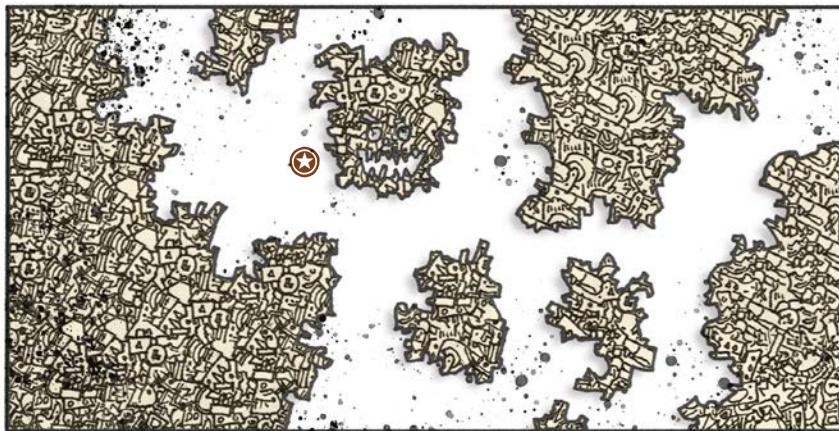
CONSEQUENCES

Update the party's progress as soon as they enter this scene.



18. GNASH

The hills of trash ripple and surge. A maw suddenly gapes, toothed with broken bottles and splintered wood. Eyes made from old china squint. "WHO ENTERS THE DOMAIN OF GNASH THE IMPERISHABLE?! HAVE YOU COME TO PAY HOMAGE TO MY GLORY?!"

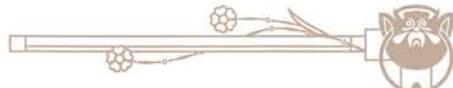


★ **Gnash the Imperishable.** Gnash considers herself lord of the Junk Fields, and is secretly very upset that she doesn't have a lot of vassals. Zero vassals, in fact. Seeing as she is composed out of a huge pile of trash, she can't get around much.

If the party tells her that they are trying to find their way to the Castle, Gnash will tell them that she will deign to assist them as long as they

help expand her empire. This means telling everyone they meet of the majesty of Gnash, and attracting as many subjects as possible.

Each time a PC brings a new vassal to Gnash, she will bestow a new title on them along with suitable regalia, which she has somehow stored inside her mouth. Gnash prefers vassals that are willing, but as long as they aren't able to run away, it counts.



Titles

No of Vassals	Title Granted	Regalia Given
1	Baron of the Bog	Dull maroon with gold buttons.
2	Viscount of Viscosity	Pale purple with white embroidered leaves.
3	Earl of Ooze	Royal blue with silver epaulettes.
4	Marquess of Muck	Seaweed green with gloves of black snakeskin.
5	Duke of Dreck	Black satin with a gold chain of office.
6	Prince of the Land of Stench	Icy white trimmed with fur.

Trash

	1-2	3-4	5-6
1	Newspaper dated 1866	Giant ball of tangled string	Spiced sausage
2	Soda bottle	Broken ladder	Cat ear headband
3	Rusty bird cage	Open padlock, no key	\$1,000,000 in a briefcase
4	Chipped wine glass	Clock, ticks very loudly	Fridge
5	Boxing glove	Cathode-ray TV	Moldy bread
6	Mannequin leg	Extendable grabber	Wet diary

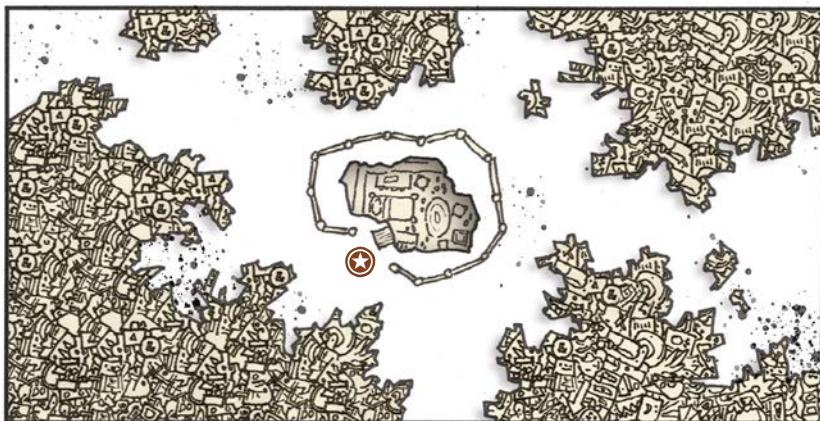
↔ CONSEQUENCES ↔

As long as the party brings Gnash at least one vassal, she gives them some directions. Update the party's progress. If any PC gains a title, add it to their name and as a trait on their character sheet.



19. THE DIG

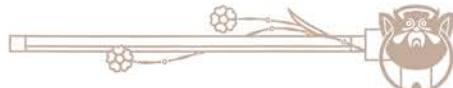
A large section of the endless trash heap has been dug up, creating a great pit in the ground. Wooden barricades have been set up all around it, and a team of Dwarves makes sure that travelers don't get too close. One Dwarf runs up to you as you approach. "Greatest wonder of the Labyrinth! A burial chamber from another age! Care to try your luck?"



★ **Buried Bedroom.** The Dwarves were digging up the area to put in a new fish pond, but instead discovered what appeared to be a bedroom from some forgotten realm. Most likely it belonged to someone who the Goblin King had taken in the past and then forgotten about, but

the Dwarves are determined to make as much off their find as possible. If a PC pays them a shiny or apparently valuable item, they will hand them a fishing rod and give them three tries to pull an artifact out of the buried bedroom (difficulty 4). A PC can win up to three items.





Artifacts

11	Life-sized stuffed dog	41	Red wagon
12	Cassette player with cassette tape	42	Robot grabber-arm
13	A strand of working Christmas lights	43	Pull-string helicopter
14	A large, pump-action water gun	44	Frisbee
15	A plastic tricycle	45	Foam dart gun
16	A multicoloured puzzle cube	46	An extremely bouncy rubber ball
21	Red binoculars	51	Walkie Talkies
22	A jar of green goo	52	Red drawing frame, with white knobs
23	An all-knowing 8-ball	53	Box of chalk
24	Plastic doctor game	54	Jacks
25	Roller skates	55	A child-sized electric car
26	A toy frame full of pins that light up	56	Jump-rope
31	A spring-ended hopping stilt	61	Light-up Yo-yo
32	Plastic barbarian hero on a green tiger	62	Lipstick
33	Electric keyboard	63	Compressed spring toy
34	Bowling ball	64	Collection of small die-cast cars
35	Stretchy, sticky arm	65	Box of plastic building bricks
36	Glasses with mustache	66	Large bag of wooden blocks

Dwarves

Description		Name
1	Pompous researcher with half-moon glasses. Says “ahem” a lot.	Pender
2	Has a trowel and jaunty smile. Is full of boundless optimism.	Vole
3	Carefully brushes everything with a tiny brush. Hates dirt.	Twill
4	Pickaxe swung over shoulder; seems to be chewing on something.	Chester
5	Has a jacket filled with useful bits of string. Gruff and dismissive.	Brissle
6	Spade. Bites anything the PCs give him. Gives one-word replies.	Gad

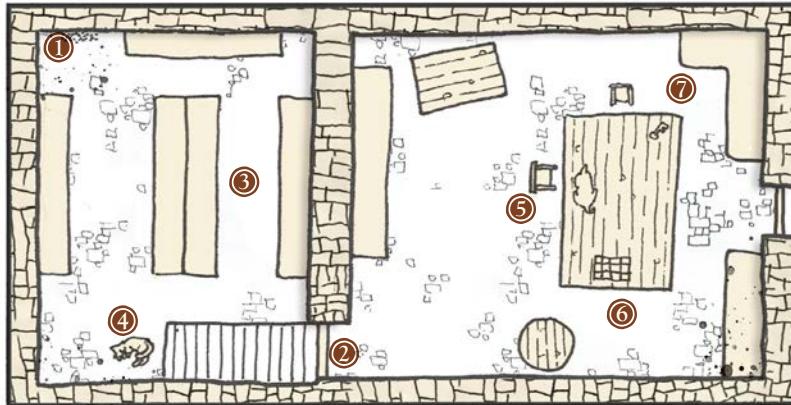
CONSEQUENCES

The Dwarves are happy to give directions.

Update the party's progress.

20. TED'S QUEST

As you go around another pile of trash, you meet a lonely Knight of Yore. He examines you and then barks: "Sir Ted, at your service. You look like brave folk, and I seem to have lost my loyal mount... would you join me on a noble quest?"



Sir Ted's friend Eiderdown has been taken by Seamstress Flint – a mysterious Junk Lady. The Knight is on a quest to free her before the Junk Lady can transform Eiderdown into a toy. Sir Ted has found a magic portal leading from the Junk Yard to Flint's hideout. He says that Eiderdown knows a shortcut to the Goblin City.

Characters (except Worms) cannot fit through the tiny Portal, so Sir Ted passes around a magic potion that has the power of turning anyone that drink it into a tiny version of themselves (just about doll-sized...). Sir Ted and the PCs can now fit through the portal, and will remain this size until they leave the scene.

① **Portal.** It leads to a basement. Light comes from the stairs leading upstairs.

② **Open Door.** Leads to the kitchen.

③ **Shelves.** Covered in stuffed dolls and other toys. Some bear an uncanny resemblance to real people the PCs knew.

④ **Black cat.** Curled up, lightly sleeping.

⑤ **Seamstress Flint.** At the table, her back to the door, is a hag wearing a complex set of magnifying glasses and sewing a pink elephant closed. On the table lie tools and a cage holding Eiderdown! Flint is old and slow. She whispers: "It's no use trying to break that cage, deary. As soon as I'm done here, you'll have my full attention..."

⑥ **Eiderdown.**

⑦ **The cage's key.** Lying on the table.

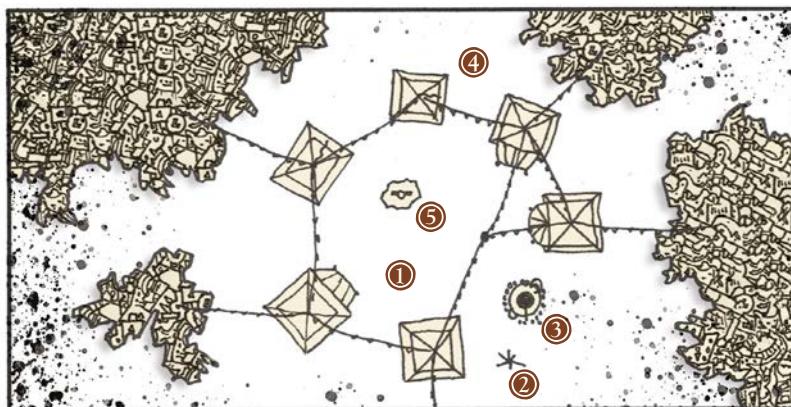


↔ CONSEQUENCES ↔

If freed, Eiderdown will take the party to Goblin City - go to Scene 1 of Goblin City ([page 182](#)) and update the party's progress.

21. STUBBORN SWORD

Raucous laughter carries through the junkyard. Ahead, brightly colored bunting stretches from junk heap to junk heap, and garish stalls slump against each other. A sword juts up out of a rock, its edge coated with rust. A burly figure steps out of the crowd and grasps it. “Unhand me, sir!” the sword cries. “I told you brutes, I am retired!”



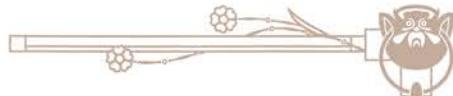
① Crowd. A figure in an old top hat is selling tickets. Characters can move through the crowd (difficulty 3), with a failure leading to the crowd pushing them back.

② Sign post. The signs are shaped like pointing hands. Each one points down a different path, saying things like “Certain Danger This Way,” “Less Certain Danger That Way,” or “The Way You Came.”

③ Cauldron. Bubbling away in a corner is a brown, food-like substance that looks as appetizing as it smells. A rough sign beside it reads “Stu! Giv Ya Strength 2 Win!!”

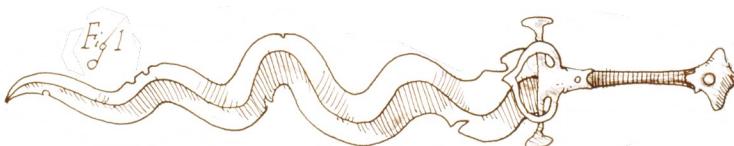
④ Stalls. The tents are stocked with all manner of oddities. The stall keepers are watching the sword. The PCs can sneak past (difficulty 2), but if the owner spots them, they pesters them until they buy something.

⑤ Sword. It’s the reason for the festivities. The crowd is jostling for tickets to try pulling it out. The sword yells louder with each new attempt. If a PC gets a ticket to try pulling it out and persuades it to come out easily, the sword can provide good advice, although it is useless as a weapon. If it’s pulled out against its will (difficulty 6), it will insult the PCs at the top of its voice until it’s put back.



The Crowd

1-2	The crowd is made up of Goblins, dressed in mismatched armor and carrying all manner of weapons. However, they are too intent on tormenting the sword to notice you.
3-4	The people before you wouldn't look out of place in a romantic painting. They wear an array of courtly garb, glittering dresses, and colorful pantaloons. However, on closer inspection, they look rather shabby, more like a school play than a Venetian ball.
5-6	It looks as though people have come from all over the Goblin King's domain to try and claim the sword. Fireys juggle their heads, to the delight of no one but themselves, and Junk Ladies rub their hands in greedy anticipation. There are even one or two Worms there, though how they plan to draw out the sword is anyone's guess.



Oddities

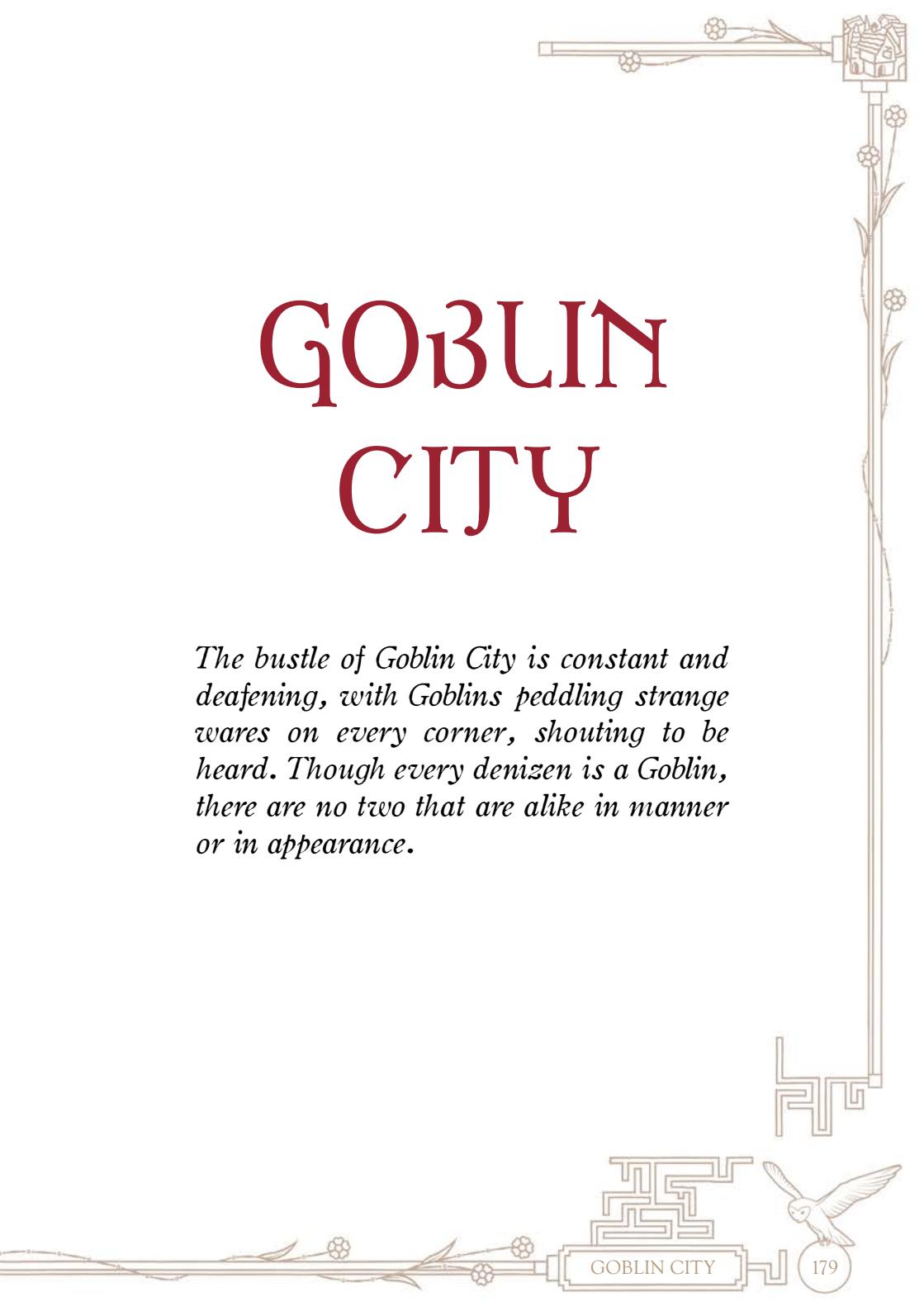
Oddities	Quirk
1 A tin of paint and a brush	Sticky
2 Fireworks	Volatile
3 A wooden sword and shield	Beautifully crafted
4 A loaf of bread, riddled with mold	Sickening
5 A slab of butter	Slimy
6 A battered tin whistle	Piercing

⇒ CONSEQUENCES ⇌

Progress cannot be updated
in this scene.







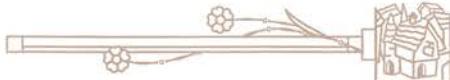
GOBLIN CITY

The bustle of Goblin City is constant and deafening, with Goblins peddling strange wares on every corner, shouting to be heard. Though every denizen is a Goblin, there are no two that are alike in manner or in appearance.

CHAPTER SCENES



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Tips

The Goblin City is a bustling metropolis of weirdness and wonder. Goblins are on the lookout for travelers. If the party are discovered, make sure to have the Goblins sound an alarm. The Goblins will then try to catch the party to lock them in the gibbets ([page 184](#)). You can also use the encounters below to herd the party right into the next scene.

Dressing

	1	2	3	4	5	6
1	Stables	Blacksmiths	Ambush!	Museum of Toby	Market	Supermarket
2	Barricade	Canals	Stairs	Casks	Craters	Wells
3	A secret entrance to 'Hole-in-the-wall' (page 52)		Flegwort's fresh shoes	Go bank	Bret Goldsmiths	A weird deli
4	Low balconies	Broken furniture	Rickety carriages	Clotheslines	Flooded streets	Heavy gates
5	Tall ladders	Trash piles	Manholes	Outhouses	Chandeliers	Drain pipes
6	Hanging chains	Overgrown buildings	Rotting floors/walls	Vermin nests	Drainage ditch	Burning building

Encounters

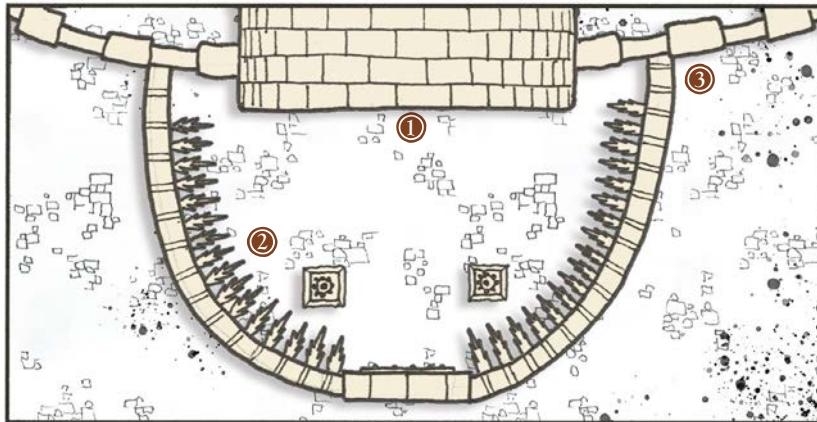
	1-3	4-6
1	All-out street brawl.	An overturned night soil wagon.
2	Goblin parliament passing stupid laws.	Goblin kitchens. Dozens of fire pits.
3	Explosion blows the front off a building.	Game of lunchball (see page 192).
4	Dozens of Goblin beggars.	A group of Goblins robbing a bank.
5	A Goblin being chased by a mob.	Goblin wedding.
6	Massive street party. Road is impassable.	Goblin street opera. Excruciating.

Flavor

	Smells	Sounds
1	Rotten cheese	Banging
2	Old socks	Explosions
3	Spoiled milk	Horrible singing
4	Gunpowder	Marching
5	Tanning leather	Screeching
6	Rust	Crashing

I. HUMONGOUS

You've reached the barbican before the gates of the Goblin City! As you approach, a steel colossus slowly detaches itself from the gates and lumbers toward you, its eyes gleaming with cold fury.



① **Humongous.** In order to proceed, the party must find a way to defeat the automaton guardian. Humongous is controlled by a Goblin working a complex system of levers and knobs inside its head, which can be detached (difficulty 3) if a PC can get up to its shoulders. If a PC manages to wrest control of Humongous from the Goblin, they may be able to pilot the machine (difficulty 6) through the Goblin City. They only get one chance to try. Humongous will run out of fuel after two scenes.

② **Spikes.** As the party enters the barbican, spikes pop up behind them.

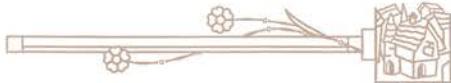
③ **City Wall.** Running around the city is a wall that casts its shadow over the party.

Note: climbing and defeating Humongous is no easy task, as the automaton is armed with four battle systems that it will use against the party. Fighting Humongous is an action scene. Using one of its systems takes Humongous's entire turn.

*I don't know why
we have to be so quiet.
It's only a Goblin city.*

- Sir Didymus





Systems (roll four times, re-rolling duplicates)

11-13	Net thrower. Launches a spinning, weighted net that tangles up characters.
14-16	Electro-armor. Electric current runs across its body, causing anyone climbing it to fall off unless they can resist (difficulty 5).
21-23	Huge axe. Slow and cumbersome, but immensely powerful and able to split stone.
24-26	Sleeping gas. Fires a canister of sleeping gas from a launcher on its shoulder. Anyone near where it lands struggles to stay awake (difficulty 4).
31-33	Wind turbine. Unleashes a blast of wind that knocks characters off their feet.
34-36	Rocket boots. Allows Humongous to launch itself 20 feet in the air, and then crash back down again with a shock wave that can knock over nearby characters (difficulty 4).
41-43	Tar gun. Blasts an area with black, sticky tar, making movement through that area hindered.
44-46	Bowling ball. Humongous holds a stone sphere as tall as a man. It rolls it like a bowling ball toward its enemies. It must recover it before it can use it again.
51-53	Oil coat. Humongous has been thoroughly oiled down, making it nearly impossible to hold on to (difficulty 5).
54-56	Shield. Can be used to block projectiles or knock enemies back, or it can be slammed edge-first into the ground to make a barrier.
61-63	Vacuum. Air starts being sucked toward its chest. Characters that aren't holding onto something may be pulled into a cage there (difficulty 4 to resist).
64-66	Goblin launcher. Miniature catapult on its back fires a random Goblin at the party.

⇒ CONSEQUENCES ⇌

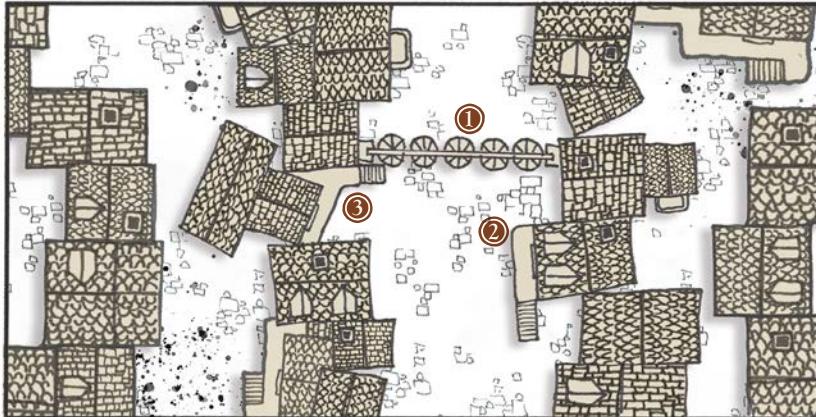
If the party defeats Humongous within 6 rounds, update their progress. If the next scene the party visits is not the Goblin Boutique (page 186), add the Goblin Boutique to that scene.

If the party is not able to defeat Humongous, the Goblin guards finally arrive and overwhelm the party, locking them into the gibbets (page 184), causing them to lose an hour.



2. GIBBET STREET

You've broken a law of Goblin City! Don't know what it was? Too bad! Off to the gibbets with you! The party finds themselves mobbed by a sudden crowd of Goblins, who lock them into cages!



① **The Gibbets.** Cages hang in a row from a long beam running across an open square, about 20 feet off the ground. The number of cages is equal to the number of PCs plus three. Each cage is filled with either a PC or another lawbreaker. The prisoners' cages should be spaced fairly evenly between the PCs' cages. The cages are locked shut but the Goblins have neglected to take away any of the PC's equipment.

Also, each cage is hanging from a chain about 10 feet long, allowing them to be swung back and forth if the characters

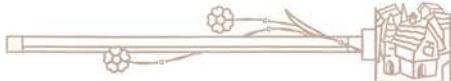
inside work at it. If two characters can get in sync, they can swing their cages close enough to be within reach.

② **Guard's chair.**

③ **Cage winch.**

Note: if the party can't find a way out, or they don't seem to be making any progress, they lose an hour waiting in the cages until the Goblins find some other lawbreakers they need to lock up, and free the party to make room (update their progress).





Prisoners

Each time the PCs are locked into the gibbets, the three prisoners change. If the PCs had an NPC they were particularly fond of, feel free to swap them into this scene instead of rolling below.

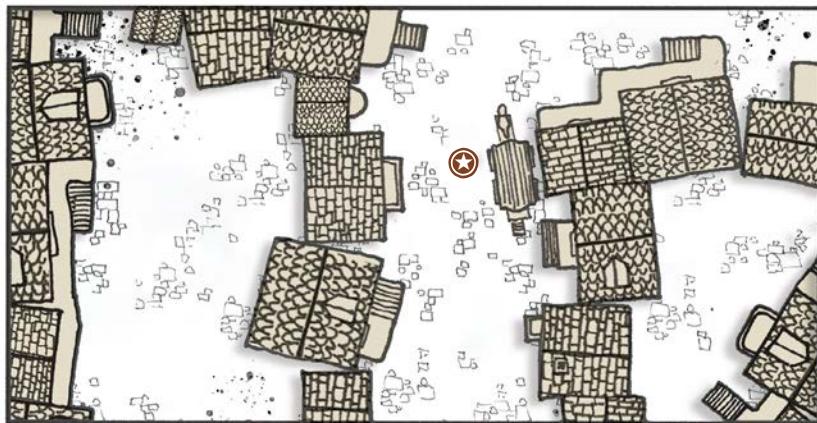
	Description	Name
11-13	Twitchy, distracted, and covered in fleas. Wants to become an actor.	Vermic
14-16	A duelist who was in charge of stopping travelers from leaving the hedge maze. She is here because she failed. See page 116 .	Evangeline La Roche
21-23	Lethargic, unmotivated, and extremely greasy. Believes himself to already be a famous Goblin actor. His portrayal of "The Wobbling Window Cleaner" is legendary.	Gibbergeist
24-26	A cricket-like man from the Land of Yore. His crime is calling himself 'prince'. The Goblin King doesn't like competition.	The Sparrow Prince
31-33	Has a huge mouth and can swallow just about anything smaller than his head. Gluttonous. Wants to swallow something bigger than his head. Has a stick of dynamite.	Golp
34-36	The Dwarf from the entrance to the Labyrinth. If you chose his door, he will give you his lock-picks. See page 40 .	Gloam
41-43	Has fantastic aim. Wants to get out so he can make it to the Goblin Lawn Darts championship.	Pelch
44-46	The Horned Beast from the entrance to the Labyrinth. If you chose her door, she will join your party. See page 40 .	Loma
51-53	Has arms longer than he is tall, and his grip never tires. Wants to throttle the Goblin who locked him up in here. Has a rope in his pocket.	Ghast
54-56	An exact lookalike of one of the party. Arrested due to a case of mistaken identity.	Oddly similar to character's name
61-63	Has long tusks protruding from his bottom lip. Wants to get back to the stew pot he put on just before being arrested. Still holding a three-foot-long ladle.	Weech
64-66	A reptilian bounty hunter who has been collecting Goblins. See page 62 .	Rum

⇒ CONSEQUENCES ⇒

Update the party's progress.

3. GOBLIN BOUTIQUE

Goblins love dressing up. Nearly every Goblin is decked out with the strangest, most unlikely gear they could find. Where do they get it all? From the Goblin Boutique, obviously.



Ⓐ **The Goblin Boutique.** The Boutique is a large covered wagon packed with costumes, armor, and props, parked on the side of the road. Its inside is significantly larger than its outside. Two Goblin Mounts are hitched to it.

Note: if the first scene the party visits after Homoungous is not this scene, a second Goblin Boutique wagon will also be parked in that scene.

When the party knocks on the door of the wagon, a Goblin in an enormous powdered wig, filthy doublet, and hose, bursts out and pulls them all inside. He is clearly walking on stilts, but does a great job disguising it. His name is Flogg. He is outraged by the party's manner of dress, unless they are already dressed like Goblins, and begins throwing things at them to try on. Throughout all of this, he assumes they are all in fact Goblins, just very poorly disguised as other creatures. He occasionally tries to pull off their non-Goblin body parts and becomes frustrated when this doesn't work.

Note: if the party leaves this scene without buying a disguise, make a note of it.

Costumes

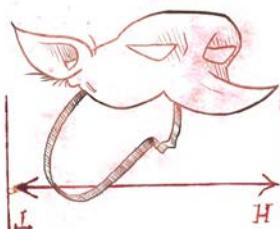
Flogg is far more concerned about the party's appearance than with payment, and will accept promises of future payment or service. Items that are worn rather than carried do not take up any inventory space.

	1	2	3	4	5	6
1	Fancy mask	Huge, trailing robe	Pig-shaped helmet	Too-small platemail	Manacles	Boots with springs
2	Smith's face shield	Striped pantaloons	Bird-shaped helmet	Slimy chainmail	Nipper stick	Foot wraps
3	Thick-lensed goggles	Barrel on back	Toad-shaped helmet	Gator-skin armor	Bag of rats (mostly alive)	Wooden clogs
4	Bandit mask	Filthy ball gown	Pumpkin helmet	Quilted armor in ugly colors	Clawed gloves	Stilts
5	Tight hose	Cloak made from vines	Horned helmet	Spiked leather armor	Birdcage with bird	Slippers
6	Poofy wig	Deep hood	Cooking pot helmet	Buckler	Mouse traps	Spiked boots

Note: PCs can use these disguises to sneak around the Goblin City undetected. Goblins can be quite unobservant, so as long as PCs don't attract too much attention to themselves, Goblins won't really question their appearance.

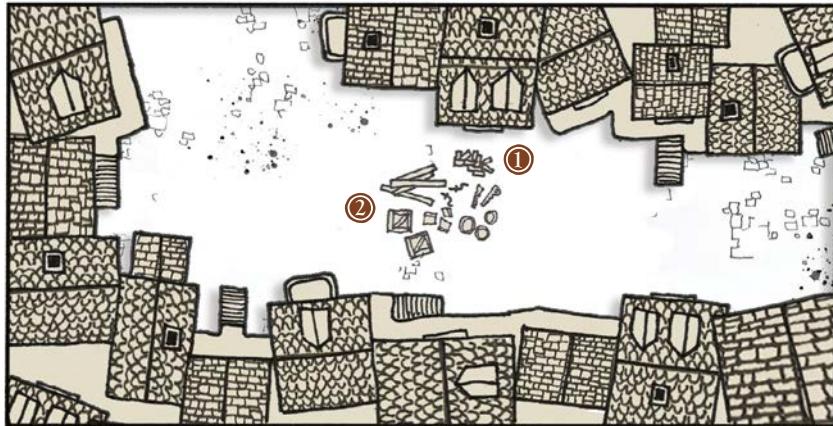
CONSEQUENCES

Update the party's progress.



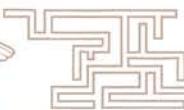
4. THE TRAP

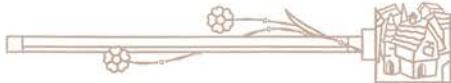
A dozen Goblins are hard at work constructing something in the middle of the street. The way is clogged with all manner of mechanical bits and pieces. All of the Goblins are arguing furiously with one another and nothing appears to be getting done.



① **Half-built Trap.** Travelers are loose in the Labyrinth, and the Goblin King wants them caught! The Goblins are attempting to build a trap for them, but cannot agree on what it should look like.

② **Pile of Supplies.** The Goblins agree to give the PCs directions if they help build a trap designed to catch the travelers. The basic materials the Goblins have access to are wooden planks, drills, saws, nails, bricks, mortar, and water. The Goblins also have access to six special supplies. As PCs design their trap, make them be very specific with exactly how it is built. Diagrams are best.





Travelers

Make a note of these travelers and insert them into the third scene after this one.

1	A swarm of Fairies. They always stick together in a tight pack and have been popping up out of sewer grates and chimneys to harass Goblins and steal their food.
2	A reptilian bounty hunter called Rum who has been collecting Goblins. See page 62
3	An enormous Night Troll. At least twice the size of a typical Troll, she has learned to camouflage by building a tiny house around herself that she moves when no one is looking. Goblins walk in and never come out.
4	The party. If they are not disguised, the trappers will use their supplies to catch them.
5	Two Goblin criminals that have attached themselves to each other with a bungee cord, using it to swoop down and steal other Goblins' helmets.
6	Knight of Yore who has disguised himself as an armored Goblin knight. She is still riding an Irish Wolfhound, but no one seems to notice. She seeks those in distress so that she might rescue them from certain death.

Special Supplies

1	2	3	4	5	6
1	Balloons	Tubes	Gears	Pillows	Pulleys
2	Marbles	Bellows	Grease	Glass plates	Scissors
3	Cages	Floats	Hoses	Mirrors	Ropes
4	Chains	Crank	Hinges	Trampolines	Fans
5	Tar	Swamp gas	Acid	Latches	Torches
6	Springs	Wheels	Fabric	Wire	Bowling ball
					Hammer

CONSEQUENCES

After the trap is built, give it a test run with a Goblin. This may require a difficulty roll based on how well designed the trap is.

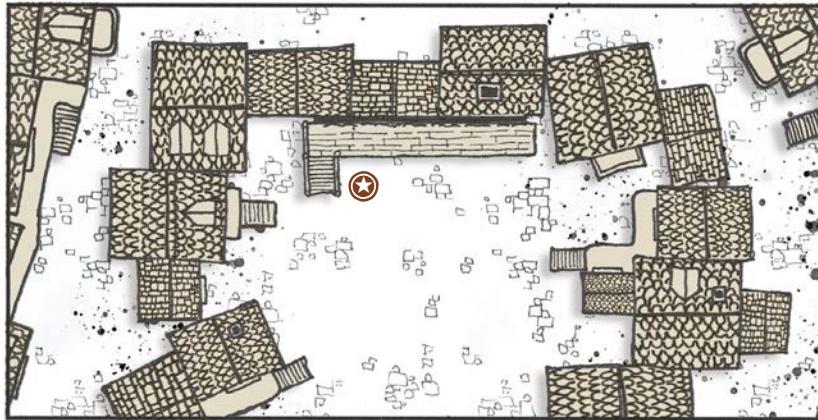
On a success, update their progress.

On a failure, the Goblins will try to lock the party into the gibbets ([page 184](#)).



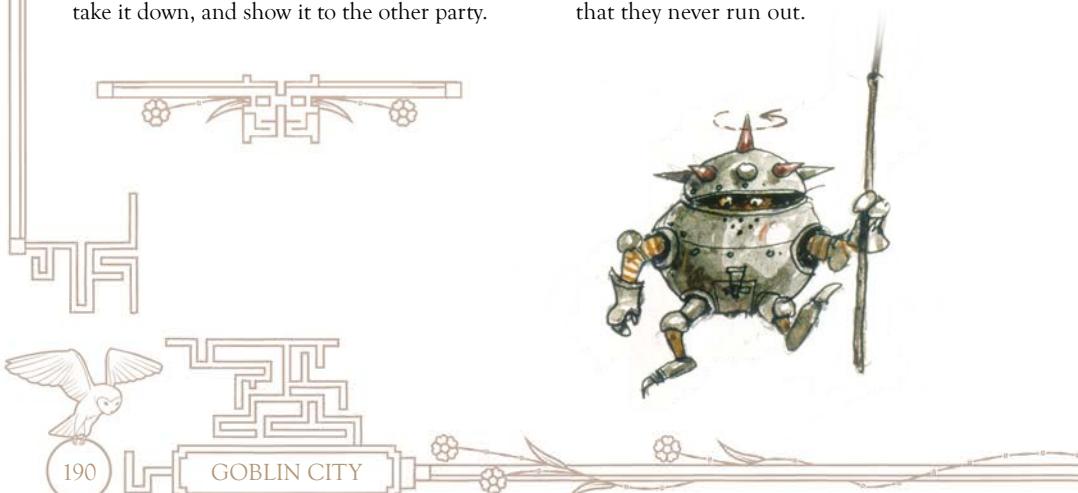
5. THE GOBLIN LAWS

You come across an enormous bulletin board that takes up the entire side of a building. It is plastered from top to bottom with laws scrawled on scrap paper, overlapping and nailed one atop the other.



Whenever the Goblin King calls a parliament, the convocation may pass dozens or hundreds of laws, based more or less on the whims of those present. The new laws are nailed and plastered over the old ones, but there are so many that no one can really remember them all. If a Goblin wants a law enforced, then they have to actually locate it on the board, take it down, and show it to the other party.

★ **The Wall of Laws.** There are eight laws currently on the top layer of the board. PCs may each examine the board and take down a single law for later use. A wizened Goblin magistrate and an armed guards make sure that only one is taken per person. No one checks to see if they are ever returned. There's so many that they never run out.



Laws

11	It is illegal to hold up any lunch-box.	41	Winning is now losing.
12	It is illegal to smirk.	42	It is illegal to have a shadow.
13	Thoughtful pauses are forbidden.	43	The number 4 is banned.
14	Death is permanently abolished.	44	It is illegal to miss when throwing.
15	Puns are mandatory.	45	All Goblins must be riding Goblins.
16	The color purple is to be shunned.	46	All coins are worth 43 coins.
21	None shall go outside without a pet.	51	All food must be in stew.
22	Benevolence is outlawed.	52	Falling no longer causes injuries.
23	Malingering is mandatory.	53	All Goblins must complete a novel.
24	All statements must be a question?	54	War is declared against all doors.
25	It is illegal to be small.	55	Opera attendance is mandatory.
26	The sound of footsteps is abolished.	56	Pronouns are banned.
31	All food must be lit on fire.	61	Long trailing capes are in.
32	Chimneys no longer exist.	62	All Goblins are now magistrates.
33	It is illegal to touch the ground.	63	You must applaud statements of fact.
34	It is illegal to break an egg.	64	One foot must be off the ground.
35	The midnight meal (Snurk) is mandatory	65	Naps must be taken every hour.
36	Spoons are the only legal utensil.	66	Peace is declared with the shoe thieves.

Goblins

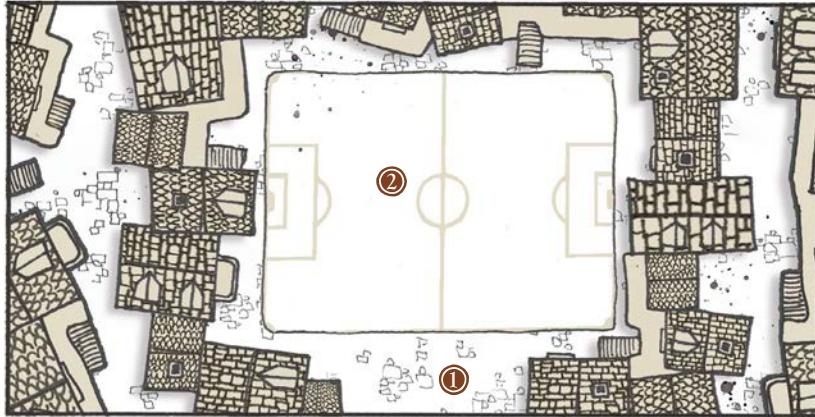
Description	Name
1 Nervous, and with a hair-trigger crossbow and a pointy hat.	Qüiver
2 Obsessed with cleanliness despite his rusted, grubby armor.	Luerk
3 His job is to make fake noses for noseless goblins.	Bübl
4 Uses his prehensile horns to transmit unreliable messages.	Sqeek
5 Artist who lost fame for painting pretty art rather than foul art.	Püg
6 Has many siblings, all of whom were born of the same fish.	Pilch

CONSEQUENCES

The party cannot update their progress from here.

6. LUNCHBALL

Two large crowds of Goblins wearing spotted sweaters have gathered in a wide plaza, one crowd at each end. The noise of their roaring and screaming is deafening. All of them are facing a ball (about the size of a volleyball) placed in the center of the plaza. They are poised, ready to sprint.



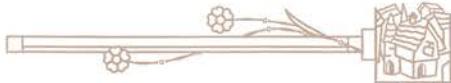
① **The Plaza.** The plaza is used exclusively for Lunchball, one of the most hallowed and traditional of Goblin sports. A very round, very important Goblin strides into the center of the plaza holding an enormous bell and refreshes everyone's memory concerning the rules. The two teams (which number in the hundreds) will sprint forward at the sound of the bell, with every Goblin attempting to be the first to eat the ball. Why there are two teams is unclear, as it is every Goblin for themselves.

② **The Lunchball.** Made out of some kind of hardened fungus.

If the PCs wish to play, they may join a team (it doesn't matter which) and enter the scrum. Once the game has begun, it is resolved as an action scene. The center of the plaza is a churning sea of Goblins all scrambling for the ball (difficulty 4 to grab it in the first round).

If the PCs possess the ball at the beginning of a round, they have to try and hold onto it while eating it. They should use teamwork, their equipment, and ingenuity to fend off the tsunami of Goblins rushing them.

Teamwork is very effective, since Goblins have no experience of it. If the party or the Goblins hold onto the ball for three consecutive rounds, they manage to eat the ball and win the game.



The Game

If the PCs don't have the ball at the beginning of a round, the situation will change and the difficulty of regaining the ball will change with it.

Situation	Difficulty
1 Ball is possessed by a huge dog-pile of Goblins on top of it.	5
2 Ball is possessed by a small, speedy Goblin who is dashing back and forth.	4
3 Ball is possessed by a brute, who is kicking and head-butting everyone.	4
4 Ball is loose, but bouncing across the heads of a packed crowd of Goblins.	3
5 Ball is rolling away, out in the open. Dozens of Goblins are sprinting for it	3
6 Ball has fallen into a crowd somewhere, but it's too dense to see where.	2

If a PC has the ball at the end of a round, the Goblins will try to get it off them.

Situation	Difficulty
1 A malnourished Goblin charges directly at the PC.	2
2 Two Goblins tied back to back are rolling at the PC like a ball.	2
3 A Goblin with unnaturally long arms.	3
4 A huge Goblin throws a much smaller Goblin at the PC.	3
5 Two burly Goblins leap onto the PC in an attempt to crush them.	4
6 A greased up Goblin attempts a slide tackle from behind the PC. If the PC fails this test, they are stunned for a whole round.	5

CONSEQUENCES

Once a PC or a Goblin has eaten the Lunchball, the game immediately ends and that character is the winner. They are awarded a terribly made trophy and heralded as the Lunchball champion (add this trait to their character sheet).

Everyone in the Goblin City will recognize them for the rest of the game. If a PC won the game, update their progress. Lunchball happens once per day.



7. THE CRIER

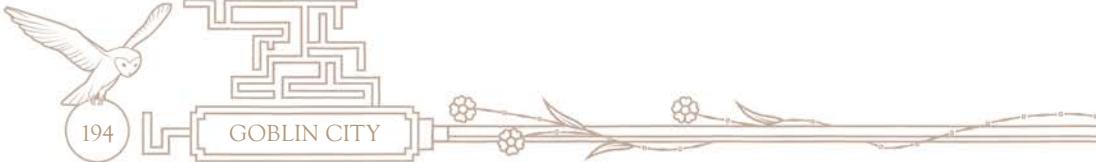
A Goblin sits at the top of a tall marble podium in the center of an open square. As Goblins pass, he shouts out recent announcements through a bullhorn, as well as the exact time, which he keeps checking on a pocket watch.

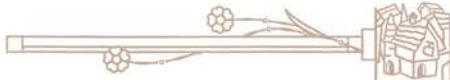


★ **The Goblin Crier.** The crier makes an announcement twice an hour.

If the PCs find a way to tamper with the crier's pocket watch, they can convince him that the time is an hour earlier than it really is, which will cause the party to gain an hour, since all of the clocks in the Goblin City are set to the crier's announcements. Getting to his watch should be difficult.

If a PC somehow replaces the crier, they can create their own rumors to spread. Each time they make an announcement they must attempt to get the Goblins to accept and spread the rumor (difficulty depends on the outlandishness of the rumor). If they ever fail to convince the Goblins, their ruse is seen through, the effects of all rumors are cancelled, and the party loses an hour being chased by Goblins back to the previous scene.





Announcements

11-13	Travelers have raided the Goblin Vault and stolen something, but nobody knows what.
14-16	A plague of Laughter, Cackles, and Acute Sniggering has afflicted the Goblin City.
21-23	A tallow Goblin named Sköörp has once again set the Labyrinth's new long-distance spitting record.
24-26	The Goblin Prime Minister, Røem Bääbä, has been replaced by his pet flea, who was much more popular anyway.
31-33	Reports from the Terrible Howling Gulf indicate that things there are exactly what you would expect.
34-36	Travelers matching the party's exact description (including their disguises) have been spotted sneaking about in the Goblin City. Roll a die the next time the party interacts with a Goblin. They will be recognized on a 2+ unless they find new disguises.
41-43	The Goblin King has not been seen leaving his castle for weeks. Rumors are flying.
44-46	The winner of the most recent Lunchball game is read out. If the party won a game of lunchball they are treated as celebrities.
51-53	A report of the party's accomplishments is read out, but credited to the Goblin King.
54-56	By order of the Goblin King, all days of the week are now Wednesday.
61-63	Someone has been attacking Goblins at night and gluing them to walls. If the hour is between 10 and 13, roll a die whenever entering a new scene. On a 5+, all the Goblins in that scene are glued to walls.
64-66	The Serpent Sword of Elmerillion is being gambled away in the Den of Weiss, after 300 years of being lost.

Goblins

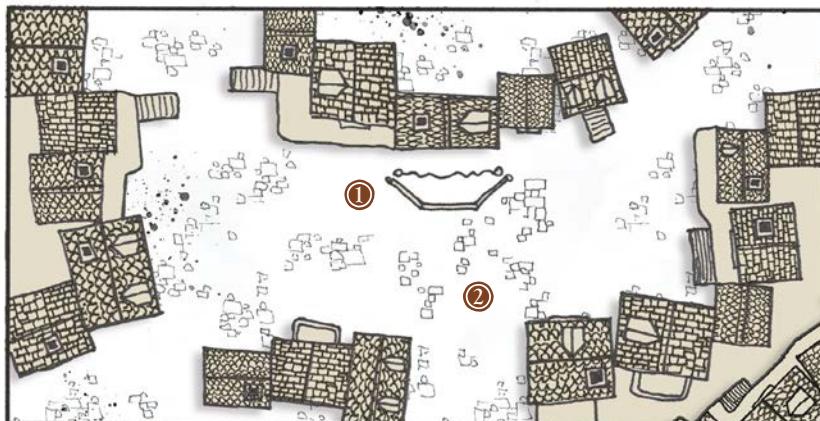
	Description	Name
1	Spiked watertight armor, perfect as a weapon and teapot.	Fødder
2	Very mysterious.	Pöngö
3	Royal nail clipper, takes his job very seriously. Has three toes.	Sköät
4	Loves racing, but never defines where the finish line is.	Böing
5	About one foot high and mostly helmet, is an aspiring bandit.	Sneek
6	Most beautiful of the Goblins, has a spiked handbag.	Zitzie

CONSEQUENCES

The party cannot update their progress from this scene.

8. PUPPET SHOW

A puppet show theater has been erected in the middle of the street, surrounded by a raucous crowd. As you approach, a group of Goblins grabs you and hustles you behind it while handing you a number of puppets. “Where have you been?” They whisper furiously. “We’re about to begin!” Before you can protest, the curtains draw back on the puppet show to an ear-splitting cheer.



① **Puppet Theater.** There is a puppet for each PC, and they will have to figure out what play they’re in, what character their puppet represents, and what to do next. Fortunately, Goblins don’t care much about plot as long as they are entertained. Above the puppet theater there is a banner emblazoned with the title of the play.

② **Audience.** Goblins in the crowd will shout out prompts three times during the scene, and the PCs have to adapt to the crowd’s demands if they want to keep them happy.

Note: the players should use the title, in combination with their costumes and props, to improvise a play. It doesn’t have to be longer than one scene, as Goblins have short attention spans.



Title

1	King Fear
2	The Last Prawn
3	The Goon that Came to Gastlyhedge
4	The Haberdasher's Revenge
5	Right Ho, Mr. Piltch!
6	The Case of the Pickled Boot

Prompt

11-13	"I thought there was going to be more battle scenes in this!"
14-16	"I thought this play took place on the high seas!"
21-23	"When does the wedding start?"
24-26	"SPEECH! SPEECH!"
31-33	"Wait, isn't HE the villain?"
34-36	"Aren't they actually related?"
41-43	"More tragic!"
44-46	"More hard boiled!"
51-53	"Isn't this supposed to rhyme?"
54-56	"When does the terrible secret come out?"
61-63	"I want to see what happened before all this started!"
64-66	"This is supposed to be a funeral!"

Puppet

	Prop	Costume
11-13	Magnifying glass	Suit of armor
14-16	Plate of sausages	Ball gown
21-23	Sealed letter	Bathrobe
24-26	Knife	Rags
31-33	Trumpet	Suit and tie
34-36	Fan	Long wig
41-43	Bouquet	Maids outfit
44-46	Bag of money	Trench coat
51-53	Violin	Chef's apron
54-56	Tiny portrait	Royal robes
61-63	Dog	Beard
64-66	Map	Clerical robes

Audience reaction

	Positive	Negative
1	Pensive silence	
2	A mass gasp	Fight breaks out
3	Cheering	Booing
4	Instant celebrity	Savage critique
5	Tears of joy	Outrage
6	Thrown Flowers	Thrown Fruit

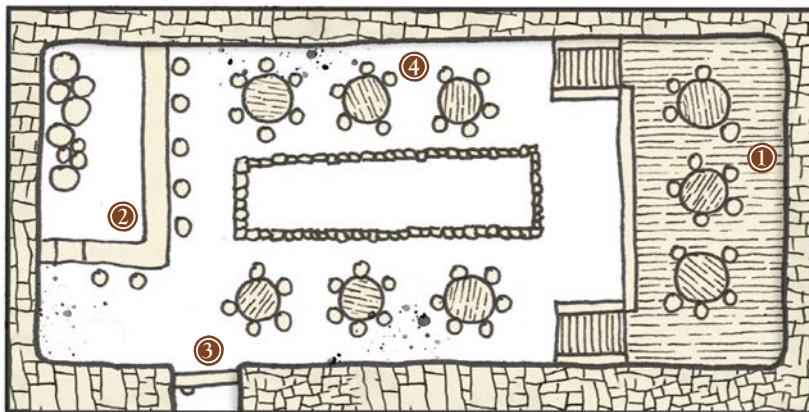
CONSEQUENCES

If the PCs please the crowd (integrating at least two prompts), update their progress and give them the trait "Thespian." Goblins will quickly hear of their performance.

Otherwise they're booed off the stage.

9. THE DEN OF WEISS

The road dead ends in a building even more lopsided than the rest. From inside, you can hear raucous laughter and occasional screams. A placard outside the door reads, in sloppy black paint: "The Den of Weiss."



The Den. This establishment is run by Weiss, an enormously fat Goblin wearing thick glasses and carrying a knotty cane. The center of the Den is taken up by a long fire pit surrounded by round tables at which Goblins are eating, drinking, and gambling.

PCs can wager anything in the Den of Weiss, including their items, traits, name, species, body parts, reputations, friends, and so on, as long

as all parties agree on it. The Den is enchanted such that reality will shift to accommodate the outcome of each bet. If a PC wagers their name and they lose, they no longer have a name. The Goblins have their own stakes to gamble.

Any kind of competition can be used to settle a wager, as long as it takes place inside the Den. Popular competitions include card games, wrestling, and long-distance expectorating.

① **Gambling Tables.**

② **Bar.**

③ **Entrance.**

④ **Back Wall.** A large sign on the wall reads: 'To the Castle'.

Stakes

11	The title of Goblin Prime Minister.	41	Hope Knife (cuts hope down to size)
12	The title of Potted Plant Inspector	42	Dream-pick (punctures daydreams)
13	The title of Parade Coordinator	43	Public speaking skills
14	The title of Insult Evaluator	44	Forgery pen (use anyone's handwriting)
15	Leadership of the office of Sanitation.	45	A set of polyhedral dice
16	The title of Candle Snuffer	46	An Iron Stomach
21	The world's largest tick	51	A fistful of aphids
22	A Fairy in a cage named Whistledown	52	A slice of lemon atop a gold brick
23	A Worm gladiator	53	The Sacred Bone of Whence
24	A carved Night Troll horn	54	Work of art from the museum (page 112)
25	A Goblin herald to announce you	55	Luck-Ladle (skims someone's luck off)
26	A trained crow to deliver messages	56	A light bulb that runs off body heat
31	A winning smile	61	Gambler's callipers (measures odds)
32	Chameleon skin	62	Long legs
33	Razor teeth	63	The world's loudest voice
34	Sticky hands and feet	64	A pet automaton
35	Scaly skin	65	Void turnip (makes you hungry forever)
36	Prehensile tail	66	Viciously sharp knitting needles

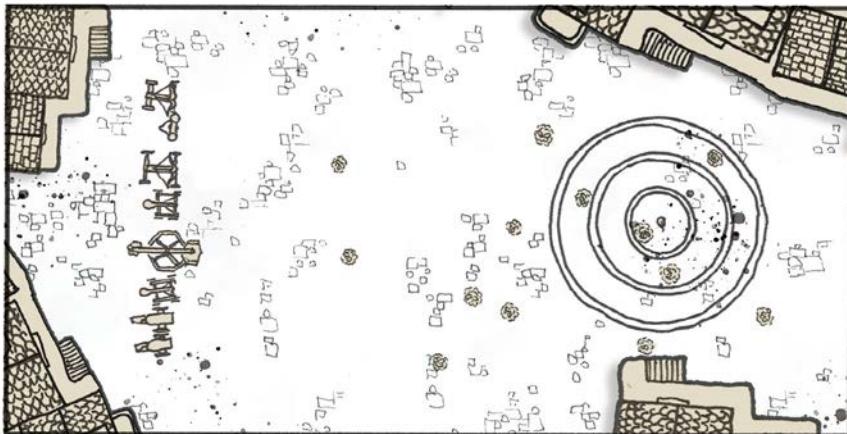
⇒ CONSEQUENCES ⇌

The road to the Goblin Castle continues on the other side of the Den, but there isn't any door leading to it. If the PCs find a way to break through the wall, update their progress.



10. LAWN DARTS

An open green has been set up for some sort of game, with a large white target painted at the far end, about 100 yards away. In the center of the target stands a very nervous Goblin wearing a large, bowl-shaped helmet with a red flag on top. All around him, the legs of small Goblins protrude from the grass, clearly having impacted there from a great height.

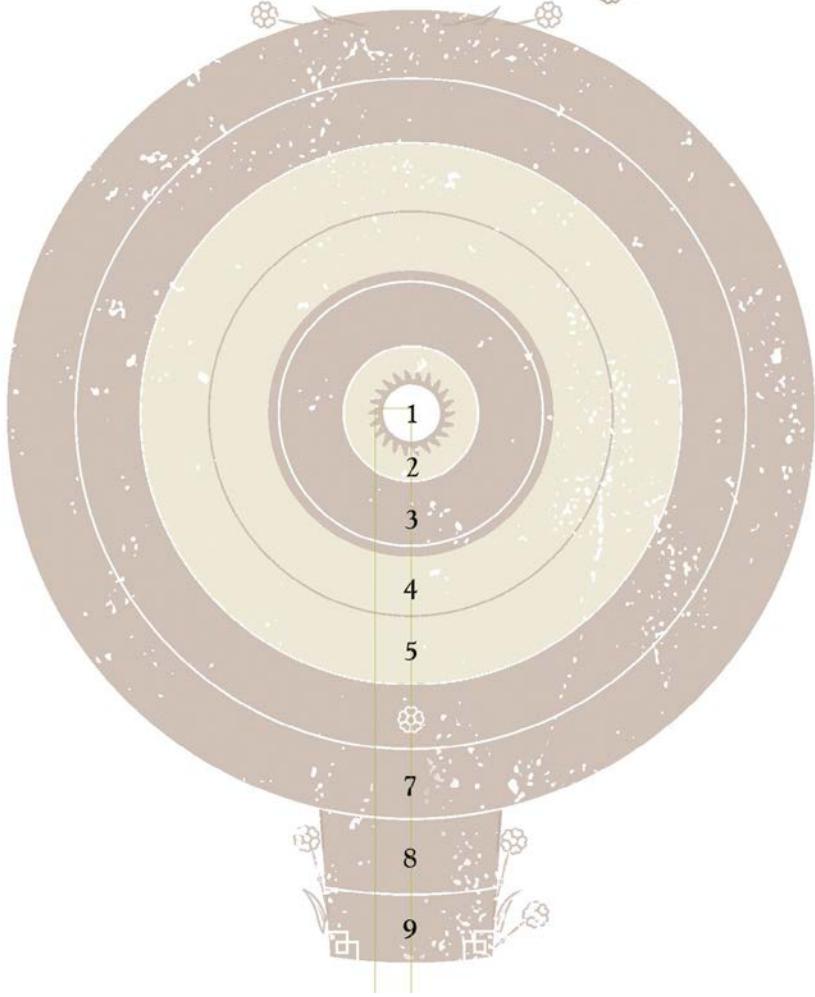


Goblin Lawn Darts started many centuries ago as a game identical to ours, but over the course of the first afternoon, it escalated to the extreme form that can be seen today. The darts have been replaced by small Goblins with very pointy helmets, while muscle power has been replaced by cannons, catapults, trebuchets, ballistas, and slingshots the size of an elephant.

The rules are simple. Each player gets to fire off two Goblins using any available contraption. The player that gets closest to the target Goblin (or lands a Goblin directly on him) wins.

To play this game, lay the target shown on the facing page face up about two paces away. All players take turns throwing two small objects at it (dice, coins, peanuts, etc). The Goblin King should play a number of Goblins equal to the number of PCs, throwing in-between each PC. Whoever lands a token closest (or on) to the Target Goblin wins.





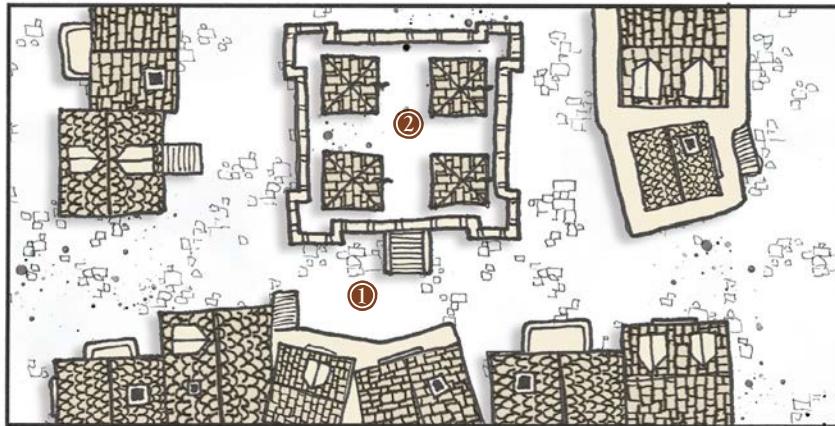
↔ CONSEQUENCES ↔

If one of the players wins, update the party's progress. If a Goblin wins, the party may lose an hour and try again.

If a player's token lands directly on top of the central target Goblin (1), their PC gains the trait "Sharpshooter."

II. THE PRISONER

"HELP! Let go, you little cretins!" Pushing their way through the crowd, you see a group of Goblins leading a prisoner (clearly a traveler caught attempting to reach the Goblin King's castle) toward a grim stone-walled prison. They are bound in chains held by four Goblins, while several more poke at them with spears from behind. As you watch the scene, a voice whispers in your ear, "Quickly, I need your help!"



A traveler has been caught by the Goblins and is being taken away. The party can attempt to rescue the prisoner right there in the street, but will have to face the eight armed guards as well as a street full of jeering Goblin onlookers. If they choose not to act immediately, the prisoner will be taken into the prison, a kind of high-security fortification.

① Crowd. The voice belongs to another traveler in disguise, desperate to help their friend escape.

② Prison. If the PCs want to break into the prison, they will have to pass three encounters to rescue the prisoner: one on the way in, one when they reach the prisoner, and one on their way back out.

Encounters

Infiltration and Ex-filtration		Freeing the prisoner
1	The guards at the gate require bribes of food before they let you pass.	Prisoner surrounded by four guards in an unlocked room.
2	A huge beast is sleeping in the passage, a cross between a bear and a wolverine.	Prisoner is in a jail cell. A guard with a key slowly patrols the area.
3	A hall full of tripwires. Touching one sets off an alarm bell.	Prisoner trapped inside a mirror. Breaking it frees them, but also causes a lot of noise.
4	An enormous, blind guard-wolf sniffs the corridors, looking for non-Goblins.	Prisoner asleep due to a potion the guards gave them, cannot be woken for one hour
5	A mess hall full of Goblins eating.	Prisoner is in a cage, 20 feet down a well.
6	Several False Alarms, stone heads that will shout warnings at you as you pass.	Prisoner has been given a brainwashing potion that makes them want to stay.

Travelers

	Description	Name
1	Over-eager and enthusiastic Human girl wearing a bowler hat.	Vivian
2	A Dwarf who thinks he can always think of the best plan.	Brockridge
3	A Knight of Yore and her Tortoise steed.	Lady Brindlemarch
4	A Worm who will not stop scolding everyone around her.	Penny
5	A curious Horned Beast with little antlers like a deer.	Moma
6	A Human who tends to talk without thinking.	Dorian

CONSEQUENCES

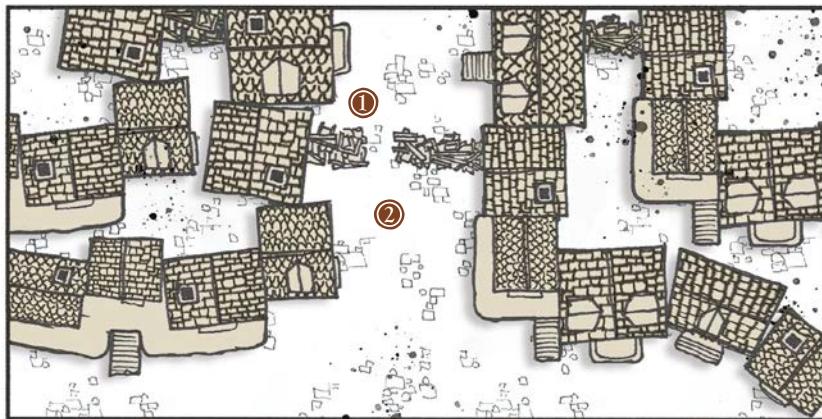
If the party completes all three encounters without being caught, they free the prisoner and may update their progress. The travelers may join them.

If the party fails to rescue the prisoner, they must flee this scene and lose an hour being chased by Goblins. They may not return to this scene without being immediately recognized.



12. THE CHECKPOINT

You can hear shouts and insults up ahead. A makeshift barricade of broken doors, chairs, tables, and other junk has been set up to block the street, and a squad of Goblins is guarding a gap in its center. A line has formed to pass through the checkpoint, where each Goblin is inspected to make sure they aren't a traveler in disguise. The Goblin King must be getting worried.



① **The Barricade.** PCs need to get past the checkpoint in order to continue. Climbing the barricade has a difficulty of 4 for most characters. Goblins will immediately notice and try to capture them.

Note: anyone seen crossing the border will become Goblin City's most wanted. Wanted posters will litter every scene.

② **The Line.** If PCs wait in the line, the Goblins at the checkpoint will see through their disguises upon close inspection. Distractions, bribes, coercion, or other tactics could work. If a PC is vetted as an authentic Goblin, they may be recruited to help screen other Goblins in the line. Others in line mutter among themselves and complain about the hold up.

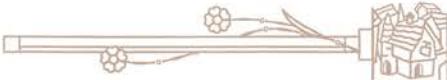
*Do you have anything
to declare?*

No contraband at all?

Get out of here.

- Goblin Clerk





Others in line

	1-2	3-4	5-6
1	A Human in disguise.	Has a letter for the King.	Huge and slow.
2	A Worm in disguise.	Constantly nodding off.	Furious at waiting so long.
3	A Dwarf in disguise.	Keeps trying to skip ahead.	Hungry..
4	Knight of Yore in disguise.	Holding dynamite.	Lunchball Champion.
5	A Firey in disguise.	Riding a Goblin Mount.	Carrying a long ladder.
6	A Night Troll in disguise.	Armor doesn't come off.	Pushing a catapult.



CONSEQUENCES

If the party gets past the barricade,
update their progress.

If they are discovered and caught, they
are locked into the gibbets ([page 184](#))
and lose an hour. They cannot return
to this scene without being recognized.

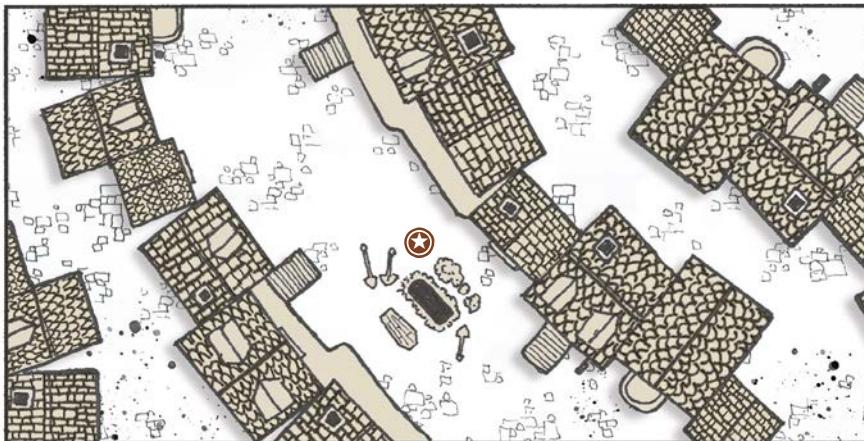


GOBLIN CITY



13. EULOGY

As you cross the street, you find yourself surrounded by a crowd of Goblins. They are all unusually solemn and wearing formal wear... for Goblins. Several of them are carrying a wooden casket that they set down in the middle of the crowd, before pulling out some shovels and starting to dig a grave right in the middle of the street.



Ⓐ **Crowd.** The crowd is watching a Goblin funeral, a ceremony that Goblins take very seriously. Once the ceremony has begun, no one may leave, or the PC will immediately be set upon and unmasked as an imposter. All the Goblins sing a dreary and dreadfully out of tune dirge.

Ceremony. Six Goblins come forward and each place an item belonging to the deceased on the coffin. The PCs are then pushed

forward and asked to give a eulogy about the departed, who everyone knew and loved so well. The PCs have never met the deceased, so they have to improvise using the items as clues. Only one person may speak at a time, and each statement must incorporate and build upon the previous statements.

Unbeknownst to the party, most of the Goblins at this funeral have also never met the deceased, so they will go along with whatever the party says, as long as it fits the clues and isn't completely absurd. Players who realize this can steer the eulogy in a direction of their choosing. After each PC makes a statement, roll to see if the Goblins buy it (difficulty 3, or higher if the PC make a more outlandish claim or contradicting statement). On a failure, a Goblin remembers a real fact about the deceased and contradicts the PC, who can then respond.

Items

	1	2	3	4	5	6
1	A pet goldfish	Fancy scepter	Half-eaten lunchball	A grappling hook	Hot slice of pie	Ring made of stone
2	Book of horrifying sketches	Half-written poetry. Appalling.	A map of the Goblin King's castle	A slowly melting block of ice	Belt buckle with a gargoyle face	A long, trailing red cape
3	Coins from the Human world	Wine older than the Labyrinth	Very long knitting needles	Family tree embroidered on a rug	A masterful painting of a dead fish	Unopened package full of keys
4	Roller skates	Stuffed owl	Spiked boots	Potted cactus	Bird nest	Large gong
5	A broken sword	An open padlock	A set of china plates	An uprooted rosebush	Black shoe polish	A Night Troll fur coat
6	Set of false ears	Red velvet gloves	A military medal	Chunk of dark crystal	A full set of cookware	Very long fork

CONSEQUENCES

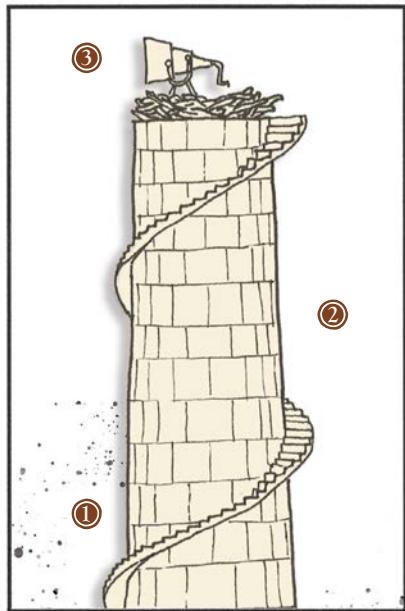
At the end of the funeral, as long as the party's eulogy was generally accepted, they are allowed to continue. Update their progress.

If the party gets caught fabricating the eulogy three times, they are chased out of the scene and lose an hour.



14. OBSERVATORY

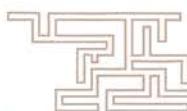
In the center of an open plaza stands a crooked tower more than twice as tall as the rest of the buildings. From the ground, a wooden platform can be seen on the top, supporting a huge makeshift telescope. A spiral staircase winds around the outside of the tower. Winged shapes circle at an unknown height.

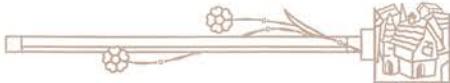


① **Tower.** Goblins passing by the tower will tell the party that large bat-like creatures known as Spüe have taken over the Goblin Observatory and built a nest at the top. They are fiercely territorial and no one has bothered to try and drive them off. It's a shame, because the observatory was the Goblins' only way to get a bird's eye view of the Labyrinth.

② **Spüe.** If the party starts to climb the tower, they will be assaulted by the Spüe. resolve this as an action scene using the tower tracker to mark each PC's location. During each round, the Spüe will attempt a different tactic.

③ **Telescope.** Looking through the telescope, the PCs can see details of any scene they have been to in the past, even outside of the Goblin City.



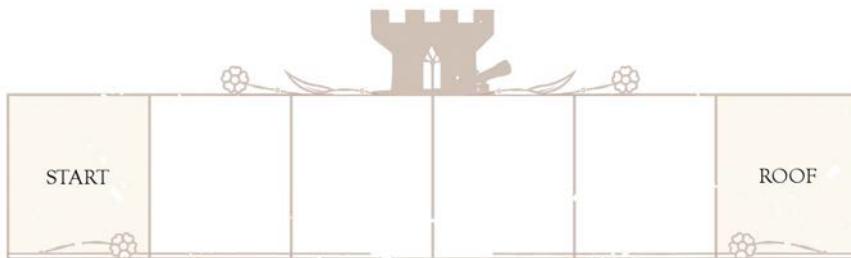


Spüe's Tactics

1-2	Grab PC's arms with their talons and fly about with them, then drop them back to the bottom of the tower.
3-4	Land in front of the PCs on the stairs, attempting to drive them back down by pecking at them and flapping their wings.
5-6	Break off chunks of masonry from the top of the tower and drop them on the spiral stairs, smashing holes that the party has to jump over. If a PC falls, they end up at the bottom.

Tower Tracker

Track progress using a token on the track below. If a section is broken, mark that too.

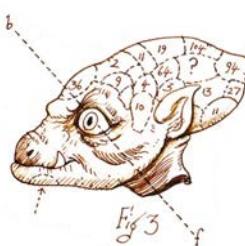


Each round, the PCs can move up one space, unless they fall or are driven back by the Spüe. Destroying the nest or knocking it off the tower will end the fight, and the Spüe will fly away in dismay. The party loses an hour every ten rounds they spend fighting the Spüe.

↔ CONSEQUENCES ↔

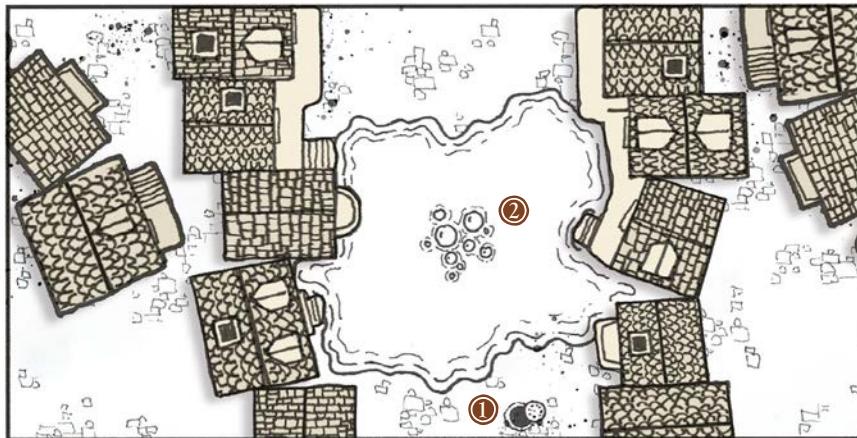
If the PCs manage to get to the roof, the view of the city allows them to see the way. Roll a die and add it to this scene; the total is the number of the scene that the characters can see the way to from their vantage point.

The Goblin King should turn to the appropriate scene in the book, and describe it to the player. PCs may go directly to that scene without rolling when they leave this scene.



15. GOBLIN SEWERS

The street is impassable due to a lake of bubbling sewage. A burst pipe is pumping muck into the streets and no one seems to know how to shut it off. A number of important-looking Goblins are staring at the mess and shaking their heads. Someone is going to have to go down into the sewers and shut it off, and it's definitely not going to be a Goblin.



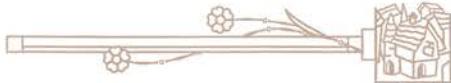
The party can attempt to wade straight through the sewage, updating their progress, but any activities they attempt will be hindered until they find a way to get clean, due to feeling ill from the stench.

On the party's side of the street is an access hatch that leads into the sewer system. Once under the streets, the problem becomes obvious.

① Sewer Hatch. If the PCs are arriving from the sewer entrance on [page 166](#), they will come from this direction.

② Problem.





Problem

1	Strike. The four Goblin sewer workers are striking over having to work in a sewer. They can shut down the flow, but refuse to do so. The party will have to either convince them to return to work or find four new Goblins willing to take their place.
2	Saboteur. The valve controlling the flow of sewage has been turned all the way open, causing the overflow. The wheel that would normally be turned to shut it off has been stolen, probably by a saboteur! To shut the valve off, the party will have to find a way to turn the stiff, rusty hex bolt the wheel was attached to. It's impossible to get a good grip on.
3-4	Flob. A colossal toad named Flob has taken up residence in the sewers, damaging several pipes. The party must find a way to get him to leave. It appears to have crawled up from the Bog of Eternal Stench. He is of an extremely dour personality and detests jokes above all else.
5-6	Burst pipe. Some kind of chemical reaction has taken place within the vats, leading to the pipe exploding up on the street. The sound of bubbling and fizzing can still be heard in the pipe and, if followed, leads the party back to a previous scene of the Goblin King's choice, where a group of Goblins is pouring huge vats of junk down a drain. The party must convince them to stop.

Goblins

	Description	Name
1	Appears shabby and mean. Actually very shabby and very mean.	Trysöp
2	Ex-lunchball star and sufferer from chronic indigestion.	Frölöw
3	Uses stick to check sewer depth, says the job is beneath him.	Hörtenz
4	Worm-tamer searching for Worms to teach logic to.	Eled
5	Huge eyes and a nasty bite which makes you break out in a rash.	Derrüe
6	Wears a scent-enhancing mask to sniff out crime.	Hywr

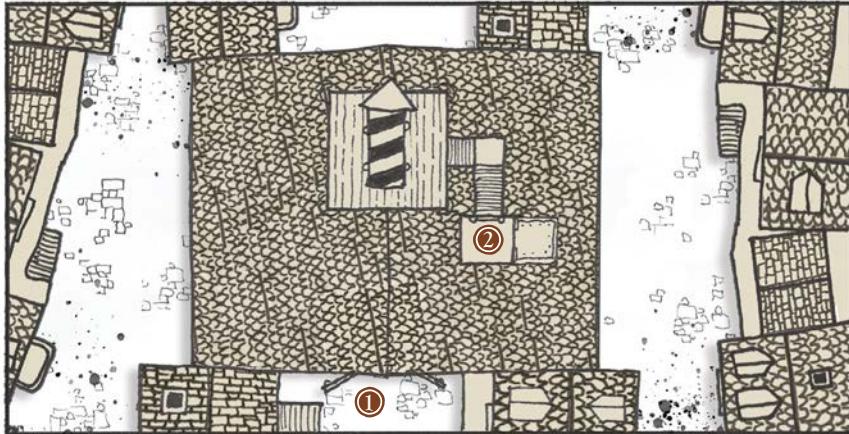
→ CONSEQUENCES ←

If the party can resolve the underlying problem, the pipe stops overflowing and the lake of sewage quickly drains away. Update the party's progress.



16. FIREWORKS FACTORY

With an enormous bang, smoke billows out of the warehouse doors where this street ends. Several Goblins run out, squealing, clothing on fire, and dash past you. Inside the darkened space, you hear raucous laughter.

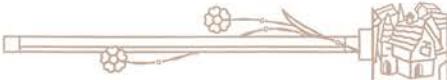


① **The Main Floor.** Inside the fireworks factory, Goblins are assembling explosives and rockets of all types. Ostensibly, this place is for preparing displays to entertain the Goblin King, but in the end it's a warehouse full of gunpowder in a city full of Goblins. Small bangs and shrieks can be heard occasionally as an experiment goes awry. Goblins are willing to trade fireworks for equally exciting items.

② **The Roof.** A small team of Goblins are assembling a rocket the size of a small car. If the party can help them finish it, they will give them directions. The barrel of propellant for this rocket was stolen by a Goblin who can be found in a previously discovered location of the Goblin King's choice.

Note: if the party goes to that location, they will find the Goblin that stole the barrel creating a ruckus.

The Rocket. If the party climbs in the rocket after fueling it, roll two dice and add the results for exploration. If this would take the party to the Goblin King's castle, the party crashes into a random room rather than starting at the gate. No matter where they end up, they arrive in the most explosive and disruptive manner possible.



Fireworks

	Deployment	Sound	Visuals
1	Hand-held tube launcher, short range	Voice shouting "BOOM!"	Pink bubbles
2	Mortar launcher, long range	Deafening squeal	Glowing lavender fog billows out
3	Sparkler stick	Like rain falling on a tin roof	A flash that permanently reverses the colors of everything nearby
4	Throwable	A thunderclap	Bolts of lightning
5	Stationary firework with fuse	Like a forest of songbirds	Pulsing strobe light
6	Explodes immediately	Like someone playing a chord on an enormous pipe organ	A face made of fire, roaring

Ruckus

1	Sitting on the barrel of propellant, wearing flight goggles, and holding a match.
2	Running on top of the barrel as it rolls around the scene. Numerous other Goblins are doing the same thing, in some sort of racing game. It's not clear which Goblin and barrel is the right one.
3	Surrounded by a crowd of other Goblins, holding mugs and singing. They have tapped the barrel and are about to start pouring drinks.
4	The barrel appears unattended, though the mischievous Goblin hides inside, giggling.
5	The Goblin is attempting to hook the barrel up to the main supply of water.
6	The Goblin has just sold the barrel to a group of four hard-looking Goblins.



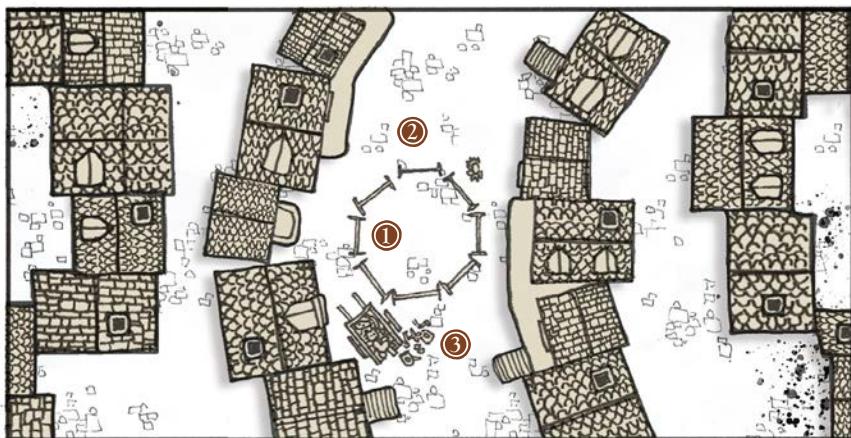
CONSEQUENCES

If they return the barrel to the Goblins, update their progress.

The Goblins then climb into the seats on top of the rocket, launch themselves into the air, and explode.

17. FIGHT CLUB

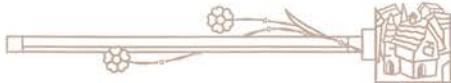
In the middle of the street, two Goblins strapped into tiny automatons fight, clashing with tremendous force. Blades fly, flails swing, and engines churn out black smoke. After a couple of rounds, one Goblin gains the upper hand and hurls his opponent to the ground, crushing his automaton into a sphere and kicking it away. The crowd gathered around goes crazy. Off to the side, some new challengers are quickly assembling new fighting machines from a wagon full of spare parts.



① **Champion.** As the party approaches, the current champion stops them. “No one passes without defeating me!” The party must build their own automaton from the parts available and defeat the champion. Fighting the automaton is an action scene.

② **Crowd.** The Goblins will form a circle around the two robots and they will cheer until one side is unable to continue. Many Goblins bet items on the outcome of the fight, and are more than willing to do so with the PCs.

③ **Scrap.** This rusty pile is full of automation parts and is made up of all the previous contenders.



Automaton parts

Roll three times to see what abilities the champion's automaton has. Then roll six times (re-rolling repeats) to determine the available abilities for the party's machine. They may choose up to three. Only one of the PCs may actually climb inside the machine to fight.

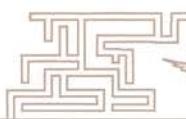
	1	2	3	4	5	6
1	Net launcher	Lightning blast	Shield	Ball and chain	Tank treads	Blinding light
2	Battering ram	Tar blast	Spiked armor	Mace	Roller skates	Disorienting siren
3	Mini catapult	Foam blast	Electro armor	Axe	Spider-like legs	Rhino horn
4	Grapple launcher	Fog blast	Padded armor	Jousting lance	Grenade launcher	Crab-like pinchers
5	Welding torch	Oil blast	Repulsive magneto armor	Arm launcher	Armadillo mode	Hydraulic jaw
6	Jump boots	Wind blast	Sticky armor	Buzzsaw	Unicycle	Spring-loaded fists

If the PCs take their automaton with them when they leave this scene, it will run out of power after one hour.

CONSEQUENCES

If the PC wins the fight, they may continue on their way; update their progress. The Goblins will demand that they leave the robot behind, but the party can still try to escape with it.

If they lose the fight, they lose an hour but may try again.

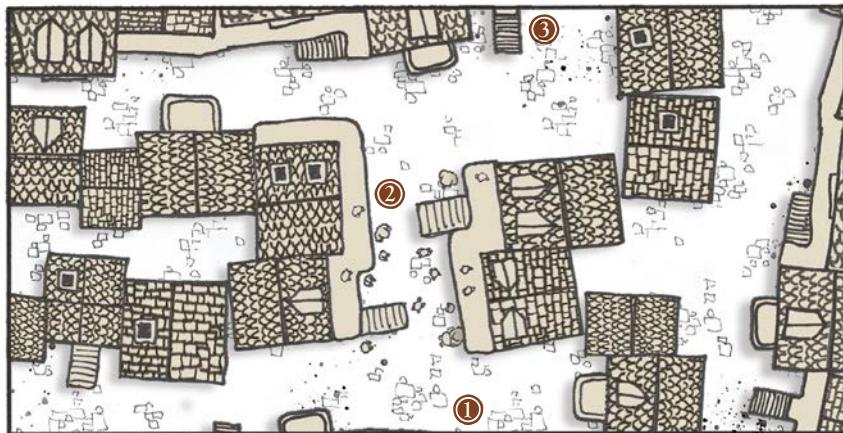


GOBLIN CITY



18. GOBLIN MOTHERS

Dozens of Goblin mothers pack the streets, all on outings with their terrible progeny. The screams, wailing, and bickering is enough to drive passersby mad. Confusingly, many of the children are as large, or larger, than the mothers, making them difficult to distinguish.

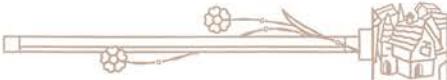


① Entrance.

② Goblin Mothers. A loud gaggle of Goblin mothers is creating an obstruction.

③ Exit.





Obstruction

1-3	Babysitters. Several mothers eye the PCs up and down and declare them to be suitable parents. They then load up the PCs with Goblin children and walk off. The Goblin children were tired of their mothers and are delighted to have a new adult to torment. They will cling to and follow the PCs indefinitely, causing trouble whenever possible.
4	Scrounging. The mothers crowd up around the party and won't let them pass until they hand over at least one food item per PC to help support their "starving brood." They will accept almost anything vaguely edible, but won't always be happy about it. The children will mostly take the opportunity to throw it right back at the party as they try to pass.
5	Wild! The Goblin children are running absolutely wild. They are climbing the walls, jumping off of roofs, battering passersby with lengths of wood, etc. There's no way to get through without being attacked and forced back. The Goblin mothers are sitting on the side of the street, chatting amiably and admonishing their children in the weakest possible way. The mayhem will continue until they are convinced to take stronger action.
6	Party. The Goblin mothers have decided to set up a birthday party for their children in the middle of the street. As security for the event, they have hired six armored Goblin knights, who won't let anyone through. The road is impassable until the party either defeats the knights or finds a way to bribe them more than the Goblin mothers paid (a slice of birthday cake each, which in their defense is shockingly good.)

Goblin Mother

	Description	Name
1	Won't stop polishing her children, they must be kept shiny.	Gürdy
2	Carries her children in a sack, shakes it if they are too loud.	Zobst
3	Her child is an extremely unhappy fish also called Pilch.	Pilch
4	Has leads attached to each of her children and a small chariot.	Terri
5	Her child is twice her size and covered in thick red hair.	Böstle
6	Does not seem to have a child, but is insistent it's right there.	Eled

CONSEQUENCES

If the party manages to get past,
update their progress.

19. THE COOK-OFF

The street is packed with Goblin chefs preparing food. What was once a wide avenue is now a maze of bubbling cauldrons, heavy wooden tables, bushels of weird vegetables, roasting meats, and Goblins scurrying about with ingredients. No one is allowed to pass who is not a chef.



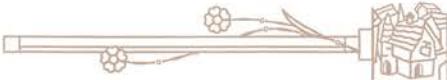
The cook-off is due to a famous Goblin holiday. None of the Goblins have any idea of what this holiday commemorates, but are eager to give you their long, convoluted, incredibly boring theories if you ask.

If the party wants to become chefs in this cook-off, they'll first need to butt in on some other chef's space and take their equipment and ingredients. They will have to create a dish from up to six common ingredients, as well as at least one secret ingredient. Roll three times

on the table to find what secret ingredients they have found. PCs may request up to six of any common ingredient, but each must be rolled for, with a difficulty equal to its number of syllables. On a failure, it can't be found.

Once the party has put their dish together, they must cook it by choosing an amount of effort to put in, from 1 to 6. Each point of effort increases the quality of the dish, but also may cost time. Roll a die. If the result is less than the effort, the party loses an hour.

Finally, the judges will award the dish points: each point of effort gains 1 point, each secret ingredient incorporated gains 1 point, and originality gains up to d6 points. The die rolled for originality may be **hindered** or **improved** based on how much the Goblin King likes the party's idea.



Goblin Holiday

1	The Anniversary of the Great War to Liberate Horseshoes				
2	Toe-Feast Night				
3	The Day After All Owls' Night				
4	The Anniversary of the Collapse of Good Governance in the Labyrinth				
5	The Night of Ten Thousand Joys				
6	The Day of Beyond Reckoning				

Secret Ingredient

	1	2	3	4	5	6
1	Dreamfruit	Fire poker	A large stone	Toe-cheese	Hen's teeth	Live duck
2	Frog's eggs	Pine sap	Roach Honey	Antisalt	Eye Lichen	Badder fish
3	Brownish gravy	Gunpowder	Invisible octopus ink	Black treacle	Blood peaches	Ground snake fangs
4	Stiltt-Bird egg	Night Troll sweat	Luminescent fungi	A roof shingle	Off-brand toothpaste	Cough drops
5	Chocolate frosted sugar cereal	Apple raisins (made from tiny apples)	Tingle pepper (lights your head on fire)	A Firey head (it mocks your cooking skills)	A coffee bean (strong enough to wake the dead)	A potted plant with Fairies sleeping in each flower
6	Gnolfurgis wine (toxic, explosive)	Grit cake (hard as a shingle)	Owl wine (made from owls)	A bagel with everything on it	Aged, gourmet pond scum	A can of dread

CONSEQUENCES

If the party's points are 5 or less, they're clearly not chefs and are driven out.

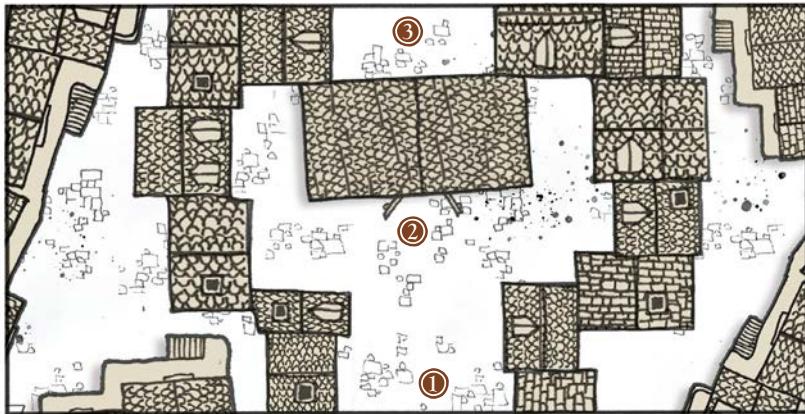
If they score 6-11, update their progress.

If they score 12 or higher, they have won and are renowned as world-class chefs throughout the City. Add "chef" to their traits and take them to the kitchen in the castle (Page 250).



20. THE STABLES

The reek of the stables hits you long before you see it. Hundreds of pens filled with Mounts for the Goblin knights, groaning and roaring day and night. The Goblin King's castle lies beyond it, towering up into the sky.



① Street.

② Stable. The stable is currently in crisis!

Once the crisis is resolved, it will be open for business. Knights with steeds can pass through unheeded, but any other PCs must decide which PCs are steeds and which are riders in order to enter.

③ Goblin Mounts. Lined up in small pens are Goblin Mounts of all sizes and dispositions.



Crisis

1	Races. Impromptu races are taking place between three knights that claim they each have the fastest Mount in the land. They are all exactly the same speed, so the race is being taken over and over again. This will last for an hour, unless it can be proven that one of them (or a third party) has the fastest Mount.
2	Inspection. The Goblin knights are being inspected by their commanding officer and will not allow anyone other than a knight to pass through the scene. Their commander is furious at their lack of discipline and is ordering them to attempt different maneuvers over and over again. This goes on for an hour.
3	Heist. As the party enters the scene, the stables erupt into a cacophony of crashes, animal roars and Goblin shouts. Three Goblins, who are clearly not knights, come bursting out of the stable doors riding Goblin Mounts. Behind them, a group of knights chases them on foot. The thieves would be able to escape quickly, but they have no idea how to control the beasts, and so end up running around in circles. After an hour, if the party has not made their way past this scene without being spotted, roll a die. On a 1-3, the thieves are caught. On a 4-6, they finally escape.
4	Fire. The stables are on fire! Goblins are running everywhere trying to put out the flames (very ineffectively). Goblin Mounts are also running about, completely unattended. If a PC steals a Goblin Mount, they must attempt to get it under control (difficulty 4) before they can use it as a steed. The fire will eventually burn itself out in one hour.
5	Preparations. Mounts are being readied for the jousting contest. The stable hands are unsure which Mount they are supposed to feed a sleeping potion to: the green or the blue knight's? The next scene the party enters is the Jousting Contest (page 222).
6	Everything must go! Goblin Mounts are on sale for cheap. The sales-Goblin in charge seems very shifty and a close inspection may reveal (difficulty 4) that the Mounts he is selling are in awful condition. If he makes a sale, he will disappear as soon as possible.

↔ CONSEQUENCES ↔

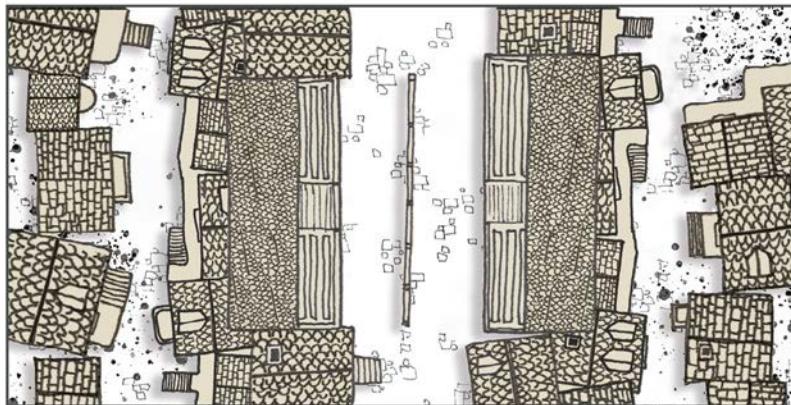
If the party gets through the stables, update their progress.

If they wait for an hour, the crisis here is resolved and they will be able to pass without interference, update their progress.



21. JOUSTING CONTEST

You enter a courtyard crowded with quarreling Goblins. In the very center, four Goblin knights canter back and forth, spears lowered to the joust. As you back away, a reedy voice calls the alarm, and you are surrounded. To your surprise, the knights make you an offer: take part in the celebration and maybe you'll be permitted to head on through the Labyrinth...



The Celebration. Goblin jousting is riven with cheating. In fact, cheating is part of the point! If the PCs participate - or choose to bet on the result - attempts at cheating (especially clever attempts) will be looked on favorably. Conversely, if the Goblins feel the PCs aren't cheating enough (or are fooled by simple tricks) they may start throwing old tomatoes.

The Tourney. The tourney is divided into three bouts, which the Goblins are eager for the PCs to judge - a Goblin from the crowd takes this role if they refuse. A PC wanting to participate may do so if a contestant drops out for any reason. The first bout is the orange knight versus the green knight. The second pits the red knight against the blue knight. The third and final bout is settled between the winners of the first two.



The Bouts

First. The green knight triumphs, but spurs forward before the trumpet sounds.

Interval. Before the second bout, the red knight offers the judge a bribe.

Second. The blue knight triumphs using a series of blows too cowardly even for a Goblin.

Interval. While the crowds are cheering, one of the finalists slips a sleeping draught into the feed of his opponent's steed.

Final. Both finalists cheat, one clouting the other about his head as he gallops past, and the other using a longer spear than is permitted. The judge must bestow the rusted champion's helm to a winner. If they choose the knight who drugged his rival's steed, the champion gives them a bribe.

Goblins

Description	Name
1 A rotund Goblin clutching a book he can't possibly read.	Blorb
2 A scrawny, one-eyed Goblin who giggles incessantly.	Mästfiles-Rex
3 A Goblin who is scared of fresh fruit.	Tremmle
4 A guard in full armor. Won't stop talking about head-banging.	Fäüstüs
5 An aged Goblin knight who keeps falling asleep.	Damæ Möri
6 A Goblin maiden who wants to fight in the tourney.	Süss

CONSEQUENCES

Update the party's progress.

Bribes

1	Bottled Bog of Eternal Stench.
2	Half a rotten apple.
3	A strip of red ribbon.
4	A shiny coin.
5	His special rock
6	His hand in marriage

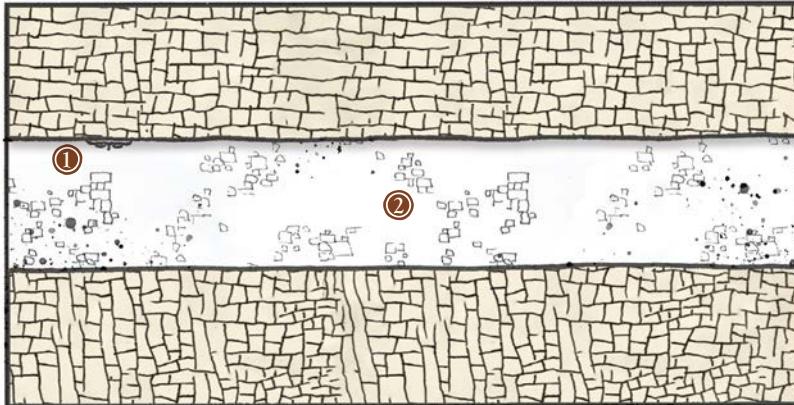
Crowd Reaction

1	All the ladies swoon
2	Triumphant cheering
3	A collective shrug
4	"Boo, you're rubbish!"
5	A single sad "woo"
6	Tomato throwing commences

Update the party's progress.

22. BAD OLD CLOTHES

A pale gray corridor, soft-floored and silent as a spider. Featureless, neat and infinitely straight. In the distance, against the rotten-milk light, something beckons.



① **Old Clothes.** Tattered nasty old clothes hang on a rust-red nail driven into the wall: a top hat, tails, pantaloons, a ratty feather boa, and one old shoe. The clothes are haunted and will follow. Secretly at first, appearing in a pile behind them when they turn around. Then openly. Standing bare. Twitching like a spider when they move. They are a mirror to the PCs, but only echo the darker aspects of their actions. Chase if they run. Attack if they fight. Go berserk if burnt.

② **The Corridor.** The corridor is a trick; a huge muted treadmill, run by muffled Goblins. No matter how far you go, back or forth, you will never find the end. The wall moves away continually. The red nail goes past again and again.

The clothes want to be worn. If you exchange clothes with them, take off your own and put them on, your own clothes will give you a 'thumbs up' gesture and fall to the ground.

The clothes like to dance. If a PC, or player, does anything rhythmic or musical, the clothes start to body-pop. If the character dances with the clothes, they dance along. If you dance, the Goblins laugh and the walls wobble. If you go in both directions, the machine can't run both ways. If the clothes are set on fire and go berserk, the Goblins become so afraid that they scream and flee.



Goblins

	Description	Name
1	Short, ugly and great at impressions.	Müs kül
2	Little round chap with point horns and a pig's face.	Mush Mug
3	Assistant to the Goblin King and wears a pointy hat.	Beetleglum
4	Recently fired assistant to the Goblin King.	Blattergot
5	Tiny green fellow with huge round eyes.	Poxie
6	Wears a poncho and walks the Labyrinth wronging rights.	Unnamed

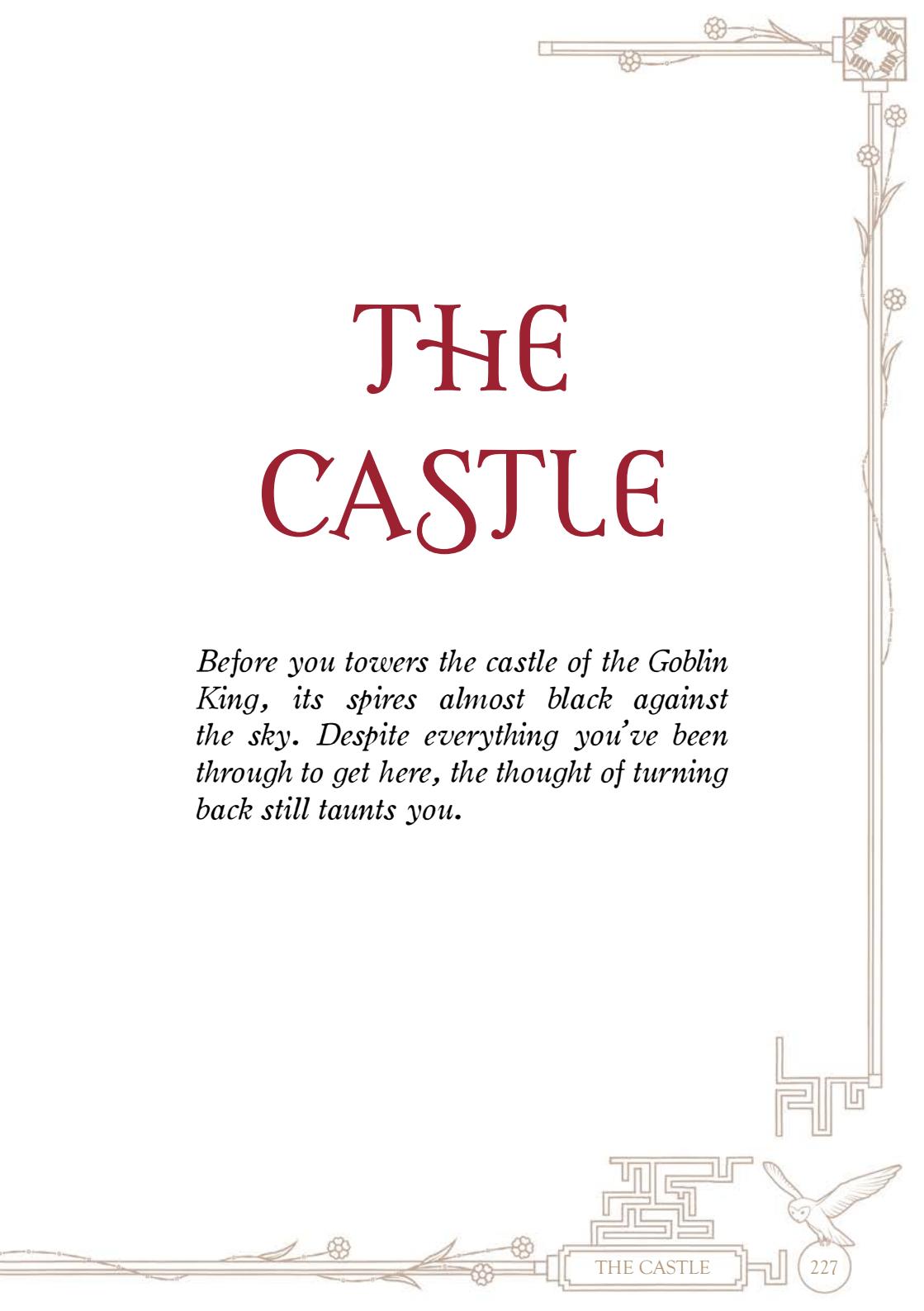
CONSEQUENCES

If the party gets off the treadmill,
update their progress.



226

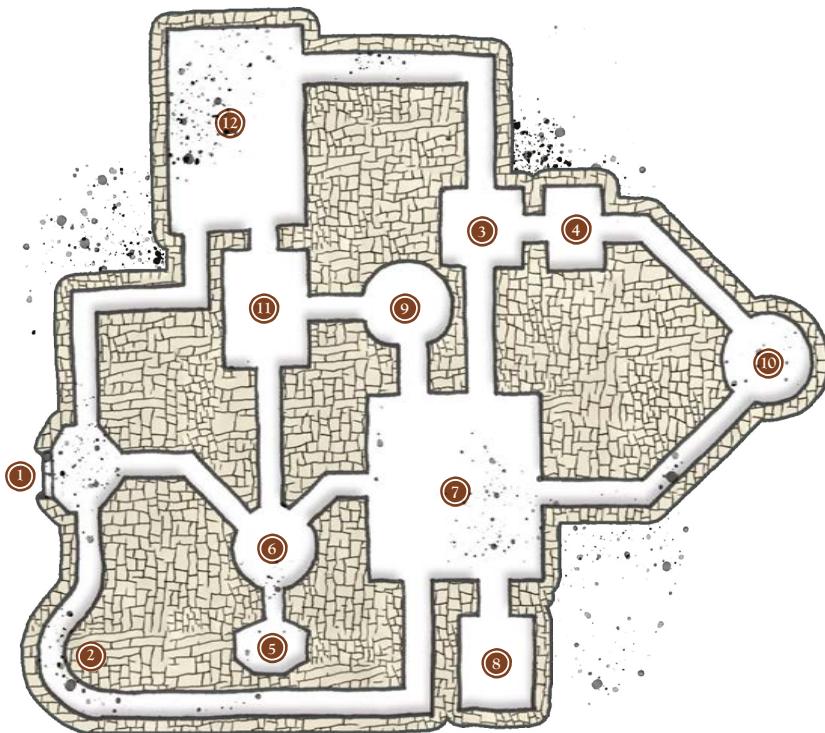
THE CASTLE



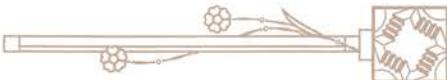
THE CASTLE

Before you towers the castle of the Goblin King, its spires almost black against the sky. Despite everything you've been through to get here, the thought of turning back still taunts you.

CHAPTER SCENES



① The Gate	230
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⑪ The Kitchen	250
⑫ The Armory	252



The finale

The Goblin King is on the run. He never expected you to make it this far, so he is throwing as many obstacles in your path as he can to delay you, while trying to stay one step ahead.

At the start of this chapter, roll 2 dice. The Goblin King starts in the room corresponding to the sum of the dice.

The Castle is an action scene where each round takes around 20 minutes. Every three rounds, the players lose an hour. For this reason the Goblin King is attempting to flee so he is never in the same room as the party. On the Goblin King's turn, use the Castle Map to move him to a room adjacent to the one he is currently in. On the party's turn, have each party member attempt to overcome the obstacle or challenge in the room they are in. If they do so, they may move on to an adjacent room. PCs who fail may not move, and must try again on the next party turn. The party can split to help pin down the Goblin King, but this can make challenges harder to overcome.

NPCs in the castle will freely tell PCs if the Goblin King passed through there recently and which way he went.

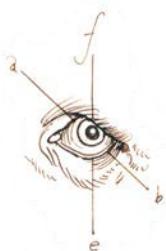
If a PC manages to catch up to the Goblin King before time runs out, they may recite the spell at him (if you don't know it by heart, you can read the text in italics of [page 254](#)), or otherwise show him that their will is as strong as his, and he has no power over them. This forces him to surrender what he stole from the PCs. If this happens, turn to The End, on [page 254](#).

Map

Moving from scene to scene inside the castle is different from the Labyrinth until now. The rooms within the castle link up with each other. You do not need to keep track of progress or roll to explore. Simply turn to the page number provided when leaving the scene.

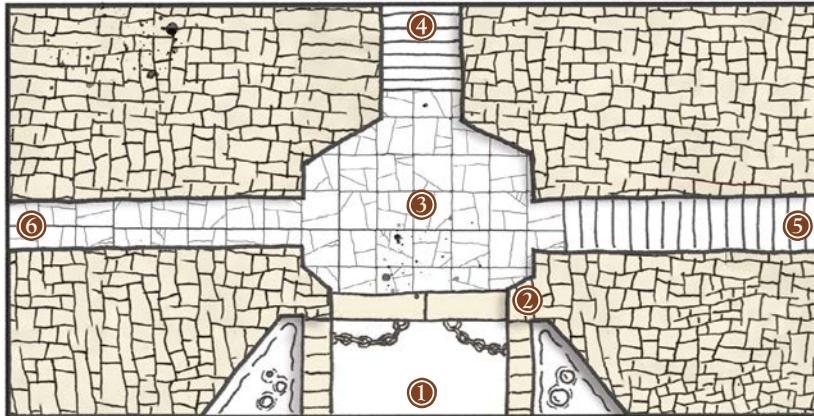
Goblin King

If you need a little inspiration for what the Goblin King might do if he's ever cornered, you can roll on the table at the bottom of the room he is in. Remember, if you have an idea that you think fits better than anything in the table, be sure to do that instead!



I. THE GATE

Ahead of you, the Goblin King's castle looms. A short stone bridge arches over a moat, bubbling with stinking ooze. A pair of massive wooden doors stand shut. Everything is strangely quiet.

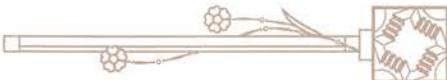


- ① **The Bridge.** Made of paved stone.
- ② **Massive wooden doors.** The doors require great strength to open (difficulty 6, reduced by 1 for each helper). Huge chains connect the doors to the walls, but strangely they don't prevent characters from opening the doors in the slightest.
- ③ **Vestibule.** A long flight of stairs leads up into the castle. There is also a door immediately to the left and right.

Encounter: the first time they enter this room, the gate is unguarded. The second time the party enters this room, roll for an encounter. The third time the party enters this room, use the encounter that wasn't there last time.

- ④ **Stairs up.** Throne room ([page 240](#)).
- ⑤ **Stairs down.** The dungeon ([page 232](#)).
- ⑥ **Long passage.** The armory ([page 252](#)).





Encounter

1-3

The Milkman. A Goblin milk cart is parked in front of the gate, while the milkman carefully deposits several bottles and picks up the empties. He is wearing thick gloves while doing this, as Goblins are horribly allergic to milk (it makes them swell up with gas and float around). He will be indignant if asked why he is delivering milk. His family has been delivering milk for the last 700 years and he's not about to stop now.

4-6

The Entire Goblin Army. The party's infiltration into the castle has finally been noticed, and the entirety of the Goblin army has been summoned! The entrance hall and bridge are packed to bursting with battalions of foot soldiers, knights, cannoneers, and Goblins just here for the entertainment. They can't all fit into the castle, so they're just milling around hoping that the party will show up. Most of them have become quite cranky at the lack of action so far, and are complaining loudly. Several Goblins are making the most of the situation and have started selling snacks. Once they see the party, they will charge after them, but will get lost very quickly in the castle. Getting past the army is obviously very, very challenging.

Goblin battalion

1

Goblin knights with tilted lances; on their backs are more knights with longer lances.

2

A dozen Goblins man a giant cannon that fire other Goblins, porcelain, or confetti.

3

Hot karbibus karbibus vendor tries to sell some snacks to anyone passing by.

4

A turtle of shielded soldiers that advance by running on top of each other's shields.

5

A tsunami of Goblin flesh armed with nets, saucepans, and fire pokers.

6

The crowd clears to reveal one muscular and oily Goblin ready for single combat.

Goblin King

1

Retreat to the throne room

2

Retreat to the dungeon

3

Retreat to the armory

4

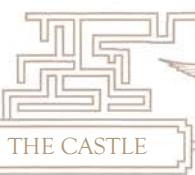
Turn into an owl and fly to the tower

5

Mock the party overconfidently

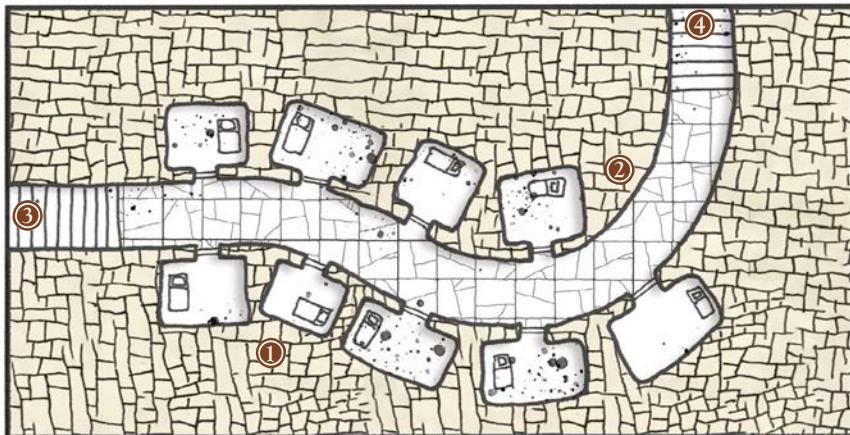
6

Order reinforcements from the city



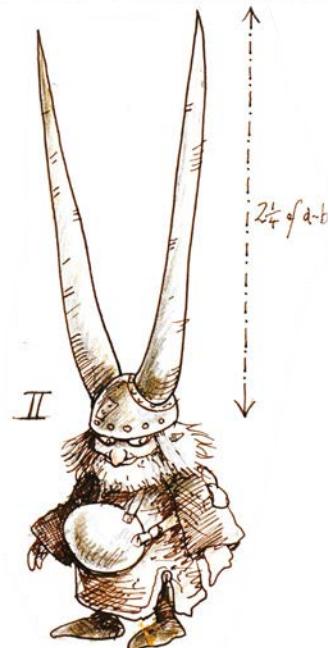
2. THE DUNGEON

The passage slopes down to a long curving corridor lined with prison cells on either side. The place is filled with the stench of decrepitude, as well as the grumbles, moans, and insane chattering of prisoners. Flickering torches on the walls throw long, trembling shadows on the floor.



Dungeon Encounter: each hour there is a new encounter in the dungeon.

- ① Cells.
- ② Cell keys.
- ③ Stairs up. The gate ([page 230](#)).
- ④ Stairs up. The stairway ([page 242](#)).



Encounter

1-2	Escaped Prisoners. Six prisoners have just escaped their cells and are standing in the passage debating their plan. They hadn't thought this far ahead.
3-4	Penumbra. Four Goblins are attempting to wrestle a black, twenty-foot snake into a cell. It's not going well. The snake's name is Penumbra, and she knows the Castle inside and out. She's been living here for years and is so silent and careful that she has only just been caught.
5-6	Ambush. A band of six Goblins is waiting for the party. As soon as they see the party, they will pounce and try to push the PCs into open prison cells and slam the doors. If they are all trapped, the PCs can spend a turn trying to break down the doors (difficulty 4), unless they have another solution.

Prisoners plan

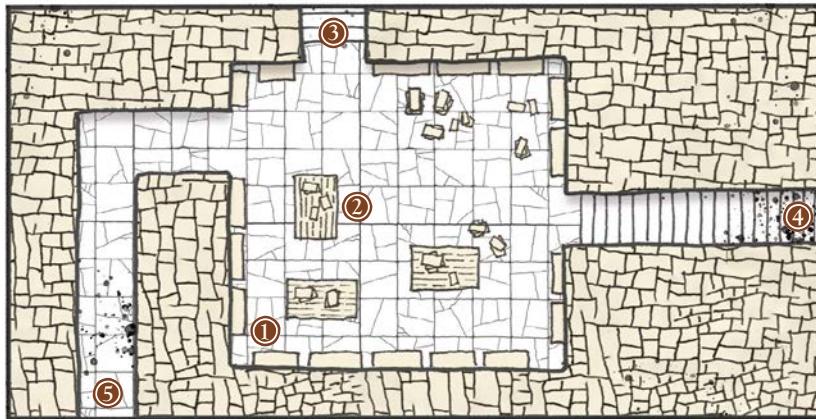
1	Make a run for it. They've heard that there are intruders who are causing a distraction.
2	Steal all of the Goblin King's clothes. It'll be hilarious!
3	Find the Goblins who taunted them and lock them up instead.
4	Find some weapons and lead a revolution. The Goblins just need encouragement.
5	Go back to their cells; it really wasn't that bad.
6	Find something to eat. Isn't there a kitchen around here somewhere?

Goblin King

1	Retreat to the gate
2	Retreat to the stairway
3	Offer riches to the PC willing to betray
4	Demand that the party surrenders
5	Trick the party into a cell
6	Free prisoners to cover his escape

3. THE LIBRARY

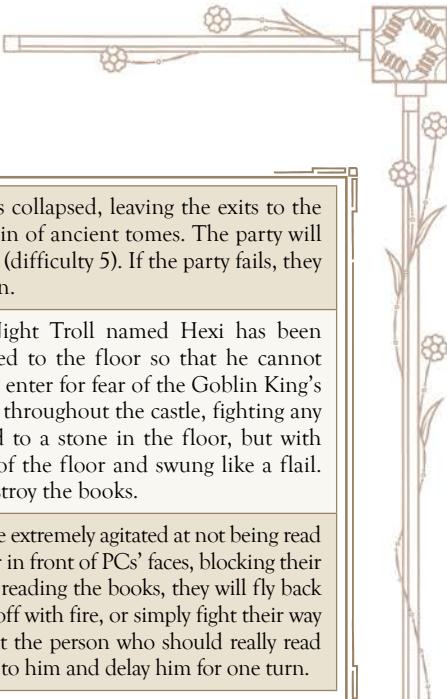
Books are stacked on the floor, on tables, on windowsills, and occasionally even on shelves. Light filters in from tall, narrow windows filled with small window panes. Dust is everywhere. The scents of mold and old leather fill your nose.



The Goblin King's library holds all of the important records, law books, and histories of his kingdom, before the catastrophic Collapse of Good Governance reduced the Labyrinth to its current state of near-anarchy. No one has read these books in hundreds of years.

Room Encounter: roll the first time the party enters the room. This remains until resolved.

- ① Book shelves. Covered in ancient books.
- ② Desks.
- ③ Stairs up. The map room ([page 236](#)).
- ④ Stairs down. The stairway ([page 242](#)).
- ⑤ Long passage. The armory ([page 252](#)).



Encounter

1-2	Avalanche. A number of tall stacks of books has collapsed, leaving the exits to the Armory and Map Room buried under a mountain of ancient tomes. The party will have to unearth them in order to use those doors (difficulty 5). If the party fails, they may try again, but each attempt takes up one turn.
3-4	The Librarian. An ancient, enormously fat Night Troll named Hexi has been appointed as the librarian. He has been chained to the floor so that he cannot leave the room, but he will not allow the party to enter for fear of the Goblin King's wrath. If freed, he will immediately run rampant throughout the castle, fighting any Goblins he comes across. The chain is attached to a stone in the floor, but with enough effort the stone can be lifted right out of the floor and swung like a flail. Hexi can be cowed by credibly threatening to destroy the books.
5-6	Rogue Books. The books in this room have become extremely agitated at not being read in so long. They will fly around the room and hover in front of PCs' faces, blocking their view until they get read. If the party spends a turn reading the books, they will fly back to their shelves, satisfied. PCs may also ward them off with fire, or simply fight their way through them (difficulty 4). If the PCs suggest that the person who should really read them is the Goblin King, the books will fly directly to him and delay him for one turn.

Books

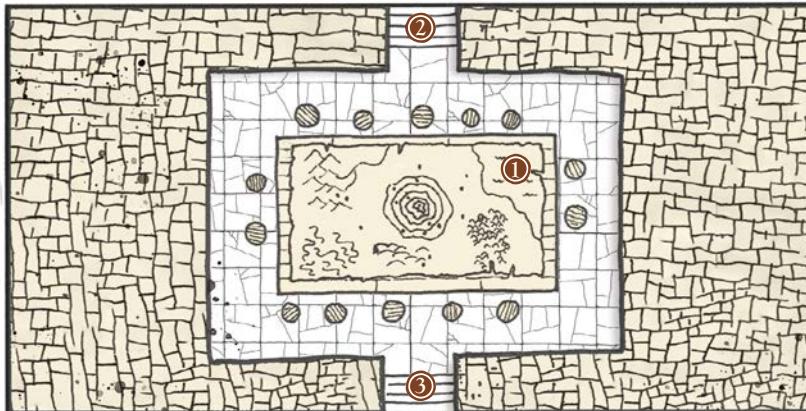
Description	Title
1 A science-fiction portrayal of the futuristic year of 1987.	A World of Tomorrows
2 Stories of brave deeds and daring do.	The Knights of Yore
3 Dictionary containing every word that has never been said.	Entirely Nonsense
4 The final word on Goblinological research.	The Goblins of Labyrinth
5 A tattered little red book of Fairy stories.	The Labyrinth
6 A children's book with colorful yet disturbing pictures.	Rainbow Nights

Goblin King

1	Retreat to the map room
2	Retreat to the stairway
3	Retreat to the armory
4	Trap a PC in a random book
5	Create zone of silence within the library
6	Hide within a random book

4. THE MAP ROOM

On a heavy wooden table that takes up most of the room sits one of the Goblin King's more valuable treasures: a map that allows him to find all of the travelers making their way through his Labyrinth.



Room Encounter: roll on the table the first time the party enters the room.

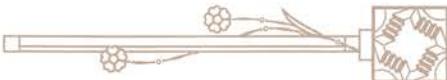
① **Map.** A scale model of the Labyrinth sits on a wooden table. Regions outside the Labyrinth are also mapped. Dozens of carved wooden pieces in the shape of characters of every species are moving about the map in real-time. By examining the pieces on the board carefully, the party can discern where every character in the Labyrinth is at any given time.

Pieces representing themselves are shown to be in this room of the Castle, and the Goblin King's current whereabouts are also displayed. It is impossible to move the pieces. Although they slide around of their own accord, when a PC tries to pick one up they feel as if they are one with the table.

② **Stairs up.** The tower ([page 248](#)).

③ **Stairs down.** The library ([page 234](#)).





Encounter

1-5

Gambling Goblins. Several Goblins are enthusiastically watching the party's progress on the map, and are openly betting on whether they will be able to catch up to the Goblin King. The Goblins will comment on the party's progress so far, and the one betting on the party winning will complain about all the things they are doing wrong. The Goblin betting in favor of the party will give them bad advice such as telling them to search for a secret door where none exists, or telling them that if they sit in the Throne Room he's sure that the Goblin King will come to them.

6

Flimflam. A talking Ferret named Flimflam is examining the map, trying to find his lost traveling companion, a Human named Anastasia. Flimflam is wearing a green forester's outfit and is aggressively friendly and optimistic.

Regions

	1-3	4-6
1	The Great Seas of Silence	The Great Dust Desert
2	The Ruined Shore	The Mysterious Mountains
3	The Terrible Howling Gulf	The Great plain of Hair
4	The Wide Tract of Rottenness	The High Hills
5	The Silent Sepulchre on the Holy Hill	The Labyrinth
6	The Waste of Wandering	Nowhere

Goblin King

1	Retreat to the tower
2	Retreat to the library
3	Surrender
4	Vanish, map shows he's hiding here
5	Move a PC to a random room
6	"All this is yours if you rule with me."



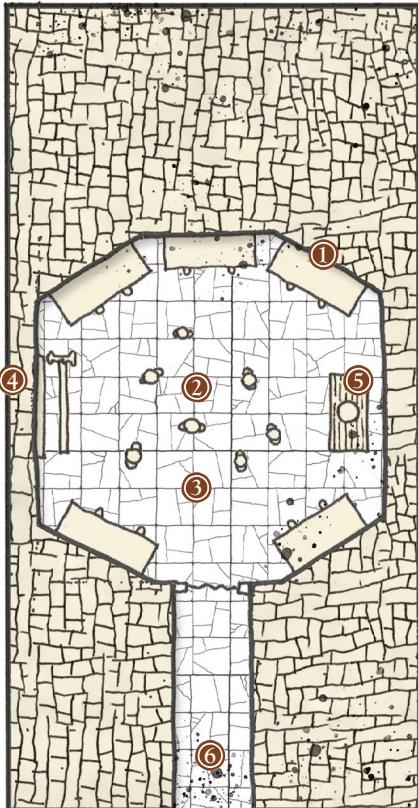
*Are you enjoying
my Labyrinth?*

- Jareth

THE CASTLE

5. THE WARDROBE

Vanity, foremost of the Goblin King's few weaknesses, is on full display here, even when surrounded by the filth and chaos of the Goblin City.



Room Encounter: roll on this table the first time the party enters the room.

- ① **Dressers.** Ornately carved dressers take up most of the walls, stretching up toward the high ceiling.
- ② **Mannequins.** Eerie mannequins in elaborate glittering robes are positioned around the room. Roll two dice and add the results together to find out how many.
- ③ **Skylight.** A stained glass skylight overhead half-covered with vines covers the room in soft, dappled shadows, as if in a forest.
- ④ **Mirror.** A mirror twice as tall as a man hangs on one wall. If a PC holds up an item of clothing, the mirror will show them what they would look like while wearing it. It will also make them look hypnotically beautiful.
- ⑤ **Crystal ball.** Teleports the PC to the ball room when touched ([page 246](#)).
- ⑥ **Curtained arch.** The throne room ([page 240](#)).

You remind me of the babe.

- Jareth





Encounter

1-2	Mannequins. The mannequins surround the party and try to force them back, their mute faces turning to track the PC's movement. They move in short hops, butting into characters in their way. They are surprisingly heavy. If a PC destroys or threatens to destroy any of the Goblin King's clothes, they will focus on them to the exclusion of everyone else.
3-4	Clothes. The drawers of the dressers fly open and robes, vests, jackets, and very tight trousers explode out into the room. They attempt to dress each of the PCs by stuffing them into the clothes, tangling their arms and legs. The clothes can hover in the air and fly about at will. They are terrified of fire or being stained. PCs that try to rip them will have their hands bound by flying scarves.
5-6	Tailors. Some tailor Dwarves are in here, putting the finishing touches on another of the Goblin King's elaborate costumes. They wield all manner of sewing implements. They don't want anyone intruding on their work, but can make you look fabulous in seconds.

Sewing Implements

1	A sewing needle that flies through the air when its owner whistles.
2	Massive scissors that magically do not cut anything but cloth.
3	Pin cushion, anything pinned is stuck in the air until the pin is removed.
4	Tape-measure that comments on the size and shape of anything measured.
5	Sequin-gun that fires a scattershot of sequins onto absolutely everything in a cone.
6	Rickety sewing machine that can create entirely new garments in the blink of an eye.

Goblin King

1	Use crystal to teleport to the ball room
2	Retreat to the throne room
3	Change costume
4	Mannequins morph into doppelgangers
5	Animate clothing to attack PCs
6	Hide in a wardrobe

6. THE THRONE ROOM

The Goblin King's throne room is a disaster. Food, trash, and bits of broken furniture are scattered about, evidence of frequent Goblin parties.



Room Encounter: roll on the table the first time the party enters the room.

① **Circular pit.** In the center of the room, about a foot deep.

② **The Goblin King's throne.** Set up against the back wall, covered in purple drapery. The back and arm rests have been carved in the shape of curling horns.

③ **Bell.** Ringing it will sound the alarm. Goblins will pour into this room hastily equipped with makeshift armor and whatever "weapons" they could scrounge.

④ **A clock with daggers for hands.** Shows how many hours the party has left. Tampering with it will not gain or lose the party any hours.

⑤ **Window.** Through it the party can see all of the scenes they visited in the Goblin City.

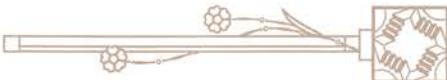
⑥ **Stairs up.** The stairway ([page 242](#)).

⑦ **Stairs down.** The gate ([page 232](#)).

⑧ **Long passage.** The kitchen ([page 250](#)).

⑨ **Arch.** The wardrobe ([page 238](#)).





Encounter

1-2	Goblin Party. Goblins are eating, drinking, fighting, and making an incredible amount of noise. If a 1 was rolled, they are also singing. They will attack the party on sight and attempt to drive them away from the Goblin King's current location.
3-4	War Council. Several armored Goblin knights are sitting at a round table in the pit, arguing loudly about the current course of “the war.” It is unclear what war they are talking about, but it seems to involve puddings. They will chase and try to attack the party once they enter the room, but it will take them a minute to clamber out of the pit.
5-6	Remodelers. A team of carpenter Dwarves is rebuilding part of the room that has collapsed due to an explosion of some sort, probably set off during a Goblin party. They are neutral to the party unless the party has damaged part of the castle, in which case they will automatically know and be furious at them.

Goblins

Description		Name
1	Hoard keeper, a mighty and ruthless warrior.	Candlewic
2	Hoard keeper, a cunning and perceptive rogue.	Låmpsöniüs
3	Hoard keeper, but he also doesn't know what that means.	Agmøür
4	Great bard, mostly repeats the words gusset, scuff, and sparrow.	Aēlst
5	Claims he is edible. Is poisonous unless your name is Valerie.	Müskül
6	Very short since the accident. Pines for his loftier days.	Lætherlēggs



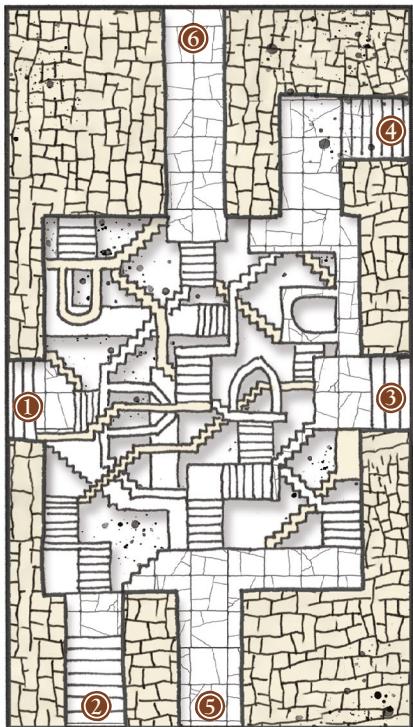
Goblin King

1	Retreat to the stairway
2	Retreat to the gate
3	Retreat to the kitchen
4	Retreat to the wardrobe
5	Sit in his throne one last time
6	“Everything I've done, I did it for you.”



7. THE STAIRWAY

A dizzying sight opens up before you. Staircases, arches, walkways, and balconies tangle and twist in every direction. Many are upside down, sideways, or vertical, and seem at first impossible to climb. An intense feeling of confusion and vertigo overwhelms you.



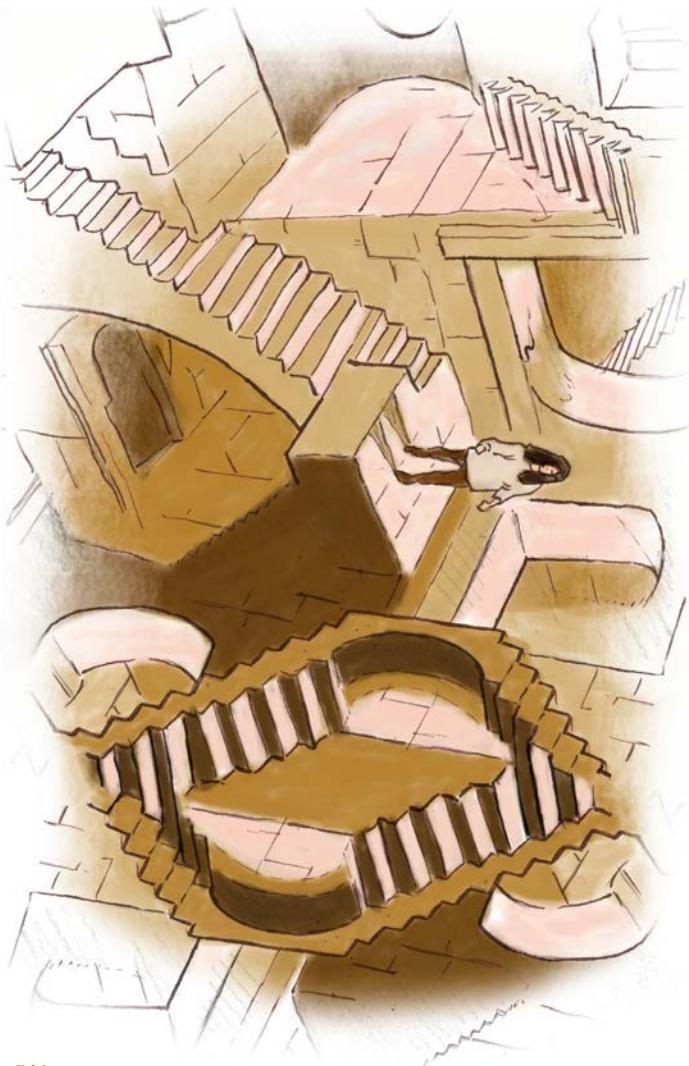
On the stairs, PCs always feel as if they are upright, no matter how they orient themselves. So if the path leads to a wall and the PC decides to walk up it, it feels as if the room rotates to make that surface “the floor.”

There are six doorways on the stairway. Whenever the party tries to reach one of them, they must be very careful to not get disoriented and lost (difficulty 5). If they fail, roll a die to see which doorway they end up at. If they end up at the wrong door they may try again as many times as they wish, but each attempt takes up a whole turn.

The Goblin King is immune to the befuddling effects of the stairway and can move directly to whatever door he wishes. Other NPCs are not so lucky, and always roll a die to see where they end up. The stairway can be a useful room to lose characters pursuing the party.

If the party marks the route from one door to another, they will not have to make a roll the next time they move between those two doors.

- ① **Stairs down.** The throne room ([page 240](#)).
- ② **Stairs down.** The dungeon ([page 232](#)).
- ③ **Stairs up.** The tower ([page 248](#)).
- ④ **Stairs up.** The library ([page 234](#)).
- ⑤ **Door.** The Simulacrum ([page 244](#)).
- ⑥ **Door.** The ball room ([page 246](#)).

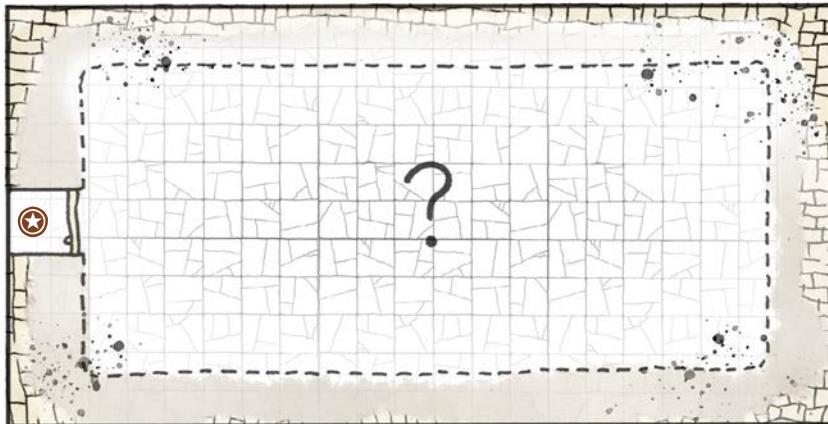


Goblin King

1	Retreat to the throne room
2	Retreat to the dungeon
3	Retreat to the tower
4	Retreat to the library
5	Retreat to the Simulacrum
6	"I ask for so little. Just fear me. Love me."

8. THE SIMULACROOM

Something seems very familiar about this room, and yet...



The Simulacroom is identical to the room in which the players are playing this game, with the exceptions listed below.

All of the doors in this room are fake and do not open, apart from the one the PCs entered by. Forcing a fake door open will reveal a blank stone wall behind it.

The room doesn't have any people in it other than the PCs party and any other NPCs from the Labyrinth that are following them.

The Labyrinth Adventure Game book is not present. All other gaming paraphernalia (papers, pencils, dice, miniatures, etc.) are still there.

If the real room has windows, the view out of them in the Simulacroom is the same as the view in the real world. However, close examination will show that the view is just miniatures or backdrop set up a few feet from the window pane.

If the game is being run outdoors, the Simulacroom is a dome-shaped room about 200 feet wide, with walls painted to look exactly like the surrounding scenery. The door is built into the wall of this dome. The play area is found in the exact middle of it.

Anything physically present in the real-world room can be taken by the PCs and added to their inventory. Rearranging the real-world room also rearranges the Simulacroom. If the players move the play area to another real-world location while outside of the Simulacroom, the Simulacroom will change to reflect its new location as soon as they re-enter it.

★ **Door.** The stairway ([page 242](#)).

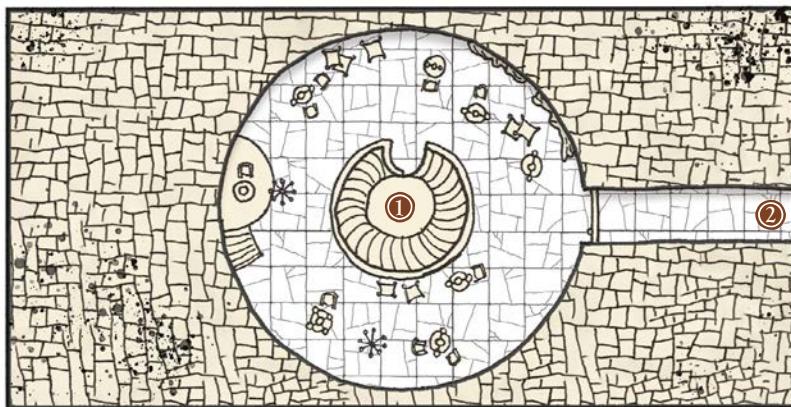


Goblin King

1	Retreat to the stairway
2	Write "Traitor" on a character's flaws
3	Steal the player's character sheets
4	Take a die (can't improve or hinder tests)
5	Try to convince a PC they're imaginary
6	Surrender

9. THE BALL ROOM

A room like a dazzling snow globe, draped in satin and lit by flickering chandeliers and candelabras. Everything seems to spin and swirl. Strange, masked dancers in elaborate costumes laugh, grab your arm, and pull you into the revelry. The room is filled with music that seems to come from nowhere and everywhere.



Room Encounter: roll on the table when the party enter, and every few minutes afterward.

- ① **Spiral stair.** In the center of the room going down to the kitchen ([page 250](#)).
- ② **Door.** The stairway ([page 242](#)).



Encounter

1-2	Join the Dance. The dancers immediately try to grab the PCs and dance with them. The PCs must try to fight the hypnotic power of the dance (difficulty 4) to try and break away. They can try again once every hour, or when another PC tries to pull them away. If the music is disrupted somehow, the spell is momentarily shattered and the PCs can move freely while the dancers clutch their ears and howl.
3-4	The Staircase. The circular staircase at the center of the Ball Room that leads to the Kitchen is surrounded by a dense ring of dancers, who do not want to get out of the way or for the PCs to break the rhythm of the dance. Any attempt to push through the ring (difficulty 5) will be met by the dancers trying to shove them back and throw drinks at them.
5-6	The Banquet. The whole room is packed with a maze of banquet tables, piled high with the most tantalizing food imaginable. A character eating any of it must resist being compelled to sit and eat (difficulty 6). There is no easy way to get through the room to the door on the other side without running across the tables. Climbing on the tables will cause the banqueters to grab at the PC's ankles and try to drag them down.

Dancers

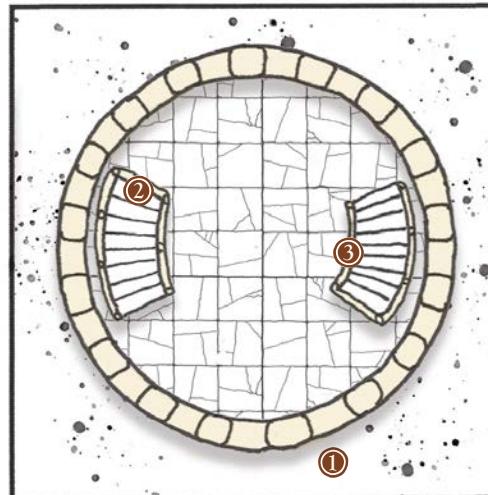
1	Elegant suit and a two-faced snake mask. His back is identical to his front.
2	Flowing ballgown and hawk mask. A team of Goblins operates underneath the skirts.
3	White suit with a black shirt and spider mask. Hands are extremely sticky.
4	Immaculate suit, ten foot long tails, and a weasel mask. Dances as if someone hit rewind.
5	Color-changing dress and a mouse mask. Dances faster than seems possible.
6	Blue dress with ribbons and a peacock mask. If ribbons are pulled, will spin like a top.

Goblin King

1	Retreat to the kitchen
2	Retreat to the stairway
3	Don a masquerade mask
4	Change the music to a sinister tune
5	Ask a PC for "one last dance"
6	Taunt the PCs

10. THE TOWER

The parapet of the castle's highest tower offers an unparalleled view of the Labyrinth. The Goblin City, Land of Yore, Hedge Maze, and Stonewalls are all spread out below in all their perplexing glory.



Room Encounter: roll on this table the first time the party enters the room. This encounter persists until it is resolved.

- ① **Look out.** The gate can be seen far below ([page 230](#)).
- ② **Stairs down.** The stairway ([page 242](#)).
- ③ **Stairs down.** The map room ([page 236](#)).



Encounter

1-2	Bird Nests. The battlements are covered with birds nests. Disturbing them will cause all of the birds to fly into a rage, making this room impassable until the party finds a way to pacify them (probably with food). Sneaking past the bird nests has a difficulty of 4.
3-4	Lookout. A Goblin stands near the edge of the tower, staring out into the Labyrinth. He is supposed to give the Goblin King reports of unusual activity, since the map room only shows the movements of characters. Even with his spyglass, his eyesight is terrible and he is getting increasingly worried that the Goblin King will ask him for a report. If the party gives him news of an unusual event in the Labyrinth, the lookout will give them a Sphere of Shadow, which when shattered makes a room pitch black until the party leaves it.
5	Thunderstorm. There is an extremely localized thunderstorm happening just at the top of the tower. Anyone standing here is soaking wet and leaves obvious footprints for the next three rooms. If the Goblin King has been through this room, they will be able to track him.
6	Collapse. The tower has become so dilapidated over time that it's about to collapse. Even the slightest breeze causes the whole tower to tilt sickeningly. All characters on the right side of the tower must roll a die. This will set the difficulty of balancing the tower for the characters on the left. If all characters are on the same side of the tower, it will begin to topple. If it falls, the tower crashes into a random Castle scene.

Birds

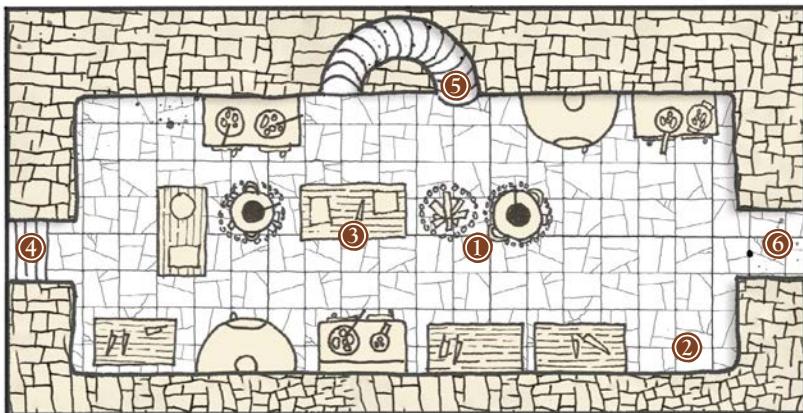
	Description	Name
1	Cynical, loud, and very eager to sit on your head.	Hat birds
2	Brown owls covered in snow which falls off when they fly.	Snowy owls
3	Enormous vulture the size of a school bus.	Carrión
4	Flock of hummingbirds as small as wasps, swarm anything sweet.	Hum-bugs
5	Feathery snake with a goose head at each end. Poor disposition.	Goossoog
6	Ostrich with blue iridescent feathers and legs ten feet long.	Stiltt-Bird

Goblin King

1	Turn into an owl and retreat to the gate
2	Retreat to the stairway
3	Retreat to the map room
4	"I've been generous 'til now. I can be cruel!"
5	Attempt to force a PC off the tower
6	Faux surrender

II. THE KITCHEN

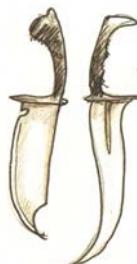
The kitchen is full of blazing heat and the aromas of woodsmoke, spices, and roasting meats. A dozen Goblins work frantically to prepare a huge meal. None of them seem to have any idea of how to cook. One unusually large, rotund Goblin in an apron struts around inspecting the food and shouting insults at his underlings.



Room Encounter: roll on the table each time the party enters the room.

- ① **Fire pits.** Giving off acrid smoke, bubbling cauldrons filled with unidentifiable slop splash as Goblins throw in ingredients.
- ② **Meat.** Carcasses of weird beasts hang from the ceiling on hooks, ready to be butchered.

- ③ **Tables.** Piled with unidentifiable animal and vegetable ingredients.
- ④ **Stairs down.** The armory ([page 252](#)).
- ⑤ **Stairs up.** The ball room ([page 246](#)).
- ⑥ **Long passage.** The throne room ([page 240](#)).



Encounter

1-2	<p>Soup Spill. One of the vats used to boil the chef's specialty, Pantagruel, has spilled all over the floor. Half of the Goblins are standing on chairs and tables, while the rest are sliding around the floor, trying to avoid the boiling liquid and yelping in pain. To get across the room, the PCs can try to climb across the furniture and push the Goblins out of the way, or try to find a way across the floor without burning themselves.</p>
3-4	<p>Taste Test. All of the Goblins are lined up with samples of their food for the chef to taste, blocking the party's way. If the party tries to push past them, the Goblins will dogpile on top of them and try to drag them over to a soup cauldron. If the party manages to evade capture and escape out the other door, the chef will become enraged and begin chasing them around the castle with a ladle.</p>
5-6	<p>Still Kicking. A cut of meat is still kicking! In fact, it's a whole Knight of Yore! One of the cauldrons of soup explodes as Sir Flavian leaps forth, rapier drawn, and begins attempting to duel with the Goblins, who mostly try to stay out of his reach and throw knives and potatoes at him. If the party is still wearing Goblin disguises, Sir Flavian will attempt to duel them as well, preventing them from moving through the room. He is a master swordsman and knows no fear.</p>

Goblin

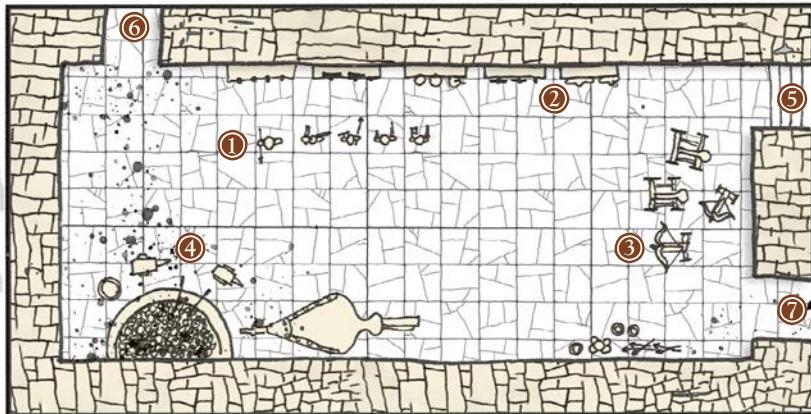
Description		Name	Job
1	Puts earwax, sweat, and tears into her dishes.	Weech	Head Chef
2	Tiny and full of a well-earned anger.	Grüempty	Waiter
3	Drippy, sneezy, and essential to Goblin cooking	Stench	Sous-chef
4	Gills, large plate-like eyes and flippers.	Pilch	Fish Chef
5	Iron grip, and loves to shake hands.	Böegiböe	Butcher
6	Cleans dishes with his long tongue.	Slippy	Dish washer

Goblin King

1	Retreat to the armory
2	Retreat to the ball room
3	Retreat to the throne room
4	Command the Goblins to attack
5	Create a cloud of smoke
6	Animate vegetables to restrain the PCs

12. THE ARMORY

A long hall stretches out before you, packed with the finest assortment of military equipment Goblins can scavenge. The whole place smells of rust and oil.



Room Encounter: roll on the table each hour. If a problem is not resolved, they begin to stack.

① **Dummies.** Practice dummies stuffed with straw. Arrows, knives, and the odd axe protrude from them at crazy angles.

② **Racks.** Armor and weapon racks laden with anything a Goblin knight could want.

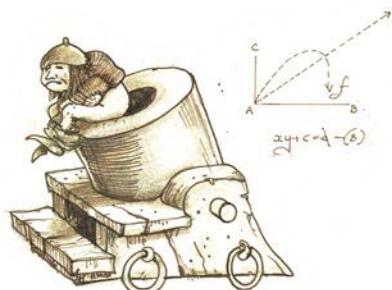
③ **War engines.** Such as catapults or ballistas. Ammunition for them, some of it quite explosive, is stored nearby.

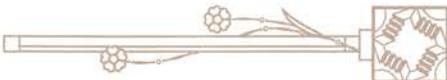
④ **Anvil and forge.** The forge is red hot and a pair of elephant-sized bellows stand ready to inflame it to apocalyptic temperatures.

⑤ **Stairs up.** The kitchen ([page 250](#)).

⑥ **Long passage.** The library ([page 234](#)).

⑦ **Long passage.** The gate ([page 230](#)).





Encounter

1-2	Brawl. A dozen Goblins are engaged in a protracted brawl, ranging across the whole room. Most of them are armored to one extent or another, and are enthusiastically bashing each other over the head with whatever weapons they can find. The racket is deafening. The Goblins are not concerned with chasing or capturing the party, but are delighted to have some new targets to bash.
3-4	Target Practice. Several Goblins are “testing” the war engines, launching large rocks, pots of oil, and live chickens toward a randomly selected door. PCs must dodge the incoming barrage (difficulty 4) in order to use that door, or find a way to make the Goblins stop.
5-6	The Forge. The forge is in full swing, as a dozen Goblins work to churn out increasingly bizarre weapons for the Goblin army. Several Goblins work the bellows, several hammer glowing metal, several quench the metal, and several polish and sharpen it. Unfortunately, they do these tasks in a semi-random order, so it takes a very long time for anything to get done. In the meantime, the floor is covered with hundreds of sharp, twisted metal objects. The party may try to sneak past the Goblins, avoiding the debris (difficulty 4), but if they fail, the Goblins will charge at them with red-hot, half-finished weapons.

Goblin

Description		Name	Job
1	Very skilled. Refuses to make non-unique items.	Isky bisqué	Blacksmith
2	Covered head to toe in soot, he is completely black.	Smith	Simpleton
3	Rail-thin, fully-kitted in avant-garde battle-plate.	High-fen	Fashion designer
4	Wears scent-enhancing mask, and seems excited.	Löwr	Steel smeller
5	Has extending legs to help him reach the bellows.	Barnäbüs	Bellower
6	Is covered in burns and steams softly. Loves his job.	Hillocke	Quencher

Goblin King

1	Retreat to the kitchen
2	Retreat to the library
3	Retreat to the gate
4	Animated sword attack (Goblin holds on)
5	Command the Goblins to defend him
6	Animate the fire to block passage

13. THE END

"Give me the child. Through dangers untold and hardships unnumbered, I have fought my way here to the castle beyond the Goblin City to take back the child you have stolen, for my will is as strong as yours and my kingdom as great..."



Once the PCs have faced the Goblin King and forced him to return that which he stole, they have won the adventure! It is up to them what they do with the Goblin King.

Ask your players to tell you about what happens next now that they are free to leave the Labyrinth. If they are Human, they may return to the real world. If they are not, they may live in a less harsh Labyrinth ~ perhaps they wish to live in one of the areas they explored during the game?

If any characters would like to usurp the Goblin King, they may take his place. That player now takes the adventure book and can run it the next time you play.

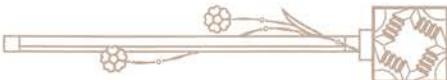
If you would like to continue with the same characters, you can create new adventures, either in the Labyrinth or in worlds of your own.

Whatever the players decide, each should sign the guest book on the opposite page as proof that they defeated the Labyrinth.

...you have no power over me.

- Sarah





Guest book

Sarah
HOGGLE
LUDO

Sir S. P. Iyer







TOOL KIT

Within these pages you will find the bestiary and tables. These are tools that help you to generate creatures, characters, and curios within the Labyrinth. Perfect for Goblin Kings who want to create their own scenes and adventures.



THE BESTIARY

Black Hart

This huge black stag has antlers that appear to be pale ivory. During the hours from 10 to 12, it may emit a cry that makes all Goblins in the scene deathly afraid. Some say that the Black Hart can skip between worlds, and that those that hunt it are led into the Labyrinth where they are lost forever.

Brick Keepers

Beneath the flagstones in the stonewalls and the boulders out in the wild, these little characters make their homes. If a home is uncovered, simply roll on the table below to give it some flavor.

Random Brick Keeper homes

1	Smoke billows out of the paving stone; the Brick Keeper has a long pipe.
2	A thousand Brick Keepers an inch tall live under a mosaic; they can change the image.
3	Tired parents have just gotten their kids to sleep; they are now bawling their eyes out.
4	A giant Brick Keeper shakes one fist while clutching at the bath towel round his waist.
5	Purple, and with long ears that get caught in their paving stone when it closes.
6	A group of Brick Keepers around a green table playing a card game.

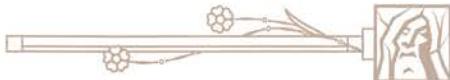
Cricket Man

Very rarely seen, these tree-dwelling creatures can leap from branch to branch with incredible speed. A Cricket Man calling himself the 'Sparrow Prince' can be found on [page 136](#). At night the violin-like sounds of the cricket men's songs fill the air.

Door Guards

Obsessed with riddles, these goat-like beings guard doors within the Labyrinth. They offer mind-bending challenges to any who wish to pass. You can find a selection of riddles on [page 75](#) or online.





Dwarves

Caretakers of the Labyrinth, Dwarves are quite commonly seen fixing masonry or tending to gardens. Grumpy and industrious, Dwarves are always nearby fixing something the party just broke, or setting up a bizarre challenge just around the next corner. Dwarves like sturdy, well-built things, unions, and the satisfaction of a job well done.

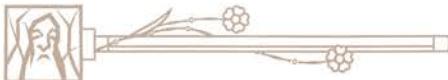
Random Dwarf

	Personality	Tools	Job	Mannerism	Loyalty
1	Vain	Shears	Gardener	“Well actually...”	The Goblin King
2	Paranoid	Hammer and chisel	Mason	Wheezing and puffing	Other Dwarves
3	Irascible	Spray gun	Exterminator	One-word answers	Themself
4	Cowardly	Mortar board and trowel	Plasterer	Whispers	Most powerful nearby character
5	Obsessive	Wrench	Plumber	Chatterbox	Their work
6	Brazen	Handsaw	Carpenter	Shouts	Travelers

Dwarf names

	1	2	3	4	5	6
1	Drog	Hedge	Gasket	Cato	Murl	Pender
2	Peskle	Ramses	Ruddle	Zeb	Julip	Vole
3	Frum	Hatchet	Montgomery	Wumpit	Ned	Twill
4	Quid	Gloon	Stunch	Nog	Tomble	Chester
5	Grolo	Ognar	Gulg	Tristum	Polk	Brissle
6	Tromble	Moot	Napo	Frond	Bracken	Gad





Eye Lichen

The Goblin King watches everything that goes on within his walls. If your players say or do anything seditious while in sight of Eye Lichen, make a note of it.

Fairies

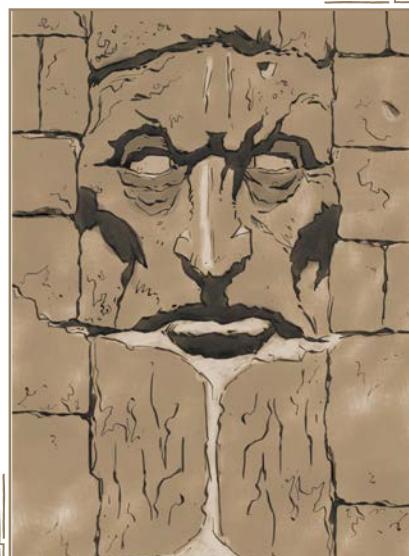
Fairies in the Labyrinth come in all shapes and sizes. They live naturally in the wild places, but are considered pests in the Stonewalls, Hedge Maze, and the Goblin City.

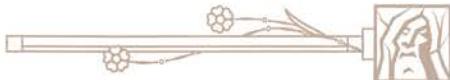
Random Fairy

	Name	Personality	Appearance	Habit
1	Honeyseed	Malicious	Always damp with nectar	Spreads sticky resin on the ground to trap prey
2	Mornblossom	Industrious	Glows golden	Hides in flowers
3	Duskbell	Irritating	Carries silver bells	Makes tinkling bell sounds to lure prey
4	Summerweed	Suspicious	Covered in mossy growth	Hides in the grass for an ambush
5	Moondrop	Oblivious	Freezing cold	Spreads frost wherever it touches
6	Thistledew	Regal	Covered with tiny hooked spines	Sticks to unsuspecting victims and rides along

False Alarms

These giant stone heads shout warnings about everything and anything. Often their advice can be very misleading. A False Alarm gets great satisfaction from performing its duties, but very rarely do they meet anyone who will listen.





Fireys

Bright orange and covered in soft fur, Fireys are always down for a party. The most notable ability Fireys have is the ability to remove body parts at will and move those parts while away from their body, which is very useful for looking around corners! Fireys can also create small flames from the tip of their finger, which is useful for lighting up dark dungeons.

Random Firey

	Name	Personality	Appearance	Ability
1	Primus	Spacey	Long ears	Fantastic climber
2	Secundus	Busybody	Mustache	Can leap huge distances
3	Tertius	Hotheaded	White fur	Great dancer
4	Quartus	Serene	Bulging eyes	Excellent aim
5	Quintus	Jolly	Long beak	Can do great impressions
6	Hextus	Loyal	Overweight	Moves silently

Giant Turtle

Only one Giant Turtle is known of in the Labyrinth. Her name is Panjandra and she resides within an ancient swamp. Despite her age and habitat, Panjandra is surprisingly fragrant.

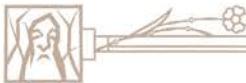


Giant Badger

Rare, nocturnal, and often shy, Giant Badgers have come to the Labyrinth from far away and try not to make a fuss. They speak very eloquently and have impeccable etiquette. Below are some suggestions for Giant Badger names.

Random Giant Badger

1	Duke Hurrumph
2	Cobblesmythe-Green
3	Dairywick III
4	Bledgewhite-Bledgewhite-Whitley
5	Fustlewhooop McConnor
6	Digburt Wayne-tout Jr



Goblins

Goblins come in all shapes, sizes, colors, and personalities. Goblins are by far the most common creatures in the Labyrinth, and there are many areas where a Goblin can walk unaccosted that other characters would fear to tread. Goblins swear allegiance to the Goblin King, and as such, most would never oppose him.

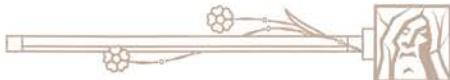
Random name

	1	2	3	4	5	6
1	Gurdy	Qüiver	Blorb	Weech	Isky bisqüe	Fødder
2	Zobst	Luerk	Mästifiles	Grüempy	Blattergot	Pöngö
3	Pilch	Bübl	Tremmle	Stench	Nive	Skøåt
4	Skubbin	SqEEK	Fäüstüs	Tömö	Löwr	Böing
5	Böstle	Püg	Beetleglum	Böegiböe	Barnäbüs	Sneek
6	Eff	Mush Mug	Süss	Poxie	Zitzie	Spürgüs

Random appearance

	1	2	3	4	5	6
1	Pointy helmet	Cape	Pantaloons	Bulbous nose	Bat wings	Bird wings
2	Beaked helmet	Chainmail	Bulky gloves	Bird feet	Warty skin	Hooves
3	Mushroom growths	Spherical armor	Massive horns	Feathers	Bulbous eyes	Toothless
4	Mysterious mask	Droopy ears	Monkey face	Spiked tail	Bushy hair	Beard
5	Hunchback	Shaggy fur	Reptilian face	Spiked armor	Monkey arms	Shapeless robe
6	Scales	Beaked face	Cooking apron	Striped clothing	Protruding teeth	One eye





Random equipment

	1	2	3	4	5	6
1	Oversized scissors	Mace	Wrench	Paint bucket and brush	Gong	Jousting lance
2	Monocle	Spiked flail	Ladle	Spiked censer	Drum	Grenades
3	Tower shield	Bag of feathers	Cooking pot helmet	Bag of dice	Dark goggles	Crossbow
4	Battle axe	Mancatcher	Tiny hammer	Serpent sword	Battle standard	Miniature catapult
5	Potted plant	Hurdy-gurdy	Cleaver	Whip	Battle horn	Fake wings
6	Polearm	Battering ram	Banana	Nipper stick	Tobacco pipe	Miniature cannon

Random behavior

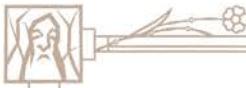
	1-3	4-6
1	Keeps trying to sneak away to relax.	Assembling a lot of other Goblins into a personal horde.
2	Maniacally aggressive, attacks everything in sight.	Competitive head-butting.
3	Always hungry, constantly foraging for unlikely foods.	Riding on the shoulders of the largest creature in the scene.
4	Composing Goblin operas on the side.	Ineffectively crushing imaginary insects that torment them.
5	Collecting more and more pieces of scrap armor.	Inventing and enforcing arbitrary laws.
6	Racing other Goblins at high speeds through the Labyrinth on Goblin Mounts.	Marching, with perfect form, in the wrong direction.

Goblin Mount

Goblin knights can often be seen riding a strange dinosaur-like mount. Using these critters to get around is not much faster than walking, but it is more fun!

Random features

1	Long-jumping
2	It can repeat words it's heard
3	Long sticky tongue for grabbing
4	Can track Goblins through any terrain
5	Narcoleptic
6	Understands English perfectly



Gossossg

This bird is a long feathery snake with two duck-billed heads. Its shimmering plumage comes in a variety of colors. The two ends of the creature often have differing attitudes and opposed interests.

Griffon

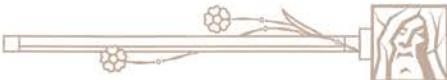
A Griffon has the head and wings of an eagle and the body of a lion. While the adults are terrifying and the kitten hatchlings nightmarish, they are intelligent and can often succumb to flattery.

In the Hedge Maze resides a Griffon and a Sphinx called Franz and Cleo. It is said that they are the only creatures of their kind. They are always seen together and often overheard playing games, the rules to which only they understand. They can be encountered on [page 114](#).

Helping Hands

The Helping Hands are a cluster of thriving hands that operate the substructure beneath the Labyrinth. They can come together in groups to emulate crude faces or hand gestures to communicate with others. They like to follow orders and can become easily confused when given complicated instructions.





Horned Beast

Big, furry, and scary to some, Horned Beasts are a powerful friend to have. They are known for their wild nature, with many denizens thinking them not much more than beasts, though few would dare say it to a Horned Beast's face. A Horned Beast struggles to fit in some of the smaller passages of the Labyrinth, and may cause some damage to fragile things, even if they don't mean to.

Horned Beasts also have a ability to mentally control a type of object. When making a Horned Beast character, choose any type of object, or roll on the table below. The Goblin King has final say on what type of object can be controlled using this ability. Most Horned Beasts can only control a few small objects at a time, but with training and skill, their power will only increase. Note also that a Horned Beast cannot create objects or change their shape.

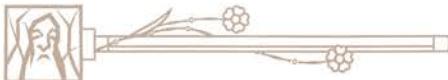
Random Horned Beast

	Name	Fur Type	Fur color	Appearance	Nature
1	Moro	Matted	Rust red	Ram horns	Curious
2	Noby	Brushed	Lavender	Antlers	Naive
3	Yama	Muddy	Inky black	Long tail	Feral
4	Rufo	Woolly	Moss green	Huge tusks	Skittish
5	Waru	Stringy	Swan white	Long claws	Bossy
6	Lupe	Long	Midnight blue	Long tongue	Pathetic

Random power

1	Can summon water out of the ground, which slowly rises up to a foot deep.
2	Can summon leaves, which whirl around them in ribbons of wind.
3	Can summon fog, which slowly blankets the scene.
4	Can summon ants, which march up from the ground and obey the Beast's commands.
5	Can summon monoliths, which push up from underground up to 10 feet tall.
6	Can summon vegetation out of the ground, which quickly grows into grass five feet tall.





Human

They are an oddity in the Labyrinth to be sure. Most Humans enter the Labyrinth from our world and few stay for long. A Human is considered strange by many of the denizens of the Labyrinth; some may even react with hostility to their presence. Humans are pretty good at a lot of things, able to compete with other races in athletics and academics. Their unique perspective allows them to solve problems the locals didn't even know they had.

Random Human

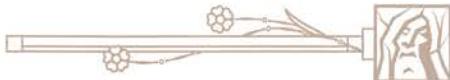
	Name	Personality	Appearance
1	Sarah	Stubborn	Brown hair and waistcoat.
2	Alexa	Rebellious	Leather jacket and a bright blue mohawk.
3	Maria	Determined	Fiery orange hair and wearing a Venetian dress.
4	George	Weary	Wears a green military jacket and a shako.
5	Moppet	Inquisitive	Dressed as a Goblin.
6	Dorian	Dismissive	Victorian long coat and floral shirt.

Junk Lady

Junk Ladies were once like you or me, but they never learned to let things go. Over the years, their collections have grown until they are defined by them. Whenever more than three Junk Ladies meet, they feel compelled to set up a swap meet and exchange trinkets. Each Junk Lady is a collector of sorts, although their tastes are completely opaque to anyone but themselves.

Random Junk Lady

	Description	Name
1	Her collection is held in place with a tangle of her own hair.	Margaret
2	There's something living in her collection, something that bites.	Ruth
3	Her collection is balanced precariously on her head.	Shirley
4	Her collection is very wide; it's dangerous near her as she turns.	Florence
5	Her collection is made up entirely of newspapers and magazines.	Lillian
6	Metal on metal jangles as she walks, making a deafening racket.	Agnes



Knights of Yore

The noble Knights of Yore stand for justice and honor; each has vowed to uphold the values of chivalry. To aid them in these tasks are their mighty steeds. Each Knight must find a steed within the Labyrinth to call his or her own.

Random Knight

	Name	Appearance	Oath
1	Lady Ophelia	Scar, spear, and shield	Liberate every captive
2	Lady Desdemona	Hook hand, mace	Protect all creatures larger than herself
3	Sir Destrian	Bow, smokes a long pipe	Always fight to a draw rather than win
4	Sir Brackenbark	Tricorn hat, warhammer	Always be absolutely truthful
5	Sir Cromwall	Long cape, halberd	Always go first into danger
6	Lady Hester	Sword and parrying dagger	Never surrender

Random Steed

	Name	Species	Personality
1	Dee dee	Great Dane	Cowardly
2	Spindle Weave	Miniature horse	Over-enthusiastic
3	Yahtzee	Ram	A heightened sense of comedic timing
4	Gettysburg	Collie	Completely deaf
5	Old Bitey	Mastiff	Over-defensive
6	Dizi	Small Emu	Refuses to learn a single command

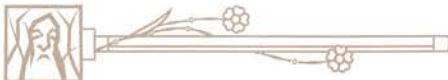
Mountain Lion

These elemental creatures are from a far away land. While they are the shape of a lion, their whole bodies are made from water. This comes in very handy when awaiting prey, or escaping danger.

Night Troll

The natural weaponry and mean temperament of these big, muscular creatures makes them the perfect enforcers for the Goblin King. The denizens of the Labyrinth try to avoid Night Trolls at all times, especially at night.

This is because during the day, Night Trolls are mostly drowsy. At night, they are much more aggressive and harder to see coming.



Sentient Plants

Over generations of absorbing the magic of the Labyrinth, some of the flora has turned a little funny and started doing whatever it so pleases.

Hedge Beasts

1	Hedge Serpent. Over one hundred feet long, it has a hard time sneaking up on prey due to the loud rustling sound it makes as it slithers. Attempts to swallow creatures whole, who must then try to break out of its belly.
2	Hedge Bull. The size of a large car, the bull likes to charge in a straight line at its foes and knock them down.
3	Hedge Spider. About the size of a bedroom, the Hedge Spider can scuttle along very quickly, and likes to shoot webs made out of sap-covered vines at its foes to slow them down and entangle them.
4	Hedge Lion. Enjoys stalking its prey and then attacking from behind, or picking off stragglers and characters who seem small or weak. Smells like parsley.
5	Hedge Gorilla. Eight feet tall. Refuses to let characters pass, and will grab and throw them around if they attack.
6	Hedge Giraffe. Impairs all attempts to sneak around it, due to it being able to see over the hedges.

Thinking Violets

Growing in the darker places of the Hedge Maze is a unique strain of colorful ivy. The flowers growing from the vines can turn and talk to one another; they are very cultured flowers and pity other's lack of refinement. They get very angry if a creature starts pulling the vines from the wall, and will try to wrap them in vines to restrain them.

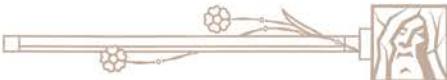
Time Willow

Inside the screen of the Time Willow's branches, characters are safe from the passage of time. Nothing the party does here can cause them to lose an hour. The willow, which is older than the Labyrinth itself, remembers everything that has happened in it. The Time Willow can be found on [page 164](#).

Saplings

In the heart of the gardens is a nursery for the next generation of greenery ([page 128](#)). The Saplings here are cared for by madam aloe, the largest of the sentient plants.

Type	Attitude
1 Amaranth	Defensive
2 Hyacinth	Adventurous
3 Willow	Cry-baby
4 Mint	Untrusting
5 Bumblebee Orchid	Responsible
6 Olive tree	Distracted



Sphinx

A Sphinx has the head of a Human, the body of a lion, and the wings of a bird. Their cat-like nature can at first seem uncaring or callous, whereas they are really very playful creatures. There seem to be only one Sphinx, and her name is Cleo; she can be found on [page 114](#).

Stiltt-Bird

A Stiltt-Bird has blue iridescent feathers and legs that are over 10 feet long. It can step right over Labyrinth walls. Stiltt-Birds can be very territorial, but they are extremely loyal to those they consider friends.

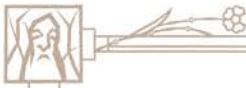
Worm

The first thing you will notice about a Worm is that it is very, very, small! Worms rarely leave their homes inside the Labyrinth, as even a short journey is quite the odyssey. Sometimes a Worm will decide to go on a great adventure by hitching a ride with some friends and offering help where they can. You may think that a small Worm might not be much help, but you would be wrong. The Labyrinth has many obstacles to the larger races that a Worm can easily squeeze through!

Random Worm

	Name	Personality	Mannerism	Appearance
1	Bertrand	Literal	Never indecisive	Yellow with green spots
2	Ernest	Gossip	“You didn’t hear this from me...”	Blue with orange stripes
3	Cecil	Complainer	“It’s not fair!”	Green with purple legs
4	Agatha	Homebody	Always has a folksy saying	Black and white stripes
5	Earl	Nurturer	Tries to pat people on the head	Brown and elderly
6	Patricia	Practical	Always gathering ingredients	Red with yellow streaks





RANDOM TABLES

Random Encounters

What's Happening?

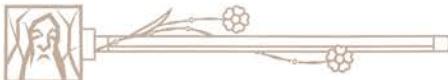
11	Fireys trying to pull their heads off.	41	Goblins ambushing a Night Troll.
12	A knight tracking a frog-beast.	42	Goblin squad setting up traps.
13	Thousands of Fairies migrating.	43	Dwarves digging a huge hole.
14	Worms holding an election.	44	A Night Troll ambushing Goblins.
15	A Knight of Yore burying her steed.	45	Four Goblins fighting over a trophy.
16	A Night Troll shaking a tree for fruit.	46	Dwarves repairing something.
21	Fairies weaving a net as a trap.	51	Goblins carrying off a prisoner.
22	Junk Ladies taking Goblin things.	52	A prisoner on the run from Goblins.
23	Goblins swimming in the bog.	53	Goblins painting graffiti.
24	A Night Troll asleep.	54	Dwarves knocking down a wall
25	Mudslide washes out the path.	55	A knight puzzling over a map.
26	A frog-beast digging itself a burrow.	56	An overturned night soil wagon.
31	Worms racing each other.	61	Makeshift Goblin kitchens.
32	Gardening Dwarves.	62	Game of lunchball (see page 192).
33	A convention of Wisemen.	63	A group of Goblin robbers.
34	A Night Troll dragging a huge cage.	64	Goblin wedding.
35	A Goblin knight going in circles.	65	Goblin opera. Excruciating.
36	Dwarves fishing in a pond.	66	All-out brawl.



Random Potions

Potion effect (lasts one hour)

11	Sleep	41	Invisibility
12	Goblin-form	42	Super glue
13	X-ray vision	43	Voice-change
14	Ventriloquism	44	Fire breath
15	Super-speed	45	Hurricane breath
16	Enough water to fill a house	46	Animates object
21	Fire immunity	51	Super strength
22	Shrink	52	Water breathing
23	Telekinesis	53	Mind reading
24	Extra arm	54	Ice breath
25	Sphere of silence	55	Rage
26	Perfect memory	56	Invulnerable translucent bubble
31	Super senses	61	Stone-skin
32	Goo-form	62	Zero friction
33	Charm	63	Fear
34	Clone self	64	Talk to plants
35	Infatuation	65	Fog cloud
36	Makes you look like an object	66	Glowing skin

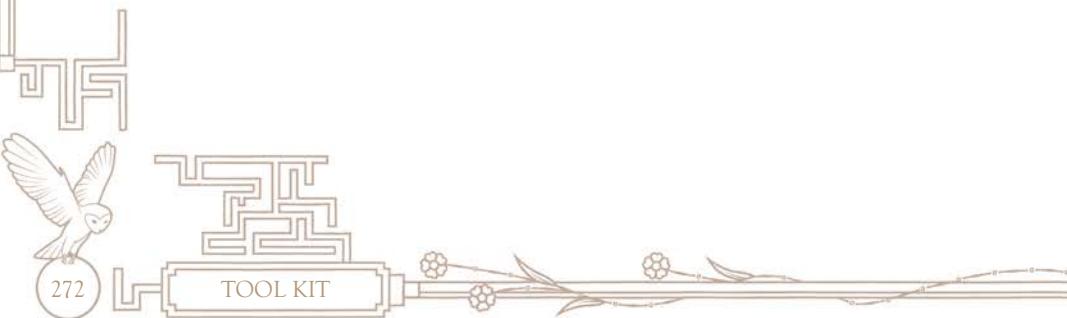


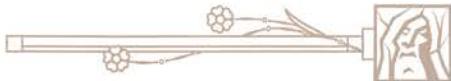
Random Items

1-3

11	A trumpet
12	300 feet of twine
13	A white flag
14	A bag of marbles
15	A periscope
16	A 6-foot wooden pole
21	A 12-foot jousting lance
22	Three chunks of broken masonry
23	A block of lard wrapped in paper
24	A birdcage made of metal wire
25	A metal bell with a wooden handle
26	A sodden book
31	A slingshot
32	A shovel
33	A box of matches
34	A roll of duct tape
35	Six small bells
36	Tiny newspaper (Worm news)

41	Grappling hook
42	Potted cactus
43	An uprooted rosebush
44	Chunk of dark crystal
45	Hot slice of pie
46	Belt buckle with a gargoyle face
51	A masterful painting of a dead fish
52	Magic chalk (a drawing becomes real)
53	Black shoe polish
54	A full set of cookware
55	Ring made of stone
56	A long, trailing red cape
61	Unopened package full of keys
62	Large gong
63	A Night Troll fur coat
64	Very long fork
65	A slowly melting block of ice
66	Family tree embroidered on a rug

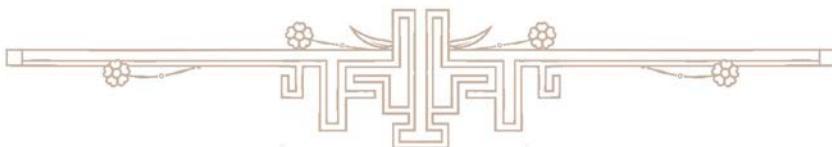


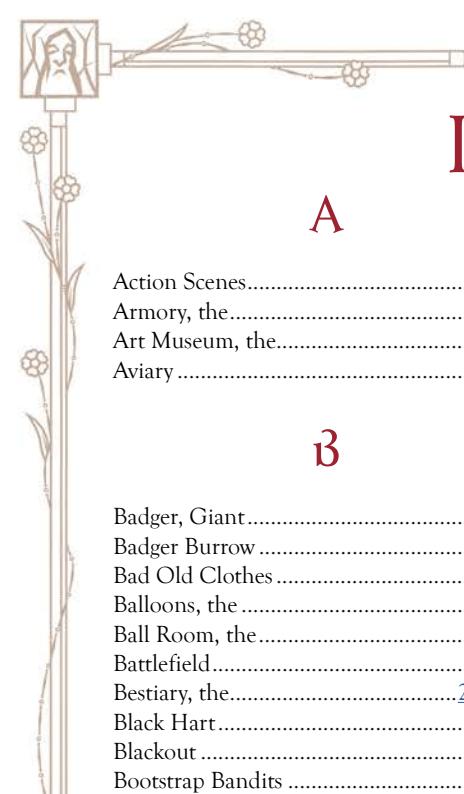


4-6

11	Magic hand mirror (watch any scene)
12	A broken sword
13	Set of false ears
14	Fancy scepter
15	Half-written poetry. Appalling.
16	Wine older than the Labyrinth
21	Stuffed owl
22	An open padlock
23	Red velvet gloves
24	Half-eaten lunchball
25	A map of the Goblin King's castle
26	Very sharp knitting needles
31	Spiked boots
32	A set of china plates
33	A military medal
34	A pet goldfish
35	Book of horrifying sketches
36	Coins from the Human world

41	Monocle
42	Die with an owl on the 1
43	Bottle of instant-drying superglue
44	Quilted armor in ugly colors
45	Spiked leather armor
46	Buckler
51	Manacles
52	Driving license
53	Bag of rats (mostly alive)
54	Clawed gloves
55	Birdcage with bird
56	Mouse traps
61	Boots with springs
62	Chocolate bar
63	Wooden clogs
64	Stilts
65	Slippers
66	Spiked boots





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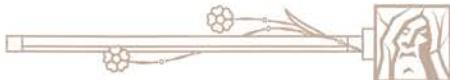
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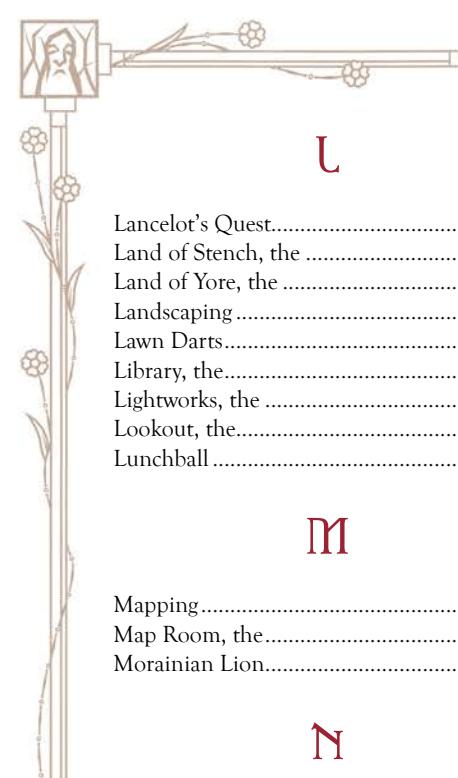
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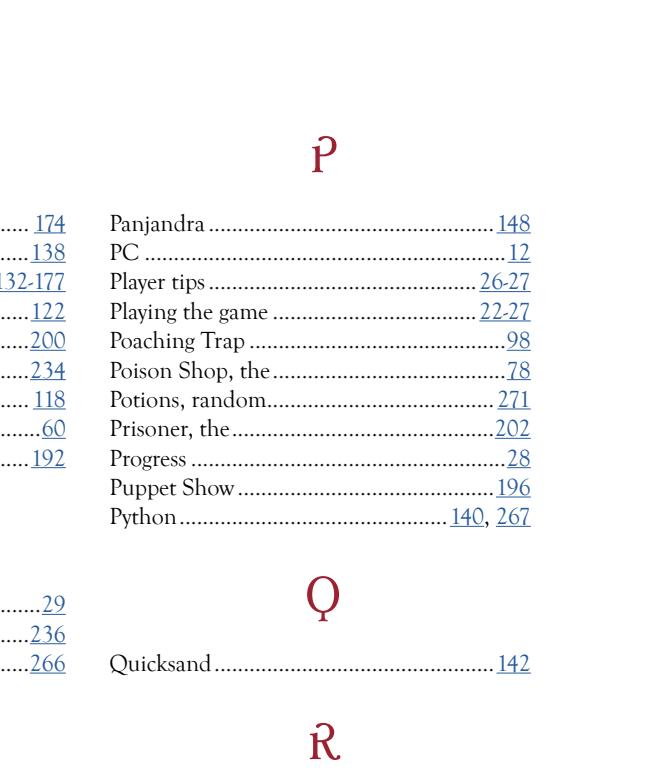
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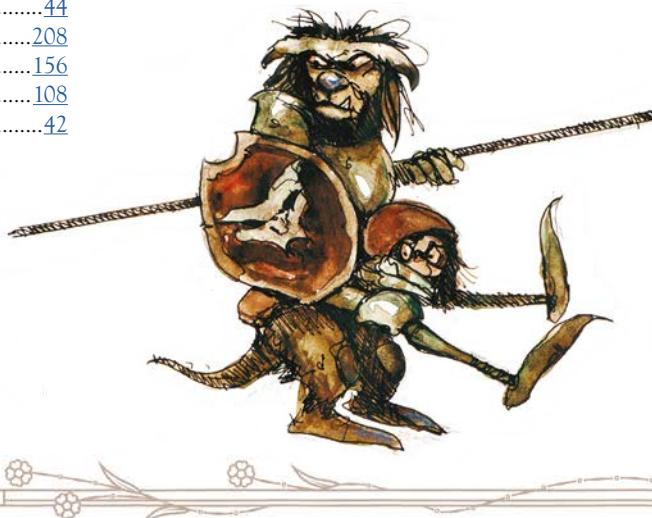
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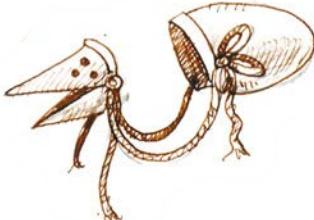


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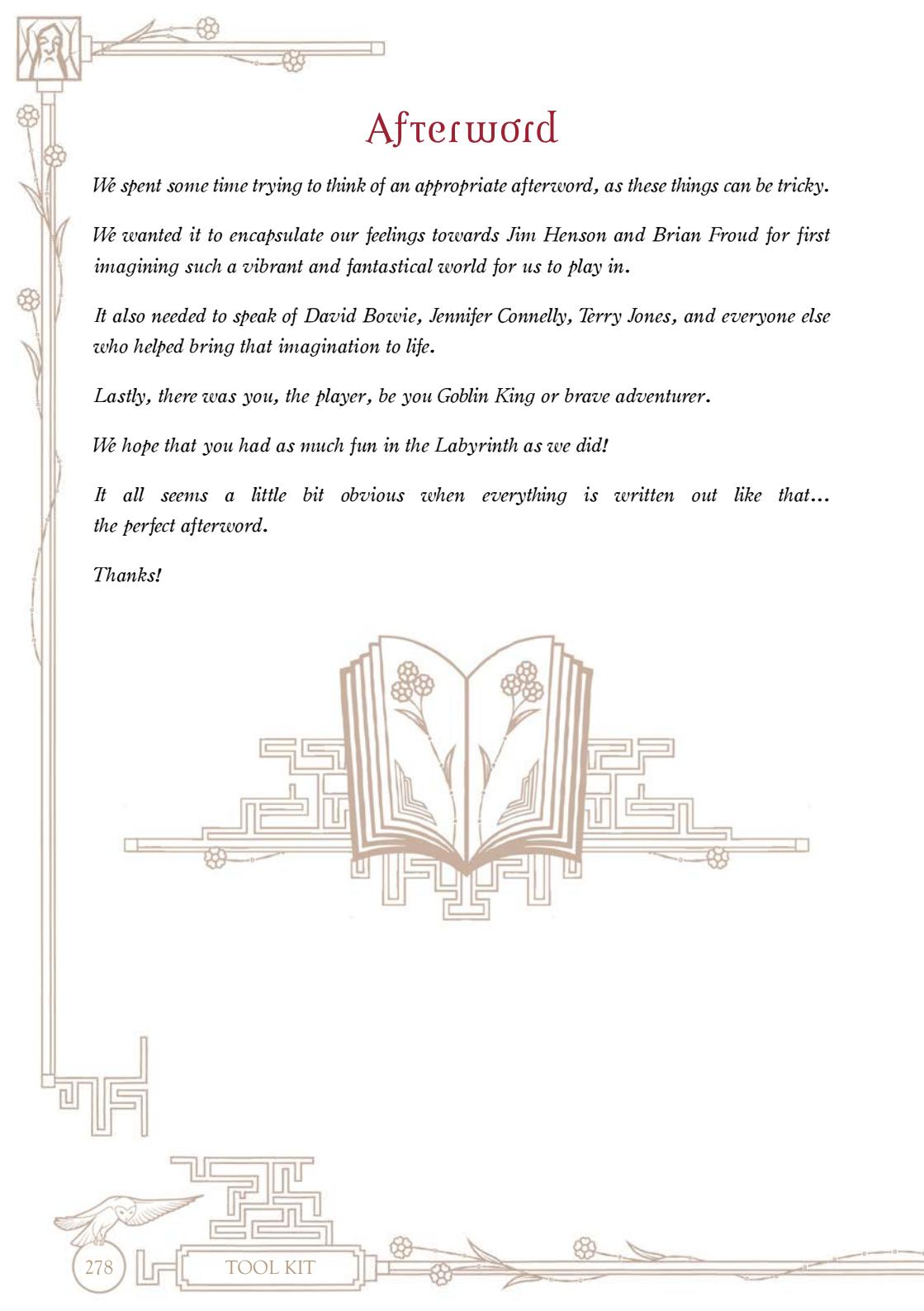
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Afterword

We spent some time trying to think of an appropriate afterword, as these things can be tricky.

We wanted it to encapsulate our feelings towards Jim Henson and Brian Froud for first imagining such a vibrant and fantastical world for us to play in.

It also needed to speak of David Bowie, Jennifer Connolly, Terry Jones, and everyone else who helped bring that imagination to life.

Lastly, there was you, the player, be you Goblin King or brave adventurer.

We hope that you had as much fun in the Labyrinth as we did!

It all seems a little bit obvious when everything is written out like that... the perfect afterword.

Thanks!



THE GALLERY









Sarah and Ludo reunite in the junk fields.

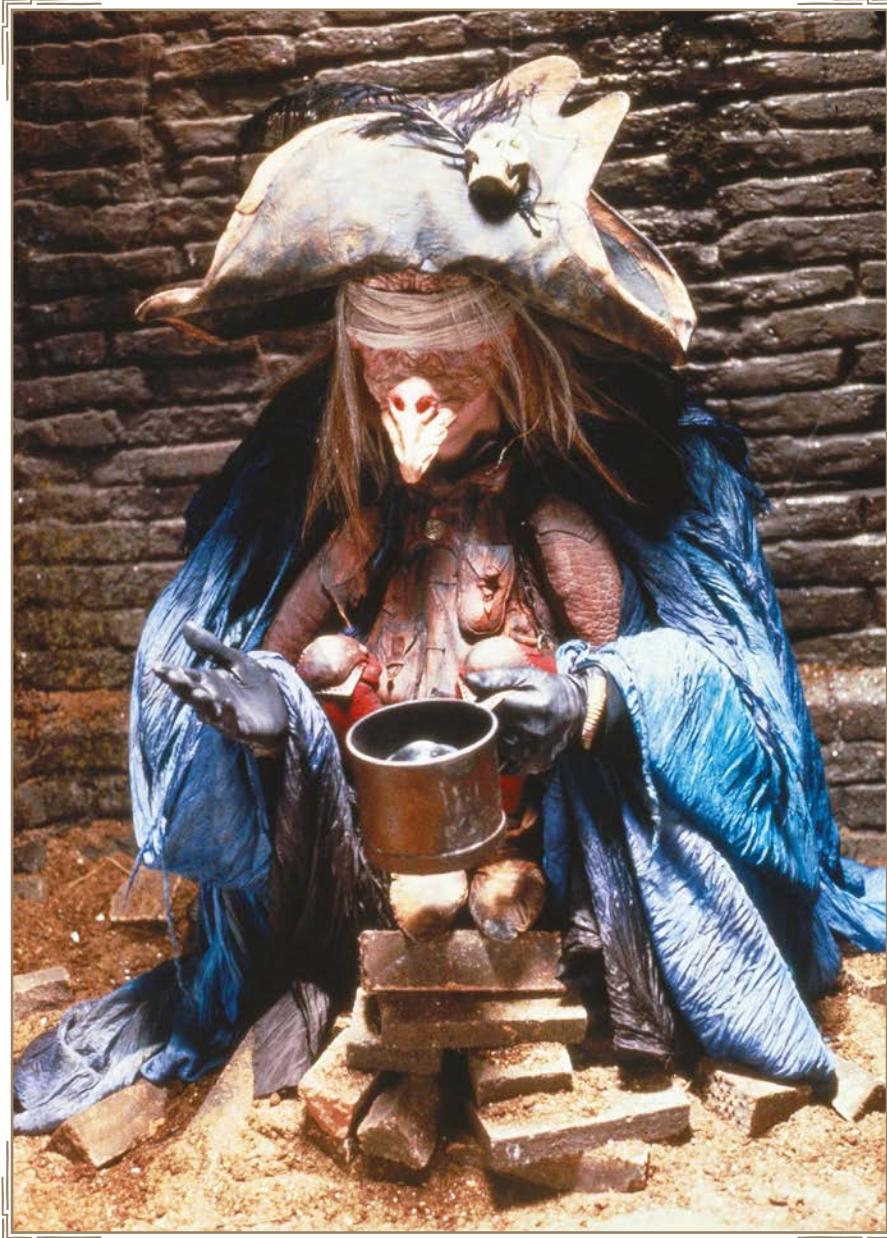


Top. Sir Didymus upholds his oath. **Bottom.** Sarah negotiates with Hoggle.



Top. The Helping Hands deliver Sarah to the oublieette. **Bottom.** The False Alarms utter their warnings.

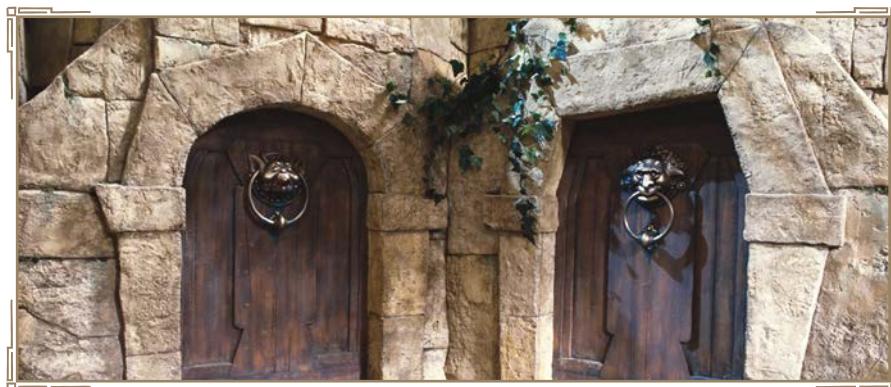
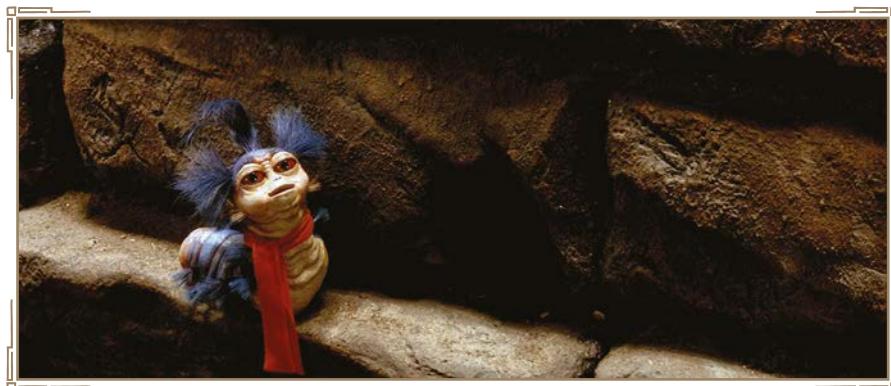
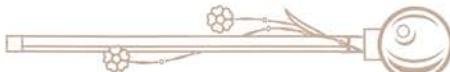




The Goblin King disguised as a blind beggar.



Left. The Wiseman in deep thought. **Right.** A Goblin knight on patrol.



Top. The Worm invites you in for a "nice cup of tea". **Middle.** A subdued Fairy. **Bottom.** The door knockers.





Top. The Fire Gang play too rough. Bottom. Ludo and Sarah.





A Junk Lady tries to entice Sarah into staying in the junk fields forever.





Top. The entrance to the Goblin City. **Middle.** Goblins scour the streets. **Bottom.** Dance Magic!



Top. Toby is surrounded by Goblins. **Bottom.** Sarah searches for Toby.



Top. Sarah is spellbound at the ball. **Bottom.** Sarah and the Goblin King become trapped in the moment.





Sarah and Jareth.



"You have no power over me."

