

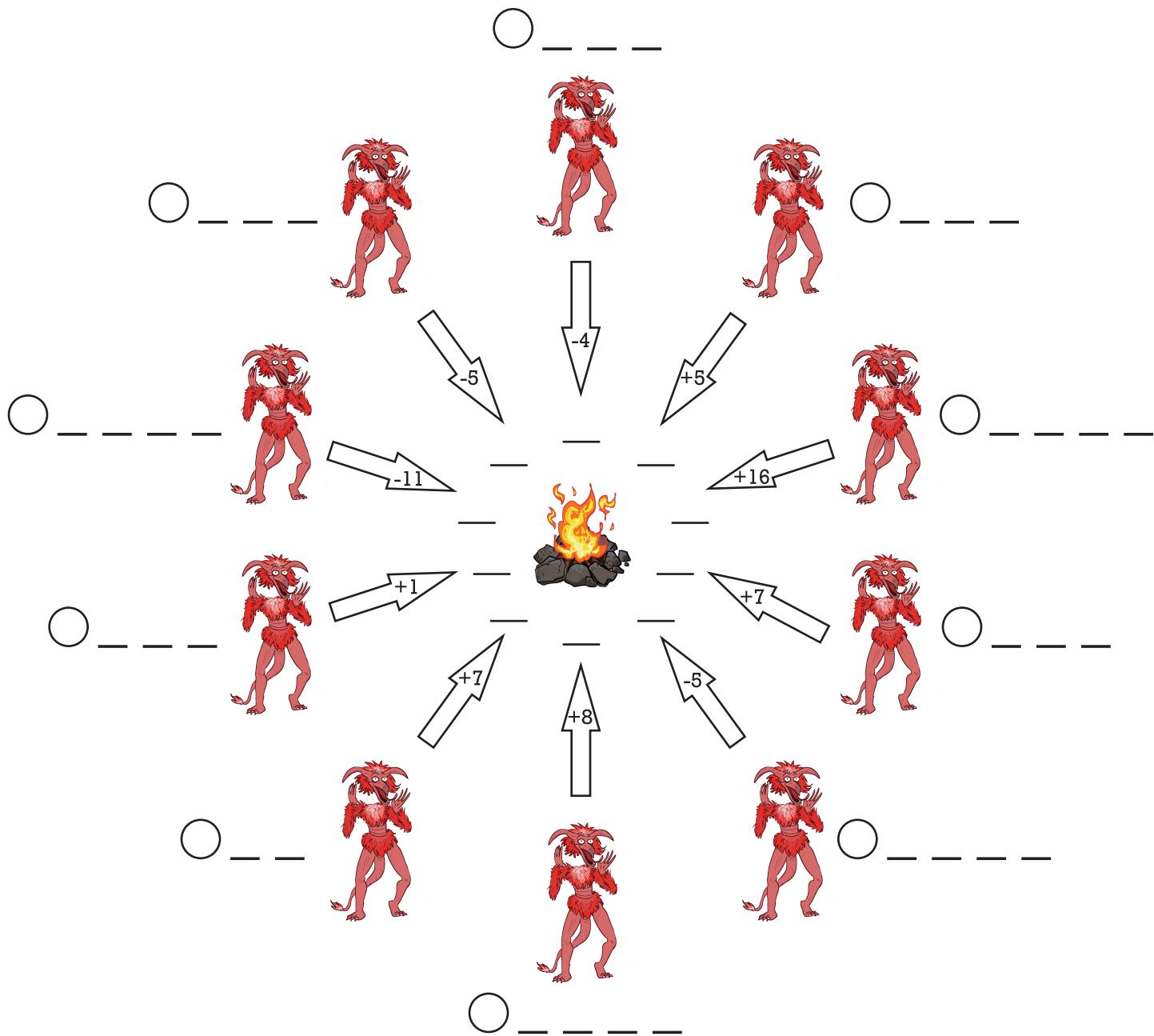


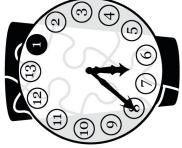
Fireys

"Don't lose your head!"

Sarah comes upon a group of Fireys. These mischievous creatures can remove and replace their own heads! The Fireys are doing a dance wherein each throws its head to the next Firey in a clockwise direction, making a new Firey. The bodies stay in place. "Join the dance!" the Fireys cry, grabbing at Sarah's hair. As she flees, they rotate their new heads, which give her a piece of advice.

BANDY COVE DOOM HOUSE LEARN PAST VEX WRONG YARN ZEST





Puzzled Pint

September 2018

Boğ of Eternal Stench

"Hoggle, if she ever kisses you, I'll turn you into a prince...Prince of the Land of Stench!"

soggy mutt (3, 3)

wind of butt (10)

sweaty pits (4, 4)

mud and shit (6)

scent of Hell (6)

dying smell (5)

septic water (6)

highway slaughter (8)

acrid breath (9)

piscine death (4, 4)

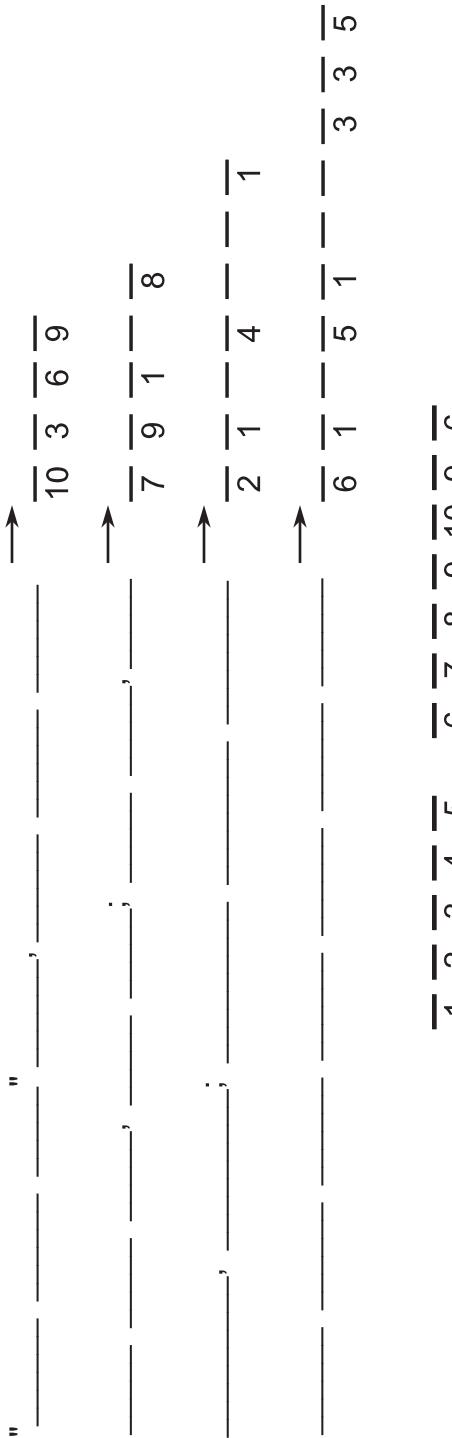
rancid junk (7)

upheaved chunks (5)

showers gold (5)

yolk with mold (6, 3)

R M A F P T Y C H H L A kiss from Sarah sparked a curse; this hit adversely, for
E O T L T T I E A S R G Seal heroes in morass this did! Fruit rotten to the core,
L P T A E O G I C A R This pit, stink endless piled on stink: revolting shore to shore.
L S I T I G F S R E O "Goldarn it, Sarah," pulling hair, the dwarf did writhe and wrench.
I G M U E D A B T U D "You've şone and done it now! Do you enjoy Eternal Stench?
K O O L A N A W R Y O You stumble in this water and, a sprinkle or a drench,
D D V E T G E I E I Y You'll smell of it plain simply, smell of common, standard Hell."
A T D N E O N G N S D But there on top the scent were rocks producinş footholds well
O E S C T E O W G O O Amid the plant and tree vines used to also make defense.
R W R E R U F L U S B "Attend your footwear in this boğ; these stones are not immense.
H A L I T O S I S D S And to be branded with such stink would madden and incense."





Lipstick Marks

"Someone has been changing my marks. What a horrible place this is!"

Sarah has been making arrows with her lipstick to mark her path through the Labyrinth, but imps under the flagstones keep messing with them. She remembers how many of each kind of arrow she made, but where did each one go? Once the arrows are placed, she can find the **shortest path** to the end. Help her by following the arrow east from the START to any arrow in the first row. From your chosen arrow, you can move to **any other arrow it is pointing to** in the same column, row, or diagonal. Keep following arrows in this way until you reach the goal. Along the shortest path, you will find an instruction that will prove useful later.



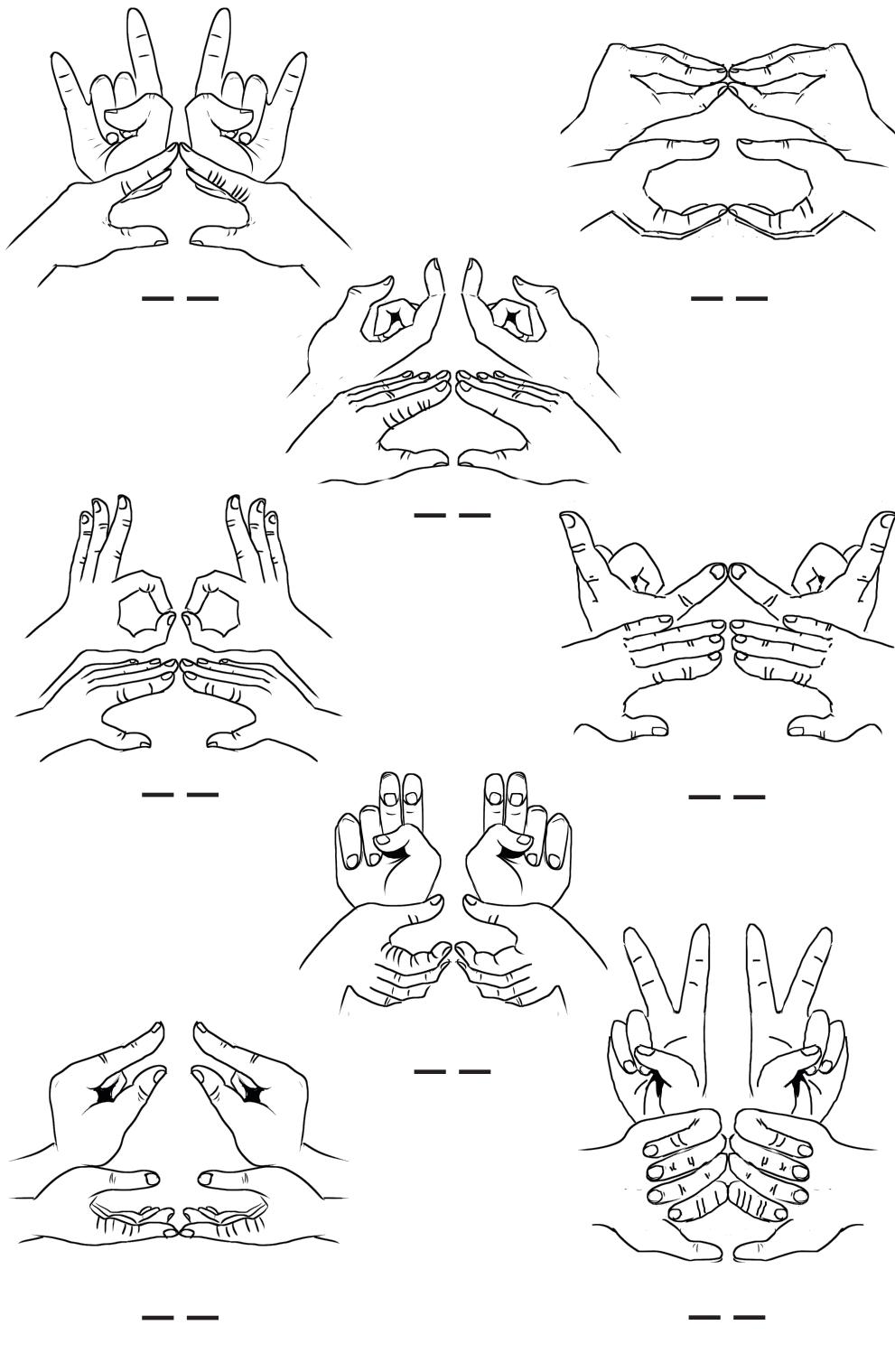
START	first half of swim GI	L.A. to Sydney (shortest route) NI	confused shout TA	ruin taut hoses SH	hit for The Village People ER
Manchester to Bangalore TH	polar bears to emperor penguins VE	end of preview TE	waterproof fishing rain hat RN	apparent path of Sun KE	mix up two tushes IF
nitrogen NG	center of knee HI	unit of power TG	Austin to Toronto EI	sabotage ten throws TA	Santa Clara to Santa Claus AX
deteriorate, fail, decline AB	unit of time PH	mutated thorn YT	middle of runway TU	Polaris LE	start of school EE
"any" OW	stirred stew KN	how English is read TT	Kanye's elder daughter both names EP	destroy tenor's hat HR	Nashville to Vancouver TU
broken seat ET	unit of force TY	2.71828... PH	end of union ER	Nero Wolfe lead characters OV	



Helping Hands

"She chose doooooown!"

The Helping Hands are all speaking at once! It's hard for Sarah to tell which face is saying what. Once she figures it out, she notices something strange about their *index* fingers that leads her to an instruction that will be useful later in her quest.



I'm a little tiny bit concerned about this young lady's safety. *Up or down, doesn't matter to me!*
I think she's doing just fine. *She'll have a devil of a time without help from that big guy with horns.*

Everyone be quiet! I can't tell what she's trying to say!
The so-called Goblin King is looking for you.
She's ready to vanquish Jareth and his Labyrinth.
This way! Come this way!



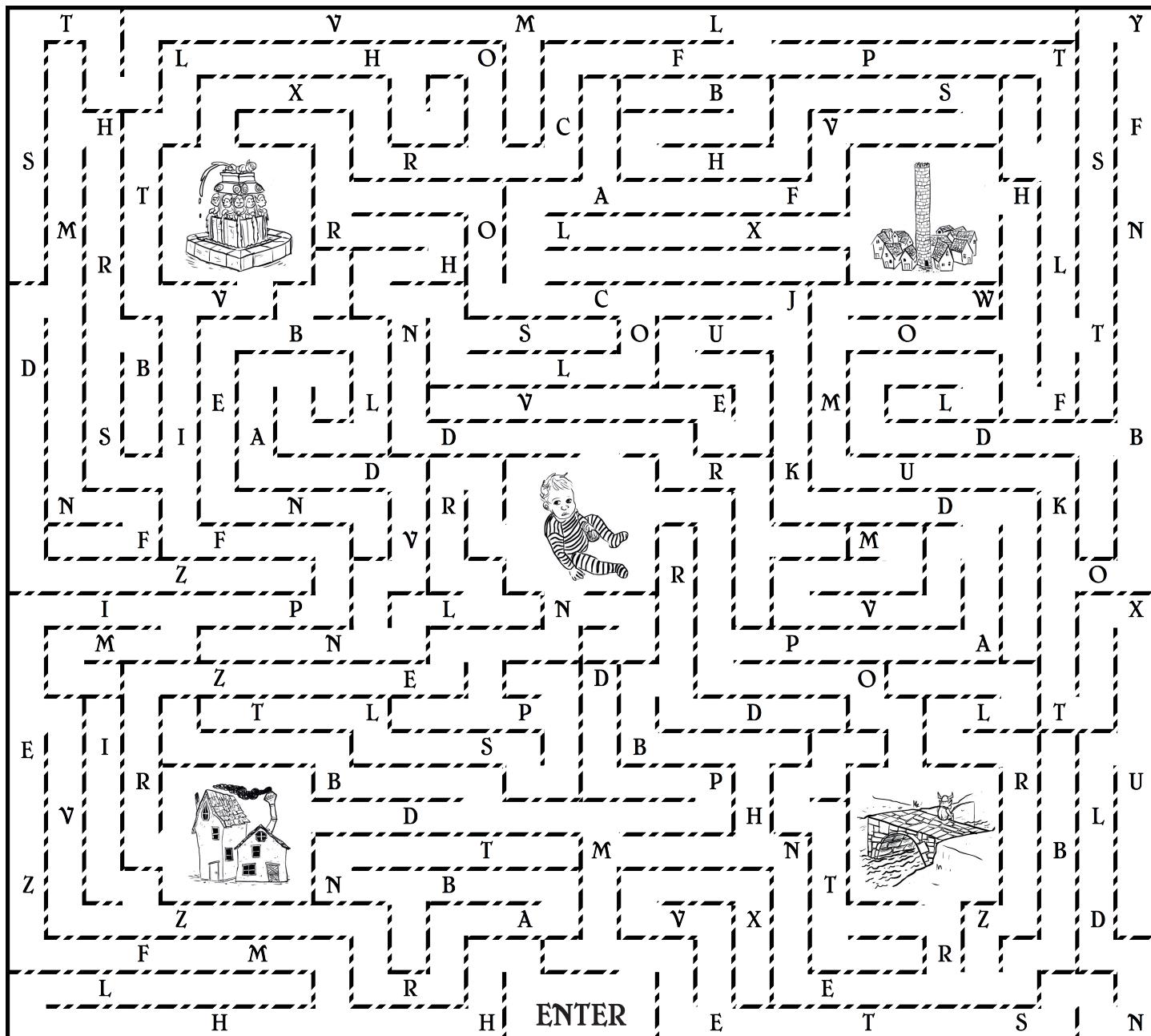
September 2018



Goblin City

"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!"

Sarah must use what she's found out on her journey to make her way through Goblin city to confront Jareth and find her baby brother Toby. In the end, she finds out what she's really been battling.



Many thanks to the Synod (www.synod.us) for invaluable help with brainstorming, writing, and early playtesting of this set. Special thanks to Matt Smith (www.outercitylimits.com) for all of this set's illustrations!