Jim Henson's Labyrinth



“Welcome, weary traveller, to my realm. It is perhaps not quite as spectacular as some, but it has its charms.

“I, your gracious host, am Jareth, the Goblin King and lord of all you now survey. It is my pleasure to welcome you to visit my realm, for this decade, so please make yourself at home.

“Our mutual acquaintance has asked me to hand these to you - waste them not, traveller, or I shall have to take something in return...”

You gain +1,000cp.

Locations

"Now, where were we? More importantly, where *are* we? Roll that d8 to find out…"

1. *The Human World*

"It doesn't really matter where you appear in the human world, for it's all so trite and dull, and anyway the goblin ways open up anywhere they like, so it's not like it will be hard to find a way to go someplace more exciting."

2. *The Outskirts of the Labyrinth*

"Outside of the labyrinth itself, the decorated stone walls loom above us. Even finding an entrance through the walls could be a challenge if you don't know what to look for."

3. *The Stone Corridors*

"You're inside the outermost layer of my maze. It just seems to go on and on forever, but it's more than just a maze – it's got its fair share of tricks and traps, monsters and more."

4. *The Hedge Maze*

"My beautiful gardens, lovingly tended by scores of goblin gardeners. Along with magnificent topiaries, it's certainly peaceful enough to lull visitors into a false sense of security. Don't make that mistake – it's as treacherous as the rest."

5. *The Bog of Eternal Stench*

"It certainly lives up to its vile reputation! One dip in that filthy water and you'll stink for the rest of your life. I'd best be going somewhere more…fragrant."

6. *The Goblin City*

"The rickety city itself, where the vast bulk of goblins live. Surrounding my castle, it is the last barrier anyone hoping to reach my castle must cross, the home of my mighty army! And that of many chickens. Dear me, it's filthy, isn't it?"

7. *The Goblin King's Castle*

"Wherein resides…myself! The magnificent seat of my rule, this castle can be seen from every corner of my land – and not because my kingdom is small! Tarry not in my lair, for I tire easily of trivial things, though I welcome a little novelty from time to time."

8. *Free Choice*

"I'll take you wherever you wish. Anywhere in the world…anywhere except 'away'."



Backgrounds
"For your age, well, you look to be about…15+2d8 years old, but time can play fickle tricks on the face. Nor do I particularly care what's in your pants. But what *are* you?"

Drop In
"Did you just appear in this world, fallen out of the clear blue sky? Or perhaps you were born and raised an absolutely normal human child in the absolutely normal human world? Disgusting. And yet, not without its simplistic appeal. Small things, small minds, and all that."

Local
"Not all creatures of the Labyrinth are my goblins; strange and fantastic beasts of many kinds live in or around the labyrinth and even beyond it. Dwarves, nippers, night-trolls, devils and fairies, even I'm not entirely sure where they all came from."

Goblin
"You were born a human child, but your family only wished for me to take you away – so I did. Whether they even bothered trying to save you or not – it doesn't matter, now - they failed to rescue you before you were transformed into a goblin. So now you are one of my loyal subjects and part of the might of my kingdom."

Royalty – 200cp
"Ah, but to rule over the Labyrinth with a velvet fist! That is the discerning choice. A member of my family, perhaps? Or the ruler of a neighbouring kingdom? Either way, you will have the priviledges only deserved by your noble birth. I speak from experience when I say this is truly the best you could hope for. You may opt to be part of the Labyrinth's royalty, or perhaps your kingdom neighbours my own instead…?"

Heritage
"Well, before we get any further, you'd better decide what your heritage is: select one. Don't worry too much about matching the Heritage to your Background – a Goblinkin can know the Labyrinth as well as a Local, a Drop In may be any kind of Creature, and even a Human might one day aspire to Royalty…"

Human
"Do I really need to explain this? Well, gather closer. Two arms, two legs, a head, hair on top. Soft of skin in their prime, and perhaps even fair to look upon."

Creature
"I see you're a creature born of the Labyrinth itself. A troll or fairy, a dog who is also a knight, a great shaggy beast or a dwarf, even a small worm. They come in almost as many shapes as there are individuals, and you have the freedom to select a reasonably ordinary body shape and size between fairy (6") and huge beast (8')."

Goblinkin
"Goblins are a small and nasty race, often green of skin but with many variations. They are typically child-sized, but some are the size of a human adult. They are suited for many tasks, most of which are unpleasant."

Undiscounted Perks

Contact Juggling – 50cp
"You certainly know how to handle a ball or two. Under my tutelage you will become as skilled at contact juggling as I, a master of this hypnotising art. Is it useful? A flair for showmanship is never useless."

As The World Falls Down – 50cp
"Do you hear that? A soundtrack? A bit of glam rock, synthpop and ambient music to keep you enchanted as you wander this world. Vocals by yours truly."

Heritage Perks
Discount 50% to matching Heritage.

Beauty Of A Silver Moon – 200cp, Human
"How could I, the Goblin King, fall for a simple girl when I had the princesses and noblewomen of other kingdoms to court? You are not only conventionally attractive, but your good looks seem to resonate with those with magical power. Witches, sorcerers and fey beings alike will find you all the more enchanting, ironically, but you might find this attention is…obstructive at times. After your time here, you'll have a better handle on controlling this effect."

Monstrous – 200cp, Creature
"There are many creatures with more unusual shapes than the usual humanoid. The Helping Hands, the doubled guards, the winged fairies…even living architecture like the Door Knockers and the False Warnings. Purchasing this perk frees the form you chose in Heritage from conventional anatomy, allowing you to be a being of stone or a living statue of bronze, and can add up to four special features like extra limbs, heads, wings, prehensile tails, a centaur-like bodyplan, whatever takes your fancy."

What Smell? – 200cp, Goblinkin
"The Goblin City is not known for its comprehensive sewer and waste disposal system, so it's a good thing you're entirely unaffected by unhygienic and frankly disgusting conditions. You could dwell for years in the Bog of Eternal Stench and never be bothered by its aroma, sleep every night in a filthy pig sty, or eat food that would get a restaurant shut down immediately, and you wouldn't get so much as an itch or a sniffle."

Background Perks
Discount 50% to matching Background, and the 100cp option is free.

Let's Handle This Logically – 100cp, Drop In
"My my! I think you're getting smarter. Riddles and puzzles won't hold quite as much frustration or mystery as they once might have, for you will clearly pick out the logical fallacies and loopholes when presented by a conundrum or a tall story, and are practiced at many forms of guessing games."

Life Isn't Fair – 200cp, Drop In
"No, life isn't fair…but that's the way it is. Unlike a certain girl, you have a far more objective view of your world than most other people. Without those pernicious biases and unfounded expectations, you might find that those who you expect to be fearsome beasts are really lovable oafs, and dealing with setbacks is much easier."

Through Dangers Untold... – 400cp, Drop In
"What could you possibly want with such a wilful mind? You remind me of a stubborn-headed girl who wouldn't even give up in the face of impossible odds and a hopeless cause. Her will rose to be the equal of anyone or anything in her way – even to equal mine."



You Have No Power Over Me – 600cp, Drop In
"Ah, I see we're evenly matched. I, with all the power of the Labyrinth's realm, and you…immune to every charm I can throw against you. Not even my most manipulative enchantments could deter you, my most fearsome visions coerce you, or my most charming illusions seduce you.
Only the bluntest, the most physical of supernatural powers have any lasting effect on you: a dragon's breath or spear of magical ice shall still have its intended effect, but any effect more subtle than a direct attack will typically unravel in short order: curses will unbind, mental manipulation will shatter like a false mirror, and even the subtlest distortions in your perception will be cast off before long."

Till Next We Meet – 100cp, Local
"Of all the infinite places in the labyrinth Sarah and her new friends could have found themselves when separated, they always managed to end up back together. Like this stalwart group, by sheer happenstance you and your friends will always manage to meet up again, no matter how unlikely the odds deem it. If you happen to be lost, at least you'll all be lost together."

The Way Forwards Is Sometimes Back – 200cp, Local
"I could never figure out how those fools managed to get anywhere, but I suppose living in the labyrinth would have taught Haggle or that worm a thing or two about making their way through mazes and avoiding the tricks and traps scattered throughout them. No matter what bamboozling tricks I used, their simple minds always – if eventually – saw paths when I tried to hide them, and recognised dead ends which pretended to go on forever."



Puppetry – 400cp, Local
"Like those foolish – if sometimes entertaining – Fireys, the separate parts of your body can disconnect from each other without harm and re-attach themselves, and function even when separated – you can take your head off, throw it to someone, and still be talking and singing. This even works when the amputation or decapitation is involuntary – if, say, someone chopped your arm off, just pick it up and reattach it.
However, harm to the "whole" pieces – like running your torso through with a spear or chopping your head vertically in half – still has its full effect. The smallest parts you could disconnect are your eyes, but otherwise must keep to the larger parts – like hands, legs, or tails.

Thing Friend – 600cp, Local
"Much like that clod…what's his name…Cludo?…Ludo. That's it. Look, like that beast, you can befriend some of the natural elements of the world around you. While it requires almost infinite patience to make friends with the rocks or the trees, once you earn their trust they are staunch allies.
You will be able to call them up in your time of need, causing boulders to push their way out of the ground and crush your attackers, waves to surge up to flood the land, or trees to lift their roots and make way for you as you journey into the forest. Be a good enough friend to them, and they might pre-empt your call by protecting you when you are unable to call out to them; catching you when you fall or rolling towards you hand when you need a good stout rock to throw.
Each element must be befriended separately, and the rocks or water or trees of one world will not remember befriending from another world. These elements are, naturally, strongest in the wild places of the world, hindered somewhat in cities and towns.
Needless to say, the betrayal of this trust – by the destruction of the natural world, or by driving them against the folk and animals who live peacefully among them – will lose you these friends."

Furtive Creature – 100cp, Goblin
"Sometimes all I require of my subjects is that their work be done *discreetly*. Your scampering feet are light a cross the ground, and to any mere human, you are stealthier than a mouse, capable of purloining whatever your master desires."

Unwanted Child – 200cp, Goblin
"You are a child thrown away by the people who should have loved you the most, your own family, and such an awful beginning to your life has given others a rather low expectation of your behaviour. Chase a chicken through your king's throne room, or pee in a public fountain – so long as nobody is harmed or takes too much offense, they'll grudgingly write off your crude behaviour as part of your troubled upbringing. You may also choose to start future jumps as an orphan, bereft of both care and supervision, unless doing so would conflict with your chosen background."

Goblin Doors – 400cp, Goblin
"You've got the most peculiar ability to open up passages in unlikely places. Below tiles, beneath rugs, behind walls, between curtains, you can find passages from one place to another to tread swiftly and unseen as you go about your business. Now, there's not a door in *literally* every place, but there are a lot more than you'd expect on the face of the earth. You may even open paths from one world to another – such as from the human world to the world of the Labyrinth – though you are limited to travel between local worlds pre-Spark."



Heart's Desire – 600cp, Goblin
"Our own hearts are our greatest weakness, and both of these abilities leverage it. First of all, you can tell what a person holds most dear to them, whether an ideal, person, belief, or possession, and secondly produce illusions of those things layered over reality.
You might cause a bundle of sticks to appear as a long-lost teddy bear, a hovel of trash to appear as their home, a doll to be their lost love. Such illusions have powerful hold on the one they are created from, causing them to push their other thoughts aside, and are real to every sensation. Be careful, though, for someone with an overwhelming goal may push past these tricks, and young humans are ever fickle creatures whose whims might shift without warning."

Well...? Laugh! – 100cp, Royalty
"With as unruly and fractious underlings as goblins - or orc or demons – it's important to let them know who's boss. A domineering presence will keep those weaker than you in line, even if they're normally the sort to buck any rule."

The Power of Voodoo – 200cp, Royalty
"Magic! The power to call up thunder and lightning, to summon your underlings in a flash, to brew magical potions and manipulate the mind with illusions and altered memories. Well, yes, you'll be a novice compared to me, but with time and power I could come to call you an equal, in that regard."

Dance Magic! – 200cp, Royalty
"If you feel like singing your heart out, who would dare to stop you? Not only do situation-suitable lyrics come to you like a thunderbolt out of the blue, but your voice can now at least hold a tune, and a backing track will spring out of nowhere for you. And if you should happen to use the song and dance routine in casting your magical spells, you'll notice a fair boost to their power. Your minions will also know when to chime in with their parts, too."



In Thirteen Hours, You'll Be Mine – 400cp, Royalty

"The power of a Goblin King is so great, they can transform stolen children into Goblins, forced to serve them forevermore. In a process taking thirteen hours, you too can transform children brought to your kingdom into your minions, stripping them of any identity (and powers) they originally held.

Unfortunately as a rule these underlings tend to be rather small and are not especially competent, nor will any upgrades or training they receive be carried over between jumps. Should they be removed from your kingdom before the thirteen hours are up, this process is foiled.

The minions acquired in this method do not take up companion slots unless individually imported. Whatever that means.

If you have My Kingdom Is As Great, then instead of turning into goblins, they may be transformed into underlings suitable for whatever themes your kingdom has (fairies, snowmen, mer-people, robots, etcetera). If you do not have The Labyrinth or My Kingdom Is As Great as your personal Kingdom, then one of your own pocket dimensions or planes (such as your Warehouse or a Territory) must be used."

The Power of The Labyrinth – 600cp, Royalty

"Ah, but now the crème of the crop. You are the undisputed master of your own domains. You will find yourself able to project your senses across them and even exert some control over them. You can choose to observe any part of your domains at any time, as though you were standing right on the spot, and even sense multiple positions at once, limited only by your attention. With but a little focus, you can even transport yourself to any position in your domain.

You may alter your domains in limited ways when outsiders are present – only changes that seem to have mundane causes can happen 'on screen', when others are present. Trapdoors can open beneath invaders or a bridge can collapse, but a building won't magically appear.

Off-screen, however, when no outsiders are present, you may twist the world about you in bewildering ways, even shuffle around the various parts of your domains like puzzle pieces, fitting different domains together. This is moving around the substance of your domain, not creating it wholesale."



Items
Discount 50% to matching Background, and the 100cp option is free.

Plastic! – 100cp, Drop In
"Fake jewellery can be a surprisingly valuable resource - plastic is almost unheard of in the Labyrinth, so here these fake jewels will hold just as much value as the real things. This value carries over in worlds with pre-industrial tech levels - so this collection could make you quite rich indeed in certain worlds."

The Labyrinth Script – 200cp, Drop In
"A fantasy play script, bound with a red cover. Reading it will restore to your memory some things you've forgotten – such as memories buried by time, erased or clouded by magic. If the memory would be harmful or hurtful to recall, it reminds you that it exists but doesn't restore it unless you assent to retrieve it."

Your Bedroom – 400cp, Drop In
"A bedroom, your bedroom in fact, containing toys representing the most important people, ideals and things in your life. Should you need them – *Yes, should you need us…* – they will briefly come to life – to converse with, to give you guidance in the difficult times of your life, or simply to have an impromptu party. They may not leave the room, and will revert back to their inert forms after a short period or when you leave.
Sleeping on the bed in this room also provides dreams of worlds past, but aside from fond recollections has no real effect. This room connects to your warehouse, or some other home of yours."



My Kingdom Is As Great – 600cp, Drop In
"Just as the world of the Labyrinth was based off Sarah's imagination and her fantasy tales, you too have a fantastic realm based on your room. This world – a 'pocket dimension', you could say – is the size of a whole kingdom, and takes its design cues from one of your rooms (such as your pre-jumping, real-world bedroom, or a room you once lived in during your childhood, or a room that you have lived in since commencing jumping).
It is inhabited by creatures analogous to the Labyrinth's goblins and the weird local creatures of the Labyrinth, but taking their themes from the source room, and filled with regions that reflect your personality, dreams and belongings."

Riding Beast – 100cp, Local
"You could do much worse than this loyal steed, suitably sized for your chosen form, from a dog with a saddle, a strange labyrinth beast, or a horse. Battle-ready, swift and sure-footed, it seems to wait just out of sight when you've no need of it, and comes when you call to carry you onwards…or backwards."

Door – 200cp, Local
"A small door, barely big enough for you, complete with hinges and handle, but not fixed to a wall. By putting it up against a solid surface, like a wall or floor, you can open it and reveal either a small storage space (a wardrobe or pantry sized space), or a passageway through the wall or floor you put it up against, to whatever's on the other side. Sometimes the passageway is a little unpredictable – putting it flat down on the ground might make a tunnel that takes a sudden turn and leads you into someone's basement, or a nearby sewer or cave, rather than creating a tunnel straight through the planet to the other side.
The storage space keeps whatever is put in it in a state of preservation between uses."

The Humongous Guardian – 400cp, Local
"Pesky intruders will bother you no more with this guardian: The Humongous! Well, the designs and plans for it, anyway. The Humongous can be built into a second, inner set of doors of any of your properties Intruders approaching the open doors will see a second, inner set clang shut in front of them, - even the opening of your warehouse, closing shut from the 'inside', while keeping the outer opening connected to the real world. The hulking, armed and animated guardian will then step off the closed doorway to do battle with them. While it's called a Humongous, its actual size depends on the size of the door it's installed on. These ones are not controlled by goblins, but are fully steam-powered automata, a vast improvement, if I may say so."

A Knight's Baton – 600cp, Local
"This short rod, tipped with a metal orb, is a far more potent weapon than its size belies. More 'bite' than its 'bark', as it were. It seems to strike with a power that is felt no matter the scale of your opponent - even if you were only a foot or two tall, one blow would have the same effect whether they are the same size as you, ten feet tall, or a hundred feet tall; however, if your opponent is smaller than you, those blows are weakened.
The same swing that would knock down a foe your size will knock down a mighty dragon…or merely knock down an ant. Conquer that mountain, Sir Knight!"

Goblin Armor – 100cp, Goblin
"If you insist on joining my forces, I had better outfit you appropriately. This set of armor, bashed together from metal plate and rivets, is decently protective despite its crude and clanking nature, but doesn't make so much as a whisper when you're sneaking about."

Unlimited Fire Works – 200cp, Goblin
"Things that go boom! A huge crate holding an endless array of old-fashioned cannons, muskets, hand-bombs and even very primitive machine guns, some of which are built into heavy armor for your use - and naturally the ammunition for them all. At least if there's a mishap with one of these, the unfortunate wielder won't be harmed by the blast – they'll be blackened head to toe and possibly thrown several feet, but that's about it."

The Garbage – 400cp, Goblin
"You've got so much junk in here! Oh, this is just your warehouse. Well there's even more junk through this door! Piles and piles of it, as far as the eye can see. What good is all this junk? Where there's trash, there's treasure, of course.
Bits and pieces from the local world that are lost and discarded might fall into this trash heap. Here you might find a child's lost doll, a wedding ring that fell down a drain, shavings of some magical material the blacksmith didn't bother to keep, bits of…computers? Whatever they're called.
To help you sort it and find what you're looking for, whole mobs of trash goblins will tirelessly comb through the garbage for the hidden nuggets to give to you, and that's if you had no use for the bulk wood, metal and rubble that could be recycled or used."



Goblin City – 600cp, Goblin
"The Goblin City is a haphazard place; it might generously be described as 'ramshackle', but has a charm all of its own. A densely packed suburb, it has a few thousand goblins who will merely seem like normal people until they cast off their disguises. Unless you are Royalty, they will not obey you, but consider you one of their own.
The Goblin City imports into new settings, and while it can be expanded or upgraded, cannot be used to take specific people (or goblins) from one setting to another; instead you'll find some new goblin has taken over their role. Many items of bric-a-brac, stolen goods, magical trinkets and more can be found for trade here, and the folk of the Goblin City seem to have connections to the local world's criminal and magical communities - not enough to just get you whatever you like, but enough to open the door for you."

The Tightest Pants – 100cp, Royalty
"Here is a wardrobe fit for a rock star! I mean a Goblin King! With a heavy lean towards fantasy-inspired leather jackets, ballroom finery and inhumanly tight pants that leave little to the imagination, yet are astoundingly comfortable to wear. Your…charisma…will be apparent to all. Glittery fabric no extra cost, non-chafing."

Crystal Orbs – 200cp, Royalty
"With a subtle twist of your hand, you can produce an unlimited number of crystal orbs from behind your back or a seemingly empty palm. Aside from their aesthetic uses, your magic and spells can be stored inside them, either to simply store the spell for later, or so you can hand it off to someone else to use. These crystal spheres can even disguise themselves as something else small and round, like a peach or a toy ball or an egg.
To activate the magic within, they could be thrown or rolled, or released into the air like soap bubbles to seek out their target anywhere in the kingdom, delivering their magic by themselves."

Goblin Horde – 400cp, Royalty
"A horde of entirely replaceable goblin underlings, a couple of hundred of them at least. They will never revolt against your rule – although they *are* at all times revolting – and are equipped with bespoke armour and weapons suitable for each of them. Some of them are a bit bigger and more competent than the others, and equipped as cavalry riders on strange beasts. They do not count as companions unless individually imported as such.
If you also have My Kingdom Is As Great, then instead of Goblins, they may be underlings suitable for whatever themes your kingdom has (fairies, snowmen, merfolk, etc.)."



The Labyrinth – 600cp, Royalty
"A kingdom, a domain, of mazes within mazes, forests and tunnels, bogs and towns, all crowned with a castle – this is a copy of the Labyrinth as your personal dimension. *My* Labyrinth. Perhaps you're familiar with it?
While its native creatures will be found in their usual variety and abundance, if you do not have your own goblins, there will be hardly any of those once you leave my universe. Alternatively, it might be a realm very similar to my Labyrinth – a domain neighbouring Jareth's own, yet still built around Sarah's fantasies."



Companions

Pet Rock – 50cp
"A small cobblestone, a bit bigger than a baseball. It treats you with the unconditional loyalty of a dog, rolling around after you or simply sitting beside you. If thrown, it always rolls back. You'd be surprised how many problems can be solved with a handy rock. I know I've listed it under companions, but it doesn't take up a slot."

Import Or Create – First Three Free; 50cp each/100cp for 4/200cp for 8
"Import or create a new bosom companion, or dare I say, friend. Each shall have 800cp to spend and can choose their background and heritage (Royalty must pay for theirs as usual), gaining discounts as usual."

Canon Character – 100cp/200cp
"Someone from the Labyrinth will meet with you at least a few times on good terms, and if they should agree to come with you, may be taken as a companion.
I, Jareth, the Goblin King, and rightfully the most powerful being here, am 200cp to bring, but I bring with me the Labyrinth itself and my entire goblin army."

Drawbacks
Take up to +600cp worth of drawbacks.

+100cp *It's A Piece Of Cake!*
"...except it's not. It's really not. The labyrinth is well known to react to intruders, and will now scale to your own displayed level of aptitude. Bumble around like any old fool or tag along with someone else, and it won't be any different than shown, but you'll take forever to get anywhere. Effortlessly race through it at the speed of light and it will compensate, in both dimensions and complexity."

+100cp *Be QUIET!*
"It seems you've got a rather annoying hat. It just goes on and on and hardly ever shuts up in its annoying fake Spanish accent, blathering on about very important things to people who shouldn't be told anything and nothing at all to the people you really need to talk to. All attempts to remove it shall end in failure."

+100cp *Knight's Honor/Coward*
"Like Sir Didymus, you are no mere scoundrel, but a knight! And a knight has honor! You wouldn't let one maiden pass you on the street without throwing your cloak over a puddle so she would not muddy her shoes, nor pass up any cry for help as a lost cause. You will not shrink from even impossible odds in battle, for your cause is just and right!
Or, you might be a complete sap, scared of anyone with even a bit of power and easily bullied and cowed. You might rebel a bit when they're not around, but you'll cave before them if they appear in person."

+200cp *Just Fear Me, Love Me, Do As I Say And I Will Be Your Slave*
"You have an ego and lack of self-awareness that's bigger than my...hair. You will act as though everything you do is selfless and for everyone else's good, but it will really be for yourself - even times you genuinely want to do things for the benefit of others, you will somehow unknowingly twist it for your own ends and drive misery into them. This will earn you much hatred, and likely drive away many you consider friends...but also draw in the selfish and sycophantic. Not that you'll be able to tell the difference."

+200cp *Them's My Jewels!*
"Someone's got a tight grip on your...jewels. Whatever your most prized possessions, they are now in the hands of someone who's going to cause you a lot of trouble in the pursuit of their own quest or goals. Someone you met on the road, or maybe an old foil come to bother you again. They are immune to whatever negative effects the items have, if any, and if they must they can use those items as you can. If your tormentor succeeds in their goal, your belongings will be briefly freed from their clutches...until someone else gets their hands on your jewels."

+200cp *That's Not Fair!*
"You have an unreasonable and naive expectation for life's circumstances to favour you, or at least to un-favour everyone equally and fairly...but as it's commonly said: life isn't fair. You'll never see a liar or a cheater until after they've pulled their swindle on you, you're never prepared for failure when (entirely reasonable) odds fall against you, and you usually fail to make sensible preparations on the assumption that 'things will just turn out okay in the end'. Finally, any perks or powers you have that grant you better favor* than others are disabled for the jump, including any from this jump itself."

+300cp *Fixture*
"Wander no more. You will be a part of the Labyrinth, like the Helping Hands, Door Knockers, False Alarms or riddling guards. You must stand watch over one particular part of the maze, interacting with passers-by per a set of rules, which you are free to create yourself – maybe you're tasked with challenging people with a riddle for the correct path, forcing them to best you in a test of physical skill to continue on, or simply insult them as they walk by. Hope you don't get too bored or want to visit anywhere while you were here. Somehow you're kept up with food and your bodily needs."

+600cp *Give them BACK!*
"You've grown fed up with one of your companions or family members – and hot-headedly wished for me to come and take them away.
Even though you instantly regretted your words, it's too late, far too late to take them back. Now you've got to reach my Castle at the centre of the Labyrinth before the clock strikes thirteen, and they turn into a goblin to stay and serve me forever. Should you fail, they must be left behind forevermore.
If you don't have any companions or family in your chain, the one taken away is a baby version of yourself – and it's *you* who will be retroactively turned into a goblin forevermore, to serve at my pleasure.
Oh, you can keep your powers – but the labyrinth cannot be bypassed so easily, scaling as per "It's A Piece of Cake"."

+0cp *Implying Implications* (Extremely Optional Semi-Fanon Drawback)
"It doesn't take much examination to see the parallels between Sarah's daydreams, her belongings, and the Labyrinth and those who dwell in it. You might even go so far as to call the world of the Labyrinth a mirror of her fantasies. The implication is if the Labyrinth is her fantasies brought to life…what of everyone else? Does everyone else in the world have their own fantasy world influenced by their dreams and nightmares, home and possessions, to be explored, escaped to or even forcibly dragged into? Select this option and the answer is: Yes."

End
"But what now? Your time is over. Answer me!"

"I wish to stay."
"My castle is yours. Give up your journey and remain here for the rest of your days."

I wish to go home."
"Very well. I shall return you to your home."

"I wish you would take me away."
"Then on to the next jump with you."

Notes

v0.96, jump by Myrmidont. With the greatest respect to Jim Henson and David Bowie.

The events of 'Return To Labyrinth' lie outside of the standard 10 year duration, and I can't find scans of all chapters online so I'm not including it in this jump.

In case my prose is too flowery:

Perk notes:

The Way Forwards Is Sometimes Back

Avoid getting stuck in mazes. Find hidden doors and paths. Avoid traps, and tricks to mislead you into turning back.

Strictly 'physical navigation" stuff – it's not going to help find "a path to your victory" or avoid something that makes you have to re-tread your progress on a project.

Thing Friend

The elements are: Rocks, Water, Trees, the Wind. With the possible addition of things like "mud", "lava", "storms", "fires" or individual bodies of water. Smaller, more specific amounts of the element are probably faster to befriend.

Things that aren't elements for this perk: light, darkness, time, space, metal, heart, the sun, polonium, etc.

- The canon example is Ludo calling up hundreds of boulders to smash the goblins in the goblin city.
- Befriending the sea or a lake might raise or lower the water level of a sea or lake, make waves surge up to knock people down, turn a small stream into a raging river, part a sea for a short time so you can cross it.
- Trees might "walk" with their roots, bend or sway to hit people, give you fruit, or a tree might grow rapidly from a seed.
- The wind obviously blows hard or stops, but could blow light objects towards you or become a tornado.

Being 'a good enough friend' to the elements would mean actively defending the element in some way – actually looking after or protecting a mountain, rather than just being the rock's friend, or keeping a lake pollution-free.

The pre-emptive help might be trees catching you if you fell off a cliff, or the ocean washing you onto a beach if you fell into the sea unconscious. Eg: the rocks rolling into Sarah's hands to help her rescue Ludo.

Obviously if you're chopping trees, polluting the ocean or quarrying rocks you're not being a good friend to them and you'll lose the ability to call them up when you need them. Likewise if you tried to call on a forest to harm the elves who live among it and protect it.

The Power of The Labyrinth

Domains are any personal plane or pocket dimension that you have gained through cp/jump documents or personally created with your own power, not simply have ownership of, have taken over, have stolen or subsumed etc.

The 'My Kingdom Is As Great' and 'The Labyrinth' items count as your domains if you buy them.

Item notes:
Bedroom
This room may be a copy of your room from your pre-jumping days like your present one or a room from your childhood (with some extra toys for the important people you've met since then), or it might be a new room entirely.

Companion notes:
Companions may not take other companions or drawbacks for more cp.

Drawback notes:
That's Not Fair!
*Favor counts as: Powers, abilities, perks or parts of perks that manipulate or improve your luck, fortune, happenstance, general circumstances, fate, destiny, and plot relevance/ plot importance including plot armor. Basically any perk (or parts of perks) that can make good things happen to you for no particular reason.
A perk that improves your charisma or fighting skill is unaffected; a perk that means you'll just happen to meet helpful people or just happen to find weak spots in your foes would be disabled.