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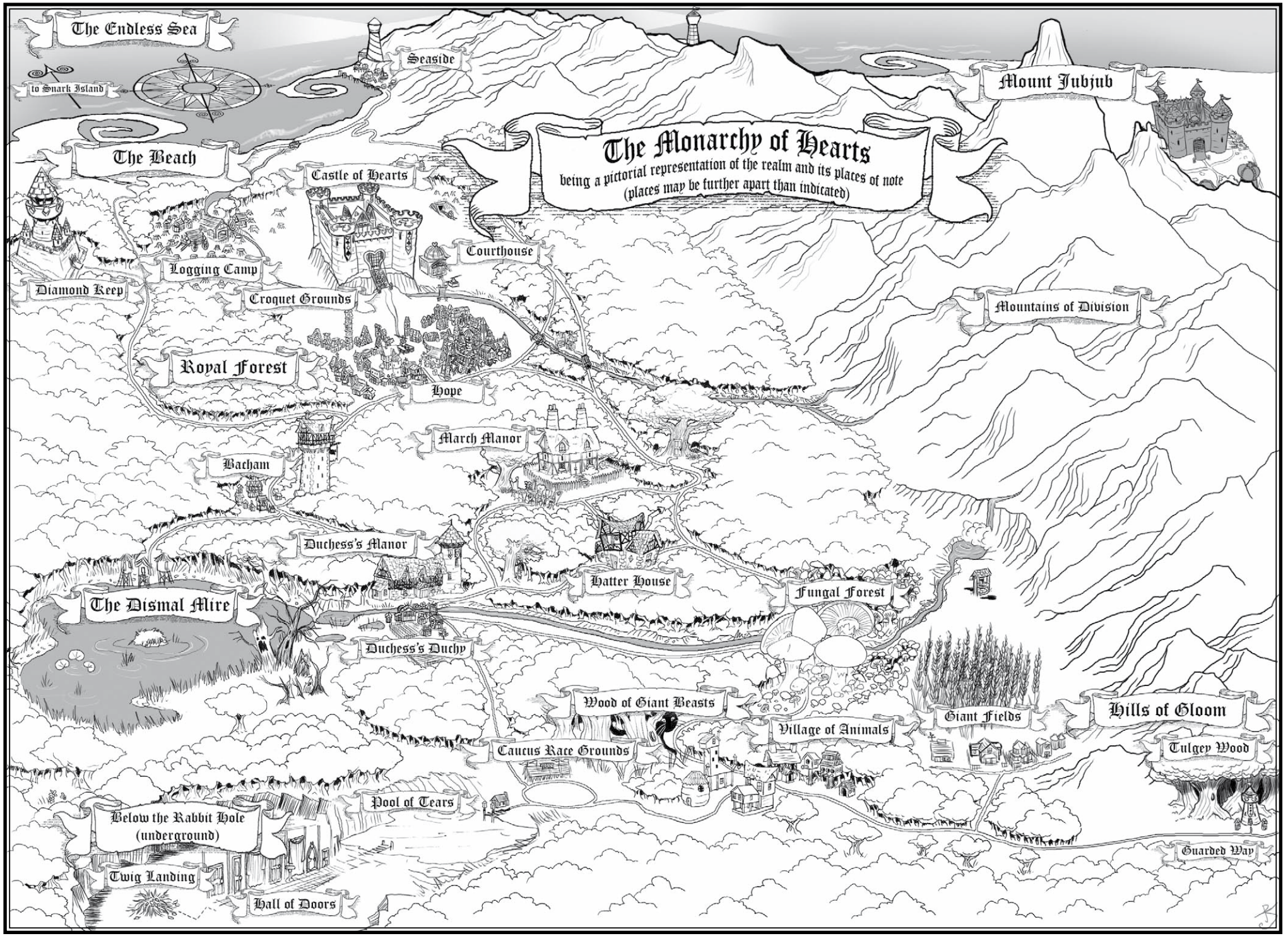
Wonderland No More

Adventures in a Wonderland Gone Wrong

OFFICIAL SAVAGE WORLDS LICENSED PRODUCT

Kevin L. Anderson, Lansing D. Tryon & Jordan Peacock


The Monarchy of Hearts
being a pictorial representation of the realm and its places of note
(places may be further apart than indicated)
The Endless Sea
to Snark Island
Seaside
Mount Jubjub
The Beach
Castle of Hearts
Courthouse
Logging Camp
Diamond Keep
Croquet Grounds
Mountains of Division
Royal Forest
Hope
March Manor
Bacham
Duchess's Manor
Hatter House
Fungal Forest
The Dismal Mire
Duchess's Duchy
Wood of Giant Beasts
Giant Fields
Hills of Gloom
Village of Animals
Caucus Race Grounds
Tulgey Wood
Pool of Tears
Below the Rabbit Hole
(underground)
Guarded Way
Twig Landing
Hall of Doors

Setting Guide

A Reference for Visitors to a Wonderland Gone Wrong

by

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Special Thanks to Mr. David Blewer & Mr. Matthew Pook

Inspired by the works of Mr. Lewis Carroll

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Introduction to Wonderland

Wonderland has always existed, of course!
If it hadn't, how could you be?

Some believe lies: that Wonderland only came into existence when the girl Alice entered it. However, be it created or eternal, Wonderland does exist, and people live and thrive there.

The Alice Diaries

Alice's adventures in Wonderland did happen. There. We've said it. It's all true, and the books that exist in the Real World are edited highlights of her diaries of those journeys. For those who have not (yet) read the books, a brief précis is given below. The texts of the books are also freely available on the Internet:

Alice's Adventures in Wonderland:

http://www.gutenberg.org/etext/11

Through the Looking Glass and What Alice Found There:

http://www.gutenberg.org/etext/12

Alice in Wonderland

"Oh, I've had such a curious dream!"

While sitting with her sister on a riverbank, seven-year-old Alice spies a white rabbit with a pocket watch. Intrigued, she follows the rabbit into a tunnel and tumbles down a rabbit hole. She lands in a long hallway full of doors. A key on a glass table unlocks a door far too small for Alice to pass through, though she longs to enter the beautiful garden beyond. As Alice tries to enter the garden, she experiments with many things that cause her to change size, but she never reaches the garden. Either she is small enough but does not have the key, or vice versa, and eventually she breaks down and cries.

Her experiments are cut short when she tumbles into a pool of water caused by the tears she cried while giant-sized. After making her way to shore, Alice takes part in a strange running race to get dry, along with many animals also caught in the pool. Once dry, Alice manages to offend all the creatures by talking about her pet, Dinah, and the cat's ability to catch birds and mice.

Alice travels alone into the woods around the pool of tears, where the White Rabbit mistakes her for his maid and sends her off on some errands. While in the rabbit's house, Alice drinks another potion and becomes too large to leave. Various attempts are made by the White Rabbit and his employees to extract her, culminating in them hurling cakes into the house. Alice eats the cakes, which make her small again.

Alice flees into the woods where she encounters a giant puppy (which she distracts with a stick), and then a caterpillar on a mushroom, smoking a hookah. He relates that the two sides of his mushroom can make Alice grow larger and smaller, as she wishes. The first time Alice eats the mushroom, it stretches her body out tremendously. Hilarity ensues when she meets a pigeon, who is convinced that Alice is a serpent.

Continuing her journey (upon reaching a more manageable size), Alice finds a manor house in a clearing, staffed by anthropomorphic animal servants. Inside are the Duchess, her baby, and her cook. The Duchess is nursing her baby very badly while the Cook is hurling objects and pepper at both. Concerned about the baby's wellbeing, Alice departs, taking the baby with her, but the child turns into a pig and trots off into the woods. Alice next meets the Cheshire Cat (a feline who can fade from view), who helps her to find her way through the woods, and warns her of madness.

Alice comes upon the March Hare's house, where she joins a tea party with the March Hare, the Hatter, and the Dormouse. Ever since Time stopped working for the Hatter, it has always been six o'clock and teatime. The participants in the tea party are argumentative and rude, so Alice leaves them. She finds a tree with a door in it, leading back to the door-lined hallway from the beginning of her adventures.

Back in the hallway, Alice (this time successfully) enters the beautiful garden that she saw earlier—the garden of the Queen of Hearts. Alice finds three gardeners (with

bodies shaped like playing cards) who are painting the white roses red to cover up their mistake. The Queen herself soon arrives, and she orders their execution; Alice saves the gardeners by hiding them in a large flowerpot.

The Queen invites Alice to play croquet, using flamingos as mallets and hedgehogs as balls. The game is interrupted by the appearance of the Cheshire Cat, whom the King of Hearts immediately dislikes and orders beheaded. While the King and the Executioner argue over the execution, the Queen takes Alice to the Gryphon. The Gryphon in turn takes Alice to the Mock Turtle, who shares bizarre stories about their school days beneath the sea. The Mock Turtle waxes melancholic about turtle soup, and soon afterward, the Gryphon escorts Alice away to see the trial of the Knave of Hearts.

The Knave's trial is a farce. As Alice is appalled by the ridiculous proceedings, she grows larger and larger for unknown reasons. When she is surprisingly called to the witness stand, Alice has grown to giant size. She refuses to be intimidated by the insane logic of the court and the bluster of the King and Queen of Hearts. Abruptly, the cards all rise up and attack her, at which point she wakes up. Her adventures in Wonderland have apparently all been a fantastic dream.

Through the Looking Glass and What Alice Found There

"You woke me out of—oh!—such a nice dream!"

Alice is pondering to her kittens what the world is like on the other side of a looking glass, when, to her surprise, she passes through the mirror into Wonderland. Alice finds a book of poetry—"Jabberwocky"—which she can only read by holding it up to a mirror.

Alice enters a garden grown as an unsolvable maze, where she meets some flowers that not only speak, but they mistake her for a flower as well. Further on in the maze, Alice encounters the Red Queen, who offers Alice a throne if she just moves to the eighth rank in a chess match. Alice begins play as the White Queen's Pawn, and her first move is by train to the fourth rank, since pawns in chess may move two spaces on the first move. Whilst on the train, she meets several bizarre "people," including a man clad in paper, a goat, and a melancholy gnat. Abruptly finding herself off the train, Alice converses with the Gnat about Wonderland insects before continuing her journey.

In a wood Alice meets the twin "fat schoolboys," Tweedledum and Tweedledee, from the famous nursery rhyme. After reciting to her the long poem, "The Walrus and the Carpenter" (in which a large number of oysters are lured to their doom), the twins have an argument and begin to fight. Alice continues on to meet the White Queen, who is very absent-minded (and later transforms into a sheep shopkeeper). The shopkeeper and Alice take a short trip on a river before Alice is drawn to an egg in the shop.

The egg proves to be Humpty Dumpty, who explains to Alice some of the meaning of the poem, "Jabberwocky," before he inevitably falls from the wall. Hordes of armed and mounted men rush past Alice as the White King sends all his horses and men to aid the fallen egg.

Moving past the army, Alice meets the White King and his two messengers, who look distinctly like the Hatter and March Hare, but go by "Anglo-Saxon" names. The White King leads Alice to his city where they encounter

A Controversy of Scale

The astute reader of *Alice's Adventures in Wonderland* may observe that, in light of Alice's dramatic changes in size in between her encounters with Wonderland's inhabitants, many of them would have great trouble interacting with each other—yet now Cards, Chessmen, Animals, Plants, and Humans alike are more-or-less the same size (and Tweedle are only a little bigger). The Pool of Tears is a lake rather than a small puddle in a corner of the Hall of Doors, and the Queen's Gardens are far from tiny.

If anything has changed, it has gone largely unnoticed by the average inhabitants of Wonderland. To them, that's just the way things are.

the Lion and the Unicorn, who proceed to act out the nursery rhyme in which they appear.

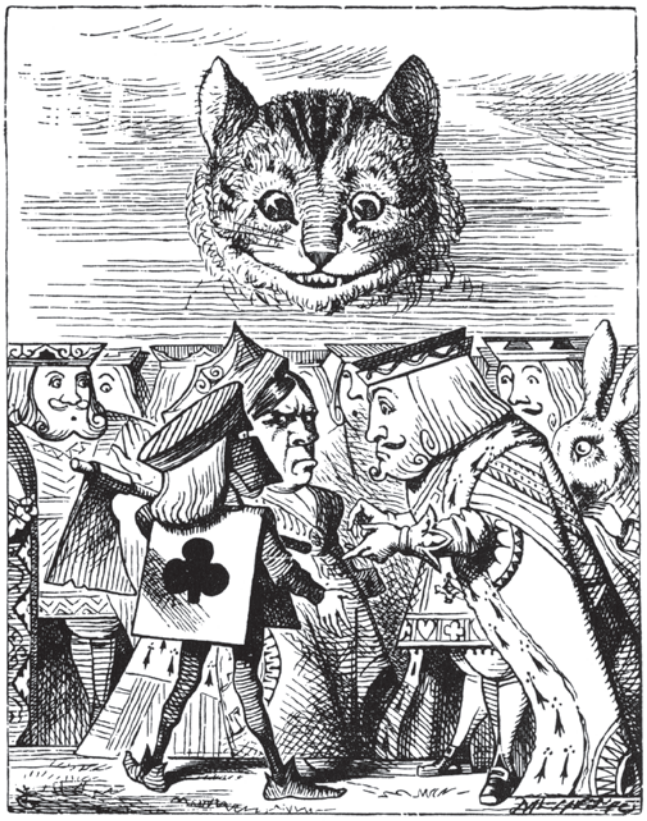
Alice flees from the drums that play to drive the Lion and the Unicorn from the town, but is captured by the Red Knight and subsequently rescued by the White Knight, who leads her to the final rank. Upon reaching this eighth rank, Alice becomes a queen and joins the White and Red Queens at a banquet in her honor.

After an argument with the Red Queen, Alice awakens from her dream (if it was a dream), and blames her black kitten for the mischief caused by the story.

After Alice Left Wonderland

The books recording Alice's adventures do not tell the whole tale, and who can blame them? They record only the highlights of her journeys, glossing over the minor events and seemingly inconsequential conversations she had with the less-interesting people of the land. However, Alice's tales of her world inspired these "less important" denizens of Wonderland, leading to great leaps in technology, society, and almost every other aspect of life. Three cities sprang up, named after the three Victorian virtues of Faith, Hope, and Charity, and they are ruled by the Red Queen, the Queen of Hearts, and the White King, respectively.

Alice's visits set in motion a chain of events that would render the realms she visited darker and more dangerous places, the wonder replaced by worry and fear—*Wonderland No More*.



Dark Times

The King of Hearts withdrew from public life. The Queen of Hearts became even more heartless, and her realm became a darker place. Soldier Cards patrolled the roads and visited towns to tax the people. Beheadings were ordered and, unlike in more peaceful times, were actually carried out.

The Kings of both the Houses of Rosewood (the Red Chessmen) and Whitefield (the White Chessmen) disappeared. Rumors suggested that the White King was dead, slain in a traitorous attack by Rosewood. Others tell that the sleeping Red King had been taken to a place of safety, where Whitefield assassins cannot reach him.

The Red Queen seized her chance, rallied the defeated forces of Rosewood, and attacked Whitefield. Taken by surprise, the White forces had no time to react, and under the inept leadership of the White Queen soon fell to the attack. Technically, the two houses are now at peace, with the House of Rosewood in supremacy. However, hostilities continue (albeit there is little direct combat), with both sides using terrorism and guerrilla tactics.

No one can make much sense of what is occurring or why, and so the scene is set for some new heroes to make their mark on Wonderland.

Geography of Wonderland

"It's something very like learning geography," thought Alice, as she stood on tiptoe in hopes of being able to see a little further.

Wonderland is split roughly in half by the vast, impassable north-south Mountains of Division. The Western half is called the Monarchy of Hearts, while the Eastern is known as the Looking-glass Lands.

The Mountains of Division extend quite some distance into the sea, and south almost as far as the edge of the land. The Hills of Gloom to the south of the Mountains are very heavily wooded, and are well-named. These hills mark the southern boundary of Wonderland, and any who venture too far south find themselves somehow turned about. Thick forests mark the eastern and western edges of Wonderland. Here too, anyone venturing too far into these forests will be somehow turned back to Wonderland.

The Monarchy of Hearts is predominantly wooded, with settlements, farmland, and manor houses existing like islands within a sea of trees. In contrast, streams and brooks divide the vast hills and plains of the Looking-glass Lands into a chessboard pattern, dotted here and

there with settlements, farms, and copses. Many of these have been ruined by the years of warfare between the two Chessman houses.

The only commonly traveled route between the two realms is through the Hills of Gloom. This journey is fraught with danger, as the hills are home to some of the more ferocious of Wonderland's creatures. Both realms grudgingly cooperate to ensure safe passage through the hills along a winding trail known as the Guarded Way. Guard posts mark the way at frequent intervals, and the beacon fires burning atop them can be seen for miles around.

It is possible to travel from one realm to the other via the Endless Sea, but such a trip involves a long detour around the Mountains of Division and is generally viewed as not worth the effort.

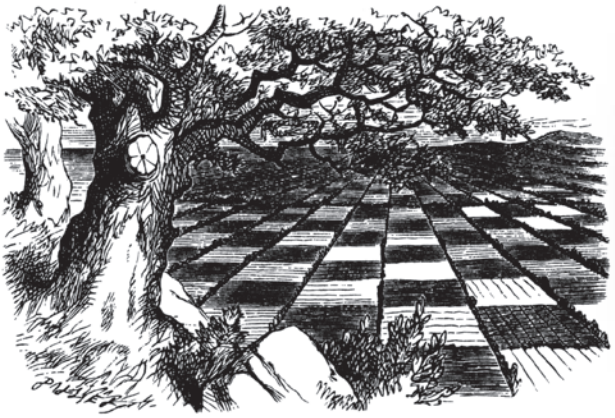
The Monarchy of Hearts

The Queen of Hearts rules the Monarchy alongside her husband. However, he has rarely been seen since Alice left. For all intents and purposes, the realm is a dictatorship.

The western realm has only one major city—Hope—though many other small towns and villages lie scattered throughout the woods. The most famous of these is the Village of Animals, where the White Rabbit (who first led Alice to Wonderland) lives. The smaller villages have cleared the surrounding woods and farm the land, producing crops and raising such beasts as cows, sheep, and pigs. Excess foodstuffs are taken to the larger villages and towns to be sold or bartered.

The varied people of the Monarchy of Hearts are predominantly anthropomorphic Animals, Cards, and Humans, with a smattering of anthropomorphic Plants and Tweedle, with the occasional Chessman. Villages tend to be made up of only a single race each, while the larger towns and the city of Hope sport a mixture drawn from the surrounding communities.

The Monarchy of Hearts is technologically and socially reminiscent of Great Britain in the late Victorian period (circa 1860 to 1890), having been influenced by Alice's Real-world knowledge and experiences—and perhaps by other, later visitors as well.



The Looking-glass Lands

The eastern realm is effectively ruled over by the Red Queen (a Chessman) who, like the Queen of Hearts in the west, is unchallenged in her rule. The Red Queen's spouse (the nominal monarch, the Red King) has been asleep and dreaming as long as any can remember, so there is no one to temper her tyrannical behavior.

The realm's main city is named Faith and it is from here the Red Queen rules, bolstered by the victorious House of Rosewood (the Red Chessmen). A second city, Charity, lies in what is essentially an enclave of the defeated House of Whitefield (the White Chessmen). Other towns and villages are scattered throughout the realm and, like their counterparts in the west, their inhabitants live a primarily agrarian life.

The people of the Looking-glass Lands are predominantly Chessmen. There is quite a large population of Humans, Animals, Tweedle, and Plants, with only a very few Cards. Again, villages tend to be single-race, while the towns have more of a mixture.

The Looking-glass Lands are technologically and socially reminiscent of medieval Great Britain—not necessarily the reality of that period (especially given the occasional Victorian-era house to be found), but the idealized "once upon a time" image painted by the Victorian people.

Characters

"Who are YOU?" said the Caterpillar.

Making heroes for *Wonderland No More* is as easy as creating characters for any *Savage Worlds* game. Perhaps the hardest part is figuring out what kind of character to play. Once you do that, actually filling out your character sheet is fairly simple. Several common character types inhabiting the world known as Wonderland are listed below.

Bounty Hunter: Since the Queen of Hearts began taxing her subjects, jobs abound for those who want to hunt their kin for money. Tax evaders disappear or become outlaws, and need to be tracked down.

Common Folk: "From small acorns mighty oaks grow," so says an old proverb, and it is nowhere truer than with the common folk of Wonderland. By circumstance or happenstance, many a common villager has been thrust upon the path of adventure.

Explorer: These folk are no longer content to stay in their known and safe area, following the urge to wander and see what is over the horizon.

Guard: There is always a use for a guard, including warding the royal presence, ensuring that a tax collector remains unmolested, or fighting a war with a rival.

Gourmancer: A few of those who study the culinary art of preparing magical dishes choose to travel the realms to sell their recipes to those who have immediate use for them, to cure an ill or right a wrong. These wandering Gourmancers often stumble into adventure whether they seek it out or not.

Haberdasher: Sometimes people ask for the *strangest* things on their hats! Whilst seeking the *perfect* jubjub feather, other adventures may intervene.

Hunter: Sometimes the wilder creatures such as the fearsome jabberkin or bandersnatch prey upon the villagers. At such times, someone is needed to drive the beasts back to where they belong.

Itinerant Alician Preacher: Those who revere Alice as a goddess are rare and normally avoided by others—until their miraculous powers are of use.

Outlaw: Where there are those willing to work hard to better themselves, there will always be others who wish to rob, steal, or cheat their way to an easy life. Most outlaws are just that: people willing to use violence and death as a means to gain wealth. However, a few break this mold and fight only against the powers that rule their realm, seeking a better lot for all.

Peddler: Most folk stay in their own village or town to sell their wares, but some like to wander the land seeking new customers for their creations.

Questing Knight: The Knights of the Looking-glass Lands often seek fame by questing for noble deeds to perform: rescuing maidens, slaying foul beasts, or vice versa—that sort of thing.

Raconteur: An expert in the telling of tales and singing of songs and rhymes. The skilled raconteur is welcome in most domiciles, be they cottages or castles.

Royal Flunky: Royalty always needs good men (and not-so-good men) for a vast array of tasks. Collecting taxes, investigating wrongdoings, and presiding over courts are but a few.

Soldier: Soldiers are limited to Cards (the Queen of Hearts) or Chessmen (the Red or White Queen). They are normally tough and well-trained in the military arts, ready to defend their monarch. However some become disillusioned and leave the pay of their employers.

Village Merchant (retired): The village representative who takes its excess produce to the larger villages and towns to barter them for other items the village needs. Such people often develop an urge to travel on their own after a few years and give up their role and village.

Making Characters

Once you've figured out what you're going for, it's time to figure out your character's statistics. You'll find a character sheet designed specifically for this setting in the back of this book.

1) Race

First choose a race. The player character races of Wonderland, a brief description of their history, their benefits, and the rules for playing them are all presented on the pages following this section. Read through these and choose a race first.

A player could potentially pick a character "race" not represented here; after all, Alice conversed with a talking egg, and was introduced to a leg of mutton. With the GM's permission, pick the closest match. When in doubt, just go with the Human package, and pick Edges and Hindrances to best fit the idea—it'll be close enough for Wonderland's twisted take on reality.

2) Traits

Now it's time to figure your hero's attributes and skills.

Attributes

Unless a racial description says otherwise, your character starts with a d4 in each of his five attributes: Agility, Smarts, Spirit, Strength, and Vigor. You then have 5 points to distribute among them as you choose. Raising an attribute a die type costs one point, up to a maximum of d12. The huge Tweedle are an exception to this, as they may raise Strength to a maximum of d12+2 if desired.

Skills

You also have 15 points with which to buy skills. Raising a skill by a die type costs one point as long as it's no higher than the attribute it's linked to. It costs 2 points per die type to raise a skill over its linked attribute.

The following skills are available in *Wonderland No More*:

Boating (Agility)	Persuasion (Spirit)
Belief (Spirit)	Repair (Smarts)
Climbing (Strength)	Riding (Agility)
Cooking (Smarts)	Shooting (Agility)
Fighting (Agility)	Sorcery (Smarts)
Gambling (Smarts)	Stealth (Agility)
Haberdashery (Smarts)	Streetwise (Smarts)
Healing (Smarts)	Survival (Smarts)
Intimidation (Spirit)	Swimming (Strength)
Knowledge (Smarts)	Taunt (Smarts)
Lockpicking (Agility)	Throwing (Agility)
Notice (Smarts)	Tracking (Smarts)

Notes on Skills

Wonderland may be a dark and dangerous place at times, but it is not generally a place of *horror*. As such, the Guts skill has been removed; when required, Spirit rolls should be made instead.

Arcane Skills

The following skills are used by Arcane Backgrounds unique to Wonderland.

- **Belief** is used for casting miracles. For full details see page 38.
- **Cooking** is used to make Magic Foodstuffs that have magical properties when eaten. It also comes in handy for cooking especially tasty but non-magical meals. For full details see page 31.
- **Haberdashery** is used for making hats, and for conjuring magical effects with them. For full details see page 35.
- **Sorcery** is the skill for the rare art performed by Witch Queens, be they Card, Chessman, or otherwise. For full details see page 36.

Knowledge Skills

These three Knowledge skills are particularly worthy of note:

Knowledge (Battle) is used for large battles; all Chessmen start off with this area of knowledge.

Knowledge (Magic Foodstuffs) is the skill used to find naturally-occurring foods that bestow magical powers when eaten. For full details see page 31.

Knowledge (Wonderland) represents your hero's knowledge of Wonderland. This skill is only relevant if your hero is from the Real World and visits Wonderland in his dreams or via the portals. All such heroes possess this skill at d4; it may not be increased beyond d6 during character creation. A hero native to Wonderland uses Common Knowledge instead.

Languages

The peoples of Wonderland speak many languages from the Real World, but the predominant one is Victorian-era British English.

Secondary Statistics

Charisma is a measure of how much your hero is liked, and is added to Persuasion and Streetwise rolls. Your Charisma modifier is +0 unless changed by Edges or Hindrances.

Pace is equal to 6".

Parry is equal to 2 plus half your Fighting.

Toughness is equal to 2 plus half your Vigor.

3) Special Abilities

Now decide if you want any Hindrances. If so, you may now use the points from them to gain one of the benefits below. You may take one Major Hindrance (worth two points) and up to two Minor Hindrances (worth one point each).

For two Hindrance points you can:

- Raise an attribute one die type.
- Choose an Edge.

For one Hindrance point you can:

- Gain another skill point.
- Gain an additional £5.

4) Gear

A hero starts with the clothes on his back and 5 pounds (£). You'll want to spend some of that now on armor, weapons, and whatever other equipment you might need. See Gear & Goods, starting on p. 23. Don't worry about the availability rules; whether it's common or rare, if it's listed, you can "buy" it for a starting character.

5) Background

Finish up by filling out your hero's background. Your GM will inform you as to whether you hail from the Real World or Wonderland. If from the Real World, your hero has journeyed in Wonderland for brief times and has some knowledge of Wonderland, but she also has a real life in the waking world.

Think a bit about your hero's real life, what her job is, who her friends are, where she lives, and what she likes and dislikes. Conversely, if you are playing a native of Wonderland, where is he from? What does he like? Where does he live?

A name is also important, of course. This being Wonderland, anything is fair game. Any name that could have been commonly found in Victorian England is in frequent use for most races, as evidenced by Pat the Gardener, Bill the Lizard, Mary Ann, Father William, and others.

Some characters are known only by their profession or title, or even just a matter-of-fact description of *what* they are.

Chessmen usually opt for names that reflect their house color (e.g., Princess Lily of Whitefield). Cards might go for names that reflect their rank and suit. Tweedle characters, of course, can just put "Tweedle" in front of most anything.

Animals

In Wonderland, there are "beasts" and "Animals." "Animals" are creatures with the appearance and features of Real-world animals (and sometimes not-so-real ones) with paws, hooves, wings, fins, or whatever. Despite this, somehow they're able to wear white gloves, wear (and button up) waistcoats, count on fingers, grasp and manipulate objects, and generally do a great many things that Real-world animals physically couldn't do even if they had a mind to.

For example, a Rabbit can pass for an ordinary Real-world rabbit ... but he can also wear a three-piece suit, monocle, and top hat just fine, and he can operate a shotgun or play the organ just as well as anyone. "Beasts" on the other hand are more-or-less true animals (in the Real-world sense), possessing no more intelligence than their Real-world counterparts—though they may be found in larger-than-normal sizes, or with grotesque, caricatured proportions and strange combinations of features.

Wonderland Animals are not shape-shifters, were-creatures, or any such thing. This is merely another consequence of Wonderland's dream-like storybook reality. The best advice for Real-world visitors is, don't pay too much attention to just how they do these things, and don't over-think it.

However, the difference between "beasts" and "Animals" is not a distinction in use by people who live in Wonderland; it is more a convenience for the players and GM, so that they don't have to refer to the likes of White Rabbit or Bill the Lizard by such cumbersome labels as "anthropomorphic animals." Creatures such as giant puppies, slithy toves, and the flamingos and hedgehogs used on the Royal Croquet Grounds are all merely "beasts."

On the whole, Animals prefer the company of their own kind: that is to say, other Animals, rather than specific types thereof. They tend to congregate in small villages where many species of Animal live together.

Insects as Animals

Wonderland Insects are a type of Animal and are treated in much the same way. Despite having more than four limbs, all Insects are treated as having two arms with the rest of their limbs as legs. Additional legs do not increase the Insect's Pace unless the Fleet-Footed Edge is taken to represent this.

The Red Queen shook her head, `You may call it "nonsense" if you like,' she said, `but I've heard nonsense, compared with which that would be as sensible as a dictionary!'

There are no particular terms in Wonderland to distinguish between Animals and beasts; this serves to illustrate the presence of logical blind spots from which Wonderlanders suffer now and again. They accept their own world as normal, no matter how nonsensical and internally inconsistent it seems compared to the Real World; after all, they don't have the Real World to compare it to. This is the only life and the only reality they know of.

The vague distinction between talking Animals and "beasts" may from time to time lead to frustrating arguments—say, as a Card Sergeant is trying desperately to explain to his men why trapping a bunch of little white bunnies doesn't help in the capture of the White Rabbit.

He's bigger, of course (but what if he nibbled on a mushroom that made him shrink?), or he's wearing a jacket (but what if he changes his clothes?), or he talks (but what if he chooses to be silent?). Ultimately, the Sergeant knows there's a difference, but he's utterly incapable of articulating it.

Some particularly simpleton Wonderlanders even have trouble with the concept of separating "a white rabbit" from "*the* White Rabbit." Terms such as "anthropomorphic rabbit"—let alone something as scientific-sounding as "*lagus sapiens*"—don't exist in his vocabulary. It just can't be done.

Animal Racial Edges

Edge	Effect	Animals
Agile	Agility starts at d6	Cat, Weasel
Aquatic	Gain Swimming at d6; can swim at a Pace equal to Swimming skill; amphibious	Fish
Alertness	As the *Savage Worlds* Edge	Dog
Charismatic	As the *Savage Worlds* Edge	Songbird
Cunning	Smarts starts at d6	Fox
Draft	Size +1 (+1 to Toughness and 2x Load Limit)	Donkey, Horse
First Strike	As the *Savage Worlds* Edge	Snake
Fleet-Footed	As the *Savage Worlds* Edge	Horse, Rabbit
Flight	Arms are wings giving a Flying Pace of 6" with a climb of 3" per turn; the wings are not powerful enough to carry another person	Bat, Bird, Fly
Leap	Can leap up to normal Pace horizontally and half that distance vertically; if running, half of Running die can be added to leaping distance	Frog, Toad
Night Vision, Sonar	Ignore dim light and darkness penalties, and gain a d4 in Notice	Bat, Owl
Sweep	As the *Savage Worlds* Edge	Lion
Shell, Carapace, Blubber	Armor +2	Crab, Tortoise, Walrus
Strength	Strength starts at d6	Badger, Bear
Wall Walker	Can walk on walls and ceilings at normal Pace.	Ant, Fly

Racial Edges & Hindrances

Animal Edge: All Animals have one Edge suited to their specific type as shown in the Racial Edges list. If an Animal type isn't listed, pick the one that's the closest fit; otherwise, discuss with your GM what Edge (from this list or elsewhere) would work best.

Several of these Edges are from the *Savage Worlds* rule book—these act exactly the same except that Animals do not need to meet the prerequisites normally associated with them if taken at character creation. Additional Animal Edges may be taken as character options in exchange for Hindrance points.

Example: A Songbird with the Small Hindrance (Major) starts with Charismatic and Flight as Animal Edges.

Natural Weaponry: Whether it is a beak, claw, bite, kick, or head-butt, all Animals have natural attacks which together inflict Strength+d6 damage. Alternatively, the weaponry can inflict Str+d4 damage, but give an additional bonus such as Reach 1 (for long arms or a Frog's tongue) or +1 on Climbing rolls (with claws).

Quirk: All Animals should have a quirk derived from their animal type or personality. For example, a Dormouse may have a tendency to fall asleep, or a Rabbit may be obsessed with time.

When creating an Animal hero, take care to describe the hero and take additional Edges and Hindrances to fill out the description.

A few suggested Edges: Alertness, Brawny, Danger Sense, Level Headed, and Tough as Nails.

A few suggested Hindrances: Bad Eyes, Bloodthirsty (for carnivores), Clueless, Habit (Minor, such as washing with his tongue), Illiterate, and Stubborn.

Small or Tiny

As an option during character creation, to get an extra 2 Hindrance points, an Animal may be Small or Tiny. This does not count against the limit of Major or Minor Hindrances.

Cards

Cards are living playing cards, averaging some four feet tall. All cards of an extended "pack" have identical designs upon their backs, while their front sides bear symbols appropriate to their suit and rank.

Originally, there was but one pack, led by the King and Queen of Hearts. After a certain debacle with a Human girl, the Knave of Hearts, and a Court of Law, some Cards decided to set forth to discover their own destinies.

Since that time other packs have been discovered, some of lesser number and some more. There are even rumors of a pack of Cards whose anterior markings bear similarities to such things as cups and swords!

On Flatness

As with Animals, certain details about Cards defy logic. In storybook fashion, when it fits the situation, Cards have the properties of playing cards. For instance, they can slip through gaps under doors or between bars with their gear with a successful Agility test (though there's a risk of mishap upon failure). Secured areas, such as the Queen's dungeon, defend against such an easy means of entry or escape, but it can still come in handy.

At the same time, they eat and drink food and beverages (Magic Foodstuffs included) and don't get any thicker (or soggy) from doing so. They bleed and heal just like other living creatures. Card women can change their hair styles and clothes (as the nobility frequently do, to keep up with fashion), and if viewed from straight ahead could be mistaken for Human.

Class

Card society is heavily influenced by notions of caste, organized strictly by suit and rank. Even for Cards who choose not to serve the royal families, suit has an impact on one's aptitude, and rank is closely tied to status.

Any clothing or armor worn by a Card will bear the appropriate symbols to indicate suit and rank. For most Cards, this is second nature, as they would never even consider lying about their rank, and would see those who did as heinous criminals.

- Clubs are the guards and soldiers.
- Diamonds are the scholars and academics.
- Hearts are the courtiers.
- Spades are the craftsmen and laborers.

Rank

Card player heroes have a rank of 5, 6, or 7 if no special Edges are taken. Cards with the Poverty Hindrance may be a 2, 3, or 4. Cards with the Rich Edge may be an 8, 9, or 10.

Cards with the Noble Edge may be a Face (Court) Card, but even then, the hero is only *a* Knave (Jack), Queen, or King. "Queens" and "Kings" of varied suits have titles such as Baron/Baroness, or sometimes loftier ones such as Duke/Duchess or Count/Countess. Ultimately the distinction is superficial, as *the* Queen of Hearts holds all the real power.

A Queen or King of Hearts may go by the title of Princess or Prince, but there are more than a few heirs in line, so don't expect any special treatment from Her Majesty.

Knaves are technically "servants of the Crown," and often named "Jack" (or "Jill" in the case of a female "Knave"). They occasionally hold titles befitting governmental stations, such as Chancellor, Sheriff, or Magistrate. Once again, the Queen holds the real power, finding guilt and making decrees as she pleases, so these positions are as likely as not to be merely ceremonial.

Aces are not available as player Cards.

Racial Edges & Hindrances

Edge-facing: As a free action, a Card may turn edgewise to an observer to be harder to spot or hit at range. An "edgewise" enemy has a –2 penalty to spot a Card, and to ranged attack rolls against him. When faced with a number of potential attackers, the Card must pick *one* enemy against which to apply the penalty; anyone else can see more of the Card simply by being a step or more to one side or the other, thus negating the penalty.

Flammable: A dry Card, if hit by a fire-based attack, has at least a 50% chance to catch fire.

Flat ... Sort Of: Cards can exploit card-like flatness when it fits the situation, but still do most anything a truly three-dimensional character could.

Luck of the Draw: If a Card's player draws a card with his own rank and suit for initiative, it is treated as though it were a Joker.

Soggy When Wet: Cards get soggy if introduced to large amounts of water (such as would be required to put out a fire, or when swimming); soggy Cards suffer a –2 penalty to Toughness, and take an hour under normal conditions to dry off.

Chessmen

Chessmen are a race of giant anthropomorphic chess playing pieces. They are wooden constructs averaging five feet in height with vaguely human features in what are otherwise "traditional" chess piece shapes. Chessmen are either colored red or white, and this division splits the race as a whole.

Chessmen originally hail from the Looking-glass Lands, where they were locked into a caste system and endless war. Alice's visit—in particular the time she spent with the White Knight—was a revelation to the Chessmen, prompting them to realize there was more to their world than their battlefields.

Chessmen are the most militant of the Wonderland races, as their whole past has been one long conflict. Hatred between the two houses of Whitefield (White) and Rosewood (Red) runs deep, and it takes an exceptional Chessman to rise above this ancestral trait.

Chessmen have a rigid and flourishing caste system not unlike that of the Cards, though a lower-caste member of the society may rise above her station and become a higher-caste member. Such a transition is called "reaching the Eighth Square" and can occur only once in a Chessman's lifetime. Each Chessman begins life as a Pawn, but through diligent work and seeking personal betterment, she may some day transform into a Bishop, Knight, Rook, or Queen. (There can only be one *King* for each House, however, and that role is already filled.)

From their caste system, the Chessmen have a very logical way of thinking; most are great tacticians but have trouble making intuitive leaps or "thinking outside the box."

Sizes of Chessmen vary depending upon their rank in society; Queens and Kings are the largest, then in descending order: Rooks, Knights, Bishops, and Pawns.

The Accords

The Accords of the Eighth Square consist of a wide range of rules concerning proper Chessman behavior and the conduct of war, agreed upon by both Houses as holy writ.

For instance, each side must clearly identify its allegiance (disguising oneself as a member of the other side is unthinkable), and the two Houses must put aside their differences to unite and defend the Realm should it be threatened by invaders.

There are also extensive rules concerning the treatment of defeated parties, and it is for this reason that Whitefield is still allowed certain freedoms, despite its defeat at the hands of the Red Chessmen.

For more details on Accords that affect *individual* Chessman behavior, see the following page.

Racial Edges & Hindrances

Buoyant: Being made of wood helps a Chessman to float, granting a free d6 in Swimming.

Small: Pawns are only about 4 feet tall. Their small size subtracts 1 from their Toughness.

Tactical: All Chessmen receive a d6 in Knowledge (Battle) for free.

Wooden: Chessmen are all made from animated wood and so gain the following Edges and Hindrances:

- Chessmen have no vital organs; thus, called shots cause no extra damage.
- Chessmen are very resilient, gaining +2 when attempting to recover from being Shaken.
- Normal healing does not work on them. The Repair skill is used in place of Healing for all appropriate rolls. In addition, magical forms of healing suffer a –2 modifier when used on Chessmen. (The *mending* and *greater mending* powers, as detailed on p. 41, help to fill this gap for Chessmen.)

Chessmen are normal, regular people, who do normal, regular people things, just like all other people. They just happen to be made out of wood. Thus, Chessmen must eat, drink, sleep, etc., and the arts of Gourmancy are practiced as much among the Chessmen as any other Wonderland race. This also means that normal rules for natural healing, the "golden hour," and Bleeding Out apply just as much to Chessmen as they do to non-wooden creatures.

The Accords of the Eighth Square

Tales tell that the original copy of the Accords came into existence at the same time as the Chessboard Fields. Since that time the original has been lost, but there are many amended copies.

The Accords detail the rules of the society of the Chessmen, the strict interaction between the two houses and between the Chessmen and "foreign" peoples.

The original Accords had sections on etiquette and chivalry with aspects of a knightly code as well. Later versions have more "common sense" (or at least Wonderland's version of it) added by various ruling monarchs.

Examples of original sections:

Prowess—seek excellence in all endeavors whatever your station in life.

Justice—seek always the path of right in accordance with the Accords and your liege.

Loyalty—be known for unwavering commitment to the people and ideals of your house.

Defense—when called upon, it is the duty of every Chessman to defend his House.

Courage—be prepared to make personal sacrifices in service of the House and people you serve.

Faith—believe only in the Spirit of Conflict; your faith will root you and give you hope.

Humility—tell the deeds of others before your own, according them the renown rightfully earned through virtuous deeds.

Largesse—be generous in so far as your resources allow; largesse in this way counters gluttony.

Nobility—seek great stature of character by holding to the virtues and duties of your House.

Franchise—seek to emulate the Accord as sincerely as possible, not for the reason of personal gain but because it is right.

Later Additions:

Be always ready with your armor on, except when you are taking your rest at night.

Defend the poor and help them that cannot defend themselves.

Do nothing to hurt or offend anyone else.

Be prepared to fight in the defense of your house.

At whatever you are working, try to win honor and a name for honesty.

Never break your promise.

Maintain the honor of your house with your life. Rather die honestly than live shamelessly.

Chivalry requires that youth should be trained to perform the most laborious and humble offices with cheerfulness and grace, and to do good unto others.

Some of the more bizarre entries:

Look up, speak nicely, and don't twiddle your fingers all the time.

Curtsy while you're thinking what to say; it saves time.

Open your mouth a LITTLE wider when you speak, and always say, "your Majesty."

Speak in French when you can't cannot think of the English for a thing.

Turn out your toes as you walk—and remember who you are!

Never send all the horses, because two of them are wanted in the game.

It isn't respectable to beg.

You will observe the Rules of Battle.

Speak when you're spoken to!

Always speak the truth—think before you speak—and write it down afterwards.

Queens never make bargains.

Humans

Humans are a minority race in Wonderland, and that's even when the term "Human" is used quite loosely. Wonderland's "Human" inhabitants usually sport unnaturally grotesque, caricatured features that appear clownish or even ogre-like to Real-world eyes. Rumors nonetheless abound that all Humans within Wonderland hail from the Real World, and that none are indigenous.

Little attention is called to the fact that Humans are, indeed, Humans. That is to say, other Wonderland races tend to mistake them for members of their own "race" (very generally speaking). For example, the talking Plants mistook Alice for a mobile Flower, the Pigeon (an Animal) mistook Alice for a Serpent (another Animal), and several of the Chessmen accepted Alice as a White Pawn (and then later a Queen) without question. Sadly, Alice's brief friend, the Fawn, nonetheless recognized her (fearfully) as a Human child once they left the Wood of No Names, so this is by no means an absolute rule.

Skin and hair tone varies immensely in Humans, as does size and shape of features, to extremes not found in the Real World. It is not unusual to encounter persons who look like they could have walked right out of a children's nursery-rhyme book, or an editorial cartoon from a London magazine. If it were the Real World, their appearances might be disturbing or even terrifying.

Even persons whose features would be considered comely have a certain unearthly and unsettling quality to them.

If indeed they all hail from the Real World, this implies that prolonged stays in Wonderland have a strong effect upon their appearance. This could make a worrisome outlook for any Real-world visitors expecting to be there for a while.

Racial Edges and Hindrances

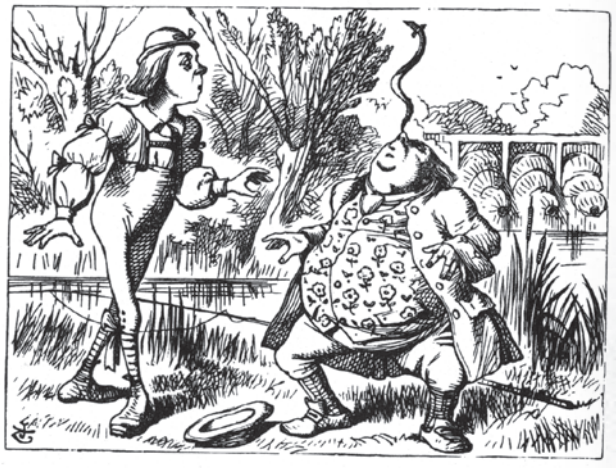
Bonus Edge: Humans start play with one free Edge of their choice, so long as they meet the prerequisites.

Human characters visiting from the Real World are not prohibited against taking up Wonderland Edges; it could well be that they just naturally picked up such abilities as soon as they got there.

On Human Names

A peculiar feature of Wonderland Humans (capitalized here to distinguish them as a Wonderland "race") is that they are very often known by profession, title, or even a distinguishing feature, rather than by a given name. The Hatter is the Hatter, the Carpenter is the Carpenter, and the Duchess is the Duchess, who is served by her Cook.

There's no indication that these people are known by any other name—and if once they had another, it has long since been lost to memory. There are exceptions (such as the spry Father William), but they are rare.



Plants

Plants (hereafter denoted with a capital "P," as opposed to mere *plants*), are sapient—they are intelligent and aware of their own existence. Originally only found in the maze-like gardens surrounding the Looking-glass House, the Flowers met Alice and began to question their lack of mobility. The Flowers asked themselves why their stalks, heads, and leaves could move under their own volition but not their roots. As is often the case, such questions led to experimentation and the revelation that their roots could move under their control. The Plants became mobile.

Plants appear quite delicate and fragile, tottering around on their thin root-like legs, their slender bodies swaying from side to side, and their leaves curling in all directions. However, the fibrous nature of their plant bodies makes them surprisingly resilient, and they have long since evolved to stand up to quite amazing forces. That said, the Plants are generally slow and not physically strong, though there are always exceptions.

A Plant begins life rooted in the soil in its family bed and surrounded by its kin. As it develops, its roots grow stronger until it can uproot itself. It is at this stage that a Plant usually makes the decision whether to stay in its bed or take up a life of wandering. Since Alice's second visit to Wonderland, the Plants have spread out from the Looking-glass House, and beds of them can be found across the realm. They have no villages or towns as such, although there are two particularly large Plant gardens—the original (near the Looking-glass house) and another in the northwest of the Chessboard Fields, named "Settled."

Plants are technically hermaphroditic, but nonetheless fall into "genders," reflected in their voices and other human-like features. "He" or "she" is all well and good, but calling a Plant "it" is just plain rude.

Genus

A Plant may be of any variety, and depending upon its characteristics will have different Edges and Hindrances. Some examples are given below; a player should work with his GM to create a unique hero flower.

Racial Edges & Hindrances

Hardy: Plants don't bleed or bruise in quite the same way as others; a second Shaken result doesn't cause a wound.

Mobile … Mostly: Base Pace is 4 and running die is a d4.

Photosynthesis: Plants don't need food, but require an hour of sunlight per day. If a Plant does not get the exposure it needs, it must succeed in a Vigor roll at the end of the day or take a level of Fatigue (this can be removed by spending two hours basking in sunlight).

Plant Physiology: Plants are immune to diseases and poisons affecting non-plants, but susceptible to diseases and poisons that affect plants.

Small: Plants are very slender and light for their height. They suffer a –1 penalty to Toughness.

World Wise: All the time rooted in one place makes Plants thoughtful. Plants start with a d6 in Smarts.

Genus Edge: A Plant has a special ability based on its genus. Select one Genus Edge from the list below. If none seem appropriate, come up with your own idea for an Edge and discuss with your GM.

Examples of Genus Edges

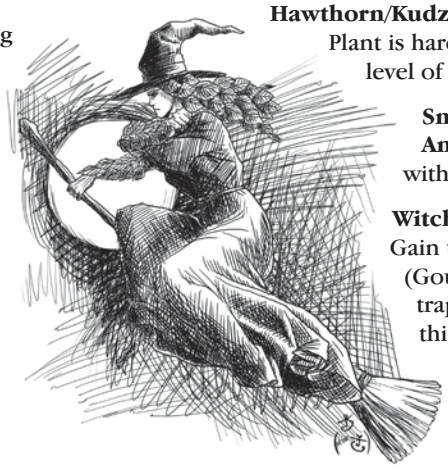
Aloe Vera (or various herbs)—Healer: Gain the Healer Edge.

Cactus/Rose—Thorns: Unarmed attacks do Str+d4 damage. Opponents who hit this Plant with unarmed attacks suffer d4 damage (this damage can Ace) from contact with the thorns.

Daffodil/Sunflower—Common Bond: This Plant's mere presence is cheery and supportive. Gain the Common Bond Edge.

Flower (Any)—Attractive: Gain the Attractive Edge.

Hawthorn/Kudzu—Nerves of Steel: This Plant is hard to put down. It ignores 1 level of wound penalties.



Snap Dragon/Tiger Lily—Animal Aspect: Large "mouth" with teeth, doing Str+d6 damage.

Witch Hazel—Plant Witch: Gain the Arcane Background (Gourmancy) Edge; your trappings involve "witchy" things such as bubbling cauldrons, poisoned apples, gingerbread houses and the like.

Tweedle

The Tweedle (referring to both singular and plural) appear as obese man-sized children, massive with both muscle and fat, with overly large heads, and almost no neck. Their complexion is universally sickly and pale, while their hair is almost always thin. They fit within the definition of what might broadly be considered a type of "Wonderland Human," but sport enough distinctive qualities to be classified here as a "race."

Tweedle are always born as one of two identical twins and grow up as rambunctious and noisy children. When working together the twin Tweedle sometimes help one another, but more often their bickering leaves their combined results below par.

Tweedle are, more often than not, employed as "muscle" to back up less-physical people. To this end many have become experts in Intimidation.

Racial Edges & Hindrances

Large: Tweedle are large (treat as Size +1, Toughness +1).

Lumbering: Tweedle are somewhat slow and ungainly, and have their Pace reduced by 1 (running die is still d6; once they get going, they can move quickly).

Mean: Tweedle are on the whole ill-tempered and disagreeable, and find it hard to get on with others. They suffer a –2 penalty to Charisma.

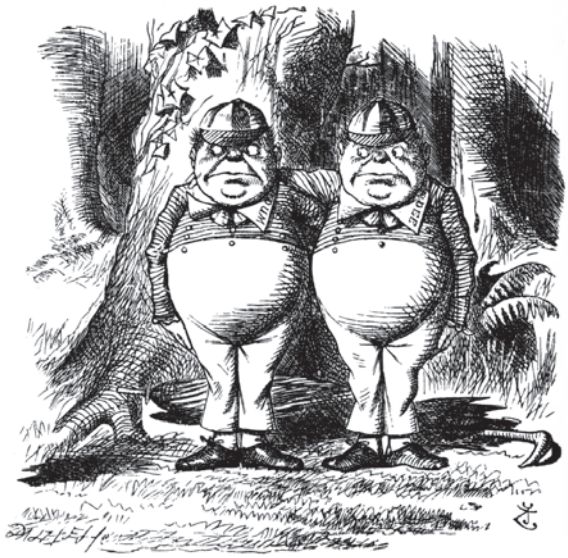
Phobia (minor): Tweedle all have an irrational fear of some quite ordinary thing. A disproportionate number have a phobia of blackbirds.

Strong: Tweedle begin play with d8 in Strength instead of d4. They may purchase their Strength up to d12+2. The Expert and Master Edges can increase this to d12+4.

Twin Tweedle

If twin Tweedle are together, the following special ability is also applied. However, both lose the benefits and penalties if either leaves.

Contrary: Tweedle by their very nature are contrary people and this trait is most pronounced when twin Tweedle are together. Such contrariness means that they either help or hinder one another, seemingly at random. Whenever twin Tweedle are acting together on a task (including combat) each draws a card (or use their initiative cards if in combat). The individual Tweedle gain a bonus/penalty depending upon the color of the card they drew: red grants a +1 bonus, while black incurs a –1 penalty. In combat this "bonus" is added to the normal gang-up bonus.



The Corsican Tweedle

As a character creation option, a player may play two inseparable Tweedle twins; it's two for the price of one! Only one character sheet is required, as the twins share the same attributes, skills, Edges, Hindrances, etc. For starting equipment, purchase gear as for a single character; both start equally equipped. (Superficial differences are permitted, such as being reverse images of each other, or each wearing a different color.) They're particular about sticking together, and won't willingly be parted for any significant period of time.

Wounds, Injuries, Fatigue, Power Points, magical effects and status are tallied as if for one character. If one is hurt, the other feels it. If one is healed, the other gets better too. If one spends a benny to recover from being Shaken or for a soak roll, it works for both of them. If they are both hit by an area-effect attack or a swarm, damage is applied against each one.

The Tweedle twins must share everything, and under normal circumstances should be equally equipped. If they get money, take the appropriate amount out for living expenses and assume that they pool the remainder.

Giving a magical weapon to just one of them is a recipe for disaster, as they'll endlessly squabble over it. If the twins are equipped differently, they are distracted and at –2 to all trait checks until the discrepancy is resolved. (At the GM's discretion, some options may be "close enough," such as letting one Tweedle carry a shovel while the other carries a cricket bat, with each being equivalent to a standard club.)

Otherwise, the player has two characters under his control, though he is only dealt cards as for a single character (both act on the same card), and he gets the same number of bennies as any other player. Experience is earned and Advances are spent in the same way as for a single character.

Edges and Hindrances

Hindrances

The Doubting Thomas and Outsider Hindrances are not appropriate for *Wonderland No More* heroes.

Enemy

This Hindrance may be selected, but the specific enemy is unknown to your hero, chosen by the GM.

New Hindrances

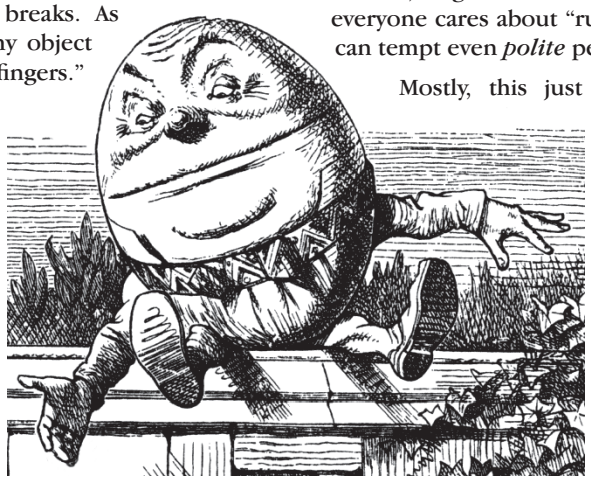
The following new Hindrances are available.

Bad Liar (Minor)

Your character is very bad at telling a lie and keeping a straight face. All Intimidation, Persuasion, and Taunt rolls where anything more than a slight bending of the truth is involved suffer a –2 modifier applied to the roll.

Cannot Grip (Major; Animals and Plants only)

In Wonderland, it doesn't usually matter for a Plant or an Animal whether he has paws or wings, fronds or thorns; somehow they're just like hands when the situation calls for it. However, your hero has a raw deal, as Wonderland gives him no breaks. As such, he is incapable of using any object that requires major flexing of his "fingers." This includes most weapons.



Fragile (Major)

Your hero is not physically tough. It could be that he is skinny, made of a weak material (either a Chessman or a "custom" race) or is suffering from some debilitating illness. Being Fragile results in a –1 to your Toughness.

Expressive (Minor; Arcane Background: Gourmancy, Haberdashery, Miracles, or Witch Queen)

Your hero just *has* to wave his hands (or paws, or leaves) about when talking; unfortunately this also extends to his spell casting. Whenever your hero attempts to use a power and cannot wave his hands, he suffers a –2 penalty on his roll.

Extravagant (Major)

Your hero just *has* to spend out on the best he can get. You automatically spend two thirds of all wealth you garner (see **Day-to-Day Costs and Wealth**, p. 23).

Low Pain Tolerance (Major)

Your hero doesn't take pain well. If he is wounded, he suffers an additional –1 modifier on top of the total wound penalty; e.g., 2 wounds would give a –3 penalty.

Poor Reflexes (Major)

Due to a variety of possible reasons, your reflexes are very bad. As such, your hero suffers a –1 to his Parry.

Slowcoach (Minor)

For whatever reason, your character just can't keep up. He subtracts 1" from his Pace and running die totals.

Tasty (Minor)

Though this is a world of talking Plants and Animals, most intelligent inhabitants of Wonderland don't worry much about being on someone's dinner plate. It's terribly rude to eat a pudding after you've been introduced, and most people at least subconsciously distinguish between beasts and Animals, plants and Plants. *Most*, that is. (Just ask the Oysters about how that talk went with the Walrus and the Carpenter. Oh, wait....)

Well, forget all that when it comes to your hero. Not everyone cares about "rudeness" anyway, but your hero can tempt even *polite* people to wish for "just a bite."

Mostly, this just leads to social awkwardness as your hero avoids hungry stares. However, when captured by enemies, your hero is more likely to end up in the cooking pot than a holding cell. If hungry beasts attack, they'll prefer to gnaw on your hero first.

As if any further incentive were needed, any Gourmancy dishes cooked using you as a main course gain the benefit of Magic Ingredients (+1 to the Cooking roll). Sorry, but you can't boost a Gourmancy dish with just a small clipping of your hero; being used as the main course is invariably fatal.

This Hindrance should only be taken by an Animal or Plant associated with food in the Real World. At the GM's discretion, this might also apply to a "custom" race (e.g., a "Gingerbread Man" using a Human template, though not technically human at all).

Tiny (Major)

Though most intelligent inhabitants of Wonderland are comparable to Humans in size, one might find the occasional Animal, Plant, Chessman, or Card who's scaled closer to his or her Real-world counterpart. Your hero is one such unfortunate, no larger than a Real-world house cat, and quite possibly much smaller.

Consequently, your hero has –2 to Toughness (cumulative with other Hindrances, such as Small). This Hindrance cannot be taken if it would reduce Toughness below a minimum of 1.

On the plus side, enemies are at –2 to rolls to Notice or attack your hero due to his diminutive size. Despite what common sense might dictate, this Hindrance has no impact upon Pace, carrying capacity, or living expenses. Gear scaled to fit you generally costs as much as for normal-sized people (requiring less material, but finer craftsmanship).

Trouble Magnet (Major)

This character need not have his fortune told; it'll come up badly every time. When an enemy attacks, and there are two (or more) equally-valid targets it could go for, it'll go for this character if that's an option. If a group of enemies is evenly distributed against the whole team, this character will get all the "leftovers" in addition to his fair share. If there's a random chance of anyone in the party being targeted by a curse, possession, trap, or random accident, this character is the target, poor fellow!

Note: Having two or more Trouble Magnets in a party is a sure recipe for disaster. They'll *both* somehow get hit by the falling rock, trap, etc., even if far apart.

Unusual Size or Shape (Minor)

In Wonderland, armor and clothing and such usually refits itself to suit anyone—but not for you.

Your hero is an unusual size or shape—not enough to be counted as small or large, but just unusual enough to make it difficult to buy size-dependent items. All items that are size- or shape-related (e.g., armor) cost double the listed price and may be difficult to find; weapons do not suffer this increase in cost. Armor found or taken from vanquished foes will never fit your hero.

Edges

The following Edges are not appropriate for *Wonderland No More*: Champion, Gadgeteer, Holy/Unholy Warrior, Mentalist, Mr. Fix It, Soul Drain, and Wizard.

Beast Master

The Beast Master Edge has been replaced in this setting by the new Beast Companion Edge.

Thief and Woodsman

These Edges work as detailed in Savage Worlds, except that the bonuses are no longer limited to urban or outdoors locales (respectively). In Wonderland, the distinction between indoors and outdoors is considerably blurred. Please note, however, that if anyone has access to *both* these Edges, bonuses to the same skills do not stack with each other.

Animal Edges

Feral

Requirements: Veteran, Animal

Your Animal has grown to be more than a little wild; his beast side is dominant. He gains a +1 bonus to Fighting and damage rolls when using his own physical weaponry (claws, bite, etc.).

Drawback: "Artificial" weapons and magic are against your Animal's feral nature. He is at –1 to all attack rolls when using anything but natural weaponry or unarmed attacks.

Background Edges

Arcane Background

The following Arcane Backgrounds are available:

Arcane Background (Gourmancy)

This Edge is required to create edible items that bestow spell-like powers upon the recipient. It is detailed fully on page 32.

Arcane Background (Haberdashery)

This Edge is required of hatters who wish to conjure magical effects with their craft. It is detailed fully on page 35.

Arcane Background (Miracles)

This background is available in two forms. The Spirit of Battle is for Chessmen (and Honorary Chessmen) only, while the Church of Alice is for any race. Full details can be found on page 38.

Arcane Background (Witch Queen)

This background is available only to Queens (Card, Chessman, Honorary, or otherwise). The trappings usually involve proclamations, heraldry, and other things associated with being a Queen in Wonderland ... and especially roses, since every Queen is expected to have a royal garden. Full details can be found on page 36.

Beast Companion

Requirements: Novice, Spirit d6+

This Edge is identical to the Beast Master Edge in *Savage Worlds*, except that it only includes the beast companion; it does not confer any special relationship with beasts in general, whether of the Real World or of Wonderland. Hostile beasts will not hesitate to attack your hero.

See statistics for creatures in the *Savage Worlds* bestiary, or else the GM may refer to the "generic" beast statistics in the *Wonderland No More* bestiary. (That's GM territory, so don't go peeking.) The companion is treated as an Extra, and could be a loyal steed (riding horse), hunting dog (dog/wolf), or even a cat or woodland creature your hero picked up along the way. As a beast, the creature cannot talk, but even a small creature can help as another pair of eyes to detect an ambush.

Honorary Chessman

Requirements: Novice, Non-Chessman

Your hero lives among the Chessmen, and has distinguished himself, has been honored with special recognition, or perhaps he was just adopted and raised in Chessman ways since childhood. Either way, he is considered to be a Pawn in Chessman society, and also for the purpose of meeting prerequisites for Edges normally reserved for Chessmen.

As part of your hero's exposure to Chessman culture, he has a d6 in Knowledge (Battle).

Please note that during the course of adventuring, a hero who particularly distinguishes himself in the service of one Chessman House or the other might well be granted Honorary Chessman status without having to allocate an advance. This grants the same benefits, but without the "free" d6 in Knowledge (Battle); he'll have to build up the skill in the usual fashion if he wants to meet the prerequisites for any of the Eighth Square Edges.

Iced Water for Blood

Requirements: Novice

Nothing fazes your hero. You gain a +2 bonus to any Spirit rolls against fear or terror.

Inscrutable

Requirements: Novice

Your hero is far removed from the normal Human (or Animal or Card, etc.) experience. He's emotionless, or perhaps just crazy. Whatever the case, he's immune to Fear and Terror, and is unaffected by Tests of Will.

While he's well-equipped to face unspeakable horrors, others are unsettled by his strangeness, and it's hard to motivate him; he suffers a –2 penalty to Charisma, and doesn't benefit from bonuses due to "encouragement" from others (such as Recitation).

Magical Body Parts

Requirements: Novice, Animal or Plant

A non-essential part of your body has a useful magical effect when removed from your body (for example your petals, leaves, spines, claws, scales, etc.). The part loses its properties after a day has passed.

Pick a power when you take this Edge, and by using parts of your body you can garner up to 5 Power Points to be used in casting that power. Instead of a skill you use your Spirit as your casting ability. For example a mushroom Plant with Magical Body Parts has the ***healing*** power and 5 Power Points to spend on casting it.

The part of your body that provides the Power Points grows back at a rate of 1 Power Point per day. You can eke out another 5 Power Points by taking a wound, but no more. Use of this Edge requires a successful Vigor roll to avoid taking a level of Fatigue.

Resilient

Requirements: Novice, Vigor d6+

Your hero may go down, but she does a grand job at getting better again. Anyone treating your hero's wounds

gets a +2 to Healing checks. (This also applies if you're the one treating yourself, or if Magic Foodstuffs or other sources of healing are involved.)

Twisted Mind

Requirements: Novice, Smarts d8+

Your hero's mind is particularly devious and twisted. You gain a +2 bonus to solve riddles and puzzles and a +1 bonus to resist Tricks and Taunts.

Card Edges

Trained for the Job

Requirements: Novice, Card

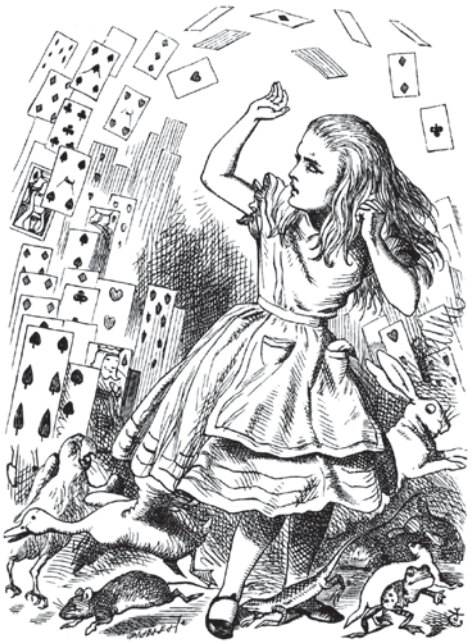
Your Card is an exemplar of her suit, with a passing familiarity or better in many skills even remotely associated with her station. She may ignore the –2 penalty for using any of these skills untrained. The list of skills by suit:

- **(Clubs):** Fighting, Knowledge (Battle), Riding, Shooting, Stealth, Throwing.
- **(Diamonds):** Healing, Investigation, Knowledge (Magic Foodstuffs), Lockpicking, Streetwise, Taunt.
- **(Hearts):** Gambling, Knowledge (Battle), Intimidation, Taunt, Persuasion, Riding.
- **(Spades):** Boating, Driving, Notice, Repair, Survival, Tracking.

Shuffle

Requirements: Novice, Card

This move was developed by the fighting Clubs to aid one another in battle; a hale and hearty Card may instantly swap places with a wounded companion. Originally this ability was restricted to being used between Cards in the same Pack, but over time the definition of a Pack has changed, so this Edge allows a Card to swap place with any willing Card within 3". Opponents do not gain the opportunity to make parting shots when this occurs.



Improved Shuffle

Requirements: Novice, Card, Shuffle

As the Shuffle Edge, but the Card may swap place with any willing creature (not just another Card) within 3".

Chessman Edges

The following Edges are available to Chessmen and Honorary Chessmen.

Castling

Requirements: Novice, Rook

This was originally a move to protect the King, but in these times of change some enterprising Rooks have developed the flexibility of the move. As your character's movement for the round, he may instantly swap places with any willing ally within 3", provided that there are no solid obstructions (such as a wall or a locked door) between them. Opponents do not gain the opportunity to make parting shots when this occurs.

Chessman's Move

Requirements: Novice, (Bishop, Queen, or Rook)

During any round in which the Chessman moves in a straight line, his Pace (plus any extra from running) is doubled. This does not apply to alternate modes of movement, such as climbing, flying, leaping, or swimming.

En Passant

Requirements: Novice, Pawn, Smarts d6+

Dedicated Pawns serve as the front line of defense, prepared to defend higher-ranking Chessmen. Thus, a Pawn with this Edge begins the first round of any combat on hold, so long as he is not caught by surprise (and so long as there is no condition that would preclude him from being dealt into initiative normally).

Should the Pawn later "reach the Eighth Square" and become another type of Chessman, he may immediately replace this Edge with another Chessman Edge that he now qualifies for (since, after all, he's no longer a Pawn). For example, a Pawn who becomes a Rook could replace this Edge with Rook's Defense.

Knight's Leap

Requirements: Novice, Knight

Instead of his normal move, your Knight may leap up to his Pace both vertically and horizontally. Despite the obvious abuse to the laws of physics, he may even turn a corner while leaping (much like the traditional "L-shaped" move of a Knight in the game of chess).

Knight's Steed

Requirements: Seasoned, Knight

The Knight gains the service of a loyal steed (a warhorse or equivalent, treated as an Extra; see *Savage Worlds* for statistics). This well-trained mount can be called or dismissed as an action. Wherever the Knight is, he need only whistle, and his steed will come crashing through the undergrowth, and then, once dismissed, trot off when no one is looking. If the horse should be slain, the Knight may normally find another one within 2d6 days.

Rook's Defense

Requirements: Novice, Rook

Your Rook is skilled at defending himself and others. Gang-up bonuses against the Rook and any adjacent allies are reduced by 1 (e.g., 3 enemies attacking the Rook would gain only a +1 gang-up bonus rather than +2). Furthermore, if the Rook is wielding a medium or large shield, adjacent allies gain the benefit of the shield's protection.

These benefits are not cumulative (e.g., multiple Rooks lining up won't reduce gang-up bonuses further, and a Rook's large shield won't give any more protection to an ally already carrying a large shield of his own).

Chessman Eighth Square Edges

When a Chessman "reaches the Eighth Square," he chooses the path he will follow for the rest of his life. The Chessman chooses to become a Bishop, Knight, Rook, or Queen, and is no longer considered a Pawn.

In each case, a Chessman Pawn grows larger (negating the Small Hindrance that Chessmen start out with), and takes on the shape of the appropriate new piece. Honorary Chessmen aren't physically altered, but instead acquire costume pieces appropriate to their new station. As clothing and armor in Wonderland resizes itself to fit the wearer, it will accordingly reshape itself to fit the wearer's new role (e.g., a Knight's helm will look horse-like, even if the wearer is a Human who just happens to be an Honorary Chessman).

Each of these Edges includes a special new ability, but also includes a new obligation (as higher-ranking Chessmen are expected to obey stricter codes of conduct appropriate to each station).

Bishop

Requirements: Novice, Pawn, Spirit d8+, Knowledge (Battle) d8+

The Pawn takes on the shape, robes and miter of a Bishop (negating the Small Hindrance for Chessmen).

The Bishop immediately gains the Arcane Background (Miracles) Edge, serving the Spirit of Conflict (see p. 38).

Drawback: Spiritual Code—all Bishops gain their powers from the Spirit of Conflict and as such may not personally attack another Bishop (though he may certainly permit his allies to do so). If such an act is perpetrated (even by accident), the attacking Bishop loses his spellcasting ability until the act is atoned for. This may be as simple as healing any wounds inflicted, though in an extreme case he may even be required to take the place of a slain Bishop.

Knight

Requirements: Novice, Pawn, Agility d8+, Knowledge (Battle) d8+

The Pawn takes on the horse-headed shape of a Knight (negating the Small Hindrance for Chessmen).

The Knight is trained to hurl himself into and out of battle, such that he gains a +4 bonus to Parry against any "free" attacks made against him while withdrawing, or from Edges such as First Strike.

Drawback: The Knight must follow a strict Code of Honor (as per the Hindrance of the same name).

Queen

Requirements: Novice, Pawn, Female, Smarts d8+, Knowledge (Battle) d8+, Noble

The Pawn takes on a more Human-like (and feminine) appearance and regalia of a Queen (negating the Small Hindrance for Chessmen).

The Queen's royal presence prevents enemies from coordinating to gain gang-up bonuses when attacking her.

Drawback: Enemy (all other Queens)—even Queens of the same color secretly fear and hate each other. Royal protocol requires civility and invitations to tea, but deep down they constantly plot each other's downfall.

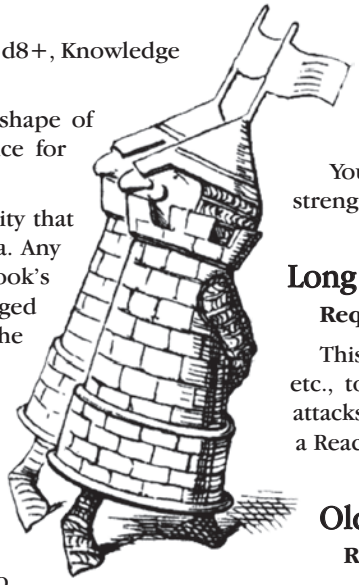
Rook

Requirements: Novice, Pawn, Vigor d8+, Knowledge (Battle) d8+

The Pawn takes on the tower-like shape of a Rook (negating the Small Hindrance for Chessmen).

Rooks have an innate defensive ability that allows them to guard an extended area. Any enemy who moves within 1" of the Rook's weapon reach must stop as though engaged in combat, or suffer a free attack from the Rook as if withdrawing.

Drawback: Slow to act—Rooks are not used to making their presence known until late in the game. During the first round (only) of a combat, a Rook must hold his action and act last in the round. If he really needs to act sooner, he must spend a benny to do so. If dealt a Joker, the Rook may act normally.



Plant Edges

Bark Skin

Requirements: Seasoned, Plant

Your hero's skin takes on the roughness and strength of a tree's bark. This gives her +2 Armor.

Long Reach

Requirements: Novice, Agility d6+, Plant

This hero is able to whip out with branches, vines, etc., to reach further than normal. Her close-combat attacks with unarmed attacks or natural weapons have a Reach of up to 3".

Old Growth

Requirements: Veteran, Plant

My how your hero has grown! This Edge negates the Small Hindrance that Plants typically start out with.

Combat Edges

Lethal Weapon

Requirements: Novice

In your hands something particularly common and innocuous can be used as a lethal weapon. Perhaps you fold paper to make an origami sword to slash at your enemies—or you just use a plain sheet of paper to deal nasty paper cuts. Perhaps you toss children's toys with deadly accuracy or you can use a wet noodle as a bullwhip. If you are a Plant, you may have razor sharp thorns to fight with or throw at opponents. Whatever the case, it's a rare instance indeed that you are unarmed.

Choose your "schtick"—that is, what "class" of items you are so deadly with. Typically this is something you can get hold of very easily even when you're otherwise weaponless (though if your reputation precedes you, dungeon guards will surely take pains to deny you a potential weapon if you're in prison).

For instance, perhaps you're a Gourmancer who can kill with ordinary produce, a Scribe who can slay with any piece of paper, or a wretched Cat who hurls lethal hairballs. When using your "weapon" of choice—an otherwise normally harmless item—you can deal Str+d4 damage, whether using it in melee combat, or thrown (in the latter case with a range of 3/6/12).

Very Lethal Weapon

Requirements: Lethal Weapon

Damage dealt with your unusual "weapon" increases to Str+d6.

Power Edges

Casserole

Requirements: Novice, Arcane Background (Gourmancy), Cooking d8+, Knowledge (Magic Foodstuffs) d4+

With this Edge, a Gourmancer can "re-purpose" Magical Foodstuffs to fuel on-the-fly cooking (see p. 33). The Magical Foodstuffs are sacrificed and the Power Points within them applied toward "on-the-fly" cooking. Magical Foodstuffs without a clear Power Point value (e.g., treacle) can be assumed to "cost" 1 Power Point each.

For example, a Gourmancer desperately needs to heal a friend, but has invested all but 2 of her Power Points into Magical Foodstuffs. She has some Red Hot Chili (burst, 2 points) on hand. She could just eat it now to free up the magic and wait until she regains her Power Points normally, but by then the "golden hour" of healing will have passed.

*With this Edge, she could sacrifice the Chili to apply its 2 points toward making a Spicy Casserole Surprise (*healing*, 2 points, but cost doubled by on-the-fly cooking to 4 points), spending her remaining 2 Power Points to make the difference.*

Cordon Bleu

Requirements: Wild Card, Seasoned, Arcane Background (Gourmancy), Cooking d6+, Knowledge (Magic Foodstuffs) d8+

Select one power when this Edge is taken. (This Edge may be taken multiple times, each time focusing on another power.) The Gourmancer is an acknowledged expert at preparing the selected power, no matter how meager the available ingredients or how rudimentary the facilities. The Gourmancer never applies penalties for Cooking Facilities or Location for this power and only suffers backlash on a Critical Failure.

Social Edges

Careful with Money

Requirements: Novice

Your hero is particularly careful with his money. You automatically spend only a quarter of all wealth you garner (see **Day-to-Day Costs and Wealth**, p. 23).

Gallows Humor

Requirements: Novice, Taunt d6+

When her friends are faced with an Intimidation attempt, or a fearful situation, this hero helps to defuse the tension with a quick wisecrack, put-down, or wry observation.

The hero can immediately make a Taunt roll as a free action before any Spirit checks to resist fear or Intimidation are made. Instead of its usual effects, each success and raise on this roll adds a +1 bonus to any Spirit checks against fear or Intimidation made by allies (including herself) for the immediate situation, up to a maximum of +4. Normally, this benefit applies to allies who can hear her, but even when that isn't possible, a timely roll of the eyes or mocking gesture can still communicate the same sentiment visually.

Recitation

Requirements: Novice, Persuasion d6+

This Edge allows the character to spend an action to recite a quick, silly poem somehow relevant to the task at hand, and to make a Persuasion check. On a success, the next action taken by the character or an ally gains a +1 bonus, or +2 on a raise.

Standard multi-action penalties apply if the character recites a poem and performs another action in the same round; this is because being silly is Serious Business and tends to distract.

Trickster

Requirements: Novice, Agility d6+, Smarts d6+, Taunt d6+

This hero has a knack for pulling pranks, gaining a +2 bonus to any Tricks and Taunt attempts that she initiates.

This bonus does not stack with the bonus to Agility checks granted by the Acrobat Edge, or the bonus to Tests of Will granted by the Strong Willed Edge. It also does not grant any bonus to resist a Trick or Taunt played by someone else.

Weird Edges

Costermonger

Requirements: Novice, Knowledge (Magic Foodstuffs) d4

This hero may carry twice his Spirit die type in Magic Foodstuffs. For example, a character with d8 Spirit can normally carry up to 8 portions of Magic Foodstuffs. With this Edge, he could carry up to 16.

Green Thumb

Requirements: Novice, non-Plant

This hero has a green thumb (perhaps literally, this being Wonderland), and an instinctual knack for dealing with Plants. This translates into a +2 bonus to Healing checks as well as *healing* or *mending* powers used on Plants, as well as a +2 bonus to Charisma when dealing with Plants.

This bonus stacks with overlapping Edges, if applicable, such as Healer.

Woodworker

Requirements: Novice, Repair d6+

Carpenters, furniture-makers, and others skilled in working with wood are in high demand in the battlegrounds of the Chessboard Fields.

Your hero has a special, almost supernatural knack for her trade, and gains a +2 bonus to rolls to repair wood.

This includes Repair checks as well as *healing* and *mending* powers used to tend to the wounds of Chessmen (or any other wooden creatures). In this respect, think of it as the "wooden" equivalent to the Healer Edge.

Gear & Goods

"There's only one sword, you know," Tweedledum said to his brother, "but you can have the umbrella—it's quite as sharp."

Availability

Some gear is normally only available in either the Monarchy of Hearts or the Looking-glass Lands, due to technological and cultural differences between the realms. The gear tables have a column labeled "Where," which indicates where each item is freely available:

H	Monarchy of Hearts
LG	Looking-glass Lands
All	Both

To buy an item not normally available in a realm (for instance, a shotgun in the Looking-glass Lands) requires a successful Streetwise roll to locate one, and even then it will cost twice the listed price. If a raise is achieved on the Streetwise roll, the item is available for the listed price.

The listed prices are for the major towns (Faith, Hope, and Charity). If a hero seeks to purchase an item in a smaller settlement, the GM should judge whether it would be available, and at what cost, and perhaps call for a Streetwise roll to find one.

The exception to the above is the settlement of Riverside: The shop there always has all gear available at the base price.

Day-to-day Costs and Wealth

Rather than force the heroes to go on regular shopping trips to Wonderland's version of the supermarket to collect groceries, *Wonderland No More* uses the following system: Whenever a hero gains any form of wealth, one third (round down) is instantly deducted to cover day-to-day expenses. The rationale is that wealthier heroes spend more lavishly on food and drink, and spend less when times are hard.

Day-to-day expenses cover food, drink, ordinary clothing, and lodging when applicable (which is why there is no entry in the gear tables for these items).

Currency

The standard currency of Wonderland is the British Pound Sterling, as visitors from Great Britain first brought the concept of currency to the attention of Wonderland's rulers.

Coins are stamped with a variety of different images depending upon where they were issued, but are usable at face value anywhere within Wonderland.

Pounds, Shillings and Pence

The pound is divided up into 20 shillings, and each shilling is divided up into 12 pence. In deference to our American players, we rounded up the prices of all the items on the gear list to the nearest shilling (0.05 pounds), allowing you to keep track of your money in decimal format. You're welcome.

There are far more coins than just the pound and shilling in circulation, but to keep things simple these are the only two featured.

In the late nineteenth century, a pound was worth almost five American dollars. Adjusted for inflation, the pound had the purchasing power of around one hundred modern American dollars. Use this exchange rate (£1 = $100) whenever you need to convert *Savage Worlds* dollars to *Wonderland No More* pounds.

Selling Goods

Heroes may come into great wealth, albeit in strange forms. Gems and jewelry are easy enough to sell or trade, as the upper class always desires more jewelry. However, selling more mundane items such as weapons can be a bit more difficult. One or two items can sometimes be sold at nearly full price if a *direct* buyer can be found, but no merchant pays full price for such items.

A Streetwise roll in any town allows a hero to sell all of his mundane goods he wishes, for a quarter of their normal value. On a raise he finds a buyer to take it all for half listed price. Only one attempt is allowed per week.

In general, shopkeepers will not buy magical goods except from their own trusted suppliers. For magical arms and armor, on a success he can directly sell the item for half the normal value of a mundane item of the same type to an interested purchaser on the street. On a raise, he is able to sell it for the *full* value of an equivalent mundane item instead.

Standard Gear Lists

For all items listed in *italics*, please see gear notes (following) for further details.

Mundane Items

Item	Cost	Wt	Where
Blanket	£0.15	5 lb	All
Candle (12, provides light in 2" radius)	£0.25	1 lb	All
Cooking gear, camp	£1.00	1 lb	All
Cooking gear, standard	£2.50	4 lb	All
Cooking gear, luxury	£5.00	8 lb	All
Crowbar	£0.50	2 lb	H
Flint and steel	£0.10	–	All
Grappling hook & line	£0.20	1 lb	All
Instrument, musical	£1.00	1 lb	All
Lantern (provides light in 4" radius)	£0.15	2 lb	H
Lockpicks	£1.00	1 lb	All
Matches (100)	£0.05	0.5 lb	H
Oil (for lantern; 1 pint)	£0.05	1 lb	All
Pocket watch	£1.00	–	H
Quiver (holds 20 arrows or quarrels)	£0.50	2 lb	All
Rope (20 yards)	£0.05	2 lb	All
Spectacles (and case)	£1.00	–	H
Tent, basic (2 man)	£0.25	5 lb	All
Tent, pavilion (10 man)	£2.00	25 lb	All
Torch (1 hour, 4" radius)	£0.05	1 lb	All
Travel bag	£0.20	2 lb	All

Transport

Item	Cost	Wt	Where
Horse, riding	£5.00	–	All
Horse, war	£20.00	–	LG
Saddle & tack	£0.10	10 lb	LG
Cart, hand	£1.00	–	All
Coach	£10.00	–	H
Wagon, open	£2.00	–	LG
Wagon, covered	£4.00	–	LG
Wagon, caravan	£10.00	–	H

Special Clothing

Item	Cost	Wt	Where
Court attire	£2.00	5 lb	All
Wardrobe	£1.00	5 lb	All
Winter garb	£1.00	5 lb	All

Magical Goods

Item	Cost	Wt	Where
Brown paper, roll	£0.25	1 lb	All
Magic Foodstuff, Novice	£0.25	–	All
Magic Foodstuff, Seasoned	£0.50	–	All
Magic Foodstuff, Veteran	£0.75	–	All
Magic Ingredients	£0.25	–	All
Smelling salts	£1.00	–	All
Treacle	£1.00	–	All

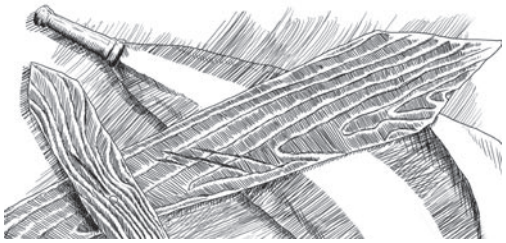
Melee Weapons

Type	Damage	Wt	Cost	Where	Notes
Archetypal					
Flamingo	Str+d6	5 lb	£1.00	H	Parry +1; Reach 1; requires 2 hands; see notes
Tool	Str+d4	2 lb	£0.20	All	Any one-handed, small tool such as a chisel, hammer, hand rake, ladle, or rolling pin
Tool, heavy	Str+d6	5 lb	£0.50	All	Requires 2 hands; heavier tools, for example a broom, oar, pick, or shovel
Tool, oversized	Str+d8	10 lb	£2.50	All	Requires 2 hands; ridiculously oversized tool, for example a gigantic pair of shears, needle & thread, or rubber stamp
Tool, reach	Str+d4	3 lb	£0.50	All	Reach 1; requires 2 hands; long and thin tools, for example a fishing pole or garden hoe
Umbrella	Str+d8	2 lb	£0.75	All	Parry +1; ruined on Fighting roll of 1 regardless of Wild Die
Blades					
Axe	Str+d6	2 lb	£0.50	All	
Brass knuckles	Str+d4	1 lb	£0.20	H	User counts as an unarmed defender
Dagger/knife	Str+d4	1 lb	£0.25	All	Can also be thrown at range 3/6/12
Short sword	Str+d6	4 lb	£2.00	H	
Sword cane	Str+d4	1 lb	£2.50	H	Parry +1; cane can be used in off hand (Str+d4)
Sword	Str+d8	8 lb	£3.00	LG	
Blunt					
Club	Str+d4	1 lb	Free	All	
Club, Knight's	Str+d8	20 lb	£4.00	LG	AP 2 vs. rigid armor, Parry –1; requires 2 hands
Flail	Str+d6	8 lb	£2.00	LG	Ignores Parry and other bonuses from shields.
Walking cane/stick	Str+d4	1 lb	£0.50	H	Parry +1
Pole Arms					
Halberd	Str+d8	15 lb	£2.50	H	Reach 1; requires 2 hands
Spear	Str+d6	5 lb	£1.00	LG	Parry +1; Reach 1; requires 2 hands
Staff	Str+d4	8 lb	£0.10	LG	Parry +1; Reach 1; requires 2 hands

Archetypal Weapons

When violence ensues in Wonderland, the protagonists are often armed with everyday objects pressed into service for battle. For example, Tweedledum and Tweedledee wore armor made from cooking pots and pans for their fight. One of the twins was also armed with an umbrella and the other with a wooden toy "sword."

Heroes in Wonderland may carry such items. Some samples are given in the Armor and Weapons lists; at the GM's discretion, the closest equivalent may be used, possibly with a reduction in cost offset by some sort of drawback (reduced Stealth, a chance of breakage, etc.).



For example, the Gardener enters battle equipped with a giant pair of trimming shears and an oversized watering pot. The GM might decide to treat the shears either as a tool *or as a* short sword*, and the watering pot as a* shield*, with equivalent weight, cost, and statistics.*

As long as the item fits with the character's concept, and is not outrageously cumbersome, it should not have any "improvised weapon" penalties applied to it.

Please note that this only applies during character creation, or when purchasing an item explicitly for use as a weapon (in which case you need to pay the full price for the "weaponized" item). In the above example, the Gardener can't assume that every pair of gardening shears he finds in Wonderland will be as lethal as his own personal pair—nor is every watering pot designed for use in combat.

Missile Weapons

Type	Range	Damage	RoF	Cost	Wt	Min Str	Where	Notes
Archetypal								
Flamingo	4/8/16	Str+d6	1	£1.00	5 lb	d6	H	Used to strike hedgehogs; see notes
Guns								
Light revolver	8/16/32	2d6	1	£2.00	3 lb	–	H	AP 1, 6 shots
Heavy revolver	12/24/48	2d6+1	1	£3.00	5 lb	–	H	AP 1, 6 shots
Rifle	20/40/80	2d8	1	£4.00	10 lb	–	H	AP 2, 1 shot, requires 2 hands
Blunderbuss	5/10/20	2d10	1	£5.00	12 lb	d6	H	1 shot, 2 actions to reload, requires 2 hands, Small Burst Template; see notes
Shotgun*	12/24/48	1–3d6	1–2	£4.00	12 lb	d6	H	2 shots, requires 2 hands
Medieval								
Bow	12/24/48	2d6	1	£2.50	3 lb	d6	LG	
Crossbow	15/30/60	2d6	1	£5.00	10 lb	d6	LG	
Knife, thrown	3/6/12	Str+d4	1	£0.25	1 lb	–	H	
Sling/catapult	4/8/16	Str+d4	1	£0.10	1 lb	–	H	
Spear	3/6/12	Str+d6	1	£1.00	5 lb	d6	LG	
Special								
Pepper bomb	3/6/12	Special**	1	£0.25	1 lb	–	H	Small Burst Template

* A shotgun gains a +2 bonus to Shooting and does 3d6 at Close range, 2d6 at Medium range, and 1d6 damage at Long range. If both barrels are fired, make a single Shooting roll against one target and apply damage for each shot separately.

** Each target within the template must make a Vigor roll—Success: no effect; Fail: violent sneezing (Shaken).

Ammunition

Ammo	Wt	Cost	Where	Notes
Arrow*	1 lb/5	£0.05/5	LG	
Bullets, revolvers	5 lb/50	£0.25/50	H	All handguns
Bullets, rifles, etc.	8 lb/50	£0.50/50	H	Rifles, shotguns and blunderbusses
Hedgehog	1 lb/2	£0.1/2	H	See notes
Quarrel*	1 lb/5	£0.05/5	LG	AP 2, see notes.
Sling/catapult stone	1 lb/10	£0.05/10	All	Stones can also be found for free with a Notice roll and 1d10 minutes searching, depending on terrain.

* Outdoors, arrows and quarrels are recovered on a d6 roll of 4–6 (50% chance). Indoors or underground, the chance is reduced to a roll of 5–6 on 1d6 to reflect the increased chance of breakage.

Armor

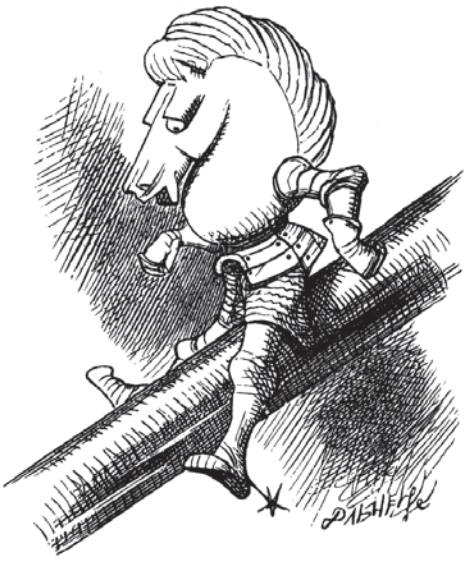
Type	Armor	Wt*	Cost	Where	Notes
Archetypal					
Bed quilts	+1	8 lb	£0.50	All	Covers torso –1 penalty to Parry due to its bulk
Paper	+1	5 lb	£0.25	All	Covers torso, arms, legs; flammable; soggy when wet; see notes
Pots and pans	+2	15 lb	£1.00	All	Covers torso and arms –1 penalty to Stealth
Tool box / doctor's bag	–	14 lb	£0.75		+1 Parry; +2 Armor vs. ranged shots
Top hat	+1	1 lb	£0.50	H	50% chance of protecting against headshot
Traditional					
Leather	+1	10 lb	£1.00	LG	Covers torso, arms, legs
Ornate jacket	+1	5 lb	£1.00	H	Covers torso and arms
Chain hauberk	+2	20 lb	£3.00	LG	Covers torso, arms, legs
Heavy coat	+2	10 lb	£3.50	H	Covers torso, arms, legs
Cuirass	+3	12 lb	£4.00	H	Covers torso
Plate	+3	40 lb	£20.00	LG	Covers torso, arms, legs; see notes
Helmets					
Leather cap	+1	1 lb	£0.25	LG	50% chance of protecting against headshot
Full helm (enclosed)	+3	8 lb	£3.00	LG	Covers head
Pot helm (open-faced)	+3	4 lb	£1.50	LG	50% chance of protecting against headshot
Shields					
Small shield	–	8 lb	£0.50	LG	+1 Parry
Medium shield	–	12 lb	£1.00	LG	+1 Parry; +2 Armor vs. ranged shots
Large shield	–	20 lb	£2.00	LG	+2 Parry; +2 Armor vs. ranged shots

* This is effective weight when worn. Most armor encumbers quite a bit more when carried rather than worn.

Fitting Clothing & Armor

Most armor and clothing in Wonderland conforms itself to the wearer to accommodate various body shapes and changes with Size, though it usually still retains its general appearance. For instance, it's obvious if armor was originally made for a Chessman Knight; a Human wearing the armor still has a helmet that's shaped like a horse's head, though it stays on just fine and he can somehow still see. A Human helmet put onto a Chessman Knight's head would necessarily have to reshape itself, however, to fit the Knight's horse-like head.

Despite this phenomenon, Wonderland tailors still spend considerable time in fitting sessions, taking measurements with rulers or string, while armorsmiths take pride in customizing each suit to fit its wearer. It's technically unnecessary, a mere aping of the ways of the Real World—though such craftsmen would be monumentally offended if someone were to point this out.



Selected Gear Notes

Mundane Gear Notes

Blanket: This blanket or bedroll grants a +1 bonus to any Vigor or Survival checks (if applicable) made to get a good night's rest while camping out or staying in a particularly drafty shelter.

Candle: A candle provides a light in a 2" radius for two hours. A candle blows out if the character holding it runs or is in a strong wind.

Cooking Gear: Cooking gear is particularly of use to Gourmancers. The overall quality of the set affects Cooking rolls made with this gear.

Cooking Gear	Modifier
None	–2
Camp cooking gear	–1
Standard cooking gear	None
Luxury cooking gear	+1

The camp gear consists of the basic utensils used when traveling and camping. The standard gear is equivalent to what one would find in an average person's home. Luxury cooking gear is what might be found in a manor house, castle, or similar grand domicile.

Crowbar: A crowbar can be used to pry open a stuck door or chest, giving the user a +1 to his Strength roll. It can also be used as a club in combat (Str+d4).

Grappling Hook and Line: A grappling hook is attached to a light line of variable length (but usually no more than 15 yards). The user throws the hook as if he were attacking a target. It has a range of 3/6/12. If it "hits," the hook has set and can hold up to 200 pounds of weight.

Instrument, Musical: Actual weight and cost can vary greatly, but this is typical of a handcrafted instrument as might be used by a professional musician.

Lantern: A lantern provides light in a 4" radius for three hours per pint of oil. There is a 50% chance that the lantern will break if dropped, and a 1-in-6 chance that it sets normal combustibles alight (see the rules for Fire in *Savage Worlds*) near where it is dropped.

Oil (1 pint): Besides providing light when used in lanterns, oil can be used as a weapon by adding a fuse (for example an oil-soaked rag), which is lit when required. The flask is then thrown at the target, where it breaks and the fuse sets the oil alight. Lighting a fuse requires 1d6 rounds with flint and steel (one round with open flame), so it's best to light the fuse before a fight starts (a fuse stays alight for 10 minutes).

The flask's range is 3/6/12. Anything it hits is set alight on a d6 roll of 5–6, causing 1d10 damage per round until extinguished. The fire has a chance of spreading as usual.

Pocket Watch: The utility of such things in Wonderland is in question, but their popularity undeniable. Some Wonderland watches measure the day but not the hour, and some have peculiar maintenance requirements such as the occasional application of the *best* butter.

Quiver: A quiver allows an archer to draw an arrow or quarrel (bolt) as a free action to reload his weapon.

Rope (20 yards): The rope can safely handle 300 pounds without worry. For every 50 pounds over, roll 1d6 every minute or whenever the rope suffers a sudden stress. On a roll of a 6, the rope breaks under the strain.

Spectacles: These cancel out the Bad Eyes Hindrance, but have a 50% chance of being knocked off if the wearer falls or is hit in melee combat.

Tent: Oil- or wax-treated canvas, with poles, cords, and tent pegs. The basic camping tent can shelter up to 2 normal-sized characters. The larger pavilion can shelter up to 10, provide sheltered space for a Knight and his mount, or allow a traveling showman or merchant to set up shop by the road.

Torch (1 hour): A torch provides clear light in a 4" radius. Properly prepared torches last for one hour. Temporary torches can be made with some wood, rags, and one pint of oil for every 10 torches. However, these only last half as long.

Travel Bag: A travel bag and its contents (up to about 100 lbs of goods) can be dropped as a free action.

Clothing Notes

Court Attire: Petitioners to the court without suitable attire may suffer a –2 penalty to Charisma. For those who don't normally wear clothes, or who are already wearing armor, this may come in the form of an extravagant hat, a magnificent cloak, etc.

Wardrobe: For some, just one set of travel clothes won't suffice. This is a set of assorted pieces that can be mixed and matched to suit the occasion, though it doesn't include any heavy or especially fancy garb (such as winter garb or court attire, sold separately). This is for such adventurers as the fashionable gentleman with a hundred bow-ties in as many colors and patterns, or the "master of disguise" who needs countless costumes.

Winter Garb: These clothes are too bulky and insulated to wear in warm weather (especially near the Beach), but grant a +2 bonus to Vigor and Survival checks made to resist the effects of normal cold. They also grant +1 Armor against magical attacks with cold or ice trappings (and this stacks with any protection provided by actual armor worn).

Magical Gear Notes

Brown Paper: This high-quality brown paper is suitable for patching nobs and mending broken crowns of all sorts. It comes with a jar of ordinary vinegar (readily available in any well-stocked pantry) for application.

Brown paper lets a healer (or repairman) use his Healing or Repair skill, or a *healing* power, regardless of whether the patient is Chessman, Human, or otherwise. Furthermore, it grants a +1 bonus to the roll. The brown paper is consumed by the attempt, successful or not.

Magic Foodstuff: These are Foodstuffs gathered in the wild, typically offered for sale by costermongers from street carts. In theory, any sort of Magic Foodstuff can be purchased, but more powerful ones are harder to find. To reflect this, a Streetwise roll must be made to find someone who possesses the required Foodstuff and is willing to sell it. Only one attempt may be made per week in most settlements to look for a particular type of Foodstuff; in the major cities, one attempt may be made *per day*. The roll is modified depending on the rank of the power for which the Foodstuff is needed:

Power Rank	Modifier
Novice power	+0
Seasoned power	–2
Veteran power	–4

Let the buyer beware! Quality varies widely, and on average there's only a 50% chance it will work as intended. (See Magic Foodstuffs, Buying Them, p. 32.)

Magic Ingredients: Be it rare spices, or butter harvested from a bread-and-butterfly swarm, various ingredients are valued for added potency when cooking. One unit of Magic Ingredients grants a Gourmancer a one-time +1 bonus to a Cooking roll.

You can gain no more than a single Magic Ingredient bonus per Cooking roll; multiple Ingredients do not stack. Despite what the Duchess's Cook might tell you regarding pepper, there's such a thing as *too much*.

Ingredients themselves are *not* Magic Foodstuffs, so there's no definite limit to how many can be carried.

Smelling Salts: Smelling salts were once used to treat "fainting spells," but they possess miraculous healing properties in Wonderland. Each vial heals one wound when inhaled; the "salts" evaporate in the process.

Treacle: This sugary, amber-colored syrup counts as a rare Magic Foodstuff (see p. 31), and a Streetwise check at –4 is required to find it for sale.

It has invigorating properties, drawn from notoriously hard-to-find treacle wells here and there. Consuming a jar of purified treacle grants a +2 bonus to all Vigor checks for 24 hours; consuming multiple jars does not "stack" the bonus, but only extends the duration.

Due to scams involving false or impure treacle (e.g., bottled up from the famed Lake of Treacle), store owners usually only buy treacle from trusted merchants.

Each unit of treacle counts as a single Magic Foodstuff.

Transport Notes

Coach: Requires two mounts to pull, and includes a harness. It seats up to six passengers inside comfortably, with room for two more (driver and "shotgun") atop.

Horse: Has statistics as found in the *Savage Worlds* rules for a riding horse or warhorse as appropriate, though at the GM's discretion, more exotic mounts (or paper, wooden, clockwork, or other varieties of horses) might be available.

Saddle & Tack: Negates the –2 penalty to Riding for going "bareback." As with Wonderland armor and clothing, the saddle and tack resize themselves to fit mounts of different sizes and shapes.

Wagon, Caravan: A little rolling home on wheels, requiring two mounts to pull it (harness included), with space for 2 riding atop.

Armor Notes

Bed Quilts: In addition to armor, this acts as winter clothing when worn, and as a blanket when camping.

Ornate Jacket: This is a cavalry-style jacket with ornate piping, large brass buttons, golden epaulets, and other such decoration. As well as making the wearer appear lordlier, this decoration provides padding and impedes weapon blows.

Paper Armor: An extension of a peculiar fashion among certain Wonderland Humans, this armor is crafted entirely of layered paper. Any fire-based attacks have a 100% chance of causing the wearer to catch fire, and destroy the armor if at least one wound is inflicted due to fire (even if the damage is soaked). If the armor is

submerged in water or otherwise drenched (such as by dousing with a bucket of water, or in a heavy rain), it is no longer flammable, but negates its protective bonus until it dries out (which takes about 2 hours normally, or just 1 hour if it is carefully hung up to dry).

Plate Armor: Full plate armor is generally found only in the Looking-glass Lands, crafted with Chessmen in mind. As with other Wonderland armor, it will still fit non-Chessmen just fine.

Pots and Pans: This is representative of absurd "improvised" armor favored by the Tweedle, consisting of a strapped-on assortment of pots, pans, washboards, and so on. Softer items such as pillows and cushions serve as padding underneath. Although the makings of such armor can be readily gathered by ransacking the kitchen and bedroom of a typical Wonderland house, it makes a terrible racket when moving, compromising stealth. Assistance is invariably required when putting on such armor, due to the awkwardness of its assembly. On the plus side, once taken off, the wearer has the equivalent of standard cooking gear and a blanket to set up camp.

Tool Box / Doctor's Bag: This oversized tool box or bag is meant to be carried by hand, and carries the basic tools to perform a specific trade. It also happens to be durable enough to deflect blows, so it acts as a shield when held up defensively. Depending upon the trade, it could be a carpenter's tool box, a doctor's house-visit bag, or a traveling showman's portmanteau.

Weapon Notes

As shown in the charts, conventional weapons tend to be generic, because the Wonderland inhabitants are not too bothered about different types of weapons. If your hero particularly wants a great axe, for example, he can seek out a smith and get one made for twice the stated price (once converted to Wonderland pounds at a rate of $100 = £1) in the *Savage Worlds* rulebook.

Blunderbuss: A blunderbuss can be loaded with lead shot, gravel, scrap metal, rotten fruit, or whatever else comes to hand. Damage is 2d10 if hard ammo is used; for softer ammo the damage is only 2d6. When fired, the ammunition spreads over a large area; make a single Shooting roll that is used against every target within a Small Burst Template. Note that due to Edges, shields, etc., it's possible for the same attack roll to hit some and miss others.

Flamingo: As a "logical" extension (at least to a native of Wonderland) of playing croquet with flamingos for mallets and hedgehogs for balls, the bird may be used as a two-handed club or to send hedgehogs flying toward distant foes. *Special Note:* Wonderland flamingos and hedgehogs are not harmed in the normal course of being used as weapons!

Hedgehog: Hedgehogs may be driven at distant foes, provided a flamingo is available for use as a mallet. The wielder uses her Throwing skill to "aim" the hedgehogs. If their owner succeeds in a Persuasion roll, the hedgehogs return, moving at 8" per round. The hedgehogs are not harmed by this process, but can still be unnerved, hence the Persuasion check to get them to come back for more; on a failure, more coaxing is required, or else simply walking over and picking them back up.

Tool: In addition to their martial applications, "weaponized" tools are also suitable for performing an appropriate trade.

As a rule of thumb, if the tool that a "weaponized tool" is supposed to duplicate is already listed as something that costs or weighs more, go with the higher cost and/or weight.

Example: A stylish thief has a weaponized lockpick as his personal weapon and tool, in the form of an oversized ring of sharpened skeleton keys. This could be treated as a standard tool, weighing 2 lbs and costing £0.20, except that an actual set of lockpicks would cost £1 (and weigh 1 lb).

Taking the higher of the two, a weaponized lockpick will therefore cost £1, and weigh 2 lbs, but at least the thief only has to carry one item to serve both as weapon and tool.

Sword Cane: This appears to be a normal walking stick, and can be used as such, but with a deft twist of the handle, the wielder can draw a straight blade from its wooden sheath, and the cane itself can still be used as an off-hand weapon (with applicable penalties for multiple weapons, using the off hand, etc.). Though the thin blade technically does no more damage than a bludgeoning cane, there are still cases where a sharp edge can come in handy (and be more intimidating).

Magic & Miracles

Magic Foodstuffs for All and Sundry

Ordinary-looking food and drink in Wonderland sometimes has magical properties. All a hero needs to do to activate its power is to take an action to consume it. If the Magic Foodstuff was prepared by a cook (or more specifically, a Gourmancer), then the Cooking roll used to make it determines the effect of its power. However, in the case of strange Foodstuffs found "naturally" in the wild, there's more risk involved.

Limitations

Only certain powers in *Savage Worlds* are available as Magic Foodstuffs—see **Available Powers and Example Trappings** (p. 34).

Anyone who can eat can use Magic Foodstuffs to "cast" powers. Beings of non-animal intelligence may carry a number of Magic Foodstuffs equal to their Spirit die.

These items are inherently unstable, so even briefly picking up an additional Foodstuff above maximum risks side effects or "spoilage." Carrying Foodstuffs in a cart or other conveyance does not circumvent this limit, but some locations offer safe storage (e.g., a pantry or larder)—or you could always enlist (or hire) someone to carry additional Foodstuffs for you.

Magic Foodstuffs crafted by Gourmancers do not count toward this limit, because of the bond of the invested Power Points; however, stolen, lost or damaged Magic Foodstuffs tend to vanish within 24 hours (allowing the Gourmancer to recover invested Power Points).

Obtaining Magic Foodstuffs

There are four ways of getting Magic Foodstuffs:

Making Them

See **Arcane Background (Gourmancy)** (p. 32). Gourmancy is the art of preparing Magic Foodstuffs from (relatively) ordinary ingredients found in Wonderland. Created Magic Foodstuffs have predetermined results, and no roll is required when consuming them for their powers. In the case of powers with extended durations, Gourmancers can invest more Power Points when making them, to make them last longer than the "base" duration.

Chancing on Them

As the heroes explore Wonderland on various adventures, they might discover Magic Foodstuffs without any particular explanation (e.g., a bottle labeled "Drink Me" sitting on a glass table). A successful Knowledge (Magic Foodstuffs) roll is required to figure out what will happen if it is consumed; on a success, the GM reveals the power of the Foodstuff, and its predetermined Spellcasting roll. There's still the chance of deliberately sabotaged Foodstuffs (e.g., a trap set by a Gourmancer for thieves in his larder), or entirely random "mystery" Foodstuffs, with effects other than expected.

Searching for Them

Heroes with at least a d4 in Knowledge (Magic Foodstuffs) may forage while traveling. Normally, only one attempt may be made per journey, though at the GM's discretion multiple checks might be allowed for long journeys (more than half the length of a realm). Choose the type of Magic Foodstuff you seek (pick a power from the Gourmancy power list), and then take a single Knowledge (Magic Foodstuffs) check. Other party members with Knowledge (Magic Foodstuffs) may contribute toward a Cooperative Roll.

The roll is modified by the rank of the power, reflecting how rare the Magic Foodstuff is:

Novice power	+0
Seasoned power	–2
Veteran power	–4

Each success and raise yields one portion of the Magic Foodstuff, which can cast the power at its *minimum* Power Point cost.

Note that an *invisibility* Foodstuff will always have the base duration of 3 rounds, and an *entangle* Foodstuff will always be the 2-point single-target version, not the 4-point Medium Burst Template version. Foraging cannot yield Foodstuffs with extended durations, or other benefits that require more Power Points. For that, a Gourmancer is required.

Furthermore, any discovered Foodstuffs are of unknown quality; this is the risk for eating things found "in the wild."

When the Foodstuff is consumed, roll 1d6 (without a Wild Die, though this roll can Ace) for the Spellcasting roll. Bennies may be spent on the roll.

On a natural "1," the food is "spoiled," and it explodes, bursts into confetti, comes to life and runs away screaming, or disappears in an even more bizarre fashion. The eater must pass a Vigor test or be Shaken.

Buying Them

When in a reasonably inhabited area (at least a village) Magic Foodstuffs may be purchased (see **Gear and Goods**, p. 29).

Magic Foodstuffs available for sale are gathered by locals from the nearby wilds; the same rules and limitations are used for them as for foraged Foodstuffs (see **Searching for Them**, previously) except that someone else has already done the searching.

Gourmancy Powers

Gourmancer heroes are encouraged to develop their own dishes based upon the examples given at the end of this section. Please note that with few exceptions, Gourmancy powers are not directly offensive in nature; the target of a Gourmancy dish is almost always the consumer (or, in the case of a template attack such as *burst*, the template originates from the consumer).

Arcane Background (Gourmancy)

Arcane Skill: Cooking (Smarts)
Power Points: 10
Powers: 3
Trappings: Gourmantic powers are all held within dishes that can be as simple as a soup or as complex as a three-course meal.

In addition to the obvious Magic Foodstuffs, many other food items have magical properties, but in most they are locked away and cannot be used. Gourmancers have the ability to unlock these latent powers to produce magical effects.

A Gourmancer will normally prepare his dishes ahead of time, and carry the cooked products with him. However, in extremis he can grab whatever ingredients are around and force the power out of them—this is known as "on the fly" cooking (see following).

Occasionally, there may be Gourmancers who have other trappings to their craft; e.g., a Potboy who mixes drinks for his special effects, or a Witch Hazel who brews potions and makes poison apples with her bubbling cauldron.

Backlash

Cooking in Wonderland can be hard, even hazardous work; there are no modern appliances or electric or gas stoves to make it any easier, and it's even more difficult for a Gourmancer who deals specifically with potent ingredients for their magical power: In Wonderland, a leg of mutton or a plum pudding might very well spring to life and violently object to being cut and served. Plus, there's so much pepper flying around!

If a Gourmancer rolls a 1 on his Cooking die, he suffers a level of Fatigue as a result of mishaps while cooking. If he still passes the roll (due to bonuses or the Wild Die), the recipe is still usable despite the extra trouble involved in making it. Failure means the Power Points are wasted. (Note: Fatigue gained from backlash during cooking only goes away after getting a full night's sleep.)

Preparation

The Gourmancer spends time preparing, mixing, and cooking his ingredients into magical dishes. Such preparation requires ten minutes per Power Point spent, which the Gourmancer invests in the dish while preparing. For Powers with an extended duration, the required Power Points must be spent up front.

The Cooking roll is then made to determine whether it is successfully created (failure indicating that the time and Power Points are wasted), and whether or not there are any mishaps (see Backlash above). This roll is

modified by the facilities available, and quality of cooking gear.

Facilities	Modifier
None	–2
Rudimentary (a campfire, fireplace, or at least a decent cook pot)	None
A normal kitchen	+1
Gourmet facilities (a manor house or castle)	+2

Cooking Gear	Modifier
None	–2
Camp cooking gear	–1
Standard cooking gear	None
Luxury cooking gear	+1

A character carrying the Magic Foodstuff must record its power, the final Cooking roll (after all modifiers), and any Power Points spent on its creation. The Gourmancer's Power Points are "tied up" in the creation of the dish; only once the dish is consumed or destroyed will he begin to recover any lost Power Points at the standard rate. For this reason, stealing prepared Magic Foodstuffs is a serious offense (as evidenced by the famous trial of the Knave of Hearts for stealing magical tarts).

*Example: A Gourmancer gains the use of the Duchess's Manor kitchen, and spends some time whipping up a batch of explosive chili. He makes his Cooking roll with a bonus of +2, and ends up with a total result of 8. He records the power as "Red Hot Chili (*burst*, 2 PP, 8)." The Gourmancer loses the 2 Power Points until the dish is used, but when it is, anyone who eats it causes a* burst *with an automatic Spellcasting roll of 8.*

Please note that the Magic Foodstuff's Spellcasting roll is predetermined, so many modifiers that would normally affect a spellcaster "in the field" will not apply when using a Magic Foodstuff; in particular, wound levels, Fatigue levels, and effects of fear will not impact the consumer's ability to "cast" the power of the Magic Foodstuff, since the Spellcasting roll has already been made.

However, in the special case of *healing* and *mending*, the roll is still penalized by the wound level of the recipient (the consumer of the food).

*Example: A Fatigued (–1), wounded (–2) Knight has a flask of soup (*healing*) he was given by his Gourmancer friend; it is recorded as "Chicken Soup (*healing*, 3 PP, 8)." He consumes it after a battle; the fact that he is Fatigued has no impact on its potency. However, because he (as the recipient) is at –2 due to wounds, the roll of 8 is reduced to 6; it is only potent enough to give him a basic success (not a raise), so only one wound is healed.*

Leisure Cooking

Sometimes, a large amount of time passes between adventures, offering days rather than hours to get a Gourmancy dish right. For a starting Gourmancer's first adventure, and at the GM's discretion thereafter, the following rules apply when there's extended time to prepare:

- For a starting Gourmancer, assume he has (temporary) access to a normal kitchen (+1) for his starting Foodstuffs.
- The Gourmancer spends Power Points and rolls Cooking for each recipe he wishes to prepare, as normal.
- Ignore any Backlash results.
- Record "5" as the Cooking roll for any result of less than 5. There's time to redo any substandard dishes.

On-the-fly Cooking

In dire circumstances, a Gourmancer can quickly whip up a snack with the barest of ingredients for the desired magical effect, making and using it in just a single action.

The Gourmancer selects the power and then makes a Cooking roll modified by what sort of area he is currently in (it is far easier to find ingredients growing in the wild than in a town house). Whether the roll succeeds or not, the Power Point cost is doubled.

Location	Modifier
Inside a man-made structure (if not a kitchen)	–2
Inside a natural structure (e.g., a cave)	–1
Outside (urban area)	–1
Outside (rural area)	None

Example: Caught unprepared by a trio of Club Cards in the woods around the Queen of Hearts' palace (a rural area), a Gourmancer looks around for something to aid her escape. She has her standard cooking gear and a cook pot, so she needn't worry about penalties for facilities or cooking gear.

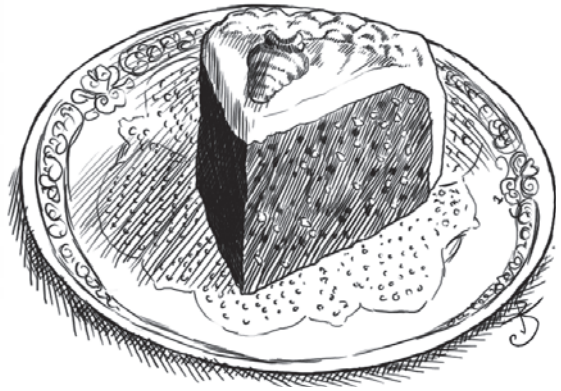
*She makes her Cooking roll and feverishly grabs a handful of wild chilies. She quickly devours the hot plants and breathes out a fiery cone (Cone Burst Template) charring the flammable Cards and giving her time to escape. Her lucky break costs 4 Power Points (*burst *normally costs 2).*

Available powers and example trappings:

The following lists the powers that are available to a Gourmancer and as foraged Magic Foodstuffs.

Unless noted (see *burst* as an exception below), Gourmantic powers only affect the person or creature that eats or drinks the Foodstuffs that contain the power. For powers that cause a detrimental effect (e.g., *puppet* or *stun*), the victim has to be tricked into eating.

Armor (N)	This turtle soup toughens the eater's skin, making it hard and shell-like.
Beast Friend (N)	These biscuits can be tossed singly or in handfuls to wild beasts to temporarily "befriend" them. Each *beast friend* treat costs 3 Power Points to make. Larger creatures have to be fed enough treats to equal or exceed the number of Power Points normally required, as described in the *beast friend* power.
Burst (N)	A red-hot chili that prompts the eater to breathe fire (whether he wants to or not). Place the cone template as with normal use of the *burst* power.



Detect Arcana (N)	A chewy carrot cake that enables eyes to see things beyond normal sight.
Deflection (N)	A hot and spicy dish that causes the very air around the eater to shimmer and distort.
Dispel (S)	Garlic, wolfsbane, and many other spices are combined into small cakes that dispel all other magical effects on the eater.
Entangle (N)	When chewed, this dish becomes a rapidly expanding gooey mass which is then spat at the target. An excessively nasally-endowed caster might have the option of sneezing this at his foes.
Fear (N)	This Dandelion-petal dish prompts the eater to make a single, terrifying roar (place edge of Large Burst Template adjacent to eater).
Fly (V)	An almost lighter-than-air soufflé that passes on its lightness to the eater.
Greater Healing (V)	A thick and nourishing chicken broth that heals the eater.
Growth (S) (p. 41)	A stroganoff (made from the north side of puffer shroom stems) that increases the eater's Size.
Healing (N)	Magically-nourishing chicken soup that heals wounds.
Invisibility (S)	A celebratory cake complete with candles and sparklers, which distracts others while the eater slowly fades from view, Cheshire Cat-style.
Light (N)	A light and crisp pie with a taste of will-o'-the-wisp ... that makes the eater glow in the dark!
Mending (N) (p. 41)	This beautiful cake tastes of sawdust and glue. For an inanimate object, the cake must be "fed" to it (so some sort of "mouth" or "tongue" is required, and perhaps some creative punnery).
Obscure (N)	A pulse salad (of murkweed seed pods found primarily in the Dismal Mire) that emits a cloying black mist.
Puppet (V)	This confection is so delicious that the eater is compelled to obey the maker in the hope of getting more.
Quickness (S)	This dessert composed mainly of figs and prunes is guaranteed to get the eater moving at a rapid pace.
Shape Change (N) (p. 40)	A beast-shaped cookie that turns the eater *into* that beast for a limited time.
Shrink (S) (p. 41)	A stroganoff made from the south side of the puffer shrooms' stems may be eaten to dramatically decrease the eater's Size.
Smite (N)	A hot sauce, thick enough to coat a weapon.
Speak Language (N)	This comes in the form of French toast, German chocolate, a Danish, etc. Eating the dish makes you understand, speak, and take on the accent of the appropriate language.
Speed (N)	Petals of certain giant flowers have a curiously citric taste when eaten. Once cooked, they provoke the eater to constantly leap and spring about.
Stun (N)	This tart is so delicious that whomever eats it is *stunned*, in a state of satiated bliss. (This affects the eater only, not a template.)
Teleport (S)	A bottle of port infused with rare herbs and other ingredients; as the alcohol is drunk the drinker fades slowly from view, Cheshire-Cat-style.

Arcane Background (Haberdashery)

Arcane Skill: Haberdashery (Smarts)
Power Points: 10
Powers: 2
Trappings: All Haberdashery powers involve pulling things out of, putting things into, or the conjuring of hats and other headgear.

Haberdashery is but an example of another brand of "nonsense magic" found in Wonderland, practiced by natives unaware that they're practicing "magic" at all. This particular variety is exclusive to hatters of Wonderland, who are invariably mad to some degree (and typically Human).

Slight variations on this basic idea may be found amongst other Wonderland craftsmen (e.g., a skilled Seamstress or Tailor who quickly stitches together an entire outfit to *dress up*, and can make a *dress/suit for any occasion*). The effects are much the same, requiring appropriate tools and materials to perform, but with trappings more appropriate to the particular profession.

Backlash

Haberdashery technically has no backlash. However, all magic of this type involves conjuring things from or putting things into hats—and so it cannot be performed if the caster is without headgear of some sort. (Given some fabric, tools and time, a Haberdasher can make his own hats; however, if captured by someone aware of his abilities, he might be denied that option.)

Furthermore, some of the powers associated with Haberdashery have additional limitations upon them beyond the normal *Savage Worlds* rules.

For Haberdashers with other trappings (such as the example of the Seamstress or Tailor above), essential tools of the trade are required in lieu of hats.

Encounter/Scene Duration

For many of these spells, the duration is listed as "encounter." Haberdashery powers are either instantaneous, or else (in the case of "encounter" spells) have a variable duration.

It is up to the GM to judge how long an "encounter" lasts; if the power is cast just prior to an anticipated fight—or right in the middle of one—then it will last at least until the end of the combat. For non-combat situations, it lasts for the entirety of the present "scene," which in Wonderland could be anything from 5 minutes to several days (as in the case of uneventful journeys from point A to point B). No matter how long the current "encounter" or "scene" lasts, the Haberdasher cannot recover Power Points while he still has a power active.

All powers with "encounter" duration may be extended by spending the *full* Power Point cost to keep it going through another encounter. This does not require another action or Spellcasting roll. The Haberdasher intuitively knows when the power is about to end and can extend it, if he has enough Power Points to do so.

Available powers and example trappings:

The following lists the powers available to Haberdashers.

Power	Notes / Example Trappings
Conjuring (N) (p. 42)	Pulls an item out of a hat.
Dress Up (N) (p. 42)	Conjures a wig, hat, etc., which produces an entire costume/ disguise when worn.
Hat For Every Occasion (N) (p. 43)	Caster conjures a "professional" hat or a dunce cap to put on the target's head.
Nothing Inside the Hat (S) (p. 44)	Caster disappears into a hat and pops out of another one.
Rabbit in the Hat (V) (p. 44)	Caster pulls a very large rabbit-like monster out of his hat.

Arcane Background (Witch Queen)

Arcane Skill: Sorcery (Smarts)
Starting Power Points: 10
Powers: 3
Trappings: Commanding gestures, royal scepters, and roses.

Many Queens secretly study Sorcery, all the better to bring about their rivals' downfalls. This Arcane Background is only available to Queens, and requires the Noble Edge. Usually this is a Card, Chessman or Honorary Chessman Queen, but there may be other ways to attain queendom (e.g., a female Insect Animal—a Queen Bee).

Backlash

A roll of "1" on the spellcasting die, regardless of the Wild Die, causes the caster to be Shaken. This can cause a wound. It is still possible for the power to succeed anyway (due to the Wild Die, bonuses, etc.).

Available powers and example trappings:

These trappings reflect the authority and majesty of a Queen—and the importance placed upon having a royal garden. Rose petals often figure in, with the signature color chosen by the caster upon attaining her status (usually red, white, or black). Scepters are used as well; if the caster hasn't one, then the spell temporarily conjures a scepter or wand for her as part of its trappings.

Power	Notes / Example Trappings
Armor (N)	Caster's attire becomes more regal and extravagant.
Barrier (S)	A thick and thorny rosebush hedge springs up.
Beast Friend (S)	Caster sings to soothe the savage beasts—or imperiously commands them, if it suits her better—accompanied by conjured music.
Blast (S)	Caster summons a bouquet of roses and hurls it to her foes. It then explodes in a flurry of rose petals and slashing thorns.
Bolt (N)	Caster conjures a rose with a razor-sharp cut stem, and then flings it stem-first at the target.
Boost/Lower Trait (N)	Caster conjures a scroll from up a sleeve, unrolls it, and reads a proclamation that lauds or condemns the subject. For *boost*, a medal and ribbon appear draped around his neck; for *lower*, a fool's cap appears on his head.
Burrow (N)	Caster claps her hands, summoning a troupe of little gardeners who dig furiously to clear a tunnel for their mistress.
Burst (N)	With a wave of her scepter, the caster sends a spray of rose petals and razor-sharp thorns at her enemies.
Conceal/ Detect Arcana (N)	For *detect*, the caster produces a pair of opera glasses from inside her robes, while for *conceal*, ethereal rose petals briefly obscure the subject and then vanish.
Deflection (N)	A whirlwind of small rose petals centers on the recipient, intercepting and deflecting blows.
Dispel (S)	Caster dictates a royal proclamation (recorded by a conjured scroll and animated quill) prohibiting the offending spell.
Elemental Manipulation (N)	With a wave of her scepter, the caster commands the appropriate element.
Entangle (N)	A tangle of thorny rose bushes erupts around the target's feet.
Fear (N)	Caster points her scepter at the target and, in a booming voice, issues a threat or condemnation (e.g., "Off with his head!").
Fly (V)	Caster's attire sprouts wings—fairy wings, feathered, bat-like, or even clockwork—in a form suiting her personality.
Greater Healing (V)	With a gesture of the caster's scepter, rose blossoms spring forth around the recipient, forming a restful bed of petals for him, and easing his pains and injuries magically away.

Greater Mending (V) (p. 41)	A troupe of little gardeners build scaffolding around the recipient. In a flurry of activity, the target is thoroughly patched up, and the scaffolding and gardeners vanish.
Growth (S) (p. 41)	With a commanding wave of the caster's scepter, plants grow all around the target—and the target grows as well!
Healing (N)	With a blown kiss, the caster sends a cascade of lightly fluttering rose petals. They quickly melt away, taking the wounds with them.
Invisibility (S)	A rose bush sprouts up and a giant rose envelops the target. The petals then part to reveal ... nothing inside!
Light (N)	Sparkling light emits from the caster's scepter.
Mending (N) (p. 41)	At the caster's command, a troupe of little gardeners is summoned; they quickly set to work applying a new coat of paint, which makes the target as good as brand-new.
Obscure (N)	A thick, swirling cloud of rose petals and leaves obscures the vision of those around the caster.
Puppet (V)	Taking upon an imperious tone, the caster points her scepter at the target, and commands his every move.
Shape Change (Special) (p. 40)	A flurry of rose petals obscures the caster's form as she changes.
Shrink (S) (p. 41)	Caster delivers a withering tirade to the recipient, who literally shrinks under the verbal onslaught.
Smite (N)	Thorny vines topped with bloody, rose-like flowers sprout and entwine the caster's weapon.
Speed (N)	With a wave of her wand, the caster summons a great wind; she seems to fly across the ground, dress billowing.
Stun (N)	Pointing her scepter at the target, the caster reproaches him, leaving him literally stunned.
Quickness (S)	At a stern command from the caster, the recipient is prompted to snap to it, and act quickly!
Teleport (S)	Vines sprout from the ground or a nearby wall, and then split to reveal a door or a trellis. The caster steps through, to emerge from a similarly-conjured portal at the other side.

Religions of Wonderland

The Trinity of Forces

Time, Distance, and Belief are all persons in their own right in Wonderland, wandering about and occasionally playing hob with reality.

Of these, Distance and Belief are almost completely alien. Their motivations and actions seem completely arbitrary, when they can be discerned at all. Belief's role in the make-up of Wonderland is the subject of many philosophical debates, but not much else. Distance's influence can be felt whenever one travels in Wonderland—what should be a two-day journey can take five hours one time, or five days the next. This is the way it has always been, and nobody except for the occasional Real-world visitor finds it the least bit odd.

Nobody worships Belief much at all, though there is the occasional Cargo Cult devoted to Distance, especially amongst those making their living in haulage and transportation. Time, though he operates on his own set of principles, is almost personable by comparison. Very rarely, individuals will even strike up a friendship with Time, though these people tend (like the Hatter) to be somewhat mad even by Wonderland standards.

The Spirit of Conflict

The almighty Spirit of Conflict is the personification of martial honor and warfare, driving the Chessmen's eternal conflict between houses and their personal betterment through the Accords. Though the Spirit of Conflict has no face or personality, each Chessman knows he carries a tiny piece of the Spirit within him. Bishops, called by the Spirit of Conflict to its special service, may call upon it in turn to aid them or their allies in battle.

Alice

Some individuals of Wonderland believe that Alice created the realm from the power of her imagination. Although scoffed at by those who "know better," this belief nevertheless gives these individuals the ability to cast miracles. The books known in the Real World as "*Alice's Adventures in Wonderland*" and "*Through the Looking Glass and What Alice Found There*" constitute Holy Scripture in Wonderland, though interpretations of each have varied widely through the years.

Despite multiple schisms and holy wars, The Church of Alice has prospered and now has chapels in most villages and cathedrals in all cities.

Since the "*Shan't!*" iconoclasm, Chessmen adherents generally hold to an orthodox, literal view of the scriptures, while Cards and Animals tend to take a more reformed view. Certain sects of Insects worship *A Lice*, while a small yet fanatical sect of Tweedle preaches *The Fourth Coming of Alice*.

Saint Dinah

Alice's cat Dinah is also revered as second only to Alice herself in many Animal villages. Though the Dinahists claim to be part of the Church of Alice, the church itself will have none of it, persecuting Dinahists as heretics. The Dinahists themselves are a generally respectable bunch, emphasizing lawful living, clean and proper dress, charity, and door-to-door evangelism. The Queen of Hearts' court contains many devout Dinahists, including William, her Walrus majordomo.

Alice's Black Kitten, "Kitty," is reviled in Dinahist theology as Naughty, and those Dinahists caught worshiping it are ritually wrapped in black worsted and then "suppressed" by being placed in a sack, sat upon, then shaken to death.

Arcane Background (Miracles)

Arcane Skill: Belief (Spirit)
Starting Power Points: 10
Starting Powers: 2

Those who cast Miracles gain their powers from a divine presence of some sort. In the realm of Wonderland, this presence is either the Spirit of Conflict, or Alice. Dinahists who cast miracles are treated as Alicians for rules purposes.

Spirit of Conflict

The Chessmen of both Houses may advance in rank to Bishop after a period of training. These holy champions draw upon the power of the almighty Spirit of Conflict, the root of the conflict between the two houses, to cast their miracles.

The Spirit of Conflict is only available to those with the Bishop Edge (p. 20). Many of the powers granted to the worshipers of the Spirit of Conflict manifest as physical items such as armor and weapons. All such items glow and are very ornate, often with enameled insets the color of the caster's house (red for Rosewood, white for Whitefield).

Minor Sins (–2 to Belief rolls for one week):

- Violation of the Accords (even accidentally).
- Telling a lie (omissions do not count).
- Breaking of just laws and agreed-upon rules.

Major Sins (loss of power for one week):

- Willful violation of the Accords.
- Murder (killing your House's enemies does not count as murder).

Mortal (loss of power unless atoned):

- Slaying someone of one's own House (unless executing the King's judgement).
- Falsely representing one's allegiance.
- Personally attacking another Bishop.
- Attacking a King without first declaring "Check!" when in position, and then "Mate!"

Available powers and example trappings:

Power	Notes / Example Trappings
Armor (N)	Shining armor appears on the target.
Barrier (S)	A line of illusory shield-bearers rises from the ground.
Blast (S)	A catapult stone lands on the target and explodes.
Bolt (N)	With trumpet fanfare, a shining spear soars toward the target.
Burst (N)	A cone of holy light shines forth from the caster's outstretched hand.
Deflection (N)	A hovering shield guards the caster.
Dispel (S)	A shining metal lance thrusts into the spell area and shatters it.
Entangle (N)	The very plants and earth rise up to ensnare the wicked.
Greater Mending (V) (p. 41)	The caster prays over the target's "wounds."
Growth (S) (p. 41)	The recipient grows in size and glows with an inner radiance—literally becoming "larger than life."
Healing (N)	The caster prays over the target's wounds.
Mending (N) (p. 41)	The caster prays over the target's "wounds."
Obscure (N)	A thick mist forms—the fog of war.
Smite (N)	The weapon becomes more ornate and glows brightly for the duration.
Speed (N)	Wings appear on the target's shoes, granting greater speed (but, sorry, not actual flight).
Quickness (S)	Ghostly chessboard squares briefly appear in the wake of the recipient as if his every move is part of a giant chess match.
Teleport (S)	An illusory chessboard appears on the ground, just long enough for the caster to disappear and reappear in another square.

The Church of Alice

Some individuals of Wonderland believe that Alice created the realm from the power of her imagination. Although scoffed at by those who "know better," this belief nevertheless gives these individuals the power to cast miracles. Such powers have trappings associated with sensible Victorian life as Alice saw it.

Minor Sins (–2 to Belief rolls for one week):

- Allowing harm to a harmless and/or cute creature.
- Using coarse language.
- Allowing someone else to blaspheme or mock Alice or St. Dinah without rebuke.

Major Sins (loss of power for one week):

- Allowing a relic of Alice to be defiled or destroyed.
- Blaspheming or mocking Alice or St. Dinah.

Mortal (loss of power unless atoned):

- Destroying or defiling a relic of Alice.
- Harming or attempting to harm Alice Herself.
- Murder (exceptions for if the victim was very, very Naughty).

Available powers and example trappings:

Power	Notes / Example Trappings
Beast Friend (S)	The caster radiates warmth and love, compelling cute (and *only* cute) beasts to do her bidding.
Boost/Lower Trait (N)	Without changing appearance at all, the caster takes on the demeanor of either a schoolmarm (*boost*) or a child (*lower*).
Burrow (N)	A rabbit hole opens in the ground, allowing the caster to enter a magical burrow.
Conceal/ Detect Arcana (N)	With *detect*, the caster gains illusory, yet literal, eyes in the back of her head, and "Can See What You're Doing There, Young Man." With *conceal*, she covers her own eyes—"I can't see you, so you can't see this."
Deflection (N)	The caster makes rapid "slapping" gestures, as though waving flies away.
Dispel (S)	Caster shouts, in a very indignant tone, "Stuff and nonsense!"
Fly (V)	Small wings sprout from the recipient's footgear.
Greater Healing (V)	The recipient must spend a round to lie down, place a wet rag over his forehead (conjured by the spell), and think very, *very* hard about chicken soup.
Growth (S) (p. 41)	The caster makes growing motions with her hands.
Healing (N)	The caster rubs a hand gently over the wound ("rub it better") or kisses the area ("kiss it better").
Invisibility (S)	The recipient's body gradually fades from view until only his mouth is left; that too vanishes if he closes his lips tightly together. If an invisible person speaks, his mouth becomes visible and fades again when it closes. The effect is comparable to that of the Cheshire Cat's fading from view.
Light (N)	A small candle—complete with holder—appears, hovering alongside the recipient.
Mending (N) (p. 41)	The recipient sets about stitching the target back together, or applying an excessive amount of tape and/or paste, and then declares at last, "There, that's all better now!"
Quickness (S)	The recipient's movements become jerky as though seen through a Victorian-era zoetrope.
Shape Change (Special) (p. 40)	The caster shakes herself into a kitten ... or some other creature.
Shrink (S) (p. 41)	Caster spends a round withholding dessert and berating the target for being naughty, until the target shrinks out of sheer shame.
Speed (N)	The caster tells the recipient to "run along now."
Stun (N)	The caster emits an ear-splitting scream.

Amended / New Powers

Shape Change

The following forms are used for *shape change* (detailed in the core *Savage Worlds* rules). These creatures may differ from those found in the wilds of Wonderland. Physical characteristics, skills, and special abilities are listed below. Derived statistics, such as Toughness, already include modifiers due to Size.

The recipient keeps her own mental characteristics and skills, though some may be hindered by the new form. If a skill is listed for a new form, the recipient uses the higher of either her own skill or the "instinctive" skill granted by the form. (The Parry value listed here assumes that the caster doesn't have a higher Fighting skill.)

Cost	Rank	Animal Types
3	Novice	Black Kitten
4	Seasoned	Handsome Pig
5	Veteran	Royal Flamingo
6	Heroic	Golden Crocodile
7	Legendary	Mock Jabberwock

Novice—Black Kitten

"I'll shake you into a kitten, that I will!"

Attributes: Agility d8, Strength d4, Vigor d4
Skills: Fighting d4, Stealth d10
Charisma: +2; **Pace:** 6; **Parry:** 4; **Toughness:** 2
Special Abilities
- **Cuteness:** Charisma +2.
- **Easily Distracted:** –2 to Tests of Will vs. tricks or taunts with balls of yarn, dangling string, toy mice, etc.
- **Low Light Vision.**
- **Size –2:** Enemies are at –1 to hit or Notice this little creature; Toughness is reduced by 2 (minimum of 2).

(Note: This form is considered Naughty by Dinahists. They use a White Kitten form instead, with the same statistics.)

Seasoned—Handsome Pig

"... but it makes rather a handsome pig, I think."

Attributes: Agility d6, Strength d6, Vigor d10
Skills: Fighting d6, Stealth d6, Tracking d6
Pace: 6; **Parry:** 5; **Toughness:** 6
Special Abilities
- **Bite:** Str+d4.
- **Forage:** +1 to Survival to find food.
- **Size –1:** Toughness is reduced by 1 (minimum of 2).

Veteran—Royal Flamingo

"The chief difficulty Alice found at first was in managing her flamingo..."

Attributes: Agility d8, Strength d8, Vigor d8
Skills: Fighting d8, Swimming d8
Pace: 6; **Parry:** 6; **Toughness:** 6
Special Abilities
- **Fisher:** +2 to Survival tests to fish for food.
- **Fly:** Flying Pace of 10", Climb 3", but it takes a full round of running to get airborne.
- **Peck:** Str+d6.
- **Weapon:** May be picked up and used by an ally as a weapon, without suffering personal harm. (See Flamingo notes, p. 30.) When used as a weapon, may use Fighting as a Cooperative Roll to aid the wielder's Fighting attacks.

Heroic—Golden Crocodile

"How doth the little crocodile improve his shining tail, and pour the waters of the Nile on every golden scale!"

Attributes: Agility d4, Strength d12+4, Vigor d12
Skills: Fighting d8, Swimming d8
Pace: 3; **Parry:** 6; **Toughness:** 12(2)
Special Abilities
- **Aquatic:** Swimming Pace of 6.
- **Bite:** Str+d6.
- **Fisher:** +2 to Survival tests to fish for food.
- **Improved Shining Tail:** Gains the Improved Sweep Edge, but only against targets in his rear arc, and only with its tail (Str+d4).
- **Lurk:** May use Swimming skill instead of Stealth when in water.
- **Size +2:** +2 to Toughness; enemies are at +1 to hit this large creature.
- **Tough Hide:** Armor +2.

Legendary—Mock Jabberwock

"Beware the Jabberwock, my son! The jaws that bite, the claws that catch!"

Attributes: Agility d8, Strength d12+2, Vigor d12
Skills: Fighting d10
Pace: 6; **Parry:** 7; **Toughness:** 12
Special Abilities
- **Claws or Jaws:** Str+d8.
- **Fly:** Fly at Pace 4.
- **Hardy:** Does not suffer a wound from being Shaken twice.

- **Lesser Eyes of Flame:** May spend action gazing at victim within 8" instead of attacking; make opposed Notice check vs. target's Agility—if victim fails, he takes 2d6 damage and may catch on fire.
- **Low Light Vision.**
- **Size +4:** +4 to Toughness; enemies are at +2 to hit this large creature.
- **Can Cook His Own Food Just by Staring at It:** +2 to Survival tests to forage for food.

Growth/Shrink

Rank: Seasoned
Power Points: 4
Range: Smarts x 2
Duration: 3 (1/round)
Trappings: Gestures, words of power, potions.

Growth increases the height and mass of the target. The target increases his Size by one step on a success, two on a raise. Each step of Size gains the target a one step increase to Strength and also a point of Toughness. This spell may be cast multiple times on the same target, though the caster must track each casting separately. Unwilling recipients may make a Spirit roll opposed by the caster's arcane skill roll to resist the effects.

If the target reaches a Size between +4 and +8, he is considered Large and fills a 2" square on the tactical battle map. Increasing to between +8 and +10 makes him Huge, and he occupies an area 3" square. Each further increase adds another 1" per level.

Shrink reduces the Size of the recipients by one step per success and raise, down to a minimum of Size –2 (about the size of a rat). Each level of Size reduction reduces the target's Strength by one die type (minimum of d4) and his Toughness by 1 (minimum of 2).

Creatures reduced to Size –2 are Small and those trying to hit them suffer a –2 penalty. They may also share a space occupied by another character.

Bear in mind that the proportions of the target's body do not necessarily remain constant. Alice herself was mistaken for a serpent after a bit of Foodstuff elongated her neck but not the rest of her. This occasional effect is at the whim of the GM (and makes for a lovely "side-effect" in the event of Backlash or Critical Failure).

Mending

Rank: Novice
Power Points: 3+
Range: Touch
Duration: Instant
Trappings: Gestures, magic words, new coats of paint.

This power's most common use makes it similar to the *healing* power, except that it heals constructs (specifically including Chessmen) rather than normal living creatures. It can act as magical healing for normal creatures (since the distinction is so often blurred in Wonderland), but at a –2 penalty to the spellcasting roll.

It can also be used to apply "healing" to inanimate objects, but just as with the normal healing power, it cannot bring back the "dead." Hence, it can only be used to fix cracks, scuffs, folds, tears, stains, burns and such. It cannot replace missing parts or restore something that's been totally shattered, exploded, or otherwise beyond repair to the point where even a skilled craftsman would be better off building a new one. It likewise does no good in the case of an object that has been turned into something else (because it is not "damaged" so much as "repurposed").

This can be used to mend larger objects, at an increase in Power Point cost and time spent (since he has to actually visit and touch all the damaged areas). E.g., to mend a wooden wagon or carriage, the Power Point cost would be 4, and the casting time 1 minute; for something as large as a sailing vessel, the Power Point cost would be 20, and the casting time 1 day. Anything else would fall somewhere in between there at the GM's discretion.

Greater Mending

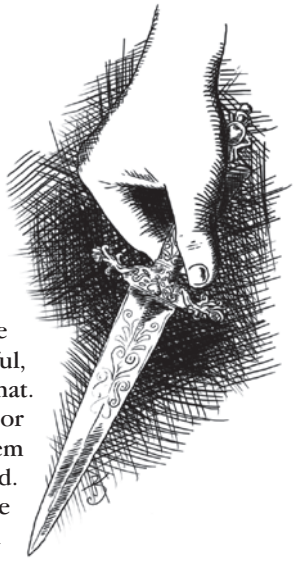
Rank: Novice
Power Points: 10/20
Range: Touch
Duration: Instant
Trappings: Gestures, magic words, new coats of paint.

This is identical to the *greater healing* power (see *Savage Worlds* core rules) except that it is designed for repairing constructs, and can heal normal creatures at a –2 penalty to the spellcasting roll.

Haberdashery Powers

The following powers are unique to Haberdashery, or are variations on spells found in the *Savage Worlds* rules.

Conjuring



Rank: Novice
Power Points: 1+
Range: Touch
Duration: Encounter
Trappings: Pull an item out of a hat.

With this trick, the Haberdasher pulls a useful, non-magical item from a hat. For one Power Point, a tool or other commonly available item worth up to £1 is conjured. More expensive items may be conjured, up to a value of £1 per Power Point spent. For items not listed in the gear section, the GM can assign an arbitrary value for the purpose of this spell; it doesn't necessarily mean that such an item can be bought somewhere for that same price!

Conjured items are temporary and artificial, vanishing after their usefulness is ended, or by the end of the current encounter. Conjured foodstuffs can fool ravenous beasts, but cannot be used in Gourmancy, and won't satiate hunger for long. Suspicious individuals can detect a conjured item's "fake" nature with a Notice check opposing the Spellcasting roll.

Alternatively, small, harmless creatures may be summoned (such as white, fluffy bunnies), to entertain or distract—but these creatures aren't "real," and do nothing more than (for instance) hop about aimlessly, or sit in place and act cute. If attacked, they disappear in puffs of smoke.

The Haberdasher cannot conjure anything beyond his own knowledge, for example he cannot summon "a picture of the miscreant who stole the tarts" unless he actually knows what the thief looks like. He cannot conjure a gun if he has no idea what one is. He could not summon a key to open a specific lock—unless he already has the original key to copy from. And, he absolutely cannot conjure anything that doesn't fit within Wonderland's Victorian-era technology level and aesthetic.

At the GM's discretion, the Haberdasher may make "pointless and incidental" uses of this spell, such as conjuring a flower to put in his lapel, or a handkerchief to blow his nose with, just for stylistic effect (with no combat or plot benefits), without actually spending any Power Points or requiring a skill roll.

Dress Up

Rank: Novice
Power Points: 5+
Range: Touch
Duration: Encounter
Trappings: Produce a costume hat, wig, helmet, or other headgear prop, out from underneath your own hat; it creates an entire costume when worn.

For the remainder of this encounter, anyone who puts on the hat conjured by this spell is magically disguised in a complete costume to resemble a particular Wonderland race and/or profession of the Haberdasher's choice.

For 5 Power Points, the spellcaster can disguise a single recipient. For each extra Power Point spent at the time of casting, another copy of the disguise is created, which can be given to another recipient. Each "disguise" can be passed from person to person for the duration of the spell (by putting the hat on someone else).

Only roles for which a hat could be part of the costume can be assumed. For instance, jabberkin do not wear hats, so a jabberkin costume cannot be conjured with this trick.

This confers no special abilities, and makes no actual physical alteration to the recipient. It cannot be used to take on the appearance of a specific individual; it is sufficient only to get by people with no particular interest in trouble, but direct interaction (or anyone

who is actively seeking someone/something out of the ordinary, such as a guard on duty) can give an observer a chance to see through the disguise with a successful Smarts check opposed to the Haberdasher's Spellcasting skill—or the wearer's Persuasion skill (wearer's choice of which skill to use to "defend" with).

The "disguise" generally only works against Wonderland natives, wild beasts, and anyone who is truly mad. Sane Real-world Humans are among those who are immune to this spell. To them, a Tweedle "disguised" as a Little Girl is obviously a Tweedle in a dress and a yarn wig. Fortunately, Real-world Humans are exceedingly rare in Wonderland (and sane ones even rarer).

Sample Hats

- **Alice Band:** Disguised as a Little Girl. Must speak in a falsetto to maintain the "illusion."
- **Coonskin Cap:** Disguised as a Raccoon (though the cap itself is a macabre touch).
- **Crown:** Disguised as *a* (not *the*) King or Queen, either Card or Chessman, and of a specific suit or color as desired.
- **Easter Bonnet:** This hat, sporting flowers of a chosen type, lets the wearer pass herself off as a Plant of the same Genus.
- **Miter:** Disguised as a Bishop Chessman.
- **Schoolboy's Cap:** Disguised as a Tweedle. Must make occasional outbursts of "Contrariwise!" and so forth to maintain the disguise.
- **Top Hat:** Conjures a complete formal suit; the wearer looks dapper but otherwise unchanged.

Hat for Every Occasion

Rank: Novice
Power Points: 2
Range: Smarts
Duration: Encounter
Trappings: Pull a "professional" hat or dunce cap out of your own hat.

With this hat trick, the Haberdasher puts a new hat on his own head, or tosses it onto the head of a recipient (or victim). This behaves as the *boost/lower trait* power, except that the duration is for the encounter, multiple castings do not stack, and only skills (not attributes) are affected.

When using this to lower a skill, the conjured hat is a dunce cap. When using it to boost a skill, the hat must be a recognizable profession with which the skill could be associated (some examples follow). The target creature must have at least one identifiable head that is not already wearing another conjured hat, or the spell will not work.

With the exception of the dunce cap, the conjured hat can be removed, replaced, and even given to someone else until the duration expires.

Sample Hats

- **Bathing Cap:** Swimming.
- **Carpenter Cap:** Repair (woodwork only).
- **Chef's Toque:** Cooking.
- **Crown:** Persuasion.
- **Deerstalker:** Tracking.
- **Engineer Cap:** Driving/Piloting.
- **Executioner's Hood:** Intimidation.
- **Jester's Cap:** Taunt.
- **Knight's Helmet:** Fighting (with sword only).
- **Miter or Nun's Habit:** Belief.
- **Nurse's Cap:** Healing.
- **Officer's Bearskin Cap:** Knowledge (Battle).
- **Pirate's Bicorne:** Shooting (with cannons only).
- **Robin Hood Hat:** Shooting (with bow only).
- **Sailor Cap:** Boating.
- **Scholar's Mortarboard:** any one Knowledge skill.
- **Witch's/Wizard's Cone:** Sorcery.

Nothing Inside the Hat

Rank: Seasoned
Power Points: 3+
Range: 10" per Power Point (15" per PP on a raise)
Duration: Instant
Trappings: Pop into one hat, and out of another.

This spell behaves in the same way as the *teleport* power, except that the Haberdasher disappears into a hat (presumably his own), and can only reappear by popping out of another hat within range.

Smarts checks are required as per *teleport* for crazy stunts such as trying to pop out of an unknown hat out of line of sight (e.g., going on the *hope* that someone on the other side of a wall has a hat he can pop out of).

If the target point is a hat that he is familiar with (perhaps one he has placed in a convenient location, or tossed to the side for just such an occasion), he does not have to make a Smarts roll to successfully *teleport* to it.

If the target hat is currently occupied, the wearer can stop the Haberdasher from emerging with a successful opposed Strength roll (in which case the Haberdasher is forced back to his original location). Otherwise, the Haberdasher may very well end up right on top of someone else's head when he emerges, wearing the other fellow's hat.

The Haberdasher can "carry others" (as with *teleport*) with the same cost in Fatigue.

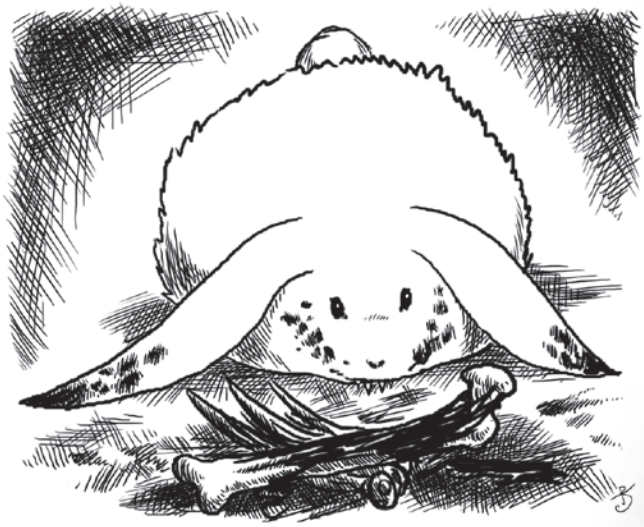
Rabbit in the Hat

Rank: Veteran
Power Points: 3
Range: Touch
Duration: Encounter
Trappings: Pull a giant rabbit out of your hat.

The Haberdasher pulls forth an oversized rabbit-like creature from his hat. It will serve him for the remainder of the encounter—or for up to an entire day on a raise. The Haberdasher can only have one summoned creature at a time; it can be dismissed if desired by ordering it back into the hat.

This creature is not real in the strictest sense. It requires no sustenance, and knows no fear, though it is subject to other weaknesses that apply to living creatures—and can be dispelled by effects such as the *dispel* power.

At the GM's discretion, the Haberdasher could take a version of this power that summons some other sort of creature instead (e.g., *dove in the hat*, *trick pony in the hat*, *troublemaking feline in the hat,* or *twinkle twinkle little bat in the hat*). Once chosen, this cannot be changed short of taking the power again with another type of creature to be summoned. The creature should not be any more powerful than a dire wolf or riding horse (in the *Savage Worlds* core rules).



Dire Bunny

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d8, Vigor d8
Skills: Fighting d8, Intimidation d8, Notice d6
Pace: 10, **Parry**: 6, **Toughness**: 6
Special Abilities

- **Bite:** Str+d6.
- **Fleet-Footed:** Dire bunnies roll d10 when running instead of a d6.
- **Leap:** Dire bunnies may leap a distance equal to their Pace.

People & Places

"What sort of people live about here?"

The Game Master has detailed information on the strange people and equally strange places you might encounter in Wonderland. Below are the basics that every traveler (or anyone who has read of Alice's adventures) knows about Wonderland and some of its most prominent characters.

The list is presented alphabetically within each of the two kingdoms for ease of lookup during play.

The only settlements listed here are those of a large size or particularly noteworthy nature. There are many other smaller villages scattered throughout Wonderland that are not on the list or the map.

In fact, given Wonderland's wild nature, it's not unheard of to encounter a village or a curious little wayside inn on a journey, and then to find it has vanished upon the return trip.

The Monarchy of Hearts

People

The Baby/Pig is the son of the Duchess.

Bill is a Lizard in the employ of the White Rabbit; he acts as a handyman and does odd jobs for his employer.

The Caterpillar is a knowledge broker who lives amongst the fungi within the Fungal Forest; he is known to be a smoker of exotic weeds using his Arabian-style hookah.

The Cheshire Cat is a grinning cat with the ability to appear and disappear at will. He claims to be mad, but is nevertheless one of the most reasonable characters in Wonderland. He was something of a friend to Alice.

The Cook is a large, homely woman in the employ of the Duchess; her food is always heavily laced with pepper. She is volatile and prone to hurling objects at her employer, her baby, and any visitors—invited or otherwise.

The Dormouse is a Mouse, trapped with his "friends" the Hatter and the March Hare in an eternal tea party. The narcoleptic Dormouse provides an endless source of amusement for his companions, who unmercifully play practical jokes upon him.

The Duchess is an odd, spiteful, ugly woman who mistreats her baby, yet submits to abuse from her cook. In her anxiety to remain in the Queen's good graces, she can be superficially sweet to someone who she thinks can aid her socially, while simultaneously causing her utmost discomfort. When being "friendly" the Duchess sees a moral (normally misquoted or made up) in almost everything. Despite being Human herself she has a son who is an Animal (he turned into a Pig in Alice's arms), prompting rumors that his father could be a Pig as well. In particular, a rumor once circulated that the boy's father was an influential Animal at the Queen's court. This would also explain why the Duchess, despite being imprisoned many times by the Queen, has never been beheaded.

The Gryphon is a combination of an eagle and a lion and viewed as a mythical creature in the Real World. He can often be found on the beach reminiscing with the Mock Turtle.

The King of Hearts is an incompetent and ineffectual ruler almost entirely dominated by his wife. He is self-centered, stubborn and generally unlikable.

The Hatter is a maker of hats by trade, although he is fascinated with time. Whilst attempting to sing for the Queen of Hearts he was accused of "killing time" and found guilty in a court of law. Since then he has been trapped in an eternal tea party with his two companions, the March Hare and the Dormouse.

The March Hare is an Animal who is forever holding a tea party with the Hatter and the Dormouse. The party will continue forever, as they live in frozen time.

Mary Ann is a Cat employed as the White Rabbit's housemaid.

The Mock Turtle is a strange creature with a cow's head, hooves, and tail, but the body and flippers of a turtle. He seems perpetually sad, even when reliving school days with his only friend, the Gryphon.

Pat is a Dog employed by the White Rabbit as a gardener.

The Queen of Hearts is a monstrous tyrant who rules the Monarchy of Hearts. She is violent, stubborn, and dominates all around her. Her outbursts and tantrums normally culminate in an order that someone's head be removed.

The White Rabbit is a nervous character of somewhat important (though not aristocratic) rank in Wonderland. He is generally in a hurry. As a messenger and herald for the court of the King and Queen of Hearts, he knows the ways in and out of the realms from the Real World, and much of what goes on both in Wonderland (more specifically in the palace).

Places

The Beach is a lonely stretch of sand bordering the Endless Sea. Sometimes one finds the Mock Turtle here lamenting on past times, but otherwise there is nothing really of note. Very few inhabitants of the Monarchy have ever ventured far out on the Endless Sea, and even fewer have attempted to sail from the Monarchy of Hearts to the Looking-glass Lands.

Caucus Race Ground is the site of the epic race in which Alice took part during her first visit to Wonderland.

Diamond Keep is a small keep built by the Diamond family in an attempt to break free of the ruling Hearts.

The Dismal Mire is a large area of marsh on the western edge of the Monarchy of Hearts. The Mire is a maze of waterways. Many muddy but solid islands wallow in the midst of a foot or so of water over several feet of sucking mud.

Duchess's Duchy is a small village technically belonging to the Duchess; however, she has little to do with it.

The Duchess's Manor is a good-sized house owned by the Duchess with a predominantly Animal staff. It is situated within a fair-sized clearing in the woods.

The Endless Sea is the body of water that borders both realms, but to travel from one to the other would entail a trip around the Mountains of Division that jut far out into the water. Attempts to navigate from one to the other have thus far proven too troublesome to be worth the effort.

The Fungal Forest is a large damp area of the woods. The moist environment is ideal for fungi of all types (particularly giant ones) to grow. The Fungal Forest is renowned for being home to the Caterpillar, a font of all knowledge.

The Giant Fields are fields that grow phenomenally large crops, near the Wood of Giant Beasts.

The Guarded Way is the only "safe" passage through the Hills of Gloom. "Safe" is a relative term, as the guard posts are some distance apart and the guards within tend to aid only those from their own realm. However, none can refuse entry to travelers, so if all else fails, beleaguered travelers should seek refuge within a guard post.

The Hall of Doors is a large hallway with a red-tiled floor and wood-paneled walls, lit by oil lamps hung from the ceiling. Doors of all shapes and sizes are arrayed around the hallway with curtains and wall hangings interspersed amongst them. A single three-legged table made completely of glass is the only furniture in the hall. Many of the doors in the hall lead to other (real) places, although the keys to most are long lost or forgotten.

Hatter House is a cottage, disused and lonely since the tea party began at the March Hare's home. Rumors abound that the Hatter killed more than time, and that the restless spirits of his victims haunt his home and await his return.

The Hills of Gloom lie at the southern end of Wonderland. They are so named because of the dense

tree coverage that blocks much of the light. The Hills of Gloom provide the only reliable route between the Monarchy of Hearts and the Looking-glass Lands. The hills are home to many fearsome beasts, and travelers between the realms generally use the Guarded Way for protection. It is rumored that the fearsome and legendary Jabberwock lairs within the Hills of Gloom (and that the account of its death in the *Jabberwocky* poem is greatly exaggerated).

The City of Hope is one of Wonderland's three cities. It is ruled over by the Queen of Hearts and is near to her palace. Hope is named after one of the three virtues that Alice told the inhabitants of Wonderland about, and endeavors to embody the meaning of its name. Everyone in the city has complete confidence in all that happens, despite their ruler's penchant for demanding beheadings!

The Law Court is situated a pleasant walk from the Queen of Hearts' castle. All decisions on guilt or innocence are decided by a judge who is raised to the position by the Queen of Hearts, essentially making the Law Court just an extension of the royal castle. However, it would never do to have people thinking that the Law is dictated by the monarchy—hence the building's separation from the castle.

March Manor is a cottage with chimneys shaped like rabbit ears and a roof thatched with fur. It lies within a small clearing in the woods and is famous for the everlasting tea party that has been ongoing for as long as anyone can remember. Due to this tea party, the house is "home" to the March Hare, the Hatter, and the Dormouse.

The Mountains of Division comprise the vast mountain range separating the two Monarchies. The mountains rise up out of the sea, peak halfway down the landmass and then descend to the south.

The Pool of Tears is a saltwater lake originally formed from the giant Alice's tears. Since the size differences in the Monarchy of Hearts have been resolved, the lake has become larger still. It now forms an effective barrier between the Hall of Doors and the Village of Animals. An enterprising local has set up a ferry for which he charges a modest fee, which is little enough to pay to avoid a detour of a day or more.

The Queen of Hearts' Castle is a grand edifice dominating the landscape with its sullen gray walls and banners depicting a blood-red heart. Once quite a small affair, the Queen has greatly expanded and enlarged her castle since meeting with Alice and hearing of the castles in Alice's homeland. Some might say that she has gone a bit over the top, but not if they want to keep their heads! The palace once nestled in a clearing in the woods sporting beautiful gardens, though now the clearing is much larger, thanks to massive deforestation by the Queen and her Cards.

The Rabbit Hole is the hole by which Alice first entered Wonderland. The hole descends to a pile of leaves and branches known as "Twig Landing" at the end of a long passageway that in turn leads to the Hall of Doors. Which door opens onto this passage is known only to the White Rabbit.

The Royal Croquet Ground is a large grass-covered expanse between the city of Hope and the Queen of Hearts' castle. It is notable for the complete absence of beasts, due to the Queen's tendency to use interloping small creatures as croquet balls.

The Royal Forest is the name given to the area of woods around the Queen of Hearts' Palace; it is out of bounds for normal folk although there is no boundary visible. Care must be taken when in the area.

The Tree with a Door lies deep within the woods near the March Hare's house. It is a somewhat unique tree (although rumors persist that there are others) with a wooden door set into its wide trunk. The door is not locked, and opens onto the Hall of Doors.

Tulgey Wood is the name given to the woods that cover the hills to the north of the Guarded Way, as they are particularly dense and dark. It is infamous for the fearsome Jabberwock said to lair and hunt within it.

The Village of Animals is a small village near the Hall of Doors and consists of perhaps a couple of dozen neat houses (tending, like the March Hare's house, to be shaped to resemble the Animals living in them). All those who live here are Animals of one type or another. The village is most renowned for being where Alice first visited after entering Wonderland.

The Wood of Giant Beasts is an area of woodland that surrounds the Village of Animals on three sides. The wood is normally a pleasant place with leafy glades and meandering paths. The main trail through the wood is clearly marked. Many other trails are dead ends or lead to clearings, and have been created by the giant beasts themselves. Most of these beasts are harmless and indeed friendly; however caution is required as even a puppy can be dangerous when it is ten feet tall!

The Looking-glass Lands

People

Haigha is a Hare and one of the White King's Anglo-Saxon messengers.

Hatta is another one of the White King's Anglo-Saxon messengers.

Lily is a Pawn Chessman, daughter of the White King and Queen.

The Red King is a Chessman and the ruler of the House of Rosewood. He has been asleep since before Alice's second visit, so his partner the Red Queen rules in his stead. Many in Wonderland believe that they are dreams of the Red King, and that if he awakens they will cease to be!

The Red Knight is a champion of the House of Rosewood and an honorary Chessman. He is remembered for attempting to take Alice prisoner.

The Red Queen is a Chessman and ruler of the House of Rosewood while her partner sleeps. Cold, calm, formal, and strict, the Red Queen is the epitome of royalty who pedantically corrects those of lesser or indeed equal standing. The Red Queen is the ruler of the eastern half of Wonderland.

The House of Rosewood is a family of Chessmen—the royal family of the Red King and Queen—and the dominant house in the eastern realm.

The Lion is (in)famous for his daily battle with the Unicorn over who should possess the White King's crown. With the disappearance of the White King, he now acts as a guard to the White Queen.

Tweedledee is a Tweedle and the exceptionally fat twin brother of Tweedledum. Like all Tweedle, the brothers are rather affectionate with one another, but don't hesitate to fight over insignificant matters.

Tweedledum is a Tweedle and the exceptionally fat twin brother of Tweedledee. Like all Tweedle, the brothers are rather affectionate with one another, but don't hesitate to fight over insignificant matters.

The Unicorn is (in)famous for his daily battle with the Lion over who should possess the White King's crown. With the disappearance of the White King, he now acts as a guard to the White Queen.

The White King was a Chessman and leader of the House of Whitefield. He was a well-liked—maybe even loved—ruler who had the full support of his people. He has not been seen for some time and many believe that he was slain by Rosewood assassins.

The White Knight is a champion of the House of Whitefield and an honorary Chessman. He rescued Alice from the Red Knight. He cannot ride his horse properly, likes inventing things, and is a little melancholic.

The White Queen is a Chessman and the wife of the White King. The White Queen is gentle, overweight, pale, and somewhat helpless in all practical matters. Her inept leadership led to the House of Whitefield losing its position of prominence to the House of Rosewood.

The House of Whitefield is a family of Chessmen and the royal family of the White King and Queen.

Places

The Beach is a lonely stretch of sand that borders the Endless Sea. Very few inhabitants of the Monarchy have ever ventured far out on the Endless Sea, but with difficulty one can sail from the Looking-glass Lands to the Monarchy of Hearts.

The City of Charity is one of Wonderland's three cities. The city grew from the town in which the Lion and the Unicorn continually fought. Despite their disruption of the town, the people always gave them gifts of bread and butter, hence the name. It is named after one of the three Victorian virtues imparted by Alice to Wonderland, and endeavors to embody the meaning of Charity. No one in the city wants for any of the basic needs of life. Rising above the center of the city is the White Queen's Castle.

The Chessboard Fields cover the majority of the Looking-glass Lands. This vast tract of land is divided into an 8-by-8 grid of squares by a network of streams and brooks. Alternating squares are predominantly covered in tall, very pale green (almost white) grass or by woodlands with distinctively rose-colored leaves. Some of these squares have major identifying sites (such as the Field of the Flying Elephants) while others are essentially featureless. The "home" ranks of each house (the most northerly and southerly ranks) are densely populated, with each square serving a purpose: *rooks*—barracks for troops; *knights*—stables and livestock; *bishops*—spiritual needs; and the *king* and

queen squares are the cities. Between the home ranks and the main fields (in the second rank for each house) is a defensive wall. The wall and buildings of the House of Whitefield are still badly damaged from the attack by Rosewood.

The Eighth Square is an area of land lying beyond the Chessboard Fields and was the meeting place of the three Queens—Red, White, and Alice—when Alice was crowned. Since that time it has been regarded as a place of peace and neutrality where opposing sides may meet and discuss rather than fight.

The Endless Sea is the body of water that borders both realms, but to travel from one to the other would entail a trip around the Mountains of Division that jut far out into the water.

The City of Faith is one of Wonderland's three cities and House Rosewood's seat of power. It is named after one of the three Victorian virtues imparted by Alice to Wonderland, and endeavors to embody the meaning of Faith. All in the city have complete confidence in all that happens, justified by the Red Queen's victory over the White Queen.

The Field of the Flying Elephants is so named because in this large field Elephants hover like bees, waiting their turn to fill their trunks with rich sap from the huge flowers that grow here.

The Guarded Way: See the entry in the Monarchy of Hearts, Places (p. 46).

The Hills of Gloom: See the entry in the Monarchy of Hearts, Places (p. 46).

The Hill of Surveying is a tall hill, almost a mountain, and provides a perfect view over the Chessboard Fields. The hill has a strange enchantment upon it such that it can only be ascended or descended by someone running as fast as she can.

The Insect Forest is a small wood that is home to many insects: both the mundane (similar to those in the Real World) and the stranger Wonderland varieties. Many of these insects can be encountered in giant form.

The Living Flower Maze is the garden of the Looking-glass House**.** The garden is an ornate and seemingly well-kept labyrinth of paths, hedges and flower beds that together form an intricate maze. This maze is made worse by an enchantment that confuses and befuddles those who try to traverse it. The flowers within the beds are sentient and quite talkative.

Mount Jubjub is the name of a great peak deep within the Mountains of Division. It is here that the jubjub birds build their massive nests.

The Mountains of Division comprise the vast mountain range between the two Monarchies. The mountains rise up out of the sea, peak halfway down the landmass, and then descend to the south.

Riverside is the name of a small village in the middle region of the Chessboard Fields, grown up around a riverside shop. The proprietor is a stranger-than-normal Sheep who hires out boats for crossing or traveling along the river.

Settled is a large settlement of Living Plants to the northwest of the Chessboard fields.

Tulgey Down is named after a far-away wood, and that is the only noteworthy thing about this small village.

Tulgey. adj. (tulg, ier)

Thick, dense, dark (originally in reference to a wood).

Tulgey Wood is the name given to the woods that cover the hills to the north of the Guarded Way, as they are particularly dense and dark. It is infamous for the fearsome Jabberwock said to lair and hunt within it.

Tweedledee and Tweedledum's Cottage lies within a clearing in one of the forested squares of the Chessboard Fields. It is small and unremarkable, save for the fact that the twins Tweedledum and Tweedledee live here.

The Wood of No Names is a small wood enchanted such that any who venture within soon forget who and even what they are.

Getting There

Dreaming into Wonderland

Many people cross the barrier between the Real World and Wonderland in their sleep. These dreamers have physical being in Wonderland and can interact fully with everything there. Some who cross over find their Wonderland selves drastically different from their Real-world selves. These people often manifest as Cards or other even more bizarre entities.

Upon awakening, most of these dreamers forget their experiences and thus know little of Wonderland, perhaps recalling horrible nightmares or pleasant experiences, but no details.

The arrival point of dreamers in Wonderland is dependent upon where they have already visited, and to a degree, their own willpower. If a dreamer does not try to arrive anywhere in particular, she arrives in the Hall of Doors. If she wishes to arrive somewhere else, it must be somewhere she personally knows, and a successful Spirit roll must be made. Unless the GM wants the chaos and confusion of heroes arriving all over Wonderland, it is best to assume that whichever hero makes the highest roll dictates where all of them arrive.

Physically Entering Wonderland

The barrier between worlds is thinner in some places than others, and it is here that portals allowing beings from either world to physically cross over can be found. Those who physically enter find that all their other dream experiences pale in comparison to the vibrant colorful splendor of Wonderland in the flesh. Those physically in Wonderland may be injured and even die as they would in the Real World, and they can only leave Wonderland via a different portal than the one through which they entered.

Like their dreaming counterparts, some people who physically enter Wonderland find themselves in different forms; the reverse of this is not true however—a Wonderland native physically entering the Real World keeps her Wonderland form!

Special Rule: Physically crossing the barrier between Wonderland and the Real World in either direction restores the heroes' bennies (for better or worse) as if a new session of play has begun.

Reality and Wonderland

Wonderland has its own sense of reality, and so things occurring there would be considered bizarre if not downright impossible in the Real World. That said, Wonderland does have its own reality and in some ways it is more powerful than that of the Real World. The primary manifestation of this power is the quasi-historical setting and how it alters all objects to fit that setting.

Any item made after 1900 AD in the Real World and taken into Wonderland eventually changes into a suitable pre-1900s item. For example, a modern firearm becomes an equivalent Victorian model; a hand-held personal computer becomes a book-style journal.

The item will generally remain in its Wonderland form even if returned to the Real World.

Time and Distance in Wonderland

Regardless of whether a hero is dreaming or physically within Wonderland, he finds that time and distance behave radically differently than they do in the Real World.

A hero can spend months in Wonderland and yet return to the Real World only hours after she left. Likewise the distance between two places may change with each journey to and fro.

Death, Grievous Injury and Wonderland

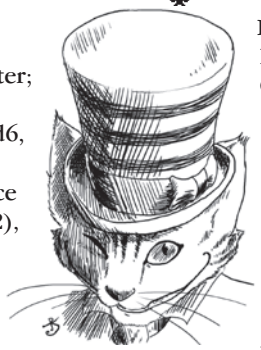
A dreamer who dies in Wonderland awakens instantly in the Real World with a start, and must roll on the Fright table when he awakens, and suffer the results. A heart attack and even death is possible! Any phobias or other ill effects as a result of the Fright result translate back to the dreamer's dream form as well.

Those who are wounded awaken normally with aches and pains that they attribute to sleeping awkwardly. Upon reentering Wonderland, those wounds are healed, and the hero is whole and hearty.

However, if the hero is physically present in Wonderland, then wounds and even death are very real. Such injuries are still in effect when the hero passes back to the Real World (if he can manage to do so, that is).

Sample Heroes

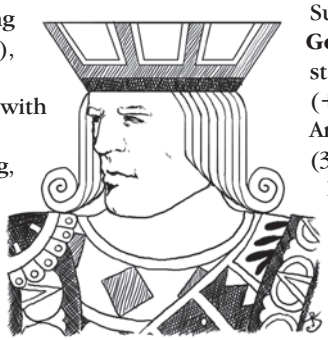
The Cheshire Kit, Feline Rogue



Rank: Novice (0 XP); **Profession:** Prankster; **Race:** Animal (Cat)
Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d6
Skills: Climbing d6(+3), Fighting d6, Notice d6, Lockpicking d6(+2), Stealth d8(+2), Shooting d4, Streetwise d4, Taunt d6
Charisma: 0; **Pace:** 6, **Parry:** 6, **Toughness:** 4
Racial Features: Cat (increased Agility), Claws (Str+d4 damage, +1 to Climbing), Quirk (chewing on a fish, batting at string, etc.)
Hindrances: Curious, Quirk (pull pranks at every opportunity), Small, Vow (Minor; strive to be *just* like the Cheshire Cat)
Edges: Acrobat, Thief
Gear: Slingshot (Range 4/8/12, damage Str+d4, 20 sling stones, 3 lb), striped top hat (+1 Armor to head, 50% coverage, 1 lb), striped attire (worn), lockpicks (hidden in hat liner, 1 lb), striped loot bag (2+10 lb).
Striped Loot Bag Contents: balls of string/yarn (1 lb), rope (10 feet, 2 lb), squeaky cat toys (1 lb), wardrobe of disguises & costumes (5 lb), bandit's domino mask, smile on a stick, Cheshire Cat puppet, fake pop-off tail, paper-wrapped smelly fish (1 lb).
Background: An incurable prankster, the Cheshire Kit idolizes and imitates the Cheshire Cat. Toward this end, the feline uses silly props in attempts to "disappear" in Cheshire style, despite a lack of magic.

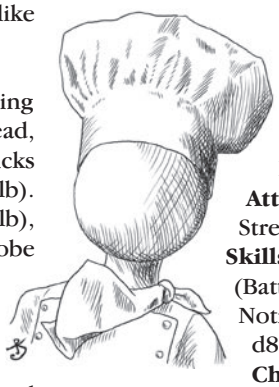
Jack o' Kent, Clergyman Knave

Rank: Novice (0 XP); **Profession:** Alician Priest; **Race:** Card (Knave of Diamonds)
Attributes: Agility d4, Smarts d8, Spirit d8, Strength d6, Vigor d4
Skills: Belief d8, Fighting d4, Healing d8, Notice d8, Persuasion d6(+2), Repair d4, Streetwise d6(+2)
Charisma: +2; **Pace:** 6; **Parry:** 4 (5 with bag); **Toughness:** 5 (1)
Racial Features: Edge-facing, Flammable, Flat ... Sort Of, Luck of the Draw, Soggy When Wet.
Hindrances: Quirk (tall-tale-teller, perpetually exaggerating things), Overconfident, Pacifist (Minor)



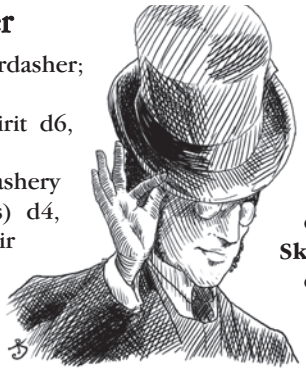
Edges: Arcane Background (Alice), Noble (Knave)
Powers: (10 Power Points)—*healing, light*
Gear: Farmer's hoe (reach tool, damage Str+d4, 2-handed, Reach 1, 3 lb), doctor's bag (toolbox, +1 Parry, +2 Armor vs. ranged shots, 14 lb), jack of plate (ornate jacket, +1 Armor to torso, 5 lb), brown paper (4 rolls, 4 lb), treacle (5 jars), smelling salts (5 bottles), £11.75.
Background: Jack o' Kent fancies himself to be the infamous Welsh cleric, farmer, and bridge-builder of folklore, capable of superhuman (or "supercard"?) feats, and able to trick the Devil himself. In actuality, he knows little about farming, let alone tricking Naughty entities, but he can still spin a good yarn.

Chef Carte Blanche, Pawn Gourmancer



Rank: Novice (0 XP); **Profession:** Gourmancer; **Race:** Chessman (White Pawn)
Attributes: Agility d6, Smarts d8, Spirit d6, Strength d4, Vigor d6
Skills: Cooking d8, Fighting d4, Knowledge (Battle) d6, Knowledge (Magic Foodstuffs) d8, Notice d4, Survival d4, Swimming d6, Taunt d8, Throwing d6, Tracking d4
Charisma: 0; **Pace:** 6, **Parry:** 4, **Toughness:** 6 (1)
Racial Features: Buoyant, Small, Tactical, Wooden
Hindrances: Bad Liar, Quirk (exaggerated "French" accent), Vow (Major; cook the Jabberwock, and one of every other "tasty" beast type of Wonderland)
Edges: Arcane Background (Gourmancy), Casserole
Powers: (10 Power Points)—*beast friend, burst, mending*; **Prepared:** 1x Doggy Treats (*beast friend,* 3 PP, 5), 2x Red Hot Chili (*burst,* 2 PP, 5), 1x Sawdust Surprise (*mending*, 3 PP, 10)
Gear: Tenderizing mallet (tool, damage Str+d4, 2 lb), standard cooking gear (4 lb), ornate chef's smock (+1 Armor to torso, 5 lb), armored chef's toque (+1 Armor to head, 50% coverage, 1 lb), 3x kitchen knives (3/6/12, damage Str+d4, 3 lb), £0.05.
Background: Chef Blanche is on a quest to make a culinary masterpiece out of every type of (non-sapient) creature in Wonderland, up to and including the legendary Jabberwock. In the meantime, jabberkin make for excellent practice.

The Maniac Haberdasher



Rank: Novice (0 XP); **Profession:** Haberdasher; **Race:** Human

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Boating d4, Fighting d6, Haberdashery d8, Knowledge (Magic Foodstuffs) d4, Notice d4, Persuasion d4, Repair d4, Shooting d6, Swimming d4, Throwing d6

Charisma: 0; **Pace:** 6; **Parry:** 5 (6 with cane); **Toughness:** 6 (1)

Hindrances: Wanted (Major; often mistaken for the Hatter, who is wanted for murder); Quirk (insists on observing tea time, no matter what); Pacifist (Minor)

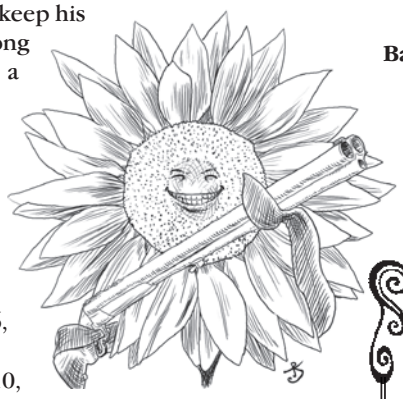
Edges: Arcane Background (Haberdashery), Recitation

Powers: (10 Power Points)—*conjuring, hat for every occasion*

Gear: Top hat (+1 Armor to head, 50% coverage, 1 lb), long coat (+1 Armor to torso, 5 lb), walking cane (+1 Parry, damage Str+d4, 1 lb), tea leaves, £1.25.

Background: The Maniac Haberdasher wears many hats (literally and figuratively) as he assumes various false identities, on the run from the Monarchy of Hearts. He bears little resemblance to *the* infamous Hatter, but public executions are popular, so he's "close enough." He lives each day trying to keep his head on his shoulders long enough to find and enjoy a really good cup of tea.

Gunflower Stan



Rank: Novice (0 XP); **Profession:** Mercenary; **Race:** Plant (Sunflower)

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d10, Intimidation d6, Notice d6, Shooting d10, Stealth d4, Taunt d6

Charisma: 0; **Pace:** 4; **Parry:** 7; **Toughness:** 4

Racial Features: Genus Edge (Sunflower—Common Bond), Hardy, Mobile ... Mostly, Photosynthesis, Plant Physiology, Small, World Wise

Hindrances: Big Mouth, Tasty, Trouble Magnet

Edges: Gallows Humor

Gear: Big ol' nasty knife (3/6/12 thrown, damage Str+d4, 1 lb), shotgun (12/24/48, RoF 1–2, damage 1–3d6, 2-handed, 12 lb), knapsack (2 lb; holds 50 shells, 8 lb), £0.05.

Background: Everything is out to get Stan ... unless he gets it first. He's a world-weary gunslinger, but in the face of terrifying dangers, he usually has a wisecrack or a put-down ready to put the horror in its place; after all, he's seen worse.

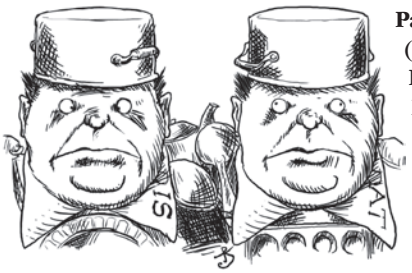
Tweedledodis & Tweedledodat

As Corsican Twin Tweedle, each twin has the gear and statistics presented below.

Rank: Novice (0 XP); **Profession:** Bodyguards; **Race:** Tweedle (Corsican Twins)

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d10, Vigor d12

Skills: Boating d4, Climbing d4, Driving d4, Fighting d4, Intimidation d4, Knowledge (Magic Foodstuffs) d4, Lockpicking d4, Repair d4, Shooting d4, Stealth d4(–1), Survival d4, Swimming d4, Taunt d4, Throwing d4, Tracking d4



Charisma: –2; **Pace:** 4; **Parry:** 4; **Toughness:** 12 (2)

Racial Features: Large, Lumbering, Mean, Phobia (Minor; black birds), Strong

Hindrances: Clueless, Obese, Vow (Minor; act as bodyguard to a selected party member)

Edges: None

Gear: Pots and pans armor (+2 Armor, torso & arms, –1 Stealth, 15 lb), pot helm (+3 Armor, head, 50% coverage, 4 lb), gigantic scrub brush (oversized tool, damage Str+d8, 2-handed, 10 lb).

Background: A little knowledge is a dangerous thing, and these Tweedle have oh-so-very-little knowledge of so many things—eagerly volunteering for everything anyway. They fancy themselves bodyguards, and will pick a hero as their "employer," caring little about pay. Only with effort and/or bribery might the twins be persuaded to protect someone *else*.

Alternative Adventurers

Some of the sample characters are male, or the gender has been left ambiguous. Here are three alternatives for female heroes:

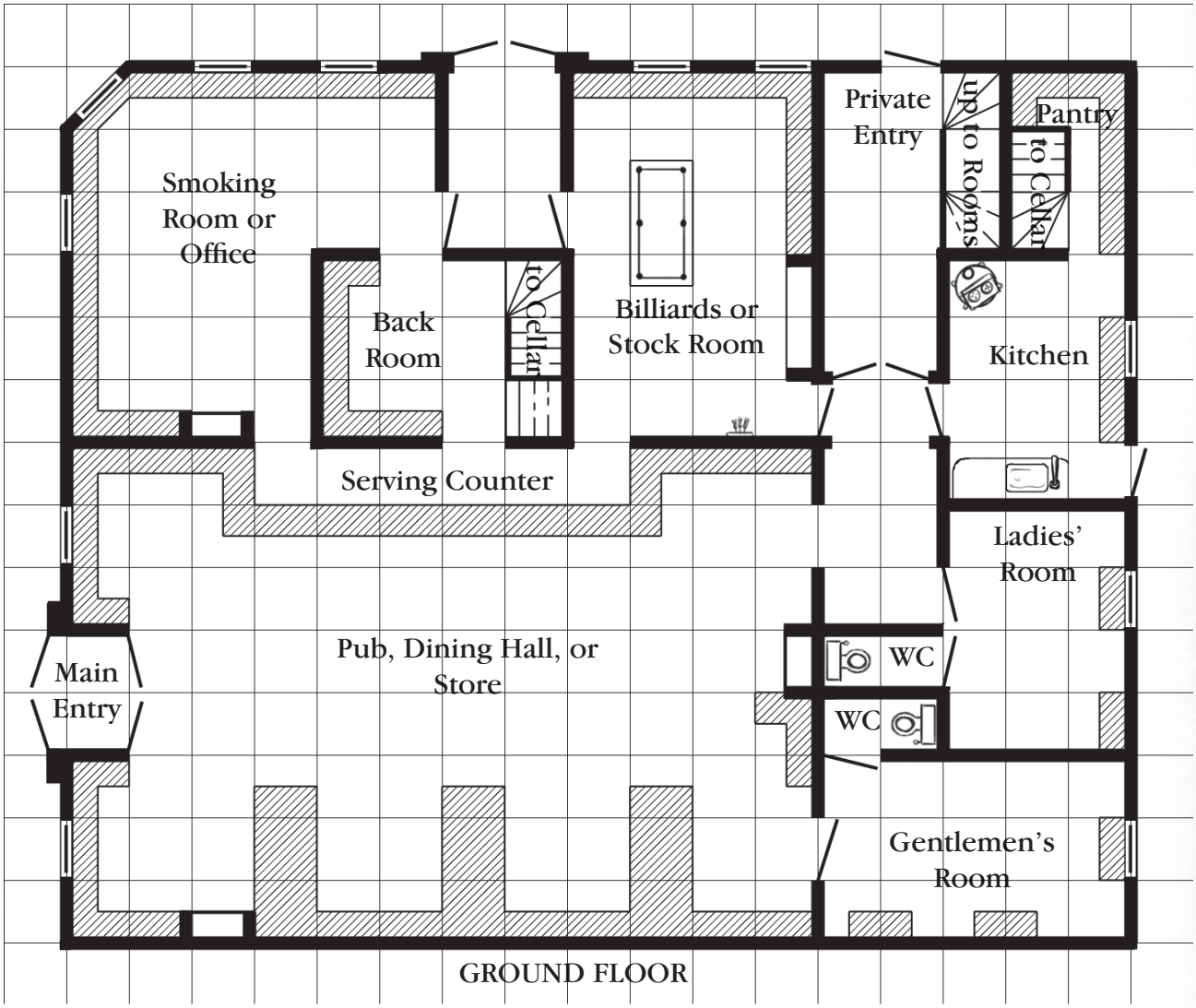
Sister Jill (Jill o' Kent): a seemingly innocent itinerant Alician nun with a strong trickster streak.

The Mad Milliner: a maker of women's hats, bonnets, and lace. A guard observed that "a milliner is just another name for a Hatter," and in the Law Court it's often "beheadings first, defense later," so she's on the run.

Sunny the Sunflower: unstoppably cheery even though people want to eat her face. She also *cheerfully* wields a shotgun.

Game Master's Guide

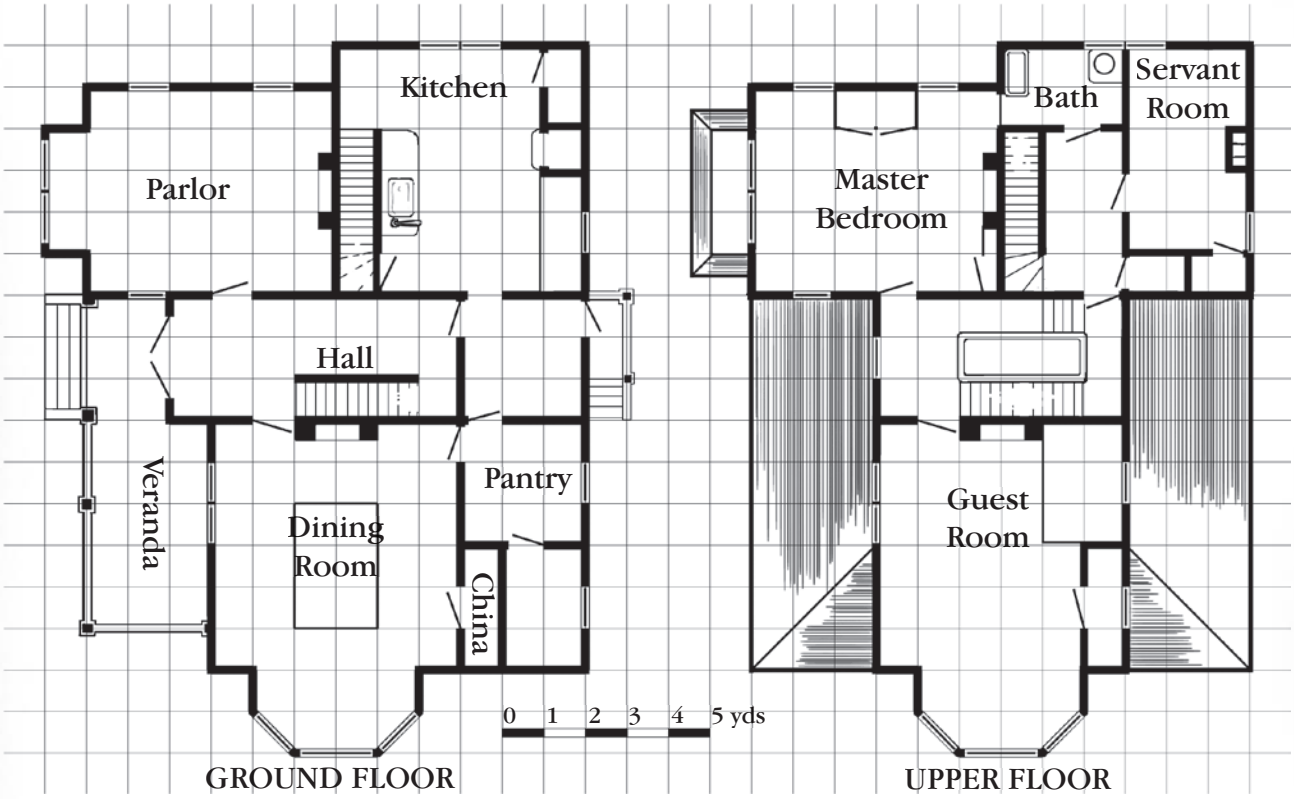
By Royal Decree, no player shall pass this point, or risk LOSING ONE'S HEAD!



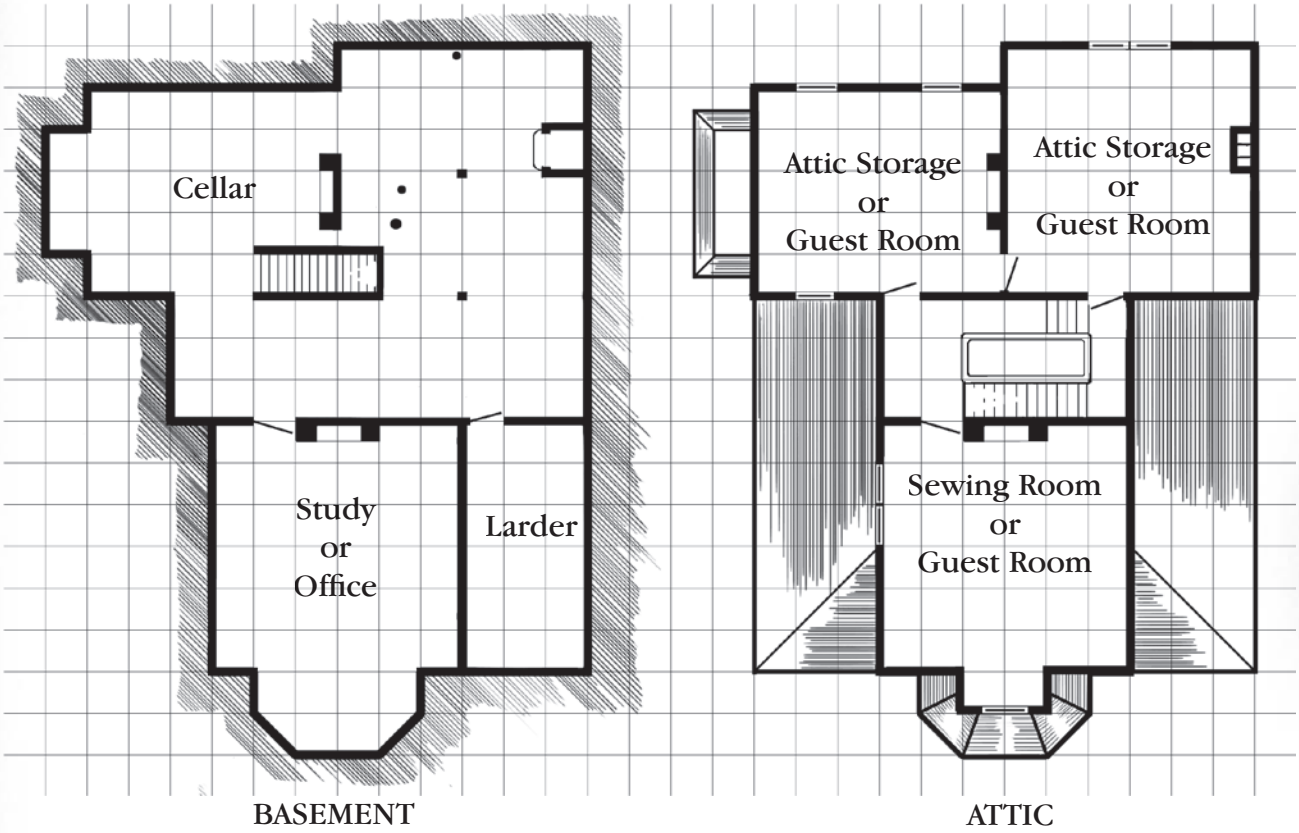
VICTORIAN PUB / HOTEL / STORE

The generic layouts on this page and the next can be used to represent various Victorian-era homes or businesses found in the Monarchy of Hearts. Despite the obvious anachronisms, they can just as easily be used in the Looking-glass Lands as well. Some of the Savage Tales reference these maps (though with a few modifications specific to each adventure).

Each square represents 1 yard (or only half a game inch), with narrow corridors, hanging fixtures and multiple furnishings that make for tight quarters in a fight. To reflect this, Fighting rolls are at –2 with 2-handed or Reach weapons. Also, Shooting rolls are at –2 with 2-handed weapons unless the attacker does not move that round.



VICTORIAN HOUSE / INN



What Has Gone Before

Alice in Wonderland and Through the Looking Glass

On May 4th, 1860, a seven-year-old girl named Alice found her way between realities through a rabbit hole into a fantastical world she nicknamed "Wonderland." Alice had some amazing adventures there before returning to the Real World.

Six months later, on November 4th (just before Guy Fawkes Day), Alice reentered Wonderland, this time via a mirror in her family's summer home. More adventures followed, culminating in her being crowned a queen.

Alice later related her amazing and surreal adventures there to a lecturer, Lewis Carroll. He told them to other children and was eventually persuaded to record them as *Alice's Adventures in Wonderland*, published in 1865.

Despite Mr. Carroll's obsessive questioning, Alice resisted expanding upon her second journey in detail until 1869, when she agreed to relate her tale in exchange for payment. These accounts were published as *Through the Looking Glass (And What Alice Found There)* in 1871.

A Long Search

Alice, at the age of 16, sought to return to Wonderland again, even to the point of running away from home with the money she received from Mr. Carroll in exchange for her tale. For many years she searched in vain for more portals, like the rabbit hole upon the banks of the river in Oxford and the mirror in the summer house. The memories of Wonderland were like a drug to her, a habit she had to again fulfill. She took to working the streets to support her search, discovered opium, and became a regular user. Thanks to her "work," Alice bore three children: one boy and two girls, each of whom she left on the steps of an orphanage.

In a dream-like trance under the opium's spell, Alice finally rediscovered her Wonderland. Unfortunately, traveling to that wondrous place while in a drug-induced state reduced both her senses and enjoyment. The wild and bright colors were gone, replaced by muted shades and pale memories of her previous travels. Gone too were the intense feelings from her prior journeys. Slightly satiated but desiring the Wonderland she once had, Alice turned to other means of enlightenment whilst still regularly visiting under the influence of the opium. Again, she financed her search by working the streets.

Lewis Carroll

For this setting, let us pretend "Lewis Carroll" was not a pseudonym for the Rev. Charles Dodgson, and "Alice" has no connection whatsoever to a young Alice Liddell. Here, Lewis Carroll is a distinct person, and the adventures of *Alice's Adventures in Wonderland* (and its sequel) really did happen ... though not *precisely* as they were recorded.

The Dream Wonderland Loses its Appeal

In 1880, Alice came across a poem penned by Lewis Carroll, *The Hunting of the Snark* (published in 1876). Alice recognized the word from her conversations in Wonderland, which led her to believe she was not as unique in her journeys as she had thought. Alice attempted to contact Lewis Carroll to try and find her fellow travelers, but to no avail. The learned author was "not at home" to one such as she had become.

Alice came to realize that reflections of her real-life experiences sometimes appeared in Wonderland. For instance, her brief dalliance with the tarot manifested as foreign-seeming Cards unbeholden to the Queen of Hearts. She became an expert at manipulating Wonderland via her "normal" dreams; between visits she would create beautiful and wondrous objects in her mind, and these objects would exist in Wonderland when she visited. Still, something was lacking; the objects she created were not as beautiful or well-crafted when she saw them in Wonderland, though the native people thought they were beyond reproach.

In 1884, 31-year-old Alice attempted to drag herself out of the depths into which she had plunged during

her long search. She secured a job as a cleaner for a workhouse and earned honest money. Slowly she regained her balance, and all went well for a time. Wonderland was put aside and partially forgotten; a handsome man entered her life, and marriage and two sons soon followed.

The Great War

In 1914 the Great War brought a double tragedy to Alice's life. Alice's sons went off to fight in Europe, while her husband (too old to fight for his country) supported the war effort by taking a job in a munitions factory.

In 1916 the Battle of the Somme claimed the lives of both her sons. A month later a minor explosion in the ammunition factory killed her husband. Alice's world once again fell apart.

Almost mad with grief, Alice began to once more seek Wonderland, the one place in her life she had been truly happy. She fled her home and returned to the house of her childhood. Late in the night she broke in and eagerly clambered up onto the mantle before the mirror, through which she had passed so long ago.

Try as she might, Alice could not pass through. Rage and more rose in her breast, and she slammed her fist against the mirror again and again. The mirror cracked, and a jagged scar ran from one corner to another a fraction of a second before the mirror's surface changed to liquid metal and sucked her through to the place she had so long sought.

Alice's third "true" journey in Wonderland proceeded much as her others had, with the now-old Alice discovering many new and exotic things. Try as she might, no matter what the diversions, she could not put behind her the events of her life in the Real World to enjoy Wonderland. After many months (or so it seemed) of traveling and soul-searching, she decided she must return to the Real World.

Division

Unknown to Alice, the fractured mirror had split her Wonderland self into two! One was the old Alice, the other a product of her yearnings to be a child once more with no cares, worries or grief.

When the older Alice reemerged into the Real World, she was lacking half of her soul and could not function fully. She found herself dimly aware of her surroundings, but totally unable to communicate or interact with them. She fell into a coma, and was soon discovered. After a thorough medical examination showed no physical injuries (save those caused by her years on the streets) she was admitted to a hospital and there she stayed.

Due to the fluid flow of time within Wonderland, Alice had emerged into the Real World in 1930.

A New "Alice"

While months passed for the older Alice, only a few days passed in the Looking-glass House, where her younger self puzzled out who she was and what had happened. She dimly recalled being in Wonderland before, as well as life in the Real World. Her strongest memories were of the pain and grief the Great War caused, although specifics were forgotten. Investigating the Looking Glass yet again, she witnessed the older Alice's reappearance and her collapse in the Real World. She realized she and Alice were aspects of one person, and resented what she had become. The younger Alice set her resolve, and took the name of the Queen she had always respected for her strength and power in a man's world—Victoria. She began a new life in Wonderland.

Scheming

Like her older self, Victoria found little comfort in Wonderland, haunted as she was by the unfairness of the Real World. From her childish viewpoint, everything could be made right if wars could be stopped, but the only way to stop a war is to have a larger force. Thus decided, Victoria set out to build an army large enough to stop wars in the Real World.

Armed with her older self's extensive knowledge of Wonderland and its dreamlike qualities, Victoria exerted her will to change her appearance—her plans required her to deal with people who knew the younger Alice, and she wanted to be anonymous. Even such a minor use of her intrinsic link to Wonderland caused the realms to shake as the very land threatened to come undone.

Shaken, Victoria left the Looking-glass House, and almost immediately encountered a naïve fellow going by the name of "The Daffodil Man." Without a thought, he offered his aid to the young girl. Victoria made a lightning-swift decision, and exerted her will over Wonderland once more to take complete control of the man.

Note: From this point on any plans or actions attributed to the Daffodil Man can be attributed to Victoria, and vice versa.

The Daffodil Man's Travels

The Daffodil Man and his "niece" began a tour of Wonderland. Somehow, this fellow gained admittance to places of power to converse with the rulers of Wonderland.

In the Monarchy of Hearts, it did not take much effort at all from the Daffodil Man to persuade the Queen her husband was worthless and should be treated as such. Within a few days the Queen of Hearts took power and spirited her husband away.

The other realm took longer. The White King was a man of the people, though his Queen was ineffectual.

However, the Red Queen was a force to be reckoned with, and her partner was in some sort of perpetual dream. The Daffodil Man worked to persuade the Red Queen that soon the time would come for an all-out attack on the White King; once the Red Queen was convinced, the Daffodil Man stealthily entered the palace of the White King, rendered him unconscious, and kidnapped him.

Reeling from the shock of their king's disappearance, the House of Whitefield had no chance when the House of Rosewood attacked. The White Queen panicked and within a few days her forces were vanquished. The Red Queen took control of the realm.

The Daffodil Man continued his travels, wandering both realms seemingly at random, speaking to an Animal here, a Tweedle there. More often than not these conversations led to meetings with cloaked or similarly-garbed Cards—the Tarot Cards Alice had dreamed into existence. The Daffodil Man took these Tarot Cards and forged them into an army.

Queen Victoria

Despite the army she had gathered, Victoria required more power. In extremis she could use her link to Wonderland to create or change anything, but she feared altering too much after the side-effects of using her will to change her own appearance. However, she had learned another way to gain the power she sought, from her time as Alice. She traveled to the Chessboard Fields and undertook the Queen Trials, much as she had as the young Alice. With her darker outlook, the trials were hard and violent and Victoria emerged twisted and bitter. She destroyed the Eighth Square so no one else could emulate her and become a Queen, and then Victoria and the Daffodil Man left to continue their schemes.

Victoria's Schemes

The Daffodil Man, scheming towards an invasion of the Real World with an overpowering force, has sent many agents through the portals to the Real World where they have set many of his plans in motion.

Modern Wonderland Weapons

Victoria's agents in the Real World run a sleep research laboratory, which actually dreams modern weapons into Wonderland for the Daffodil Man's forces.

Transporting Iron to the Real World

The war raging in the Real World has created an insatiable demand for iron and other such resources. Such resources are under-used in Wonderland, and the Daffodil Man has set up mines and transportation networks to ship them to the Real World. The resources are sold to any who will buy them, and the money used to buy more armaments for the Daffodil Man's forces to claim once they emerge into the Real World.

Fortifying the Portals

The Daffodil Man has fortified the portals between the Real World and Wonderland. His agents actively seek any others. By controlling the portals he can control all who come and go between the worlds.

Real-world Mercenaries

The Daffodil Man's agents have recruited several contingents of mercenaries (mainly deserters from the British army) from the Real World to attack the realms of the Queen of Hearts and the Red Queen. The mercenaries will almost certainly fail, but then the Daffodil Man can convince the Queens to mount a counterattack on the Real World. With the Daffodil

The Eighth Square

The current state of the Eighth Square has severe implications for characters who start the game as Queens or develop into them as play progresses. Although a character may be a Queen in Wonderland, until she actually undergoes her Eighth Square Trial, she does not receive her *true* crown or scepter.

Ill-informed Pawns may defer to her on account of her appearance alone, but such a Queen will not be recognized as legitimate by either Whitefield or Rosewood—and perhaps even persecuted as an impostor.

There's no hope of fixing this sad state of affairs until the Eighth Square is restored. Such a "false Queen" may gain the form and be able to pick up the associated Edges, but none of the prestige or trappings of royalty normally associated with the role.

Queens' Crowns and Scepters

In normal times, any person crowned as a Queen on the Eighth Square would be presented with a Crown and Scepter, which have different powers depending upon the recipient.

See the Queen entries in Personalities (p. 155) for powers of individual items.

Man's superior knowledge of the Real World, he would of course be the ideal candidate to lead such an attack.

A Potential Threat

During all her scheming and planning, only one uncertainty remained: Alice. Victoria did not, and still does not, know what would occur if Alice were to return to Wonderland. Likewise, what if Alice were to die? Her agents discovered that Alice had been diagnosed as mentally unstable after emerging from the Looking Glass into the Real World, and has been catatonic since. These same agents spirited Alice away to a disused hospital where she remains, still guarded by Victoria's agents.

Alice's Descendants

With Alice imprisoned, Victoria turned her attention to their offspring. The bastard children could well have grown up to have their own children and they in turn theirs. Might these descendants also possess Alice's power to alter Wonderland? She sent agents to track down and eliminate those descendents. This murderous plan is nearly complete when the campaign begins.

Unknown Complications

Although but two years have passed in Wonderland, many more have elapsed in the Real World, where it is now 1944. Victoria's agents have found a world at war, but have not considered the possibility that time moved on faster than expected. If Victoria's plans come to fruition, she will emerge into a world where the forces fighting are at least four times greater than she expects.

Victoria's naïveté about the Real World has also caused another complication. She has made agreements and arrangements with representatives on both sides of the conflict, and one of them has taken an interest in Wonderland for its own ends.

The Third Reich

Word of Wonderland has come to the inner workings of the Third Reich. A certain group, charged with harnessing the occult to aid the German war effort, took a lot of notice. Plans are now afoot to invade Wonderland and claim it for the Third Reich. Such a victory would allow the German forces access to other parts of the Real World (for instance England) via the portals. The players should not discover this until well into the campaign.

The Heroes

The heroes of the *Victoria* campaign are all descendents of Alice, born between 1920 and 1930 (thus ranging from 14 to 24 years of age); she is their great-grandmother. They inherited Alice's link to Wonderland, and a few genes from that place, as they soon discover.…

A Timeline of Events

Year	Age	Event
1853	0	Alice is born.
1860	7	Alice visits Wonderland twice.
1862	9	Alice tells Lewis Carroll of her first journey to Wonderland.
1865	12	*Alice's Adventures in Wonderland* published.
1869	16	Alice relates her second journey to Wonderland, and runs away from home.
1870	17	Alice's first son is born (out of wedlock) and given away.
1871	18	*Through the Looking Glass and What Alice Found There* published.
1875	22	Alice's second child, a daughter, is born.
1876	23	*The Hunting of the Snark* published.
1880	27	Alice hears of *Hunting of the Snark* and seeks out but is turned away by Lewis Carroll. Her third child (a daughter) is born.
1884	31	Alice gets her life back together, and marries.
1900	47	Around this time, unknown to Alice, her first two children start families of their own.
1914	61	The Great War begins.
1916	63	Alice's husband and two sons (from marriage) killed. Alice returns to Wonderland. Victoria comes into being.
1920–1930	—	The heroes are born as great-grandchildren of Alice.
1930	63(77)	Alice returns to the Real World.
1940	73(87)	The Battle of Britain.
1944	77(91)	The campaign begins.

Note: Alice does not age significantly during her time spent in Wonderland. Ages in parentheses indicate how old she would have been otherwise.

The Science of Wonderland

Okay, forget what we told you in the players' section.

Alice DID create Wonderland, but she didn't know it.

In The Beginning

There is a "place" almost adjacent to the Real World, about which scientists may wax incomprehensible trying to describe. Within this void is nothing, but this is coupled to the awesome potential to be *something*. The laws of probability almost insisted there should be some way to enter this place from the Real World, and Alice was the one to find it.

Alice Enters

When Alice fell down the rabbit hole, her childhood imagination took hold of the potential in the void. Without realizing it, she provided the driving force to forge the chaos of *What Could Be* into *Wonderland That Is*. As she fell down the rabbit hole, the realm formed and took place around her, and drew upon her Victorian learning as its defining physical laws, almost the same as those of the Real World.

The Trinity of Forces

The young Alice knew little of the forces of the Real World, such as gravity and electricity, but she did know of time, distance, and her own senses. Thus in Wonderland three *symbolic beings* came into existence: Time, Distance (or Space), and Belief. These three beings are entirely real—though Time is by far the least alien of the three—and to a greater or lesser degree can be interacted with by those in Wonderland, which explains (or justifies) many of the strange properties of the place.

Entering Wonderland

Many people cross the barrier in their sleep and experience the surreal wonders found in Wonderland.

A Controversy of Scale—Explained

When Alice first visited Wonderland, the Cards and Animals were about the size of their real-life counterparts, but Alice shifted to match the appropriate scale for each encounter. By the time she made her second visit, there were still inconsistencies in the sizes of Wonderland's inhabitants (the Red Queen sometimes being large enough to drag her by the hand—and at other times small enough for Alice to pick up), but not to such extremes.

In the present, things have stabilized considerably. The relative sizes of Cards, Chessmen, Animals, Plants and Tweedle are, if not exactly the same, still approximately that of Humans. This reflects a natural progression due to Alice's changing awareness of reality between her first and second journeys to Wonderland. During her first journey, she was not overly concerned with differences in scale in her imaginings: a young girl, after all, might have dolls and stuffed animals, large and small, and think nothing of this difference when playing with them together.

Over time, Wonderland has become more real and (a little) more internally consistent. Magical cakes, drinks and mushrooms can still change one's size, but no longer can a little girl tower above trees with a few nibbles. This change is not without consequences: The Pool of Tears has migrated outside of the Hall of Doors, and there are giant mushroom forests, fields, and flowers (and equally oversized creatures living among them).

These dreamers have physical being in Wonderland, and can interact fully with all that is there. Some who cross over even manifest as Cards, Tweedle, or more bizarre creatures, rather than as Human.

Most of these dreamers forget their experiences upon awakening, and thus know little of Wonderland. Perhaps they recall horrible nightmares or pleasant experiences, but no details. A dreamer who dies in Wonderland awakens instantly in the Real World with a start. Those who are wounded awaken normally with aches and pains they attribute to sleeping awkwardly. These "wounds" are healed upon reentering Wonderland.

The barrier between worlds is thinner in a few places, and here is where portals can be found allowing beings from either world to physically cross over. Those who physically enter find their previous dream experiences pale compared to the vibrant, colorful splendor of Wonderland in the flesh. Those physically in Wonderland may be injured and even die as they would in the Real World.

Game Effects

Other than how much more "vibrant" it seems in person, heroes experience little real difference between being in Wonderland physically or as a dreamer. The GM should just take care to describe how things are more "real" in the former case.

- The arrival point of dreamers in Wonderland is dependant upon where they have already visited, and their own willpower to a degree. If a dreamer does not try to arrive anywhere in particular, she arrives in the Hall of Doors. If she wishes to arrive somewhere else, it must be somewhere she personally knows, and a successful Spirit roll must be made. Unless the GM wants the chaos and confusion of heroes arriving all over Wonderland, it is best to assume, in the case of a party of dreamers, whichever hero makes the highest Spirit roll dictates where all arrive.
- The first time a hero physically enters Wonderland, the rush of energy vitalizes him and he immediately gains 5 experience points—enough for an Advance.
- Physically crossing the barrier in either direction restores the heroes' bennies.
- Heroes' dream forms are always fully healed upon entering Wonderland.

Portals Used in the *Victoria* Campaign

- **The Rabbit Hole**—currently controlled by Victoria's forces in Wonderland and covered by a manufacturing factory in the Real World.
- **The Looking Glass**—lost in the Real World and guarded by Victoria's forces in Wonderland.
- **The Sea Portal**—this portal moves randomly from place to place in the Real World but is always offshore of the beach in the Monarchy of Hearts.
- **The Train Portal**—one particular area of the Chessboard Fields is a portal to a train track running through the underground. If people are in the right place as a train passes they find themselves on the train to the Real World.

The Dreamer Paradox

It's possible for a Wonderland native to physically visit the Real World through one of the linking portals. But what of someone who's only in Wonderland via dreaming? The short answer is that such portals won't work for them.

Wonderland is capable of creating a "physical" form for a visiting dreamer, but it is unable to "project" this form back into the Real World. This means that if a dreaming hero tries to pass through one of the many portals connecting Wonderland to the Real World, his Wonderland form blinks out of existence—though to observers it appears as if he has gone through the portal to whatever is on the other side. Presumably, his Real World self wakes up, and he goes about his mundane, everyday life, before returning to Wonderland again next time he dreams, picking up where he left off.

Game Effects

From the point of view of the players, however, there's a less clear break in the action. In the *Victoria* campaign, adventures in Wonderland are punctuated by occasional periods when the dreamers wake up and go about their everyday, mundane lives—then return right where they left off. Anyone on the Wonderland side is unlikely to notice their coming and going, since such dreamlike strangeness is commonplace.

So, if a group of dreaming heroes "visits the Real World" in this way, the GM might narrate that they step through the portal, go through various vague adventures that happen essentially "off stage," and then the action picks up again as they eventually return to Wonderland once more.

You could give the heroes a vague summary along the lines of, "You have all sorts of thrilling and astounding adventures in the Real World—so astounding, in fact, that you're unable to describe them properly," and then, *presto*, they're back in Wonderland. You might even give them a few random gag props and "clues" (smudged lipstick on a lapel, a new tattoo, a hat box and some stuffed shopping bags filled with the "latest fashions") that suggest *something* interesting going on in the Real World.

Depending upon how willing your players are to ham it up, you could either invite them to just make up a

grand adventure for themselves (earning a benny or two for creativity) ... or you could take the safe route and suggest that they are afflicted with a sort of temporary amnesia about the particulars and only remember the trip in the vaguest of terms.

Wonderland natives traveling with the heroes will pass through the portal normally, and fail to find their friends on the other side. It really depends upon individual personality as to whether they will protest any wild story-making exercises, or whether they'll just quietly go along with it and even "remember" some of these imaginary adventures as well.

Reality and Wonderland

Wonderland has its own sense of reality, and many occurrences there would be considered bizarre if not downright impossible in the Real World. That said, Wonderland's own reality is in some ways more powerful than that of the Real World. The primary manifestation of this power is the quasi-historical setting and how all objects change to fit the setting.

Any Real-world item made after 1900 AD, whether brought physically into Wonderland or created there via dreams (e.g., by experimenters at Morpheus Research), eventually changes into a suitable pre-1900s item. That is, a 1940 firearm becomes an equivalent Victorian model; a Glock 9mm becomes a light revolver. If the "Real World" in your own campaign is set further into the future, advanced technologies suffer more drastic changes; for example, a digital camera becomes a box camera, and a mobile phone becomes a writing set complete with envelopes and sealing wax.

Game Effects

Whenever a Real World item is used within Wonderland and a 1 is rolled on the skill die, the item begins to mutate and change into a Wonderland equivalent. This process takes about a minute and the item is essentially useless during this time. If no die rolls are associated with using the item, roll a d6 anyway, and the item mutates on a roll of 1. If the item has continuous use (for example, a car) the roll should be made once per day.

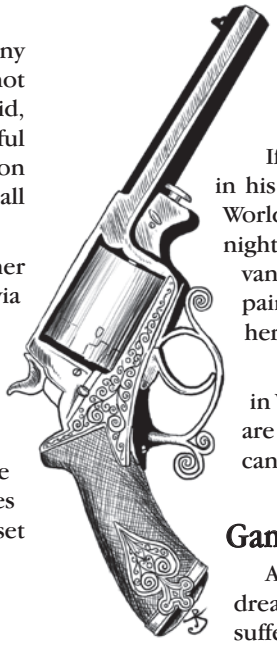
Time and Distance in Wonderland

Regardless of whether a hero is dreaming or physically within Wonderland, he finds time and distance behave quite differently than they do in the Real World. A hero can spend months in Wonderland and yet return to the Real World only hours after he left. Likewise, the distance between two places may change each time he journeys between them.

Game Effects

The elapsed time difference should cause no issues for the GM. Essentially, heroes may adventure for months and return to the Real World having only departed (physically or in their dreams) a few minutes before.

The distance distortion is an ideal tool for the GM. If something interesting is to happen on a journey, then it takes longer than it would if nothing is to occur. Journey times should be kept vague or not mentioned: *"You leave the Village of Animals and arrive at the city of Faith."*



Death, Grievous Injury, and Wonderland

If a hero is killed while visiting Wonderland in his dreams, he awakens unhurt in the Real World with a start, as though having had a nightmare. Likewise, injuries and wounds vanish but may be felt as odd aches and pains. Upon reentering Wonderland, the hero's dream-self is whole and hearty.

However, if the hero is physically present in Wonderland, then wounds and even death are very real and still in effect even if the hero can pass back to the Real World.

Game Effects

A hero who dies in Wonderland while dreaming must roll on the Fright table and suffer the results upon awakening. A heart attack and death are possible!

For the *Victoria* campaign, since Real World events often happen "off stage," or transpire in an abstract, dream-like fashion, your main concern may be with what your "dead" hero's companions observe, especially if their characters haven't yet been introduced to the notion that their experiences in Wonderland are but a form of dreaming. The "slain" hero disappears from the scene, his body nowhere to be found. Perhaps he fell into some bushes, or disappeared into the shadows, but no amount of searching will discover him (though if he was carrying any equipment of special importance to the other heroes, it may be conveniently left behind at the GM's discretion).

The "lost" hero should show up again at some suitably later scene. If it looks like this will take a while (and especially if combat is ongoing), you might temporarily lend the player the

use of an Extra accompanying the party. Then, at some later point, the hero rejoins the group, with a contrived excuse regarding his sudden and inexplicable absence. He wasn't really *dead* after all; that would be nonsense as he's here, alive and well. Nonetheless, any permanent penalties suffered due to a bad roll on the Fright table will be reflected in his Wonderland alter ego.

At your discretion, you might take the player aside and give him a brief hint of his waking up in the Real World in a nightmarish haze, but keep it vague on details that could give away too much. When he returns to Wonderland, any Real-world interlude seems like just an unpleasant dream.

Wonderland Reality

Some people find Wonderland is more real to them than the Real World. Most of these are descendents of Alice or the offspring of a Real-world mother and a visiting Wonderland father. For these people, the Real World becomes dreamlike and vague. They find themselves going through their mundane lives almost mechanically, eagerly awaiting their next visit to Wonderland.

In the *Victoria* campaign this is reflected by the fact that, at least initially, all of the action takes place in Wonderland. Here or there, it's reasonable to assume that our heroes woke up, went about their daily lives circa 1940-something, and were then reunited when they fell asleep. However, at least until the first of the Real-world Interludes, the GM should gloss over such details.

Variable Time

"Oh my ears and whiskers, how late it's getting!"

The flow of time is irregular in Wonderland, but not without meaning. Wonderlanders are aware of the concept of hours, days, years, seasons, and phases of the moon. Nonetheless it is merely "odd" if the sun is shining hotly upon the sea in the middle of the night, not impossible.

For a gathering of Wonderlanders, time seems to progress in reasonable fashion. A task may reliably take so many seconds, minutes, hours or days to perform. A chef can guess from experience how long it will take to heat up an oven, and how long to let food simmer. When the guests in the next room ask how long it will be until dinner is ready, he can give them a meaningful answer.

However, suppose he is out of eggs, it is nearly midnight, and the stores are closed and miles away. He might head out on a journey to scale a mountain, steal eggs from a nest, then return to the kitchen before the water finishes boiling, and before the guests notice ... just as long as they weren't doing anything interesting and time-consuming while he was gone.

Most Wonderlanders have an instinctual feeling for this. An invitation may declare a party to be "umpteen days hence, under the radish moon," and everyone just *understands*. For one person, it's effectively four days, for another it's just tomorrow, and yet they both know when to show up. A Real-world visitor, however, will likely require someone to fetch him.

Accordingly, watches and calendars seem like gibberish, but there's an important consistency: Any events marked on that calendar are at least correct in terms of *sequence*. The rate of time flow is variable, but there's still a reasonable progression between cause and effect. *This* event happens before *that* one does.

Gaps in History

From a certain point of view, Igpay has no father. He came into being at the same time as the Duchess. Lord Bacham didn't exist until much later, when Alice naïvely mused over whether the baby's father would be a Human or a Pig. It wasn't until much later that she learned how babies come to be, and Igpay would wonder about his own family (a rarity, since most Wonderlanders don't question the pre-Alice past).

Regarding events before Alice, Wonderlanders have vague "memories." Ask them about some event pre-Alice, and if it hasn't been asked before, there is no true answer. Still, right then and there, an idea may come to mind, and becomes "the truth." Other Wonderlanders may suddenly gain this "memory" as well. It may not be well thought-out, and may even contradict other "memories"; if confronted with logical inconsistencies, some normally friendly Wonderlanders could become hostile, or even violent ... or, they might just change the topic.

Some have been driven to madness (even by Wonderland standards) by an innocent question asked by a visitor from the Real World. Unscrupulous heroes who figure this out should beware: Deliberate antagonism may prompt Wonderland itself to lash out in the form of surreal events, violent storms or worse, in an attempt to break off this inconvenient conversation until it can sort itself out.

Winter and Other Seasons

Wonderland experiences seasons, just not in an orderly fashion. Based on the perceptions of English weather by 7-year-old Alice, Wonderland is mostly temperate, with an awful lot of fog. Wonderland winters are at least *cold*, with enough snow for sledding or building snowmen, so one must "wrap up warm," but they're not normally life-threatening. Farmers somehow know when to plant and when to harvest, and grown-ups know to prepare for a holiday coming up; other than that, seasons just come and go without much warning.

Game Effects

Most of the time in Wonderland, it is perhaps spring, summer, or autumn, the most important detail being "It's not winter." This does not change except at GM whim, plot demand, or because of a Surreal Event (see p. 94).

Winter merely requires a token attempt at "bundling up." Therefore unless prompted by a particular effect (such as a **Storm**, p. 161), the rules for cold (under Fatigue, *Savage Worlds*), may be ignored, even when there is snow on the ground.

Phases of the Moon

7-year-old Alice paid little attention to phases of the moon, as she wasn't allowed out after dark. Once, Alice heard that "the sun never sets on the British Empire," with an accompanying explanation that even at *night*, the sun is up somewhere over the world. Thanks to Alice's imagination, the sun could very well share the sky with moon and stars ... and a dark night sky.

Also, the moon has no effect on tides, so the Endless Sea stays level (though it can be churned up now and again by storms or sea monsters).

Game Effects

Unless anyone asks, or it's plot-critical, assume that it is merely dark outside at night (–2 penalty to Notice and ranged attacks; targets not visible beyond 10").

If someone thinks to check the phase of the moon, pull a card. On a **Spades or Clubs face card**, it's a new moon (–4 penalty to Notice and ranged attacks); on a **Diamonds or Hearts face card**, it's a full moon (–1 penalty to Notice and ranged attacks). On a **Joker**, the sun is out at the same time as the stars and moon, so even while the sky itself looks dark, there are no darkness penalties for being outside without a light source.

Storybook Reality

As has been touched on before, Cards are flat except when they aren't, and Animals might run about on all four paws, or just as easily dress up in suit and tie and wear white gloves. No effort or time is spent in switching between one "mode" or the other, and no "shape-shifting" is involved. Wonderland's reality blithely ignores many of the contradictions that arise from such possibilities simply because it *has* to.

When Alice visited Wonderland, she imagined such things as white rabbits with waistcoats, talking playing cards (who bake, steal, and eat tarts), characters from nursery rhymes, creatures of legend, and all sorts of half-understood things from the "grown-up" world as well. The potential world took shape from her fancy, and precedents were established that would make scant sense in the Real World. The concept of precedent and "fair play" (no fair changing the rules!) were important to Alice, so they're important to Wonderland as well.

As Alice grew older, and other visitors made their mark on this fledgling reality, certain things came about due to more-or-less logical implications. If there is a shop, things must be bought and sold. If there are fields, someone must tend them. If there are children, they must have parents. If there are warriors, there must be war. If there are executioners, there must be executions. Thus, Wonderland combines established absurdities (and rampant punnery) with complications that at times seem less than appropriate for a Victorian child's storybook.

Cards and Burglary

Given the Card ability to selectively exploit flatness, one might think a locked door is of little use to keep them out. Indeed, many Wonderlanders are amazingly blind to this simple possibility (even Cards themselves).

Most Wonderland homes have exterior doors with slightly-raised thresholds for the door to abut against to keep out cold air and snow (and, in the process, Card burglars as well). However, interior doors are another matter; the typical house has keyholes one can peer through, and gaps under the door through which a sheet of paper or an entire Card could pass.

Victoria, however, is aware of the potential for security concerns, so her minions have seen fit to "Card-proof" the Queen's dungeons, and other places of importance. Thus, cells have solid walls, or else crossed bars at tight intervals to deny a Card passage. Locked doors to secure rooms likely have thresholds (as with exterior doors) to thwart attempts to slip under.

Game Effects

Slipping under a door or through a similar gap requires an Agility check; on a "1" on the skill die, the Card is stuck (requiring another round and a successful Agility test to get free). On a Critical Failure, the Card suffers 2d6 tearing damage from getting pinched on a corner.

Claws, Hooves, Feathers and Fur

As stated earlier, Animals not normally gifted with hands can still perform tasks that would require them in the Real World.

Fish can breathe under water (because that's what fish *do*), but since Alice imagined an exchange between a Fish messenger and a Frog footman outside the Duchess's manor, it has been established that talking Fish at least are perfectly capable of getting by on dry land as well.

Now then, there's the potentially touchy matter of *clothes*. "Clothes make the man," as they say. Just as is evidenced from the original illustrations by Sir John Tenniel, if you stick a Fish in a tuxedo, or dress him as a footman, he'll fit in just fine. Take him out again, and a Real-world visitor could mistake him for *just* a fish.

The White Rabbit might run about in a waistcoat, and (gasp!) no trousers, but nobody makes a fuss over it. However, it might just take one troublesome Real-worlder and a Taunt or Persuasion check to point out that the Emperor (or White Rabbit) has no pants, and you could suddenly have a *scandal* on your hands.

Wonderlanders in the Real World

Just as it's possible to "dream" oneself into Wonderland, so too can certain Wonderlanders visit the Real World via dreams. That's exactly the art perfected by the Red King; thus, his Real-world form is seemingly that of a normal Human.

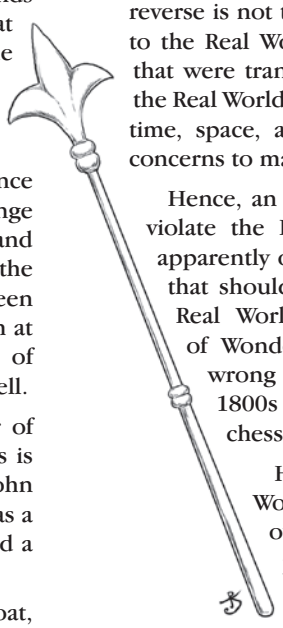
Native Wonderlanders who physically visit the Real World, however, retain their Wonderland forms. They may be thought of as carrying with them little "pockets" of Wonderland reality. Hence, even a Chessman made of wood or a Card that is neither truly two-dimensional nor three-dimensional can still exist in the Real World.

Long-term Stays

Extended stays in the Real World (well beyond the scope of the *Victoria* campaign) may result in a gradual change into forms that fit more with the Real World's rules. The caricatured features of native Wonderlanders may become more realistic; Cards may eventually cease to be "flat" at all, and become for all intents and purposes Human (albeit with strange tattoos on their torsos, and a pale complexion). Other races, over time, may become more beholden to the laws of physics, transforming into stable creatures of flesh and blood ... even if they may still be very alien to Real-world natives' eyes.

Objects and Artifacts

Although post-1900s items brought into Wonderland are forced into a more "period-appropriate" form, the reverse is not true when Wonderland items are brought to the Real World—not even formerly "modern" items that were transformed in Wonderland. This is because the Real World's rules are more about the laws regarding time, space, and natural forces, rather than arbitrary concerns to maintain some sort of "theme."



Hence, an upright, talking Cat does not necessarily violate the Real World's rules. It's only if the Cat apparently only has paws and yet keeps doing things that should be impossible without fingers that the Real World's rules are being usurped by those of Wonderland. There's also nothing inherently wrong with an apparent antique from the late 1800s with Monarchy-of-Hearts decor, or some chess-themed medieval weapons.

However, the powers of magical items from Wonderland tend to go dormant if they fall out of the possession of Wonderlanders, particularly if they have overt enchantments (such as the obviously supernatural Ghost Blade). If they come into contact once more with a native of Wonderland (or someone else with a strong connection to that place) their true magical natures may be stirred up again.

Magic and Miracles in the Real World

Gourmancers can still make magical dishes, and spellcasters can invoke powers in the Real World, since each Wonderlander represents a little "pocket" of Wonderland reality intruding into the Real World.

However, just as Belief powers miraculous magic in Wonderland, *disbelief* is an obstacle in the Real World.

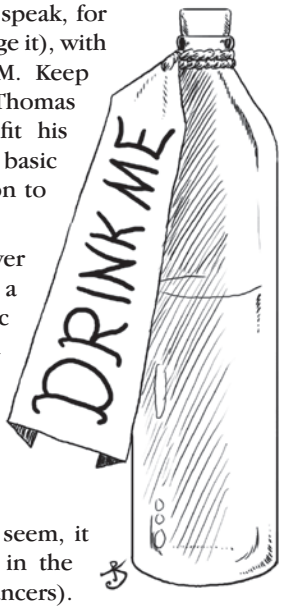
Game Effects

Any attempt to invoke magic or miracles in the presence of Doubting Thomases in the Real World is met with fierce resistance in the form of doubled Power Point cost, and a –1 penalty to Spellcasting rolls per Doubting Thomas present (so don't even bother trying obvious magic in front of a crowd)—*unless* the magical effect can be "explained away" in a rational way.

For instance, a Haberdasher might pose as a stage magician while *conjuring* an item from a hat, and while some folks might wonder "How did he do that?" it is unlikely that they'll strongly suspect that it actually violates the expected laws of reality.

For feats that may require more strained explanations, however, a Persuasion check may be required before the power can be used without hefty penalties (as the

character is required to "set the stage," so to speak, for his upcoming feat before he can actually manage it), with appropriate penalties as determined by the GM. Keep in mind that the average "rational" Doubting Thomas is inclined to believe things that already fit his worldview ... so if the character makes even a basic attempt at creating some plausible explanation to be readily to hand, it should do the trick.



Since Gourmancers already spend Power Points ahead of time, the presence of even a single Doubting Thomas can prompt automatic failure of Magic Foodstuffs with overtly magical effects. Care must be taken to either hide the effect, or explain it away in the presence of such unbelievers (e.g., for *healing*, "Oh, he's not *really* hurt all that badly!"), or the power will be wasted.

Plus, as "logical" as the Real World might seem, it has its own practitioners of magic working in the shadows (as exemplified by the Nazi Gourmancers). Wonderlanders should avoid ostentatious displays, lest they be hunted down for experimentation or "material components."

Real-worlders in Wonderland

Although the players' guide leaves open the question of what relationship the heroes have with Wonderland, the heroes in the *Victoria* campaign are special. They are all descendants of Alice, and as a consequence they take on fantastic identities when visiting Wonderland (even if that identity could very well still be Human).

Normal Real-worlders who visit Wonderland, however, most likely retain their true forms, though their possessions may mutate into more "Wonderland-appropriate" forms, especially if they visit via dreams. There may be exceptions, in the case of natives of the Real World who are nonetheless detached from reality in some way (e.g., inhabitants of a mental institution).

Game Effects

If you run a campaign set in Wonderland, but you don't use the *Victoria* campaign, it's up to you and your players whether they should be playing Real-world dreamers taking on Wonderland personas, normal Real-world Humans lost like Alice in a land of wonder, or even native Wonderlanders.

The setting is flexible in this regard for heroes, but mere Extras are likely to just stay their ordinary selves should they stumble into Wonderland, very perplexed by what they find there.

Too Many Foodstuffs

Magic items in Wonderland come and go, more dreamlike than their mundane counterparts. This is especially true of Magic Foodstuffs, which are inherently transitory. Foodstuffs crafted by Gourmancers are fairly stable because of the magical connection with their creators (via the investment of Power Points), but those found by foraging vanish just as easily as they were found if left untended, or kept in too great a quantity.

Carried Foodstuffs are fairly safe from random disappearance, but only up to one's capacity to keep them stable via force of will (or Spirit). Carrying any more than that can result in unintended side effects.

Game Effects:

A Gourmancer can carry as many of her own Foodstuffs as she likes, or loan them to friends, with no ill effects. They don't count toward the maximum Foodstuffs that can be carried, and even if she *does* go over maximum with foraged Foodstuffs, Gourmancer-made Foodstuffs are exempt from any "side effect" antics. Stolen, lost, or spoiled Foodstuffs (e.g., burnt in fire, dropped in the Dismal Mire) lose this link; the Foodstuff will vanish within 24 hours if not used or destroyed before then, at which point Power Points can be recovered.

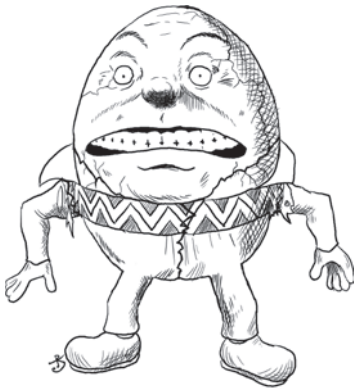
Other Foodstuffs (foraged, found, or purchased) can be carried up to one's maximum, in pockets, a pack, a wheelbarrow, a cart, etc. Simply setting down one's backpack for a moment or stepping away from the cart won't cause Foodstuffs to vanish, nor should picking up a strange bag that *happens* to hold a magic apple cause Foodstuff-filled pockets to instantly explode. As a rule of thumb, it's only at the resolution of each Scene or Encounter at most that a GM should consider taking inventory of Foodstuffs. (So, that pocket-exploding scenario *could* still happen if the hero doesn't resolve the discrepancy before moving on with the adventure.)

Foodstuffs may be safely stored in "proper" locations (e.g., a pantry or larder), without counting against heroes' Foodstuff maximums, and without the danger of simply vanishing entirely. However, if one spends a while away from that location before returning (e.g., going on a journey, then revisiting the vacant house), the exact contents of the pantry may have changed. (After all, a GM shouldn't have to keep detailed records of all the Foodstuffs squirreled away by the heroes across Wonderland.)

Whether through neglect, ignorance, or because a player calls your "bluff" and decides to see what exactly happens if he carries too many Foodstuffs, at some point it's time to demonstrate what those "side effects" are. For each Foodstuff over maximum, pick a side effect or roll 1d12 for a random one. The player doesn't get to know which side effect is coming until its effects are revealed:

1	**Disenchantment.** The Foodstuff acquired that would push the hero over his maximum is edible, but loses its magical property.
2	**Spoilage.** Randomly pick a Foodstuff in the hero's possession and secretly note it for your own reference; it's "spoiled." When eaten, it proves useless, disappearing with a flash, deflating with a "raspberry" noise, etc. The eater must pass a Vigor test or be Shaken.
3	**Chaos.** The next Foodstuff the hero eats has a random effect. Consult the Gourmancy powers table, roll 1d20, and count down the list based on the roll. Interpret any questions that arise regarding the target, etc. (e.g., if the power is *puppet*, who is the "master"?) in the most amusing way possible.
4	**Activation.** The Foodstuff's magic is immediately activated, as if the holder consumed it, whether beneficial or not.
5	**Vanish.** Randomly pick a Foodstuff in the hero's possession. It vanishes from existence with an audible "pop."
6	**Explosion.** The new Foodstuff explodes, doing no damage, but making quite a mess.
7	**Chain Reaction.** Every Foodstuff in the hero's possession explodes spectacularly, doing no damage, but potentially quite embarrassing.
8	**Animation.** All Foodstuffs in the offending hero's possession (including non-magical foods) spring to life, creating a Wild Card animated thing (p. 176) that acts immediately. It can cast the "powers" contained in its constituent Foodstuffs, expending them in the process. It attacks the hero first, but thereafter will attack anyone and anything indiscriminately. If slain, it has no Wealth, but any remaining Foodstuffs (not "used" by the animated thing) may be recovered (albeit looking worse for the wear).
9	**You Are What You Eat.** Pick a random Foodstuff in the hero's possession. It vanishes, and the hero takes its place, turning into a giant cake, soup bowl, drink bottle, or whatever, gaining the Tasty Hindrance. This effect fades after 24 hours.
10	**Mash.** Pick two Foodstuffs in the hero's possession, and "mash" them together. Eating the food enacts *both* powers at once. This works best if you combine beneficial and detrimental effects (e.g., *healing* and *stun*).
11	**Redistribution.** Roll 1d6. Remove that many Foodstuffs from the hero's inventory, and give them to someone else at the next opportunity (e.g., another hero who has no Foodstuffs, or a monster the heroes encounter).
12	**Reversal.** The next Foodstuff the hero eats (or feeds to someone else) has the opposite of the intended effect, and it's up to the GM to come up with the most entertaining interpretation of "opposite" that he can. (E.g., a *burst* Foodstuff targets oneself instead of an enemy; a *puppet* Foodstuff fed to an enemy causes him to control the hero instead.)

The Egg of Seven Parts



The GM references here are written under the presumption that you will be running the basic *Wonderland No More* campaign. You may have previously read through *The Egg of Seven Parts* (a campaign set against the backdrop of a twisted Wonderland setting), and noticed that it doesn't mesh perfectly with the backstory presented here. This is because *The Egg of Seven Parts* was designed to be a stand-alone campaign that only requires the basic *Savage Worlds* rules, rather than the expanded rules presented here. You could think of it as taking place in an "alternate reality."

That doesn't mean that *The Egg of Seven Parts* is of no use to this campaign, however! See the Appendix (p. 181) for some suggestions on how you can adapt this adventure to mesh with the *Victoria* campaign.

More About People & Places

The following are expanded notes on the **People and Places** found in the players' section, as well as some that are completely new.

This guide does not attempt to list all the settlements scattered throughout Wonderland. The GM should feel free to add them wherever he desires. These smaller villages tend to be primarily populated by a single race and offer little in the way of facilities—a single inn or tavern and a "general" store.

Some of the locations list *Places* and *People of Note*; these are usually important in some way to the *Victoria* campaign or useful to the heroes. Remember, these are not the only features of the location; you should add whatever places (e.g., inns and shops) you or your heroes require as and when you want.

Savage Tales

Some people and places have a symbol followed by a block of text. This means there is a Savage Tale associated with them. For example, in the Duchess's Manor the heroes may learn the Duchess is not seeing anyone as her little boy has run away. If the heroes decide to try and return him to his mother, you run the Savage Tale "**A Missing Little Pig**."

Be sure to read a Savage Tale before you mention anything to your players. Some have special requirements that need to be fulfilled before they occur.

Additionally, certain places and people have a symbol followed by a block of text. This means the place or person is involved in the listed Chapters for the *Victoria* campaign.

Monarchy of Hearts—People

The Baby/Pig

See Igpay (p. 69).

Bill

A Lizard in the employ of the White Rabbit, he is a general handyman and fiercely loyal to his master. After recent events he has discovered he is a sure shot with a crossbow and has "dealt" with many of the Queen's minions who have been seeking the White Rabbit.

Gone Native (p. 135): Pushed over the edge by the accusations against his master, the White Rabbit, Bill has taken to the woods around the Village of Animals where he fights a one-Lizard guerilla war against the Queen of Hearts.

The Caterpillar

The Caterpillar is a broker of knowledge and dwells within the Fungal Forest. His information is not guaranteed to be 100% correct and he sells it to anyone who wants it and can afford his price. The price is variable depending upon the relative worth of the information and how badly the requestor wants it. The Caterpillar has a cadre of "muscle" Insects to protect his interests.

The GM should use the Caterpillar as an aid to move his campaign along; payment may be asked in the form of objects or knowledge, and can be used to send the heroes on a Savage Tale.

Assassination Attempt (p. 133): The first time the heroes visit the Caterpillar, they inadvertently become involved in a coup.

The Cheshire Cat

The Cheshire Cat is the GM's friend! This grinning cat with the ability to appear and disappear at will claims to be mad, but is actually one of the most reasonable characters in Wonderland. He was something of a friend to Alice.

The Cheshire Cat made the mistake of identifying Victoria as Alice and approaching her. Victoria immediately ensnared the

Cat much as she did the Daffodil Man, having recognized the Cat's unique ability to fade in and out, and realizing what a boon it could be to her plans.

Due to his unique nature, the Cheshire Cat is not completely bound by Victoria's will. When incorporeal (or partially so) he is relatively free to move and act. Despite this, Victoria has kept the Cat tethered to her will, and he acts as one of her bodyguards.

What this means is that the Cheshire Cat can give hints and advice to the heroes but cannot reveal anything of either Victoria or the Daffodil Man while he is partially incorporeal. In this form he also looks normal. His physical form, however, is that of a mutated vicious predator. His physical form can always be found near Victoria. The Cheshire Cat may well drop hints to the heroes concerning his plight such as, "Oh you like me well enough now, but you wouldn't want to meet me in the flesh, as it were."

There are no specific tales concerning the Cheshire Cat; the GM is encouraged to use him to "push" the plot along as and when needed. The Cat may well aid the heroes in their search for the Crown of Alice or similar powerful artifacts as by gaining such items they *may* be able to free him from his servitude.

The Cook

The chef and companion of the Duchess is volatile and prone to hurling objects at any in her vicinity. As a cook she leaves much to be desired, lacing all her food with hot pepper. She is, however, an accomplished Gourmancer.

The Dormouse

The Dormouse is an Animal who used to spend his time with the Hatter and March Hare, and was caught up in the "eternal tea party." Here he discovered that when he slept he could view time as a long stream, from which he could pluck individual periods and see them like a story. Upon coming to power Victoria immediately arranged for the Dormouse to be arrested and imprisoned in the Queen of Hearts' dungeons.

Chapter 3—Reunite the Eternal Tea Party (p. 101)

The Duchess

Born a homely woman, the Duchess dreamed of marrying royalty. Her dreams did not come true, though once, in the wrong place at the wrong time, she encountered Lord Bacham on a hunt with a few retainers. Bacham took advantage of the lowly and naïve woman. The result was the Duchess's son, Igpay, a Pig. The Duchess sought out Lord Bacham, only to be thrown out of his keep. Sometime later she encountered him again on one of his hunts and confronted him with Igpay. The Lord refused to accept his heir, though when the girl threatened him with blackmail he bestowed upon her the title of Duchess, a small tract of land, and a house, along with the solemn promise she would never harass him again. The new Duchess agreed and has since spent her life as a man-hater.

A Missing Little Pig (p. 132): The Duchess's son, Igpay, has gone missing and she is offering a reward for his safe return. The Duchess forgets to mention Igpay is a confused adolescent and manifests as a huge boar!

The Gryphon

The Gryphon is a combination of an eagle and a lion, and is viewed as a mythical creature in the Real World. He can often be found reminiscing with the Mock Turtle on the beach. The Gryphon is strangely noble and has a strong sense of right and wrong.

Allies? (p. 131): While the heroes are atop the Hill of Surveying a surprise visitor gives them a chance to gain a powerful ally, if they can defend him from harm.

The Hatter

At one time a Haberdasher, the Hatter was driven mad by the fumes of the chemicals (particularly mercury) used in his profession. His madness gave him unique insights into various esoteric subjects, but the one which interested him most was time. The Hatter saw Time as an individual, who could be bargained with to alter the flow of time as he wished. To finance his experiments the Hatter persuaded Time to bring the future selves of him and the March Hare back to the present and then persuaded the White King to employ them as messengers (Hatta and Haigha). This got their duplicates away from them and (somehow) avoided any paradox.

After a falling out with Time (over the Queen of Hearts' statement about how the Hatter was "killing time") the Hatter was trapped in time at 6 o'clock PM, eternally taking tea with the March Hare and the Dormouse. This "eternal tea party" lasted for some years, until Time relented and released the three.

When Victoria set her plans in motion, she feared their knowledge of time, and arranged for them to be imprisoned away from each other. The Hatter avoided arrest by having Time shift him one second ahead of current time.

Chapter 3—Reunite the Eternal Tea Party (p. 101)

Matter of Honor (p. 141): An old argument rears its head again and as tempers flare, a duel is called for.

Nest with a View (p. 141): A great bird plunges from the sky and snatches the Hare away, leaving a solitary feather behind. If the heroes still need or want his aid they have to rescue him.

Igpay

The Duchess's child is unusual (even by Wonderland standards). Most of the time he is a Human, albeit one of a rather plain, perhaps pig-like, appearance. However, when upset he changes form into that of a pig. In other worlds he would be called a werepig, but that term has no meaning in Wonderland.

Given the name Igpay by his uncaring and unloving mother, the boy has grown up quite wild and his pig form has become more like a boar. Igpay is the bastard son of Lord Bacham, a Boar who runs the small town of Bacham.

Father Dear Father (p. 138): The confused adolescent son of the Duchess wants to confirm Lord Bacham is his father, and confront him if he is.

The King of Hearts

The King was a somewhat incompetent and ineffectual ruler almost entirely overshadowed and dominated by his wife.

Despite this, the King was good for his realm, as he kept the Queen's more excessive commands ("*Off with his head!*") in check. More recently, the King of Hearts was spirited away by Victoria and the Daffodil Man.

The March Hare

The saying "As mad as a March hare" could have been coined for this Animal. Long suspected of being dropped on his head at birth, the March Hare has been mad from an early age. After being drafted to sit on a jury in the Queen of Hearts' Court where the Hatter was on trial, the Hare and Hatter both found an "intellectual" equal and became friends of a sort. The March Hare was unfortunate enough to be caught up in the rift between the Hatter and Time, and he too became trapped in the eternal tea party. Shortly after his release he was captured by agents of the Queen of Hearts and imprisoned in her dungeons.

Chapter 3—Reunite the Eternal Tea Party (p. 101)

Matter of Honor (p. 141): An old argument rears its head again and as tempers flare, a duel is called for.

Nest with a View (p. 141): A great bird plunges from the sky and snatches the Hare away, leaving a solitary feather behind. If the heroes still need or want his aid they have to rescue him.

Mary Ann

Mary Ann is a Cat employed by the White Rabbit as a housemaid. Unfortunately for her employer she is not as true as she appears. Agents of the Queen of Hearts approached Mary Ann and offered her unbelievable wealth and power in exchange for spying on the White Rabbit. The alternative was to stay true to her employer and be slain out of hand. Always a smart girl, Mary Ann became an agent of the Queen of Hearts. However, agents of the Daffodil Man also secretly keep close tabs on her. She does not know the full story, but knows she is in over her head and walking a delicate political tightrope.

The Mock Turtle

Nothing more can really be said of the Mock Turtle. He is the only example of his "breed" so far found and is too wrapped up in his own melancholy reflections on the past to get involved in happenings in Wonderland.

Heroes who are heroic enough to spend time with the Mock Turtle and listen to his tales of the past and watch his clumsy attempts to relive the dances of his youth under the sea may be rewarded.

School of Thought (p. 146): The Mock Turtle seems to lose his thread and starts to mutter about his old school.

Pat

The White Rabbit's Dog gardener is still faithful to his master, despite all the rumors of his treachery. He spends much of his time tending the White Rabbit's garden and has noticed the strange behavior of those living opposite. If any heroes speak with him, he may drop oblique references such as, *"I just keeps the garden*

tidy and minds my own business, unlike some folks," followed by a nod towards the house opposite.

Pat is a potential link to the White Rabbit as he is the one person who knows where he is. Pat sends any who ask off on wild goose chases until he is sure of their motivations. When convinced of the enquirers' good intentions he relates that the White Rabbit is hiding in the woods and points them in his general direction.

The Queen of Hearts

Always an unstable character, the Queen is even more so without the stabilizing influence of the King. In recent times she has raised taxes to almost unbearable levels, forcefully recruited folk into her armies or work gangs, and sees enemies all around her.

The Queen of Hearts is outwardly violent and unpredictable with her childlike tantrums. Out of public view she can be scheming and manipulative, which makes her a very dangerous adversary.

The White Rabbit

Perhaps the key to the liberation of Wonderland and the saving of the Real World, the White Rabbit knows much of events within the Monarchy of Hearts, having served as the Queen's messenger for many years. Additionally, he is the nominal head of the so-called resistance against the Queen.

There is a bounty on the White Rabbit's head as the campaign begins, and he is in hiding within the Wood of Giant Beasts. Once encountered by the heroes, he remains in the Wood unless they can think of a more secure place for him.

Chapter 2—Find the White Rabbit (p. 99)

Monarchy of Hearts—Places

Bacham

Both a place and the name of the Boar who rules it, Bacham is a small town (or perhaps a large village) to the southwest of Hope, renowned for the bacon it produces. (No, this is not seen as being at all ironic or morbid by Wonderland natives.)

Many see Lord Bacham as a Boar by breed and nature. It is well known that he regards himself as the sole ruler of Bacham and resents having to pay taxes to the Queen of Hearts.

People of Note

Lord Bacham.

Places of Note

Lord Bacham's Castle—a grand title for little more than a three-story tower with a wall around it.

The Hock of Bacon—a tavern with a very low ceiling from which smoked joints of pork are hung. If food is required, one selects the desired joint and it is cooked to order.

The Beach

The sandy and largely deserted beaches of Wonderland form the coast for the whole northwestern land. The beach is not tidal and the sea stays at a constant level. Half a mile from shore can be seen the tops of a reef.

People of Note

Mock Turtle (p. 157).

Places of Note

Seaside is the embodiment of Alice's view of a seaside town, complete with a lighthouse and docks, great sailing ships (that haven't anywhere to go), and smaller fishing boats (that generally don't venture out of sight of shore).

Caucus Race Ground

An event involving Alice that became known as "The Great Caucus Race" led to an attempt to recreate the race as a periodic event to encourage the peoples of Wonderland to compete against and understand each other. Sadly this failed. The Race Ground still stands along with its faded seating, tattered banners, and tarnished thimbles, but it is used only by those who live locally.

Despair

The new name given to the Queen of Hearts' major city, Hope (p. 73).

Diamond Keep

The Knave of Diamonds, fitting the least flattering definition of a Knave, had enough of being ruled by the Queen of Hearts and set himself up as leader of an independent Duchy. He thought himself far enough removed from the Queen to have time to build up a power base to support his bid for independence.

Sometime in the future (as portrayed in *The Egg of Seven Parts)*, things are likely to come to a head, with the eventual siege of Diamond Keep. If you've already run *The Egg of Seven Parts*, and modified it to fit this campaign (see p. 181), then it may well be a ghost-haunted ruin.

Dismal Mire

The Mire is a large swampy marshland on the western edge of the woods. The marsh contains many small and muddy but solid islands surrounded by a maze of waterways—two feet or so of water over several feet of sucking mud. To progress through the Mire, one needs to wade (or sometimes swim) from island to island, or preferably make a raft and pole it through.

The Shakes

Heroes who spend even the shortest time in the stagnant, rank marsh water must make a Vigor roll at the end of the journey. Failure indicates they have caught "The Shakes." This is a disease that causes the victim to shake incessantly, resulting in the temporary loss of one die of Vigor and Agility. The disease lasts for 2d6 days.

The Duchess's Duchy

What good is a Duchess without any people to call her own? This small village technically belongs to and is looked after by the Duchess, but as she cares little about it, the inhabitants live their lives as they want.

Duchess's Manor

This good-sized house stands alone in a clearing in the woods. The Duchess dwells here with her son, cook and a plethora of Animal servants.

A Missing Little Pig (p. 132): The Duchess's son, Igpay, has gone missing and she is offering a reward for his safe return. The Duchess forgets to mention that Igpay is a confused adolescent and manifests as a huge boar!

People of Note

The Duchess, The Cook and Igpay.

Endless Sea

The Endless Sea encircles the whole of Wonderland, although this could only be deduced by circumnavigating the realm. The sea itself can only be seen at the two beaches. There is a portal here to the Real World, though it is never found in quite the same place. The denizens of Wonderland know of and have built boats, but do not make regular use of them to travel between the realms. The reason for this goes back through time to when the two realms each believed they were the only realm and ships that sailed beyond the barrier of the Mountains of Division never returned.

Such ships actually fell victim to the inhabitants of the sea, made landfall at Snark Island and perished, or passed into the Real World. Furthermore, due to time's irregular flow in Wonderland, standard navigation techniques are unreliable.

Chapter 4—Hunting the Daffodil Man (p. 107)

Places of Note

Snark Island is immortalized in the poem *The Hunting of the Snark*. Many mariners have perished on its shores. A ship named "The Snark Hunter" met its doom here.

The Fungal Forest

The Fungal Forest, unlike the surrounding woods, is damp. The ground is moist with mulch that squelches underfoot, the trees with wide interlocked branches are damp, and the very air is heavy with condensation. Fungi of all types thrive in the dim light that penetrates the dense canopy above. Lighting conditions should be treated as dim within the area.

The forest is home to many species of insects but predominantly those that crawl or walk upon the ground rather than fly.

People of Note

The Caterpillar.

Places of Note

The Caterpillar's Mushroom is 4 feet tall and off-white. It may be found by following any of the numerous tracks leading to and from it made by those seeking the Caterpillar's wisdom.

False Caterpillar (p. 138): *The* Caterpillar is not at his usual place, but *a* Caterpillar is. The impostor tries to con the heroes out of their cash before sending them on a deadly trip.

The Caterpillar's Cave is home to the Caterpillar after he is forced to flee his mushroom. A hole in a great tree leads to a sloping tunnel at the end of which is the Caterpillar's new home.

Assassination Attempt (p. 133): The first time the heroes visit the Caterpillar, they inadvertently become involved in a coup.

The Guarded Way

The Guarded Way is a well-beaten trail through the Hills of Gloom. The trail is marked by the absence of undergrowth, which is worn away by travelers or occasionally cleared by the guards. At irregular intervals along the Guarded Way are guard posts manned by forces of the Queen of Hearts (the western posts) or of the Red Queen (the eastern posts).

Each post is little more than a small, sturdily-built house surrounded by 8-foot-high walls. These cramped structures are big enough for the guards and perhaps another ten or so people. Any wagons and mounts (plus any travelers in excess of normal capacity) are kept within the walled outer compound.

The typical guard contingent consists of either a hand of six Rank-1 Clubs led by a Rank-2 Club Card, or else six Pawns led by a Knight Chessman.

Many of the darker creatures of Wonderland live in the Hills of Gloom, and in greater numbers than encountered elsewhere. The guard posts are charged with keeping the wild undergrowth back from the trail (a task labeled as "Gardening" by both sides) and to aid any who request it against the creatures of the hills. In practice, the guards tend to promptly aid any of their own realms and dally when helping travelers from the other realm.

Use the encounter table from the Hills of Gloom (p. 93) but check only twice per journey (once in each Queen's realm). The GM should place guard posts along the Guarded Way wherever he feels they are necessary.

The Hall of Doors

The Hall of Doors is a nexus to many places, including different worlds. Most of the doors are securely locked and cannot be opened without the appropriate key.

In the *Victoria* campaign, the only doors that routinely open are those leading to the Pool of Tears, the Rabbit Hole, the Queen of Hearts' Garden, and the Tree With a Door. The latter door can only be opened from the Tree, although two-way passage is possible. Other doors may be opened as described by individual Savage Tales.

The Hall is in constant use now, as the Queen of Hearts' cards carry raw materials from Wonderland to the factory built atop the Rabbit Hole; more details can be found in the Rabbit Hole entry (p. 74), *Interlude 5—Hole Lot of Trouble* (p. 114) and *Chapter 6—Free the Queen of Hearts* (p. 116).

If one ventures too far into the Hall of Doors, it grows more chaotic and twisted. Eventually, the simple corridors give way to a labyrinthine, geometry-and-gravity-defying jumble of doors, stairs, arches, chandeliers, curtains, useless clocks, and little glass tables.

What's worse, one wrong step could take a lost traveler plummeting into an open doorway, only to pop up who-knows-where-else in Wonderland (or to other Savage Settings, if the GM wants his game to become stranger still).

Chapter 1—Beginnings (p. 97)

Hatter House

The Hatter's home is silent and deserted. All is neat and tidy, save for the dining room. A long table fills the dining room, covered with disordered place settings, rotten food, and equally spoiled tea.

Mysterious things happen at the table—teacups fill with tea from midair, sandwiches and cakes appear in the air as mangled chunks and magically reform on plates, and tea flows from cups upwards into teapot spouts. These phenomena move about the table at irregular intervals. Rumors abound that the Hatter killed more than time and the strange events witnessed are the restless spirits of his victims who await his return. Something else lurks in the house as well—a Thing from elsewhere in Time.

The Hatter himself is behind these rumors. When the March Hare and Dormouse were arrested, he threw himself on Time's mercy and his old acquaintance took pity and aided him. The Hatter now exists a second or so out of synchronization with the rest of the world, though unfortunately without the ability to rejoin it.

Chapter 3—Reunite the Eternal Tea Party (p. 101)

The Hills of Gloom

The Hills of Gloom are the only passable land link between the two realms and are vital to trade between them. Their name comes from the dense tree coverage and entangling undergrowth blocking much of the light. The area is left in perpetual twilight (apply dim light modifiers). The Hills are home to many of the fiercer

creatures of Wonderland who have found themselves hunted in more populated areas. To protect travelers (particularly merchants) the two realms have signed an agreement to maintain and guard a route through the hills—the Guarded Way.

The most fearsome of the inhabitants of the hills is the legendary Jabberwock, whose lair lies within the foothills of the mountains, north of and midway along the Guarded Way.

Treasure Hunting (p. 151): The heroes seek a great treasure in the Hills of Gloom.

Chapter 5—Into the Hidden Realm (p. 111)

Hope

Hope is the largest city in Wonderland, ruled with an iron fist by the Queen of Hearts. The city is a strange mixture of the somewhat unique Wonderland style of houses (that is, build whatever you want and don't conform to any standards) and Victorian-era architecture (instigated by Alice's visits). Hope is divided into several districts—Royal, Upper Class, Tradesman, and Poor. The city is home to the extensive royal families (the face Cards of the four suits) and many who consider themselves gentry or upper class.

Hope was once a thriving center of business, but has fallen on hard times due to the Queen's recruitment for her armies and other projects (mining and forestry, for example). Most of the lower-class citizens now refer to their city as Despair, and have amended the city signs accordingly.

Places of Note

The Queen's Heads is a tavern in the more affluent royal district. Its sign depicts the Queen of Hearts surrounded by the heads of those she has had executed. Prices tend to be higher but the food and drink is of better quality.

The Shoemaker's Arms is a cheap tavern in the tradesmen's district. The food and drink is basic but palatable, and it is a popular place for manual laborers.

The Town Square is a popular meeting place situated in the center of the city. A great oak tree grows in its center and is used as an impromptu notice board by any who have a need.

Law Court

The Law Court appears grandiose, but is actually little more than a large hall and several waiting rooms. The tree-lined Royal Walk leads from the Royal Castle to the Court. Beneath the Law Court is a securely-locked door, beyond which a passage runs straight to the dungeons beneath the Royal Castle. Heroes attempting to flee justice may well find this door.

The Law Court is something of a sham. Trials are held before a judge appointed by the Queen, and he is little more than a mouthpiece for her judgment. "Serious" cases (those where the Queen gets good publicity!) are tried before a jury of twelve "unbiased" jurors, but they are told what to record and what their verdict must be.

March Manor

The March Hare's home is a two-story cottage with a thatched roof and two chimneys shaped like rabbit ears, sitting in a small clearing in the surrounding woods. A patch of land behind the house was once obviously a vegetable garden but has been ruined by several trench-style open latrines and all that they imply. A barn-like building next to the garden has been converted into a half-dozen stalls for horses. The table that housed the "eternal tea party" is still under a tree out front, but vine-choked and neglected.

Shortly after the March Hare was arrested, an enterprising Fox came across his cottage and converted it to an inn.

Chapter 4—Hunting the Daffodil Man (p. 107)

Tax Rebate (p. 149): March Manor is now an inn, and the Royal Tax Collector is staying there.

Mountains of Division

The Mountains of Division cut Wonderland from north to south like a spine. These peaks are lowest in the north and south and rise to their most impressive heights in the center.

It is generally held that there is no way to cross the Mountains of Division. This belief is reinforced by Victoria, as she wants none to know of her hidden valley. Occasionally a few intrepid explorers have set out to cross the peaks, but none have returned. The truth is several paths lead through the peaks from both the west and east, but are used frequently by Victoria's minions and heavily guarded.

Places of Note

The Mines occupy a vast area of the hills and mountainsides east of Hope. These are worked by both paid miners and slaves. The Queen of Hearts "recruited" workers to break up the hard rock of the mountains and dig away the soil of the hills to get to the precious metals beneath. The miners are guarded by packs of Cards with one or two Tweedle overseers per mine.

Pool of Tears

The Pool of Tears is now a sizeable saltwater lake. At each shore is a wooden jetty with a large brass bell to call the ferryman. On the far side of the Pool from the House of Doors is a small, crudely built, wooden shack—the ferryman's home. Since the Queen of Hearts sealed off the House of Doors, the ferryman has little work to do except ferry those from the Village of Animals who want to reach the woods around the Hall of Doors.

Queen of Hearts' Castle

The Castle is a sprawling edifice as noted in the player's guide. It is surrounded by a narrow moat (only 12 feet across) with a drawbridge and sturdy gates. Beyond the moat are the 30-foot-tall walls complete with battlements. Beyond the walls lie the Royal Gardens, resplendent with rosebushes. The gates are always manned by a force of twelve Rank-2 Club Cards, barring all entry at night. However, during the day they are quite likely to merely glance over visitors and wave them in, letting their counterparts in the castle deal with them.

The rooms and passages of the castle form a labyrinthine maze, which only a few can navigate with ease. Extensive dungeons below the palace hold those awaiting execution. At one time such people languished in the dungeon for a while and were then released: Most of the Queen's demands of *"Off with his head!"* were just spontaneous outbursts and the slight that caused them soon forgotten. Now is a different matter, and prisoners are kept in the dungeon only if they may have information about the Queen's enemies (real or imagined) or to let them dwell upon their imminent execution.

Chapter 3—Reunite the Eternal Tea Party (p. 101)

Chapter 6—Free the Queen of Hearts (p. 116)

People of Note

The Queen of Hearts.

Places of Note

The Main Hall is the focal point of the palace, where visitors are greeted and directed to where they need to be. The first non-guard person usually met is the Queen's majordomo—a Walrus (William)—who is secretly on the side of those who resist the Queen. He does what he can to aid them without tipping his hand.

The Dungeons consist of two dozen cells surrounding a large central area. The central area contains many interrogation tables as well as racks of torture instruments. There is a locked door that opens to a tunnel to the Law Court always guarded by at least two Rank-3 Club Cards to prevent unwanted intrusion. In the event of an attack on the castle, the simple pulling of a lever may, in theory, collapse the whole tunnel. This mechanism has never been tested. A staircase to the castle is opposite the secret tunnel.

Rabbit Hole

The Rabbit Hole is one of the portals between the Real World and Wonderland, and the first one to be discovered. Originally it was just what its name implies—a rabbit hole—albeit slightly larger than normal and enchanted to shrink any who used it; the hole led "down" to a passageway, which in turn led to the Hall of Doors. It is here Alice entered Wonderland for the first time.

Under Victoria's design, the Rabbit Hole is now something far different. Gone is the idyllic meadow of Alice's time. The top of the hole in the Real World is covered by a large factory owned by "Whole World Limited" (p. 114). The bottom of the hole has been enlarged and is guarded at all times by a force of at least twenty Rank-1 Club Cards, four Rank-2 Club Cards and two Rank-3 Sword Tarot Cards. This is because the Rabbit Hole is now used to transport raw materials from Wonderland to the Real World, where Victoria's agents can sell them on to fund her operations.

Places of Note

Twig Landing is the name given to the "landing" site beneath the Rabbit Hole.

Chapter 6—Free the Queen of Hearts (p. 116)

Royal Croquet Ground

The Croquet Ground is part of a large deforested area around the castle, specifically between the castle and Hope. The ground here is particularly flat and is surrounded by low, grassy ridges. The area is huge and only a small sub-area of it is ever used for playing the game. In truth, the Croquet Ground was extended to provide a "killing ground" in front of the castle in case the citizens of Hope ever rebel.

Royal Forest

The Royal Forest surrounds the Queen of Hearts' castle to the west, north and east. The royal family owns the woods in this area for an undefined distance, and written permission must be gained to hunt or gather firewood in the area. Much of the wood near the castle has been cut down to provide a large stretch of open "killing ground" between the wood and the walls of the castle.

Several small camps of foresters squat within the forest. All are technically free men but must provide a certain volume of wood to the royal forces or face the consequences.

The Tree with a Door

The Tree with a Door (originally discovered by Alice) lies within the woods near March Manor. Other such doors are scattered throughout Wonderland, in trees, rocks and other similar features. The GM should feel free to put them wherever he needs. The doors are quite small and may be a tight squeeze for Tweedle or other large heroes. Upon opening a door, a hero can see into the Hall of Doors and a single step takes her there. Each door may be freely opened when found, but once passed through and closed they cannot be opened from the Hall of Doors.

The Village of Animals

The Village of Animals is predominantly populated by Animals. Although other races are welcome to pass through and make use of the facilities, they are *encouraged* not to settle. The village sees quite a lively trade as it lies on the trade route between the Looking-glass Lands and Hope. All around the village are posters bearing the countenance of the White Rabbit, stating "Have you seen this Rabbit? Wanted for crimes against the Queen. Reward £50."

Clandestine Meeting (p. 135): The heroes notice a woman furtively looking around as she leaves the Village of Animals.

Spy in our Midst (p. 148): Recently a pair of Dogs has moved into the village. Despite a lot of time spent in their front garden it still seems overgrown and untidy.

People of Note

Pat (a Dog) and Mary Ann (a Cat), both in the White Rabbit's employ.

Places of Note

The White Rabbit's House is tended by his maid, Mary Ann, since he disappeared.

The Traveler's Rest is a small inn with rooms to sleep eight and a common room that sleeps a further twelve. The owner is a surly Donkey who is intensely loyal to the Queen of Hearts since her sweeping changes have brought much trade his way. If he overhears any anti-royalty talk, he is likely to report the miscreants to the first Card patrol that passes.

The Wood of Giant Beasts

The area of the woods around the Village of Animals is home to many giant beasts. Not surprisingly, this is how the woods got their name. The giant beasts are, aside from being giant, normal specimens of their breed.

The wood is where the White Rabbit is hiding from the Queen of Hearts since he faked his own death by going to hunt down the *fell beast.*

Chapter 2—Find the White Rabbit (p. 99)

Gone Native (p. 135): Pushed over the edge by the accusations against his master the White Rabbit, Bill has taken to the woods around the Village of Animals where he fights a one-Lizard guerilla war against the Queen of Hearts.

Jon Brown's Body (p. 139): A chance spotting of a shallow grave leads the heroes into a heap of trouble with the spirit of the resident.

Places of Note

Giant Fields: Several huge clearings in the wood are cultivated with appropriately gigantic crops.

These are grown and harvested by the denizens of the Village of Animals and form a major part of their economy.

Looking-glass Lands—People

The Carpenter

A Human who claims to be a carpenter by trade, he is normally encountered with the Walrus. The pair of them, although appearing to be little more than con artists, are quite capable of violence and even murder if it suits them (and the odds look good).

Pleasant Lunch (p. 143): the heroes meet the (in)famous Walrus and Carpenter and are invited to join them for lunch.

Haigha

Haigha is alleged to be an Anglo-Saxon name, and is pronounced to rhyme with "mayor" (or "hey ya" by Americans). Haigha is a Hare who bears an uncanny resemblance to the March Hare. This is because he is in fact the March Hare, or at least the *future* March Hare! The Hatter persuaded Time to bring the future instances of himself and the March Hare back to the current time. The Hare and Hatter then managed to get their future selves (under assumed names) employed by the House of Whitefield as messengers.

Chapter 3—Reunite the Eternal Tea Party (p. 101)

Hatta

Like Haigha, Hatta is alleged to be an Anglo-Saxon name but it is pronounced "Hatter," and is a pseudonym of the Hatter's future self now employed by the House of Whitefield.

Lily

A young Pawn of the House of Whitefield, she is the only child of the White King and Queen. The White Queen dotes on Lily and tends to "mother" her a little too much, giving her little freedom, even less now since the White King disappeared.

The Lion

The Lion and the Unicorn fought daily (in the city now known as Charity) for the White King's crown. No matter how hard the pair fought, there was never a clear winner and so the King was never challenged for his crown.

With the White King missing (presumed dead) the pair has ceased their eternal fight, as their noble heritage deems it wrong to fight for the crown of a Queen. Instead, the pair acts as the Queen's personal bodyguards. Alas, even their martial might and knowledge was insufficient to counteract the Queen's inadequacy when it came to fighting the House of Rosewood.

Who is Best? (p. 154): The Lion and the Unicorn have started fighting again, but why?

The Red King

The Red King was the ruler of the House of Rosewood, but spent all of his time asleep, which left the ruling to his wife. His reason for sleeping was that he had discovered the Real World in his dreams, and much preferred the logic and sense of that realm to the chaos of his own. His dream alter-ego in the Real World is the Shadow Man.

The Red Knight

The Red Knight should not be mistaken for just any red Knight. To start with he is Human, like his white counterpart. He is the epitome of the Knights, an individual whose standing should be strived towards by all others.

The Red Knight respects and honors the rules of chivalry; he is courteous to women, believes in a fair fight not necessarily to the death, treats prisoners well and generally is a "good guy" who just happens to be on the wrong side (at least initially).

He is also the epitome of martial might, being proficient with most weapons and having a keen mind for tactics.

The Red Queen

The Red Queen rules the eastern realm, under Victoria's guidance, although she needs little of that. In her own way the Red Queen is as passionate as the Queen of Hearts, but her passion is cold and calm. She is formal and strict, though not unkindly. Her pedantic nature (even towards prisoners and such) is reminiscent of a strict schoolteacher or perhaps a governess from past times.

The Red Queen is not cruel, and although she defeated the House of Whitefield she has not persecuted in any way the members of the house; all are free to do as they please unless they try to raise a sizeable army.

Tweedledee and Tweedledum

The twin brothers no longer exist in an individual sense. Orphaned and somehow separated from others of their race at an early age, the two boys grew up to be even closer than normal for Tweedle. Shunning contact with all others, the twins lived alone in the woods around their home. Having to exist on a diet of fruit and nuts, they began to lose weight and became terrified they would fade away. So they made a hideous plan: No longer did they shun company; instead they welcomed it for the sustenance it would provide.

Over the years, their diet of sentient flesh and their unnatural closeness led to the two brothers to grow closer and closer together, both emotionally and physically. Eventually their bodies merged and they became a single composite creature—a bulky, fleshy, two-headed *thing* with limbs it could extrude or retract at will. The creature, now known as TweedleDeeDum (or TweedleDumDee) roams the woods around their old home, preying on any it can capture.

Dee and Dum (p. 137): A tremendous crashing noise from the surrounding woods alerts the heroes to something approaching—and what a *thing* it is!

The Unicorn

See the entry for the Lion (p. 76).

The Walrus

A Walrus who dresses as a gentleman (but is far from it), he is normally encountered with the Carpenter. The pair of them, although appearing to be little more than con artists, are quite capable of violence and even murder if it suits them. (While most Wonderland inhabitants at least unconsciously distinguish between dumb beasts and intelligent Animals when it comes to choosing meals, these two aren't so picky.)

Pleasant Lunch (p. 143): The heroes meet the (in)famous Walrus and Carpenter and are invited to join them for lunch.

The White King

The once-ruler of the House of Whitefield was originally imprisoned by Victoria within her hidden valley, and has recently been moved to the Looking-glass House. The White King was a well-liked (some would say loved) ruler with a good nature and willingness to aid any he could (including Humpty Dumpty, the Lion, and the Unicorn). This gained him much support and aid in return. It was this and his tactical knowledge that kept his House from being defeated by the House of Rosewood for so long. Once Victoria removed him, the realm was easy pickings for the Red Queen.

The White Knight

The White Knight is much like his counterpart in the House of Rosewood in chivalry. Unfortunately he is not The Red Knight's equal in battle. The White Knight is considerably older than his counterpart and is somewhat inept (for instance being almost unable to ride his horse). His passion in life is inventing things, although few of his inventions actually work or are useful.

A Stormy Knight (p. 133): The White Knight's steed has been stolen and he is not happy.

The White Queen

The White Queen is a Chessman and the wife of the White King. The White Queen is gentle, overweight, pale and somewhat helpless in all practical matters. Being the partner of the White King with all the support he and their people gave, the White Queen had no need or desire to change herself, and was content to drift through life with a slow, bewildered air about her. The White Queen's inept leadership led to the House of Whitefield losing its position of prominence to the House of Rosewood.

Looking-glass Lands—Places

The Beach

Like its counterpart in the Monarchy of Hearts, the beach comprises the entire northern border. It is rare to encounter anything at all on the beach as the local wildlife have learnt to be wary of visits by renowned food critics the Walrus and the Carpenter.

Pleasant Lunch (p. 143): The heroes meet the (in)famous Walrus and Carpenter and are invited to join them for lunch.

Places of Note

Sand Castle: A large sand castle stands upon the beach a yard or so from the shoreline. The castle has walls 3 feet high and a diameter of 8 feet. Buried 4 feet beneath the sand is a treasure hoard, guarded by the ghosts of the Oysters who were devoured there.

Seaside Treasure (p. 147): The heroes find a large sand castle where they expected to find a treasure hoard. But what's to stop them digging anyway? Only a horde of ghosts!

Charity

Charity is the royal city of the House of Whitefield and is situated in the eastern half of the realm. Like most things constructed by Chessmen, the city is built to a logical (some would say boring) pattern and style. All the buildings, no matter what their function, are essentially identical—a mansion may have more rooms and be more expensive than a cottage but it has the same proportions and the same decoration, and all are a pale cream color. The city is not arranged into districts; instead each street is an exact mixture of dwellings (sized by the rank of the Chessmen that live there), shops, and manufacturing buildings.

Charity is predominantly home to Chessmen with an approximate ratio of 70% Pawns, 15% Knights, 10% Bishops, and 5% Rooks. There is very little trouble in Charity as all know their place and respect it.

The city was named after Alice's visit for one of the three virtues she spoke of; it seemed particularly apt for the citizens, as they were well known for their charity towards others (for instance feeding the exhausted Lion and Unicorn daily even though they fought for the King's crown).

With the loss of first their King and then their dominance, many of the people of Charity have become somewhat disillusioned. The city is now known to many as Greed, for many feel that if their Queen had been interested in her people more than herself, they would not be where they are now.

Chapter 3—Reunite the Eternal Tea Party (p. 101)

Royal Kidnap (p. 145): A town crier spreads the news that the Queen's only daughter has been kidnapped. Workers with the crier are nailing posters bearing a likeness of the kidnapper to buildings.

People of Note

The Lion and the Unicorn.

Who is Best? (p. 154): The Lion and the Unicorn have started fighting again, but why?

Places of Note

White Queen's Palace is an impressive-looking structure with walls made of rock so pale in color they appear white, in the exact center of Charity. It is the home of the Whitefield family and is ruled by the White Queen.

Chapter 7—Reunite the White King and Queen (p. 120)

The Lion and the Unicorn is an inn of some repute due to the fact that the creatures that give it its name sometimes frequent it. The heroes may well encounter one or the other of the pair and gain some insight into Charity and the House of Whitefield.

The Chessboard Fields

These 64 fields are arranged in an eight-by-eight grid divided by small brooks. In the past the royal houses of Rosewood and Whitefield would meet here for battles and the whole process was somewhat organized. Now the fields lie silent and overgrown; the battles are a thing of the past with the exception of the odd skirmish. Amidst the wild vegetation many bodies of those who died in the battles still lie.

One particular field is of note—White King 6 (6th row up from the south of the fields and the 5th column from the western edge) because it interacts with an underground train line in the Real World. Travelers within Wonderland can board the train (often inadvertently) and leave it a few minutes later, having traversed a long distance across the Chessboard Fields. However if a traveler stays on the train long enough, it crosses into the Real World underground train network.

Chapter 4—Hunting the Daffodil Man (p. 107)

Chapter 7—Reunite the White King and Queen (p. 120)

Chapter 8—End Game (p. 125)

A Stormy Knight (p. 133): The White Knight's steed has been stolen and he is not happy.

Places of Note

White Manor is a combined home and workshop for the White Knight. It is an eccentric place, parts of it destroyed and rebuilt several times over, due to conflict, failed experiments, or both at the same time. One tower sports an observatory with an oversized telescope, another sports a windmill, and tall crooked steam pipes and smoke stacks stick out every which way. The surrounding fields are mostly taken up by farmlands and the houses of servants. These lands change hands so frequently that the houses show signs of being repainted white over red, or red over white, several times over—but eventually the White Knight comes back to reclaim his manor and continue his experiments.

Queen's Retreat is the fortified "retreat" of the Red Queen; it has not seen much use since the House of Rosewood defeated the House of Whitefield.

Doubt

"Doubt" is the name many call the city of Faith (see following entry).

The Eighth Square

To become a Queen, a Pawn must negotiate a series of challenges arranged by the current Queen(s) and cross the Chessboard Fields. Upon reaching the region known as the Eighth Square, the Pawn would be crowned a Queen with a banquet held in her honor.

Victoria knew of the "Queen Trials" from Alice's memories and undertook them herself. Upon being crowned, however, she refused the banquet and went on her way. Unbeknownst to her peers, Victoria returned and destroyed the Eighth Square so no others could be crowned. The area now is little more than a field of rubble and blasted earth. The destruction of the Eighth Square is unlikely to become common knowledge until a new Queen has to be crowned or something prompts the current monarchs to investigate.

Crowning Glory (p. 136): Alice was crowned at the Eighth Square and attended her banquet. Something upset her there and she disappeared, leaving her crown and scepter behind. It was considered bad etiquette for another Queen to take her belongings so there they stayed awaiting Alice's return.

The Endless Sea

See the entry in the **Monarchy of Hearts, Places** (p. 71).

Faith

Faith is the home city of the House of Rosewood and lies in the northern half of the realm. The city is named Faith, after one of the virtues Alice related to the people of the realm. The Citizens chose the name, having faith they would one day defeat the then-ruling house of Whitefield. In this respect they were correct, for with the coming of Victoria the Red Queen took control of the house and defeated the white forces.

Since that time many of those who live in Faith have begun to doubt what has happened. It isn't that their ruler is unjust or cruel, but somehow the defeat of the almost enfeebled White Queen does not seem right. Gradually, this has led to the city gaining a new name, in practice if not truth—Doubt.

Faith is almost identical to its counterpart, Charity (p. 77), save that its buildings are constructed of a stone with a rosy hue.

Places of Note

Red Queen's Palace is a military-looking building that despite its name is actually more a fortified castle. The Palace is situated in the center of Faith and is surrounded by a wide, circular courtyard. Entry to the palace is only allowed to those bearing letters of entrance.

Johann the Weapon Smith has a shop with his forge out back. The weapons he makes are second to none but you have to be able to afford them. All of Johann's weapons are custom-made for a single wielder, giving a +1 bonus to Fighting, and cost three times the normal price. He can make any melee weapon, though it takes him a number of weeks equal to the original cost in pounds (divide this by 100 if using the costs in the *Savage Worlds* rulebook). For example, a great sword ($400 or £4) would cost £12 and take 4 weeks to make.

The Red Rooster Tavern is renowned citywide for its cuisine, and it is also rumored that the chef is a Gourmancer. The food is exceptional and reasonably inexpensive. The chef is indeed skilled in the arcane arts of Gourmancy and is willing to teach others his skills.

The Field of the Flying Elephants

The Elephants in this field bear disproportionately small wings. They spend their time flitting between huge flowers and collecting the sap. If an observer watches for long enough, he sees the Elephants leave the field, weaving between the trees towards the west. In the lower slopes of the Mountains of Division are many tunnels leading to a maze-like complex which is the "hive" of these Elephants. The hive mimics the structure of a beehive, with warriors, worker drones and a single queen who is more intelligent than the other Flying Elephants.

The Guarded Way

See the entry in the **Monarchy of Hearts, Places** (p. 72).

Greed

"Greed" is the new name of the city of Charity (p. 77).

The Hills of Gloom

See the entry in the **Monarchy of Hearts, Places** (p. 72).

The Hill of Surveying

This otherwise normal hill bears two enchantments. First, those atop it have a clear view of the Chessboard Fields, as though they were looking from much closer to the fields than they really are. Second, to ascend or descend the hill, a climber must run as fast as she can.

Stories tell that the hill was always intended as a neutral observation post for the battles on the Chessboard Fields. However, the hill was not to be used by the normal "armchair" general—overweight, out of

condition and totally unable to fight—hence the second enchantment.

The GM may use the Hill's effects to draw the heroes into Savage Tales within the Chessboard Fields or other surrounding areas.

Allies? (p. 131): While the heroes are atop the Hill of Surveying a surprise visitor gives them a chance to gain a powerful ally, if they can defend him from harm.

The Insect Forest

The Insect Forest is really just a part of the main forest that covers the realm. It gained its name from the sheer number and variety of insects found within it.

The Living Flower Maze

The gardens around the Looking-glass House are an intricate maze of pathways, shrubs, trees and Living Flowers. This is the ancestral home of the Living Flowers, and those still here tend to act as though they are better than their peers. Perhaps half of the Living Flowers found here cannot (or will not) move from where they are rooted.

The maze is bewildering and intricate; those who try to negotiate it are further handicapped by the enchantments upon it that cause travelers to change direction without warning, usually at spots where such a change is not noticed.

Use the maze rules (p. 89); the maze has a d10 difficulty die.

Ol' Gnarly (p. 143): The heroes seek out an old Tree for help.

Looking-glass House

The Looking-glass House is a large Victorian-style house, and an almost exact replica of the house Alice lived in during her childhood. The major difference between the two houses is that the Looking-glass House is reversed—a mirror image.

The parlor of the house still has *the* Looking Glass hung above the fireplace that was used by Alice for two of her trips to Wonderland (the documented one and the later one when Victoria came into being). Victoria has no idea where the Real-world end of the Looking-glass portal is or even if it still functions, as no one has been able to travel through it. Due to this uncertainty Victoria has turned the Looking-glass House into a barracks for a sizeable force of Pawns and Tarot Cards, and a prison for the White King.

Chapter 7—Reunite the White King and Queen (p. 120)

Mount Jubjub

Mount Jubjub is the highest peak in the Mountains of Division and rises up above the surrounding mountains. The giant jubjub birds make their nests high on the mountain's upper slopes.

The Mountains of Division

See the entry in the Monarchy of Hearts, Places (p. 73).

Nowhere

In the village named "Nowhere," just north of the Wood of No Names, children are not given names until the age of 12. At this time they must venture into the Wood of No Names and bring "something" back. It is unknown what this thing will be, as nothing there has a name, after all.

Riverside

The town of Riverside grew up around a shop that is strange even by Wonderland standards. It is far larger on

Shopping at Riverside

Type of Item	Notice Roll	Example	Cost Multiplier
"Medieval"	Success	A sword or suit of armor.	See table in **Gear & Goods**.
"Victorian"	Success	A sword cane or top hat.	See table in **Gear & Goods**.
"Real World"	2 Raises	A modern* gun.	Real-world cost (in £) x 5.
Magical	3 Raises	A sword that gives a +1 bonus.	GM's choice or randomly 2d4 x £1,000.

** Please note that in the* Victoria *campaign, "modern" means circa the 1940s, but if you are running a* Wonderland No More *campaign in another time period, this conversion rate still applies.*

the inside than the outside, and the interior is lined with shelves from floor to ceiling. Most anything the heroes desire may be purchased here ... *if they can find it*.

All equipment from the **Gear & Goods** section (p. 23) is readily available. Anyone searching for a specific item must make a Notice roll as shown on the **Shopping at Riverside** table; on a success the hero finds the object. If a hero is just browsing, a random magical item from those listed under **Wealth** (p. 84) is found on a successful Notice roll.

Please note that the shop in Riverside is most unusual in this respect: Magical weapons are not normally sold (at least not knowingly) in stores. After all, magical weapons don't come with certificates of authenticity; a player may see "Sword, +1 Fighting" on her character sheet, but it would be very difficult to quantitatively measure this in the game world (and even harder in Wonderland). Even if she could, magic items are known to be capricious and dangerous; a shopkeeper won't likely tolerate such an item in his store, let alone keeping it long enough to find a rich customer to pay what it's actually worth.

The prices ascribed to such items in the Sheep's shop are outrageous, and it's likely that no one other than the shopkeeper or the heroes (who are specifically looking for such things) would recognize the true worth of such an item. And, no, the Sheep doesn't purchase magic items that the heroes have for sale; indeed, it's a mystery as to where she actually gets her stock.

The secret truth is ... she doesn't get it *anywhere*. The shop is an anomaly that has resisted Wonderland's slow process of stabilization. The Sheep is inseparable from the shop, and subconsciously responsible for the goods that spawn in it. These goods aren't truly "real" until they've been paid for; stolen items will vanish or disintegrate within a day once removed.

Settled

Settled is a village-sized community of Plants. The village has pledged itself to be completely neutral in any conflict between the two houses of Chessmen and is perfectly willing to defend its rights. Normally this would doom Settled to be conquered in short order, but one fact prevents this: The Plants of Settled are the most skilled healers in Wonderland, and many of them accompany forces from both houses into battles, aiding whom they may.

Heroes may find sanctuary in Settled if they require it and also healing for any ailment. Any resident Plant treating a hero here has a Healing skill of d12.

Tulgey Down

This small village has little to distinguish it from any other village. However, the villagers know of an area in the forest that causes any who venture within to suddenly go blind. Sight returns upon leaving the area.

This knowledge is of little practical use, but some members of the community use it to play practical jokes on the unwary.

Tulgey Wood

Tulgey Wood is the name given to the woods covering the hills to the north of the Guarded Way. It is infamous for the fearsome Jabberwock that lairs and hunts within it. (In this case, the rumors are true, after all, though the heroes are far more likely to encounter its spawn, the jabberkin, outside its lair.)

Chapter 5—Into the Hidden Realm (p. 111)

Tweedledee and Tweedledum's Cottage Square

This otherwise unremarkable square on the Chessboard Fields is heavily wooded and home to Tweedledee and Tweedledum.

Dee and Dum (p. 137): a tremendous crashing noise from the surrounding woods alerts the heroes to something approaching—and what a thing it is!

People of Note

Tweedledum and Tweedledee.

Places of Note

Tweedledee and Tweedledum's Cottage stands partially under the eaves by the side of a path through the wood. The undergrowth has run wild around it, indicating the cottage has not been used for some time.

Victims of the Twins (p. 151): as the heroes pass the deserted cottage they clearly hear a door slam followed by a terrified female scream.

The Wood of No Names

The wood's enchantment is such that those within it forget both their names and nature. Bitter enemies forget all past grievances within the wood but recall them the instant they leave.

Treat the wood as a maze (see **Maze Rules**, p. 89) with a d12 difficulty die.

The Hidden Realm—People

The Daffodil Man

He is a tall thin man, always clad in a pale cream-colored suit with a long frock coat. A wide-brimmed hat of the same color rests upon his head, and a pair of dark green Wellington boots incongruously completes his ensemble. Bright yellow daffodils adorn the hat and his lapels, and are stuffed into his jacket pockets and the tops of his boots. These flowers never seem to whither or die. Looking past this outlandish clothing, one can note his features: a wide mouth with an ever-present smile, a long aquiline nose jutting out, and eyes which, although deep-set, twinkle with some inner mirth. The face is framed by graying hair protruding messily from beneath the hat.

Victoria

Victoria is a complex person. She appears as a ten-year-old girl with dark auburn hair coming to just below her shoulders. This young body hides a much older intellect filtered through childlike urges and wishes. Although she is a facet of Alice, Victoria despises her other self as weak, a woman typical of Victorian upbringing.

Victoria is ambivalent towards those who revere Alice as a power and who gain mystical powers through their belief, as long as said individuals do not get in her way or interfere with her plans. She has her own followers with identical powers although with slightly more sinister trappings. These individuals go out of their way to disrupt followers of Alice, seeing them as inferior and wrong.

The Hidden Realm—Places

The Hidden Realm lies in a narrow valley in the heart of the Mountains of Division, created by Victoria to hide her army. The Hidden Realm is not much more than a wasteland of broken rock, lava pools and stunted vegetation. The region is often wracked by earthquakes, which cause the bubbling lava to flow through ever-changing streams between the pools. Not surprisingly, the Hidden Realm is sparsely populated.

Chapter 5—Into the Hidden Realm (p. 111)

The Three Entrances

These are the only ways into or out of the Hidden Realm:

Eastern Entrance—a rough tunnel runs beneath the Mountains of Division to the foothills east of Hope.

Western Entrance—a second rough tunnel runs eastwards beneath the mountains and exits in the foothills west of Faith.

The Jabberwock's Lair—this entrance is only known by a few people and is Victoria's secret route into and out of her realm. The Jabberwock is its only guardian.

The Eastern and Western entrances are disguised to look like the entrance to a giant ant nest. In addition, guard posts stand at either end of the tunnels, manned by a dozen Rank-2 Sword cards led by a Wild Card Rank-3 Sword Card.

The Lava Fields

The name of this region is a bit of a misnomer. Here, Victoria's slave labor toils to grow foodstuffs to support her forces. The volcanic soil is surprisingly fertile, though everything grown here tastes slightly rancid, and earthquakes can wipe out whole crops (and worker shifts) in the resulting lava flows.

The Slave Village

This is an unnamed village of crude rock huts where Victoria's slave labor rests. Her slaves are low-rank Cards (particularly Spades and Tarot Cups) about whom she has no issue enslaving, since she considers herself their creator. The slaves number approximately 200. The slaves are technically not imprisoned in any way; they know their place and would not contemplate escape or rebellion—besides which, Victoria's soldiers outnumber them.

Victoria's Palace

"Palace" is a grand title that does not really match the building's appearance. The "Palace" is a huge blocky building built of featureless gray stone rising 3 stories high. Following is a brief overview of the palace:

Entrance is via a ramp to the gates on the second level leading to an unadorned hallway with stairs sweeping up and down.

First Level: consists of barracks for Victoria's forces. Huge numbers of Tarot and normal Cards are billeted here along with a few Animals, Tweedle and Humans.

Second Level: holds the smiths, kitchens, armories and other such places needed to supply and outfit an army.

Third Level: Victoria's personal level, there are very few actual rooms here, as all are on a grand scale. Victoria rules from her throne chamber, which is the only place where her true relationship with the Daffodil Man can be observed.

More details about the palace can be found in **Chapter 5—Into the Hidden Realm (p. 111).**

Treasure

Treasure

Having been relatively newly created, Wonderland should not be rich in wealth and treasure waiting to be discovered, but it is. When Alice first entered Wonderland (or actually created it) her worldview was of a Victorian child brought up on tales of buried treasure, and living in a world where it seemed everyone save her had wealth; this belief manifested itself in Wonderland.

Unique Items

The following items are unique and are not found in random treasure hoards—only in specific tales; they are collected here for the GM's convenience:

Alice's Hair Band

A plain-looking, white, horseshoe-shaped piece of flexible material, the hair band is useful for keeping long hair under control but also bestows the Level Headed Edge.

The Crown of Alice

Alice's crown (from her Looking-glass adventures) was somehow broken into three segments; how the fragments ended up where they now rest is unknown. Each segment has one of the powers listed below but to be of use a fragment must be worn against the top of the head. If two or more segments are placed together they fuse seamlessly. If all three segments are ever joined into the crown it possesses all three powers, plus one significant additional one. The Crown "tells" its wearer what powers it possesses.

1st Segment:	Permanent *armor* +2 (as the Power).
2nd Segment:	Permanent *boost trait* (Spirit) +1 (as the Power).
3rd Segment:	*Detect arcana* when desired; requires concentration as an action (as the Power).
All Segments:	The wearer is completely immune to any magic that controls her in some way (either mentally or physically).

Where Are The Pieces?

The first person to touch a segment receives a fleeting image of where the other segment(s) may be found. The images and locations are as follows:

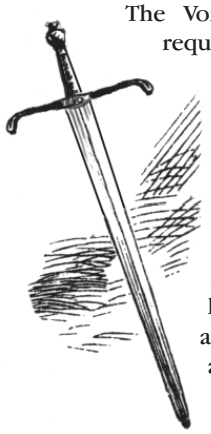
- **Jabberwock's Lair** (see **Caves of the Jabberwock**, p. 111)—a dark cave, where something large growls and lumbers around, something with flickering, glowing eyes set far apart; anyone who has encountered a Jabberkin realizes this is such a beast but very large—perhaps the Jabberwock itself!
- **Treasure Hoard** (see **Treasure Hunting**, p. 151)—a ring of standing stones with a gaping crack beneath one.
- **The Beach, Queen of Hearts' Realm** (see **Seaside Treasure**, p. 147)—a sand castle.

Finding Out About the Crown

Any denizen of Wonderland seeing a fragment of the Crown may attempt a Common Knowledge roll to identify it as part of a Queen's crown. A second roll with a raise identifies it as the one given to Alice when she became a Queen. A further Common Knowledge roll with a raise recalls that legends say no one can influence the wearer of Alice's Crown.

The Vorpal Sword

The quest to locate the Vorpal Sword is detailed in the Savage Tale **Vorpal Sword** (p. 152).



The Vorpal Sword is a mighty weapon requiring two hands to wield; its hilt is a foot long and its blade a further 4 feet. The hilt is bound in rough leather, which gives a good grip. All the metal areas of the sword seem slippery to the touch. A close examination of the blade reveals a distinctive very fine crosshatched series of grooves that reflect the light, making it seem to shine and also channel whatever it is cutting away, preventing the blade from dragging.

Vorpal Sword (Great Sword)

Damage Str+d10; **Weight** 10 lb; **Parry** –1; 2-handed
Notes:

- Magical +1 bonus on Fighting rolls.
- Heavy Weapon.
- Ignores armor.
- If the opponent is the Jabberwock or a jabberkin, the wielder gains the effect of the Mighty Blow Edge whenever a face card or joker is drawn for initiative.

Morpheus Weapons

All weapons "manufactured" by Morpheus Research bear a distinctive mark upon them of a pair of crossed forearms over a stylized cloud. Unless stated otherwise the following rules apply:

Melee Weapons

All are made of modern materials which hold an extremely sharp edge compared to their counterparts in Wonderland. This gives them a +1 Fighting and damage bonus. The following melee weapons are found: axe, dagger, halberd and sword.

Ranged Weapons

Essentially modern (1940s) firearms, complete with a single spare magazine of ammunition per weapon (Morpheus hasn't managed to get many of their dreamers to dream up ammunition yet). The following firearms are found: heavy pistols (use statistics for S&W .44), tommy guns and double-barrel (12g) shotguns.

Rules

For all Morpheus weapons, the standard setting rules apply: On a roll of 1 on the skill die (regardless of the Wild Die) when using the weapon, the item begins to mutate and change into a Wonderland equivalent. (Tommy guns turn into Wonderland gatlings.) This takes about a minute, during which the item is essentially useless.

Wonderland Gatling Gun

These are created when a Morpheus tommy gun "mutates" into Wonderland form, and are unwieldy, unreliable, and inferior even to the real thing as it existed in 1864. They fire from a stationary position on a swivel stand, rather than being carried. On a malfunction, the gun explodes (2d6 damage, Medium Burst Template, Agility –2 to evade) and is rendered useless. These weapons are not available for sale, and shopkeepers are too wary to buy them.

Range 12/24/48; **Damage** 2d6+1; **RoF** 3; **Weight** 50 lb; **Shots** 50; **AP** 1; **Malfunction Rating** 1; Auto

Wealth

Some Savage Tales and creatures have an entry within their description called Wealth. In these cases, roll on the table below to determine what the heroes discover. If the Wealth is listed for the Tale, do not use entries for the creatures encountered there. The wealth is either carried by the creature or character encountered, or nearby in its home or lair.

The percentage listed under *Item of Wonder* is the percentage chance of a "magical" item being present. If there is, roll on the following **Items of Wonder** table.

Wealth Table

Wealth	Value of Wealth	Item of Wonder
A Fortune	1d10 x £10	100%
A Small Fortune	1d10 x £5	50%
A Tidy Sum	1d10 x £2	25%
Loose Change	1d10 x £1	1%

What is Wealth?

Wealth is not just money, although most is currency from one of the realms. Other forms of wealth may be jewelry, commemorative coins, ornaments, precious stones and the like. Some wealth may be less tangible—perhaps a surreal treatise on the pros and cons of the soft-boiled egg, the pelt of a tove, rare and exotic spices—all are of value to the right buyer.

Items of Wonder

These are curios imbued with Wonderland's magic. The GM is encouraged to pick the item most appropriate for the situation, but when in doubt, you can roll 1d20 and consult the table.

1	**Apron of Useful Things:** This frilly apron has deep pockets from which the wearer may *conjure* an item (p. 42) with automatic success, as if spending up to 10 Power Points. After conjuring the item, roll 1d10; if equal to or less than the Power Points required to conjure this object, the apron's power has been exhausted, and it becomes an ordinary apron.
2	**Bag of Suppression:** This sack "suppresses" victims by growing and engulfing them. The owner may use *entangle* against a single target, with Throwing instead of spellcasting. If someone then sits on the bag, its victim suffers a –2 penalty to attempts to escape. The item is reusable, but escaping using Strength (rather than Agility) tears and destroys the bag.

3 **Book of Poetry:** This book is filled with nonsense poetry that actually helps to delve into the mysteries of Wonderland. It grants its owner a +1 bonus to Common Knowledge checks regarding Wonderland, provided the owner is in a non-pressing situation and free to consult the book at leisure (e.g., not in the middle of combat). The book also grants a +1 bonus to uses of the Recitation Edge, provided it's readily at hand for the user to read aloud.

4 **Box of Comfits:** This tiny cardboard box holds 2d4 refreshing candies. Each candy removes one level of Fatigue. The whole box counts as a single Magic Foodstuff for inventory purposes.

5 **Drums of Drumming:** These drums come with a harness, bearing images of the Lion and Unicorn on the heads. As an action, the drummer may roll Spirit to play. On a success, all within a Large Burst Template centered on (but excluding) the drummer must pass a Guts (Spirit) check or be affected by *fear* for as long they hear the drumming. On a 1 on the drummer's Spirit die (regardless of Wild Die), *he* is affected the same way—and cannot willfully stop drumming unless restrained! Either way, the effect continues as long as the drummer keeps drumming (he can walk while playing). Once the playing stops, so do the fear effects (until he plays again).

6 **Father William's Ointment:** This labeled jar contains 2d4 uses of ointment. Each application (one action each) grants the user or one adjacent creature a one-step increase in Agility for the remainder of the current Scene.

7 **Fetching Stick:** This small crooked stick has many tooth-marks on it. It grants a one-time use of the *puppet* power, to compel any beast (creature of animal intellect) to chase after it. The user's Throwing skill is used as the spellcasting skill. The duration is "as long as it takes for the creature to reach the stick, or to realize it's been had." This could be a long time if thrown outdoors, as it's enchanted to fly for several miles. Upon a success, it's a good way to distract a pesky beast.

8 **Golden Key:** This tiny golden key unlocks a magical and conveniently-located door. If the holder of this key deliberately searches for a door that it can open, and makes a successful Notice check, he *may* discover a small door that it fits perfectly (even if there wasn't a door there before). It might lead to the Hall of Doors, or somewhere else entirely (such as right to the next planned encounter), but it can sometimes be useful as a last-ditch resort to escape danger. Once used, the key has a habit of vanishing at the end of the Scene.

9 **Hatter's Hat:** A hat for every occasion, this fashionable piece of headgear adds a magical bonus of +1 to Charisma and gives +2 Armor against head hits (100% chance of protecting, unlike typical top hats). Occasionally found in the form of a "Milliner's Bonnet" instead.

10 **Kid Gloves:** These gloves have 2d6 Power Points, and cast *shrink* on the wearer once per round. If worn inside-out, they cast *enlarge* instead. These effects are cumulative, and last for the remainder of the current Scene. Once the Power Points are exhausted, the gloves vanish when no one is looking.

11 **Knitting Needles:** Usually found in a pair, each needle is enchanted to change size as needed for the task at hand (a free action). They can turn as small as a toothpick, to a normal knitting needle, to a club (Str+d4, 1 lb), or even as large as an oar (Str+d6, 2 hands, 5 lb; useful for rowing a boat).

12 **Looking-glass Portal:** This full-length vanity mirror is enchanted so that it can be stuffed into packs or pockets with ease. It shows a hazy reflection—but upon closer inspection, one can notice "errors" in the scene. If the surface of the mirror is rubbed, it activates, drawing the user and a number of people nearby (GM's choice, so the whole party can tag along) into another location that is as close to a "mirror image" of the previous location as possible. (Wonderland being what it is, such a place exists *somewhere*!) The mirror vanishes upon delivering its "passengers."

Be warned! Some prisons in Wonderland are deliberately built in symmetrical fashion to thwart would-be escapees using such magic.

13 **Orange Marmalade:** This small jar of Magic Foodstuff is a well-known remedy in Wonderland for unpleasantness associated with falling down large distances. Anyone with this jar may gulp its contents as a free action in order to fall slowly enough (at a downward Pace of 3") to avoid damage from the fall itself. The effect ends as soon as the recipient touches down. There's enough for one use.

14 **Pack of Playing Cards:** There are 3d10 cards, and the user may spend an action to throw any number of them to the ground. Each thrown card animates and aids its owner as a tiny ally to distract and harass foes, granting a +1 gang-up bonus, to a maximum of +4. The cards have a Parry of 4 and Toughness of 2, and enemies are at –4 to Shoot them due to their tiny size. The cards remain animated until the end of the current Encounter, at which point they become inanimate and useless.

15 **Painting Book:** A watercolor set (with case, brush and paints) comes with a book full of outlined drawings (typically 12 pages, with one use each) waiting to be colored in. It takes 10 minutes to fully color in a page, and then the subject "comes to life" just as it was painted, right in front of the painter, and vanishes at the end of the Scene.

For creatures, the painter makes an opposed Spirit roll to control it, or it behaves as a normal specimen of its type would.

For example, *The Little Folks' Jabberwocky Painting Book* contains: a slithy tove, a sundial on a pedestal, a mimsy borogove, a mome rath, a jabberkin, a jubjub bird, a bandersnatch, a vorpal-ish sword, a tumtum tree, a riding horse, a small cottage, and a garden.

16 **Pepper Box:** This pepper shaker grants a +1 bonus to a single Cooking roll per use. Alternatively, it can be used offensively (Throwing) with the same effect as a pepper bomb (see **Gear** section). On a roll of 1 on the skill die (regardless of the Wild Die), it loses its magic, and becomes an ordinary shaker.

17 **Pocket Watch:** This ornate silver watch has an hourglass engraved upon its casing. As an action, the user can wind the watch to cast the *quickness* power with automatic success, and can end the effect at any time by snapping the case shut. After each round of use, roll 1d20; on a roll of 1, the watch explodes noisily in a shower of parts (and is thus rendered useless).

18 **Relic of Wonder:** When found, it may resemble a silver thimble, a cat's collar, a chipped chess piece, or other seemingly mundane item ... but it appears to be a holy relic to anyone with the Miracles Arcane Background. Choose an item appropriate to the faith of the character who discovered it—or its previous owner. It grants a +1 bonus to Belief rolls made by a character of the appropriate faith, so long as it is treated with honor (e.g., fixed up as an amulet and worn, or placed in a specially-made reliquary, rather than just being stuffed away in a backpack).

19 **Tea Tray in the Sky:** This peculiar silver tea tray has handles that are stylized to resemble bat wings ... and at an opportune moment the handles will indeed transform into silver bat wings to skillfully carry the tray and its contents around. The tray carries up to 20 lbs of contents, following its owner around (able to fly at a Pace of 6") and helpfully presenting itself when its owner wishes to retrieve something from or place something upon the tray.

20 **White Fan:** This small lace fan allows its user to cast the *shrink* power (on the user, or an adjacent target), using the owner's Spirit roll as a spellcasting roll; the duration lasts for the remainder of the current Scene. On a roll of 1 on the Spirit die (regardless of the Wild Die), the fan itself suddenly shrinks down until it vanishes entirely.

Weapons of Wonder

When an Item of Wonder is called for, sometimes a weapon makes more sense. In such a case, here are some weapons that embody some aspect of Wonderland.

These have the same statistics as the standard weapon type (listed in parentheses, as described in the Gear section), except as spelled out in the description.

Weapons of Wonder are jealous things, even if they aren't "intelligent." Should a hero discover such a weapon and just pack it away (favoring another, "better" weapon instead) it may very well just disappear when no one is looking ... or perhaps slip itself into the possession of someone else (another hero or even an unarmed enemy, if it's bitter enough!) more likely to respect it.

Weapons of Wonder are meant to be *used*, so either choose the weapon based on the preferred weapon type of whoever found it, or based on what would make sense for its previous owner. Or, for randomness, roll 1d12:

1 **Ducal Cookware Set:** (Thrown knives.) A large pot filled with cooking implements that can be used for preparing meals, or hurling at unwanted guests. The set weighs 10 lbs total, and any thrown implements vanish and are magically replaced (clean and ready for use) in the pot again. The set also grants the owner a +1 bonus to Cooking rolls when used to create foods (and for Gourmancy).

2 **Executioner's Axe:** (Axe.) A double-bladed axe engraved with royal card suit designs (usually from the House of Clubs), with a perpetually sharp edge. This is a particularly deadly weapon: All attacks made with it are counted as called shots to the head without the usual penalty to hit, regardless of the wielder's intent (even if the target doesn't *have* a head, in which case this weapon is ineffectual). On a roll of "1" on the Fighting die when using this blade, an Innocent Bystander is hit instead. On a critical failure, the wielder hits himself (with a raise *and* in the head) instead.

3 **Gardening Shears:** (Sword.) This behaves as a normal sword, but the wielder's Wild Die is increased by a step (e.g., d6 to d8) when making Fighting rolls against Plants ... or when making Healing attempts on Plants.

4	**Judge's Gavel:** (Club.) This small hammer makes a surprisingly loud and attention-getting rap when struck against a solid object, granting a +1 bonus to Intimidation checks (+2 if the wielder is, in the GM's estimation, persuasively conveying himself authoritatively as a judge).
5	**Owl's Spoon and Dish:** (Sword and medium shield.) This looks like an oversized serving spoon and pie plate, yet these items work (respectively) as well as a regular sword and medium shield. They are enchanted to shrink down in size for storage, so that they can be easily pocketed or drawn back out again as a free action. While shrunk, they have negligible weight.
6	**Panther's Knife and Fork:** (Swords.) This pair of oversized silverware can be used alone or as a pair. The fork offers a +1 to Parry, while the knife grants a +1 to damage; if both are wielded together, one in each hand, both bonuses apply regardless of which weapon is used at the time.
7	**Quarrelsome Crossbow:** (Crossbow.) This warped weapon can't shoot straight with normal bolts. Instead, the user must hold the weapon as normal ... and hurl *insults* ("quarrels") at his intended target, rolling his Taunt skill instead of Shooting. The attack is otherwise handled like a normal crossbow attack, dealing 2d6 damage on a successful hit. The crossbow never runs out of "ammunition" so long as the wielder has fresh insults (the same insult can't be used against the same target twice), and the target can hear the wielder.
8	**Shiny New Rattle:** (Flail.) This makes a great racket when spun. When wielded by a Tweedle, it deals an additional d6 of damage (which can Ace). However, if the weapon ever manages to deal out 18 or more points of damage in a single blow, it is "spoilt" (destroyed).
9	**Snark Fishing Pole:** (Reach tool.) This fishing pole grants a bonus of +4 to Fighting and damage against (and *only* against) snarks (boojum or otherwise). It also grants a +1 bonus to Survival checks made for the purpose of getting food via fishing.
10	**Tweedle Umbrella:** (Umbrella.) This white-and-red umbrella is quite as sharp as a sword, and durable, too: it won't be destroyed by a Fighting roll of 1. Someone as large as a Tweedle can actually ***hide*** in it (using Stealth checks against others' Notice checks). This "hide in plain sight" ability is not so useful against people from the Real World, but has a chance of working against Wonderland natives.
11	**Vorpal-ish Sword:** (Sword.) It's not *the* Vorpal Blade, not by a long shot, but it makes a distinctive "snicker-snack" sound, and has AP 2.
12	**Walking Stick:** (Walking stick.) This looks like a normal branch that has been whittled down and fashioned into a walking stick ... though it widens at the bottom to resemble a human foot. The stick can hop on its own to keep up with its owner (at the owner's Pace), and when wielded grants its owner a +2 bonus to Pace when walking (but not when running, crawling, swimming, jumping, climbing, or any other sort of locomotion).

Magic Bottles

Special Magic Foodstuffs periodically materialize in Wonderland with effects beyond those covered by Gourmancy powers. You never know when a curious little bottle will appear on a glass table.

Each such item counts as a single Magic Foodstuff for purposes of inventory. Any "psychological" effects (forced change in behavior or demeanor) may be resisted with a successful Spirit roll, but the accompanying benefits are negated as well. Unless stated otherwise, all ongoing effects (benefits or otherwise) only last for the remainder of the current Scene or Encounter.

Mystery Bottles: On occasion, a mystery bottle gives no clue to its purpose other than "Drink Me." Roll 1d12 and consult the chart for the effect when it's consumed.

1	**Chilled Champagne:** Consumer turns blue, covered in frost, shivering uncontrollably. He gains a +4 bonus to rolls to resist any heat- or cold-based effects, and +4 Armor vs. heat- or cold-based attacks, but is at a –2 penalty to any skill requiring a steady hand (such as Lockpicking, Repair, or Shooting).
2	**Ginger Ale:** Cures what "ales" you! Heals any fresh wounds (within the Golden Hour), and grants a +4 bonus to soak rolls, but drinker is "drunk," frequently hiccuping, with slurred speech (–2 Charisma).
3	**Fortified Wine:** Drinker is promptly "fortified" in an unwieldy, clanky suit of armor, gaining +4 Armor, but at –6 to Stealth.
4	**Moonbeam Juice:** Drinker is warped into a monstrous form. He gains Improved Frenzy, sprouts claws (Str+d6 damage, AP 1), and is immune to fear. He immediately goes berserk (as per the Berserk Edge).
5	**Root Beer:** Drinker grows bark, becoming tree-like in appearance; Vigor increases by two die types (resulting in +2 Toughness), but the drinker cannot run, and is flammable.

6	**Rose-colored Wine:** Drinker is giggly and gains Common Bond and immunity to fear.
7	**Small Beer:** Drinker shrinks to tiny size, but without an accompanying decrease in traits. Enemies are at –2 to Notice or attack her.
8	**Spiced Cordial:** Drinker is unfailingly polite and proper, gaining +2 to Charisma, but cannot Trick, Taunt, or Intimidate.
9	**Tea of Insight:** Drinker seems more sophisticated, but also snobbish. His Smarts and Notice traits increase by two die types, but at –2 to Charisma.
10	**Tears of the Tove:** Drinker is inconsolable, sobbing loudly. This removes all Fatigue, and heals one wound (healing the oldest wound first, even outside the Golden Hour).
11	**Toad's Tongue:** Drinker's tongue becomes frog-like, granting her First Strike, but only with the tongue (Str+d4 damage, Reach 1-2).
12	**Warm Milk Posset:** Puts the consumer into a deep sleep (unless resisted with a Vigor test, or someone slaps him awake). If uninterrupted, grants benefits of a full night's sleep, plus one Natural Healing roll at +4.

Magic Cakes

These follow the rules for Magic Bottles above, except that they're little desserts. For a Mystery Cake, just roll 1d12 when it's eaten, and consult the chart below.

1	**Angel Cake:** Eater sprouts a glowing halo; her Belief is increased by one die type, and she may cast *greater healing* once with no Power Point cost, even if she isn't a spellcaster.
2	**Christmas Cake:** Ouch! In the cake is a prize! Eater is Shaken, but finds a conjured non-magic item up to £100 value.
3	**Lemon Cake:** Eater becomes very sour (–2 Charisma), but also automatically resists any Tests of Will or magical coercion.
4	**Mince Pie:** Eater becomes agitated and eager to pick a fight. Strength and Fighting increase by two die types each, but at –2 to Charisma.
5	**Pound Cake:** Eater becomes full of fury, gaining +2 to damage rolls, but –2 Charisma.
6	**Queen's Cake:** Eater is attired like a queen and may grant an ally or herself 10 Power Points by royal decree.
7	**Raised Cake:** Eater grows in size, increasing Vigor and Strength by two die types each, and adding +4 to Toughness (+6 total due to Vigor increase). This also adds +2 to enemies' attempts to Notice or attack him.
8	**Snow Cake:** Eater turns frosty, immune to cold. His touch or attack deals +1d4 cold damage, but he suffers +1d4 damage from fire.
9	**Sponge Cake:** Eater is attentive, taking in everything like a sponge! +2 to Notice and Streetwise rolls, but –2 to resist Tests of Will.
10	**Marble Cake:** Eater becomes statue-like, gaining +4 Armor, with Pace 4 (run d4).
11	**Wedding Cake:** Consumer is suddenly dressed in a white gown and veil, or handsome tuxedo, looking *fabulous* and gaining +2 Charisma.
12	**Wonderland Cake:** It cuts and serves itself around to everyone. Every hero present who wishes can have a slice (free action); roll again to determine the effect. Another "12" is just a very tasty slice of cake with no special power.

Secret Recipes & Lost Magic

Knowledge is power, and this is especially the case for spellcasters. On occasion, the GM may see fit to reward the heroes (or tempt them as a potential adventure hook) with a less "tangible" (and less immediate) sort of treasure, in the form of expanding the power selection available for Arcane Backgrounds.

In the course of adventuring, a Gourmancer may stumble across a "secret recipe," perhaps literally written out on a scrap of paper, buried in the back of a cook book, or even passed on by word of mouth from another Gourmancer as repayment of a favor.

Learning is not the same as *mastering*; the Gourmancer must still spend an Advance for the New Power Edge to add this newly-discovered power to her repertoire. However, learning new recipes at least gives her the ability to expand her choices beyond the list of powers presented in the Players' Guide section of the rules ... and it can give her a potential bargaining tool when dealing with other Gourmancers.

Secret recipes may consist of powers drawn from other Savage settings, or else variants of existing powers, with specific new trappings that modify the effect of the power. These new and improved powers are never available as starting powers for a new character with an Arcane Background, but can be potentially used by anyone who has access to this knowledge. Once the hero learns it, it's up to her how secretive she is, or how freely she shares this new recipe with others.

The same concept applies for spellcasters of other Arcane Backgrounds as well. For Bishops, instead of "secret recipes," there are "compositions": scrolls that look to the average observer as if they are merely collections of chess puzzles, but they reveal "spiritual truths" to followers of the Spirit of Battle. For followers of Alician Preachers, there are lost writings of Alice. For Witch Queens, there are arcane scrolls.

Adventures

Mazes

Many parts of Wonderland can be treated as mazes—sometimes literally. Aside from the Living Flower Maze, there are the Queen of Hearts' Mines, Nowhere, the Wood of No Names, the Dismal Mire, and the Caves of the Jabberwock. Use the following rules to simulate the struggle to navigate such tricky locales.

Mazes

- Decide on the maze's difficulty die—d4 to d12.
- Determine the primary skill used to solve the maze. This is typically Notice for "traditional" mazes, or Tracking may be substituted for dense wilderness areas (e.g., the Dismal Mire) that are only "maze-like" in abstract.
- Draw a card. This determines your "Goal Suit." Place the card face up—this starts your Goal Stack. The players get through the maze to their destination when the number of cards in the Goal Stack equals the difficulty die type.
- The players enter the maze.
- For each "round" of exploration (representing either seconds, minutes, or hours of game time as appropriate), the group makes a Cooperative Notice (or Tracking) Roll opposed by the maze's Difficulty Die.
  See rules for Cooperative Rolls in the core Savage Worlds rules. One member of the party is the leader, and responsible for making the primary check, while others assist.
  - Assisting PCs might be able to use skills other than Notice or Tracking to help. Feel free to reward player creativity by letting them use what they're best at, if a good argument can be made on how it helps. E.g., Survival in the wilderness as someone observes animal behavior and where moss grows; Investigation to meticulously craft a map as progress is made.
  - Modify the roll depending on clues the heroes may have (e.g., a partial map, a verbal hint).
  - Woodsmen may add their +2 Edge bonus (whether to Notice or Tracking) as they lend their expertise by looking for signs of high traffic areas (e.g., heavy wear, deer trails).
  - Modify the final Cooperative Roll by +2 if the heroes are retracing their steps out of the maze or have completed the maze before.
- Draw one card (even on a failure), plus one more card for every raise the party's roll beat the maze's roll by; the players choose which card to use.
  - Encounters occur when a face card is used. Encounters should be appropriate to the locale.
  - If the card is the same as the Goal Suit, add it to the Goal Stack.
  - Jokers are wild; they are treated as any suit and value desired, as the heroes choose to avoid or seek out encounters on the way.
  - For every raise the maze gets over the party's roll, **remove** one card from the Goal Stack.

Side Quests and Other Diversions

As well as the *Victoria* campaign and the Savage Tales presented in this book, there are many possibilities for adventure in Wonderland. Here are ideas for plot hooks and complications to create an adventure outline on short notice, or to add details to an existing journey.

Monster Hunt

The party stumbles across unusual tracks (Tracking check to identify them), or a local approaches the heroes with a tale of woe. The responsible creature is a rare monster, and the heroes might choose to go after it. Either it is particularly tasty when cooked (granting a bonus to Cooking rolls), its hide is valuable, or there's a bounty posted by a noble who wants the thing caught alive (or perhaps one of its young) to add to a menagerie.

- Use statistics for an existing creature as the baseline, adding whatever Edges you think appropriate. In true Wonderland fashion, the creature's very existence might be borne from a pun or other bit of wordplay (e.g., a "nightmare," an "overbear," an "iron pig," a "foxfire"), or it could be a variation on a classic monster of myth, folklore, or fairy tale.

Curiosity

Right out in the middle of nowhere, there is an odd item or edible, complete with a convenient tag that says something to the effect of "drink me," "eat me," "wear me," "use me," etc. Where one is discovered, there should be a few more such items with different effects nearby (if only they can be found). If someone actually does what is instructed, the results are unpredictable and don't soon "wear off": the size, species, or some other characteristic of the user might be changed indefinitely. Effects should not cripple a character; they should just make things *different*. True to Alice's example, the only way to get out of this mess once begun is to keep eating or drinking strange items in the hopes of negating previous effects; for every "drink me" bottle that makes one smaller, there should be an "eat me" cake somewhere nearby that makes one bigger, and so on.

Courier

The party is approached by a potential employer to act as a go-between, either collecting or delivering an item for the patron. This can either be a way to shuffle the party to the site of their next adventure, or a task of convenience since they're "already going that way." It could just be a simple message, but where's the fun in that? Have the characters make Streetwise checks in hopes of picking up on what sort of "extra trouble" they may be in for, in the hopes of negotiating a better wage.

- **Bad News:** This seems like a very easy job, almost too good to be true; the distance to deliver the message isn't far. The catch is that the message contains an ultimatum or perhaps an insult, and the recipient won't take this well at all. Ever hear of the phrase, "kill the messenger"?
- **Schrödinger's Delivery:** The heroes must collect or deliver a relic in a sealed box. If it isn't sealed when it arrives, the heroes are accused of tampering with it; it's spoiled and they're sent back to get another one. If they don't check the box's contents, the box is empty when it arrives, and they're sent back to get another one. Unless the heroes just give up and abandon the quest, they'll need to find a way to thwart fate. E.g., check the box to make sure there's something inside without breaking the seal, or cleverly seal it back up again so that nobody can tell.
- **Special Delivery:** The "package" turns out to be live cargo—a troublesome monster with a tendency to break out of its cage and chew on its handlers, or a noisome (and notoriously tasty) beast that keeps making attention-getting noises while the heroes transport it through a monster-infested wood. A musician or other entertainer in the party may have to "soothe the savage beast" or keep the noisy creature distracted (or muffled) to minimize the mayhem.

Contest

The heroes find a poster in town announcing a competition, or a braggart wishing to test his skills against all comers. There's either a prize, a wager, or just bragging rights on the line. It shouldn't boil down to a simple dice-off that burns a few bennies; the contest should take more than one round (so the heroes have a chance of figuring out what's going on before it's over with), and there should be a twist, or a chance for the players to creatively prod the outcome.

- **Wow the Crowd:** Each contestant gets to raise the bar. For an archery contest, don't just move the target back after everyone hits it; on his turn, the hero is encouraged to do some stunt (award bennies for creativity!) to make it more of a spectacle. E.g., the archer must fire while hanging upside down, or at a moving target, or with a live swordfish instead of an arrow. The more absurd, the better.
- **Cheater:** The crowd-favorite champion starts cheating—and the crowd either doesn't notice or pretends not to. An honorable hero might feel obliged to continue on despite the handicap. A less scrupulous hero might just try to out-cheat the competition.
- **Rigged:** The contest is rigged, with a nominally predetermined winner; the heroes are an unwelcome addition to the equation if they stand a chance of actually winning. There are high wagers involved, and contestants bribed to "throw" the contest. Or, perhaps there's a spoiled prince who "always wins" and will resent the heroes if they humiliate him in front of his future subjects. Going for a win could land the heroes in a heap of trouble (though they might choose to take their chances anyway). On the flip side, performing well but graciously and deliberately coming in second place (without blatantly appearing to throw the contest) could earn the heroes a new (if begrudging) ally.
- **Thanks But No Thanks:** The opponents are trying their best *not* to win! Maybe the "prize" isn't quite as advertised. For instance, in addition to the monetary prize, the winner might have the "honor" of being chosen as champion to go after a monster in yonder haunted forest, or getting married off to a hot-tempered and violent princess.
- **Emergency:** In the middle of the contest—an emergency! Does a hero stop to help, or keep running? This is more of an issue for "do-gooders." Lending assistance could cost the wager or prize, or at least give the hero a significant handicap to deal with ... but for some heroes, all that matters is doing the "right thing." Every now and again, a good deed *might* be rewarded ... but most of the time "doing good is its own reward."

Exploration

The heroes set out to explore the unexplored places of Wonderland. They may trailblaze a newly discovered area hoping to find fame and fortune, or be chartered by a patron who wants the same thing. There are many regions of Wonderland ripe for exploration: the Mountains of Division, the Endless Sea (with rumors of Snark Island), the Tulgey Wood, and the more remote squares of the Chessboard Fields. What do the heroes actually find? Well that's up to you, but a few suggestions follow:

- **Forgotten Settlement:** A village populated by a single Wonderland race somehow "shut off" from the rest of Wonderland (perhaps surrounded by fields of grass that cause those who pass through to forget, or by a horde of minute lizards that roar like fearsome dragons). The villagers might be curious or downright xenophobic towards the newcomers.
- **Historic Site:** A unique, historical Wonderland place important to one or more of the factions in Wonderland. "Between a Rock and a Hard Place" is often spoken of but not yet discovered. Rumors insist that the ancestral palace of the Chessmen still exists, a place of peace and harmony from before the rift that pitched the houses against each other. And what of the legendary Castle of Clubs of the warrior lords who led the western lands before the Monarchy of Hearts?
- **Portal:** New portals have been known to open up between Wonderland and the Real World for short periods of time. But what if the portal opened to a different "time period"? How would the Knights of the Round Table take to invading Tweedle? Or Wonderland's take on prehistoric times? There is, of course, nothing to say a portal couldn't open to another world entirely.

You're in the Army Now

Wherever you are in Wonderland, there is likely a conflict going on nearby. The heroes may become volunteers, conscripts, or hired mercenaries to help out one side or another.

- **Chessboard Skirmish:** A more-pompous-than-usual Chessman Knight has decided that an area held securely by the opposing Chessmen is of the utmost strategic importance and has also decided that the heroes are just the people he needs to take it.
- **But They're Different:** Two villages of Plants, one predominantly annual, the other reannual have an ongoing and escalating feud. One side or the other hires the heroes to act for them (or perhaps both do).
- **Coup:** Interfamily squabbles are common amongst the royalty of the Monarchy of Hearts. Occasionally an upstart Knave will even attempt to set himself up as head of an independent state. Such a state of affairs is just the thing to upset the Queen of Hearts—"Off with his head!" (Note: *The Egg of Seven Parts* features such an occurrence).

Business

The party is hired by a businessman to help him make his business more profitable. The heroes may be in charge of a new building project, breaking into a new market, or a plot to take over a rival business. Such employment may be beset by problems that cannot be solved by the mere application of force.

- **Worker's Unrest:** The people who actually do the work are upset and it takes a toll on the work. It may be that the workers have a valid case, such as poor working conditions or pay. Or perhaps the workers don't like the heroes and are trying to undermine them. Heroes with social skills such as Persuasion and Streetwise could try to negotiate a settlement, while their more physical fellows may try "strong arm" tactics.
- **Ruthless Competitors:** The patron's competitors are as determined as he is. They have hired a party of equal strength and abilities to oppose the heroes' efforts. They start as business rivals, but over time the rivalry may escalate into violence.
- **Currency Crisis:** Money is in short supply, or the commodities are suddenly so abundant that prices plunge. As a result, there is no cash available from the patron, and nobody can get paid (including the heroes). Work stops until funds are made available. The heroes need to open up new markets for their wares (potentially turning into an Exploration adventure), or the desperate owner may enlist them to destroy stocks and sabotage competitors to drive prices back up due to shortages (a capital offense if they're caught).

Political Maneuvers

With three (acknowledged) Queens and whole suits of nobility, there is always room for political maneuvering within Wonderland. Normally such maneuvering occurs amongst the suits of the royal families of the Monarchy of Hearts or between the Houses of Rosewood and Whitefield, but don't let that stop any juicy plot from developing. Used to the political backstabbing amongst her courtiers, the Queen of Hearts may be hard-pressed to outmaneuver a rival Queen who happens to be a Chessman!

- **Deliver a bribe:** The heroes are charged with delivering a bribe to a certain party, but the actual person is no longer in power, having been overthrown or perhaps killed. Do the heroes bribe the successor or risk the wrath of their employer by returning with the money?

- **Deliver a Present:** The heroes must deliver a very rare present as a "gift" to aid future discussions. The gift is so rare that it is almost irreplaceable and as luck would have it the heroes manage to lose it! Maybe a thief makes off with it and a chase ensues through the streets of the city, or the gift turns out to be a creature that is not at all happy about being part of any deal and makes its escape.
- **Blackmail:** The heroes must find some means to blackmail someone. This may be via incriminating evidence or threats of violence to a relation (in which case kidnapping may be called for as well). Whatever is required, there are bound to be a few obstacles preventing the heroes' progress: armed guards, dangerous traps, and doorkeepers who are painfully loyal unless you can answer their enigmatic riddles.
- **Negotiation ... with *Murder*!:** The heroes must negotiate a deal between two parties. Shortly after they arrive, one or possibly both parties are murdered! Can the heroes unmask the culprit and save the day? Introduce the heroes to half a dozen potential suspects and pick the *second* one they pay a lot of interest to as the actual murderer.
- **Embarrass:** The heroes must perform some act (maybe vandalism or merely gossip) that will prove an embarrassment to the target party. The Queen of Hearts ordered red roses in her gardens, so wouldn't it embarrass her if overnight someone painted them white?

Encounter Tables

Journeys between places in Wonderland are variable in both distance and time; even the same journey can vary if repeated! As such, encounters on journeys are not really necessary; the GM could merely narrate arrival at the destination and get on with the adventure. However, if you want to throw a random element into your heroes' journeys, use the following system and tables.

During each journey through a different, named place in Wonderland, draw a card from the action deck. On a face card, an encounter occurs. Roll on the Encounter Table by area to see what appears. On a Joker, roll twice on the appropriate table and both are encountered at the same time. Reshuffle the deck after every encounter.

Before springing an encounter, consider the party's current circumstances. Try to make the "random encounter" appear to be anything but. Also remember that not all encounters are necessarily fights—they can be used to lead into *Savage Tales,* for instance.

If a *Surreal Event* encounter is rolled, draw another card and consult the table on p. 94. You may of course just make up your own surreal/weird event.

The following tables give a few examples of what could be found in each terrain area. GMs should not feel constrained by these, as the creatures of Wonderland are not wholly divided by terrain. Any creature can (in theory) be found anywhere. Some example encounters are given in the following tables, but an *interesting* alternative may be to randomly pick a creature.

To generate a random encounter, roll a d20 and consult the relevant table. If the result is 18–20, look up the result on the "All" table instead.

Unless noted, one creature is encountered per hero, and non-unique creatures are Extras.

In addition to normal checks for surprise, anyone in the party with at least a d4 in Tracking skill may make a Tracking check vs. the creature's Stealth to check for warning signs of beasts lurking in the area. Upon a raise, the party gets enough forewarning that the encounter can be avoided entirely if desired, or the heroes can at least make sure they have weapons at the ready.

All

d20	Encounter
1–17	Regional: Check the result on the relevant location table below.
18–19	Storm (see Hazards, p. 180).
20	Surreal Event: roll on the **Surreal Events** table (p. 94).

Beach Encounters

d20	Encounter
1–5	Crabs, Giant (p. 168).
6-7	Pirates!—Guard, Human (Wonderland) (p. 171), but with a more "piratey" disposition.
8	Quicksand (see Hazards, p. 180).
9–11	Snarks (p. 175).
12–14	Spiny Rockfish, Giant (p. 169).
15	The Walrus (p. 159) and Carpenter (p. 155): **Pleasant Lunch** (p. 143).
16-17	Wolgle (1), swooping down from the mountains (p. 180).

Marsh/Swamp Encounters (e.g., the Dismal Mire)

d20	Encounter
1–3	Crocogators (p. 168).
4	Muchness (1) (p. 174).
5	Serpents, Giant (p. 175).
6	Swarm, Bread-and-butterfly (p. 176).
7	Swarm, Crow (p. 176).
8	Swarm, Rocking-horsefly (p. 176).
9	Swarm, Snap-dragonfly (p. 176).
10	Sudden Deep Hole. On foot, this automatically results in a dunking for a random character. On a raft, the hero poling thrusts his pole into the hole and with a failed Agility roll falls overboard.
11–12	Toads, Swamp (p. 176).
13	Underwater Undergrowth. On foot, a random character must pass an Agility roll or be dunked. Rafts snag and come to an abrupt halt, requiring the Agility roll from all. Those who fail are dunked, and resist the Shakes at –1 on their Vigor roll (see **The Dismal Mire**, p. 71, for details).
14	Water Beetles, Giant—Beetle, Giant (p. 163); aquatic (Swimming d6).
15–17	Weeds, Swamp Lurker (p. 179).

Fungal Forest Encounters

d20	Encounter
1–2	Ants, Giant (p. 161).
3–4	Beetles, Giant (p. 163).
5–6	Serpents, Giant (p. 175).
7–8	Spiders, Giant (p. 175).
9–11	Toads, Swamp (p. 176).
12–13	Tree Fall (see Hazards, p. 180).
14–17	Weed, Wild Fungus (p. 180).

Hills of Gloom Encounters

d20	Encounter
1–3	Ants, Giant (p. 161).
4–5	Bandersnatch (1) (p. 161).
6–7	Boojums (p. 164).
8–9	Jabberkin (p. 172).
10–11	Snarks (p. 175).
12–14	Spider, Giant (1) (p. 175).

Mountains of Division Encounters

d20	Encounter
1–2	Chasm. A 50-foot-wide (8") chasm blocks the trail the heroes have been following. If the heroes can't cross, they must backtrack, costing another day and another encounter.
3	Fork. The trail forks. (Silly GMs may have a literal giant utensil marking the point.) One path visibly meanders and winds its way slowly along while the other is steep but direct. The meandering path is safe but adds another day to the journey. The direct path requires two Climbing rolls to successfully negotiate, and each failure results in a fall causing 2d6 damage.
4	Jubjub Bird (1) (p. 173).
5	Lizards, Rock—Lizard, Giant (p. 173).
6–9	Rock Fall (see Hazards, p. 180).
10	Thing, Snowman (1) (p. 177).
11–12	Wolgles (p. 180).
16–17	Wolves (2 per hero; see *Savage Worlds*).

Endless Sea Encounters

d20	Encounter
1–2	Catfish, Giant, Saltwater (p. 169).
3–4	Crabs, Giant (p. 168).
5–6	Eels, Giant—Serpent, Giant (p. 175), with aquatic and Swimming d10.
7	The Mock Turtle (p. 157). **School of Thought** (p. 146).
8–11	Snarks, Aquatic (p. 175).
12–14	Spiny Rockfish, Giant (p. 169).
15–17	Sturgeon, Giant (p. 169).

Living Flower Maze Encounters

d20	Encounter
1–2	Ants, Giant (p. 161).
3–5	Bees, Giant (p. 163).
6–7	Beetles, Giant (p. 163).
8	Raths, Mome (p. 175).
9	Spider, Giant (p. 175).
10–11	Weeds (p. 179).
12–13	Weeds, Stinging Nettles (p. 179).
14–15	Weeds, Wild Dandelions (p. 179).
16–17	Weeds, Wild Dog Roses (p. 180).

Insect Forest Encounters

d20	Encounter
1–3	Ants, Giant (p. 161).
4	Bees, Giant (p. 163).
5–6	Beetles, Giant (p. 163).
7–8	Lizards, Giant (p. 173).
9–10	Raths, Mome (p. 175).
11–12	Serpent, Giant (1) (p. 175).
13–14	Spider, Giant (1) (p. 175).
15–17	Swarm, Insect (p. 176).

Other Forest Encounters

D20	Encounter
1–2	Ants, Giant (p. 161).
3–5	Beetles, Giant (p. 163).
6–7	Boars (p. 164).
8–9	Raths, Mome (p. 175).
10–11	Snarks (p. 175).
12–13	Spiders, Giant (p. 175).
14–15	Toves, Slithy (p. 178).
16	**Royal Forest:** Tiger, Paper (1) (p. 177). **Wood of Giant Animals:** Beast, Giant, Harmless (p. 162). **Other Woods:** Beast, Harmless (1) (p. 162).
17	**Royal Forest:** Forest Keepers—a hand of 2 Rank-2 Club Cards per hero, led by a pair of Rank-3 Club Cards (p. 164). **Wood of Giant Animals:** Beast, Giant, Vicious (1) (p. 162). **Other Woods:** Beast, Vicious (1) (p. 162).

Chessboard Fields Encounters

d20	Encounter
1–2	Ants, Giant (p. 161).
3–4	Bandersnatch (1) (p. 161).
5–6	Beetles, Giant (p. 163).
7–8	Borogoves (p. 164).
9–10	Chessman Mercenary Band—1 Pawn per hero, led by 2 Rooks and 1 Bishop (p. 167).
11	Ghosts (p. 170).
12–13	Lizards, Giant (p. 173).
14–15	Swarm, Raven (p. 176).
16-17	Wolves (2 per hero; see *Savage Worlds*).

Surreal Events

Unless stated otherwise, odd effects last for the duration of the current Encounter/Scene.

Card	Event
Clubs: *The surroundings behave strangely.*	
Ace	A swarm of butterflies swirls around, forming the image of one of the heroes for a few seconds before dispersing.
2	Apparently from the very air, classical music plays.
3	There is an explosion in the middle of the party with a deafening noise and clouds of smoke, but no fire or damage.
4	A fox runs across the heroes' path and disappears into the undergrowth, chased by a half-dozen rabbits close behind.
5	A rat runs across the heroes' path ... backwards.
6	All in the area get the unnerving feeling they are upside-down.
7	The area about the heroes suddenly goes silent; no noise (no matter how loud) can be heard.
8	Several acorn-like seeds tumble from a tree, each vanishing with an audible POP.
9	Loud laughter breaks out all around the party. Notice checks are at –2.
10	Suddenly, the world bursts into song: a musical number! All dialogue must be sung, movement and fighting while dancing, etc.
Jack	The trees around the heroes begin to ooze blood that flows upwards.
Queen	The skies flash green and then back to their normal color.
King	The grass (or snow, etc.) in the area around the heroes turns purple, just long enough for all to doubt their eyesight.
Diamonds: *Something or someone changes.*	
Ace	Any water carried by the heroes turns into (roll 1d4) 1-2: ale; or 3-4: vinegar.
2	A random hero is replaced by a random creature (roll an encounter to determine the type). The player plays this creature instead, as he pleases. The original hero returns next scene.
3	An inanimate item springs to life (d4 in attributes and relevant skills; Fleet-Footed), and tries to run away or attack (50% chance of either).

4	Anything a random character touches turns to gold ... in appearance only. It returns to normal after 24 hours.
5	A rock oozes a pale amber liquid: treacle (equivalent to one Magic Foodstuff if gathered; see p. 29).
6	A wooden item sprouts leaves.
7	An inanimate object develops a *literal* feature. A needle has an eye, shoes have tongues, a coach has a boot, etc.
8	A leather item starts making animal noises appropriate to whatever it was made from.
9	Various pieces of carried equipment spontaneously get lighter, then heavier.
10	A drawing, toy, or prop becomes the real thing it is supposed to represent (or a functional facsimile).
Jack	A small shower of coins begins about four feet off the ground. The total value of the coins is £1d10.
Queen	The heroes shrink out of sight, forced to explore now-giant terrain, furniture, etc., until things return to normal.
King	A random hero fades from view (as the Cheshire Cat does). He is invisible for 1d4 hours, and then becomes visible again.

Hearts: *The weather, season or time changes.*

Ace	Day turns to night, or night to day; the moon, sun and stars rush into position.
2	The season changes, snow melting in seconds and flowers springing up, or a blanket of white dumping from the sky. It stays this way even beyond the Scene (until something else changes it again).
3	The season temporarily changes; if winter, it suddenly thaws. If any other season, it is suddenly cold and blustery.
4	A fog suddenly rolls in that smells of pea soup. Visibility beyond 4" is impossible.
5	Rain falls down ... only on one hero.
6	The sky is clear but it begins to rain—upwards.
7	Everything around a single hero freezes for a full round, then all continues as normal. No one else noticed anything.
8	A tiny (6-inch-high) whirlwind spins past.
9	It rains rainbow-hued fish for a few minutes; they are alive and flap about on the ground. They are very tasty and worth £0.10 each. 1d10 x 10 can be gathered.
10	A nearby river or stream suddenly freezes. It thaws naturally over time.
Jack	It rains a pale, golden liquid for a few minutes: wine. A glassful can be collected. Treat as a random Magic Foodstuff (see **Mystery Bottles**, p. 87, for random drink effects).
Queen	The temperature drops and snow falls in a Large Burst Template. (If winter, the area thaws instead.)
King	A rainbow arcs across the sky, vanishing into the terrain. Unlike normal rainbows, it sparkles with hues of just *one* color.

Spades: *The heroes stumble across...*

Ace	A door to the Hall of Doors.
2	A wabe (a sundial and clearing around it), with a 50% chance of an encounter with Slithy Toves (p. 178).
3	A topiary garden. (50% chance of Living Flower Maze encounter.)
4	A table set out for tea time. Anyone who partakes recovers from one Fatigue level, or heals one wound.
5	A mystery Magic Foodstuff in a glass bottle or box, on a glass table, helpfully labeled "Eat Me" or "Drink Me." (See p. 88.)
6	A tree with money growing on it (total value: £1d10).
7	A treacle well; the heroes can take as much as they can carry (as limited by Spirit).
8	Indoors outdoors: Pictures hang on trees, plants grow in the shapes of furniture, etc.
9	A trellis with creeping vines or rambling roses growing over it.
10	A place where ground or water are above, and sky below. Make Agility rolls to grab onto something if outdoors. If anyone falls into the sky, he'll pop up again next scene.
Jack	A life-size "diorama," everything made of painted card—even trees and houses. To Cards, everything is normal and usable.
Queen	A curious little shop run by a Sheep proprietor, essentially a copy of the Riverside store (p. 80).
King	A gingerbread house, a giant shoe house, a giant pumpkin, a great beanstalk, a lone candlestick on the ground, or some other fairy-tale feature.

Joker	Draw twice more and apply both results!

Subplots

The following subplots may be used and abused as the GM desires to add something extra to a Savage Tale. A character the heroes meet:

- ...is a wandering Gourmancer looking for new recipes; he may challenge another to a cook-off (use opposed rolls) or offer to trade recipes.
- ...is a Tasty (p. 16) Plant, Animal, Egg, etc., seeking out a Gourmancer, dreaming of becoming a meal fit for kings (or heroes). He actually *wants* to be eaten, and says so clearly and distinctly. Even in Wonderland, this prospect should horrify most, but there's sure to be a Gourmancer somewhere who will take him up on the offer. If this doesn't disturb the heroes enough, the resulting Foodstuffs might still talk (eager to be eaten).
- ...is a complete pacifist (all the relevant Hindrances and more!) who attempts to convert the heroes to his non-violent ways.
- ...attempts to get the heroes' aid for an unspecified "heroic endeavor" back at his village. After several days' travel, this is revealed to be a mundane and laborious task, such as plowing his fields.
- ...is a compulsive liar but claims to be a learned historian of Wonderland. His information is wrong and in some cases downright dangerous.
- ...is recruiting for the Queen of Hearts' armies.
- ...believes he was slain by the Jabberwock (despite being fully alive), and is "cursed" to roam the lands as a spirit until the beast is killed.
- ...believes all wealth should be shared equally, starting with that of the heroes. A large crowd gathers and could become violent.
- ...claims to be scared of being alone due to a wild beast tracking him, but is in fact wanted by the local guard for murder—and they assume the heroes are his accomplices.
- ...is very young and becomes infatuated with one of the heroes; the character should show up every now and then, possibly getting the heroes in trouble, but should otherwise be genuine and likeable.
- ...is a well-liked local, but binges and becomes violent when offered alcohol.
- ...is an attractive adulterer. Any hero who gets involved won't find out until the irate and violent partner bursts in.
- ...is a proud parent who urges the heroes to take her child on as a squire.

- ...is desperate to recover a family heirloom, stolen by one of the gentry. If the heroes do not aid him he fails in an attempt to steal it back and is executed. The heirloom is only a mother-of-pearl comb worth £0.02 but has huge sentimental value.
- ...is married, but still lecherous and indiscreet. He seeks the heroes' aid in sneaking into brothels—and assumes that everyone else is of like mind. Nudge, nudge, wink, wink, say no more!
- ...is a failing raconteur, who begs permission to immortalize the heroes in song. If they oblige, his songs are so bad the heroes are ridiculed for several miles around.
- ...believes he is Alice.
- ...falls madly in love with one of the heroes and becomes totally obsessed.
- ...wants one of the heroes to pose for a painting. Not only does it turn out that the hero must be naked, but the artist keeps introducing additional requirements that become progressively more demanding and potentially hazardous—e.g., posed as if in "heroic combat" with a bandersnatch or other monster.
- ...believes one of the heroes is the sibling her family disowned at an early age.
- ...is seeking a jar of "elbow grease" for his employer and has been for many months.
- ...had his home burn down last night, or some other tragedy. If allowed to tell his woeful tale, it is revealed that the accident was caused by a convoluted disaster of Rube Goldberg-esque complexity.
- ...is a merchant keen to expand into a non-Human market and requires an agent of the appropriate species (represented by one of the heroes, of course).
- ...is a con man and gambler out to make some fast money at the heroes' expense—or with their aid.
- ...has had enough and wants to die in a particularly spectacular, heroic, and/or poetic way—with witnesses. A quick, boring, lonesome death just won't do.
- ...entertains the heroes and asks of their exploits. Next time they pass, the character is a local "hero" for those same deeds, and possibly some others they have not done.
- ...looks like a Valkyrie, Teutonic knight, or a staff-bearing seeress (a Völva). The traveler speaks in a German-sounding accent and inquires of the heroes' exploits and pasts (taking special interest in any mention of the Real World or portals). The stranger then vanishes; this was actually the dream form of a Nazi occultist experimenting with a link to Wonderland (and any information may be used against the heroes later).

The Victoria Campaign

"I could tell you my adventures—beginning from this morning."

Chapters

Each Chapter is a visit by the heroes (via dreams or physically) to Wonderland. These Chapters should be run in order when stated in their description and when it is suitable for the GM's campaign.

For the rest of the heroes' adventures, feel free to use some of the Savage Tales (starting on p. 131), or to make up your own as best befits your heroes, wherever they decide to explore in Wonderland, or where fate takes them.

Interludes

Between the Chapters there are Interludes—adventures that occur in the Real World.

In the *Victoria* campaign, Wonderland is the greater reality to the heroes, and their Real-world existence is vague and dreamlike. When each Interlude begins the heroes are already on their way to do something or are in the midst of the action. When running an Interlude, the GM should take care to not be specific about any details such as which town, city, or even country the heroes are in. Nor should the GM specify the date or time (beyond it being dark or light, and the sun's position). If the heroes have no idea the Real World is in the midst of a war, then you are doing a good job! Some of the Interludes include text you can read aloud to your players to give you an idea of how to describe things.

In the first few Interludes the heroes' Real-world alter egos are *not* battle-hardened adventurers, merely (relatively) normal people with vague memories of Wonderland dreams. As the campaign progresses, some of their Wonderland experiences will come to reflect on their Real-world existence, and they will become more heroic.

Before beginning the campaign, the GM should create a Real-world character for each of the players in his game. The Real-world characters need have no resemblance to their Wonderland counterparts. Real-world characters are created as per the character creation steps in the *Savage Worlds* rule book, including skills, Hindrances and Edges. However, the Real-world heroes do not gain experience points. Instead, they gain an Advance (only one of which may be spent on improving Attributes) after each Interlude where the heroes actually had an active role.

Between Interludes, the Real-world heroes may equip themselves within reason as defined by the GM for the upcoming Interlude—guidelines on equipment are given for each Interlude. Equipment (including weapons) should be described in generic terms and nothing from after World War II (but don't tell the players this).

Starting Out

'Begin at the beginning,' the King said gravely, 'and go on till you come to the end then stop.'

Now gather your heroes and start their journeys in the bizarre realm of Wonderland. We recommend you start with **Chapter 1—Beginnings**. This quickly gets your heroes into the action and reveals some of what is wrong with Wonderland.

Chapter 1—Beginnings

In which the heroes find themselves in Wonderland with memories of places, people, and creatures, but no idea how or why they are there. The heroes become involved in a search to find the White Rabbit and discover what has been occurring in Wonderland.

The heroes enter Wonderland in their dreams just as a pack of Cards is pursuing a Rabbit (who happens to be white), having mistaken him for *the* White Rabbit. Unwittingly the heroes become involved and start to discover Wonderland.

Beginning

The heroes are all abruptly aware of their surroundings as they step through a doorway into a large hall. As the door clicks shut behind them each hero sees the other

heroes entering. A hero who succeeds in a Notice roll sees a small but almost man-sized creature with white fur and long ears duck out of the hallway through another door, pursued by Cards.

The trailing Cards stop to confront the newcomers and do not pause to ask questions, thinking the heroes are reinforcements for the White Rabbit. There are a number of Rank-1 Club Cards equal to twice the number of heroes.

The doors in the hall are all securely locked shut except the one through which the other Cards pursued the Rabbit. This door is slightly ajar, prevented from closing by a rolled-up paper. Even if this door is allowed to close completely, it does not lock. The paper is actually a large sheet wrapped around a smaller one. The large sheet is a wanted poster (see the nearby sidebar) while the smaller bears only a few words in scribbled handwriting: "*Tell Rabbit about bounty on his head. You'll find him in the Village of Animals. Give him the coded note.*"

The heroes have little choice really except to leave the Hall by the same door through which the Cards pursued the white Rabbit. If the heroes spend much time checking other doors or trying to force them open, a squad of guards from the Rabbit Hole enters the hall on a routine patrol. The squad consists of four Rank-2 Club Cards led by a single Rank-3 Club Card.

Rank-1 Club Cards (2 per hero): (p. 164).

Rank-2 Club Cards (4).

Rank-3 Club Card (1).

WANTED: THE WHITE RABBIT

REWARD £50

Her illustrious and dedicated majesty, the Queen of Hearts, offers the bounty of £50 for the capture of the miscreant and traitor White Rabbit. Successful captors shall also receive a block-side seat at the beheading of this most foul, treacherous, murderous, villainous creature.

Leaving the Hall of Doors

Upon exiting the door through which the Cards left, the heroes step out of a tree and into a cornfield. The door clicks shut and locked behind them. The corn in the field is huge; each stalk is about 2 feet in diameter and 50 feet high. The heroes and the Cards start at Extreme distance (5 Range Increments apart), and use Agility checks for maneuvering through the field, using the Chase rules from *Savage Worlds*.

Every third round, everyone has to jump across a large furrow (Agility test; automatic success if you have the Leap special ability, or can fly), or fall back 1 Range Increment as you scramble up the other side. Furthermore, anyone who draws a Club card as an action card must dodge a giant, plummeting ear of corn (Agility check to dodge, or take 2d6 damage).

The Cards stop and ready their weapons when one of them is attacked (via magic or missile fire) or the heroes close to within melee distance of them. There are ten Rank-1 Club Cards led by a single Rank-3 Club Card.

As the last Card is dispatched, the heroes hear a loud thrashing ahead of them in the corn followed by a high-pitched squeal of pain. The Rabbit lies in a pool of blood beneath the stained mouth of an enormous hungry field mouse, awoken by the noise of the fight.

Rank-1 Club Cards (10): (p. 164).

Rank-3 Club Card (1).

Enormous Field Mouse

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d10, Vigor d10
Skills: Fighting d6, Notice d8
Pace: 10; **Parry:** 5; **Toughness:** 12
Special Abilities
- **Bite:** Str+d4.
- **Hardy:** A second Shaken result does not cause a wound.
- **Large:** Opponents have a +2 bonus to hit.
- **Size +5:** The size of a small elephant.

The Rabbit's Body

The Rabbit's body has £0.25, a small knife and a folded-up piece of paper covered in numbers. The paper is obviously a coded message, but without the key there is no way the heroes can decipher it.

Once the heroes have examined the paper, the GM should run **Interlude 1**.

Interlude 1—Legally Binding

Equipment: none of note—no weapons or armor.

This Interlude is little more than a flashback (or perhaps flash-*sideways*) where the GM should merely read or paraphrase the text in *italics* below. Events here happened chronologically before **Chapter 1** and this is merely meant to set a mystery for the players.

When the flashback is over, the GM should resume his game with the heroes wherever they want to be in Wonderland.

Prior to the heroes awakening in Wonderland, Victoria's agents in the Real World have traced them and invited them to a trap. Each hero was sent an invitation to the reading of a will at the premises of a prestigious solicitor so far untouched by the bombings. Victoria's agents kidnap the heroes and transport them to a remote site to be disposed of (see **Interlude 2—Dead On Arrival**, p. 101). During this transit the heroes all fell asleep (or were knocked unconscious) and dreamed their way into Wonderland.

The heroes do not get any chance to act in this Interlude, only observe. Once it ends they are back in Wonderland.

The chair beneath you is hard but fits with the hard grayness of the room around you. You are one of (number of heroes) *people seated in a wide semicircle arrayed a few feet in front of a large wooden desk. The desk is empty aside from a stack of manila folders.*

The door opens and a man enters, smiling pleasantly. "Ah, ladies and gentlemen, my thanks for being so prompt." He pulls out a revolver. "It saves us such a lot of effort."

Chapter 2—Find the White Rabbit

In which the heroes find the long-sought White Rabbit and discover what has been occurring in Wonderland

This chapter should be run once the heroes have "proved themselves" as loyal to Wonderland (more specifically *against* the Queen of Hearts and her military escalation) or at the very least established a reputation for themselves as adventurers. It is suggested that the heroes reach Seasoned rank before this Chapter is run.

Some suitable Savage Tales for the heroes to prove their worth are: **Gone Native** (p. 135), **Clandestine Meeting** (p. 135), **Jon Brown's Body** (p. 139), **Rescue the Duchess** (p. 144) and **Spy in our Midst** (p. 148).

The White Rabbit Revealed … Almost

Pat, the White Rabbit's loyal gardener, once convinced of the loyalty of the heroes, takes them aside and quietly informs them his master is alive and hiding in the woods to the southwest of the Village of Animals. Pat also relates the path to take and warns that his master was going to take "*precautions,*" but never explained further.

The Path

The White Rabbit and a loyal pack of Cards have set up a retreat in the woods. They have scattered many traps about the approaches and also dosed up a giant puppy with Moonbeam Juice to turn it into a fierce guard beast.

Finding the path is not a problem but *following* it is, as it winds and twists through wild undergrowth. Draw a card for each half hour the heroes spend searching, and keep a tally of the number of Hearts drawn; when it reaches four, see **The Hideout** section below. If a face card or a Joker is drawn, one of the White Rabbit's traps is encountered (see below).

Traps

All of the traps may be avoided by a successful Agility roll. Each trap has been lightly sprayed with Snark Juice (a "perfume" with a hint of moldering wood and sea foam, just the sort of aroma one might normally associate with bathing machines)—a scent the giant puppy is trained to avoid. Once two traps have been encountered, this scent may be detected with a successful Notice roll, giving a +1 bonus to the Agility roll.

- **Jack**—Pit trap: The pit is only 8 feet deep but the bottom is covered in spiky branches. Victims fall in, taking 2d6+5 damage.
- **Queen**—Deadfall trap: A tripwire releases a large log swinging on ropes, aimed right at the heroes. Multiple people may be hit, depending on how the heroes were arrayed. Anyone failing the Agility test to evade takes 1d6+10 damage.
- **King**—Snare trap: A snare closes around the victim's foot and yanks him into the air. The victim takes 2d8+4 damage as he is banged against tree branches and trunks and left hanging 10 feet in the air.
- **Joker**—The giant puppy comes bounding out of the undergrowth!

Giant Puppy

Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength d12, Vigor d12
Skills: Fighting d8, Notice d8
Pace: 10; **Parry:** 6; **Toughness:** 11

Hindrances: Does not attack anyone who smells of Snark Juice.

Special Abilities

- **Bite:** Str+d4.
- **Fleet-Footed:** Roll a d10 when running.
- **Go for the Throat:** With a raise on its attack roll, the puppy hits the target's most weakly armored location.
- **Hardy:** A second Shaken result does not cause a wound.
- **Improved Nerves of Steel:** Ignore two points of wound penalties.
- **Size +3.**

The Hideout

Deep in the woods is a hideout made of tree branches and loose foliage. Noticing this structure requires a raise on a Notice roll with one attempt allowed per half hour. For each attempt draw a card as per **The Path** above (when a total of four Hearts have been drawn, a hero spots the hideout without needing a roll).

The White Rabbit and his pack of ten Rank-2 Club Cards are within the hideout. If it looks as though the heroes have seen them, six of the Cards open fire from behind cover in the foliage with their crossbows. Due to the cover, any return fire against the Cards is at –6 to hit.

The White Rabbit and his allies are not unreasonable and are willing to parlay if the heroes stay back. Mentioning events where the heroes have moved to counter the Queen of Hearts aids in this endeavor.

Within the camouflaged hideout is a short narrow tunnel (single file on hands and knees if over 3 feet tall) leading to a hollow under the woods. The hollow is fairly large but gets quite cramped if more than ten people occupy it.

The hollow has a few basic amenities: barrels of drinking water, crates of dried fruit and vegetables, piles of dried vegetation for sleeping and a supply of weapons. A hero making a successful Notice roll spots a pair of strange-looking pistols amongst the collection of crossbows, halberds, swords and clubs.

The Rabbit asks the heroes to explain themselves: Why were they looking for him? Who sent them? To whom are they loyal? Have him ask more probing questions depending upon what your players have done and how they answer.

If the heroes hand over the coded message (from **Chapter 1**) he pulls a small book out of his waistcoat and flicks through its pages, seeming to count words. The message is composed of number pairs; each is a page number plus the order position of a word on that page, from the Rabbit's memoirs.

Finally the Rabbit relents and answers what he can of the heroes' questions:

What was the coded message?

The White Rabbit explains how it was coded before relating its contents.

"The message is brief and from the Real World, as Alice called her home place. It says 'Alice's World involved. Trying to find Alice.'"

Why are you wanted / hiding?

"I am in hiding because, as you already know, her Majesty the Queen of Hearts has issued a royal decree for my execution. For a long while I could think of no reason for this.

"True, I spoke out at her plans for war against an enemy she does not name. True, I pleaded with her to not cut down the forests. True, I objected to this … this 'mining' or whatever they call it.

"And perhaps I did look where I should not have, but I am the Queen's Herald; I need to know what is occurring in her realm. Perhaps she objected to me asking where the hard stones our people dug up went. Perhaps she objected to me asking why she took advice from the Daffodil Man on matters of state. All trivial things, I am sure you agree.

"Then it came to me: I knew the ways in and out of Wonderland to that place called the Real World, that place where Alice lives and I thought to myself, is this what she is afraid of? Could Alice be the one to nay-say her current, even-more-mad-than-normal, madness?"

What about the Daffodil Man?

"Shortly after Alice left us on her third real trip he somehow got the Queen's ear. We don't know what he wants but he has certainly influenced the Queen.

"We were hoping to recruit the Hatter to our cause and have him speak with his friend Time to see if we could see what happened as Alice left us, whether the Daffodil Man met with her and is doing her bidding."

"Real trip?"

"Yes. Yes. 'Real trip.' Have you never met visitors from the Real World? You really should get out more.

"The people of the Real World can sometimes dream themselves into Wonderland; they are here and exist for all and sundry but when they awaken they just vanish. A very few, like Alice, find their way here through the portals and enter Wonderland in the flesh so to speak."

What do you hope to do?

"Eventually we hope to find out what has caused this state of affairs and who we are to go to war against. After that we do not know; perhaps we shall find some way to stop whatever is occurring?"

How are we involved?

Aside from the brief flashback in **Interlude 1**, the heroes have had no indication yet that they are not Wonderland inhabitants.

"How you came to awaken in the Hall of Doors I do not know. Perhaps you were involved in a fight with the Queen's guards or some creature, and were knocked out? Maybe whatever knocked you out carried you to the Hall of Doors and then got scared off?"

What's with these guns?

The strange-looking pistols do not have a six-shot cylinder but some sort of box of bullets that clips into the handle. The metal from which they are made is smooth and unmarred, unlike a normal Wonderland pistol. The grip of each gun bears a symbol of a pair of crossed forearms over a stylized cloud.

"Some of my comrades found them on the, erm, bodies of some of the Queen's guards. They are similar to the pistols we are familiar with but they have several innovative curiosities about them, such as the cartridge's mechanism for popping in the next bullet, and the automatic clearing of the shell casing. We had three but one of them changed into a normal pistol while one of the Cards was firing it. I believe they may have been dreamt here by someone in the Real World."

Other Questions

The GM should answer other questions as he sees fit. The only essential information is there are dreamers and real people from the Real World in Wonderland; and most important of all that the Hatter may be able to help fathom what is occurring.

An Interruption

When the GM decides his heroes have had all the help they need, there is a cry from above ("Beware below! The Queen's forces have found us!") followed by the sound of metal on metal. A Card turns to the Rabbit and urges him to flee. Indecision is obvious on the Rabbit's face as a second Card digs a loose covering of soil away from a hidden tunnel.

The Rabbit hesitates for just a moment, then bolts down the uncovered tunnel. As he runs, he calls back to the heroes, "*You must find the Hatter*; *he may be the key … to find Alice*!"

Let the heroes decide what they wish to do: follow the reluctant White Rabbit as he flees down the escape tunnel, or follow the tunnel back to the surface to aid in the defense. Whichever they choose, they abruptly find the tunnel collapsing on them. Soft earth cascades over them, wrapping them in a warm embrace. Nearby someone starts shrieking—a shrill cry cutting the air….

The GM should hand out the heroes' Real-world character sheets and proceed with **Interlude 2**.

Rank-2 Club Cards (10): (p. 165); the White Rabbit's defenders.

The White Rabbit: (p. 160).

Interlude 2—Dead on Arrival

Equipment: none of note—no weapons or armor.

Victoria's plan to systematically wipe out Alice's descendants is progressing well and the heroes are her latest victims. They are taken to a ruined warehouse to be disposed of. Read or paraphrase the following.

The back of the truck opens up, letting wan daylight in to light the gloom. You squint against the comparatively bright light and make out three figures. One gestures with a handgun and growls, "Out. Now!" Beyond them is what may have once been a large structure but is now little more than piles of rubble.

The heroes are not bound in any way but do not have any weapons. Once out of the truck, chunks of rubble may be gathered to use as weapons (Str+d4 damage). There are four men outside the truck. Unless something is done to interrupt their plans, they take the heroes, at gunpoint, a few hundred yards into the rubble. There they shoot the heroes in the back and leave their bodies with a white feather on each (a sign of cowardice for those who did not sign up to aid the war effort).

It is hoped that the heroes stop this fate!

The GM should ensure that his heroes do not get a chance to speak with the thugs or the truck driver—if the heroes manage to subdue them, the GM should "fade to black" and pick up the action in Wonderland.

Once the heroes escape, proceed with **Chapter 3**.

Thugs: Human, Guard (Real World) (p. 171), but give each a heavy pistol.

The Truck Driver: Human, Common Folk (p. 171), armed with a heavy pistol and a spare clip each.

Chapter 3—Reunite the Eternal Tea Party

In which the heroes, having avoided being executed in the Real World, return to Wonderland in their dreams. Having only the White Rabbit's advice to guide them ("You must find the Hatter; he may be the key … to find Alice!") they seek the Hatter.

The search involves rescuing the March Hare and Dormouse before the Hatter can be found.

The GM should insert other adventures during the heroes' travels to free the Hatter, Hare and Dormouse. For example, while traveling from the Queen of Hearts' dungeon to the Looking-glass Lands, they could encounter the Gryphon in the Savage Tale **Allies?** (p. 131) or while seeking Haigha in the Chessboard Fields they could stumble across the White Knight in **A Stormy Knight** (p. 133).

Where are the Hatter, March Hare and Dormouse?

There are several ways to find out where the missing trio is:

- All three are reasonably well-known throughout the Monarchy of Hearts. Any non-player personage asked may make a Common Knowledge roll. On a success he recalls the Queen of Hearts' soldiers arrested them; on a raise he recalls the Hatter was not found with the other two.
- A Card of Rank-2 or higher has a 50% chance of knowing the March Hare and Dormouse were found in the Hatter's house having tea with him. Somehow the Hatter got away. The prisoners were taken to the Queen of Hearts' dungeons.

The Hatter

To escape the Queen's soldiers, the Hatter used his connections with Time to shift himself out of the normal time stream. He is now continually moving backwards in time whilst always being a few seconds ahead of everyone else! Such a situation is obviously both mad and impossible but those terms just sum up the Hatter.

Anyone spending any length of time in the Hatter's home is liable to be attacked by a creature that has escaped from the time stream. This "time thing" may only be seen as a vague shimmer in the air, as it does not have a physical form. It is absolutely terrified at being in a world with physical dimensions. The time thing has tried to flee but cannot get back to its own domain, so instead it lashes out at living creatures.

Any hero succeeding in a Notice roll hears a very faint voice seemingly mumbling. In fact the Hatter is trying to make contact across the time stream. The "words" he mutters are: *"Esuomrod," "dna," "erah," "dnif," "kcab," "teg," "tnac," "em," "pleh"*—the whole "phrase" taking several minutes. Astute players may work out that the words are backwards, and if the players are not astute, allow Smarts rolls. The Hatter's message is: "Help me—can't get back. Find Hare and Dormouse."

Time Thing

Attributes: Agility d8, Smarts d6 (Alien), Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Notice d6, Stealth d12

Pace: 6 (but may not leave cottage); **Parry:** 5; **Toughness:** 5

Special Abilities

- **Aging Touch:** A mere touch of the time thing's body ages the point of contact; damage is Spirit+d4 and ignores armor.
- **Move in Time:** The time thing is not stable in Wonderland and phases forward and backward in time. Every attack aimed at the time thing has a 50% chance of missing even if it would normally have hit; the time thing has momentarily shifted in time.

The Dormouse and March Hare

The Dormouse and March Hare are imprisoned in the dungeons beneath the Queen of Hearts' Castle. How the heroes actually reach the dungeons is up to whatever plans they can concoct. A few ideas are given here.

By the Front Door—this is not quite as stupid as it sounds. The Queen of Hearts is supremely confident in her total control of the realm; hence, entry to her castle is relatively simple. Any who seek entrance are checked by four Rank-3 Club Cards led by a Rank-3 Heart Card, and a reasonable story or Persuasion roll gets the heroes into the Great Hall. Here they are met by the majordomo, a Walrus named William who is secretly a sympathizer with those who resist the Queen. William blusters for a few minutes, trying to discover the heroes' loyalties, and eventually seizes on even the smallest excuse to make himself scarce. If necessary, the GM can give the heroes a few directions!

If the heroes take this route, the GM should throw in a few encounters with other palace functionaries, such as a guard patrol (six to ten Rank-2 Club Cards) and anything else he thinks suitable. Eventually they find a set of steps leading down to the dungeons. Make this interesting; don't just hand the information to the players.

Via the Secret Passage from the Court House—this is the most direct route to the dungeons but of course the heroes have to know about it. If this route is taken, the heroes have to pick the locks on the doors at both ends of the tunnel and find the dungeon end guarded by four Rank-3 Club Cards.

Card Guards (4): Rank-3 Club Cards (p. 165).

The Dungeons

When the heroes enter the central area, the Torturer is busily working on a captive 2 of Spades suspected of sympathizing with those who oppose the Queen. Two Eager Students are helping him and a hand of ten Rank-2 Club Cards idly lounges around watching (spending the first round of any combat grabbing their weapons). Four Rank-3 Club Cards guarding the door to the secret passage are more alert (weapons already in hand).

Eager Students (2): Human, Guard (Wonderland) (p. 171), armed with torture implements (Str+d4).

On-duty Card Guards (4): Rank-3 Club Cards (p. 165).

Card Guard Spectators (10): Rank-2 Club Cards.

The Torturer, a Tweedle

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d10, Vigor d10
Skills: Fighting d8, Intimidate d8, Notice d6
Charisma: –2; **Pace:** 6; **Parry:** 6; **Toughness:** 11
Hindrances: Phobia (minor) sunlight, Mean
Edges: Brawny, Iced Water for Blood, Improved Nerves of Steel, Improved Tough as Nails, Large
Gear: Torture implements (Str+d4)
Wealth: Loose Change

The Cells

Only nine of the twenty-four cells are currently occupied. Four hold low-ranking Spade Cards (a 2, 3, 3, and 4) imprisoned for sweeping counter-clockwise rather than clockwise. Two more hold a pair of Tweedle brothers arrested for being drunk and disorderly within earshot of the castle, and one holds a terrified Hamster who was arrested for a disrespectful sneeze in the Queen's hearing. One cell holds Miss Mannequin, a Human woman imprisoned for being prettier than the Queen, and the final cell is bare save for a huddled form in one corner. A closer look reveals a Dormouse curled up in a tight ball, but alive and well. Nothing short of the Hatter or March Hare's voice awakens the Dormouse; the Queen of Hearts' best have tried shouting and torture with no luck!

The Tweedle brothers aid any escape attempt if given a chance. The Cards and Mouse are non-combatants and run around in panic if fighting breaks out. Miss Mannequin is the daughter of a noble man in Hope who will reward the heroes with £5 if they rescue his daughter and offer them a further £20 if they are willing to escort her to her aunt's home in Charity.

Any prisoner can point out the March Hare's cell and relate that he disappeared from his locked cell three days ago. The Queen had her own dungeon guards tortured and eventually executed, her investigators investigated, and her inquirers inquired, but no one knew how the Hare escaped or where he had gone.

The Dormouse: (p. 156); unconscious.
Hamster: Animal, Common Folk (p. 161); Pacifist (Major), Tiny (Toughness 3), unarmed.
Miss Mannequin: Human, Common Folk (p. 171); Very Attractive (+4 Charisma), unarmed.
Spade Prisoners (4): Rank-1 Spade Cards (p. 166); Pacifist (Major), unarmed.
Tweedle Brothers (Souse & Slosh) (2): Tweedle, Common Folk (p. 179); unarmed.

The March Hare's Cell

Like all the cells, it is bare stone. A casual look around with a successful Notice or Tracking roll (player's choice) or a thorough search reveals a few words scratched into one wall: *"Find the White King's messenger."*

Reinforcements

At an inconvenient time, reinforcements arrive to investigate the fracas. The force enters via the steps to the castle and consists of twelve Rank-1 Club Cards and four Rank-2 Club Cards led by a Knave of Clubs.

Guard Leader: Rank-4 Club Card (Knave) (p. 165).
Rank-1 Club Cards (12).
Rank-2 Club Cards (4).

The White King's Messenger

The White King's messengers are a pair named Haigha and Hatta. With the White King missing (believed dead), the heroes need to speak to his wife the White Queen to locate them. Before they can meet with the White Queen they will need to gain entrance to her palace in the City of Charity.

Hatta & Haigha

Haigha

Haigha is the March Hare; his name is pronounced to rhyme with "mayor."

Hatta

Hatta is the Hatter; his name is pronounced "hattar."

Gaining an Audience

The palace gates are guarded by a pair of Rooks and a Bishop who refuse entry to all. It is possible the heroes have some form of recommendation, in which case they are escorted to the Queen. They might have earned such a recommendation if they have encountered the Lion and the Unicorn (**Who is Best?**, p. 154), Princess Lily (**Royal Kidnap**, p. 145) or the White Knight (**A Stormy Knight**, p. 133).

If the heroes have had no interaction with the House of Whitefield, one of the Rooks suggests that they speak with the Lion or the Unicorn. He points them towards the inn named after them; the GM should run the Savage Tale **Who Is Best?** (p. 154).

The Audience

The heroes must divest themselves of all weapons before their audience and are escorted by a squad (twelve Pawns, led by two Rooks, two Knights and a Bishop) to the audience chamber.

The White Queen sits upon the slightly smaller of two thrones on a raised dais at the end of the hall; the Lion and the Unicorn flank the thrones. The heroes are escorted before the dais. At a gesture from the Lion, the guards withdraw to the doors.

The White Queen speaks in a timid and quiet voice, asking the heroes what their purpose for seeking an audience with the House of Whitefield is, adding, *"You must understand we rule in my liege's place as a temporary measure until he is returned to us. As such, any boon we grant you may be rescinded by his Majesty the White King."*

When asked about the King's messengers, the White Queen glances towards the Unicorn, who gives a barely discernable nod. *"Of Hatta, we have no knowledge, for he disappeared as mysteriously as did my much-missed husband. If it is Haigha you seek, then I direct your question to my advisor."* She gestures to the Unicorn.

The Unicorn steps forward and bows to the Queen. *"Your majesty, Haigha was due to return from the Eighth Square some time ago. If you recall, he was sent to investigate rumors about the Eighth Square."*

The Queen frowns, turning back to the heroes. *"So it would seem our other most-trusted messenger is missing. Perhaps you would seek him for us?"*

The heroes should already have reason to seek Haigha, but if they hold out, the Queen offers up to £5 as a reward. If the heroes accept, they are told that Haigha set out for the Eighth Square with a squad of six Pawns and a Rook to investigate rumors it had been destroyed. He is now four days late.

The Lion, Noble Champion (p. 157)

The Unicorn, Noble Champion (p. 159)

Meeting the Messenger

As the heroes travel on towards the Eighth Square, call for Tracking rolls (or Notice rolls at a –4 penalty, player's choice). On a success, a hero notices many confused footprints in the dusty track, and trampled undergrowth at either side. A search soon reveals the bodies of six Pawns hidden beneath some undergrowth; all have been slain by massive crushing weapons. An obvious trail of large footprints leads off into the woods.

After following the trail for several hours (make an encounter check, p. 94) call for a Notice roll to hear the sounds of arguing voices ahead. A band of twelve Tweedle bandits is camped in a large clearing ahead. They captured Haigha and the Rook four days ago and have been arguing over what to do with them since. Both captives are unconscious from fatigue due to lack of food and water and are bound upright against a pair of trees. The Tweedle are unaware of the heroes' approach unless they had an encounter and dealt with it noisily; in the latter case they are still arguing but are watchful as well.

Tweedle Bandits (6): Tweedle, Guard (p. 179).

Tweedle Bandit Leaders (2): Tweedle, Guard Captain (p. 179); they are twins with relevant bonuses.

Haigha

Once rescued, revived and apprised of the situation, Haigha reveals he is, in fact, the March Hare and if his counterpart was in prison and disappeared, then he must have reached the point in time when he was taken back in time. The heroes are no doubt confused by this so Haigha goes on to explain the Hatter's scheme (see **Haigha**, p. 76).

If questioned, the March Hare can reveal he and the Dormouse were caught by the Queen of Hearts' guards but the Hatter just vanished as *"he had time to get away,"* as the Hare puts it with a wink. Questioned further about the Hatter, the March Hare looks furtively around before whispering, *"He's still in his house, just not at the same time."* Again further questions may drag the following out of the Hare—the Hatter put himself ahead of the normal time stream by a few seconds and will probably stay there until he knows it is safe to come back, for instance when he sees his old friends the Hare and Dormouse.

It won't take too much to convince the March Hare he is needed elsewhere. Ever since he was dragged back through time to provide an income for himself and the Hatter, he has been chafing to get on with a real life. The March Hare informs the Rook he should tell the White Queen he is taking a permanent leave of absence and may not be back some day, however during his absence Nobody will be taking his place! Turning to the heroes, he then inquires, "*Well, what are we waiting for?*"

Haigha (see March Hare, p. 157)

Rescuing the Hatter

Once the Hatter's companions are with the heroes and in his cottage, they both sit down at the table and begin to drink the tea and eat the cake which is appearing on the plates. All the while they mutter about time, streams, up river and other esoteric phrases. During this time the time thing attacks the heroes (unless previously slain) and the Hare punctuates his ramblings with guidance such as "Hairy guy, down and left," "Fatty, straight ahead." Such aid negates the Time Thing's Move in Time ability.

After a few minutes the Dormouse dozes off and begins to snore, and the March Hare begins to juggle empty teacups; he asks to the world in general, "Ready?" and a few seconds later as the Dormouse snorts a particularly loud snore, "*NOW!*"

For a fraction of a second the Hatter appears sitting on a chair. A hero must achieve two raises on an Agility roll to grab him and pull him off the chair and back into the normal time stream. On a failure, he misses the Hatter but grabs something else! With a snarl, a dinosaur, looking like a small (6-foot-tall) Tyrannosaurus Rex, is wrenched into the cottage.

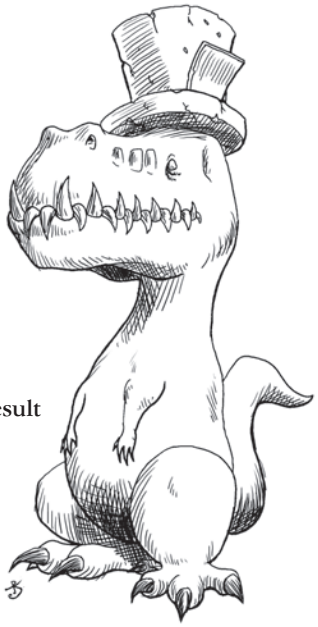
If the Hatter is missed, the March Hare remarks, "*Better luck next time*," and juggles a little faster. Successful Notice and Smarts rolls allow a hero to recall that just before the Hatter appeared the teacups juggled by the Hare appeared to abruptly circle in the opposite direction. Such an observation gives any hero attempting to snag the Hatter (and up to three may try) a +2 bonus on their Agility roll to do so.

Each time the Agility roll is failed there is a 50% chance of pulling through another dinosaur or a similar creature. However, after any hero has failed three attempts or more he begins to get more in tune with the Hare and only needs to succeed with a single raise.

Dinosaur (Haberdashaurus)

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d10, Vigor d10
Skills: Fighting d8, Notice d8
Pace: 8; **Parry:** 6; **Toughness:** 9
Special Abilities

- **Armor +2:** Thick, scaly hide.
- **Bite:** Str+d8.
- **Hardy:** A second Shaken result does not cause a wound.



The Hatter is Rescued

Once pulled free the Hatter is almost pathetically grateful, tripping over his own feet to offer tea and biscuits or cake to his saviors. Eventually the trio asks what they can do to aid the heroes. When the heroes relate the White Rabbit's words to them about *"…must find the Hatter, he may be the key…to find Alice,"* the Hatter asks the heroes many questions, some of them relevant (e.g., *"Why Alice?"*) others not so (e.g., *"Do you take butter with your tea?"*) until eventually falling silent, aside from noisy slurps of a mug of tea. Some minutes later he hurls his empty mug into the air and yells *"Eureka!"* and begins moving cups and plates around the table. When a hero queries what he means he simply replies *"We shall have a tea party,"* and gestures for his companions and the heroes to sit.

The tea party which follows is chaotic; the three swig tea, munch biscuits and swap places shouting, "*Move around, clean places, clean places!*" in between singing nonsense rhymes which have a strange familiarity to them. The GM should try to really irritate the heroes, as the trio does not sensibly answer any questions, just replying in verse or gibberish.

Finally, after what seems like hours, the Hatter stops and leaps atop the table.

"We shall need something of Alice's," he states.

"I have something," replies the March Hare, *"or at least I used to have in my bedroom but I haven't been to my cottage for the longest time."*

Now the trio answers questions. Essentially, between the three of them they can show things that happened in the past; if asked how, they refuse to explain, as it is complicated and tea-related. Since things seemed to go awry once Alice left they should begin at that point. To find Alice in the time stream they need something of hers and it just so happens the March Hare has her hair band (or *"Alice band"*).

Waking Up

Shortly after the trio announces what they can do and require, the heroes awaken in the Real World.

Interlude 3—Rude Awakenings

In which the heroes meet a shadowy informant in the Real World and narrowly avoid capture by escaping via water.

Equipment: Small weapons that may be garnered for self defense; knives, a handgun.

Victoria has discovered the heroes' part in Wonderland events, and has ordered her agents in the Real World to deal with them. These agents have arranged for the heroes to be identified as spies for the opposition, thus allowing the police and armed forces to seek them out.

The heroes are awakened by a loud hammering against the door of wherever they happen to have slept.

Each hero has two combat rounds before the door gives way and their "visitors" burst in. The intruders consist of two armed police and a special military aide per hero. The police call for the heroes to surrender. If they do, they are escorted at gunpoint out of their building to waiting police vans and taken to the local police station.

Armed Police (2 per hero): Human, Guard (Real World) (p. 171); describe them as policemen.

Special Military Aide (1 per hero): Human, Guard Captain (Real World); describe them as dressed in dark suits.

Arrested

If the heroes end up arrested, they are taken to a local Police Station. They are stripped of all property, and locked in secure cells in the station basement for several hours. There is no way to access the locks, and the cell doors have a Toughness of 12. Eventually the heroes are taken upstairs to interview rooms and interrogated about what they know of someone named Victoria, who she is, what she is doing and where she is now. A similar trio to that which broke into the heroes' resting places conducts the interview.

If the heroes overcome their interrogators, they may be able to escape the police station. There are quite a few members of the police in the station, and should be encountered in groups of two to five.

Armed Police (18): Human, Guard (Real World) (p. 171); describe them as policemen.

Special Military Aide (4): Human, Guard Captain (Real World); describe them as dressed in dark suits.

Rescue

If the heroes cannot arrange to get themselves out of the police station, then it is up to an unexpected ally. The fire alarms suddenly ring out and the police begin evacuating the building. A uniformed policeman unlocks the heroes' doors and ushers them out. When the heroes question who their rescuer is, he laughs and says only "a friend." A Smarts roll identifies the laugh as belonging to the March Hare, albeit in human form. The Hare leads the heroes out of the station and signals them into a plain gray truck, then climbs into the driver's seat and drives off.

Escape

If the heroes manage to escape from their homes or the police station, a gray truck suddenly squeals to a stop next to them. The driver pulls down his sunglasses. "Need a lift?" he asks. When the heroes ask who their rescuer is, he laughs and identifies himself as a "friend." A Smarts roll identifies the laugh as belonging to the March Hare.

The Meeting

The March Hare explains that as the heroes "left" Wonderland rather abruptly, he and the Hatter thought one of them should try and find them in this "Real World" and convince them to help Wonderland further. The Hare got the short straw and had to dream his way into the Real World. He is taking them to someone who may be able to shed some light on what is happening.

The Hare drives through the suburbs of a gray featureless city and soon pulls up in a dockyard area. "*Pier 7,*" he tells the heroes, "*I'll meet you there after I hide the truck.*"

Pier 7 is shrouded by a low-lying mist coming off the water, but the heroes can make out a lone figure about half way along the pier. The figure greets the heroes when approached, and identifies himself as "The Shadow Man." Before the Shadow Man can say much, there is a squeal of tires and a second truck appears on the docks, with armed men firing from its open back. Several shots hit the Hare's truck's rear wheels and it spins out of control into a warehouse. The Shadow Man calls out, *"End of the pier, a boat—"* as bullets whine around the heroes and he is riddled by gunfire. Any hero failing an Agility roll is hit for 2d6 damage.

The Shadow Man falls over the side of the pier; as he falls, he cries something, but all the heroes hear above

The Shadow Man

The Shadow Man is the Real-world incarnation of the dreaming Red King from Wonderland. Although he much prefers the Real World to his own chaotic realm, he has no desire to see Wonderland destroyed, and aids the heroes as he may—primarily with information.

The Shadow Man always appears from out of sight, strolling into view and standing in shadowed places not immediately accessible to the heroes. He is clad in a dark gray/black, all-enveloping overcoat with a matching fedora hat pulled down low over his face. A hero who gets a raise on a Notice roll notices his clothing is actually very deep red in color.

Whenever the heroes try to approach closer to the Shadow Man, he moves away out of sight and then vanishes.

the gunfire is "*Iiss!*" Any hero succeeding in a Notice roll sees that it is only the Shadow Man's coat and hat that splash into the cold, dark water. The sounds of booted feet announce the approach of people from the landward end.

Further along the pier are steps leading down to a moored boat with an outboard motor. It appears the Shadow Man had an escape route planned. A few rounds after the heroes set off in the boat, a second boat begins to pursue them, bearing more armed men. The GM can use the Chase rules to resolve the situation or dramatically describe the chase and fight. Whichever method is chosen, the heroes' boat passes through the sea portal to Wonderland before the fight is concluded, and the mist vanishes to be replaced by brilliant sunshine.

Armed Police (18): Human, Guard (Real World) (p. 171); describe them as policemen.

Special Military Aide (4): Human, Guard Captain (Real World); describe them as dressed in dark suits.

Chapter 4—Hunting the Daffodil Man

In which the heroes physically enter Wonderland for the first time via the Sea Portal and meet up with the Hatter, March Hare and Dormouse. They obtain a personal item once belonging to Alice and then travel to the Looking-glass House, where they discover what occurred as Alice left Wonderland and learn about the mysterious Daffodil Man. Tracking this enigmatic figure, the heroes enter a railway station in the Chessboard Fields and catch the train back to the Real World.

Rude Arrival

The heroes have changed to their Wonderland form and are in a small boat with an outboard motor. It has just emerged into Wonderland at top speed, heading for a rocky outcrop! A Boating roll is required to try and avoid a crash. If the roll is made, the boat swerves sharply, but the outboard motor hits the rocks and the propeller breaks off with a bone-shaking jar and a metallic snap. If the roll is failed the boat runs full onto the rocks. Its hull is ripped open and the outboard motor wrecked. All aboard take 2d6+2 damage.

The Boat

The boat has very little of use upon it—an emergency rubber dinghy (including oars), a first aid kit, a flare pistol (with four flares) and 25 feet of rope. If the heroes are in a hurry (e.g., the boat is sinking!) a Notice roll is required to find any item except the dinghy. The first aid kit gives a +1 bonus to any Healing rolls (not magical); there are sufficient supplies for six such uses. The flare pistol may be used in combat: range of 3/6/12, ROF ½, Shots 1, Damage 2d8, plus possibility of setting victim on fire as per the *Savage Worlds* rules.

Reaching the Shore

Judging by the massive mountains to the East and the fact that when the heroes reach the shore they are ambushed by a small force of Cards, the heroes are far out to sea in the Queen of Hearts' realm. By the time the heroes have rowed or swam their way to shore Victoria has heard of their escape from the Real World to Wonderland via water and has posted guards near the beaches.

Rank-2 Club Cards (2 per hero): (p. 165), with Morpheus swords and S&W .44 pistols.

Modern Weapons

Victoria's plans are moving on. Dreamers in the Real World under the influence of the company "Morpheus Research" are creating modern weapons in Wonderland for the forces of the Queen of Hearts and Red Queen. In any encounter with such forces (mainly Chessmen and Cards) approximately half of the opponents are armed with such weapons.

Morpheus Weapons are treated as magical items (p. 84).

Alice's Hair Band

The heroes should recall that they need to retrieve Alice's hair band from the March Hare's home.

Tax Rebate (p. 149): March Manor is now an inn, and the Queen of Hearts' tax collector is currently staying there.

Looking Back Through Time

The heroes return to the Hatter's house with a personal item once possessed by Alice (likely to be her hair band), and find the eager trio waiting for them. Almost bouncing with barely-contained excitement, the Hatter greets them enthusiastically. "*You have it? Yes of course you do. If you didn't then you wouldn't be here and you are so you must. After all you are heroes are you not? Of course you are as you are here with it and so are we so…*" The March Hare interrupts his ramblings with a well-aimed sponge cake and a hand full of jelly and custard from the other side of the table. The Hatter shoots him a look of pure malice, and then turns to the heroes. "*Yes. Well, as my learned colleague just indicated, perhaps I was being a trifle overenthusiastic. So shall we sit, take tea and begin?*"

The Ritual

Once again all must sit at the table, and the Hare looks ridiculous, with Alice's hair band across his forehead keeping his ears back. Nonsense rhymes are sung and interminable cups of scalding hot tea drunk or spilled. Finally the Dormouse, who long ago fell asleep, begins to speak in a singsong voice.

"Alice approaches the cottage with trepidation; will the three still remember her? Will they even recognize her now she is older? Nervously she adjusts her graying hair beneath its white band, the only item she has kept safe all these years.

"Alice approaches the door and pauses. Dare she? Should she?

"Alice knocks at the door, smiling at the raucous voices that are raised in rhyme beyond it.

"Alice jumps as the door is wrenched open. Eyes peer around a whiskered nose; the furry head flips a long ear aside. 'Alice?' queries the…"

"That's me! That's me!" yells the March Hare.

"Yes, yes my dear fellow. Now do be quiet and let Dormy get on with it," says the Hatter, almost absentmindedly smashing a teacup over the Hare's head. "Further ahead if you please, Dormouse."

"Mmmmm." The Dormouse snores for a while then snorts and rolls over.

Let the heroes wait expectantly for a few moments, then as soon as one of them speaks the Dormouse interrupts.

"…Alice wipes the cream and cake from her skirt and stands. 'Well,' she says, 'I can see you three have learnt no more manners in the time I have been absent." Alice is not happy, not at all happy. After all her trials and efforts to return here, they dare to treat her like this? She thinks of the Looking-glass House. Should she return to her own world now? No, not yet. Perhaps others will be friendlier. 'Good day to you, one and all,' she calls, and strides from the cottage."

The Dormouse snorts again and wakes up, yawning and rubbing his eyes. He looks blearily about, then begins to slurp tea noisily from a small cup.

"Is that it?" asks the Hatter.

"Is that all?" asks the Hare.

"What?" replies the Dormouse.

The trio goes into a huddle, every now and then looking over at the heroes. Heroes who make successful Notice rolls hear odd words and phrases: *"cup aligned," "contrariwise," "tempora-spacial," "buckets, man, buckets,"* and of course the ubiquitous "*more tea, more tea!*"

Finally the Hatter spins to face the heroes. "*We have to be where Alice was to see what she did there,*" he proclaims, absently wiping cake crumbs from his hat brim. "*So if we want to see what happened when Alice left our little world we need to be … where, exactly?*"

The Hatter and his companions have no idea where they need to be, though the heroes may have picked up the clue in the Dormouse's speech about the Looking-glass House. If not, they need to find some other way to gain this information, or else try all the portals.

To the Looking-glass House

The trio has not traveled much in the Queen of Hearts' realm and is like a group of gawking tourists during the journey. This, coupled with the fact they are still wanted, should make for an interesting journey. Any time Cards (or other agents of the Queen of Hearts) are encountered there is a 50% chance that the Hatter, Hare and Dormouse are recognized unless the heroes take steps to disguise them in some way.

The GM should select suitable Savage Tales or encounters for the journey based on where they travel and who they meet, with the following two specific suggestions:

A Matter of Honor (p. 141): An old argument rears its head again and as tempers flare a duel is called for.

Nest with a View (p. 141): A great bird plunges from the sky and snatches the March Hare away, leaving a solitary feather behind. If the heroes still need or want his aid they have to rescue him.

The Ritual Repeated

Victoria has turned the Looking-glass House into a fortress. Fortunately the trio decides they only need to be in the area to perform the ritual and soon the tea party *al fresco* begins. All goes much as before, aside from a posse of guards sent from the Looking-glass House to investigate the noise. A hero making a successful Notice roll hears the guards approaching, which gives the heroes time to lead them away from the tea party. If not, a second group of guards (double the numbers below but remember the trio is free to aid the heroes) arrives immediately after the party is completed.

"Victoria peers from the attic window of the Looking-glass House, watching Alice approach.

"Alice approaches the Looking-glass House. 'How I hate mazes,' Alice thinks as she leaves the

flower gardens. Alice pauses on the steps to the door. Alice looks back over Wonderland. 'I will be back,' Alice silently vows. Alice pushes open the door and enters.

"Victoria opens the door, leaves the Looking-glass House and stands, gazing at Wonderland. Victoria spies the Daffodil Man and smiles. The Daffodil Man smiles back. Victoria begins her journey with the Daffodil Man.

"THEY ARE NO MORE, WRETCHED RODENT! I SHALL RULE THIS REALM!"

The Dormouse's last words are shouted in a deep male voice and startle him awake with wide staring eyes. The Dormouse suffers a minor heart attack and becomes incapacitated.

The ritual ends immediately. If questioned, the Hatter hazards a guess that the Daffodil Man somehow saw the Dormouse seeing him through time and spoke through him! There is no way the Hatter or Hare will allow the Dormouse to risk himself again in such a way, and if the heroes try to intimidate them they use their time powers to escape and disappear into the wilds.

If the heroes respect the decision of the Hatter and Hare, the three talk quietly and then announce their decision to hide in the Flower Garden until the Dormouse is fit to travel, and then return to the woods near their homes where they can hide from the Queens' forces.

Red Pawns (2 per hero): (p. 167), with normal crossbows and Morpheus swords.

Red Knights (1 per hero): (p. 167), with Morpheus swords.

Red Rook (1): (p. 168), with Morpheus halberd.

Tracking the Daffodil Man

This section is a collection of information that may be gleaned about the person known as the *Daffodil Man*. The most important piece of information the heroes must discover is the importance of the square White King Six in the Chessboard Fields.

The Daffodil Man

Physical details may be found in the section **The Hidden Realm—People** (p. 82).

His Travels Then

The Daffodil Man has long wandered leisurely through both realms, paying his way by spinning tales of Wonderland and its peoples. Some of these are true, others obviously made-up. Gourmancers sought his knowledge of plants wherever he traveled, although he displayed no magical talent himself. He is a people person, moving and mixing with the lower social strata and never seeking audience with those who rule. His travels always took him regularly to the main settlements of Plants, particularly their ancestral bed around the Looking-glass House and their village of Settled.

His Travels Now

More recently the Daffodil Man moves in new ways. He no longer dawdles, but he strides with purpose or even upon horseback. He never stops to talk anymore, let alone tell a tale. Some say they have seen him use Gourmancy. The cities of Hope and Faith are his regular stop-off points now, and some say he enters the royal premises in both those cities. He has been seen making regular forays to a specific field in the Chessboard Fields (White King Six, which is the sixth row up from the south of the fields and the fifth column from the western edge).

His Niece

Of late a young girl, aged perhaps nine or ten, has accompanied the Daffodil Man in his travels. This dark-haired girl is introduced to those who are favored as "Victoria, my niece." No one knows where Victoria lives or why she is traveling with the Daffodil Man.

Who Knows What and How to Find Out

There are two main characters in Wonderland who can give the heroes the information above—the White Rabbit and the Caterpillar. If the heroes seek the White Rabbit the GM should create a suitable scenario to find his new hideout in the woods around the Village of Animals.

False Caterpillar (p. 138) and **Assassination Attempt** (p. 133) detail the Caterpillar.

White King Six

This field is where Wonderland interacts with a train line in the Real World and in which Alice found herself traveling on a train. Victoria uses the railway to send agents into the Real World. Not wanting any "inadvertent" travelers, Victoria persuaded the Red Queen to fortify the area where the train picks up passengers. A valley near the center of the square runs straight for several miles and this is where the train enters and leaves Wonderland.

A number of squads of Chessmen patrol the hills and the GM should make sure to spring at least one of them on the heroes.

The Fortifications

A narrow but long stockade contains several wooden huts and one central large hut. A gate gives access to the inside of the stockade flanked by two towers. Another

pair of towers surmounts the wall opposite the gate. On a successful Notice roll, a hero spots three Red Pawns in each tower.

Anyone watching the stockade for an extended period of time sees patrols arriving back about every two hours. The Knight leading each patrol enters a small hut (the commanding Red Rook's quarters) for a while before he and his troops enter a slightly larger hut (the barracks); another patrol leaves this hut shortly afterwards. The barracks has three patrols in residence (four when a patrol returns).

The central hut is where the train arrives. Its wide doors are guarded by four Red Pawns at all times. A pair of Red Bishops and a further eight Red Pawns are inside awaiting the train, which is to take them to the Real World. The hut is empty except for a pair of white lines chalked down the middle, about 3 feet apart.

Watch Tower Red Pawns (3): (p. 167), each with a loaded rifle, plus an alarm whistle in case of intruders.

Red Pawn Guards (4): armed normally.

Red Bishops (2): (p. 167).

Red Rook (1): (p. 168).

Patrols (3): A patrol consists of two Red Pawns per hero led by a Wild Card Red Knight.

The Train Arrives

Soon after the heroes enter the central hut, any hero who succeeds in a Notice roll senses a faint breeze coming from nowhere. A round later a deafening whistle blows and all heroes must make a Spirit roll or be Shaken. On the sixth round everyone in the hut abruptly finds himself inside a carriage of a steam train. If the heroes are on board with the Red Chessmen, the GM should continue the battle in the cramped carriage (–2 to Fighting rolls with two-handed or Reach weapons).

The train has three carriages; the heroes (and any foes) arrive in the front carriage. The middle carriage is empty. The last carriage has only one occupant, a Goat who is one of Victoria's agents. He is supposed to be returning to her with information, but on seeing the heroes decided to stay put. The Goat swigs his Moonbeam Potion and seeks out the heroes. The Goat is a mere courier and knows nothing of Victoria's plans. After defeating him the heroes find a rather mangled and bloodstained piece of notepaper on the Goat's body; much of the letter is unreadable but the following can be made out:

"My Dearest Victoria,
…regret to inform you…
…efforts to locate The Looking Gla…
…come to naught…
Yours faithfully, Doctor Muller."

Moon-touched Goat

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d8, Vigor d6
Charisma: 0; **Skills:** Fighting d8, Notice d8
Pace: 6; **Parry:** 6; **Toughness:** 5
Special Abilities
- **Head-butt:** Str+d6.
- **Fleet-Footed:** Roll a d8 when running.
- **Moonbeam Potion:** Berserk, Immune to Fear, Improved Frenzy, and attack becomes AP 1.

Interlude 4—Going Underground

In which the heroes escape from the underground railway in the Real World and meet their shadowy informant once more. He tells them the Daffodil Man has a hidden realm beyond the Jabberwock's cave.

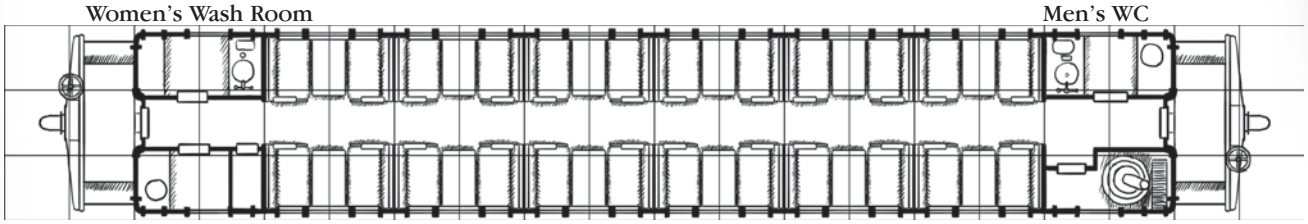
Equipment: Whatever they took into Wonderland from **Interlude 3**.

This Interlude begins with the heroes, in their Real-world forms, stepping off of a train at a dimly lit underground station in the Real World. The train pulls away before the heroes come completely to their senses. The station is guarded at all times; however the guards do not expect trouble and are somewhat lax. The heroes get one round of actions *before* they are noticed.

The Station

The station has only a single track, bounded on one side by a wall and the other by the platform which is

PASSENGER CAR FLOORPLAN
(scale: 1 square = 1 yard)



about a hundred yards long. The platform has a small brick structure at each end. One of these is enclosed, aside from a single door with a boarded-up window; this was once a waiting room but is now an office for the station master and his aides. The second structure is open and houses the stairs leading up out of the station. Two Tweedle guard the bottom of the stairs one of whom has a key to the iron grill at the top of the stairs.

The other station guards are seated on a pair of benches on the platform between the structures as the train arrives.

Station Master (9 of Hearts): Rank-3 Heart Card (p. 166).

Aides (6 of Clubs) (2): Rank-2 Club Cards (p. 165).

Tweedle (2): Tweedle, Guard (p. 179).

Station Guards (6): Human, Guard (Real World) (p. 171), with light revolvers.

Patrol (maximum of 3): Each consists of an Aide and four Station Guards.

Leaving the Station

At the top of the stairs is a locked iron grill, which requires a raise on a Strength roll to open (or the key from the guard Tweedle). The route out of the station is long and involved, with many gray, featureless passages and steps, some of which lead to dead ends. Draw three cards, and the heroes run into a patrol for each face card.

Eventually a second locked iron grill is encountered with a tunnel beyond, lit by wan daylight. The Interlude ends as the heroes enter this tunnel. Before the heroes have time to attempt to open the grill, a shadowy figure moves into view—the Shadow Man (see sidebar, p. 106). The Shadow Man opens a conversation with a question: *"I hear you seek the man of flowers?"* During the ensuing conversation the only information the Shadow Man reveals is:

- The Daffodil Man is not what he seems.
- The Daffodil Man has a palace of his own where he resides when not visiting the palaces of the Red Queen or the Queen of Hearts. This palace is in a place named the Hidden Realm.
- There are several ways into the Hidden Realm, but the least-guarded lies within the Jabberwock's lair.
- The Daffodil Man has agents in the Real World seeking Alice—*the* Alice.

Note: The Shadow Man *does not know* the Daffodil Man is controlled by Alice, so this isn't revealed.

Fade to Black

Armed with the knowledge imparted by the Shadow Man the heroes need to return to Wonderland to seek out the Hidden Realm and the Daffodil Man. The train has long departed so the quickest route back is via their dreams. Don't worry about playing this out just pick up the action in Wonderland at a place of the heroes' choosing—but obviously not in the Hidden Realm!

Chapter 5—Into the Hidden Realm

In which the heroes return to Wonderland armed with the knowledge of the Daffodil Man's secret palace and venture through the lair of the fearsome Jabberwock to a hidden realm where they may discover many of Victoria's secrets and rescue the long-missing King of Hearts.

The Jabberwock

The heroes may recall the following concerning the Jabberwock. Each tidbit requires a successful General Knowledge roll:

- The beast is described in a famous poem (see sidebar, p. 172).
- The Jabberwock hunts and lairs somewhere in Tulgey Wood to the North of the Guarded Way.
- Stories tell how the legendary Vorpal Sword was used in the past to slay the Jabberwock. The Savage Tale **Vorpal Sword** (p. 152) deals with the quest to find this weapon.

Caves of the Jabberwock

The Jabberwock's lair may be found by walking the woods north of the Guarded Way. When the normal background sound of birds and insects cease, then they are in the correct area. A dark cave mouth leads to a maze-like system of winding tunnels beneath the Hills of Gloom.

This cave system is a maze (p. 89) with difficulty d8. Each round of exploration represents a half hour of journeying. In addition to the normal maze rules, the following special rules apply for this maze:

- **Oh the Stench!** A reptilian reek pervading the air in the tunnels catches at the heroes' throats. After a half hour (one exploration round) in the caves, each hero must succeed in a Vigor roll or be overcome with a fit of coughing, causing a level of Fatigue. Unless the heroes have some way of silencing the coughing, it also draws attention from the inhabitants (leading to an encounter). The hero also needs to make this roll at the start of every other round while in combat. Failure leaves him Shaken from the coughing fit.
- **All Roads Lead to Home:** Upon drawing any **Clubs or Spades face card**, the heroes stumble into the Jabberwock's lair, regardless of the

current state of the Goal Stack or their intended destination. It's far easier to get in than to get out.

- **Too Many Jabberkin:** On any **Clubs non-face card** (Ace through 10), the heroes encounter 2d4 jabberkin in the tunnels.

The Jabberwock's Lair

This large cavern is littered by many piles of rocky debris from minor cave-ins; a hero making a successful Notice roll sees a faint glimmer of daylight from a narrow crack in one wall. The crack leads out of the cave system to the Hidden Realm. However, anyone attempting to escape via this exit must first pass the fearsome Jabberwock and his brood.

The Jabberwock: (p. 172); the creature knows its lair well and uses the rock falls to its advantage.

Elder Jabberkin (2): (p. 172); Wild Cards.

Jabberkin (4).

Wealth

The Jabberwock's wealth is scattered about the cave and consists of A Small Fortune. As well as any generated Item of Wonder, there is a broken part of a golden crown, perhaps one-third the portion of the whole. This is part of the Crown of Alice (p. 83).

The Hidden Realm

With the Jabberwock slain, the heroes can leave its lair via the crack in the wall. A short slope of rubble leads down into the Hidden Realm (p. 82). Far off, beyond the cracked and ruined land, can be seen the blocky shape of a stronghold.

Victoria's Secrets

When the heroes first enter Victoria's palace it is likely they believe she is in thrall to the Daffodil Man rather than vice versa. However, all inhabitants of the palace know the true state of affairs and always refer to Victoria as their mistress. Victoria's palace is scantly guarded as she relies more on her realm being unknown; there are some guards as outlined below.

The Palace and its Guards

Entrance to the palace is via a wide ramp up to gates on the second level; the ramp is guarded at the bottom by a pack of Sword Cards led by a Tweedle captain. A pair of Tweedle, each with a leashed and partially-trained jabberkin, guards the upper end. The guards at the base of the ramp inquire of the heroes' business, waving them past if the heroes have any suitable excuse. If the guards at the base of the ramp are passed peacefully, those at the top do not trouble the heroes.

Once within the palace the heroes are relatively at liberty to wander and search as they desire, as most of those encountered assume the heroes should be there.

Ramp Guards (2 per hero): Rank-2 Sword Cards (p. 167).

Leader: Tweedle, Guard Captain (p. 179).

Jabberkin Handlers (2): Tweedle, Guard Captain.

Trained Jabberkin (2): (p. 172).

Flunky with Delusions of Grandeur

An official-looking 10 of Wands flanked by a pair of 7 of Wands accosts the heroes and demands to know what their business is. It requires a successful Intimidate or Persuade roll to stop his questions. No matter how successful the roll is, the official is still suspicious and raises the alarm at a suitable time.

10 of Wands (1): Rank-3 Wand Card (p. 167).

Aides (2): Rank-2 Wand Cards.

Guard Patrols

Unless the heroes act suspiciously they are not approached by these patrols.

Patrol (10): Rank-2 Sword Cards (p. 167).

Patrol Leaders (2): Rank-3 Sword Cards.

Counting Chamber

The ornate wooden door to this chamber bears a bronze plaque reading, "Counting Chamber." The door is guarded by a pair of Sword Knights who are under strict instructions from Victoria to allow no one save her to enter.

The Counting Chamber may not be what the heroes expect, as it does not contain mounds of wealth. Instead it holds rack upon rack of small pigeonholes with rolled documents in each; these documents track various facets of Victoria's plans in meticulous detail:

- Weights of precious metals shipped from the Queen of Hearts' Mines to the Rabbit Hole.
- Payments to "agents" in the Real World (none of these agents are named).
- Estimated numbers of weapons created by the dreamers in the Real World.
- Tallies of the size of the armies of the Queen of Hearts (4,000) the White Queen (2,000), the Red Queen (3,000) and Victoria (4,000).
- Many of the documents detail family trees; a hero who makes a successful Notice roll finds a

document with both his Wonderland and Real World names on it. All such documents indicate that the hero is a grandchild of somebody identified merely as "Alice."

A successful Notice roll with a raise while looking through the documents reveals a hidden compartment. Within this compartment are several small sacks holding a Fortune of Wealth (there is no Item of Wonder).

Knights of Swords (2): Rank-4 Sword Cards (p. 167) with plate armor (+3).

War Room

The door to this room is kept locked and Victoria has the only key. Within are many charts and maps of what appear to be fields of battle (on a successful Smarts roll the reader realizes the maps all depict the same battlefield) with colored pins and arrows showing troops and troop movements. The following information may be gleaned from the room; each requires a successful Smarts roll:

- The battlefield is not identified but the plans seem to call for two distinct battles. Both involve Victoria's forces, allied to those of the Red Queen and the Queen of Hearts attacking another unidentified force.
- Victoria has a Wanted List—see the side bar.

Victoria's Wanted List

White Rabbit—At large

King of Hearts—~~At large~~—Palace Dungeons

Red King—At large

White King—~~At large~~—Looking-Glass Fortress

Hatter—At large

Hare—~~At large—Queen of Hearts' Dungeons~~—At large

Dormouse—~~At large—Queen of Hearts' Dungeons~~—At large

Alice—At large—Captured hsptl *squiggle* rw

(Heroes' names)—At large

Note: The GM should amend this list if circumstances in his campaign have altered it.

Dungeons

The dungeons are part of the barracks on the first level of the palace and are only accessible via a single hallway that leads to a guardroom and then the prison cells.

Four Tweedle, an Ace of Cups Gourmancer, and two Rank-3 Sword Cards always man the guardroom. The Ace of Cups has a large ring of keys on his belt, to unlock the dungeon cells. Any combat in the dungeons raises the alarm.

Twenty-five of the dungeon cells are currently occupied. One holds the King of Hearts. The others hold a total of twenty White Pawns, two White Knights, one White Rook and one White Bishop. The Whitefield prisoners are more than willing to aid the heroes if they are freed.

Tweedle Guards (4): Tweedle, Guard (p. 179).

Ace of Cups Gourmancer: Gourmancer, Experienced (p. 170), with Card special abilities.

Rank-3 Sword Cards (2): (p. 167).

Throne Room

The throne room holds very little of interest, though there is a large ornate throne sitting atop a raised dais. A hero making a successful Notice roll near the throne discovers the following:

- There is a flowery scent lingering on the throne's cushions.
- There are a few pieces of leaf scattered around the throne. A successful Common Knowledge roll (+2 for Plants) identifies them as daffodil leaves.

The Alarm is Raised

At some point the heroes' luck should run out and the alarm is raised. From this point on all patrols are doubled in number and request identification from all within the palace. Any of Victoria's forces are hesitant to talk to anyone (and hence not susceptible to bribery and tricks) and inclined to attack first if provoked.

Questioning the Inhabitants

There are a few things the heroes may wish to find out; some of these are listed below with the chance of any inhabitant knowing the answer:

- Victoria is in power; the Daffodil Man is totally under her control (100%).
- Victoria and the Daffodil Man are not in the palace and no one knows when they will return (50%).
- Only high-ranking members of Victoria's force ever enter the War Room and Counting Chamber (100%).

Waking Up

Shortly after the heroes exit Victoria's palace with the rescued King of Hearts they awake in the Real World; continue your campaign with **Interlude 5—Hole Lot of Trouble**.

Interlude 5—Hole Lot of Trouble

In which the heroes investigate a factory in the Real World which sits atop the Rabbit Hole and descend via the portal into Wonderland.

Equipment: Military weapons and armor suitable for the World War II period.

The heroes are gathered outside a factory constructed over the top of the Real-world end of the Rabbit Hole into Wonderland. Their aim is to discover why Victoria is sending precious metals and other materials such as coal and iron to the Real World.

A company called "Whole World Limited" owns the factory, which produced canned goods prior to the war. Since the outbreak of war the factory has been altered to produce armaments. Actually only a small proportion of the armaments manufactured in the factory are shipped to the war effort; the majority are stockpiled in underground storage areas in Wonderland, ready for distribution to Victoria's forces. No one in the Real World

Posters

If desired, the GM can provide a hint at this stage to the fact that the Real World is involved in World War II by describing a few posters with slogans upon them in the factory. Such descriptions should be brief and "in passing." Some example slogans are:

CARELESS TALK COSTS LIVES

COUGHS AND SNEEZES SPREAD DISEASES

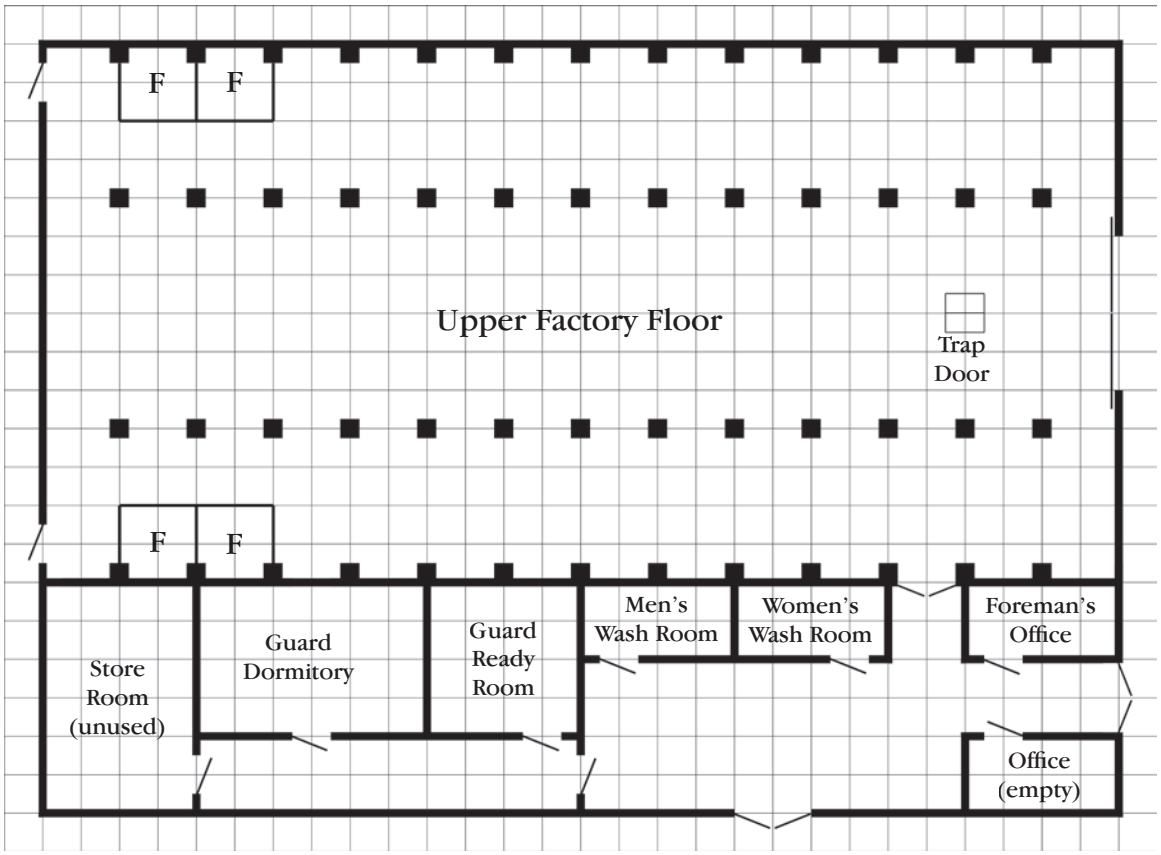
DIG FOR VICTORY

KEEP MUM, SHE'S NOT SO DUMB

LEND A HAND ON THE LAND

LOOK OUT IN THE BLACKOUT

FACTORY—UPPER FLOOR
(scale: 1 square = 1 yard)



has noticed the discrepancy, as much of the required raw materials come from Wonderland. The factory's secondary function is to take the precious metals mined in Wonderland and melt them down into metal ingots which are used to fund Victoria's agents in the Real World. By the time the heroes discover the factory its work is complete and it is no longer in operation.

Factory Description

The factory is a large gray building, in the middle of a large open area surrounded by a high wall. Part of the wall has broken away and lies in a pile of rubble inside the open area, and it is here the heroes shelter.

There are two main entrances: a small side doorway and a pair of large sliding doors wide enough to drive a truck through. The side doorway leads to the adjoining office building while the large doors lead to the main structure (the upper factory floor). Unless otherwise noted, all doors in the factory are locked.

Offices

The offices were originally used for paperwork. With the war, such things are unimportant and three of the rooms have new uses:

- **Foreman's Office:** Papers and charts are pinned on the walls in haphazard fashion or stuffed in the drawers of the wooden desk. A thorough search locates a few papers that do not seem to be concerned with the running of the factory (see sidebar). A hero making a successful Notice roll while searching finds a ring of keys that unlocks all doors in the factory.
- **Guard Ready Room (not locked):** In theory, the guards stationed here are ready at a moment's notice to spring into action. In reality, they spend most of their time dozing or playing cards—and anyone bursting in on them may well get surprise. At any time there are eight guards here.
- **Guard Dormitory (not locked):** This is where the off-duty guards sleep. Eight bunks are crammed into this small room and all are occupied. Allow a group Notice roll for the guards if fighting breaks out in any of the offices.

Factory Guards (total of 24): Human, Guard (Real World) (p. 171), with light revolvers and clubs.

Upper Factory Floor

This large area is the main workplace, full of machinery and conveyor belts. Furnaces, crucibles, machining tools, and other detritus of arms-production fill this space. The furnaces are now cold and the machinery silent.

A few bare bulbs dimly light the work floor and Notice rolls are required to find the trap door in the loading bay area (by the main doors). A pair of guards may be encountered on the factory floor on a routine patrol.

Posted around the walls and on supporting pillars are various posters encouraging the workers to support the war effort, to be careful what they say to whom and so on. Amidst these there are a few old posters bearing a faded picture of a gray-haired, elderly woman, captioned, "*Have you seen this woman? She is believed to be a spy. Known to be using the name 'Alice.'*"

The trapdoor in the loading bay is about 5 feet square and locked. Suspended above it is a crane arm with a manual winch. The trapdoor opens onto a 20-foot drop to the Lower Factory Floor. This setup was used to

Whole World Papers

The papers of note in the office consist of the following:

Shipment Details—These charts detail shipments into and out of the factory. There are two sets: one for the Real World and one for Wonderland. It takes no great effort to see the factory receives about three times as many raw materials from Wonderland and ships three times as many finished articles right back into Wonderland.

Gold and Silver Details—Victoria insists that all gold and silver shipped to the factory is carefully accounted for. These papers detail the weight of precious metal received, the weight lost during fabrication of the bars and to whom the bars have been delivered. Much of the gold has been exchanged with various parties for ammunition. One delivery address stands out, as it is a hospital.

A Personal Diary—Evidently of the factory manager, this small journal is very boring, dealing with the day-to-day running of the factory. Scattered through the pages are small personal notes directed at Victoria (e.g. "*Victoria—Note the increased production this week due to the streamlining I outlined last week*"). One of the last few entries is of particular note: "*At last Victoria has rewarded my patience and dedication to her; she has revealed to me her PLAN. Very soon now Victoria will open a portal between her realm and mine and lead an army to victory. Once more we shall be ruled by a Queen Victoria. Long may she reign.*"

winch up the raw materials for the factory after they had emerged from the Rabbit Hole.

Factory Guards (2): Human, Guard (Real World) (p. 171), with tommy guns, light revolvers, and clubs.

Lower Factory Floor

The gold and silver were processed here. The trapdoor leads to a short passage ending at double swing doors, beyond which is a large chamber with an open vault door set in one wall. The equipment here consists of small furnaces (now cold), benches supporting ingot molds, and appropriate tools and detritus of the halted work.

As the heroes enter, they see six men (guards) manhandling a large trolley loaded with crates towards the vault door while being overseen by a pair of dark-suited men (overseers).

There are four crates in total: two loaded with five tommy guns each, and two crates holding 40 magazines for the same (50 shots in each). These weapons are destined for the storage area in Wonderland.

Shortly after any combat is finished, call for Notice rolls (and repeat periodically until a hero succeeds). On a success the hero hears a lot of movement in the factory above. A quick check reveals 20 or 30 armed men searching the factory. Engaging them directly would be unwise, and bypassing them unlikely.

The Rabbit Hole lies beyond the vault door. It is a circular room some 10 feet in diameter. A series of concentric circles are painted in yellow around the central point, which is a 4-inch-diameter hole (real inches, not game inches!). A circular fence encloses the central 6-foot-diameter circle with signs reading "*DANGER!*" hung upon it. A simple chain with hooks at both ends provides a "gate" through the fence.

The Rabbit Hole is not actually dangerous. However if a sizeable portion of an object projects past the fence, an irresistible force takes hold of it and pulls it towards and into the actual Rabbit Hole. There is no way to resist this pull. To any observers, the object recedes rapidly and grows smaller, or perhaps the rabbit hole grows larger and gets closer. Whichever it is, the end effect is the same as the now suitably-sized object falls into the Rabbit Hole.

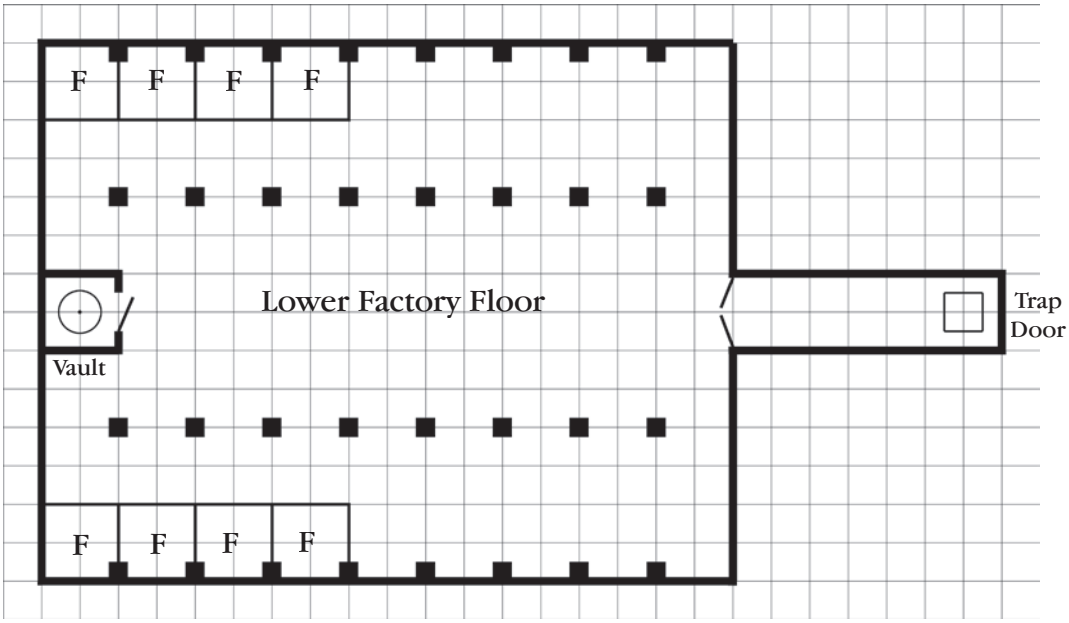
Factory Guards (6): Human, Guard (Real World) (p. 171), with tommy guns, light revolvers and clubs.

Overseers (2): Human, Guard Captain (Real World) (p. 171).

Chapter 6—Free the Queen of Hearts

In which the heroes enter Wonderland via the Rabbit Hole, meet up with the King of Hearts and escort him back to his queen where they may break Victoria's hold over her. A council of war decides the heroes must free the White King from imprisonment in the Looking-glass House—an act best perpetrated from the Real World via the Looking Glass.

FACTORY—LOWER FLOOR
(scale: 1 square = 1 yard)



This Chapter picks up where **Interlude 5—Hole Lot of Trouble** left off. The heroes are falling down the Rabbit Hole towards Wonderland.

The Rabbit Hole

Soon after the heroes enter the hole, they realize they have changed into their Wonderland forms and the Rabbit Hole is about 12 feet (2") wide. The heroes are falling, but their rate of descent is quite leisurely, giving them plenty of time to look around. Furnishings are scattered along its length, ranging from small side tables to large leather couches and beds. All of the items are of the Victorian era and all are fixed in their position in the hole.

Victoria uses the Rabbit Hole to transport weaponry from her Real-world factory to Wonderland where it is stored or distributed to her forces. Occasionally accidents happen and weapons get left in the hole. If a hero searches around, a raise on a Notice roll reveals a tommy gun or heavy revolver hanging from a chair back.

Pursuit

A few minutes after the heroes enter the Rabbit Hole, some of their pursuers from the Real World enter behind them. These guards are 180 feet (30") away. It is not possible to fall quicker or slower, but the range could be lessened by the heroes falling onto the furnishings along the hole. The guards open fire with their tommy guns for two rounds before deciding to wait until the bottom of the hole is reached.

Real-world Guards (8): Human, Guard (Real World) (p. 171) equipped with tommy guns, light revolvers and clubs.

At the Bottom

The hole ends in a large chamber devoid of any furnishings, save four overstuffed armchairs. Four equally overstuffed Tweedle lounge in these chairs, but soon spring to their feet to intercept anyone who enters via the hole. In any ensuing fight. remember the Real-world pursuers who are 30" away when the heroes reach the bottom, falling 6" per round. Seven large doors lead out of the chamber: six lead to storage chambers and the last one is the exit.

Overstuffed Tweedle (4): Tweedle, Guard (p. 179), but decrease Smarts to d4, and increase Strength to d12+2 and Vigor to d12 (Toughness 10), as they are kept for their strength rather than their intelligence.

Storage Chambers

All of these chambers contain large wheeled bins. In three of the chambers, these bins contain coal, iron ore and one or two bins of gold and silver. The other three chambers have bins holding crates of weapons. None of the storage chambers are particularly full, but the heroes can gather sufficient "pure" metals to garner a Small Fortune (no chance of an Item of Wonder).

Additionally there are: 30 light pistols, 20 heavy pistols and 10 tommy guns, with 100 rounds of ammunition for each class of weapon.

The Exit and Rabbit Hole Defenders

Between the Rabbit Hole and the Hall of Doors is a network of passages and rooms housing the forces that defend the Rabbit Hole. A large force is garrisoned here because of the wealth and weaponry often stored here.

The GM should use these forces as he sees fit to harass the heroes.

Rank-1 Club Cards (30): (p. 164), with light pistols.

Rank-1 Spade Cards (20): (p. 166), not really combatants, but may try to bluff that they are.

Rank-2 Club Cards (10): with heavy pistols.

Rank-3 Club Cards (2): with heavy pistols and tommy guns.

Gourmancer, Experienced (1): (p. 170).

Priest of Victoria (1): Priest, Follower of Alice, Experienced (p. 174).

Knave of Clubs (1): Rank-4 Club Card (p. 165), with heavy pistol and tommy gun.

The Hall of Doors

As the heroes emerge from a door into the Hall of Doors, the King of Hearts and the White Rabbit emerge from another!

The King of Hearts quickly fills the heroes in on events in Wonderland since they left:

- After the heroes abruptly disappeared (they woke up), the King made his way slowly out of Victoria's realm. A few Spade Cards who were still loyal to him and his wife aided him.
- The King left Victoria's realm by the Western Passage, but soon found he was being hunted by Victoria's Tarot Cards. Narrowly avoiding an Ace of Swords, the King fled to the Wood of Giant Animals, where the White Rabbit found him.
- Hoping to get to the Queen of Hearts and resolve matters, the two made their way towards the city of Hope. They were almost caught very near the city, and fled through a Tree with A Door In It. That brought them here.

Shortly after the King completes his story, a trio of Victoria's hunters bursts into the Hall of Doors via yet another door.

Ace of Swords

A mysterious figure in armor and robes embroidered with stylized cloud patterns, his face shadowed by a cowl, bearing a sword with a cross guard that suggests the mystic design of a crown and laurel.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d8
Skills: Fighting d10, Notice d8, Intimidate d8
Charisma: 0; **Pace:** 6; **Parry:** 9; **Toughness:** 11 (3)
Hindrances: Flammable, Soggy When Wet
Edges: Combat Reflexes, Edge-facing, First Strike, Flat ... Sort Of, Improved Block, Improved Frenzy, Improved Nerves of Steel, Improved Tough As Nails, Level Headed, Luck of the Draw, Trained for the Job
Gear: Cuirass (+3), sword (Str+d8+1, +1 Fighting)

Ace of Wands

A cowled figure in a long coat embroidered with cloud-like designs, bearing a large wooden "wand" (staff) that sprouts living leaves.

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d8, Vigor d6
Skills: Belief d10, Fighting d6, Notice d8, Taunt d8
Charisma: 0; **Pace:** 6; **Parry:** 8; **Toughness:** 7 (2)
Hindrances: Flammable, Soggy When Wet
Edges: AB Miracles (Victoria), Edge-facing, Flat ... Sort Of, Improved Block, Luck of the Draw, Trained for the Job
Powers: (20 PP)—*boost/lower trait, deflection, growth, healing*
Gear: Heavy coat (+2), large wand (Str+d4, Parry +1)

Ace of Cups

A cowled figure in a long coat embroidered with cloud-like patterns, bearing a great weaponized "cup" (a heavy chalice) embossed with the image of a bird and a fountain.

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d6, Vigor d6
Skills: Cooking d10, Fighting d6, Notice d8, Persuasion d8, Throwing d6
Charisma: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 7 (2)
Hindrances: Flammable, Soggy When Wet
Edges: AB (Gourmancy), Edge-facing, Flat ... Sort Of, Improved Block, Luck of the Draw, Trained for the Job
Magic Foodstuffs: (20/20 PP)—4x Red Hot Chili (*burst*, 2 PP, 5), 1x Spicy Burrito (*deflection,* 2 PP, 8), 2x Puppeteer's Pie (*puppet*, 3 PP, 8), 4x Floral Fritters (*speed*, 1 PP, 5)
Gear: Heavy coat (+2), large cup (Str+d4)

Royal Conversion

The King of Hearts and the White Rabbit insist the two of them together with the knowledge the heroes have of Victoria's plans may well be able to bring the Queen of Hearts back from madness. All they need to do is get to the Queen.

Sneaking into the palace is relatively easy. Depending upon how the heroes entered and left the royal palace when they were seeking the March Hare, they may even have an ally in the palace—the Walrus majordomo who arranges for a side gate to be left open.

Alternatively marching through the city of Hope with the King of Hearts in plain sight soon gathers a crowd of followers all eager to see what is occurring.

The Queen

When the heroes reach the Queen of Hearts she reacts calmly, totally unlike her normal ballistic temper tantrums. She greets her husband on the verge of tears, gasping, "*He threatened to kill you if I didn't … didn't obey* him." As the King moves to comfort her and waves any followers (e.g., the townsfolk) away, the Daffodil Man steps out and sneers at the heroes, "*Pathetic worms, you have merely hastened your deaths by returning him*."

The Queen immediately begins to strangle her husband with one hand while hurling *bolts* at the heroes (–2 to spellcasting rolls due to multi-action penalty). The Royal Guards also move to attack the heroes.

Each round, the King must succeed in a Vigor roll or take a level of Fatigue. Once he is incapacitated the Queen drops him and turns her attention fully to the heroes. A successful attack on the Queen while she is strangling her husband, even if it causes no damage, causes her to drop him and turn on whoever attacked her instead.

The Daffodil Man stays as far out of the combat as he can while using his Magic Foodstuffs to aid the Queen or hinder the heroes. The Queen is currently under the effects of the *puppet* power, having eaten several cakes provided by the Daffodil Man. This power lasts for a further 10 rounds in total (she has no chance to resist this—not even for being commanded to attack her husband or other allies). If the Queen is incapacitated, the Daffodil Man attempts to flee from the palace.

Royal Guards (12): Rank-3 Club Card (p. 165).

The Queen of Hearts: (p. 158).

The Daffodil Man: (p. 156).

Using the Crown of Alice

The Crown may be used on either the Queen or the Daffodil Man. In either case a successful Fighting roll with a penalty of –2 is required to place the Crown.

The Daffodil Man Released

As long as he wears the Crown of Alice, the Daffodil Man is immune to Victoria's control. Unfortunately for the heroes he can recall very little of his mistress's schemes and plans. The GM can use disjointed fragments of memories to fill in any details the heroes have not discovered or understood. The one thing of note he can recall is Victoria suffers regular nightmares that seem to involve Alice returning.

- **The Queen is freed:** The Daffodil Man immediately attempts to flee the palace; the Queen calls off her guards.
- **The Daffodil Man is freed:** He slumps to the floor as realization of what he has been forced to do floods through him. The Queen is consequently freed as well, and calls for her guards to cease their attack.

Aftermath

One way or another the Queen of Hearts is free of the Daffodil Man's direct control and after discussions (often heated) with the King, the White Rabbit and the heroes, it becomes clear she is totally devoid of any influence from either the Daffodil Man or Victoria.

If the Daffodil Man escaped, the GM should feel free to use him in later Savage Tales where his presence would be logical. Alternatively, the heroes may hunt him down once they have the Crown of Alice.

Council of War

The Royal Couple calls a council meeting, which includes many of the Royal Cards, the White Rabbit ,and the heroes. Before any business is discussed, the Queen of Hearts declares the heroes to now be honorary members of the Royal Heart Family and bestows the title of Knave upon them. This gives the heroes the equivalent of the Noble Edge (+2 Charisma when dealing with Cards). The discussions revolve around what is to be done about Victoria. The eventual conclusions should be something like:

- Victoria's forces allied with those of the Red Queen outnumber those of the Cards and are far better equipped.
- It is very unlikely the White Queen would commit the House of Whitefield to any conflict after her inexperience lost the battle with the Red Queen.
- If the Card army were to march into the Red Queen's realm to aid the House of Whitefield against the House of Rosewood, ancient treaties would come into force, obliging all Chessmen to fight together to defend their sovereign lands.
- The King of Hearts heard during his imprisonment the White King was kept prisoner in the Looking-glass House. If the White King could be freed, he could lead his people to almost-certain victory against the Red Queen. Once the House of Rosewood would be neutralized, the combined forces of the Card army and the House of Whitefield would outnumber those of Victoria, practically assuring victory.
- The White King must be freed! However, a frontal attack on the Looking-glass House would give those inside time to kill the King. If the Looking Glass could be found in the Real World and used to slip a small team into the house, though….

Interlude 6—Mirror, Mirror on the Wall

In which the heroes seek and retrieve the Looking Glass in the Real World and use it to enter the Looking-glass House.

Equipment: Military weapons and armor, but only such as can be carried without undue suspicion.

The heroes have heard of the location of a mirror resembling the Looking Glass in a second-hand shop in the suburbs. Unfortunately for them, Nazi agents have also discovered the location and arrived just before the heroes.

The Shop

"Jones's Secondhand Goods," reads a barely discernable sign above the shop, a "closed" sign hangs in the window but the door is ajar. Any hero who succeeds in a Notice roll upon entering the shop hears a soft thump followed by a muffled groan from the back room. If the heroes make little noise, they surprise those in the back room. The **Victorian Pub/Hotel/Store** map (p. 53), can be used to represent the layout of the shop.

The Back Room

Two Nazis are holding the shop owner, Mr. Jones, while a third punches him. Two more soldiers lounge idly against a table, upon which sits a mirror. A final man in a long black leather coat watches the beating with an almost manic gleam in his eye. Jones gave the Nazis what they were searching for, but they also want to hear what he knows of Alice, and are intent on beating it out of

him. Jones, unfortunately, honestly knows nothing of Alice.

Nazi Soldiers (5): Human, Guard (Real World) (p. 171), with tommy guns and heavy revolvers.

Nazi Leader (1): Human, Guard Captain (Real World) (p. 171), with a heavy revolver, a tommy gun, and +1 armor due to his coat.

The Looking Glass

The Looking Glass is an unassuming mirror, some 4 feet wide and 3 feet tall. The frame is plain and made of varnished wood. The mirror is not at all unusual, being normal glass over a thin layer of silver plated onto a copper plate. A jagged crack runs down the center of the mirror, which may be repaired with a suitable piece of replacement glass and a Repair roll.

Using the Damaged Looking Glass

If the Looking Glass is used before the crack is repaired, the mirror momentarily turns liquid, but the user is forced away as *something* emerges. This thing is a creature from between the realms and it fights ferociously until slain, at which point it fades, leaving nothing behind.

Mirror Thing

The creature has no fixed form. It continually extrudes and retracts spikes, claws, arms and legs in random directions, but all are covered in a silvery sheen.

Attributes: Agility d8, Smarts d6 (A), Spirit d10, Strength d8, Vigor d10
Skills: Fighting d8, Notice d8
Pace: 8; **Parry:** 8; **Toughness:** 7
Edges: Improved Dodge, Improved First Strike, Improved Block, Improved Frenzy, Quick
Special Abilities
- **Various Appendages:** Str+d6.
- **Hardy:** A second Shaken result does not cause a wound.

Using the Looking Glass to Enter Wonderland

The Looking Glass is a portal to Wonderland. It is unique among portals, as it may be used to both enter and exit Wonderland during a single trip. Both sides of the portal are mirrors, and the Real-world mirror may be moved, unlike all other known portals.

If a potential user has entered Wonderland before, a successful Spirit roll is required. If the user has never been to Wonderland, a raise is required. One attempt may be made per round. Success causes the mirror's surface to momentarily become liquid and the user is "sucked" through to Wonderland. Only one person may pass through the Looking Glass at a time.

Chapter 7—Reunite the White King and Queen

In which the heroes rescue the White King and escort him back to his palace, then aid in a battle against the House of Rosewood. Afterward, with Victoria's hold over the House of Rosewood broken, more of her plans are revealed.

Looking-glass House

The Looking-glass House is one of Victoria's strongholds in Wonderland and is thus fairly heavily defended. In this Chapter the heroes enter the House via the Looking Glass and are thus essentially "escaping" rather than breaking in.

The Looking-glass House is guarded by Chessmen of the House of Rosewood who have been gifted to Victoria by the Red Queen and are fiercely loyal to Victoria alone.

The Outer Wall

A 12-foot-high wall has been built around the house and some of its grounds, cutting it off from the Living Flower Maze gardens. This wall is crenellated and has a walkway (providing medium cover). Six towers are part of the wall; one at each corner and on either side of the only gate, which is to one side of the house.

Each tower is always manned by eight Red Pawns. A patrol of a further sixteen Pawns led by a Rook continually moves between them in a clockwise direction.

Red Pawns (total of 64): (p. 167), with crossbows.

Red Rook (1): (p. 168), with a crossbow.

The Tower

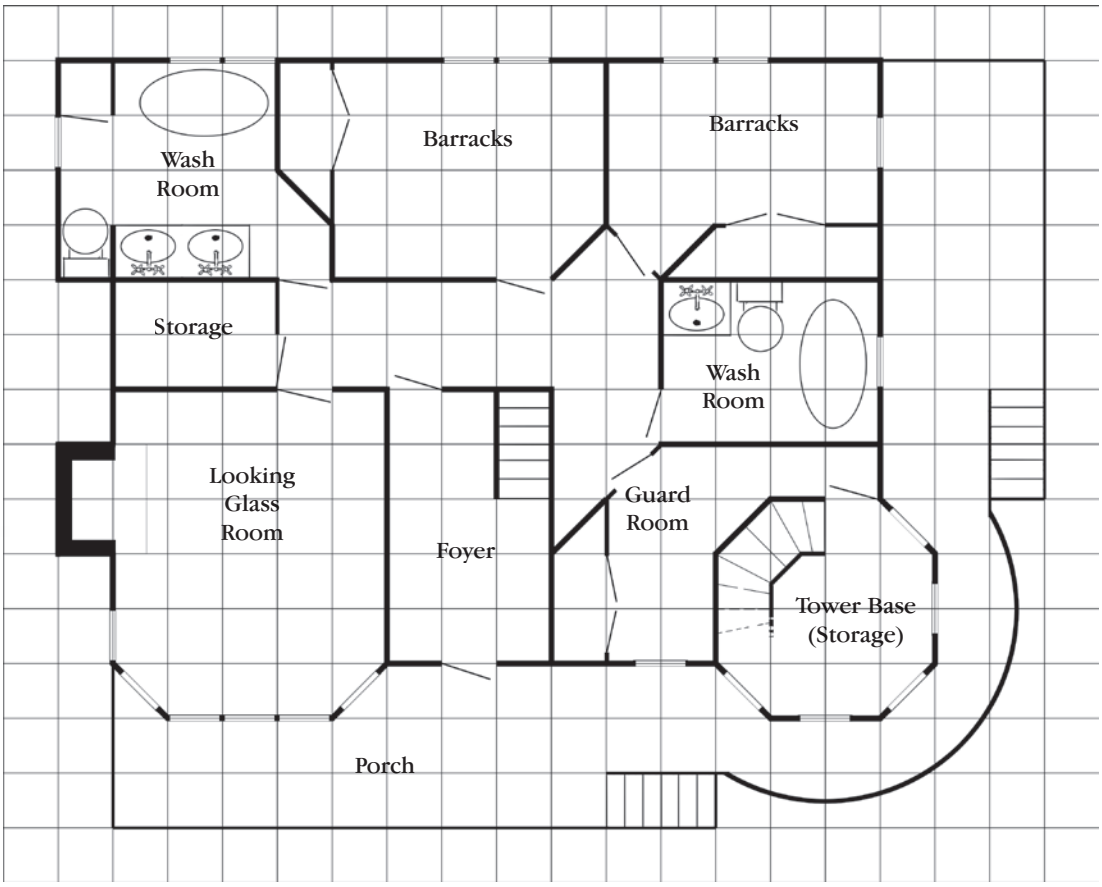
One corner of the house has been built up into a five-story tower. The tower is used by the commanders of the garrison as quarters, as well as a lookout and as a prison for the White King.

1st Floor—Storage.

2nd Floor—Commanders' quarters. Four Chessman Rooks command the garrison; one is always with the wall patrol while a second guards the prisoner (see Third Floor). The remaining two Rooks are on this floor in their office or quarters.

3rd Floor—Prison cell. This floor consists of a guard post, manned by eight Pawns, a Bishop and a Rook. A

THE LOOKING GLASS HOUSE—GROUND FLOOR
(scale: 1 square = 1 yard)



Note: Original windows are depicted in the map, but have been barricaded on the ground floor.

The second floor has a similar room layout, with weapon ports for firing out of the windows.

The tower continues upward, each of five floors connected by the spiral staircase.

The house is "modern" (c. 1860) compared to the "medieval" look of most of the Looking-glass Lands.

stout door leading to the cell is locked, and only Victoria has the key (attempts to pick the lock are at a –2 penalty). A small hatch allows food and water to be pushed into the cell. Within the cell is the White King.

4th Floor—Lookout post. Eight Pawns, each watching one of the eight main compass points, man the top floor.

Red Pawns (total of 16): (p. 167).

Red Bishop (1): (p. 167).

Red Rook (3): (p. 168), with crossbows.

The House

The house is a two-story manor house with attic rooms. The original purpose of each room is hard to fathom since all have been stripped and are now used to either billet troops or provide sustenance for them. The House is "home" to a large force of Red Chessmen whose main purpose is to guard the "*Prisoner*." This is an unnamed and seen-by-few being (actually the White King). Although there are a large number of troops in the

The Accords of the Eighth Square

A Chessman hero making a successful Smarts check (or any player possessing the original Accords) will recall that the act of a Chessman disguising himself as a member of the other House is totally against the Accords. If this matter is raised the White King (or Queen) will point out that the Red Queen would not, normally, consider such an action and must have been under some sort of duress to issue such an order.

In truth, such treachery is unthinkable even to the Red Queen. The Chessman assassins are outcasts who have been recruited by Victoria's agents. Proof of this treachery could help to sway the Red Queen to realize Victoria's true nature, if presented to her.

house, the GM should take care to not send too many of them against his heroes at once. Remember that the house is large, and the sorts of loud noises that might be associated with combat are quite common. The House is also being used to store arms and supplies for the eventual invasion of the Real World.

Red Pawns (total of 112): (p. 167), with crossbows.

Red Bishops (8): (p. 167).

Red Knights (8): (p. 167).

Red Rook (8): (p. 168), with crossbows.

The Looking-glass Room

This room is of particular note, as it is not used by the troops. Situated at the back of the house on the ground floor, this room has a large fireplace (the chimney has been blocked shut) over which is set a large mirror. This is the Wonderland end of the Looking-glass portal. Victoria, being concerned someone from the Real World could stumble through the Looking Glass, has taken some precautions with this room.

First, a cloth covers the mirror. This is not firm enough to prevent anyone from passing through, but it wraps around the first person to enter the room via the Looking Glass. This renders the victim Shaken, with a –2 penalty on all actions until a successful Agility roll is made to cast the cloth aside.

Second, Victoria has had a trio of particularly vicious wolgles chained in the room. Each chain is long enough for the attached wolgle to reach the whole room.

Vicious Wolgles (3): (p. 180); Wild Card, with Frenzy and Hardy.

During the discussions with the House of Rosewood one of the heroes is approached by a Red Pawn who claims to have knowledge which may be useful. The GM may have a group of Rosewood assassins strike during the meeting if desired.

The Pawn was a servant in the Palace before being conscripted into the Red Queen's army. During one of the Daffodil Man's stays at the palace he cried out in his sleep as though suffering a nightmare. The Pawn clearly heard him say:

"Victoria—Alice—Victoria—Alice—One and the same yet two—Gentle Alice, help me!"

Reunite the White King and Queen

The heroes have rescued the White King and now must escort him to the city of Charity where he can rally his forces to aid those who resist Victoria. News of the King's return spreads throughout Charity and it is no surprise the Lion and the Unicorn are awaiting their liege at the castle gates.

As the heroes cross the main entrance hall they hear cries and sounds of combat from one wing of the palace—a group of Rosewood Chessmen has attacked the Royal Guard's barracks. The White King orders the Lion and the Unicorn to investigate the fracas while he and the heroes go to the Queen.

Reaching the throne room doors, the heroes' attention is drawn to a number of Chessmen running towards them from a side passage. Successful Notice rolls reveal flashes of deep red from tears in the Chessmen's clothing, granting alert heroes a chance to be prepared. These are a group of assassins sent by Victoria; they immediately attack the heroes and King.

Trios of Whitefield Pawns fight a desperate battle inside the throne room against a second set of assassins who have penetrated the castle disguised as White Chessmen.

Ten rounds after the melee begins, the Lion and the Unicorn arrive. With them are two White Knights, a White Bishop and 24 White Pawns. After the Red assassins have been stopped and there is time to take stock, it appears five groups of assassins were sent to kill the White Queen; two were stopped by the Palace Guards, one group made it to the barracks (and were subsequently dealt with by the Lion and the Unicorn), the fourth made it to the throne room, and the heroes met the fifth. If the captives are not interrogated, the heroes will not realize that there were actually *six* groups of assassins.

Assassins (6 groups): Each group of assassins consists of—

Chessman, Bishop (1): (p. 167).

Chessman, Rook (1): (p. 168).

Chessman, Knight (1): (p. 167).

Chessman, Pawn (6): (p. 167).

The Sixth Group

If the sixth group of assassins is known about, a search is soon organized.

Each hour, make a Notice roll for the searching party, using a d8 (no Wild Die). On a raise, the assassins are found. If the heroes get involved, allow them to make Notice rolls as well; on a raise, they spot the assassins and combat may ensue.

If the assassins are not found or are not even known about, they will strike later at an unexpected time.

War!

Less than an hour after the original assassins are foiled, a disheveled and exhausted Pawn is escorted into the throne room. If the heroes are out searching for assassins, they are summoned. The Pawn relates how the House of Rosewood is marching on Charity. Its obvious intent is to destroy the House of Whitefield once and for all.

The White King rapidly calls a council. Present are the White Queen, the Lion, the Unicorn and the heroes. All are rapidly bought up to date with what has happened in the past, Victoria's plans, and the current situation.

The King proclaims his intent to lead his House to victory, for though outnumbered he is a superior tactician to the Red Queen and is sure victory can be theirs. The Queen laments at the deaths which will come from an all-out war and points out that Victoria is behind all the recent conflict; could not something be done with that information?

Let the heroes come up with plans if they can, but the Lion and Unicorn should contribute alternative suggestions (with attendant pros and cons) as well. The best possible outcome with as little loss of life as possible would be to free the Red Queen of Victoria's influence, and potentially gain an ally. Some ideas follow:

Challenge the House of Rosewood's Champion—the Red Knight is an honorable foe and agrees to meet a single champion of Whitefield in combat. He is not stupid and does not allow the outcome of the whole battle to hinge on one fight; however, it could be a way to gain an audience with the Red Queen (perhaps even by deliberately *losing* and being taken prisoner).

Confront the Red Queen—if someone could get to the Red Queen, she could be confronted with evidence of Victoria's duplicity. This might convince her the course she is following is not really of her own choosing. The Queen is at the hub of her army and protected by her personal bodyguards, which would have to be defeated before she could be confronted. Such a confrontation cannot be scripted here but forceful arguments with proof to back them up and good role-playing should convince the Red Queen of the error of her ways. If the heroes possess the Accords of the Eighth Square, or have any proof of the Red Chessman assassins who painted themselves white (clearly against the Accords), allow them a bonus on any rolls to persuade the Queen.

Assassinate the Red Queen—the House of Whitefield is opposed to this scheme, but may be convinced of its validity. Again, a small force would have the best chance to gain access to the Queen, and would have to contend with her personal bodyguards. This would not prevent the war, but would remove the House of Rosewood's Knowledge (Battle) skill for two turns of the battle, after which the Red Knight takes command, with Knowledge (Battle) d10.

The Red Queen: (p. 158).

Red Queen's Personal Bodyguard: Comprised of—

Rook (1): (p. 168).

Bishop (1): (p. 167).

Knights (4): (p. 167).

Use the Mass Battles rules from *Savage Worlds*, should pitched battle ensue.

The Forces

House of Rosewood

- **The Red Queen**, Knowledge (Battle) d10.
- **The Red Knight**, Fighting d10, Knowledge (Battle) d10.
- Red Forces numbering 3,000.

House of Whitefield

- **The White King**, Knowledge (Battle) d12.
- **The White Knight**, Fighting d10, Knowledge (Battle) d10.
- **The Lion**, Fighting d8.
- White Forces numbering 2,000.

If Rosewood is Victorious:

All surviving heroes (including the Lion, the Unicorn, Whitefield royalty, and any player-characters who do not flee) are taken in chains back to Hope and thrown in the dungeons on charges of aiding and colluding with invaders from outside Wonderland. The players now have several options. These include, but are not limited to:

- **Guerilla warfare** against the house of Rosewood, aiming to slay the Red Queen. They will be harried both by forces of Rosewood and Victoria.
- **Jailbreak**, either to free their imprisoned companions or to break out of prison themselves.
- **Present evidence of Victoria's duplicity**, should they ever come to trial. Victoria would know the threat they pose to her, and will attempt by any means necessary to make sure the trial never happens.

The Red Queen will not outright kill the White King or Queen, though they will never be freed unless she is convinced otherwise. If the heroes are unsuccessful in securing their release, the White King will eventually sue for an audience with the Red Queen. The request is granted, and somehow the White King also secures the heroes' presence at the audience. This is the heroes' chance to plead their case. If successful, the GM may pick up the necessary pieces of "If Whitefield is Victorious"

and continue the campaign with whatever modifications seem suitable.

If Whitefield is Victorious:

With the House of Rosewood essentially neutralized, (either by the Red Queen being convinced the war is wrong, or by her death) hostilities are soon halted, although tension between the two houses is high.

A tense meeting is convened to discuss events and what is to be done. Although they have been allies of Victoria (or her proxy the Daffodil Man), the House of Rosewood knows very little of her plans. The Daffodil Man discussed at length with the Red Queen a possible alliance with the Queen of Hearts against a mutual enemy, whom he would not name. When the Red Queen tentatively agreed, the Daffodil Man revealed the enemy was from the Real World, who had found ways to enter Wonderland and was keen to subjugate its peoples and mine its resources. He also dropped hints the House of Whitefield was allied with these invaders. As evidence to his claims, the Daffodil Man led a Rosewood force to the remote regions of the Chessboard Fields. There they witnessed a strangely garbed group of humans attack a border patrol. The humans were marked as not native to Wonderland by their weaponry and strange black clothing, marked only by twin lightning bolts.

A short while ago, the Daffodil Man sent a message to the Red Queen, informing her the White King was returning with plans to attack her house by surprise. He suggested the Red Queen lead her army in a preemptive counter-strike since the time of the invasion from the Real World was nearing and they could not afford to fight a war on two fronts.

If the heroes have put all the clues together, they should realize that Alice is the key to what is happening. Once this is deduced, the council calls upon the heroes to return to the Real World, find Alice and bring her physically to Wonderland to meet with the White King at a mutually-agreed meeting place. Meanwhile, the council contacts the Queen of Hearts and the White Rabbit to inform them of events.

All heroes in the group gain a +2 Charisma bonus when dealing with Chessmen from this day forward. Non-Chessman heroes are given Honorary Chessman status, though this differs from the Edge of the same name in that it does not grant a "free" d6 in Knowledge (Battle). Instead, he is considered a Pawn, and may attempt to pursue Edges normally restricted to Chessmen, so long as he meets the other prerequisites.

Chessmen and those who were already granted Honorary Chessman status receive an honorific title (likely made up on the spot) that will be used on formal occasions when introducing the hero in the Looking-glass Lands. For example, a Knight might become "Knight Exemplar of the Realm."

Interlude 7—Mad Schemes

In which the heroes rescue Alice from a hospital in the Real World.

Equipment: Military weapons and armor; the heroes know they must rescue Alice above all else, and caution can be thrown to the wind.

The heroes stand outside a derelict building in the slums. A cracked and faded sign, once lit but now dark, proclaims the place to have once been a hospital. If the heroes' information is correct then somewhere inside is the original Alice.

The Hospital

The hospital is derelict, however Victoria has quite a few of her forces scattered throughout it to make sure Alice remains hidden. The hospital is five stories tall but only the first and third are actually used. Access between floors is via stairs (with locked doors at each floor) or climbing the lift shaft (the power is off, so the lifts do not work) and forcing the lift doors open.

Victoria's agents have released a number of Wonderland creatures on the unoccupied floors and only feed them sporadically. Therefore, all are hungry and desperate for fresh meat.

1st Floor—there are four packs of Cards guarding this floor, two on duty and two off. If a fight breaks out, the other on-duty pack arrives after four rounds and the off-duty packs after ten rounds.

2nd Floor—Victoria's agents have released a number of jabberkin onto this floor.

3rd Floor—Alice is kept here guarded by a squad of Tweedle led by a pair of Tweedle Commanders. Alice is still in her comatose state and securely bound to a bed; she appears to be in her 70s (she is actually 91) as she did not age significantly during her time spent in Wonderland. The heroes can do nothing to awaken her until she enters Wonderland, so they have to carry her out of the hospital to whichever portal they decide to use.

4th Floor—Victoria's agents have released a number of wolgles onto this floor.

5th Floor—Victoria's agents have released a number of toves onto this floor.

Card Packs (4): Each consists of two Rank-2 Club Cards per hero led by a Rank-3 Club Card (p. 165).

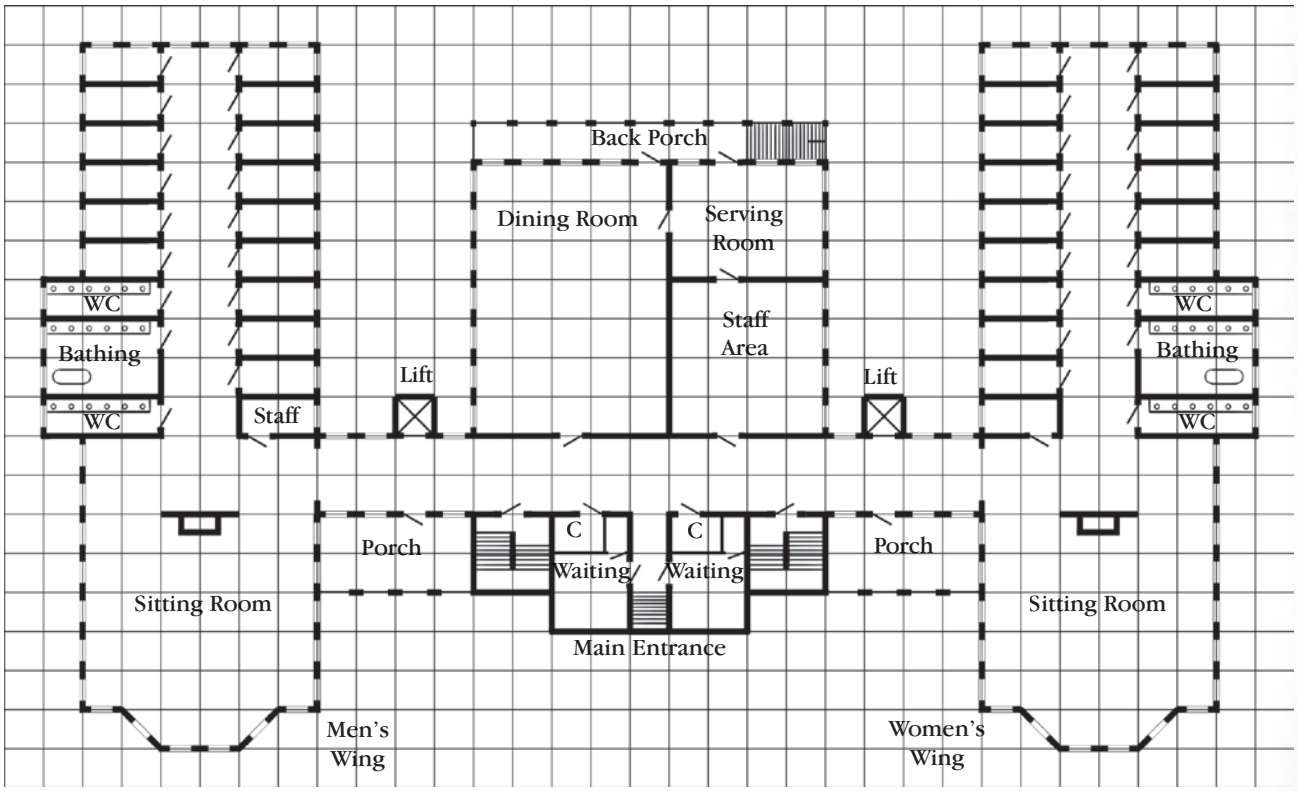
Jabberkin (8): (p. 172); each is berserk due to hunger.

Wolgle (12): (p. 180); each is berserk due to hunger.

Toves (12): (p. 178); each is berserk due to hunger.

Tweedle Squad (10): Tweedle, Guard (p. 179), with a heavy revolver.

OLD HOSPITAL—FIRST FLOOR
(scale: 1 square = 2 yards)



Tweedle Commander (1): Tweedle, Guard Captain (p. 179), with tommy gun, with Shooting d10.

Tweedle Commander (1): Gourmancer, Experienced (p. 170).

Chapter 8—End Game

In which the heroes return Alice to Wonderland and meet with the forces prepared to stop Victoria's invasion of the Real World. The heroes are sent to scout the Chessboard Fields and locate the site of Victoria's invasion. They do, but must hold off pursuers until their main army arrives. As the two opposing forces clash and the heroes try to get Alice to Victoria a new portal to the Real World opens and the army of the Third Reich bursts into Wonderland. The forces of Alice and Victoria must unite to force back these invaders.

The heroes arrive back in Wonderland with the awakened (but still elderly) Alice in tow, and rendezvous with the White King (and also the Queen of Hearts, White Rabbit and Red Queen if "converted"). During this journey Alice is confused and bewildered, but is able to explain what she can of events—the GM should paraphrase the information in the section **What Has Gone Before** (p. 55) up to and including the section **The Great War**.

Events have moved on while the heroes have been gone: a titanic explosion blew the Jabberwock's lair apart, opening a wide entrance to the Hidden Realm. Through this entrance poured Victoria's forces, quickly overpowering the garrisons on the Guarded Way. This move effectively cut the allies of the Queen of Hearts and White King off from one another. With the majority of the allied armies watching the ends of the Guarded Way, the other two exits from the Hidden Realm were less well-warded. These lesser garrisons were overwhelmed when Victoria's forces poured forth from the Eastern Passage into the Chessboard Fields (Victoria only left a token force in each way station on the Guarded Way whilst pulling her main force back to her valley).

Now the Queen of Hearts' army is on the march, and the White King's is already gathered just north of Charity on the edge of the Chessboard Fields. None yet know the exact whereabouts of Victoria and her army.

Alice only has a vague sense of Victoria, but with time and a degree of "wandering," she can locate her. Although the main army cannot be moved at her whim, a small skirmish force can be. Once more the heroes are "volunteered" along with the Unicorn and a small

force of eight Pawns. This group is to try and track down Victoria. A slightly larger force led by the Lion follows behind, while the White King and the main army remain outside Charity. When the heroes find Victoria, the Unicorn quickly travels back to the Lion's force and then to Charity to pass on word of the location.

The Search

Victoria has scattered her own skirmish groups across the Chessboard Fields in an effort to slow down any pursuers. The search can be as long or short as the GM desires, but the searchers encounter only Victoria's skirmishers (who do not know her location).

Victoria's Skirmish Groups—Each group is identical, composed of:

Rank-1 Club Cards (2 per Wild Card and 1 per extra in the heroes group): (p. 164).

Rank-3 Club Card.

10 of Cups: Gourmancer, Experienced (p. 170), with Card abilities.

Victoria's Army

Victoria's army is gathered in a circular formation upon a plain which is flat for many miles around. The army is arranged so as to face all directions, and is ready for an attack. The army is composed of mainly Cards but also includes many Chessmen (of both colors), Tweedle, Animals, and Humans. Amongst these can also be seen a few Plants, jabberkin and other creatures. There is a hive of activity in the center of this formation, and anyone making a successful Notice roll sees the digging of a series of interlinked trenches.

The Unicorn urges the heroes to find a good hiding place and then sets off to notify the White King's forces.

Waiting Game

Victoria's forces locate the heroes a day or so after the Unicorn leaves. The group receives plenty of warning as a small section of Victoria's army detaches from the gathered mass and heads directly towards them. The heroes have two choices: find somewhere to hole up and defend, or run.

Running

If the heroes run, the pursuers give chase and have a better time of it, being more rested than the heroes who have spent days trekking here. The pursuit continues day and night with all involved slowly flagging. The heroes must make Vigor rolls each day of fleeing, and take a level of Fatigue for each failure. Heroes who become incapacitated can obviously no longer run. If the heroes give up fleeing and look for a defensible position, see the **Holing Up** section below.

Victoria's forces must make Vigor rolls too; however, they have a +2 bonus for the first day of pursuit and a +1 bonus on the second and third days due to being rested. Use a group roll for the pursuers, and give them Vigor d6. The pursuers give up the chase if they take two levels of Fatigue. After camping for a day, they return to Victoria's main army.

Holing Up

As luck would have it, a defendable valley can soon be found. It has high and inaccessible walls with a narrow approach. A small force should be able to hold off a much larger one here for quite some time. The heroes and their allies find themselves attacked at random intervals throughout the day and night and need to make successful Vigor rolls once per day or take a level of Fatigue.

The Tarot Sword Card leading the assault sends small numbers of his army at a time to test the heroes' defenses; the GM should choose one of the squads listed below for each attack.

Overrun Squad—The attackers try to overrun the defenders with sheer numbers: a number of Pawns attacks, equal to the number of defending Extras plus twice the number of Wild Card defenders.

Aerial Squad—The pursuers have a number of "trained" wolgles that are used to drop rocks on the defenders before swooping down to attack. There are six wolgles in the attack. Randomly select six targets and have each attempt an Agility roll. Failure indicates a direct hit for 2d6 damage, Success means a partial hit for 1d6 damage and a raise means a complete miss.

Heavy Squad—The attackers attempt to force their way through the defenders. The squad consists of two Tweedle and two Knave (Rank-4) Club Cards amidst six jabberkin. All charge into melee and attack recklessly.

The Pursuing Force:

Pawns (50 total): (p. 167).

Wolgle (12 total): (p. 180).

Jabberkin (15 total): (p. 172).

Tweedle (8 total): Tweedle, Guard Captain (p. 179).

Knaves (8 total): Rank-4 Club Card (p. 165).

The Cavalry

As things look bad for the heroes, they are exhausted and about to be overrun; the Lion arrives with his force, and hits the enemy from the flank. The Lion's force is

sufficiently large enough to rout the attackers. The heroes are safe—for now.

The Final Battle

The combined army of the Queen of Hearts and the White King arrives near Victoria's army. The White King stands high and gives an emotional speech to those gathered, relating that this is a battle no one wants and that the cost will be high. He reiterates that the primary purpose of the battle is to stop Victoria from opening a portal to the Real World and the horrors of the war being fought there.

Alice stands looking over Victoria's army and points a shaking finger towards the central area. "*I am there,*" she says.

Battle Is Joined

The armies gather into formations and begin to march towards their opponents. The heroes, with Alice, are surrounded by elite Rank-4 Cards and White Rooks supported by the Lion and the Unicorn. Their purpose is to drive a wedge into Victoria's army and get the heroes as close to her as possible.

Getting to Victoria

The heroes may well have another way to get to the central area, and if so the wedge mentioned above still forms up, aiming to distract Victoria. Never underestimate the ingenuity of players. It is up to them to reach the central area, and they should have plenty of allies to call upon for assistance by this stage, some of whom might even be able to fly (such as the Gryphon).

Persuading Victoria

Victoria's army is gathered around a network of trenches, each four feet wide and six feet deep. A hero making a successful Notice roll sees all the trenches eventually join at a central area. If asked, Alice indicates that Victoria is within the central bunker. Victoria's personal bodyguards are hiding within the trenches and attack from cover where possible.

As the heroes begin to approach Victoria's hiding place, those making further Notice rolls sense the ground shuddering, as though in a minor earthquake. The edges of the trench area begin to blur, slipping out of focus to be replaced by muddy, churned-up fields.

Victoria's Bodyguards (10): Rank-3 Sword Cards (p. 167).

Elite Bodyguards (2): Rank-4 Sword Cards (p. 167).

Gourmancer Bodyguards (2): Gourmancer, Experienced (p. 170).

The Cheshire Cat: (p. 155).

The Portal Opens

A low roaring begins as the battle progresses around them and the heroes fight against Victoria's bodyguards. The sound seems to emanate from the air and grows louder until all must attempt a Vigor roll or be Shaken by the sheer volume.

Victoria emerges from the central bunker, eager to see the results of her schemes. As she does, the roaring changes to ripping as the very fabric of Wonderland and the Real World are torn asunder and a new portal opens. It is as though a doorway has opened between the two worlds, fully 90 feet (15") wide and 45 feet (8") tall. Beyond the portal is a blasted and ruined wasteland of mud and blood where a battle rages on that dwarfs the one being fought in Wonderland.

As armored fighting vehicles and uniformed men pour through the portal, it is obvious that someone on the other side of the portal was expecting it to open, and has his own plans for Wonderland!

The Invaders

Both Alice and Victoria stand stunned by the sight of the immense forces beyond the portal. Expecting the numbers involved in the Great War (World War I), the escalation that is World War II is almost unbelievable. The shock and horror on Victoria's face fully tells of her realization of what she has unleashed on Wonderland.

Technology and the Portal

The rift between Wonderland and the Real World is severe enough that there's no clear border while it's open. Thus, Morpheus Weapons and real technological items from the Real World are no longer in danger of warping into Wonderland counterparts for the duration of the battle.

Should the portal be closed, however, the backlash immediately and automatically causes any out-of-place items to transform into their Wonderland equivalents.

In the case of the tanks and other things with no obvious 1890s counterpart, Wonderland gives up in frustration: Individual parts and pieces shoot off, turning into random objects (leaving a very confused and disoriented crew behind).

The first thrust of the German invaders forces a wedge between Alice and Victoria, and the heroes are assailed by a group of German infantry.

German Infantry (20): Human, Guard (Real World) (p. 171).

German Commander (1): Human, Guard Captain (Real World).

The Battle for Wonderland

After a few shocked seconds, both Wonderland armies realize the newcomers are indiscriminately attacking both sides. An uneasy alliance is quickly formed—*the enemy of my enemy is my ally … for a little while.* The forces of both Victoria and Alice turn against the invaders. Victoria ducks back into her bunker.

Alice turns to the heroes during a lull in the chaos about them. *"I … we must close the portal, or all Wonderland is doomed. You must help me reach her … me."* She gestures at Victoria.

The GM should run the battle as a cinematic scene rather than use the mass combat rules. Describe incidents involving characters the heroes have encountered both major (the White King, the Lion) and minor (the Rook who aided you in the Eighth Square narrowly dodges the rush of a tank as his Pawns are crushed).

To reach Victoria, the heroes should have to use all their skills and prowess to avoid the German forces, perhaps encountering another squad of Germans en route (see above).

When the heroes near the central bunker, they spot a Tiger tank bringing its turret gun to bear, supported by a dozen infantry. If the heroes do nothing, the tank fires and the bunker collapses. In this case Victoria has two wounds and the GM should modify the following sections appropriately.

German Infantry (12): Human, Guard (Real World) (p. 171).

Tiger I Tank (1): (p. 129).

Alice and Victoria

The heroes and Alice can easily gain access to the bunker, finding a distraught Victoria alone within. Her once queenly demeanor is utterly gone, leaving her a scared young girl in the depths of horrified despair.

Alice rushes to her side and the two of them talk in low whispers. Heroes making successful Notice rolls hear sufficient to fill in the back-story from the **What Has Gone Before** section of W*onderland No More*. Describe how the bunker shakes and debris falls from the walls and ceiling as the battle rages outside.

Abruptly a body tumbles into the bunker. It is a Card, a lowly two of Spades recruited into one of the two Wonderland armies now fighting for their realm. The Card's body has been shredded by gunfire and as it falls in a lifeless heap, blood runs from it in rivulets towards Alice and Victoria.

The Vorpal Sword

Let us hope the heroes have the Vorpal Sword. If so, it is a potent weapon against the German tanks, as it ignores armor, and is treated as a Heavy Weapon!

As such, the wielder may make Fighting attacks against the tanks and apply the sword's damage against the reduced Toughness.

The reality of what is occurring to their beloved Wonderland is enough to galvanize Alice and Victoria, who both turn and speak as if one. *"Gentle beings, I sought to stop war in the Real World; instead I now have to stop it in Wonderland. I need to reach the portal. Will you help me?"*

Closing the Portal

While the heroes escort the older woman and little girl to the portal, they explain as best they can. Victoria opened the portal, but someone from the Real World was also attempting to open a portal at the same time. To close the portal requires either Alice or Victoria to be on each side of the portal. Alice will go through to the Real World and Victoria will stay in Wonderland; both will need bodyguards.

The battle has largely moved on, but the portal is still guarded by two German squads, each consisting of six German infantry led by a Wild Card commander. All of these are in makeshift bunkers that provide +2 cover.

After dealing with the defenders, the heroes should choose who will accompany Alice and who will stay with

Victoria. The two embrace, and then Alice steps through to the Real World.

The Real-world side of the portal is also in an area from which the battle has moved on. However, unknown to the heroes, the German sorcerers who were opening the portal are still there.

Alice and Victoria face each other across the portal and close their eyes, concentrating intensely.

Closing the portal takes 8 rounds. In the third round, a squad of ten German infantry led by a commander attacks the Wonderland side of the portal. In the fourth round, a squad of ten German infantry and two German sorcerers attacks the Real-world side. The heroes must keep Alice and Victoria safe from harm.

German Infantry: Human, Guard (Real World) (p. 171).

German Commanders: Human, Guard Captain (Real World).

German Sorcerers: Gourmancer, Experienced (p. 170).

The Portal Closes

As Alice and Victoria concentrate, the low rumble begins again, slowly rising in pitch. Both Alice and Victoria begin to show the strain of forcing the portal closed: their faces are twisted in pain, and they suffer nosebleeds. The portal begins to shimmer as though there is a heat haze. There is a tearing noise as the portal slowly shrinks.

With simultaneous cries, Alice and Victoria collapse. Victoria tumbles forwards through the closing portal and her body falls *into* Alice's, leaving just the elderly woman, who collapses with exhaustion.

Give the heroes a round or two to decide what to do before the portal finally closes. When it does, there is an ear-splitting ripping noise as the two realms are physically disconnected. The ground shakes violently as fissures tear open and a massive earthquake rips through the Chessboard Fields.

Aftermath

The German tanks are neutralized as they slip or fall into the fissures that cross the battlefield, or begin to be violently "translated." With the portal closed, the Germans soon realize their cause is lost and most offer to surrender. Their eventual fate is left to the GM's choice.

Alice's Fate

What happens to Alice is up to the heroes' actions. The immediate choice is either to leave her in the Real World or take her through to Wonderland.

Real World—If left unattended, she soon dies, having undergone immense stress closing the portal. A successful Healing roll stabilizes her, but she is frail and old. Alice is convinced her time is past and that Wonderland is better off without her, though a successful Persuasion attempt could convince her otherwise. In the latter case, Alice makes the journey to the nearest portal and reappears in Wonderland (see the following notes).

Wonderland—Once back in Wonderland, the years drop off of Alice as she reverts to the apparent age of ten. However Alice is now essentially a prisoner of Wonderland, for if she ever returns to the Real World, her real age will once more assert itself, killing her.

Otherwise, after a somewhat awkward time spent catching up with the heroes (her descendants—even though she seems like a child now), she eventually sets out to explore Wonderland and perhaps even beyond, only to return if Wonderland itself is threatened again.

Tiger I Tank

Acc/Top Speed: 6/12; **Toughness:** 20/15/15 (8/3/3); **Crew:** 5 (commander, gunner, loader, driver, radio operator)

Notes:

- Heavy Armor
- Cannon in turret: range 0.5/1/2 miles, minimum range 20", 4d10 damage, AP 8, RoF 1, Heavy Weapon.
- 7.92 Coax MG bow (500 rounds): range 24/48/96, 2d8 damage, A 2, RoF 3. (If removed, weighs 25 lbs, and has the Snapfire limitation.)
- 7.92 Coax MG coaxial: see stats above.

Tiger I Tank, Abstracted

So far, vehicles haven't played much of a role in the setting of *Wonderland No More*, so if you'd prefer to avoid introducing vehicle rules to the battle, here are statistics for a Tiger I Tank, treated in abstract as if it were a single "creature" to do battle against. If it is "slain," assume that its crew is out of the action as well. For actions to be resolved against the crew rather than the tank itself (e.g., someone pried the hatch open and hopped inside), then treat each crew member as an Extra.

Attributes: Agility d4, Smarts d6, Spirit d6, Strength d12+8, Vigor d12+4

Skills: Notice d6, Shooting d6

Pace: 6; **Parry**: 2; **Toughness**: 15(3)

Special Abilities

- **Aim for the Port:** A called shot may be made at a –8 penalty to hit at range, or –4 if adjacent, to aim for one of the viewports with a projectile, thrown, or reach weapon. The resulting attack bypasses armor, and ignores the Heavy Armor ability.
- **All-Terrain:** Ignores most rough terrain movement penalties. Can pass through water up to 2" deep without a penalty to movement.

- **Armored Hull:** +3 armor.
- **Confident:** The crew gets a +4 bonus to Spirit checks to resist Fear since they're (relatively) safe in a tank.
- **Crush:** Anyone of Size +2 or smaller in the path of movement must succeed at an Agility test to get out of the way, or be run over for Str+2d8 damage. This is treated as a Heavy Weapon attack.
- **Hardy:** A second Shaken result does not cause a wound.
- **Heavy Armor:** Regular attacks do not even scratch the armor. Heavy Weapon attacks are required.
- **Large:** Opponents have a +2 bonus to hit.
- **Machine:** No extra damage is caused due to called shots (except as outlined under "Aim for the Port"). The tank gains a +2 bonus to recover from Shaken status.
- **Size +4.**
- **Vehicle:** This is a noisy, heavily-armored, tracked vehicle, not a creature with limbs, so there are various things it can't do that normal "creatures" might.
- **Weapons:** See statistics for vehicle listing above.

Interlude X (Optional)—In the Arms of Morpheus

In which the heroes attempt in the Real World to shut down an arms production center that is dreaming weapons into Wonderland.

Equipment: Military weapons and armor suitable for the World War II period.

The GM should run this Interlude at a suitable point after the heroes make the connection between the Real World and the Morpheus weapons. It begins with the heroes driving in a small truck towards the Morpheus Research Center. Read or paraphrase the following:

The truck jostles you as it bounces across the rough, featureless, terrain—featureless save for a dark, irregular shape on the horizon. Hidden within the wood is the secret research center which goes by the code name of "Morpheus," which is somehow supplying Wonderland with armaments. Despite your best efforts, you know very little of the place, save for its location.

The Wood

The wood is little more than a ring about a half-mile in diameter with the research center in the middle. There are occasional guard patrols and the heroes are unlucky enough to run into one as they make their way through the trees.

If the heroes are on foot, successful Stealth rolls evade the patrol.

Patrol (6): Human, Guard (Real World) (p. 171).

Morpheus Research Center

The Research Center is primarily below ground, only accessed via a small concrete bunker. The bunker is featureless save for a logo of a pair of crossed arms over a cloud. The door is locked and guarded on the inside by a pair of guards in the small reception room. From the reception room a spiral staircase descends to the center.

The center consists of twelve dormitory-like sleep chambers (each accommodating twelve people), several lounges in which are set up projectors and screens, a large dining room, a kitchen, a recreation room for off-duty guards, and a few offices. Another room houses a petrol generator that supplies the center with electricity.

People in the Center

The center has 80 dream-research subjects. There are always ten guards on duty and ten off (these arrive at any major disturbance after 5 rounds) and twenty staff (a mixture of scientists and manual workers).

If the heroes have encountered Gail Saunders in Wonderland (**Lost Traveler,** p. 140), she aids the heroes to the best of her ability.

How It All Works

Searching offices and interrogating the scientists can reveal the following information. The guards and manual workers know only the alleged reason for the center.

The center was originally set up to research dreams, but was closed down when war broke out. Victoria's agents used bribes and coercion to see the center reopened allegedly for research into ESP as a means for secure communication. In truth the center keeps its subjects drugged and forces them to watch violent war footage. Before and during their sleep the subjects wear earphones that play sounds of war to them incessantly while a low suggestive voice urges them to seek Wonderland. The result is that many of the sleepers dream-create weapons for Victoria's forces.

Shutting Down the Center

The best way to shut down the center is to destroy it, for instance using the petrol stored for the generator, though the presence of innocent subjects complicates matters. If the heroes evacuate the subjects, they are safe once out of the center.

Guards: Human, Guard (Real World) (p. 171).

Scientists: Human, Common Folk (p. 171), unarmed.

Subjects: Human, Common Folk; Spirit is d4.

Manual Workers (10): Human, Common Folk; improvised weapons (Str+d4). They are loyal to the center and its (purported) cause, and fight to defend it if required.

Savage Tales

Savage Tales are fleshed-out mini-adventures ready for you to run. When you see this symbol in the text elsewhere in this book, it means there is a Savage Tale that could be run (usually when the heroes encounter a certain person or enter a specific area). The page number is listed in parentheses after the name of the adventure. Check whenever you see the symbol and see if it is time to run the scenario in your campaign.

The name of each Savage Tale is followed by several entries in brackets. The first of these is the suggested minimum Rank heroes should reach before encountering the tale. The second is the person or location where the tale begins, or possibly another Savage Tale that leads to it.

The final entry can have several values:

Crown Of Alice—the tale concerns finding the Crown of Alice.

Not Specific—the tale is just a tale of Wonderland.

Real-world Link—the tale concerns links to what is happening in the Real World.

Vorpal Sword—the tale concerns finding the Vorpal Sword.

Victoria—the tale is particularly appropriate for the *Victoria* campaign.

Make sure to take a good look at the adventure. Some of them depend upon events that may have taken place in earlier tales. This is clarified at the beginning of the tale.

At the end of some Savage Tales, there is a section titled **Leads To;** this indicates further Savage Tales that are linked to the current one.

Special Tales

Three of the following tales are of particular note as they can be run when and where the GM desires:

Butterfly Ball (p. 134)

In which a Butterfly asks for aid in delivering messages to her offspring, who are spread over the realms. This tale is not linked to the *Victoria* campaign but can be used to "direct" the heroes to places of interest.

Lost Traveler (p. 140)

In which a confused stranger, surrounded by a cache of weapons, asks for help. This tale gives a hint to the workings of the Real-world company of Morpheus Research.

Weapons, Weapons Everywhere (p. 154)

In which the heroes find a waiting pack of Cards, as weapons fall from the skies! This tale gives a hint about the workings of Morpheus Research.

Allies? (Seasoned, Gryphon, Victoria)

This Savage Tale can be run whenever the heroes are atop a large hill or similar landmark that makes them more noticeable from the air.

A hero who succeeds in a Notice roll sees a large, birdlike creature swooping down. The creature has a leonine body with all four paws/talons extended and razor-sharp claws visible! The Gryphon has heard of the heroes' exploits and means to test their resolve. Any hero who made the Notice roll has one action to react; any attempt to strike the Gryphon is at a –2 penalty due to the speed of its dive.

The Gryphon flaps its wings furiously, then lands nearby and gazes at the heroes. After a few moments, the Gryphon makes a comment or two on the heroes' actions (for instance commenting that they are "unobservant" if none saw him, or "aggressive" if they attacked him). Hopefully conversation rather than combat occurs. If the heroes do attack the Gryphon, he takes to the wing and flies away, shaking his head sadly.

While the heroes are in conversation with the Gryphon, a group of jabberkin catches scent of him and charges to the attack. The jabberkin first target the Gryphon with their eye fire ability, setting the Gryphon's wing feathers

alight and he gives a scream of pain (2 wounds and he takes fire damage of 2d6 per round). To extinguish the fire requires a large volume of water or a blanket to be wrapped tightly around the Gryphon; however, anyone getting too close to the Gryphon has a 50% chance of being accidentally attacked as the creature flails in pain (roll normal Fighting skill against the character's Parry).

Once the jabberkin are dealt with, the Gryphon (if still alive) thanks the heroes for their aid and promises to aid them should they need it. He gives a small wooden whistle to the hero who aided him most, along with instructions to blow it when his aid is required. If the whistle is blown, the Gryphon arrives in the area 1d6+2 rounds later (doubled if indoors).

The Gryphon: (p. 156).

Jabberkin (3 plus 1 per hero): (p. 172).

A Missing Little Pig (Novice, Duchess, Not Specific)

Igpay the Duchess's son has gone missing, and the Duchess wants him back. The teenage boy, struggling with his more feral nature and the natural state of confusion for many of his age, has run away from home after another argument with his mother about wanting to find his father. Attacked in the woods by a bandersnatch, Igpay's feral side took over, and with the help of some natural wild pigs he drove the creature off. For once amongst creatures that accept him, albeit "dumb" beasts, Igpay is running with the pack of swine, his consciousness buried deep within his bestial mind.

The Duchess and her employees know very little of all this. The Duchess reveals only that her son has run away and she is worried and wants him returned. With a successful Streetwise check, the heroes may clean from the servants that an argument preceded Igpay's sudden departure, but only the Cook knows what the argument was about.

Tracking Igpay

If anyone asks, Igpay's clothing at the time he ran away can be related—a dark blue silk shirt, brown leather trousers, and black leather boots. Also, an antique sword that had been hanging in the parlor has gone missing.

Several Frog servants know Igpay has a favorite place down by a nearby stream, and can lead the heroes there. Igpay's boot prints are easily visible in the damp mud.

It requires no skill to see just where Igpay entered the woods, thanks to the mud, but the trail soon becomes harder to follow as it goes deeper into the forest.

It requires a Tracking roll (or Notice at –2) and an hour of searching to follow the trail. Check for an encounter (p. 92, **Other Forests** regional sub-table) each time the roll is failed.

The Wounded Bandersnatch

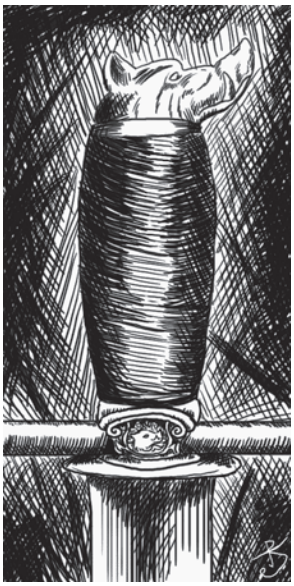
A flash of blue amidst the undergrowth marks the remains of a silk shirt. A hero making a successful Notice roll also finds scraps of brown leather and a sword lying amidst the undergrowth. A thrashing in the surrounding undergrowth gives the heroes enough time to prepare to meet a bandersnatch that charges towards them. The bandersnatch is suffering from one wound inflicted by Igpay before he fled.

Bandersnatch: (p. 161); this particular specimen has one wound.

The Wild Bunch

The wounded bandersnatch's cries lead the now-wild Igpay and his "pack" of wild pigs to the heroes. The pigs use Stealth to get close to and surround the heroes before attacking. Two rounds after the pigs attack, a trio of mome raths attacks from the surrounding vegetation.

Igpay's Sword



The sword Igpay took originally belonged to his father, Lord Bacham. Bacham's symbol—a boar's head—may be spotted amongst the ornate carvings on the hilt by anyone who inspects it. A Common Knowledge roll identifies the symbol as that of Bacham.

Damage is Str+d8, and it weighs 8 lbs. It is worth £10.

Have the heroes attempt an opposed Notice roll against the mome raths' Stealth. If the mome raths are not noticed, they get the drop on their victims (+4 to hit, +4 damage) for their first round of attacks only.

Igpay comes to his senses if rendered unconscious or Incapacitated. When revived he is confused for a short time, as while feral he was not conscious of himself. When he realizes what happened and that he attacked the heroes, Igpay is wracked with guilt—a fact the heroes may use to convince him to return to his mother.

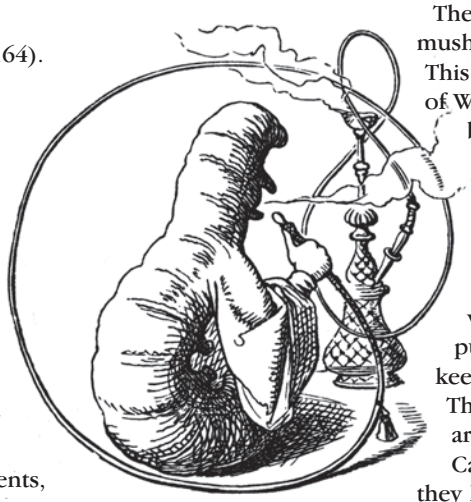
Igpay: (p. 157).

Wild Pigs (2 per hero): Boars (p. 164).

Mome Raths (3): (p. 175).

A Stormy Knight (Seasoned, White Knight, Not Specific)

This tale can be run almost anywhere the GM desires, although the White Knight is more likely encountered in the Chessboard Fields.



Seeking shelter from the elements, maybe overnight or from a sudden storm, the heroes notice a light as though a lamp had just been lit. Anyone venturing closer to the light hears muffled complaining coming from an armor-clad form—the White Knight—standing amidst a pile of gear.

The White Knight is obviously in a foul mood but will be polite enough to the heroes. He explains that he recently had a small mishap that left him stuck, head first, in a narrow ravine for an hour or so. While he was trapped, someone made off with his "*noble steed,*" leaving him stranded here with all his inventions.

If the heroes wish to aid the White Knight, they can start by following the horse's tracks. Use the Maze rules (p. 89) to simulate tracking down the thieves. If the heroes set out straight away (remember the inclement elements) the maze's difficulty is d6; if they wait until later, the number of steps increases by one die type per hour.

The thieves are a small band of deserters from the Red Queen's army led by a Red Knight (not *the* Red Knight) who had lost his horse and so impatiently took that of the White Knight rather than obtaining a new one through legitimate means. These bandits will be executed if caught by the Red Queen and are therefore quite prepared to fight to the death.

Returning the White Knight's horse to him will earn the heroes his thanks and support if they ever need it. Such support includes a letter of recommendation to the White Queen.

Red Chessman, Knight (1): (p. 167); Wild Card.

Red Chessman, Bishop (1): (p. 167).

Red Chessman, Rook (1): (p. 168).

Red Chessman, Pawns (2 per hero): (p. 167).

Assassination Attempt (Veteran, Caterpillar, Not Specific)

The Caterpillar has moved from his regular mushroom to a more secure underground lair. This fact is unknown to most of the inhabitants of Wonderland, so it is likely the heroes have been sent here after an encounter with the False Caterpillar (**False Caterpillar**, p. 138).

Two Cockroaches stand guard outside the tunnel entrance. The two bugs, Ron and Ron, are surly but talk with the heroes (think bouncers outside pubs and nightclubs!). They are here to keep "*low-life*" away from the Caterpillar. The heroes qualify as low-life unless they are carrying the correct payment for the Caterpillar's knowledge. "The Caterpillar," they learn, "would simply love a dozen of the cream-colored mushrooms with scarlet spots. You know—the ones that grow on the islands of the Dismal Mire."

The Heroes Don't Have Payment

The GM should use some of the ideas in **Side Quests and Other Diversions** (p. 89), or create his own tale leading the heroes into the Dismal Mire to seek the mushrooms.

The Heroes Have Payment

The heroes are waved in. The tunnel winds down at a shallow angle and passes three other guard posts, each with two Cockroaches on duty. Each pair waves the heroes on if they have the mushrooms. Finally the tunnel opens into a large chamber.

The air in the chamber is thick with pale blue smoke emanating from the hookah and the Caterpillar who is smoking it. The Caterpillar gestures the heroes forward and begins to talk (think "The Godfather"), but then abruptly coughs and begins to gag. The Cockroach minders run into the room and attack the heroes with cries of "*Assassins!*"

Ron and Ron are secretly working for *another* Caterpillar who wants *the* Caterpillar's role. They have been waiting for suitable dupes to seek an audience and sent the heroes to gather mushrooms that emit spores poisonous to caterpillars.

The Caterpillar waves frantically and gasps while the fight ensues; anyone getting a raise on a Listen roll hears the words "mushroom" and "poison." If the mushrooms are removed from the chamber or burnt, the Caterpillar recovers in 1d4+4 rounds. Ron and Ron try to stop any attempt to destroy the mushrooms.

Once the attempt on his life has been thwarted, the Caterpillar is all too willing to answer any questions he can, and will be favorably disposed to the heroes in the future.

Cockroaches (6): Use Beetle, Giant (p. 163).

Ron (2): Use Beetle, Giant, as above, but armed with a pistol.

Wealth

The attackers have a Tidy Sum between them.

Butterfly Ball (Novice, Anywhere, Not Specific)

This Savage Tale should be run near to the beginning of the campaign, as it provides the heroes with a reason to wander across Wonderland and become acquainted with some of the people and places.

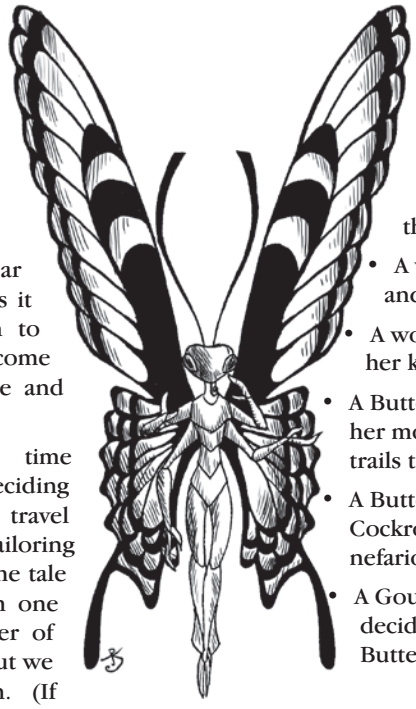
The GM should spend some time reviewing the Savage Tales and deciding where he might like his heroes to travel before running this tale and then tailoring the Mother Butterfly's request. Run the tale whilst the heroes are traveling from one place to another. The actual number of places to be visited is up to the GM but we would advise limiting it to about ten. (If the heroes catch on that something is amiss, this tale may well come to resolution long before all ten locations are visited.)

The Mother Butterfly

A giant Butterfly (4-foot wing span) approaches the heroes, and anyone making a successful Notice roll spots tears on her face. She hovers near them and several times tries to speak, but can only gulp back more tears. Finally she manages it. Read the following quickly, in one breath if possible:

"One cannot help noticing you are travelers. Perhaps you are regular travelers? One only asks as one misses one's daughters so very much and would like to invite them to a ball, a reunion if you will, but one's daughters are widespread and the world is too dangerous a place for one such as one to travel. Would you, perhaps, be interested in delivering invitations to one's daughters for one?"

The Mother Butterfly has a number of daughters and knows roughly where each has settled—the GM should list the places he wants his heroes to visit and pick names from those below. The Mother Butterfly promises the heroes £0.10 per daughter to whom they deliver an invitation; each invitation instructs the other Butterflies to pay the heroes and invites the daughter to a reunion ball to be held in the Insect Forest. All the heroes need to do is travel to the area of Wonderland and uncork a jar of pungent jelly the Butterfly gives them. The jelly has the Mother Butterfly's smell on it and attracts her daughter. While this is correct, it can take up to a day for the daughter to arrive.



Complications

Of course nothing should be as simple as stated. Well, maybe one or two could be. The GM should complicate matters by using some of the following suggestions or throwing her own "enhancements" in:

- A wild beast is driven berserk by the smell, and leaps to attack.
- A wounded Butterfly begs the heroes to rescue her kidnapped Caterpillars.
- A Butterfly with non-symmetrical markings blames her mother for her rejection by potential mates, trails the heroes and tries to kill her siblings.
- A Butterfly has been kidnapped by giant Cockroaches, who are using her for their own nefarious purposes.
- A Gourmancer hears of the heroes' journey and decides to accompany them to gather a few Butterfly wings for his meals.

Suggested Locations

Monarchy of Hearts: Bacham, The Beach, Dismal Mire, The Fungal Forest, The Guarded Way, The Hills of Gloom, Hope, Mountains of Division, Royal Forest, The Wood of Giant Animals.

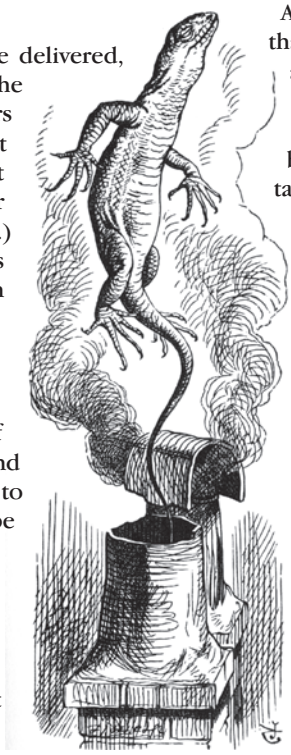
Looking-glass Lands: The Beach, Charity, The Chessboard Fields, Faith, The Field of the Flying Elephants, The Guarded Way, Hill of Surveying, The Hills of Gloom, The Insect Forest, The Living Flower Maze, Mount Jubjub, Nowhere, Riverside, Settled, Tulgey Down, The Wood of No Names.

Suggested Butterfly Names

Billy, Dilly, Filly, Gilly, Hilly, Lilly, Milly, Nilly, Tilly and Villy.

Why the Different Dates?

Once the four or more invitations are delivered, allow a Smarts roll when they deliver the next. On a success, a hero overhears the "date" of the ball and realizes that it is different from that given for the last invitation. (See **Variable Time**, p. 62, for more about tracking time in Wonderland.) Investigation of the remaining invitations shows that each has a different instruction about when to attend.



The Insect Forest

The Mother Butterfly can be found if she is sought. She has been attacking and feeding on the bodies of her daughters to give herself strength and power. As may be suspected, she is quite mad!

Mother Butterfly

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d8, Vigor d8
Skills: Fighting d8, Shooting d8
Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 8 (2)
Special Abilities

- **Armor +2:** The Butterfly's diet has altered her body to a hard carapace.
- **Flight:** The Butterfly may fly at a rate of 6" with a climb rate of 4".
- **Hardy:** A second Shaken result does not cause a wound.
- **Spit Sap (Paralysis):** The Butterfly has sufficient sap in her mouth to spit three times using her Shooting skill; Range is 3/6/9.
- **Wing Slash:** Str+d6.

Gone Native (Novice, Bill, Victoria)

Although normally a mild-mannered handyman (or handylizard), Bill has been pushed over the edge by the wild accusations against his master, the White Rabbit.

Bill has taken to the woods around the Village of Animals, where he fights a one-Lizard guerilla war against the Queen of Hearts and her minions.

He may attack the heroes while they are in the woods, if they make any comments indicating that their loyalties lie with the Queen of Hearts.

Devious GMs may have the heroes stopped by a pack of Cards and questioned, which will lead Bill to assume they are in league with the Queen.

Alternatively, word reaches the Queen of Hearts that her patrols near the Village of Animals are being attacked regularly. She sends a large occupying force of Cards to the Village with orders to stay there until the cause of the attacks is stopped. Village life becomes very hard with the Cards demanding and taking most of the food and drink, commandeering homes and generally causing strife for the villagers.

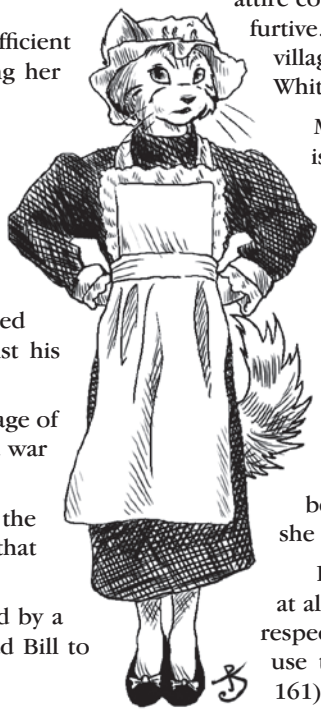
Eventually a concerned villager (probably Pat, the White Rabbit's gardener and a friend of Bill) will relate to the heroes who is behind the attacks and ask them to stop him peacefully in the hopes of getting the Queen's forces to withdraw.

Bill, Handyman Lizard

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d8, Vigor d8
Skills: Climbing d8, Fighting d6, Notice d8, Shooting d10, Stealth d10(+2), Survival d8(+2). Tracking d8(+2)
Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 7 (1)
Edges: Acrobat, Alertness, Marksman, Quick, Woodsman
Special Abilities: Claws (Str+d6).
Gear: Knife (Str+d4), leather apron (+1 Armor, torso only), rifle (20/40/80, Damage 2d8, Shots 1, AP 2).

Clandestine Meeting (Novice, Mary Ann, Victoria)

The heroes notice a Cat woman in traditional maid's attire constantly looking around and generally acting furtive. She is clutching a covered basket. Any villager can identify the Cat as Mary Ann, the White Rabbit's maidservant.



Mary Ann is a spy for the Queen of Hearts, and is watching the Village for signs of the White Rabbit's return or any suspicious activity. Once a week she meets with agents of the Queen in the surrounding woods.

Confronting Mary Ann

If the heroes confront Mary Ann, she claims to be going to the store to buy provisions. If questioned about her manner she "reluctantly" tells how one of the villagers, a Badger by the name of Brock, has been giving her *unwanted attention* lately and she is keeping an eye out so she can avoid him.

Brock is an elderly Animal who has no designs at all on Mary Ann. His neighbors know him as a respectable and well-to-do gentleman. If necessary, use the statistics for Animal, Common Folk (p. 161) to represent Brock.

Following Mary Ann

If the heroes follow Mary Ann without confronting her, they must succeed in an opposed roll of their Stealth against her Notice or she spots them. If the heroes are spotted, Mary Ann enters the woods, collects a large bunch of wild flowers and returns to the White Rabbit's house.

If the heroes do not alert Mary Ann, she makes her way into the deeper woods. She pauses and shakes her head at one particular spot (a hero who makes a Notice roll sees a low mound in the forest floor—a shallow grave; see **Jon Brown's Body**, p. 139) and then continues to a clearing where three Wolves (one noticeably larger than the others) await her.

The four talk quietly for some time before the larger Wolf hands Mary Ann a leather purse (it contains £1) and then they head their separate ways. Mary Ann returns to the village, pausing to collect a large bunch of wild flowers on the way.

Unknown to Mary Ann, the three Wolves work directly for the Daffodil Man, not the Queen of Hearts. They have been mind-conditioned to die rather than give any information away. If captured and questioned, all three spasm and drop dead of heart attacks as soon as any of them relate anything pertaining to the Daffodil Man. Death occurs even before they can completely say the word "*Daffodil.*" Initially they claim to be working for the Queen of Hearts, but one of the Wolves in particular is incapable of a convincing lie.

If captured, Mary Ann does not attempt to fight. She eventually confesses that she is in the pay of the Queen of Hearts to spy on the village and relay any suspicious activity to her agents in the wood once a week, especially anything concerning the White Rabbit. The Queen of Hearts does pay her, but originally threatened her life if she did not help.

Wolf Leader: Human, Guard Captain (Wonderland) (p. 171), with Alertness and Natural Weaponry (Str+d6).

Wolves (2): Human, Guard (Wonderland) (p. 171), with Alertness and Natural Weaponry (Str+d6).

Leads To

Jon Brown's Body (p. 139): A chance spotting of a shallow grave leads the heroes into a heap of trouble with the spirit of the resident.

Crowning Glory (Seasoned, March Hare / White Queen, Victoria)

Victoria destroyed the Eighth Square after completing her "Queen Trials" and left it a blasted heap of rubble. Some of those who served there survived however, and remain to "test" any who explore the ruins.

While searching the ruins, the heroes are attacked by three swarms of rocking-horseflies. They then find a large wooden dining table covering a set of stone steps. The steps lead down to a large chamber whose ruined and twisted furniture and fittings indicate it was once a kitchen. Incongruously, a throne sits in the center of the room with a rod of some sort and a leather-bound book resting upon its red velvet cushion.

Before the heroes can ascertain any more of the chamber, the opening slams closed (any caught outside may make an Agility roll to leap inside before it slams shut). For a moment there is darkness, then a half dozen cooking fires burst into flames.

Thirteen creatures appear in the flickering firelight, twelve of whom are curious *things* standing about two feet tall, with bodies made of oversized bottles, wings of plates and legs of dinner forks. The last figure is an aged Frog clad in bright yellow robes and large boots.

The frog intones in a guttural but solemn voice, *"Behold, those who seek the mantle of Queenship, the final test faces them. Begin the test!"* One by one the *plate things* ask questions of the heroes (see following); if the heroes answer correctly, the asking *thing* fades away. When all questions have been asked, any remaining *plate things* leap to the attack, assisted by the Frog.

If the heroes correctly answer all the questions, the Frog welcomes them to the Eighth Square and bids them to take their place for the banquet. No matter what the heroes do, nothing further occurs, as the Eighth Square has no magical powers since its destruction. Conversation with the frog reveals he is completely mad.

Swarm, Rocking-horsefly (3): (p. 176).

Frog: Gourmancer, Experienced (p. 170) with Flipper Slap (Str+d4); may Leap 3".

Plate Things (1 to 12): (p. 177), with Armor +2 (magical protection). Despite their ability to ask their assigned questions and "understand" the answers, they are otherwise unintelligent animate objects, incapable of engaging in conversation.

Wealth

The rod upon the throne is the Scepter of Alice (Str+d6, has 6 Power Points with which the wielder can cast *bolt*, using his Spirit as his spellcasting skill; Power Points regenerate at the rate of 2 per day).

The book is the original "Accords of the Eighth Square" (p. 12 for details), which gives a +2 bonus to social rolls involving Chessmen (though the Red Queen will most certainly demand to take possession of it if she learns of its discovery).

The large silver forks of the *plate things* are also worth &2 each (there are two forks per *plate thing* that attacked).

The Questions

Q1.	Name Alice's cat.
A1.	Dinah.
Q2.	Why couldn't Alice read the Jabberwocky poem?
A2.	It was written backwards.
Q3.	Name one creature that was in the train carriage with Alice.
A3.	The Guard, the Man Dressed in White Paper, the Goat, the Beetle, the Horse, or the Gnat.
Q4.	What did Alice meet in the Wood of No Names?
A4.	A fawn.
Q5.	Who told Alice the poem of the Walrus and the Carpenter?
A5.	Tweedledum and Tweedledee.
Q6.	What item of apparel did Alice help the White Queen with?
A6.	A shawl.
Q7.	What was the Sheep doing in its shop when Alice met it?
A7.	Knitting.
Q8.	Name the Egg encountered by Alice.
A8.	Humpty Dumpty.
Q9.	Name one of the White King's messengers.
A9.	Haigha or Hatta.
Q10.	What were the Lion and the Unicorn fighting for?
A10.	The crown.
Q11.	Who rescued Alice from the Red Knight?
A11.	The White Knight.
Q12.	What was Alice introduced to first at her crowning banquet?
A12.	The leg of mutton.

Dee and Dum (Veteran, Chessboard Fields, Not Specific)

The monstrous creature who was once the twin Tweedle brothers, Tweedledee and Tweedledum, possesses an equally monstrous appetite. It strives to satisfy its hunger by hunting the wildlife around its old home, including anybody who happens to pass by. When it is not hunting or eating, the Tweedle Creature sleeps, often for many days at a time. The local wildlife has learnt this pattern of behavior and avoids the area when the creature is awake.

A Sudden Rush

The first warning the heroes get of anything untoward is a lot of rustling from the surrounding undergrowth. The Tweedle Creature has awoken early with a ravenous hunger, and the local wild creatures are fleeing for their lives.

Hordes of beasts burst from the undergrowth and flee across the trail: foxes, badgers, rabbits, squirrels, carnivore and herbivore, hunter and hunted. The sea of wildlife flees between the party, sometimes around, often even between the legs of a hero.

A few seconds after the wildlife rush there is a loud bellowing, followed by more rustling from the undergrowth as though something large were thrashing about. Before the heroes can investigate, the Tweedle Creature bursts out of the undergrowth bellowing, "Dinner!" as it rushes them.

If the Tweedle Creature sees Tweedledum's rattle (see **Victims of the Twins,** p. 151) its heads begin bickering about who stole whose rattle; in any round when it is dealt a black card for initiative, it uses an attack to hit itself.

Blowing the Crow Whistle (see **Victims of the Twins**, p. 151) within earshot of the Tweedle Creature causes it to look wildly around, fearing an attack of the giant crow that scared the twins long ago. This distraction gives the creature a –1 penalty to all its attacks in any round during which the whistle is blown.

Tweedle Creature

Attributes: Agility d4, Smarts d4, Spirit d10, Strength d12+2, Vigor d12
Skills: Fighting d10, Notice d8
Charisma: –4; **Pace:** 6; **Parry:** 7; **Toughness:** 12 (2)
Hindrances: Mean, Obese, Ugly.
Edges: Improved Frenzy, Improved Nerves of Steel, Improved Tough as Nails, Hard To Kill.
Special Abilities

- **Armor +2:** Thick blubber.
- **Hardy:** Second Shaken result does not cause a wound.

- **No Vitals:** Immune to called shots.
- **Punch:** Str, non-lethal damage.
- **Regenerate:** Slow.
- **Size +2.**

Wealth: A Small Fortune in coins collected from its past meals.

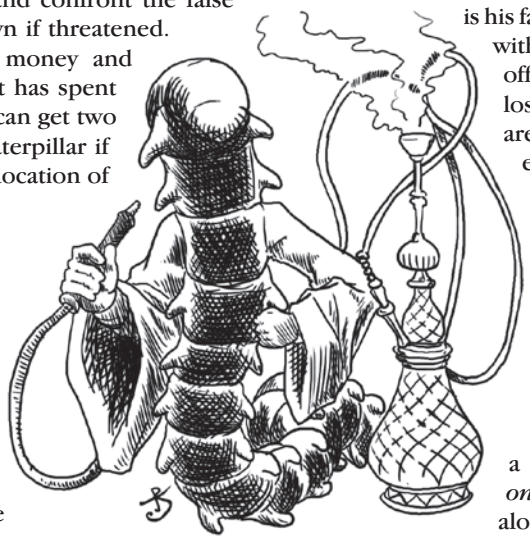
False Caterpillar (Veteran, Caterpillar, Not Specific)

The Caterpillar moved to a more secure spot some time ago. However, another enterprising Caterpillar has taken his place and the heroes find him when they go seeking the original.

After searching the Fungal Forest for a few hours, the heroes come across a four-foot tall mushroom with an equally large Caterpillar sitting atop it. The Caterpillar is lounging against a cushion, smoking a large cigar and idly blowing smoke rings.

The Caterpillar answers any question the heroes ask it but insists on payment of £5 (in coins or goods) per question. The answers given are completely made up but should be fairly convincing. If the questions asked seem to be of an important nature, or when the Caterpillar has garnered £25, he points the heroes to Ol' Gnarly (a Tree in the Living Flower Maze) and hints that time is of the essence (aiming to get rid of them permanently).

If the heroes return and confront the false Caterpillar, he backs down if threatened. He returns half of the money and goods they gave him, but has spent the other half. The party can get two dozen cigars from the Caterpillar if they push, as well as the location of the real Caterpillar.



False Caterpillar

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d4, Notice d6, Taunt d10

Charisma: 0; **Pace:** 4; **Parry:** 4; **Toughness:** 5

Special Abilities

- **Slow:** Pace is 4 and running die is d4.

Wealth: A Tidy Sum (no Item of Wonder) hidden inside the mushroom. The mushroom radiates magic, as its left side acts as an *enlarge* Magic Foodstuff, while its right side acts as a *shrink* Magic Foodstuff. Up to 4 portions may be taken from each side before the mushroom loses its enchantment.

Leads to:

Assassination Attempt (p. 133): The first time the heroes visit the Caterpillar they inadvertently become involved in a coup.

Ol' Gnarly (p. 143): The heroes seek out an old tree for help.

Father Dear Father (Seasoned, Igpay, Not Specific)

The heroes are recognized by Igpay and approached by him. Igpay explains he has been asking his mother about his father for many years. Recently he has noticed his home holds many objects with the crest of a stylized pig's head upon them. Questioning his mother about these yielded only vague comments such as, "*payment for debts*," and, "*an old acquaintance gave them to me*."

The penny finally dropped when he was in the kitchen talking to the Cook as she prepared a side of ham; removing it from its sacking, Igpay chanced to see a stylized pig's head upon the sack and the words "Produce of Bacham." Inquiries of the servants revealed that Lord Bacham is a Boar, and now Igpay is convinced the Lord is his father.

He asks the heroes to find some proof Lord Bacham is his father and to try and convince him to meet Igpay without alerting his mother. As payment, Igpay offers a collection of old ornaments he found lost in the eaves of the manor, which he is sure are worth something. A General Knowledge roll estimates the "treasure trove" is worth about £10 to the right buyers (such buyers may only be found in one of the three main cities).

Asking Questions

The Duchess's servants were hired after she gained her title and know nothing of her history with Lord Bacham.

The locals in Bacham (particularly if bought a drink or two) relate their lord is *"a bit of a one for the ladies, if yer know what I mean,"* along with much nudging and winking. No one can recall anyone like the Duchess but as they also say, *"Yer don't dally on yer own doorstep, do yer?"*

One of Lord Bacham's servants, an elderly Badger, is responsible for the Lord's record books. Although old, his memory is good and he recalls his master gifting a parcel of land to a woman many years ago. Of course, to speak with the Badger requires the heroes to get into the Lord's castle.

Lord Bacham's guards get one night a week off and usually one or two can be found in the village tavern.

Asking questions of the guards is a difficult business and best undertaken when they are mildly drunk. All the guards know of and are jealous of their Lord's success with women although none have ever seen any of them. The Lord rides out about once a week at dusk and returns just as dawn breaks.

Casing Lord Bacham's Castle

The castle is in fact a three-story tower with a wall around it and half a dozen outbuildings nestled against the wall. The wall is guarded at all times by four Human guards; a further twelve guards and their Bear commander are in one of the outbuildings. Other outbuildings house a half-dozen servants and store food (a large number of ham and pork products), wine and so forth.

Only Lord Bacham and two Tweedle guards inhabit the tower. The Tweedle live permanently on the ground floor. The second floor of the tower has the kitchen and a meeting hall. The top floor consists of Lord Bacham's bedchamber, a library/study, and living area.

Searching the library takes at least two hours; Lord Bacham has quite a collection of books on all sorts of subjects although he can barely read—he sees them as a status symbol. A hero making a successful Investigation roll finds a ledger detailing the land parcels Lord Bacham has rented or given away—one such parcel included a manor house that was given to someone referred to as "*that woman*" for "*services rendered.*" Theft-minded heroes can find the Lord's treasury (a Small Fortune) hidden beneath a concealed panel in the floor of the library; stealing his wealth does not affect the heroes' current tale, as it is not noticed for several days.

Human Guards (4): Human, Guard (Wonderland) (p. 171); if not avoided or silenced quickly, a further twelve guards and their commander come running after 4 rounds.

Tweedle, Guards (2): (p. 179).

Bear Commander

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d10, Vigor d10
Skills: Fighting d8, Notice d6
Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 10 (2)
Edges: Brawny, Combat Reflexes, Frenzy, Sweep.
Gear: Chain hauberk (+2), sword (Str+d6).

Following Lord Bacham

Almost blinded by his lust, Lord Bacham is easy to follow if the heroes have horses. The Lord rides his mount hard, racing through the night for an hour or so before approaching a small cottage. The door of the cottage opens and a woman beckons him in. About two hours before dawn the Lord emerges and takes a more leisurely ride back to his castle.

The heroes could try and confront Lord Bacham during his journeys; if they do so on the return trip, he has one point of Fatigue. Bacham refuses to answer any questions and accuses the heroes of being the Queen's troublemakers and common bandits.

If Lord Bacham is confronted during his tryst, he is more amenable to talking (it's hard to be aggressive while naked!). If the heroes mention the Duchess, he requests they retire outside to talk further once he is dressed. He is true to his word and agrees to any reasonable request (such as meeting Igpay) if the heroes keep quiet.

Evidence

The heroes may gather several pieces of evidence including hearsay, Lord Bacham's ledger and even a confrontation with him womanizing. The GM should decide if the heroes have sufficient evidence to convince Lord Bacham to meet with his son. Such a meeting is arranged to be in a clearing midway between the Duchess's Manor and Bacham; the Lord brings a number of guards equal to the heroes. Only Lord Bacham and Igpay are in the clearing; all others stay on the perimeter. The arguments are at first loud and confrontational but settle down to quieter, calmer discussions. Eventually the two go their separate ways.

Igpay says little of what transpired. If pushed, he only says he and Lord Bacham are going hunting in a few weeks' time.

Jon Brown's Body (Novice, Wood of Giant Animals, Victoria)

This tale can be run whenever the heroes are in the woods around the Village of Animals.

Just within the eaves of the wood, anyone making a successful Notice roll will discover a patch of recently disturbed soil which, upon further investigation, forms a low hump reminiscent of a grave. The body of an Owl is buried just a foot or so under the surface.

Opening the grave releases Jon the Brown Owl's spirit. The Queen's agents in the Animal village, as detailed in **A Spy in our Midst** (p. 148), murdered Jon. Jon wants two things from the heroes: revenge on his murderers, and his body buried with that of his mate, Clara. Jon promises a rich reward should the heroes fulfill his requests—the location of a treasure of great wealth. If they refuse to aid him, his spirit haunts them, appearing each night they are in Wonderland, using either his Fear power to scare the heroes or just wailing and crying to keep them awake (the latter requires

a successful Spirit roll to sleep through; failure indicates a level of Fatigue the next day).

Jon the Brown Owl (Ghost): (p. 170), Fear –1.

Burying Jon's Body

Jon Brown's spirit leads the heroes through the woods towards the Dismal Mire. Only when they near the marshland does he reveal that he buried his mate on a small island of solid ground within the swamp. The heroes have to wade through thick clinging mud, often knee- to hip-deep, to get there.

Young Problem

The first problem is a pack of six slithy toves guarding their recent clutch of hatchlings. The toves chose this spot due to the plentiful supply of insects to feed the young. A Tracking roll (or a Notice roll at –4) allows a hero to find the tracks upon the damp ground of several four-footed animals of two distinct sizes. A hero making a successful Survival or Tracking roll deduces there are young animals around.

The toves take an aggressive stance but do not initiate combat unless the heroes approach within a few feet. Once combat is joined the toves fight desperately to protect their young. Each should therefore be treated as having the Hardy ability.

If the heroes travel a few hundred yards away, the toves follow them for a while, then lose interest and return to their lair.

If the toves are slain, a hero making another Notice roll hears a high-pitched warbling cry, and traces it to a small burrow. Inside are eight tove young, which may be slain with no effort at all.

Slithy Toves (6): (p. 178).

A Searching Journey

The journey through the Dismal Mire is arduous and tedious as Jon Brown leads them from island to island, each time sure "*this is the one.*" The journey takes 4+1d4 days, and there is a 50% chance of a random encounter each day. If a surreal event is rolled, the spirit of Jon Brown's mate appears, winging across the mire towards her resting place. A subsequent Tracking roll reduces the journey to just one more day.

Finally the Island

At long last the island is discovered; it is quite small with a low mound in the center of it. Jon Brown is excited and urges the heroes to exhume his mate's body so they may lie in rest together.

Before the heroes get a chance to begin excavating, a large reptile launches itself out of the murky water, looking for a meal. The crocogator is a particularly old and wily brute, named Stumpy by those who have survived an encounter with him, due to the loss of the last 2 feet of his tail in his youth.

The ground upon the island is quite soft and the heroes easily dig down the three feet required to expose the body of a second owl. As Jon Brown's body is laid to rest and the grave filled in, his spirit gives a great sigh of contentment. Thanking the heroes, Jon relates where a great treasure may be found (see **Treasure Hunting,** p. 151). As Jon's spirit fades from view, his last words are, *"Of course, there is a guardian.…"*

Stumpy, Old and Wily Crocogator

Attributes: Agility d4, Smarts d8 (A), Spirit d8, Strength d12+2, Vigor d12
Skills: Fighting d10, Notice d6, Swim d10
Pace: 3; **Parry:** 7; **Toughness:** 11 (3)
Special Abilities

- **Armor +3:** Ol' Stumpy has thick skin covered in healed scars.
- **Aquatic:** Pace 6.
- **Bite:** Str+d6.
- **Lurk:** May use Swimming skill instead of Stealth when in water.
- **Rollover:** If a crocogator hits with a raise it rolls over, causing an additional 2d4 damage to its prey.

Wealth: A Tidy Sum scattered in the mud around the island.

Leads To:

Spy in our Midst (p. 148): The vengeful spirit tells the heroes of the Dogs who murdered him so they could use his house for some nefarious purpose.

Treasure Hunting (p. 151): The heroes seek a great treasure in the Hills of Gloom.

Lost Traveler (Any rank, Anywhere, Real-world Link)

This Savage Tale can be set wherever and whenever the GM desires! As the heroes round a turn in the road or reach the brow of a hill or enter a large building—basically when they can see an area that was previously blocked from their view, they see a strange sight.

Gail Saunders

A woman is clad in what looks like a hospital gown, and stands stock-still with several weapons around her. Gail is in shock; she is a volunteer for Morpheus Research and has inadvertently found her way to Wonderland whilst in a drug-induced sleep. Gail can remember nothing of her Real-world life aside from the vague impressions listed

below. She has no memory of the weapons around her although the symbol on them seems familiar. Likewise, she has no idea where she is or how she got here.

Due to the drugs in her system Gail does not regain her memories while in Wonderland. After two days, she awakens in the Real World and simply vanishes from view. If required, Gail has standard Human statistics (see Human, Common Folk, p. 171). Gail may be met again in the Interlude **In the Arms of Morpheus** (p. 130).

Gail's Memories

- A big, gray building with a cross—no, an X—on its front.
- A gleaming, metal room, cold and lifeless.
- A room full of sleeping people.
- Sounds of gunfire and violence.

The Weapons

The weapons are all Morpheus Weapons (p. 84) and consist of two swords, three daggers and two heavy pistols (use S&W .44 pistols from *Savage Worlds*).

Matter of Honor (Veteran, Hatter / March Hare, Not Specific)

While the heroes are traveling with the Hatter and March Hare, a "discussion" breaks out between the pair. The topic of the discussion is up to the GM based on what may have occurred in his campaign. If no suitable argument presents itself, the Hatter accuses the Hare of putting too little sugar in his tea the day before, the day after, a week past from today.

The discussion's volume rises rapidly and soon turns into a fully-fledged argument with fingers being waved and pointed. Any intercession by the heroes is met by a firm "*Mind your own business*!" from both the Hatter and Hare. The heroes can force the pair to stop the argument but they are then sulky and uncooperative for several days.

Eventually the argument progresses to pushing each other until finally the Hatter pulls a glove from inside his jacket and slaps the Hare about the face, demanding that honor must be settled. The Hare agrees and the pair pulls out large revolvers. A few more arguments spring up as they decide on the rules:

- Each party shall have a second, or stand in, who holds his jacket or waistcoat and acts as witness.
- Both parties stand back to back.
- On a given signal both parties walk ten paces, then turn and fire.
- The one least injured—or, if both miss, whoever was closest to hitting—is declared the winner.

The Duel

Once the rules are settled, the Hatter and Hare choose seconds; again arguments may begin, as they both want the same hero. With seconds decided on, the duelists remove their jackets and hand them to their respective seconds. Standing back to back, each fidgets for a while before nodding to their second. Suddenly the Hare asks, *"What is the signal?"* and another debate breaks out that the heroes need to settle before the duel commences.

Finally all is ready, again. The duelists stand back to back, nod to their seconds, await the signal, and then walk ten paces. Turning to face one another, the Hatter asks *"Tea?"* to which the Hare replies, *"Certainly, old chap, but what of our duel?"* The Hatter ponders for a moment then tosses his gun to his second; *"Our seconds can fight it for us."*

The Hatter and Hare wander off to one side and begin the preparations for making tea, all the while urging their seconds on. If the heroes do not participate in the duel, the pair becomes sulky and uncooperative for several days, even going so far as to deliberately make noise to attract unwanted attention and trouble for the heroes.

If the duel goes ahead, they are overjoyed to be traveling with such "honorable" companions, and aid as best they can in future encounters.

For the sake of show, give the heroes the statistics of the revolvers the pair was using (heavy revolver, Range 12/24/48, Damage 2d6+1, RoF 1, Shots 6), and then call for Shooting rolls from each duelist. The winner is the one who rolls highest (even if neither one hits). No damage is actually dealt; a flag shoots out of the winner's gun, saying "BANG!"—while the victim's gun falls apart, revealing a square of material with "OUCH!" written on it. Honor is restored.

The heroes are free to keep the two gag guns (which can be reassembled and reused). Neither gun does any actual damage.

Nest with a View (Veteran, Hatter / March Hare, Not Specific)

This Savage Tale should be run whilst the heroes are traveling through a wooded region of Wonderland with the Hatter and March Hare. As is often the case, the pair is lagging a little behind, talking in what seems complete gibberish. Abruptly a vast shadow sweeps over the party and a monstrous jubjub bird swoops down, snatching up the March Hare in its claws.

The jubjub bird is hidden from view until it actually swoops into the clear area around the trail. This combined with the speed of its attack means it requires a Notice roll to react during the round in which the jubjub grabs the March Hare.

Assuming the jubjub bird survives the initial attack on the March Hare, it wings back up over the trees and flies

off towards the Mountains of Division. If a hero thinks to climb one of the taller trees (cruel GMs may require a Climbing roll to avoid a fall of 20 feet) she sees the huge bird flying directly for Mount Jubjub.

Finding Mount Jubjub

Mount Jubjub rises from the peaks of the Mountains of Division about midway up the chain of mountains and is almost impossible *not* to find if actively sought. Once into the mountains, the route to Mount Jubjub can be deduced by the sizeable "splats" of bird droppings that foul much of the landscape.

Scaling Mount Jubjub

Climbing the mountain is more a task of exertion than skill. The peak is tall, though ascent is relatively easy due to the terrain, which is rough and broken from the fights of the massive jubjub birds. There are only two places that require Climbing rolls to be made; the first about a third of the way up the mountain and the second to reach the upper slopes. Failing either climb results in a fall of 50 feet (for 5d6 damage). Such a fall creates a lot of echoing noise and the GM should draw a card. If it is a Club, several jubjub fledglings fly down to investigate.

Jubjub Chicks (1d6): (p. 173).

Nests of the Jubjub

Scattered across the upper slopes of the mountain are many huge nests constructed of what look like whole trees. Here and there are piles of rubble and furrows deep enough to hide in (where the jubjub birds have sharpened their claws and beaks).

Finding the March Hare requires a total of 10 successful Notice rolls (each raise counts as another success toward this total) as the heroes search the nests. A single cooperative Notice roll may be made per group of heroes per half hour of searching; if the heroes split up, *each* group requires 10 successful Notice rolls to find him.

Twinkle, twinkle, little bat!
How I wonder what you're at!
Up above the world you fly,
Like a tea-tray in the sky.
Twinkle, twinkle…
—Lewis Carroll

After each half hour of searching, draw a card. If it is a Club, a jubjub bird (not a Wild Card) attacks from the nest.

Once the tally of successes reaches 7 or more, the heroes can tell that they're getting closer as they hear the Hare's voice echoing from a nearby nest, singing a lullaby. The Hare had been intended as a snack for the jubjub's young when they hatched, but so far he has kept them sleeping in their eggs by singing during the days when the warm sun would hatch them. Notice rolls to find the March Hare from this point on are at +2.

Rescue

The March Hare is in one of the nests with four 15-foot-tall eggs and the jubjub bird that snatched him away. The nest is about 40 feet (almost 7") across at its base, curving upwards for 30 feet to a top diameter of 50 feet (about 8"). Climbing rolls are required to scale the curving nest wall. With the March Hare's off-key singing the heroes can climb into the nest without the jubjub bird noticing them.

If combat breaks out, the jubjub bird does not take flight, as it is protecting its eggs. On the third round of the combat, two of the eggs hatch, releasing the chicks, which join the fight after a further two rounds. If either the chicks or eggs are attacked, the jubjub bird parent goes berserk (per the Berserk Edge).

Afterward, the March Hare wearily thanks his rescuers, explaining how he survived on a diet of worms and grubs he found in the tree trunks of the nest, sucking dew from leaves and chewing water-sodden bark.

Jubjub Bird: Use the standard statistics but make this particular bird a Wild Card.

Jubjub Birds (1 per encounter): (p. 173).

Jubjub Chicks (2): (p. 173).

Wealth

The two eggs that have not hatched are worth in excess of £2.50 each if the heroes can find some way to carry a 15-foot-tall, 12-foot-diameter egg weighing 1000 lb down the mountain!

Of more practical value are the broken egg shells; the heroes can gather 2d6 pieces of unblemished shell with an appearance similar to mother-of-pearl, worth £0.10 per piece to a craftsman (one may be found in a large city with a Streetwise roll).

Enough pieces of hard shell remain to have a suit of armor made (cuirass, +3 Armor, Weight 12 lb, covers torso, cost £2.00 to make) and either two medium shields (Weight 6 lb, +1 Parry, +2 Armor to ranged shots that hit, cost to make £0.75) or one large shield (Weight 10 lb, +2 Parry, +2 Armor to ranged shots that hit, cost to make £1.00).

Anyone in the party who is a woodsman, hunter, merchant, weaponsmith or armorsmith will likely know the true value of these egg shell pieces. Failing that, the March Hare will inform the heroes.

Ol' Gnarly (Veteran, Living Flower Maze, Chapter 3)

A short distance away from the main Living Flower Maze lives the mad and dangerous Tree known as Ol' Gnarly. The heroes may hear of this Tree from the Flowers in the maze or be sent specifically to find him.

Asking any of the Flowers in the garden about Ol' Gnarly is met with only mumbled answers along the lines of "*Don't know.*" Eventually a rather bedraggled Snapdragon timidly raises a leaf and offers the information. Ol' Gnarly is an ancient Tree deep in the garden. He went a little "*strange*" a few years ago when a group of Chessmen tried to cut him down for use as a battering ram. The Snapdragon points out the path the heroes need to follow and tells them to look for the Roses of Love. They should leave the path under the Roses and just keep walking.

After some walking, a hero making a successful Notice roll spots two Rose bushes climbing up a trellis and entwined together. The air is full of murmuring as the Roses whisper sweet nothings to each other.

Once past the Roses of Love, the heroes are in the wilds of the garden and require successful Tracking rolls to stay on a straight path. Each time a roll is failed, there is a 50% chance of an encounter with a number of Giant Ants equal to the party. These Ants try to keep people away from Ol' Gnarly, as his violent outbursts upset the whole garden. If the heroes do not back down, or they are caught a subsequent time, the Ants regretfully attack them, using non-lethal damage. If the Ants are dealt with peacefully, successful Stealth rolls enable the party to avoid them in the future. Once five successful Tracking rolls have been made (each raise counts as another success toward the total), the heroes see in the distance a Tree that can only be Ol' Gnarly.

Ant, Giant (1 per hero): (p. 161).

Ol' Gnarly Found

Ol' Gnarly is a huge Oak Tree whose bark and branches show signs of his age and state. Gnarly is both his name and an apt description. A series of deep scars across his lower trunk reveal white wood beneath: evidence of the attack of the Chessmen upon him. The ground around his roots is disturbed as though he has uprooted and moved. From this churned-up soil rise five Chessman Pawn zombies and a single Chessman Rook zombie. Ol' Gnarly refuses to call his zombies off and strikes out himself at anyone who gets too close; the zombies may use tricks to lure heroes closer to the Tree.

When the heroes finally speak with (at) Ol' Gnarly they find him totally incomprehensible, bellowing one deep-throated roar after another. A success on a General Knowledge roll (bonus if the hero has any plant knowledge) suggests the Tree is totally insane. There is no way to reason with Ol' Gnarly or get any information out of him; he now lives only to maim and kill.

Chessman Pawn Zombies (5): Chessman, Pawn (p. 167), undead.

Chessman Rook Zombie (1): Chessman, Rook (p. 168), undead.

Ol' Gnarly, Big Old Tree

Attributes: Agility d4, Smarts d4, Spirit d8, Strength d12+2, Vigor d10
Skills: Fighting d6, Intimidate d8, Notice d8
Charisma: –4; **Pace:** 0; **Parry:** 3; **Toughness:** 15 (2)
Hindrances: Bloodthirsty
Special Abilities

- **Armor +2:** Tough bark.
- **Branch:** Str+d6, with a Reach of up to 3".
- **Hardy:** A second Shaken result does not cause a wound.
- **Improved Frenzy:** Ol' Gnarly can make two attacks per round without penalty.
- **Large:** Opponents have a +2 bonus to hit.
- **Plant:** By nature of their vegetative origins, Plants are immune to diseases and poisons affecting animals, but they are susceptible to diseases and poisons that affect plants. Likewise, they have no need for food but require sunlight in its place (one hour of sunlight per two days).
- **Root Creep:** Ol' Gnarly's roots can burrow beneath foes up to 6" away, then rip free from the earth to entangle them and pull them closer for his bludgeoning branches. Entangling involves an opposed Agility roll (the roots have Agility d8); if Ol' Gnarly succeeds, the hero is dragged towards his trunk and held firm, giving the Tree +2 to hit. An opposed Strength roll or a wound on the root (Toughness 8) is required to break free.
- **Sessile:** Ol' Gnarly cannot move, aside from swaying. –2 Parry.
- **Size +6.**
- **Weakness (Fire):** Takes double damage from fire.

Pleasant Lunch (Seasoned, Looking-glass Lands Beach, Victoria)

Whilst on the beach, the heroes spot a mismatched pair approaching them. One is squat and rotund while the other is taller and skinny. The shorter of the two raises a flipper-like hand and hails the group. They are the Walrus and the Carpenter: an infamous pair of con men, murderers (if one considers eating sapient Oysters

as murder!) and thieves. The Walrus gestures towards a large basket carried by his partner before asking if they can join the heroes for lunch, however at no point does he indicate they have any intention of providing food. If the Walrus cannot avoid the question of what they have to share the Carpenter opens the basket with a flourish and extracts various sweet foodstuffs—a bowl of succulent-looking fruit, cakes, wine, that sort of thing. The Walrus slaps away any hand reaching for this food while pronouncing, *"No, no. Dessert later, my boy. Dessert later."*

The pair asks the heroes of their journeys and plays the part of eager and attentive listeners, often asking for parts to be repeated and making appropriate statements of awe. During this time the pair attempts to steal various items from the heroes, starting with anything valuable or magical-looking. Make hidden Notice rolls opposing the thieves' Stealth to see if a hero notices an item has gone missing.

When dessert is finally called for, the Walrus waves his flipper over the displayed food (which turns out to be all fake, after all) and announces in a mournful tone, *"Alas, my boy, this food is for demonstration purposes only; it is what we would eat if we but had it."* If the heroes seem angry at being cheated, the Walrus tries to placate them by offering a share of a vast hoard if they retrieve it; the deal is a 60/40 split—60% to the Walrus and Carpenter and 40% to the heroes.

If the situation begins to devolve into threats of physical violence, the Walrus and the Carpenter will up the heroes' percentage share of the treasure, going so far as to give up all claim to the treasure to save their own skins. If all else fails, the pair will flee as best they can, with the Walrus abandoning his partner and seeking safety in the sea. If the GM so desires, the pair may stalk the heroes and attack them at an opportune moment.

Seaside Treasure (p. 147): A hoard is for the taking on the beach, if you can get past its guardians.

Rescue the Duchess (Novice, Duchess's Cook, Victoria)

A pack of Cards arrived recently at the Duchess's Manor to "recruit" her Animal servants into the Queen of Hearts' service. The Duchess was somewhat vocal in disagreement, which resulted in her arrest by the Ace of Diamonds who led the pack. The servants and the Duchess were marched away, leaving only the Cook and a few servants deemed too old to be of use.

Ambush

As the heroes approach the Duchess's Manor they are suddenly assailed by a flurry of pepper bombs and a rough female voice crying, *"Ye may have taken me Mistress, but you'll nae be taking me!"* The Duchess's Cook and four of her faithful Animal servants ambush the party, gaining surprise. The Cook is in an upstairs room (gaining medium cover) while the four elderly Frogs leap out from behind some bushes. Two rounds into the fight, two Fish fire pistols at the heroes from the windows on the ground floor.

During the fight any hero who succeeds in a Notice roll sees that the opponents are all quite elderly and not very proficient with their weapons.

The attackers can be convinced to cease their attacks by appropriate skill rolls or convincing (and role-played) arguments. The Cook calls for all the servants to surrender when three of them have been defeated or she has taken 2 wounds.

The Cook: (p. 156).

Frogs, Loyal but Old Servants (4): Animal, Common Folk (p. 161), with Throwing d6; 2 pepper bombs each.

Fish, Loyal but Old Servants (2): Animal, Common Folk; remove Fighting and add Shooting d4; pistol and 5 shots each.

Explanations

Once all hostilities have ceased, the Cook explains as best she can what happened. The servants and Cook know nothing about a visit by the White Rabbit but have noticed many clandestine meetings about the manor and its grounds. If the heroes indicate in any way they are opposed to the Queen of Hearts, the Cook begs them to rescue her mistress, offering them her life savings (actually money stolen from her employer)—a Tidy Sum—plus up to six pepper bombs.

Rescuing the Duchess

The Cook can relate that the Duchess was to be taken directly to the city of Hope but would have to take the somewhat circuitous forest trail due to the number of people in the group. A smaller group, such as the heroes, could cut across country and easily catch up.

As the heroes make their way through the woods in the direction of Hope, the GM should select or randomly generate an encounter. Even with this encounter the group can easily catch up with and overtake the Duchess and her captors. The Queen's force consists of fifteen Rank-1 Club Cards, three Rank-2 Club Cards and an Ace of Diamonds Card. The ten "recruited" servants and the Duchess have their wrists bound together and a rope tying each together in a long line. The servants are not effective fighters but if freed can be counted on to at least give the heroes a gang-up bonus. The Duchess is livid about her treatment and should be treated as Berserk if freed while her captors are still alive.

The Duchess: (p. 156).

Rank-1 Club Cards (15): (p. 164).

Rank-2 Club Cards (3).

Ace of Diamonds

Attributes: Agility d10, Smarts d8, Spirit d10, Strength d8, Vigor d8
Skills: Fighting d8, Notice d10
Pace: 6; **Parry:** 6; **Toughness:** 7 (1)
Hindrances: Flammable, Soggy When Wet
Edges: AB (Miracles—Alice/Victoria), Combat Edges, Edge-facing, Flat ... Sort Of, Florentine, Luck of the Draw, Trained for the Job
Powers: (20 PP)—*boost/lower trait, burrow, deflection, invisibility, speed*.
Gear: Leather armor (+1), sword (Str+d6), dagger (Str+d4).

Wealth

Between them the Cards have a Tidy Sum.

Aftermath

On a successful Notice roll or automatically if anyone searches the Ace Card, it is discovered beneath his clothing that his markings are just a thin cover stuck upon his paper "flesh"—hidden beneath is a design of five wands.

The Duchess is grateful for her rescue but is not above using the heroes herself. Depending upon the GM's plans the Duchess either denies seeing the White Rabbit recently (which is true) or relates that the White Rabbit came to her and went off with her son, Igpay, on a secret mission and there has been no sign of them since. The latter would be a ruse to get the heroes to find her runaway son, Igpay.

Leads To:

Missing Little Pig (p. 132): The Duchess's son has gone missing. Can the heroes find him?

Royal Kidnap (Heroic, Lily, Not Specific)

The White King and Queen's daughter, Lily, has been kidnapped! Posters around Charity are offering a £50 reward for her safe return and describe the man believed to have kidnapped her. The man is described as having an extremely pointy chin and nose (like a Punch doll).

As luck or fate would have it, the heroes saw a man fitting that description a day or ago as he sped past on a heavily laden horse. *Note: The GM might prefer to foreshadow this tale by actually having his players encounter the man earlier as he speeds away from the city.*

Returning to the area where they saw the speeding horseman, the heroes may follow the horse with a successful Tracking roll. The trail leads to an old, partially ruined watchtower atop a lonely hill. The kidnapper (Mr. Chin) and his accomplices are hiding in the watchtower while they compose a ransom letter to the White Queen.

They have one man on watch with a Notice of d8, which the heroes must avoid if they wish to sneak up to the tower. If the heroes take no precautions, the lookout spots them and the thugs open fire with crossbows.

Princess Lily: Use Pawn Chessman (p. 167), but add Smarts d8, Knowledge (Battle) d8, and Noble.

Mr. Chin: Use Human, Guard Captain (Wonderland) (p. 171) and add Riding d10.

Thugs (2 per hero): Use Human, Guard (Wonderland) (p. 171), and give them crossbows in addition to their normal gear.

Babysitting Lily

Lily is spoilt, obnoxious and prone to extremely loud tantrums, and should be played that way by the GM. Lily makes extravagant demands of her rescuers and threatens dire consequences from her mother if they are not met. One of Lily's tantrums awakens a bandersnatch, which slinks towards the heroes to investigate the noise. It has a +4 bonus to Stealth to attack with surprise.

Bandersnatch: (p. 161).

The Red Knight

While still some distance from Charity, the heroes spy a column of figures heading towards them. The column is led by The Red Knight and consists of two Red Bishops and 24 Red Pawns. Regardless of what the heroes do, Lily chooses this moment to throw one of her tantrums. She accuses the heroes in a loud voice of mistreating her and even of kidnapping her. Lily's hope is that the Rosewood forces take her from the heroes, since other Chessmen are more used to following orders from royalty.

The Red Knight responds to the shouted accusations by approaching the heroes and demanding to know what they are doing with the Royal Princess. Lily interrupts any explanation by shouting more accusations against the heroes. Eventually the Red Knight sits back on his horse and states clearly that the situation has bought the heroes' honor in this matter into question, and as such it must be tested upon the field of battle.

The heroes must choose a champion to face the Red Knight in mortal combat. The rules are simple: The combatants may use any equipment they possess but may not be aided by their companions in any way at all (including spellcasting). The battle is fought until one of the combatants cannot continue.

The Outcome

Regardless of who wins the combat, the Red Bishops heal both of the combatants. If the hero wins—the Red Knight salutes the hero and apologizes for doubting his honor. If the Red Knight wins—the Red Knight salutes the hero for his willingness to face him over a matter of honor.

In either case, the Red Knight kneels before Lily, acknowledging her royal peerage before whispering to her; Lily's face (or what passes for it as a Pawn) goes from jubilant to concerned and finally to consternation as the Red Knight explains in detail her position as a royal princess and how she has been abusing her position. From this point on, Lily is well-behaved with the heroes.

The Red Knight should now be viewed as friendly towards the heroes, something that may be of use if the heroes have any dealings with the House of Rosewood. For instance, if the heroes are caught sneaking around the Red Queen's palace, the Red Knight may intervene when sentence is passed on them to have their execution reduced to banishment under threat of death if they ever return.

Red Knight: See **Personalities** (p. 158).

Returning Lily to the White Queen

The reception the heroes get in Charity depends upon their prior actions. If they have met the White Queen, the Lion and the Unicorn immediately escort them to the palace. If the heroes have not met the Queen they are given lodgings and board in a well-to-do inn while the Lion and the Unicorn take Lily to the Queen. The Unicorn returns the next day, stating that the Queen desires an audience with the heroes.

The Queen is gushingly thankful for the safe return of her daughter. She offers the heroes both the £50 reward offered for her safe return and also to name them "Friends of the House of Whitefield." This title has no intrinsic monetary value but any member of the House of Whitefield encountered has a 50% chance of having heard of them, thus being more inclined to aid them.

School of Thought (Novice, Mock Turtle, Not Specific)

While rambling on about the old days and how things were so much better back then, the Mock Turtle makes mention of, *"And of course there was the Great Secret of Wonderland; you don't get taught that these days."* If questioned on the subject the Mock Turtle definitely remembers being taught it, but he just cannot recall what it was. He does remember one of his old school masters taught him, but alas he cannot recall which one.

The Mock Turtle can give directions to his old school, which involves a boat trip or three Swimming rolls to reach.

The Old School

The school convenes around a small rocky island a few miles off shore. Although formal, all are welcome who can pay the fees—£0.10 per hour. Lessons are ten hours the first day, then nine hours the second, and so on for a total of ten days (working out to a grand total of £5.50 for anyone who stays for an entire course).

'That's the reason they're called lessons,' the Gryphon remarked: 'because they lessen from day to day.'

Anyone wishing to learn must choose between the teachers and courses that are available. If questioned about the Great Secret the teachers only say to be patient and learn.

The Courses

Each course lasts ten days and a pupil must attempt a Smarts roll each day. The final gain in knowledge is dependent on the number of successes the pupil attains.

The Basics—Reeling and Writhing

Taught by a Lobster

0–5 successes:	Nothing.
6–9 successes:	Increase Stealth by 1 die type or gain Stealth d4.
10 successes:	+1 bonus to all Stealth rolls.

Arithmetic—Ambition, Distraction, Uglification, and Derision

Taught by a Whiting

0–5 successes:	Nothing.
6–9 successes:	Increase Taunt by 1 die type or gain Taunt d4.
10 successes:	+1 bonus to all Taunt rolls.

The Classics—Mystery, ancient and modern, with Seaography:

Taught by a Crab

0–5 successes:	Nothing.
6–9 successes:	Increase Investigation by 1 die type or gain Investigation d4.
10 successes:	+1 to all Investigation rolls.

Drawling, Stretching, and Fainting in Coils.

Taught by a Conger Eel

0–5 successes:	Nothing.
6–9 successes:	Increase Healing by 1 die type or gain Healing d4.
10 successes:	+1 to all Healing rolls.

The Great Secret of Wonderland

Heroes who achieve ten successes on their course rolls are escorted by the teacher to view the Great Sea Crate. This large crate is packed full of books and parchments (somehow impervious to water) and the lucky student is encouraged to take a selection to keep for his own library. These documents give the hero a +2 bonus on any Knowledge rolls involving Wonderland.

Seaside Treasure (Seasoned, Looking-glass Lands Beach, Crown of Alice)

The Walrus and the Carpenter play upon being poor laborers just seeking a life in the cruel and hard world in which they live. In reality, they are a pair of thieves, con-men, and murderers who couldn't be seen with their ill-gotten gains, so they buried their wealth on the beach in the Realm of the Queen of Hearts. Unfortunately for the pair the ghosts of some of their former victims witnessed the burial of their treasure cache and took up guard above it.

The heroes can easily find the site of the buried treasure, for it has a sand castle built atop it. The structure is amazing considering what it is built of, with walls and buttresses, towers and battlements. A successful Notice roll reveals several indistinct (ghostly?) figures atop the battlements, each clutching a small splinter of driftwood as a spear. The Oyster ghosts do not allow anyone to venture near enough to the sand castle to harm it. At first they "fire" warning shots—deliberately missing the heroes with their powers. If the heroes persist, their attacks become more lethal.

The only way to peacefully get close to the Oyster ghosts is to approach unarmed. If this is done, one of the ghosts floats down from the battlements and speaks with the heroes. The Oysters are bitter about the deadly trick played on them by the Walrus and the Carpenter and agree to give the heroes the wealth accumulated by them under two conditions:

- The Walrus and Carpenter must get none of the treasure back.
- The heroes have to retrieve the Oysters' shells, return them to their mother in the Oyster beds, and tell her she was right and her children are sorry for disobeying her.

Oyster Ghosts (40): Use Ghosts (p. 170), but add Throwing d6 (tiny driftwood spears, d4 damage), Spellcasting d8 and Fear at +1.

The Oyster ghosts have 20 Power Points between them that may be collectively used to cast *bolt* and *blast*, which manifest as a strong wind whipping sharp sand, and a tornado spinning sand around, respectively.

Where Are Those Shells?

The Oysters do not know where their shells are, as they were more than a bit disoriented after they had been eaten! The Walrus and Carpenter know roughly where the shells are, but the heroes need to somehow convince them to disclose it. Once persuaded, the pair leads the heroes to a flat rock a few feet above the waters of the Endless Sea. Each Oyster was devoured and its shell was dropped off the ledge into the water.

The shells still lie in the water beneath the rocky shelf. Unfortunately this is the lair of a shoal of spiny rockfish. The fish use their camouflage ability to hide until any interlopers are busy, and then attack with a +4 bonus to Stealth to surprise their

victims (gaining "the drop," but only if *all* their victims are surprised). There are 40 Oyster shells total in the fishes' lair.

Spiny Rockfish, Giant (1 per hero): (p. 169).

And The Oyster Bed?

Again the Walrus and Carpenter can point the heroes in the rough direction of the beds where they found the Oysters. The beds are about a mile off shore but there is nothing hazardous in the area (unless the GM wants something!). Someone diving and succeeding in a Notice roll can find the bed. A single large Oyster lies in the middle of the bed surrounded by a lonely patch of empty sand—the mother Oyster.

Success

The heroes return to the site of the castle to find the ghosts have disappeared and the castle has collapsed into a heap of sand. A few minutes of digging reveals the treasure hoard. If the heroes do give any of this wealth back to the Walrus or Carpenter, the Oysters inflict a curse upon them: For the duration of their visit to Wonderland they must succeed in a Vigor roll each time they attempt anything strenuous (and this includes spell casting); failure results in severe stomach cramps for the duration of the encounter, causing a –1 penalty on all trait rolls.

Wealth

There is a fortune in bits and pieces—jewels (especially pearls), old and tarnished coins, twisted scraps of rare metals and such like. As well as any generated Item of Wonder there is a broken part of a white crown, perhaps about one third of the whole. This is part of the Crown of Alice (p. 83).

Spy in our Midst (Novice, Pat, Victoria)

A mated pair of Dog mercenaries was recruited by the Queen of Hearts to settle in the Village of Animals and keep watch for the White Rabbit or any other signs of treachery. The two Dogs, going by the names of Mr. John Dog and Mrs. Jane Dog, first applied pressure to a Brown Owl (Jon), who lived opposite the White Rabbit's home, to try and get him to move. When this failed, they made their way stealthily into Jon's house and slew him. The pair buried the Owl's body in a shallow grave in the nearby Wood of Giant Animals. More of this is detailed in **Jon Brown's Body**, p. 139.

Since the burial the Dogs have returned to the Village of Animals with the key to Jon's house and a (forged) letter indicating Jon had moved to Hope and sold them his home. Under cover of darkness, the Dogs have met with many of the Queen's agents and have a small pack of Cards hidden away in the cellar of the house.

The heroes may be on to the spies straight away if they have already found Jon the Brown Owl's body. Alternatively they may have spoken to the villager Pat, who has suspicions about the dogs.

Asking Around the Village

The villagers are very close-mouthed about their "own kind" even if they are not really welcome.

A successful Streetwise roll is required to gain any information from the villagers and any such rolls have a –4 penalty unless the questioner is an Animal or has previously endeared himself to the village in some other way.

The Dogs: The Dogs are very standoffish; they do not mix with the other villagers or frequent the tavern, and are rarely seen outside their home. When one of the pair leaves their home, it is only to go straight to the general store to purchase food. Specifically questioning the grocer (a Fox) reveals the Dogs purchase far more food than they could possibly need.

Jon the Brown Owl: He was a real *member* of the village, always willing to help out and regularly in the tavern drinking with his friends. Jon did not tell any of his friends he was leaving. He was a keen and gifted gardener, which makes it even more of a shame he moved on, as the Dogs have let his garden run to ruin.

Watching the House

If the heroes watch the house for a few days, they garner a few clues. The garden is a mess; no attempt has been made to keep it tidy, so even the grass is knee-high. The curtains in upper windows are always drawn shut, and a hero making a Notice roll while observing this spots one of the curtains twitching slightly.

One of the Dogs leaves the house once a week and walks swiftly to the grocer's store. The Dog carries a large basket full of groceries when she returns, and the whole trip takes perhaps an hour. Apart from the shopping trip, the dogs never leave the house during the day.

While watching the house a hero must make an opposed Stealth roll (at +2, assuming he's taking full advantage of cover) against one of the Dogs' Notice rolls (remember, they have Alertness); if the Dog beats the hero's roll then the hero has been spotted.

Each night the Dogs both leave the house and stealthily pad around the village, sniffing at doors and windows. Their circuit is different each night but does repeat after five nights. If a hero follows one of the Dogs he must make an opposed Stealth roll (at +2 due to cover of darkness) against the Dog's Notice (the Dogs are at a –2 penalty because they're concentrating on other trails, which effectively cancels out their usual

bonus from Alertness); if the Dog beats the hero's roll, he has spotted the hero.

The House

The **Victorian House/Inn** map (p. 54) can represent the house, though the "study" and "larder" dividers should be eliminated (leaving the cellar area open), and the attic level is not divided into rooms.

The house is a small affair with a parlor and kitchen downstairs, a narrow staircase leading up to the two upstairs bedrooms, and an even narrower set of stairs leading from the kitchen to the cellar. There is no sign of use in any of the rooms save the bedroom, which faces the White Rabbit's house. A chair sits by the window in this room and several bowls with dried-on food lay scattered about. A hero making a successful Notice roll in the parlor notes a cleaner circular area of flooring as though something had been moved. The something is a rug, now in the kitchen and covering some bloodstained floorboards. This is where Jon was slain.

The cellar is an open area the size of the house with four stone columns supporting the main floor above. It is quite smoky (dim visibility). The Dogs and Club Cards spend most of their time (when not watching from the upstairs windows) in the cellar. They have a cooking fire (which accounts for the smoke) and also sleep here. Successful Notice rolls spot several burnt pieces of paper in the fire, of which only one fragment is still legible. The surviving fragment is a corner of a sheet of paper and the only legible section bears the letters "MA" (the initials of the White Rabbit's maid, Mary Ann).

How alert the occupants of the house are when the heroes enter it depends upon their actions. If one of the Dogs spotted the heroes either watching the house or tailing them, or the heroes spoke to Mary Ann, a single Card is stationed on guard in both the parlor and kitchen. Those in the cellar are ready as well. In this situation the heroes are not able to surprise the villains unless they use an area-effect attack into the cellar from the kitchen.

Rank-1 Club Cards (8): (p. 164).

Dog Mercenaries (2)

Attributes: Agility d6, Smarts d6, Spirit d4, Strength d8, Vigor d8
Skills: Fighting d8, Intimidate d8, Notice d8, Taunt d6, Stealth d8, Throwing d6
Pace: 6; **Parry:** 6; **Toughness:** 6
Edges: Alertness, First Strike.
Special Abilities
- **Bite:** Str+d6.

Gear: Sword (Str+d6).
Wealth: Each has Loose Change.

Leads To:

Clandestine Meeting (p. 135): The White Rabbit's housemaid is acting suspiciously.

Tax Rebate (Veteran, March Hare, Victoria)

In a town of the Monarchy of Hearts, the heroes are approached by three shopkeepers: the Butcher, the Baker, and the Candlestick Maker. They tell a tale of woe, that the Queen's Taxman drained them of every last coin by taxing them for everything imaginable (including a tax on being taxed). Worse yet, the total taxes were more than they could actually pay, so they are now in debt, forced to liquidate their stocks to pay the Taxman when he comes back. Even then, it will likely be the *Axeman* for them, once the Queen hears that they're "behind on taxes."

Their hope is that the Taxman's ledger is "misplaced" before he reaches the Queen. They know that he frequents Renard's Place (formerly March Manor), and so he can be found there if haste is made. If the heroes can bring back the ledger or proof of its destruction, the shopkeepers promise a discount on their services and their best wares as thanks. (They would also appreciate getting their money back, but will not demand this; their primary concern is for their own necks at this point.)

The Butcher offers his Best Meat Cleaver (Str+d6+1 damage, thrown Range 3/6/12). The Baker offers 8 of his Best Cakes (Mystery Cakes; p. 88). The Candlestick Maker offers his Best Candle (illuminates 4" radius; can be snuffed and relit, but never burns out).

Note: Alternatively, the heroes might end up visiting this location on their own, either while searching for the March Hare, or on a quest for Alice's Hair Band. In such a case, the GM might let them encounter the shopkeepers if they're overheard asking directions to March Manor, or they can just focus on their primary task rather than worrying about the Taxman and his ledger.

Renard's Place

Soon after the March Hare's arrest, an enterprising Fox named Renard came across his deserted house and decided it was a suitable location for a way-stop for travelers on the Queen's roads. Renard roughly installed a taproom (bar), dug a latrine

out the back (in the Hare's vegetable patch), posted a few signs, and opened for business. Unfortunately for Renard, a sergeant in the army of the Queen of Hearts liked the place so much he declared it army property but "graciously" allowed Renard to stay on as the barkeep. Naturally Renard is not happy about the situation, but he is too much of a coward to do anything about it.

In a fight Renard, if in no danger himself, aids whichever side seems to be winning. He may well change sides several times during a protracted fight!

Renard, Scheming Barkeep

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d6, Notice d8, Stealth d6
Charisma: +2; **Pace:** 8; **Parry:** 7; **Toughness:** 5
Hindrances: Greedy, Yellow
Edges: Charismatic, Fleet-Footed, Improved Dodge, Level Headed, Trademark Weapon (whiskey bottle)
Gear: Whiskey bottle (Str+d4), dagger (Str+d4).

Approaching March Manor

The heroes begin to see wooden signs pointing in the direction they are traveling, all reading: "*Renard's Place—Good Food—Good Beer—Stay the Night.*" These signs start about a mile from the March Manor.

The house itself is two stories tall with a thatched roof and two chimneys shaped like rabbit ears, in a small woodland clearing. A patch of land behind the house was once obviously a vegetable garden but has been ruined by several trench-style open latrines, and all that they imply. A barn-like building next to the garden has been converted into a half dozen stalls for horses.

The table at which was held the infamous "mad tea party" lies bare and forgotten under a tree in the front court, overgrown by creeping vines. The chairs and place settings have long ago been taken inside.

Use the **Victorian House/Inn** map (p. 54) to represent March Manor, with some modifications. The doors and walls are knocked down between the parlor, hall and dining hall, making one large common room, with the bar set up in the former hall, right next to the stairs and the kitchen access. Upstairs, the Taxman is staying in the Master Bedroom, and the Sergeant is in the Guest Room, while the attic rooms all have bunks for the use of the guards staying there.

The Current "Guests"

A Tweedle sergeant (known simply as "The Sergeant") and his squad of guards use the inn as their base of operations, supporting the Taxman as he collects ever more taxes from the outlying villages to fund his Queen's campaign. The tax money is carried in a locked chest bound with a padlocked chain; a second chain secures the chest to the Sergeant's wrist for safekeeping. When in transit, the chest is carried on a small cart drawn by a single old and weary horse. The ledger is among the paperwork that the Taxman keeps in his own possession at all times.

The Sergeant is upstairs asleep in the March Hare's bedroom, while the Rank-2 Club Cards and the Tweedle are in the taproom drinking and playing a game of dice. The Rank-1 Club Cards are in or around the stables seeing to the horse and cleaning their equipment.

The Taxman is in another of the bedrooms upstairs, but will only lend support at a distance (from atop the stairs). In no case will he surrender the ledger, but he will attempt to flee if the guards cannot protect him.

If a fight breaks out, the Sergeant awakens on a raise on a Notice roll. The Cards outside the inn automatically hear the noise and arrive at the end of the third round.

The Sergeant: Tweedle, Guard Captain (p. 179); he is handcuffed to the chest (–2 Parry).

Rank-2 Club Cards (4): (p. 165).

Rank-1 Club Cards (8).

Tweedle Do & Die (2): Tweedle, Guard; (p. 179).

The Queen's Taxman: Haberdasher, Experienced (p. 170), with Intimidate d12. He has Knowledge (Tax Law) d12 as his spellcasting skill, and a single power of *taxation* (as *boost/lower trait*, but can only lower traits, with encounter-length duration).

The March Hare's Bedroom

The Sergeant is normally asleep here, sprawled fully clothed and armored across the bed, his left wrist handcuffed to a large chest. The chest is both locked and wrapped about with a padlocked chain, requiring a Lockpicking roll to open, and a Stealth check to unwrap the chain without waking up the Sergeant. The Sergeant has the key on a chain around his neck (hidden under his armor). The chest contains a Small Fortune, but no Item of Wonder.

Beneath the March Hare's bed is a loose floorboard; a raise on a Notice roll is required to spot it when searching the room in general; it can be found with a regular success if someone specifies that he wishes to search underneath the bed. Beneath the floorboard is the March Hare's treasure cache—a Tidy Sum in loose change (no Item of Wonder), half a broken blue egg shell, a silver thimble, a small bottle labeled "*Drink Me*" that holds three doses of Tears of the Tove (p. 88, counts as three Magic Foodstuffs total) and Alice's Hair Band (p. 83, a white "Alice band").

The Sergeant: Tweedle, Guard Captain (p. 179); he is handcuffed to the chest (–2 Parry); not found here if the heroes already dealt with him in the encounter above.

Treasure Hunting (Seasoned, Jon Brown's Body, Crown of Alice)

"Start from the fourth Guard House from the Queen of Hearts' realm on the Guarded Way; head towards the mountains. Keep going until you find an old well; stand by it and look for an old tree split by lightning. Imagine a line from the well to the tree and follow it until you come to a hill with a rocky crown atop it. Within the crown seek a crack into the hill. There you will find the treasure."

The Well

It is a full day's travel to reach the well, and dusk is fast upon them when the old cistern is finally found. The well is long dry; however the streambed beneath it has made an ideal lair for a pair of particularly old and cunning snarks. These creatures originally hailed from the mountains before being driven away by the jubjub birds, so climbing up and down the well is no problem for them. The snarks wait until darkness falls before emerging to leap amongst the heroes.

Cunning Old Snarks (2): (p. 175); Wild Cards.

The Tree

In daylight the lightning-split tree is easy to spot, though at night it requires a Notice roll with a raise. On a failure at night, the heroes can either choose to camp out until daylight so they can see better, or wander around; for each hour of wandering, they can make another Notice attempt, but a card should also be drawn to check for an encounter (p. 93, Hills of Gloom encounters; encounter happens if a face card is drawn).

Once the tree is spotted, following a straight path through the chaotic undergrowth of the hills is difficult, requiring a success with either Tracking to follow signs of the trail, or Notice to keep an eye out for landmarks. At night, these rolls are made with appropriate darkness penalties.

If the rolls are failed, and the path cannot be followed exactly, it requires an extensive search by the heroes, depending to a great deal upon dumb luck to find the way. For each hour of wandering, allow another Notice or Tracking roll to find the way. On a failure, draw a card; a face card indicates an encounter.

The Hill

There is a ring of seventeen standing stones upon the hilltop. Angling beneath one of them is a jagged fissure leading down to a small cave.

The cave is now home to a particularly large and nasty jabberkin that does not take kindly to being disturbed.

Large and Nasty Jabberkin (1): Jabberkin (p. 172); Wild Card, with Hardy, Improved Nerves of Steel.

Wealth

There is a fortune in gems and jewels. As well as any generated Item of Wonder, there is a broken part of a white crown, perhaps one-third of it. This is part of the Crown of Alice (p. 83).

Victims of the Twins (Veteran, Chessboard Fields, Not Specific)

The cottage that was once home to Tweedledee and Tweedledum has stood empty for some time; the surrounding undergrowth has grown around it, making entry difficult. However it is not deserted; within are the restless spirits of those who were captured and eaten by the twins.

Entering the Cottage

The undergrowth around the cottage is partially possessed by several ghosts of Plants that fell foul of the twins. Hidden amongst the ivy and long grass are many vine-like plants with vicious barbs along their length. These animate and attack the heroes if they attempt to enter the cottage. The heroes may gain entry by forcing the swollen door (Strength roll with a raise) or breaking one of the two windows.

Possessed Vines (8): Weed (p. 179), but Undead, and cannot leave cottage.

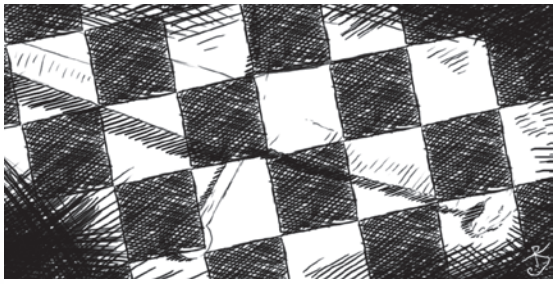
Within the Cottage

The cottage consists of a small hallway with doors leading to a bedroom, a living room and a kitchen. The **Victorian House/Inn** map (p. 54) can be used to roughly represent the cottage, though only the ground floor should be used; there is no upper floor, attic, or basement. On the map, the "Parlor" is the living room, and the "Dining Room" is actually the bedroom.

Each room is a mess, furniture having been hurled about. In the kitchen is a rotting body of a wolf in a large cooking pot surrounded by the bones of other creatures and people. Searching amidst the bones reveals skeletons of all the ghosts listed below. On a Notice roll with a raise, a hero finds one particular bone that is hollow and makes a birdlike cawing sound as it is disturbed (the Crow Whistle). One or more ghosts haunt each of these areas. The ghosts are all insane to a greater or lesser degree. They see any who enter the cottage as friends of the twins and do what they can to scare them away. All of the ghosts stop their attacks if the "General" is negotiated with or the "Guardian" is defeated.

The Ghosts: Ghost (p. 170), but with the following changes:

The Ghost Sword



The General's Sword is almost invisible, requiring a Notice roll to locate if put down. The sword has no weight, does not count towards encumbrance and has no Strength requirement to wield.

The wielder of the sword gains a +1 bonus on Spirit rolls. In addition, the sword's bonus to Fighting increases from +1 to +3 when fighting the Tweedle Creature.

Ghost Sword—Fighting +1, Damage Str+d10.

The Child (Fear Check, no penalty) is a small childlike ghost that lurks in one of the dimly lit corners. This ghost has a rattle that once belonged to Tweedledum, and rattles it when no one is looking towards its corner. If detected, the Child does its best to keep the rattle away from the heroes. The rattle has the words "Property of Tweedledum" scratched into its handle.

The Woman appears as an elderly woman almost covered by a shawl. She abruptly lunges forward and throws back her shawl to reveal a horrific visage underneath. Heroes must make a Fear check at –2.

The General (Fear check at –1) was a Chessman Knight in the service of the White Queen and is one of the most insane of the ghosts. He makes himself visible and awaits the heroes' actions. If they talk rather than attack, he realizes they are not the twins and speaks with them of what occurred here long ago. The General tries to persuade the heroes to hunt down the Tweedle twins and execute them for their crimes. If the heroes agree, he gives them his sword in thanks and tells them of the twins' fear of black birds.

The Guardian is the ghost of a wolf (a beast, not an Animal) that the brothers lured into their home and killed but did not have time to eat before the other ghosts drove them away. The Guardian can possess its own rotten body once per day for d6+5 rounds, which it does to try and drive any intruders away. Use wolf statistics from the *Savage Worlds* rule book and give it the undead ability. Fear check at –2.

The Bird Man was a Crow. He flies cawing around the ceilings of the cottage, and dives at the heroes, hoping to cause them to dodge and hurt themselves. With the chaotic nature of the rooms this is quite possible; a victim of a dive attack must make a Spirit roll or involuntarily dodge away. Dodging requires an Agility roll to avoid taking 1d6 damage from hitting some furnishings.

The Killer was a Human warrior from the Queen of Hearts' army. He was sent to recruit the twins or kill them if they would not join up. In death he is still a master of weapons and attacks with fragments of furniture hurled with deadly accuracy (Throwing skill d10). His makeshift missiles cause 1d8 damage. Fear check at –2.

Vorpal Sword (Heroic, Various, Vorpal Sword)

Everyone knows the Jabberwock was slain once by use of the Vorpal Sword; there's even a famous poem that declares it. The problem is: Where is the Vorpal Sword? To discover the answer, the heroes are going to have to do some investigation work.

Suitable Places for Research

Large libraries may be found in the cities of Faith, Hope and Charity. Major book collections such as those owned by the Duchess and many of the noble Cards and Chessmen are also all good places to start. The Caterpillar is another good choice.

Researching the Poem

The poem (p. 172) is well-known particularly to those in the Looking-glass Lands. A successful Streetwise roll in any settlement finds someone who knows and can recite it; if such a person gets a raise on a Common Knowledge roll he also recalls the author was someone called "Anon." A successful Investigation roll in a library or book collection also locates the poem in a book; the signature at the end of the poem is "A. Non."

Finding A. Non

Once the heroes have the author's name, they may find out more information about him. A successful Investigation roll within a library identifies A. Non as a Mouse taleteller ("A. Non, a Mouse"—yes, it's a pun) who wanders the Looking-glass Lands. Suitable skill rolls (Persuade, Streetwise) while asking about the taleteller locate him—the GM should select a suitable town or village for A. Non to be in and use the opportunity to run one or more Savage Tales on the journey.

A. Non

The Mouse regards Jabberwocky as one of his finest tales and boasts how he was a good friend with the boy who killed the creature. Questioning him soon reveals he actually heard the tale from another storyteller but was the first to record it and so took the credit. Once the heroes have this admission, the Mouse becomes upset and sits mumbling to himself. Anyone who pays any attention to the Mouse's muttering hears him mention the Vorpal Sword.

Persuasion rolls, flattery or a few drinks get A. Non to reveal what he knows of the sword. He refuses to answer questions as to how he knows such detailed information until the heroes promise to take him on their travels to slay the Jabberwock so he can immortalize them in poem. Once the heroes agree, A. Non relates how the real author of the poem actually spoke to the Jabberwock slayer. Terrified of the weapon (it has a penchant for accidentally slicing things), the boy threw the sword into a deep gorge, near a vast rock outcrop that looked like the Gryphon rearing up, overshadowing the gorge. The gorge, it is said, is west of Faith in the Mountains of Division. A. Non puffs out his chest and announces that he found the gorge and the sword!

More questioning reveals that the sword was stuck in a large boulder with only the hilt and an inch or so of the blade protruding and A. Non could not pull it out. A. Non left the area amidst a massive storm and returned some time later with some hired muscle, but could not find the gorge again. However he is sure that this time, with a little help he can.

A. Non (a Mouse)

Attributes: Agility d10, Smarts d8, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d6, Notice d6, Shooting d6
Charisma: 0; **Pace:** 8; **Parry:** 5; **Toughness:** 4
Hindrances: Bad Luck, Quirk (Furtive), Small, Yellow
Edges: Danger Sense, Fleet-Footed, Quick
Special Abilities: Bite (Str+d6)
Gear: Dagger (Str+d4, Range 3/6/12 thrown), sling (Range 4/8/16, Damage Str+d4, RoF 1).

Finding the Gorge

Once in the lower reaches of the Mountains of Division west of Faith, they must search for the rocky outcrop. Shortly after A. Non's first visit, the outcrop was struck by lightning and part of it cracked and fell away. To find the outcrop requires a raise on a cooperative Notice roll, with one attempt allowed per day for the party. Each day the heroes fail to find the outcrop, draw a card. If it is a face card, they encounter a war band of Giant Ants.

Descending the gorge is a tricky task as the lightning strike and falling rocks have cracked and broken the sides of the gorge. It requires three successful Climb rolls to descend safely. Those failing a roll fall a small distance, taking 1d6+5 damage.

Giant Ant War Band

If an Ant patrol is encountered (as noted above), it is hostile, declaring this region to be holy ground, with trespassing punishable by death.

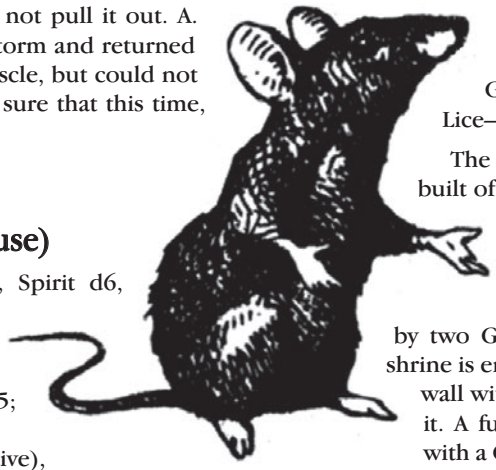
With a successful Persuasion roll, the heroes can parlay, learning more about the Giant Ants' shrine (giving a +4 to further Notice checks to find it), but unless the heroes leave, the Ants will lose patience and attack.

With a carefully crafted lie and a raise on a Persuasion check (and someone keeping A. Non from blabbing), the Ants' demeanor can be improved to neutral, avoiding a fight. However, they will be hostile again and suspicious (–2 to Persuasion checks) upon a second encounter.

Ant, Giant (3 per hero): (p. 161).

Giant Ant Leader (1): Ant, Giant; Wild Card.

Finding the Sword



Scouts from a Giant Ant mound found the Vorpal Sword stuck in the boulder and saw it as a sign from the Great Louse who created the world (A Lice—Alice) and raised a shrine around it.

The shrine is a squat, square structure built of large stone slabs leaning against each other, measuring perhaps 30 feet (5") to a side. Thinner slabs rest atop the walls to provide a roof. Entrance is via a hole left in one wall, guarded by two Giant Ant Warriors. The inside of the shrine is empty save for a large boulder near one wall with the hilt of a sword protruding from it. A further eight Giant Ant Warriors along with a Giant Ant Priest guard the inside of the shrine.

Giant Ant Warriors (10): Ant, Giant (p. 161), with spears (Str+d6, Parry+1, Reach 1) and light revolvers (Range 12/24/48, Damage 2d6+1, RoF 1, Shots 6). One of the inner guards has a blunderbuss (Range 10/20/40, Damage 2d10, RoF 1, Shots 1, 1 action to reload).

Giant Ant Priest

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d10, Vigor d8
Skills: Fighting d8, Belief d10, Notice d8, Shooting d6
Charisma: 0; **Pace:** 8; **Parry:** 6; **Toughness:** 6
Special Abilities

- **Acid Spit:** Ants can spit a caustic acid; treat as an Area Effect Attack with a range of 3/6/12, small burst template and 2d6 damage; armor does not protect against this attack.
- **Bite:** Ants have fierce mandibles that cause Str+d6 damage.
- **Fearless:** Ants blindly obey their queen; fear does not come into their lives.
- **Hardy:** Ants are hard to put down.
- **Powers:** (25 PP)—*boost/lower trait*, *deflection*, *growth*, *healing*
- **Wall Walker:** Ants can walk on vertical surfaces as easily as the ground.

Removing the Sword

Pulling the Vorpal Sword (p. 83 for statistics) from the boulder requires a raise on a Strength roll (or some sort of clever endeavor by the heroes to employ leverage).

Weapons, Weapons Everywhere (Veteran, Monarchy of Hearts, Victoria)

This Savage Tale may be run whenever the GM requires, as long as the heroes are in the Monarchy of Hearts. The heroes find an odd geometrically-shaped clearing with a pack of Cards lounging about, and then weapons begin to appear from nowhere. The clearings have been cut to match shapes the dreamers in the Real World see over and over in the Morpheus Research Center (see **Interlude X—In the Arms of Morpheus**, p. 130). During their dreams these symbols are in the dreamers' minds and cause any weapons created to appear in one of the clearings.

There are several of these special clearings scattered throughout the woods, normally in out-of-the-way places (i.e., not near the tracks and trails). Allow the heroes a Notice roll to spot the Cards before they emerge into the clearing. The pack of Cards has orders to wait in the clearing until the weapons arrive and to then transport them to Hope where they are distributed to the Queen's troops.

Three rounds after any combat starts (or in about 5 minutes if the heroes just watch), weapons begin to appear in the clearing. Most appear on the ground, but every now and then one appears in the air.

Have any combatants in the clearing make Agility rolls each round. A result of 1 or less indicates the character is hit by a falling weapon for d8+d6 damage. The Cards attempt to grab the weapons for use during any fight.

All weapons are Morpheus Weapons (p. 84).

Roll 1d10+5 for the number of each type of melee weapon that appears—axe, dagger, halberd, and sword. Roll 1d6+4 for the number of each type of projectile weapon that appears—heavy pistol, tommy gun, and double-barrel (12g) shotgun. All guns are loaded.

Club Cards (10): Rank-2 Club Cards (p. 165).

Pack Commander (1): Rank-3 Club Card.

Spade Cards (10): Rank-2 Spade Cards (p. 166).

If the heroes seek out or encounter a second of these areas, the number of Club Cards should be doubled, as the Queen sends more guards.

Who is Best? (Seasoned, Lion / Unicorn, Not Specific)

This tale can be run whenever the heroes are passing a tavern in the city of Charity.

As the heroes are passing or approaching a tavern, the door is abruptly hurled open and two very different combatants tumble into the street, brawling fiercely. It is soon apparent that the pair is the Lion and the Unicorn. A hero who makes a successful Common Knowledge roll will know that the Lion and Unicorn ceased their fighting when the White King vanished.

Asking any of those in the tavern what happened will reveal little. As far as any can tell the Lion and the Unicorn were enjoying a glass of ale together when suddenly the Lion roared, *"What do you mean you 'could have the best of me anytime'?"* To this, the Unicorn responded, *"You? Beat me around the town?"* and then they started fighting.

Stopping the fight without harming the combatants is possible if the heroes state they are trying to not harm them; the Lion and Unicorn may well turn on the heroes though, and they will be using deadly force! If either creature causes one or more wounds to a hero, however, they will abruptly stop and look aghast at what has occurred.

What Has Happened

Neither the Lion nor the Unicorn has any clear explanation. Both are adamant that they heard the other quietly say the words they responded to. The whole situation was caused by a Red Pawn Gourmancer sent by the Red Queen to stir up trouble. Making himself *invisible,* the Pawn whispered the words to the Lion and Unicorn that started the fight.

The heroes may discover the Pawn by perhaps using *detect arcana* in the area of the fight or making a Notice roll (at –6 due to invisibility)as he appears on the edge of the fight and then runs off.

The Lion: (p. 157).

The Unicorn: (p. 159).

Red Chessman, Pawn Gourmancer (1): Gourmancer, Experienced (p. 170), with Chessman abilities. Has 3 more Cloud Cakes (Magic Foodstuffs, *invisibility,* 5 PP each, Cooking roll 8).

Personalities

The following entries detail statistics for many of the characters encountered in *Wonderland No More*. The GM should use them as guidelines rather than definitive statements.

Gourmantic Recipes

Characters with Gourmantic recipes at hand have their powers listed as follows:

Recipe (*power*, number of Power Points spent, die roll and modifier)

This differs from the advice given in the **Players' Guide**. Normally the Cooking roll is recorded along with the Power Points used. The "die roll and modifier" is given to allow variation if a character is met more than once. Remember to also roll a Wild Die if applicable. In the event of a failed roll, assume the minimum for success (4 for most powers, or 5 for *healing*). A competent Gourmancer would not be carrying around a spoilt dish!

*Example: The Cook has 2x Peppery Sauce (*burst*, 2 PP, d10+2)—it was prepared in the Duchess's kitchen, giving a +2 bonus, and her Cooking skill is d10.*

Crowns & Scepters

Magic items with inherent spellcasting abilities listed here use the wielder's Spirit as the spellcasting skill, and regain Power Points at a rate of 1 per hour.

The Carpenter

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d8, Knowledge (Carpentry) d10, Lockpicking d6(+2), Notice d6, Repair d10, Stealth d10(+2), Taunt d8

Charisma: +2; **Pace:** 6; **Parry:** 6; **Toughness:** 7 (1)

Hindrances: Greedy

Edges: Charismatic, Frenzy, Quick, Thief, Woodworker

Gear: Leather apron (+1, torso only), tools (Str+d4)

Wealth: A Tidy Sum.

The Cheshire Cat

These statistics reflect the Cheshire Cat when in his fully-manifested form. On occasions where he visits the heroes as merely a disembodied head or enigmatic smile-without-a-cat, he's effectively incorporeal and unable to physically interact with the physical world.

Attributes: Agility d12, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Climbing d8, Fighting d10, Intimidate d6, Knowledge (Magic Foodstuffs) d6, Notice d12, Stealth d10, Streetwise d6, Taunt d6, Tracking d6

Pace: 8; **Parry:** 10; **Toughness:** 6

Edges: Acrobat, Combat Reflexes, Fleet-Footed, Improved Frenzy, Improved Arcane Resistance, Improved Block, Improved Dodge, Improved Nerves of Steel, Improved Sweep, Quick

Special Abilities

- **Bite/Claws:** Str+d6.
- **Ethereal:** The Cheshire Cat phases in and out of existence. To attack the Cat while it is solid requires a hero to be on Hold and to interrupt the Cat's action.
- **Fearless:** This cat has no fear.
- **Hardy:** A second Shaken result does not cause a wound.
- **Low Light Vision:** The Cat can see equally well in the daylight and the dark, ignoring penalties for dim and dark lighting.

The Cook

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d4, Vigor d10
Skills: Cooking d10, Fighting d4, Notice d6, Throwing d8
Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 7
Edges: AB (Gourmancy), Frenzy, Mighty Blow, Strong Willed
Gear: Cooking pot (Str+d4), pepper bombs (4), standard cooking gear.
Magic Foodstuffs: (20/20 PP)— 2x Peppery Sauce (*burst*, 2 PP, d10+2), 2x Peppered Steaks (*deflection*, 4 PP, d10+2), 2x Thick Pepper Sauce (*smite*, 4 PP, d10+2).

The Daffodil Man

Attributes: Agility d12, Smarts d10, Spirit d10, Strength d6, Vigor d6
Skills: Fighting d6, Gambling d8, Knowledge (Magic Foodstuffs) d12, Knowledge (Tales) d12, Notice d10, Persuasion d12, Taunt d8, Survival d10
Charisma: +2; **Pace:** 8; **Parry:** 7; **Toughness:** 5
Edges: Acrobat, Charismatic, Fleet-Footed, Improved Dodge, Jack-of-all-Trades, Luck, Improved Level Headed, Recitation
Gear: Walking stick (Str+d4, Parry +1)
Magic Foodstuffs: 5 Bean Chili (*deflection*, 6 PP, d10+2), Garlic Cake (*dispel*, 3 PP, d10+2), 2x Dandelion Salad (*fear*, 2 PP, d10+2), Celebratory Cake (*invisibility*, 10 PP, d10+2), Murkweed Salad (*obscure*, 5 PP, d10+2), 2x Tempting Dessert (*puppet*, 8 PP, d10+2)
Note: The Daffodil Man is well-equipped with Magic Foodstuffs cooked by Victoria's "pet" Gourmancers.

The Dormouse

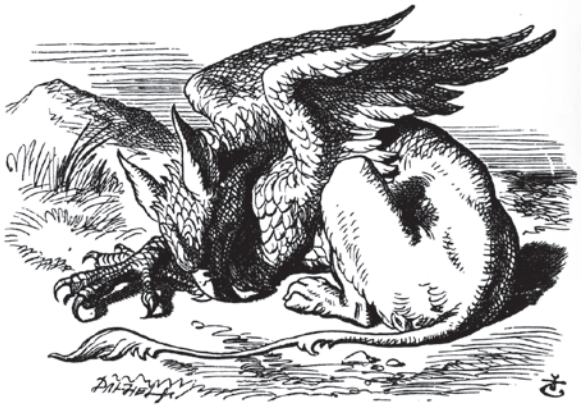
Attributes: Agility d12, Smarts d6, Spirit d4, Strength d4, Vigor d4
Skills: Notice d6
Charisma: 0; **Pace:** 8; **Parry:** 2; **Toughness:** 3
Hindrances: Small, Quirk (narcolepsy—prone to falling asleep)
Edges: Dodge, Fleet-Footed

The Duchess

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d8, Vigor d8
Skills: Fighting d6, Notice d6, Persuasion d8, Throwing d8
Charisma: –2; **Pace:** 6; **Parry:** 5; **Toughness:** 9
Hindrances: Quirk (quotes proverbs wrongly), Ugly
Edges: Brawny, Combat Reflexes, Improved Nerves of Steel, Improved Tough as Nails
Gear: Household items (Str+d6).

The Gryphon

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12, Vigor d10
Skills: Fighting d8, Intimidation d8, Notice d12, Stealth d6
Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 9
Special Abilities
- **Bite/Claws:** Str+d6.
- **Flight:** The Gryphon has a Flying Pace of 12" and a Climb of 6".
- **Grapple:** If the Gryphon gets a raise while performing a grapple, he has knocked his foe to the ground and pinned it with his paws. Bite attacks against a pinned foe are made at +2.
- **Improved Frenzy:** The Gryphon may make two Fighting attacks each action at no penalty.
- **Size +2:** The Gryphon weighs over 500 pounds.
- **Swoop:** The Gryphon often swoops on his prey to pin it to the ground. He gains +4 to his attack and damage for this action. His Parry is reduced by –2 until his next action when performing the maneuver.



Igpay, the Sometimes-Boar

Statistics for Igpay in his Human form are listed before the slash (/), those for his feral boar form after.

Attributes: Agility d8/*d6*, Smarts d6, Spirit d8, Strength d6/*d10*, Vigor d8/*d10*
Skills: Fighting d6/*d8*, Notice d6, Stealth d6
Charisma: –2; **Pace**: 6; **Parry**: 6/7; **Toughness**: 6/*9 (2)*
Hindrances: Outsider
Edges: Acrobat, Danger Sense, Frenzy, and Hard to Kill
Special Abilities (*as boar*)
- **Armor +2:** Tough, thick skin.
- **Charge:** Igpay can attack at the end of a run with no multi-action penalty, and gets a +2 to damage when doing so.
- **Feral:** +1 bonus on Fighting rolls with natural weaponry.
- **Tusks:** Str+d4.

Gear: Sword (Str+d6, usable only as a Human).

The Hatter

The Hatter's *unique* relationship with Time has given him powers not normally available to Haberdashers.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6
Skills: Fighting d4, Haberdashery d12, Investigation d6, Knowledge (Tea) d12, Knowledge (Time) d8, Notice d6, Persuasion d6, Repair d4, Taunt d6, Throwing d6.
Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 5
Hindrances: Big Mouth, Delusional (tea and butter are good for everything), Quirk (nonsense)
Edges: AB (Haberdashery), Improved Level Headed, Recitation, Strong Willed, Twisted Mind
Powers: (20 PP)**—***conjuring, dress up, hat for every occasion, quickness, speed, teleport*.
Gear: Seemingly endless supply of hats.

The Lion

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d12, Vigor d12
Skills: Fighting d10, Notice d8
Charisma: 0; **Pace:** 8; **Parry:** 7; **Toughness:** 8
Hindrances: Bad Eyes, Code of Honor, Enemy (House of Rosewood), Loyal, Phobia (Minor, loud drums), Quirk (rival with Unicorn)
Edges: Improved Frenzy, Improved Nerves of Steel
Special Abilities
- **Bite or Claw:** Str+d6.
- **Pounce:** May leap up to 1d6" to gain +4 to attack and damage, but is at –2 to Parry until its next action after performing this maneuver.

Gear: Spectacles.

The Mock Turtle

Attributes: Agility d4, Smarts d10, Spirit d4, Strength d6, Vigor d6
Skills: Fighting d4, Knowledge (various undersea lessons) d10, Notice d8, Persuasion d6, Swimming d12
Charisma: 0; **Pace:** 4; **Parry:** 4; **Toughness:** 10 (3)
Hindrances: Quirk (weeps and reminisces)
Edges: Recitation
Gear: None of note
Special Abilities
- **Aquatic:** Pace is 12" in water.
- **Armor +3:** Hard shell.
- **Bite:** Str+d4.
- **Size +2:** Weighs over 500 pounds.

The March Hare

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d6, Vigor d8
Skills: Fighting d6, Investigation d8, Knowledge (Tea) d8, Knowledge (Time) d6, Notice d6, Taunt d8, Throwing d8
Charisma: –1; **Pace:** 8; **Parry:** 5; **Toughness:** 6
Hindrances: Curious, Habit (minor, tea), Quirk (nonsense)
Edges: Ambidextrous, Fleet-Footed, Improved Dodge, Jack-of-all-Trades, Quick, Strong Willed
Gear: None of note.
Special Abilities
- **Time Pocket:** May speed time up once per day, affecting all within a Large Burst Template with *quickness* for 6 rounds (no roll required).

The Queen of Hearts

Attributes: Agility d6, Smarts d6, Spirit d12, Strength d10, Vigor d10
Skills: Fighting d10, Intimidate d12, Notice d6, Persuasion d10, Sorcery d10
Charisma: +4; **Pace:** 6; **Parry:** 9; **Toughness:** 9(2)
Hindrances: Arrogant, Bloodthirsty, Flammable, Overconfident, Soggy When Wet
Edges: Arcane Background (Witch Queen), Command, Edge-facing, Fervor, Filthy Rich, First Strike, Flat ... Sort Of, Harder to Kill, Improved Block, Luck of the Draw, Mighty Blow, Noble, Quick, Strong Willed, Trained for the Job
Gear: Armored dress (+2), Crown of Hearts (+2 Charisma; 15 PP and *barrier, deflection* and *healing* powers), Scepter of Hearts (Str+d6, Fighting +2).
Powers: (30 PP)—*blast, bolt, burst, smite, stun*

The Red King

Items in italics (special abilities and magical gear) don't apply if the Red King is encountered as the Shadow Man in the Real World.
Attributes: Agility d6, Smarts d12, Spirit d12, Strength d6, Vigor d6
Skills: Fighting d6, Knowledge (Battle) d8+2, Knowledge (Real World) d10+2, Notice d12, Persuasion d12, Stealth d6, Streetwise d6, Swimming d6
Charisma: +4**; Pace**: 5; **Parry**: 5; **Toughness**: 8 (3)
Hindrances: Code of Honor, Enemy (House of Whitefield), Slowcoach
Edges: Arcane Resistance, Charismatic, Command, Common Bond, Fervor, Inspire, Noble, Scholar (Battle, Real World)
Special Abilities
- *King's Aura: Any enemy attempting to attack the King must beat him in an opposed Spirit check, or be compelled to shout out "Check!" upon moving into position, and then "Mate!" before continuing the attack; this negates any surprise the attacker might have otherwise had. Chessmen are at –2 to resist this effect.*
- *Wooden: Called shots cause no extra damage. +2 when attempting to recover from being Shaken. Normal healing does not work on them. The Repair skill is used in place of Healing for all appropriate rolls. Arcane forms of healing suffer a –2 modifier when used on Chessmen.*

Gear: *Cuirass (+3), Scarlet Scepter (Str+d6,* smite*, 12 PP), Crown of Royal Command (any Chessman ally within line of sight is within command radius for purpose of Leadership Edges).*

The Red Knight

The Red Knight is an Honorary Chessman (Human) who has advanced to the rank of Knight.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d10, Vigor d10
Skills: Fighting d12, Intimidate d8, Knowledge (Battle) d10, Notice d8, Riding d8
Charisma: 0; **Pace**: 6; **Parry**: 9; **Toughness**: 10 (3)
Hindrances: Code of Honor, Enemy (House of Whitefield), Heroic
Edges: Block, Combat Reflexes, Honorary Chessman, Improved Arcane Resistance, Improved Nerves of Steel, Knight, Knight's Leap, Knight's Steed, Sweep
Special Abilities
- **Champion of Rosewood:** +2 to damage and Toughness vs. the forces of Whitefield.

Gear: Plate armor (+3), full helm (+3), knight's club (Str+d8, 2 hands, AP 2 vs. rigid armor, enchanted +1 Fighting, +1 damage, Parry +0 [negating the usual penalty for a knight's club], Mighty Blow Edge), wooden sword (Str+d8), warhorse (summoned with Knight's Steed Edge, with tack and saddle).

The Red Queen

Attributes: Agility d10, Smarts d10, Spirit d12, Strength d10, Vigor d10
Skills: Fighting d12, Intimidate d8, Knowledge (Battle) d12, Notice d8, Persuasion d8, Shooting d8, Swimming d6
Charisma: +4; **Pace**: 6; **Parry**: 11; **Toughness**: 10 (3)
Hindrances: Arrogant, Enemy (House of Whitefield), Overconfident
Edges: Arcane Resistance, Block, Chessman's Move, Command, Fervor, Improved Sweep, Inspire, Mighty Blow, Noble, Queen, Quick, Tough As Nails
Special Abilities
- **Wooden**: Called shots cause no extra damage. +2 when attempting to recover from being Shaken. Normal healing does not work on them. The Repair skill is used in place of Healing for all appropriate rolls. Arcane forms of healing suffer a –2 modifier when used on Chessmen.

Gear: Cuirass (+3), Rosewood Scepter (Str+d6, *blast*, 12 PP), Crown of Rosewood (+2 Charisma, +2 Parry, +2 Fighting, Frenzy Edge).

The Unicorn

Attributes: Agility d10, Smarts d6, Spirit d10, Strength d10, Vigor d10
Skills: Fighting d10, Notice d8, Persuasion d6, Stealth d6
Charisma: 0; **Pace:** 12; **Parry:** 7; **Toughness:** 7
Hindrances: Code of Honor, Enemy (House of Rosewood), Loyal, Phobia (Minor, loud drums), Quirk (rivalry with Lion over the crown)
Edges: Quick
Special Abilities
- **Gallop:** The Unicorn moves at Pace 12 and rolls a d12 for running.
- **Horn or Kick:** Str+d8.

Victoria

Attributes: Agility d10, Smarts d8, Spirit d12+2, Strength d6, Vigor d6
Skills: Fighting d8, Intimidate d10, Investigation d6, Knowledge (Battle) d8, Notice d12, Persuasion d12+2, Sorcery d12
Charisma: +6; **Pace:** 6; **Parry:** 8; **Toughness:** 9 (4)
Hindrances: Delusional (she can stop war in the Real World), Overconfident
Edges: Attractive (deceptively cute when she wants to be), Arcane Background (Witch Queen), Charismatic, Command, Danger Sense, Improved Block, Improved Dodge, First Strike, Harder to Kill, Inspire, Improved Level Headed, Great Luck, Strong Willed

Gear: Enchanted Black Dress (+4 armor), Black Rose Scepter (Str+d6, *blast*, 12 PP), Black Crown of Victoria (+2 Charisma; may apply Charisma bonus to spellcasting roll for mind-affecting powers)
Powers: As many Power Points as necessary; all powers, with rose-related power trappings featuring black roses and thorns.

The Walrus

Attributes: Agility d4, Smarts d6, Spirit d8, Strength d8, Vigor d8
Skills: Fighting d6, Notice d6, Persuasion d8, Stealth d10, Swimming d8, Taunt d8
Charisma: +2; **Pace:** 4; **Parry:** 5; **Toughness:** 9 (2)
Hindrances: All Thumbs, Greedy, Quirk (loves food, even if sapient)
Edges: Blubber (Armor +2), Brawny, Charismatic, Combat Reflexes, Natural Weaponry (bite Str+d6)
Special Abilities
- **Aquatic:** Can move Pace 8 when swimming.
- **Tusks:** Str+d6.

Gear: Three-piece suit, pocket watch.
Loot: A Tidy Sum.

The White King

Attributes: Agility d6, Smarts d12, Spirit d12, Strength d6, Vigor d8
Skills: Fighting d10, Knowledge (Battle) d12, Notice d12, Persuasion d12, Stealth d6, Streetwise d6, Swimming d6
Charisma: +4; **Pace**: 5; **Parry**: 7; **Toughness**: 9 (3)
Hindrances: Code of Honor, Enemy (House of Rosewood), Slowcoach
Edges: Arcane Resistance, Charismatic, Command, Common Bond, Fervor, Inspire, Noble
Special Abilities
- **King's Aura:** Any enemy attempting to attack the King must beat him in an opposed Spirit check, or be compelled to shout out "Check!" upon moving into position, and then "Mate!" before continuing the attack; this negates any surprise the attacker might have otherwise had. Chessmen are at –2 to resist this effect.
- **Wooden**: Called shots cause no extra damage. +2 when attempting to recover from being Shaken. Normal healing does not work on them. The Repair skill is used in place of Healing for all appropriate rolls. Arcane forms of healing suffer a –2 modifier when used on Chessmen.

Gear: Cuirass (+3), White Scepter (Str+d6, *smite*, 12 PP), Crown of Royal Command (any Chessman ally within line of sight is considered to be within command radius for purpose of Leadership Edges).

The White Knight

The White Knight is an Honorary Chessman (Human) who has advanced to the rank of Knight.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d12, Knowledge (Battle) d10, Notice d8, Repair d8

(Note: no Riding skill)

Charisma: 0; **Pace**: 5; **Parry**: 9; **Toughness**: 9 (3)

Hindrances: Curious, Elderly, Enemy (House of Rosewood), Quirk (always falling off his horse except when in combat)

Edges: Block, Combat Reflexes, Honorary Chessman, Improved Arcane Resistance, Improved Nerves of Steel, Knight, Knight's Leap, Sweep

Special Abilities

- **Champion of Whitefield:** +2 to damage and Toughness vs. the forces of Rosewood.

Gear: Plate armor (+3), full helm (+3), knight's club (Str+d8, 2 hands, AP 2 vs. rigid armor, enchanted +1 Fighting, +1 damage, Parry +0 [negating the usual penalty for a knight's club], Mighty Blow Edge), wooden sword (Str+d8), assorted "inventions" of dubious practicality, warhorse (with tack and saddle).

The White Queen

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d4, Knowledge (Battle) d6, Notice d4, Repair d4, Swimming d6

Charisma: +4; **Pace**: 6; **Parry**: 6; **Toughness**: 8 (3)

Hindrances: Cautious, Clueless, Enemy (House of Rosewood), Quirk (easily befuddled and typically soft-spoken even in combat)

Edges: Arcane Resistance, Chessman's Move, Command, Noble, Queen

Special Abilities

- **Wooden**: Called shots cause no extra damage. +2 when attempting to recover from being Shaken. Normal healing does not work on them. The Repair skill is used in place of Healing for all appropriate rolls. Arcane forms of healing suffer a –2 modifier when used on Chessmen.

Gear: Cuirass (+3), Whitefield Scepter (Str+d6, *blast*, 12 PP), Crown of Whitefield (+2 Charisma, +2 Parry, +2 Fighting, Frenzy Edge).

Wealth: A Tidy Sum.

The White Rabbit

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d6, Vigor d8

Skills: Climbing d6, Fighting d6, Investigation d6, Knowledge (Monarchy of Hearts) d8(+2), Knowledge (Wonderland History) d8(+2), Notice d10(+2), Persuasion d8, Shooting d4, Stealth d6, Streetwise d6

Charisma: 0; **Pace**: 8; **Parry**: 5; **Toughness**: 5

Hindrances: Cautious, Loyal, Quirk (obsessed with being on time), Small

Edges: Alertness, Danger Sense, Fleet-Footed, Improved Dodge, Scholar (Monarchy of Hearts, Wonderland History)

Special Abilities

- **Kick:** Str+d6.

Gear: Pocket watch.

Bestiary

Encounters and Magic Foodstuffs

As outlined in **Magic Foodstuffs** (p. 31), any sapient being may carry Wonderland foods with magical properties. For encountered creatures with them, here's a rough guideline on how many might be carried:

Random Chance

Wild Card	Magic Foodstuffs equal to Spirit.
Animal intelligence	Roll Smarts die –2 for the number of items (no more than Spirit).
Extra	Roll Smarts die for the number of items (no more than Spirit).

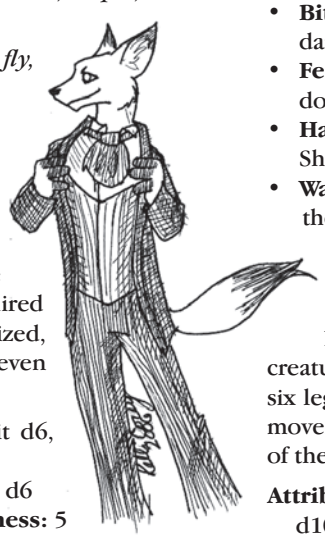
Magic Foodstuff Powers

Though the creature can have any powers desired (or such interesting things as treacle or mystery cakes), here is a suggested list:

Offensive: *burst, entangle, fear, growth, puppet, quickness, smite, speed*.

Defensive: *boost trait, burrow, deflection, dispel, healing, obscure, shrink.*

Utility: *beast friend, boost trait, fly, invisibility, shrink, teleport.*

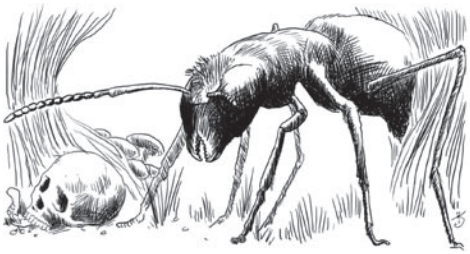


Animal, Common Folk

The Animal people of Wonderland are many and varied, but the following statistics are common for most. Increase traits and apply suitable Edges if required for different types. Most are Human-sized, but some encountered may be Small or even Tiny.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Climbing d6, Fighting d4, Notice d6
Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 5
Hindrances: Quirk.
Special Abilities: Animal Edge, Natural Weaponry (Str+d6).
Gear: Knife (Str+d4).
Wealth: Loose Change for every 5 Animals; Loose Change for individual merchants and the like.

Ant, Giant



These oversized invertebrates stand about 3 feet tall on all six legs. Many are intelligent, though due to their drone mindset it can be hard to tell; intelligent Ants have Smarts d6, and typically use tools and weapons more befitting their superior strength.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d10, Vigor d8
Skills: Fighting d8, Notice d6, Shooting d6
Pace: 8; **Parry**: 6; **Toughness**: 6
Special Abilities

- **Acid Spit:** Ants can spit a caustic acid; treat as an Area Effect Attack with a range of 3/6/12, Small Burst Template and 2d6 damage; armor does not protect against this attack.
- **Bite:** Ants have fierce mandibles that cause Str+d6 damage.
- **Fearless:** Ants almost blindly obey their queen; fear does not come into their lives.
- **Hardy**: Giant ants do not suffer wounds from being Shaken twice.
- **Wall Walker:** Ants can move on walls and ceilings at their normal Pace.

Bandersnatch

Bandersnatches are fearsome, vaguely insectoid creatures named for their combat abilities. They possess six legs and any even number of these may be used for movement (giving them phenomenal speed) or up to 4 of these legs may be used for fighting.

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d10, Vigor d10
Skills: Fighting d8, Notice d8
Pace: 6 per set of legs (d6 per set for running); **Parry**: 6; **Toughness**: 7

Special Abilities

- **Band and Snatch:** A victim hit by 2 legs (regardless of damage) is snatched towards the bandersnatch's body (opposed Strength roll to stop) and banded with a thick, elastic web-like material. This sticky web cannot be broken, as it is too elastic; however, a victim can try to cut free if he has a small sharp weapon (dagger, claw, fangs, etc., vs. Toughness 10).
- **Bite:** Str+d10.
- **Claw:** Str+d6.
- **Extendable Neck:** A bandersnatch has a Reach of 1 with its bite.
- **Improved Frenzy:** May attack with up to 4 times a round with its clawed legs with no penalty.

Wealth: A Tidy Sum can be found in the bandersnatch's lair.

Beast

The statistics in this section are baselines for generic beasts that the heroes may encounter—not to be confused with intelligent Animals! Statistics for many beasts are already covered in the *Savage Worlds* rules, and others can be derived by using an existing creature and adding Edges and special abilities as needed; these are presented as rough starting points for even more "generic" creatures that might not already be covered.

If you want to make a beast more specific, feel free to add such abilities as burrowing, fearless, hardy, low light vision, poison, or even more specific abilities such as Fleet-Footed and "go for the throat" from creatures in the *Savage Worlds* rules (these last two are from the Dog/Wolf).

Beast, Normal, Harmless

Use the statistics given here for "harmless" beasts the heroes may meet during their travels. Examples include fluffy bunnies, house cats, puppies, and rodents of all forms (or at least those encountered singularly rather than in swarms). These statistics can also be used as a baseline for creatures that aren't technically "harmless" so much as "very small," such as snakes, by adding appropriate Edges and special abilities.

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d4, Vigor d4
Skills: Fighting d4, Notice d10
Pace: 8; **Parry:** 4; **Toughness:** 2
Special Abilities

- **Bite/Claw/Gore:** Str.
- **Size –2:** Enemies are at –2 to attack rolls to hit this little creature.

Beast, Normal, Mostly Harmless

Use these statistics for small beasts that are harmless most of the time but can be nasty when provoked. Examples include small deer and domesticated dogs.

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d6, Vigor d6
Skills: Fighting d6, Notice d10
Pace: 8; **Parry:** 5; **Toughness:** 4
Special Abilities

- **Bite/Claw/Gore:** Str+d4.
- **Size –1.**

Beast, Normal, Vicious

These statistics provide a baseline for larger predators not already covered in the *Savage Worlds* core rules.

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d6, Vigor d8
Skills: Fighting d8, Notice d10
Pace: 8; **Parry:** 6; **Toughness:** 6
Special Abilities

- **Bite/Claw/Gore:** Str+d6.

Beast, Normal, Viscous

See *Muchness*, p. 174.

Beast, Giant

Statistics for "generic" oversized beasts are presented below, to represent denizens of the Wood of Giant Beasts, and the occasional straggler wandering into other parts of Wonderland. Additional "giant" varieties of creatures can be found elsewhere in the bestiary.

As a quick rule of thumb, any standard beast in the *Savage Worlds* core rules can be converted into a giant version by applying the following changes:

- Increase Size by +4.
- If the final Size is +4 or greater, it is Large, and enemies get +2 to attacks to hit it.
- If the final Size is +8 or greater, it is Huge, and enemies get +4 to attacks to hit it.
- Increase damage from its natural weapons by two steps (e.g., Str+d6 becomes Str+d10; Str+d12 becomes Str+d12+2).
- Reduce Agility by one step, to a minimum of d4.
- Increase Vigor and Strength by two steps.
- Adjust Toughness based on the new Vigor and Size modifiers (a total of +6).

Beast, Giant, Harmless

Use these statistics for "harmless" beasts, such as various rodents, which would normally be fairly small, but can occasionally be found at remarkable sizes in Wonderland. Although such creatures may be normally docile, even herbivores can be a threat to Plant heroes, and many types of rodents have no qualms about eating anything smaller than themselves.

On occasion, such a creature could even be pressed into service as an alternative to a horse as a mount or a beast of burden, since it's about the right size.

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength d8, Vigor d8
Skills: Fighting d4, Notice d10
Pace: 8; **Parry:** 4; **Toughness:** 8
Special Abilities
- **Bite/Claw/Gore:** Str+d6.
- **Size +2.**

Beast, Giant, Mostly Harmless

Use these statistics for giant versions of normally "mostly harmless" (small) beasts, such as domesticated dogs or deer.

Despite the classification, they can pose a real threat to the heroes, since many of these creatures are naturally territorial.

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength d10, Vigor d10
Skills: Fighting d6, Notice d10
Pace: 8; **Parry:** 5; **Toughness:** 10
Special Abilities
- **Bite/Claw/Gore:** Str+d8.
- **Size +3.**

Beast, Giant, Vicious

Use these statistics for giant versions of various predators that would normally be about the size of a person in the Real World.

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength d10, Vigor d12
Skills: Fighting d8, Notice d10
Pace: 8; **Parry:** 6; **Toughness:** 12
Special Abilities
- **Bite/Claw/Gore:** Str+d10.
- **Large:** Opponents get a +2 to all attack rolls against this creature.
- **Size +4.**

Beast, Giant, Viscous

See *Muchness, Much of a*, p. 174.

Bee, Giant

These are foot-long bees, vicious and fearless, but with barbs on their stingers, so they can strike only once. Since they usually attack in groups of anywhere from twenty to a hundred, this is no great comfort to those attacked. Anyone who approaches too close to a beehive is attacked mercilessly until dead or well away from the hive.

Attributes: Agility d8, Smarts d4 (A), Spirit d10, Strength d4, Vigor d6
Skills: Fighting d6, Notice d6
Pace: 4; **Parry:** 5; **Toughness:** 3
Special Abilities
- **Fearless:** Giant bees are immune to Fear, and they cannot be Taunted or Intimidated.
- **Flying:** Giant bees have a Flying Pace of 12", with a Climb of 4".
- **Poison:** The giant bee's poison does 2d6 damage; a successful Vigor roll halves the damage, and a raise negates it altogether.
- **Size –2:** Enemies are at –2 to attack rolls to hit this little creature.
- **Slow:** On the ground, giant bees have Pace 4 and cannot run.
- **Sting:** Str+d4, AP 2, if the bee strikes and does at least 1 Wound, it buries its stinger into the target, pumping poison into the wound. The stinger remains in the wound, and the bee dies the next round. During the second round the stinger, if not removed, injects more poison; the victim must make a Vigor roll: failure takes 2d6 damage, success 1d6 damage and a raise no damage. Removing the stinger does a further 2d4 damage against the victim's base Toughness.

Beetle, Giant

Giant beetles in Wonderland come in many varieties, growing to be about 4 feet long. These statistics may also be used for giant roaches.

Many Wonderland beetles are intelligent and capable of speech; these have Smarts d6 and the capability to use weapons and tools—essentially Insect Animals. Of these, Ladybugs are invariably "proper and ladylike" in demeanor even while attacking.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d8, Vigor d8
Skills: Fighting d6, Notice d6, Stealth d6
Pace: 8; **Parry:** 5; **Toughness:** 8 (2)
Special Abilities
- **Armor +2:** Tough carapace.
- **Bite:** Str+d8.
- **Burrow:** A beetle can dig through loose earth and soil at Pace 6.
- **Fleet-Footed:** Beetles can scurry quickly; they have a Pace 8, and roll a d10 for running.

Boar

Massive, feral pigs, with razor-sharp tusks; they are notoriously short-tempered.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d8, Vigor d10
Skills: Fighting d6, Notice d6, Stealth d6
Pace: 6; **Parry:** 5; **Toughness:** 7
Special Abilities

- **Berserk:** When a Wild Card boar is wounded, it goes berserk. It gains +2 to all Fighting and Strength rolls and its Toughness, but Parry is reduced by 2. It also ignores wound penalties.
- **Gore:** If a boar can charge at least 6" before attacking, it adds +4 to damage.
- **Hardy**: Boars do not suffer wounds from being Shaken twice.
- **Tusks:** Str+d6.

Borogove

Described to Alice as "a thin shabby-looking bird with its feathers sticking out all round—something like a live mop." They are also described as "mimsy," which means "flimsy" and "miserable."

Borogoves are fast runners with long legs, and their "flimsy" slenderness belies their strength.

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d6, Vigor d8
Skills: Fighting d6, Notice d8
Pace: 10; **Parry**: 5; **Toughness**: 6
Edges: Danger Sense, First Strike, Level Headed, Quick.
Special Abilities

- **Fleet-Footed:** Borogoves can run quickly; they have Pace 10, and roll d10 for running.
- **Peck:** Str+d6.

Boojum

No one has ever seen a boojum in its natural form, if indeed it has one. Boojums are shape-changers capable of mimicking any creature of a similar size.

Attributes: Agility d8, Smarts d8 (A), Spirit d10, Strength d10, Vigor d10
Skills: Fighting d8, Notice d12
Pace: 6; **Parry**: 6; **Toughness**: 9 (2)
Special Abilities

- **Armor +2:** Its pliable, rubbery hide resists blows.
- **Fearless:** The concept of fear is unknown to boojums.
- **Mimic:** Boojums can change shape into any creature of Size –2 to +2. When changed, a boojum gains all the special abilities of the mimicked creature but uses its own Strength (which is unaffected by changes in Size) for damage.

Card, Generic

There are a variety of Cards matching the normal card ranks: 2, 3, 4, 5, 6, 7, 8, 9, 10, Knave (Jack), Queen, King and Ace. For purposes of game statistics only, the Cards are arranged here into four "ranks" of power.

Rank	Cards
1	Cards 2, 3 and 4
2	Cards 5, 6 and 7
3	Cards 8, 9 and 10
4 (Face/Court)	Cards Knave, Queen, and King

Astute readers may notice the Aces are not included in the above table. Aces should be individually generated and given what traits and skills they need. Within their suit, Aces are the rare elite: from them are drawn the spies, assassins and secret agent types.

For brevity, Card racial abilities are not expanded upon here (p. 10 for more details.)

Card, ♣ Clubs

The Club Cards are the mainstay of the Queen of Hearts' forces. As such, they are the suit most often encountered.

Rank-1 (2/3/4 of Clubs)

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d6, Notice d4, Shooting d6
Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5
Hindrances: Flammable, Soggy

When Wet
Edges: Edge-facing, Flat ... Sort Of, Luck of the Draw, Trained for the Job
Gear: Halberd (Str+d6, Reach +1, 2 Hands).
Wealth: Loose Change per 5 Cards.

Rank-2 (5/6/7 of Clubs)

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8
Skills: Fighting d8, Notice d6, Shooting d8
Charisma: 0; **Pace:** 6; **Parry**: 6; **Toughness**: 6
Hindrances: Flammable, Soggy When Wet
Edges: Edge-facing, Flat ... Sort Of, Luck of the Draw, Trained for the Job
Gear: Halberd (Str+d8, Reach +1, 2 Hands).
Wealth: Loose Change per 3 Cards.

Rank-3 (8/9/10 of Clubs)

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d10
Skills: Fighting d10, Notice d8, Shooting d10
Charisma: 0; **Pace:** 6; **Parry**: 7; **Toughness**: 7
Hindrances: Flammable, Soggy When Wet
Edges: Edge-facing, Flat ... Sort Of, Luck of the Draw, Trained for the Job
Gear: Halberd (Str+d8, Reach +1, 2 Hands).
Wealth: Loose Change.

Rank-4 (Knave/Queen/King of Clubs)

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d10
Skills: Fighting d10, Notice d10, Shooting d10
Charisma: +2; **Pace:** 6; **Parry**: 7; **Toughness**: 8 (1)
Hindrances: Flammable, Soggy When Wet
Edges: Edge-facing, Flat ... Sort Of, Luck of the Draw, Noble, Trained for the Job
Gear: Ornate jacket (+1), halberd (Str+d8, Reach +1, 2 Hands).
Wealth: A Tidy Sum.

Card, ♦ Diamonds

The Diamond Cards are the scholars of the Monarchy of Hearts.

Rank-1 (2/3/4 of Diamonds)

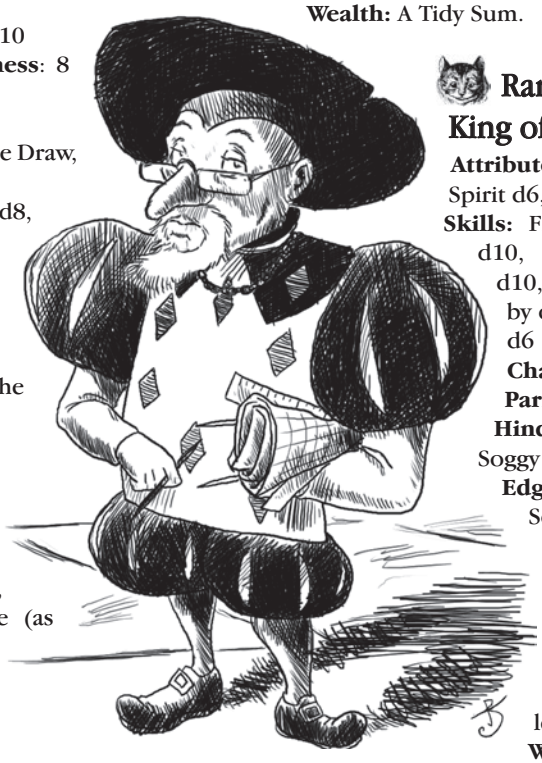
Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d4, Investigation d6, Knowledge (Leadership) d6, Knowledge (as required by circumstances) d6, Taunt d6
Charisma: 0; **Pace:** 6; **Parry**: 4; **Toughness**: 6 (1)
Hindrances: Flammable, Soggy When Wet
Edges: Edge-facing, Flat ... Sort Of, Trained for the Job
Gear: Ornate jacket (+1), sword (Str+d8), scholarly equipment such as books and ledgers.
Wealth: Loose Change per 3 Cards.

Rank-2 (5/6/7 of Diamonds)

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d4, Investigation d8, Knowledge (Leadership) d8, Knowledge (as required by circumstances) d8, Taunt d6
Charisma: 0; **Pace:** 6; **Parry**: 4; **Toughness**: 6 (1)
Hindrances: Flammable, Soggy When Wet
Edges: Edge-facing, Flat ... Sort Of, Luck of the Draw, Trained for the Job
Gear: Ornate jacket (+1), sword (Str+d8), scholarly equipment such as books and ledgers.
Wealth: Loose Change.

Rank-3 (8/9/10 of Diamonds)

Attributes: Agility d8, Smarts d10, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d6, Investigation d10, Knowledge (Leadership) d10, Knowledge (as required by circumstances) d10, Taunt d6
Charisma: 0; **Pace:** 6; **Parry**: 5; **Toughness**: 7 (2)
Hindrances: Flammable, Soggy When Wet
Edges: Edge-facing, Flat ... Sort Of, Luck of the Draw, Trained for the Job
Gear: Heavy coat (+2), sword (Str+d8), scholarly equipment such as books and ledgers.
Wealth: A Tidy Sum.



Rank-4 (Knave/Queen/King of Diamonds)

Attributes: Agility d8, Smarts d10, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d6, Investigation d10, Knowledge (Leadership) d10, Knowledge (as required by circumstances) d10, Taunt d6
Charisma: +2; **Pace:** 6; **Parry**: 5; **Toughness**: 7 (2)
Hindrances: Flammable, Soggy When Wet
Edges: Edge-facing, Flat ... Sort Of, Luck of the Draw, Noble, Trained for the Job
Gear: Heavy coat (+2), sword (Str+d8), scholarly equipment such as books and ledgers.
Wealth: A Tidy Sum.

Card, ♥ Hearts

The Heart Cards are the courtiers and officials. They tend to be in organizational roles.

Rank-1 (2/3/4 of Hearts)

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6
Skills: Fighting d4, Intimidation d6, Taunt d6, Knowledge (Leadership) d6
Charisma: 0; **Pace:** 6; **Parry**: 5; **Toughness**: 6 (1)
Hindrances: Flammable, Soggy When Wet
Edges: Edge-facing, Flat ... Sort Of, Luck of the Draw, Trained for the Job
Gear: Ornate jacket (+1), small shield, sword (Str+d8), administrative gear such as clipboards and lists.
Wealth: Loose Change per 3 Cards.

Rank-2 (5/6/7 of Hearts)

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6
Skills: Fighting d6, Intimidation d8, Taunt d8, Knowledge (Leadership) d8
Charisma: 0; **Pace:** 6; **Parry**: 6; **Toughness**: 6 (1)
Hindrances: Flammable, Soggy When Wet
Edges: Edge-facing, Flat ... Sort Of, Luck of the Draw, Trained for the Job
Gear: Ornate jacket (+1), small shield, sword (Str+d8), administrative gear such as clipboards and lists.
Wealth: Loose Change.

Rank-3 (8/9/10 of Hearts)

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d8
Skills: Fighting d8, Intimidation d8, Taunt d8, Knowledge (Leadership) d8
Charisma: 0; **Pace:** 6; **Parry**: 7; **Toughness**: 8 (2)
Hindrances: Flammable, Soggy When Wet
Edges: Edge-facing, Flat ... Sort Of, Luck of the Draw, Trained for the Job
Gear: Heavy coat (+2), small shield, sword (Str+d8), administrative gear such as clipboards and lists.
Wealth: A Tidy Sum.

Rank-4 (Knave/Queen/King of Hearts)

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d8
Skills: Fighting d8, Intimidation d8, Taunt d8, Knowledge (Leadership) d8
Charisma: 0; **Pace:** 6; **Parry**: 7; **Toughness**: 8 (2)
Hindrances: Flammable, Soggy When Wet
Edges: Edge-facing, Flat ... Sort Of, Luck of the Draw, Noble, Trained for the Job
Gear: Heavy coat (+2), small shield, sword (Str+d8), administrative gear such as clipboards and lists.
Wealth: A Tidy Sum.

Card, ♠ Spades

The Spade Cards are the workers of the Queen of Hearts' realm, from artisans to raw labor. They are rarely front-line combatants, though those tending the Royal Gardens have sharp spades to keep unruly animated rosebushes at bay.

Rank-1 (2/3/4 of Spades)

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6
Skills: Boating d4, Fighting d4, Healing d6, Notice d6, Repair d6, Shooting d4, Survival d6
Charisma: 0; **Pace:** 6; **Parry**: 4; **Toughness**: 5
Hindrances: Flammable, Soggy When Wet
Edges: Edge-facing, Flat ... Sort Of, Luck of the Draw, Trained for the Job
Gear: Tools (Str+d4).
Wealth: Loose Change per 5 Cards.

Rank-2 (5/6/7 of Spades)

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8
Skills: Boating d4, Fighting d4, Healing d8, Notice d6, Repair d8, Shooting d4, Survival d8
Charisma: 0; **Pace:** 6; **Parry**: 4; **Toughness**: 6
Hindrances: Flammable, Soggy When Wet
Edges: Edge-facing, Flat ... Sort Of, Luck of the Draw, Trained for the Job
Gear: Tools (Str+d4).
Wealth: Loose Change per 3 Cards.

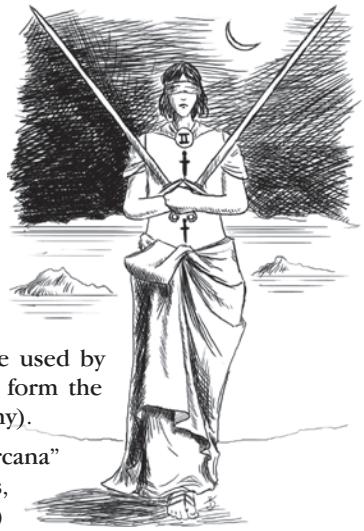
Rank-3 (8/9/10 of Spades)

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8
Skills: Boating d4, Fighting d6, Healing d8, Notice d6, Repair d10, Shooting d6, Survival d10
Charisma: 0; **Pace:** 6; **Parry**: 5; **Toughness**: 6
Hindrances: Flammable, Soggy When Wet
Edges: Edge-facing, Flat ... Sort Of, Luck of the Draw, Trained for the Job
Gear: Tools (Str+d4).
Wealth: A Tidy Sum.

Rank-4 (Knave/Queen/King of Spades)

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8
Skills: Boating d4, Fighting d6, Healing d8, Notice d6, Repair d10, Shooting d6, Survival d10
Charisma: 0; **Pace:** 6; **Parry**: 5; **Toughness**: 6
Hindrances: Flammable, Soggy When Wet
Edges: Edge-facing, Flat ... Sort Of, Luck of the Draw, Noble, Trained for the Job
Gear: Tools (Str+d4).
Wealth: A Tidy Sum.

Card, Tarot



Victoria created the race of Tarot Cards drawing on her (Alice's) knowledge of the occult gained through her later life, and thus they are slightly anachronistic (influenced by the designs of a tarot deck popular in 1916, when Victoria was "born"). The Tarot Cards are loyal to Victoria only and are used by her for special tasks (and to form the backbone of her personal army).

The tarot "minor arcana" consists of 4 suits (Wands, Cups, Pentacles and Swords) of 14 cards (Ace to Ten, Page, Knight, Queen and King). In addition, the "major arcana" include a number of unique cards such as The Fool, The Moon, Death and The Wheel of Fortune. With one or two exceptions Victoria has not dared create Major Arcana Tarot Cards as she fears they may be too strong-willed and rebel.

Unless otherwise, stated Tarot Cards are treated as normal Cards within the *Victoria* campaign but care should be taken to describe their "alien" look. They wear robes and other exotic garb as befits the characters depicted on tarot cards, and are often armed with weapons that resemble their suit symbol (bladed discs for Pentacles, heavy chalices for Cups, rods or staves for Wands, and, of course, swords for Swords).

Card Suit	Equivalent Tarot Suit
♣ (Clubs)	Swords
♠ (Spades)	Cups
♥ (Hearts)	Wands
♦ (Diamonds)	Pentacles

Rank	Cards	Equivalent Tarot Cards
1	2, 3 and 4	2, 3 and 4
2	5, 6 and 7	5, 6 and 7
3	8, 9 and 10	8, 9 and 10
4	Knave, Queen, and King	Page, Knight, King, Queen

As with normal Cards, any Aces should be unique characters; they are mysterious, almost invariably keeping their faces hidden under concealing cowls.

For examples, see the Aces of Cups, Swords, and Wands, in **Chapter 6** of the *Victoria Campaign* (p. 118).

Chessman, Bishop

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d6, Vigor d6
Skills: Belief d10, Fighting d6, Knowledge (Battle) d8, Notice d6, Shooting d6, Swimming d6
Charisma: 0; **Pace**: 6; **Parry**: 5; **Toughness**: 7 (2)
Hindrances: Spiritual Code
Edges: Arcane Background (Miracles), Bishop, Chessman's Move, Command, Hold the Line, Rapid Recharge
Special Abilities
- **Wooden**: (p. 11).

Powers: (20 PP)—*armor, bolt, healing, and quickness.*
Gear: Chain hauberk (+2), staff (Str+d6, Parry +1, Reach 1), sling (4/8/16, Str+d4).
Wealth: Loose Change.

Chessman, Knight

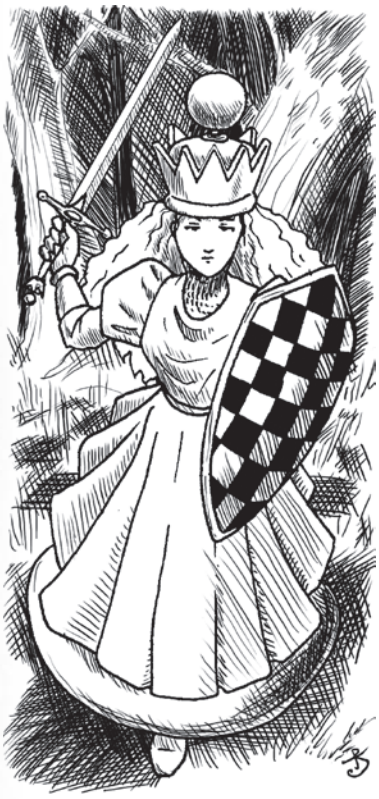
Attributes: Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d8
Skills: Fighting d10, Knowledge (Battle) d10, Notice d8, Shooting d8, Swimming d6
Charisma: 0; **Pace**: 8; **Parry**: 7; **Toughness**: 9 (3)
Hindrance: Code of Honor
Edges: Command, First Strike, Fleet-Footed, Hold the Line, Improved Trademark Weapon (Sword), Knight, Knight's Leap, Level Headed, Sweep
Special Abilities
- **Wooden**: (p. 11).

Gear: Plate armor and pot helm (+3), sword (Str+d8; Str+d10 vs. enemy Chessmen), possibly crossbow (15/30/60, 2d6, ROF 1, 12 ammo).
Wealth: Loose Change.

Chessman, Pawn

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d6, Knowledge (Battle) d6, Notice d6, Shooting d6, Swimming d6
Charisma: 0; **Pace**: 6; **Parry**: 5; **Toughness**: 5 (1)
Special Abilities
- **Small:** Pawns are only about 4 feet tall. Their small size subtracts 1 from their Toughness.
- **Wooden**: (p. 11).

Gear: Leather armor and cap (+1), small shield, sword (Str+d8), possibly crossbow (15/30/60, 2d6, 12 ammo).
Wealth: Loose Change for every 5 Pawns.



Chessman, Queen

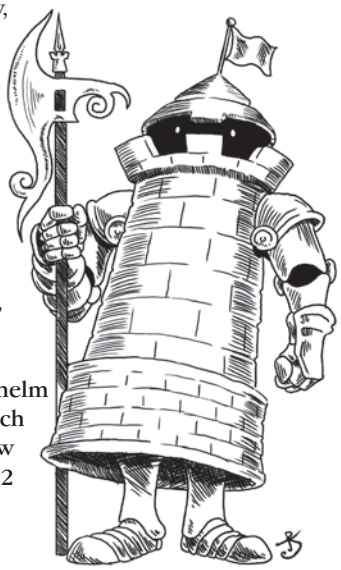
Attributes: Agility d10, Smarts d10, Spirit d10, Strength d10, Vigor d12
Skills: Fighting d12, Knowledge (Battle) d12, Notice d8, Shooting d8, Swimming d6
Charisma: +2; **Pace**: 6; **Parry**: 9; **Toughness**: 12 (3)
Hindrances: Enemy (All other Queens)
Edges: Arcane Resistance, Block, Chessman's Move, Command, Fervor, Improved Sweep, Inspire, Mighty Blow, Noble, Queen, Quick, Tough As Nails
Special Abilities
- **Wooden**: (p. 11).

Gear: Cuirass (+3), sword (Str+d8), small shield.
Wealth: A Tidy Sum.

Chessman, Rook

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d12
Skills: Fighting d10, Knowledge (Battle) d10, Notice d8, Shooting d8, Swimming d6
Charisma: 0; **Pace**: 6; **Parry**: 7; **Toughness**: 12 (3)
Edges: Nerves of Steel, Chessman's Move, Command, Hold the Line, Brawny, Combat Reflexes, Frenzy, Rook, Rook's Defense, Strong Willed
Special Abilities
- **Slow to Act:** During the first round of a combat, a Rook must hold his action and act last in the round. He may spend a benny to act sooner. If dealt a Joker, the Rook may act normally.
- **Wooden:** (p. 11).

Gear: Plate armor and pot helm (+3), halberd (Str+d8, Reach +1), possibly crossbow (15/30/60, 2d6, RoF 1, 12 ammo).
Wealth: Loose Change.



Crab, Giant

These crabs are voracious eaters of anything they can catch and kill. It is their reputation that has kept the beaches of Wonderland so sparsely visited.

Attributes: Agility d8, Smarts d4(A), Spirit d8, Strength d10, Vigor d8
Skills: Fighting d8, Notice d8, Stealth d10, Swim d8
Pace: 8; **Parry**: 6; **Toughness:** 10 (3)
Special Abilities
- **Armor +3:** Giant crabs have thick shells.
- **Claws:** Str+d6.
- **Size +1:** These creatures weigh over 400 pounds.

Crocodile, Golden

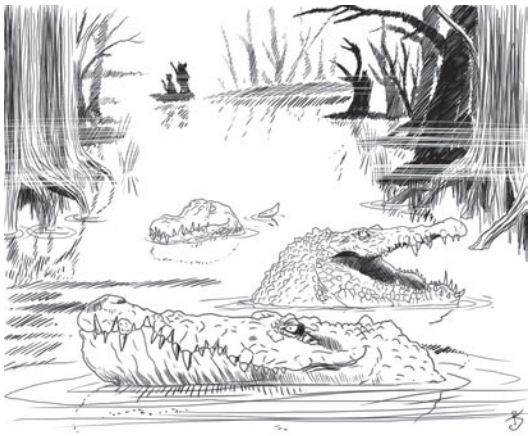
This creature looks like a crocodile of the Real World, except for its conspicuously golden and much-sought-after scales. A slain golden crocodile's hide can fetch up to £5, provided it is not damaged too greatly in the process of killing it, and the hide is removed skillfully (Survival check at –2, knife required).

Attributes: Agility d4, Smarts d6 (A), Spirit d6, Strength d12+4, Vigor d12
Skills: Fighting d8, Notice d6, Swimming d8
Pace: 3; **Parry:** 6; **Toughness:** 12 (2).
Special Abilities
- **Armor +2:** Golden crocodiles have thick skins.
- **Aquatic:** Swimming Pace of 6.
- **Bite:** Str+d6.
- **Improved Shining Tail:** As the Improved Sweep Edge, but only usable against targets in its rear arc (Str+d4).
- **Lurk:** May use Swimming skill instead of Stealth when in water.
- **Size +2.**

Crocogator

The crocogator looks vaguely like a crocodile or alligator from the Real World—aquatic, four legged, rough hide and a mouth full of teeth. However, a crocogator's mouth takes up half its entire body length, making it a strange but fearsome sight.

Attributes: Agility d4, Smarts d6 (A), Spirit d6, Strength d12, Vigor d10
Skills: Fighting d8, Notice d6, Swim d8
Pace: 3; **Parry:** 6; **Toughness:** 9 (2)
Special Abilities
- **Armor +2:** Crocogators have thick skins.



- **Aquatic:** Swimming Pace of 6.
- **Bite:** Str+d6.
- **Lurk:** May use Swimming skill instead of Stealth when in water.
- **Rollover:** Crocogators like nothing more than to grab their prey in their awesome jaws and roll over and over with their victims in their mouth. If one of these creatures hits with a raise, it causes an additional 2d4 damage to its prey in addition to its regular Strength damage.

Fish, Giant

Several species of fish are given here. Choose whichever seems appropriate.

Catfish, Giant

These are massive 15-foot-long fish found in fresh and sea water. They exhibit some cat-like behavior, such as meowing, purring, and "playing" with their prey.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d8, Vigor d6
Skills: Fighting d8, Notice d12, Swim d10
Pace: —; **Parry:** 6; **Toughness:** 5
Special Abilities
- **Aquatic:** Pace 10.
- **Bite:** Str+d6

Spiny Rockfish, Giant

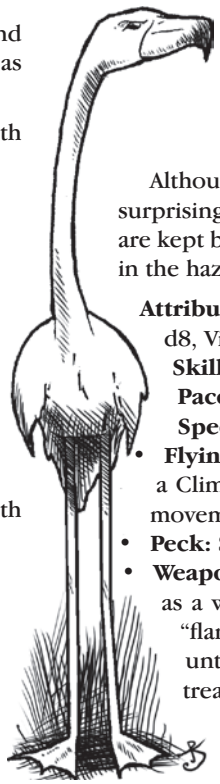
These fish hide in shallow salt water, and when motionless they are all but invisible. Their spines are filled with deadly poison.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d4, Vigor d6
Skills: Fighting d6, Notice d4, Stealth d6
Pace: —; **Parry:** 5; **Toughness:** 5
Special Abilities
- **Aquatic:** Pace 6.
- **Camouflage:** A rockfish is hard to spot in its natural environment. When not moving, Notice checks are at –2 to spot them.
- **Poison:** Those hit with a spine for at least a Shaken result must immediately make a Vigor roll. Failure means they take 1 Wound each round until dead, or until a *healing* spell is used on them or a successful Healing roll made.
- **Spines:** Str+d4 damage.

Sturgeon, Giant

These creatures are 30' long, and can swallow their prey whole!

Attributes: Agility d8, Smarts d4 (A), Spirit d8, Strength d12+4, Vigor d12
Skills: Fighting d10, Notice d12, Swim d10
Pace: —; **Parry:** 7; **Toughness:** 12
Special Abilities
- **Aquatic:** Pace 10.
- **Bite:** Str+d8.
- **Hardy:** The creature does not suffer a wound from being Shaken twice.
- **Large:** Attackers add +2 to their attack rolls when attacking a giant sturgeon due to its large size.
- **Size +4:** Giant sturgeons grow up to 30' in length.
- **Swallow Whole:** With a raise on its Fighting roll, the sturgeon has swallowed its target whole. Those swallowed take 1d8 crushing damage each round against their base Toughness. While inside, a swallowed character can try to cut his way free with a dagger or knife by making an Agility roll at –2 (instead of using Fighting); roll damage against Toughness 8. If the character can inflict at least one wound, he has sliced a hole big enough to slip free although he is automatically Shaken once out. If the sturgeon is killed, a swallowed character can be freed from the outside in a single round.



Flamingo

Although seeming ungainly, these large pink birds are surprisingly agile and fast. Trained ("royal") flamingos are kept by the nobility of the Monarchy of Hearts to use in the hazardous Queen's Croquet.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d8, Vigor d8
Skills: Fighting d8, Notice d6, Swimming d8
Pace: 6; **Parry:** 6; **Toughness:** 6
Special Abilities
- **Flying:** Flamingoes have a Flying Pace of 10", with a Climb of 3"; it takes them a full round of running movement to actually get airborne.
- **Peck:** Str+d6.
- **Weapon:** May be picked up and used by another as a weapon, without suffering personal harm (see "flamingo" under **Gear & Goods**, p. 30). Wild, untrained flamingos don't typically agree to such treatment, so in that case a successful grapple is required first.

Ghost

Each ghost is unique with its own powers and abilities, though they have a few things in common. Ghosts may not be slain in the conventional sense; instead, each has "criteria" that must be satisfied to lay it to rest.

Skills: Intimidate d10, Notice d8, Taunt d10, Stealth d12+4
Pace: 6; **Parry**: 4
Special Abilities

- **Ethereal:** Ghosts are immaterial.
- **Fear:** Ghosts cause Spirit checks when they let themselves be seen; these checks may have a bonus or penalty applied.
- **Magic Resistant:** Ghosts are immune to magic unless specifically designed to affect ghosts or spirits.

Non-Humans

The listed statistics for Gourmancers, Haberdashers, and Priests are for a Human following that path. If a non-Human is required, the GM has two choices: use the statistics as-is (after all, the players will never know) or adjust them with racial Edges and Hindrances.

Gourmancer, Trainee

A typical Gourmancer. The Gourmancer's powers are in prepared dishes, listed in the form of "dish name (*power,* number of Power Points, Cooking roll made to prepare the dish)"—e.g., Red Hot Chili (*burst*, 2 PP, 8) denotes the *burst* power with 2 Power Points spent on it and a Cooking roll of 8.

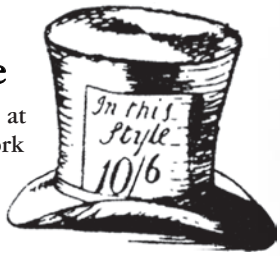
Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d6
Skills: Cooking d8, Fighting d6, Notice d8, Shooting d6, Throwing d6
Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5
Edges: Arcane Background (Gourmancy)
Magic Foodstuffs: (10/10 PP)—Red Hot Chili (*burst*, 2 PP, 5), Spinach Pie (*boost strength*, 5 PP, 5), Mushroom Stroganoff (*growth*, 3 PP, 5)
Gear: Weaponized cooking utensil (Str+d4).
Wealth: Loose Change.

Gourmancer, Experienced

A more experienced Gourmancer.

Attributes: Agility d6, Smarts d12, Spirit d8, Strength d6, Vigor d6
Skills: Cooking d10, Fighting d6, Intimidation d8, Notice d8, Shooting d8, Throwing d8
Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5
Edges: Arcane Background (Gourmancy)
Magic Foodstuffs: (19/20 PP)—2x Red Hot Chili (*burst*, 2 PP, 8), Spinach Pie (*boost strength*, 5 PP, 8), Mushroom Stroganoff (*growth*, 3 PP, 8), Soufflé (*fly*, 5 PP, 8), Dandelion Slice (*fear,* 2 PP, 8)
Gear: At least one Item of Wonder (roll on the table, p. 84), and a weaponized cooking utensil (Str+d4).
Wealth: Loose Change.

Haberdasher, Trainee



A young Alice wondered at craftsmen, imagining their work as something akin to magic. In Wonderland, this is a reality. Haberdashery falls into this category (and provides the Arcane Background used here), but is by no means the only remarkable craft in Wonderland. This provides a starting point for magical craftsmen, but the GM should introduce variety—e.g., a Painter who paints things that become real, a Knitter who knits the strangest things, a Poet who composes rhymes that become reality, or a Toymaker who crafts very dangerous playthings.

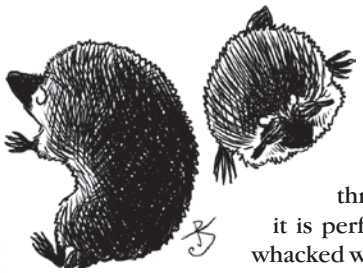
Attributes: Agility d6, Smarts d10, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d6, Haberdashery d6, Notice d6, Repair d6, Shooting d6, Throwing d6
Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 5
Edges: Arcane Background (Haberdashery)
Powers: (10 PP)—*conjuring, hat for every occasion*
Gear: Toolbox (+1 Parry, +2 Armor vs. ranged), professional tool (Str+d4).
Wealth: Loose Change.

Haberdasher, Experienced

A more experienced crafter. In the case of non-hatters using this template, the *rabbit in the hat* should have form and trappings appropriate to the indicated profession.

Attributes: Agility d6, Smarts d12, Spirit d8, Strength d6, Vigor d6
Skills: Fighting d8, Haberdashery d10, Taunt d8, Notice d8, Repair d8, Shooting d8, Throwing d8

Charisma: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 5
Edges: Arcane Background (Haberdashery)
Powers: (20 PP)—*conjuring, hat for every occasion, rabbit in the hat*
Gear: Toolbox (+1 Parry, +2 Armor vs. ranged), professional tool (Str+d4); at least one Item of Wonder (roll on the table, p. 84).
Wealth: Loose Change.



Hedgehog

It looks much like its Real-world counterpart, tending to roll itself up when threatened, except that it is perfectly unharmed when whacked with a flamingo or other weapon, and gets pretty good distance. Hedgehogs serve a crucial role as the ball in the dangerous sport of the Queen's Croquet.

Attributes: Agility d4, Smarts d4 (A), Spirit d4, Strength d4, Vigor d4
Skills: Climbing d4, Notice d4, Stealth d4, Swimming d4
Pace: 6; **Parry**: 2; **Toughness**: 10(8) when rolled up; 2 otherwise
Special Abilities

- **Roll Up:** As a free action, it can roll up into a little ball, or uncurl itself. While rolled up, it gains +8 Armor, but is unable to move on its own.
- **Size –2:** Enemies are at –2 to attack rolls to harm this little creature. This penalty does not apply to attempts to whack it as a croquet ball.
- **Weapon:** Anyone can "drive" a hedgehog with a flamingo or other blunt instrument with similar qualities without doing any harm to the hedgehog. See **Gear & Goods**, p. 30, for details.

Human, Common Folk

The Humans of Wonderland are many and varied, but the following statistics are common for most.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Climbing d6, Fighting d4, Knowledge (Wonderland) d6, Notice d6,
Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 5
Gear: Knife (Str+d4), improvised weapons (Str+d6).
Wealth: Loose Change for individual merchants and the like; otherwise, Loose Change for every 5 Humans.

Human, Guard (Real World)

These are soldiers, either Allied or Axis. The Real World is treated as a dreamlike place, so specific equipment differences are not necessary.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Climbing d6, Fighting d6, Intimidation d8, Notice d6, Shooting d8, Stealth d6
Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5
Gear: Revolver (12/24/48, damage 2d6+1, shots 6, AP 1) or rifle (20/40/80, damage 2d8, shots 1, AP 2).
Wealth: Not applicable.

Human, Guard (Wonderland)

These are average guards who know what they are doing (and to a degree will do it) but are not suicidal.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Climbing d6, Fighting d6, Intimidation d8, Notice d6, Shooting d6, Stealth d6
Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 6 (1)
Gear: Leather armor or ornate jacket (+1), sword (Str+d8), dagger (Str+d4), bow (12/24/48, 2d6 damage) or crossbow (15/30/60, 2d6 damage) if applicable.
Wealth: Loose Change for every 3 guards.

Human, Guard Captain (Real World)

A soldier, either Allied or Axis.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8
Skills: Climbing d6, Fighting d8, Intimidation d8, Notice d6, Shooting d8, Stealth d6
Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 6
Edges: Command, Quick.
Gear: Revolver (12/24/48, damage 2d6+1, shots 6, AP 1).
Wealth: Not applicable.

Human, Guard Captain (Wonderland)

Like his men, he is a professional but not suicidal.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8
Skills: Climbing d6, Fighting d8, Intimidation d8, Notice d6, Shooting d8, Stealth d6
Charisma: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 8 (2)
Edges: Block, Command, Quick.
Gear: Chain hauberk or heavy coat (+2), sword (Str+d8), dagger (Str+d4).
Wealth: Loose Change.

Jabberkin

Jabberkin are the offspring of the Jabberwock (spawned from what else, no one knows). They are much smaller than their parent and lack the wings, but have all of its terrible temper and violence.

Attributes: Agility d8, Smarts d4, Spirit d8, Strength d10, Vigor d10
Skills: Fighting d8, Intimidation d6, Notice d10, Stealth d6
Pace: 6; **Parry**: 6; **Toughness**: 12 (2)
Special Abilities

- **Armor +2:** Scaly skin.
- **Claws That Catch:** +2 to grappling.
- **Eyes of Flame:** The jabberkin may, as an action, stare with its flaming eyes at one or two opponents within sight but no further apart than 30 degrees (extrapolate from the Cone Template). Make an opposed roll of the jabberkin's Notice against the victims' Agility. If the jabberkin wins, the victims suffer 2d6 damage and must check to see if they catch fire.
- **Hardy**: Jabberkin do not suffer wounds from being Shaken twice.
- **Jaws That Bite:** Str+d6.
- **Size +3.**

The Jabberwock

The Jabberwock is a ferocious reptilian creature feared by all denizens of Wonderland. It has a long neck and tail, strong legs for running down prey, and long flexible "fingers" for catching that prey. Its head has bulging eyes that function independently of each other, and a mouth lined with spade-like teeth.

If the Jabberwock is slain, the most ferocious of its offspring will eventually grow larger, sprout wings, and become the *new* Jabberwock. (No one is quite clear who provides the vest.)

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d12+5, Vigor d12+2
Skills: Fighting d10, Intimidation d10, Notice d12
Pace: 8; **Parry**: 7; **Toughness**: 17 (4)
Edges: Improved Nerves of Steel
Special Abilities

- **Armor +4:** Scaly skin.
- **Claws That Catch:** +2 to grappling.
- **Eyes of Flame:** As an action, the Jabberwock may stare with its flaming eyes at one or two opponents within sight but no further apart than 30 degrees (extrapolate from the Cone Template). Make an opposed roll of the Jabberwock's Notice against the victims' Agility. If the Jabberkin wins, the victims suffer 2d8 damage and must check to see if they catch fire.
- **Fear –2:** The Jabberwock is fearsome to behold.
- **Flight:** The Jabberwock has a flying pace of 24", with a Climb of 6".
- **Hardy**: The Jabberwock does not suffer wounds from being Shaken twice.

Jabberwocky

'Twas brillig, and the slithy toves
Did gyre and gimble in the wabe;
All mimsy were the borogoves,
And the mome raths outgrabe.

'Beware the Jabberwock, my son!
The jaws that bite, the claws that catch!
Beware the Jubjub bird, and shun
The frumious Bandersnatch!'

He took his vorpal sword in hand:
Long time the manxome foe he sought—
So rested he by the Tumtum tree,
And stood awhile in thought.

And as in uffish thought he stood,
The Jabberwock, with eyes of flame,
Came whiffling through the tulgey wood,
And burbled as it came!

One, two! One, two!
And through and through
The vorpal blade went snicker-snack!
He left it dead, and with its head
He went galumphing back.

'And hast thou slain the Jabberwock?
Come to my arms, my beamish boy!
O frabjous day! Callooh! Callay!'
He chortled in his joy.

'Twas brillig, and the slithy toves
Did gyre and gimble in the wabe;
All mimsy were the borogoves,
And the mome raths outgrabe.

— Lewis Carroll

(Editor's note: Sing it to the tune of "Amazing Grace" or "Greensleeves".)

- **Huge:** Opponents get +4 to attack rolls against the Jabberwock.
- **Jaws that Bite:** Str+d8.
- **Size +6.**

Jubjub Bird

A massive bird, the jubjub bird is a lonely creature, quite desperate for the company of its kin. It lives in perpetual passion, and when two mate the parent who protects the offspring (it could be either but is always only one) is a most fearsome creature. It measures nearly 50 feet long (8"), with a wingspan close to 100 feet (17").

Attributes: Agility d6, Smarts d8 (A), Spirit d12, Strength d12+8, Vigor d12
Skills: Fighting d8, Notice d6
Pace: 6; **Parry:** 6; **Toughness:** 15
Special Abilities
- **Beak/Claws:** Str+d6.
- **Fearless:** Jubjub birds are immune to Fear and Intimidation, and need never make morale checks.
- **Flying:** Jubjub birds have a Flying Pace of 24", with a Climb of 6".
- **Large:** Opponents get a +2 to all attack rolls against this creature.
- **Size +7.**
- **Slow:** Jubjub birds cannot run.
- **Snatch:** If a jubjub bird gets a raise on its Fighting roll when Swooping against a target Size +3 or smaller, it snatches up the victim and flies off with it.
- **Swoop:** If the jubjub bird can fly at least 10" in a straight line before attacking, it does Str+d10 damage with its claws.

Jubjub Bird, Chick

The young of the jubjub bird, appear much as their parents but with a smaller body (20 feet long, or 3") and wingspan (35 feet across, or 6").

Attributes: Agility d6, Smarts d6 (A), Spirit d8, Strength d10, Vigor d8
Skills: Fighting d6, Notice d6
Pace: 6; **Parry:** 6; **Toughness:** 11
Special Abilities
- **Beak/Claws:** Str+d6.
- **Fearless:** Jubjub chicks are immune to Fear and Intimidation, and need never make morale checks.
- **Flying:** Jubjub chicks have a Flying Pace of 18", with a Climb of 6".
- **Large:** Opponents get a +2 to all attack rolls against this creature.
- **Size +5.**
- **Slow:** Jubjub chicks move at Pace 6 on the ground, but cannot run.
- **Swoop:** If a jubjub chick can fly at least 10" in a straight line before attacking, it does Str+d10 damage with its talons.

Kitten, Black

This magically-spawned creature appears to be a perfectly ordinary black kitten, often with a little bow tied around its neck. As devoted Dinahists know, such creatures are invariably Naughty, and exist only to cause mischief. They exploit anyone with a weakness for small, cute creatures, and plot against anyone immune to their charms. Even though they technically have only "animal" intellect, this *is* Wonderland, after all: they still have a knack for creating mayhem, and an uncanny ability to pick out who will be most vulnerable to cuteness (or to cat allergies).

Attributes: Agility d8, Smarts d12 (A), Spirit d12, Strength d4, Vigor d4
Skills: Fighting d4, Notice d6, Persuasion (being cute) d12, Stealth d10
Charisma: +2; **Pace**: 6; **Parry**: 4; **Toughness**: 2
Special Abilities
- **Cuteness:** Charisma +2.
- **Easily Distracted:** –2 to Tests of Will vs. Tricks or Taunts involving balls of yarn, dangling bits of string, toy mice, etc.
- **Low Light Vision**.
- **Mischief**: Can perform various stealthy tasks that would normally require hands (e.g., picking locks, pickpocketing) as long as nobody is watching. Somehow it manages to hide stolen items in its fluffy black fur.
- **Shakeable**: Its stolen loot (if any) can be extracted by grabbing it and giving it a good shake.
- **Size –2:** Enemies are at –2 to attack rolls to hit this little creature.
- **Wealth:** Only what it has pilfered from the heroes.

Lizard, Giant

Use the following for any lizards the heroes encounter. Specific species may have extra abilities. These statistics are for a lizard about 5 feet long.

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d8, Vigor d6
Skills: Climbing d8, Fighting d8, Notice d6, Stealth d8
Pace: 6; **Parry**: 6; **Toughness**: 6 (1)
Special Abilities
- **Armor +1:** Scaly hide.
- **Bite:** Str+d6.
- **Sprint:** Lizards move at a Pace of 6 normally, but roll a d8 for running.
- **Wall Walking:** Lizards can move on all but the smoothest vertical surfaces with ease, and can move upside down with a Climbing roll.

Muchness

"...you know you say things are 'much of a muchness'—did you ever see such a thing as a drawing of a muchness?"

—the Dormouse

A muchness is a large creature with an indistinct form that lurks beneath other things: lakes, mounds of leaves, moss, etc. Its true shape is never seen, as it is always covered in something else and completely dissolves within seconds of dying. Survivors of attacks are left with the impression that the environment itself sprang to life, as opposed to the work of a distinctly living creature.

A Wild Card version of this creature is known as a *"much of a muchness."*

Attributes: Agility d6, Smarts d6 (A), Spirit d8, Strength d10, Vigor d10
Skills: Fighting d8, Notice d10, Stealth d12
Pace: 8; **Parry:** 6; **Toughness:** 9 (2)
Special Abilities

- **Aquatic:** Swimming Pace of 8.
- **Armor +2:** It is covered by a thick layer of mud, leaves, water, or whatever else it's hiding under.
- **Engulp:** With a raise on its Fighting roll, the muchness has swallowed its target whole. Those swallowed take 1d6 crushing damage each round against base Toughness (Armor does not apply). While inside, a hero can try to cut her way free with claws, a dagger or other short implement by making an Agility roll at –2 (instead of using Fighting); damage bypasses Armor, so the effective Toughness is only 7. If a wound is inflicted (even if soaked), the victim has sliced a hole big enough to slip free. If the muchness is killed, any swallowed victim can be freed in a single round.
- **Formless:** Immune to extra damage from called shots, since it has no vital organs (at least, not any that have been found).
- **Large:** Opponents get a +2 to all attack rolls against this creature.
- **Size +4.**
- **Slam:** Str+d6. The muchness extends tentacles or pseudopods, thickly coated in whatever substance it is hiding under, to bludgeon its prey.
- **Unstable:** –4 to Toughness; chunks of the muchness are sliced or broken away surprisingly easily, and quickly vaporize (but there's still so *much* of it to deal with). This cancels out the bonus to Toughness the muchness would otherwise get for its Size.

Plant, Common Folk

These are generic Plants to be used as required.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d4, Notice d8, Throwing d4
Charisma: 0; **Pace**: 4; **Parry**: 4; **Toughness**: 4
Hindrances: Mobile … Mostly, Small.
Special Abilities: Genus Edge (GM's choice), Hardy, Plant Physiology, Photosynthesis, World Wise.
Gear: Club (Str+d4).
Wealth: Loose Change for individual merchants and the like; otherwise, Loose Change for every 10 Plants.

Plant, Wild

"Wild" animated plants the beast equivalent of Plants. Many have yet to figure out how to move about on their roots. Mobile "wild" plants typically have shapes suggesting those of wild beasts, with demeanors (and intellect) to match. Either way, they're known collectively (and derisively) as "weeds." See **Weeds**, p. 176.

Priest, Follower of Alice, Trainee

A not-too-experienced believer in the divine power of Alice. Priests in the service of Victoria may have slightly more sinister trappings to their powers—more "harsh schoolmarm" and less "little girl."

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d6, Vigor d6
Skills: Belief d10, Fighting d4, Notice d8, Shooting d6, Throwing d6
Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 5
Edges: Arcane Background (Miracles)
Powers: (15 PP)—*boost/lower trait, deflection, growth*
Gear: Various, typically armed with a weaponized tool (Str+d4).
Wealth: Loose Change.

Priest, Follower of Alice, Experienced

A more experienced believer in the divine power of Alice. Priests in the service of Victoria may still invoke the name of Alice, but have access to more martial powers not available a true Follower of Alice, with more authoritarian trappings. For instance, a *bolt*, where the caster pantomimes giving a "spanking," and the target (if hit) is spanked violently by a giant spectral gloved hand.

Attributes: Agility d6, Smarts d12, Spirit d8, Strength d6, Vigor d6
Skills: Belief d12, Fighting d6, Notice d8, Shooting d8, Throwing d8

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5
Edges: Arcane Background (Miracles)
Powers: (25 PP)—*boost/lower trait, deflection, growth, invisibility, shrink, stun*
Gear: Various, but at least one Item of Wonder (roll on the table, p. 84), and typically armed with a weaponized tool (Str+d4).
Wealth: Loose Change.

Rath, Mome

Raths appear to be some long-lost relative of the wild pig family, albeit pale green in color. According to at least one "expert" on languages, "mome" means "from home," or "lost their way"; such implies the raths are from somewhere else and not denizens of Wonderland. This would explain their surly dispositions.

Raths make a distinctive outgribing noise (something between bellowing and whistling, with a sneeze in the middle) and have a keen sense of smell with which they forage Wonderland truffles.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d10
Skills: Fighting d8, Notice d6, Stealth d12, Tracking d6
Pace: 6; **Parry**: 6; **Toughness**: 9 (2)
Special Abilities
- **Armor +2:** Tough, thick hide.
- **Bite:** Str+d4.
- **Camouflage:** A rath's coloration gives it a +2 bonus to Stealth in vegetation.
- **Fearless:** Raths never suffer the effects of fear.

Serpent, Giant

These are giant snake-like creatures, about 20-30 feet long, fond of stealing birds' eggs.

Attributes: Agility d8, Smarts d4 (A), Spirit d8, Strength d10, Vigor d8
Skills: Fighting d8, Notice d10
Pace: 6; **Parry:** 6; **Toughness:** 10
Special Abilities
- **Bite:** Str+d6; if the serpent gets a raise on its Fighting roll, it injects the target with poison. Make Vigor rolls each round for three rounds. If you fail, you take 2d8 damage. If you succeed, you still take a Fatigue level.
- **Large:** Opponents get a +2 to all attack rolls against this creature.
- **Size +4.**

Snark

The name "snark" is a portmanteau of "snake" and "shark," and almost describes these creatures. The snark's long body has the sleek, tapered shape of a shark (albeit a stretched one) and fearsome jaws, but with the flexibility of a snake. Its fins are thicker and shaped for land movement. Wild variation exists beyond these shared details, as some are known to "*have feathers, and bite,*" while others "*have whiskers, and scratch.*"

Snark flesh is considered a delicacy to many, with a taste described as "*meager and hollow, but crisp, like a coat that is rather too tight in the waist, with a flavor of will-o'-the-wisp.*"

The average snark is about the size of a tiger although larger specimens do exist. There is also an aquatic species, whose flippers are more akin to those of a shark but is otherwise identical; additional statistics for this species are in *italics*.

Attributes: Agility d8, Smarts d4 (A), Spirit d8, Strength d10, Vigor d10
Skills: Fighting d8, Notice d12, *Swim d10*
Pace: 10; **Parry**: 6; **Toughness**: 10
Special Abilities
- *Aquatic: Swimming Pace of 10.*
- **Bite:** Str+d6.
- **Edible:** Choice morsels of snark flesh are considered a delicacy. Each slain snark can yield one unit of Magic Ingredients for Gourmancy.
- **Hardy:** Snarks do not suffer a wound from being Shaken twice.
- *Lurk: May use Swimming skill for Stealth checks.*
- **Size +3.**

Spider, Giant

Spider encounters often involve a web a hero blunders into (Notice check, modified by lighting penalties if appropriate, to avoid). Sapient, crafty Spiders lose the animal (A) modifier to Smarts, and add Persuasion d8 ("*Come into my parlor...*"), luring prey into traps.

Attributes: Agility d10, Smarts d6 (A), Spirit d8, Strength d12, Vigor d8
Skills: Fighting d10, Notice d10, Stealth d8
Pace: 6; **Parry:** 7; **Toughness:** 6
Edges: Quick.
Special Abilities
- **Bite:** Str+d6; if the spider gets a raise on its Fighting roll, it injects the target with poison. Make a Vigor roll each round for 3 rounds; if you fail, you take 2d6 damage and a level of Fatigue. If you succeed, you only take the Fatigue levels. Lost Fatigue returns at 1 level per day.
- **Web:** Spiders are web spinners; this web is tough (requiring 12 points of damage to cut through a thick strand, or 6 for a thinner one) and sticky (make an opposed roll against d10 Strength to break loose).

Swarm

As might be expected, Wonderland has its own unique insects and creatures that together are treated as swarms. Use the statistics given in *Savage Worlds*, with additional special abilities as noted below.

Swarm, Bread-and-butterfly

Its wings are thin slices of bread and butter, its body is a crust, and its head is a lump of sugar. It normally lives on weak tea with cream in it. (This being Wonderland, yes, that *can* be found even in the wild, but they've also taken to supplementing their diet with *other things*.)

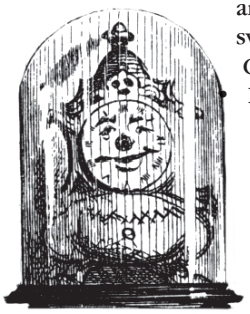
Special Abilities

- **Buttery:** The swarm continually drips butter, making footing treacherous. Anyone within the swarm template must take an Agility test at the start of his action, before moving or attacking; failure means that the victim slips, falls prone, and is Shaken.
- **Edible:** Slain bread-and-butterflies are edible as-is (best when fresh), but the butter is useful for cooking. Enough butter can be gathered from a swarm to serve as one unit of Magic Ingredients for Gourmancy.
- **Flight:** Pace of 6".

Swarm, Crow

See **Swarm, Raven**, following; for game purposes the statistics are the same. However, a flock of crows is known poetically as a *murder of crows*, and in Wonderland this takes on a literal twist; a murder of crows bloodthirstily attacks the weak and wounded, hurrying things along so that they can then feast on the dead.

Swarm, Raven



In the Real World, these would poetically be known as an *unkindness of ravens*, and in Wonderland this takes on a sinister twist. They have an uncanny ability to repeat heard words at just the right time, seemingly possessed of a malevolent intelligence. They are opportunistic and cowardly scavengers, preferring to stalk and hassle prey rather than directly engage it. Given opportunity, they may swoop in to steal a shiny object as a prize and fly away with it.

Special Abilities

- **Fear:** The uncanny and seemingly prescient cries of an unkindness of ravens is unsettling, requiring listeners to make a Spirit check against Fear.
- **Flight:** Pace of 6".

Swarm, Rocking-horsefly

Miniature, living, wooden rocking horses. They live off of sap and sawdust, and thus while normally docile, occasionally set upon parties that include Plants or Chessmen.

Special Abilities

- **Flammable:** 50% chance to catch fire (roll of 4-6 on 1d6) any time it is hit by fire.
- **Flight:** Pace of 6".
- **Rockers:** Their tiny wooden rockers hit for 2d6 damage instead of the usual 2d4 damage for swarms.

Swarm, Snap-dragonfly

Its body is made of plum pudding, its wings of holly leaves, and its head is a raisin burning in brandy. It normally lives on frumenty and mince pie, and is partial to making its nest in a Christmas box. ("Snap-dragon" was a winter parlor-game that involved snatching raisins out of a bowl of burning brandy and eating them without getting burnt.)

Special Abilities

- **Burning Touch:** Attacks have a 1 in 6 chance of setting a foe on fire.
- **Edible:** Despite the inherent risks, a snap-dragonfly's plum-pudding body and brandy-soaked-raisin head are edible. Enough materials can be gathered from a swarm to serve as one unit of Magic Ingredients for Gourmancy.
- **Flight:** Pace of 6".

Thing, Animated

Now and again, inanimate objects spring to life in Wonderland. This may be a single animate piece of furniture, suit of armor, or even a conglomerate of smaller items.

Special abilities and Toughness vary depending upon the constituent objects. Here is a "typical" animated thing (e.g., a piece of furniture). Additional sub-types are listed below, with variations from the basic profile.

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d8, Vigor d8
Skills: Fighting d8, Notice d8, Stealth d8, Throwing d8
Pace: 6; **Parry**: 6; **Toughness:** 6

On the Unkindness of Ravens

There is a longstanding literary tradition of ascribing poetic collective nouns to groups of birds, dating at least as far back as the 15th century (with a lengthy collection in *The Book of St. Albans*). Relatively common examples include a *brood of hens*, a *flight of doves*, or a *gaggle of geese*. More obscure examples include a *murder of crows*, or an *unkindness of ravens*. The important thing is that it's far more interesting than just calling them "swarms" or "flocks."

In Wonderland, this practice is still in vogue, expanded beyond just birds. The exact word could be evocative of the creature, its mode of travel, its habitat, or its depiction in poetry. Some examples follow for your consideration:

A *wabe of toves*.

A *whiffle* (or a *burble*) *of jabberkin*.

A *loaf* (or a *churn*) *of bread-and-butterflies*.

A *parlor of snap-dragonflies*.

A *court of snarks*.

A *hand of Cards*.

A *stampede of rocking-horseflies*.

Special Abilities
- **Bludgeon:** Str+d4.
- **Construct:** +2 to recover from Shaken; no additional damage from called shots; immune to disease and poison.
- **Hardy:** Second Shaken result doesn't cause wound.
- **Tenacious:** Wild Card animated things ignore wound penalties, as extraneous pieces are hacked off.

Thing, Armor

A suit of armor, such as might decorate a manor.

Special Abilities
- **Armor +3:** It *is* armor, after all.
- **Not Flammable:** Doesn't catch fire.
- **Rust:** Magical water-based attacks do +4 damage.

Wealth: One suit of plate armor and a full helm.

Thing, Bookworm

A stack of books that strikes like a snake.

Special Abilities
- **Long Reach:** Can spring out, accordion-like, for Reach of up to 3".
- **Very Flammable:** 100% chance to catch fire if hit by an open flame or fire-based attack.

Thing, Kitchen Sink

A mass of dirty dishes, pans, utensils and cutlery, found in kitchens where Gourmancy has gone awry.

Special Abilities
- **Cutlery:** Str+d6 damage melee, or thrown (3/6/12).
- **Gourmancy:** Arcane Background (Gourmancy), but can only use On-the-Fly Cooking (p. 33).
- **Powers:** (10 PP)—*burst*, *obscure*.

Wealth: One set of cooking gear (standard).

Thing, Plate

Curious flying things with huge bottles for bodies, wings of plates, and legs of dinner forks.

Special Abilities
- **Claws (forks):** Str+d6.
- **Flying:** Fly at Pace 12; acceleration 3.

Thing, Snowman

Mostly found in winter or in the Mountains of Division, often sporting scarves and battered stovepipe hats.

Special Abilities
- **Snow:** Suffers +4 damage from fire or fire-based attacks. Its touch extinguishes normal fires. Is *not* immune to water- or ice-based attacks.
- **Snowballs:** Range of 3/6/12, damage Str+d4, using Throwing skill.

Tiger, Paper

Paper tigers prowl the deep woods of the Monarchy of Hearts. Their reputation is worse than reality, as they are little match for a lit torch or a bucket of water. In the dark, however, viewed from the right angle, they are easily mistaken for the real thing. They are carnivorous and can devour real meat without getting any thicker, but some have a preference for the "flesh" of Cards. Unburned paper tiger pelts fetch about £1 in the

Monarchy of Hearts; to Cards their painted "fur" feels more luxurious than the real thing.

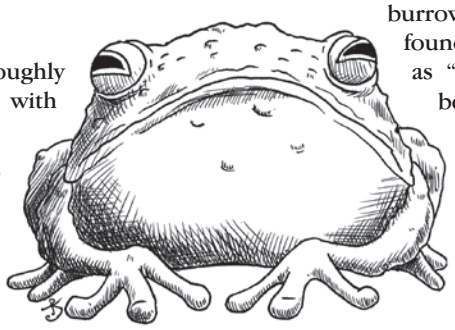
Attributes: Agility d8, Smarts d6 (A), Spirit d10, Strength d12, Vigor d8
Skills: Climbing d8, Fighting d8, Notice d8, Stealth d8
Pace: 8; **Parry:** 6; **Toughness:** 8

Special Abilities

- **Flat ... Sort Of:** When it suits the situation, a paper tiger is treated as if flat, so it can slip between a couple of narrowly-spaced trees or through a crack. Also, a slain or subdued paper tiger can be easily rolled up and tucked into a large map case for transport.
- **Paper Cut:** Str+d6.
- **Size +2.**
- **Very Flammable:** Any contact with fire automatically sets a dry paper tiger on fire. For this reason, paper tigers tend to bolt at sight of fire, hungry or not.
- **Very Soggy When Wet:** Unlike Real-world tigers, paper ones can't swim and don't do well in general with water. When submerged or doused with a bucket of water or more, the paper tiger suffers a –4 penalty to Toughness, and it takes 2 hours to dry out properly. They don't go out when it's raining.

Toad, Swamp

These are massive toads, roughly the size of a large dog, with incredibly long tongues.



Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d8, Vigor d8
Skills: Fighting d6, Notice d6, Throwing d10
Pace: 6; **Parry:** 5; **Toughness:** 5

Special Abilities

- **Bite:** Str+d4.
- **Jumping:** They can leap 6", +2" if they pass a Strength roll.
- **Size –1.**
- **Tongue Strike:** Toads can fire their tongues up to 2" with exceptional accuracy (use Throwing for this attack). Those hit are stuck; make an opposed Strength roll to keep from being dragged in and bitten as a free attack by the toad. The toad gains a +2 bonus to hit the victim, once it is dragged in. After the initial free attack, a victim may attempt an opposed Strength roll to break free.

Portmanteau

"Well, slithy means 'lithe and slimy.' You see it's like a portmanteau—there are two meanings packed up into one word."

—Humpty Dumpty, to Alice

Tove, Slithy

Toves are odd four-legged creatures, superficially resembling badgers. Toves are black and white in color. Their long snouts are twisted and reminiscent of a corkscrew. They are often described as being "slithy," a word meaning "lithe and slimy," which is fitting as their bodies are compact and lean, and their smooth fur is coated in an oily resin secreted from their bodies.

Toves dwell in burrows typically found near sundials (in woodland clearings known as "wabes"). Their preferred food is cheese (this being Wonderland, it can sometimes be found "growing" in the wild), but they are also fiercely territorial.

Woe to the unwary traveler who violates a tove's territory and smells of cheese!

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d8, Vigor d8
Skills: Fighting d6, Notice d6, Tracking d6
Pace: 8; **Parry**: 5; **Toughness**: 5

Special Abilities

- **Burrow:** Toves can burrow into the ground and reappear on the following action anywhere within 6".
- **Claw:** Str+d8.
- **Hardy**: Toves do not suffer wounds from being Shaken twice.
- **Size –1.**
- **Snout Attack:** Str+d6. If a tove hits with a raise, it has impaled its foe; on the following round the tove automatically inflicts a further Str+d8 damage as it pulls its corkscrew-shaped snout from the wound.

Tweedle, Common Folk

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8
Skills: Fighting d6, Intimidation d6, Notice d6
Charisma: –2; **Pace:** 5; **Parry**: 5; **Toughness:** 7
Hindrances: Phobia (minor, usually of crows), Lumbering, Mean.
Special Abilities: Large.
Gear: Knife (Str+d4), improvised weapons (Str+d6).
Wealth: Loose Change for every 5 Tweedle.

Tweedle, Guard

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d10, Vigor d10
Skills: Fighting d8, Intimidation d6, Notice d6, Shooting d6
Charisma: –2; **Pace:** 5; **Parry**: 6; **Toughness:** 9 (1)
Hindrances: Phobia (minor, usually of crows), Lumbering, Mean.
Special Abilities: Large.
Gear: Leather or bed quilts (+1), sword (Str+d8).
Wealth: Loose Change for every 3 Tweedle guards.

Tweedle, Guard Captain

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d12, Vigor d12
Skills: Fighting d10, Intimidation d8, Notice d6, Shooting d8
Charisma: –2; **Pace:** 5; **Parry**: 7; **Toughness:** 10 (1)
Hindrances: Phobia (minor, usually of crows), Lumbering, Mean.
Edges: Large.
Gear: Leather or bed quilts (+1), sword (Str+d8).
Wealth: Loose Change.

Weed

Weeds are the "wild beast" equivalent of Plants. Many are rooted and stationary, simply attacking anyone who strays nearby (and only revealing themselves as animate once prey is in range). Mobile weeds tend to have the shapes of beasts (a tiger lily looking like a tiger, a dandelion like a lion, and so forth). Below are generic weeds to be used as required. More specific varieties are listed as sub-types, with variations from the basic profile.

Attributes: Agility d6, Smarts d4(A), Spirit d6, Strength d6, Vigor d8
Skills: Fighting d6, Notice d8, Stealth d6
Pace: 4; **Parry**: 5; **Toughness**: 5
Hindrances: Mobile … Mostly (or Stationary), Small.
Edges: Hardy, Plant Physiology, Photosynthesis, Genus Edge (GM's choice).
Special Abilities

- **Attack:** Str+d4; this may be a whip-like frond, a bite, a slap or anything else!

Weed, Stinging Nettle

These shrubs sprout stinging "hairs" that inject poison and acid into the victim on contact. The animated variety is territorial and hostile to all mobile life forms that get within reach.

- **Long Reach:** Natural weapons can Reach up to 3".
- **Stationary:** Normally unable to walk or run.
- **Sting:** Upon successfully touching a victim (making an attack roll that equals or exceeds the target's Parry), in addition to any normal damage, it injects poison. The nettle and victim make opposing Vigor rolls; if the victim rolls lower, he is Shaken. Multiple Shaken results can result in wounds as normal.

Weed, Swamp Lurker (Murkweed)

Their watery, murky home lacks many of the nutrients they require, but they supplement this by launching surprise attacks on living victims who pass by, with their vine-line tendrils and sprays of projectile thorns.

- **Long Reach:** Natural weapons can Reach up to 3".
- **Projectile Thorns:** These propelled spurs have a range of 3/6/12, damage Str+d4, and use Throwing skill. Typical swamp lurkers have a Throwing skill of d10.
- **Stationary:** Normally unable to walk or run.

Weed, Wild Dandelion

A prime example of the mobile variety of weed, these mobile plants take on a shape that is characteristic of a lion. Mature dandelions have brilliant yellow manes, while older dandelions have manes of puffy white. A wild dandelion *seems* as large as a real lion, but its "body" is mostly hollow. It is, after all, just a plant, and not nearly as dangerous as a real lion.

- **Roar:** The wild dandelion can roar as an action. Everyone who hears must pass a Spirit check or be Shaken.

Weed, Wild Fungus

Clusters of carnivorous mushrooms can occasionally be found anywhere the more typical varieties of oversized mushrooms grow.

- **Long Reach:** Natural weapons can Reach up to 3".
- **Spore Burst:** Once per encounter, can emit a choking cloud of spores as per the *stun* power, using its Vigor as a spellcasting roll. The template is centered on itself; fungi are immune to its effects.
- **Stationary:** Normally unable to walk or run.

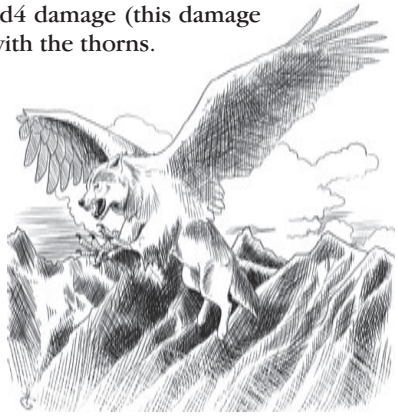
Weed, Wild Rose

These may occur in various forms, at times seeming to belie their so-called "weed" status. Wild dog roses of course come in a canine form, and roam in packs. In the Royal Garden, the Queen of Hearts has mixed in a few animate wild roses (much to the chagrin of gardeners who have to avoid being attacked by them) with more conventional and inanimate rose bushes.

Even in the middle of the wilderness, a traveler may stumble upon a lone trellis taken over by a climbing variety of wild rose, or even an entire garden. This sometimes occurs "naturally" in Wonderland, not necessarily due to the efforts of a gardener.

- **Thorns:** Opponents who hit this creature with unarmed attacks suffer d4 damage (this damage can Ace) from contact with the thorns.

Wolgle



Wolgles are a bizarre cross between a wolf and an eagle—essentially a large wolf with equally large wings. Their large wings tend to drag when they walk, making them slow and cumbersome on the ground.

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d6, Vigor d8
Skills: Fighting d6, Notice d10
Pace: 4; **Parry**: 5; **Toughness**: 6
Special Abilities

- **Bite:** Str+d4.
- **Flight:** Wolgles have a flying Pace of 12" with a climb of 3".
- **Go for the Throat:** Like their mundane kin, wolgles instinctively go for an opponent's soft spots. With a raise on its attack roll, it hits the target's most weakly armored location.
- **Swoop Attack:** A flying wolgle may swoop down and rake at an opponent with its claws. Such an attack has a +2 bonus to hit and damage and opponents must succeed in an Agility roll to react quickly enough to strike back when it withdraws.

Hazards

Quicksand

A victim of quicksand begins to sink almost immediately and the only ways to escape are to pull themselves free by brute Strength (a successful Strength roll) or to grab a suitable object proffered by a companion (a successful Agility roll). A trapped hero has 2+d4 rounds to escape before he sinks beneath the sand and can no longer attempt to free himself. Each round a hero is attempting to escape, he must make a successful Vigor roll or take a level of Fatigue. Once beneath the surface, the Vigor roll is made at a cumulative –1 penalty each round (i.e., –1 the first round, –2 the second).

Rock Fall

A number of large boulders and rocks, disturbed by the heroes' passing (or perhaps something else?) fall from above. Have all heroes attempt Notice rolls; those who succeed gain a +2 bonus on the Agility roll to avoid the falling rocks. On a raise, all damage is avoided; on a success, a hero is scratched by rock fragments (1d6 damage); on a failure, a hero is hit by a large rock (2d6 damage).

Storm

`It was such a thunderstorm, you can't think! ... And part of the roof came off, and ever so much thunder got in—and it went rolling round the room in great lumps—and knocking over the tables and things—till I was so frightened, I couldn't remember my own name!'

The weather is fierce enough to make all but the most determined travelers take shelter. Dark clouds blot out the sun while torrential rain falls. Thunder and lightning assail any foolish enough to be caught outside. All travel and activities are more difficult; any trait or skill rolls are at a –1 penalty. Additionally the Dim darkness modifier applies (–1 penalty to attack rolls).

If it is wintertime, the storm is a blizzard instead. The same penalties apply, except that the rules for cold (see *Savage Worlds* under the situational rules for Fatigue) also apply if the heroes try to press on rather than seeking shelter and starting a warm fire.

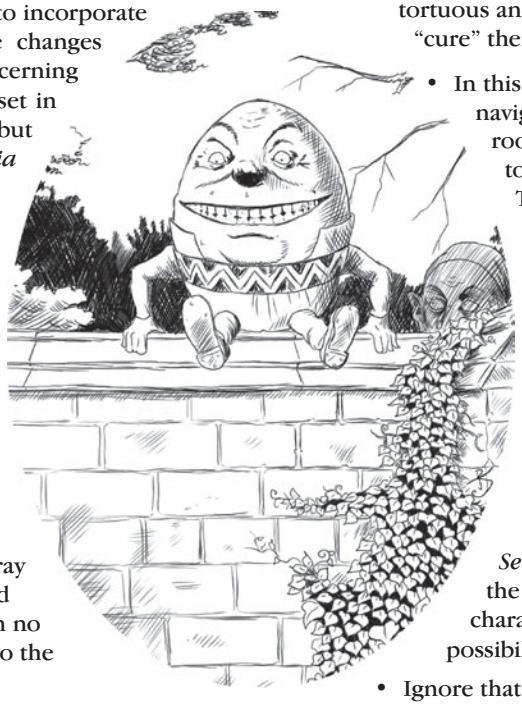
Tree Fall

An old tree (or giant mushroom) abruptly keels over. A random hero must make an Agility roll. She avoids all damage on a raise, she is scratched by branches (or cap) for 1d6 damage with a success, or she is hit by the trunk or stalk for 2d6 damage with a failure.

Appendix

Incorporating The Egg of Seven Parts

The Egg of Seven Parts was written as a stand-alone series of adventures that might be considered to take place in an "alternate universe" version of the *Wonderland No More* setting. However, if you wish to incorporate elements of this adventure, some changes will be necessary, primarily concerning removal of ties to the Real World (set in modern day in *Egg of Seven Parts*, but during World War II in the *Victoria* campaign):



- You can skip the Lady in Blue. She can be used as an NPC at your discretion, or left out entirely.
- **Piece the Third:** Leave out the skeleton in the pool and his watch. Otherwise, this would just create a "red herring."
- **Piece the Fifth:** Leave out the details of **The Urge**, **Out and About in the City**, and the foray to **Winegeld's Jewelers** to find Mrs. Longhurst. This excursion no longer involves an actual trip to the Real World.
- While the Moon Child (Danny Lunaire) is still from the Real World, the portal under the bed in his cottage doesn't lead there anymore, but rather to a nightmarish pocket world born from his twisted mind. It's a twisted caricature of the aged Kirkbride-plan asylum he escaped from, and is even less "real" than Wonderland. Therein, a store room (marked with a crudely scrawled warning of "KEEP OUT") serves as a home for the Moon Child's hoard of toys, sharp pointy things, grisly trophies, and other "treasures."
- Among those trophies would be the knife sought by Humpty and the Baker. Unfortunately for them, the "nightmare asylum" is haunted by monsters spawned from the Moon Child's twisted dreams: the doctors, orderlies and guards as described in *Egg of Seven Parts*, except that here they are caricatured, ogreish creatures. Since they are spawned by the Moon Child's fantasy, they are terrified at the sight of him and flee (thus allowing him to freely reach his own hoard), but will attempt to apprehend any other intruders and then subject them to tortuous and ultimately fatal experiments to "cure" them of their "delusions."
- In this version, the heroes need only navigate the asylum, find the store room, find the shell piece, then return to the cottage to face the Moon Child. There is no museum, and, indeed, nothing truly exists outside of the asylum's walls in this nightmare reality.

What if You've Already Run The Egg of Seven Parts?

If you have already run *The Egg of Seven Parts* and want to follow up with the *Victoria* campaign using the same characters and continuity, here are a few possibilities:

- Ignore that "paradox" rule about dreaming Wonderlanders being unable to visit the Real World. If the hero's Real-world self wakes up, the Wonderland version (whether in Wonderland or the Real World) will pop out of existence, only to emerge again (in Wonderland or the Real World—GM's choice) when the character goes back to sleep.
- If you've made it clear enough to your players that the current time in the Real World is modern day, you could just change the scope of the *Victoria* campaign accordingly. The heroes are a few more generations removed from Alice, the Nazis are replaced with some other military threat (possibly an entirely made-up one, if your campaign is set in the "unspecified near future"), and the tech level of weapons imagined by Morpheus Research may be higher. This means that Alice herself is

especially long-lived, but it could be hand-waved as a side-effect of her tie to Victoria.

- If you've already run the Real-world excursion, but didn't make it clear what time period the "present" is in, you just might be able to pull a hidden revision. Instead of visiting the present-day world, the heroes were really visiting London circa the 1930s, well before the outbreak of war, and their Real-world selves were likely in their teens. When the events of the *Victoria* campaign transpire, time has passed, moving forward to the 1940s. The heroes shouldn't get much of a clear idea about what the current timeline is anyway for the bulk of the campaign.

Real-world Centered Campaigns

Wonderland No More could potentially be worked into a campaign where the heroes start play with Real-world personas, and discover Wonderland over the course of an introductory adventure. This might be set during or just before World War II, for instance, as per the *Victoria* campaign.

However, you could just as easily fast-forward to a cyberpunk setting (such as *Daring Tales of the Sprawl*), replacing the Nazis with a more modern adversary or perhaps even changing Victoria into a mad AI whose Alice-in-Wonderland-inspired VR environment has fractured reality by opening portals to the Real World.

For such a campaign, let the players write up their Real-world characters first. If you want to "surprise" your players with the journey into Wonderland, you'll probably have to use another Savage Setting's creation rules.

On the first journey into Wonderland, use the "free" Advance they receive to reflect how they are altered by the setting, either gaining a new Edge or skill exclusive to Wonderland, or spending the "Advance" on a new Wonderland form (pick a Wonderland race, with its accompanying racial features).

If this is a surprise for your players in the middle of a session, you'll have to choose the change yourself, and have a spare (slightly altered) character sheet at hand. Otherwise, you could have arrival in Wonderland be the cliff-hanger *conclusion* of a session, so the players can read up on options and decide before the action continues in the next game.

Arcane Backgrounds may pose a problem because while the Edge could grant you the Background, you still need the spellcasting skill for it to be of any use.

One solution is to "repurpose" a skill of limited or trivial use in Wonderland, and use other *Savage Worlds* Arcane Backgrounds with a Wonderland twist. E.g., Knowledge (Medicine) could be turned into the spellcasting skill for an Arcane Background (Super Powers), with the single power of ***healing***. Knowledge (Computers) could be used as a spellcasting skill for Arcane Background (Weird Science), where all trappings revolve around doing outrageous things with the clockwork "Babbage difference engine" that a handheld computer transformed into.

In such a setting, the heroes revert to their normal selves upon visiting the Real World, so certain Wonderland-specific Edges may only be useful during their forays into the realm of fantasy.

Using the Character Sheet

The sample blank character sheet included on the next page is intended for Wonderland characters, with an optional back side for Arcane Background users. A few details may warrant explanation:

- **Carried** is where you can record the total weight (in pounds) normally carried; the undefined space below it could be handy for keeping track of the contents of a backpack, tool bag, or other container that can be quickly dropped in a fight. This is a useful tactic if you're carrying a lot of heavy, extra gear that pushes your character into heavier encumbrance penalties: He can simply drop the pack and free himself up to fight, then go back to pick it up once the battle is over with.
- **Guts** is a place to record what you get to roll if required to test against fear or terror. Since the Guts skill has been eliminated in this setting, this is normally equal to your Spirit die type.
- **Load Limit** is used to assist in keeping track of encumbrance. Please note that Brawny characters calculate their limits in multiples of 8x Str (rather than 5x Str as listed).
- **Max. Foodstuffs** is by default equal to your Spirit die type. This indicates how many Magic Foodstuffs you can carry, whether foraged, stumbled upon, or bought. Each "use" of a Magic Foodstuff counts as an item (so a bottle with three draughts' worth counts as three "Foodstuffs" for limitation purposes). Magic Foodstuffs created by a Gourmancer don't count against the maximum, due to the link provided by the Power Points invested in making them.
- **Power Points** and **Wounds/Fatigue** are indicated along the edges of the sheet, so you can use a paper clip to mark your current status as opposed to repeatedly writing in and erasing as it changes.
- **Profession** is a purely descriptive detail, as a place to quickly summarize the role of your character: rogue, knight errant, cook, etc.
- **Skills** are meant to be written in the format of (for example) *Fighting (Agi) d6*: skill name, (linked attribute), die type.

Wonderland No More

Rank: _____

Name: _____

Profession: _____ Race: _____

Base	Attributes	Mod
d	Agility	d
d	Smarts	d
d	Spirit	d
d	Strength	d
d	Vigor	d

Base	Derived Stats	Mod
	Pace (default 6; run die = d6)	
	Parry (2 + ½ Fighting)	
	Toughness (2 + ½ Vigor)	
	Charisma (default 0)	
d	Guts Check (Spirit die + mods from Edges/Hindrances)	d

Load Limit	
-0 (Str x 5 lb)	lb
-1 (Str x 10 lb)	lb
-2 (Str x 15 lb)	lb
-3 (Str x 20 lb)	lb
Carried	lb
——	lb

Skills

	Linked Attribute	
	( )	d
	( )	d
	( )	d
	( )	d
	( )	d
	( )	d
	( )	d
	( )	d
	( )	d
	( )	d
	( )	d
	( )	d
	( )	d
	( )	d
	( )	d

Note: Guts skill is removed for Fear/Guts checks; instead, use Spirit.

Gear

Item	Location	Wt. (lb.)

Hindrances & Edges

Armor	Area Protected	Protection	Wt. (lb.)

Weapon	Parry/Range	RoF	Damage	Wt. (lb.)

Wealth: £

Max. Foodstuffs

(Spirit die type)

Experience

Magic Foodstuffs

-1
-2
-3 Wounds

INC

-2
-1 Fatigue

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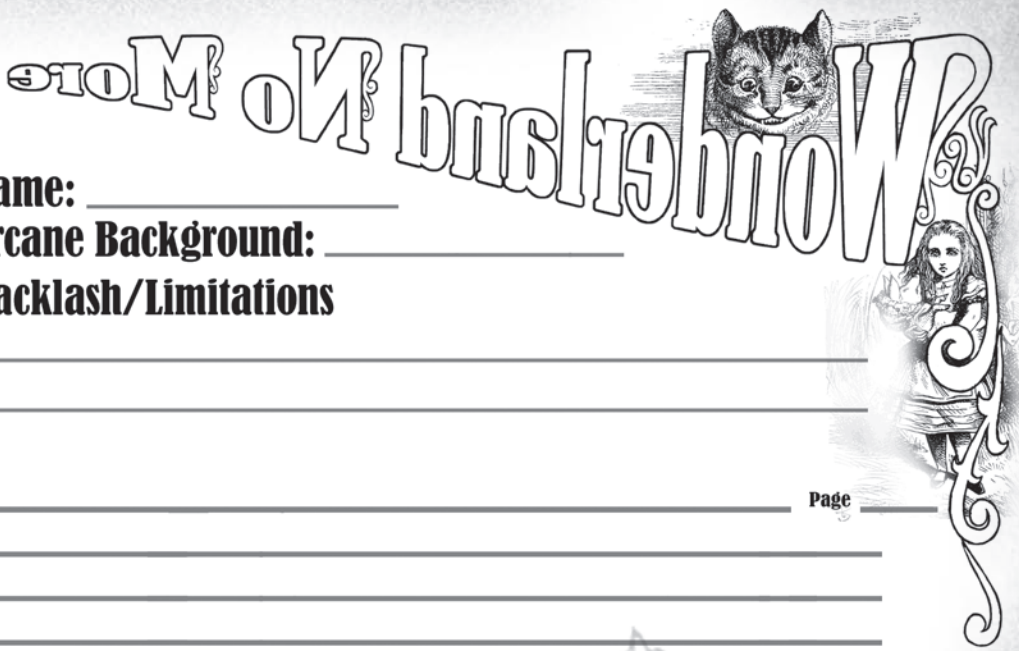
Power Points 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25

Power Points

Normal Maximum [ ] [ ] Modified/ Temporary

Recovery Rate: _____ (default: 1/hour)

Spellcasting Skill _____ ( ) d



Name: _____

Arcane Background: _____

Backlash/Limitations

_____

_____

Powers

Power _____ **PP** _____ **Notes** _____ **Page** _____

Rank _____

Range _____

Duration _____

Trapping _____

Power _____ **PP** _____ **Notes** _____ **Page** _____

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25 24 23 22 21 **20** 19 18 17 16 **15** 14 13 12 11 **10** 9 8 7 6 **5** 4 3 2 1 **Power Points**

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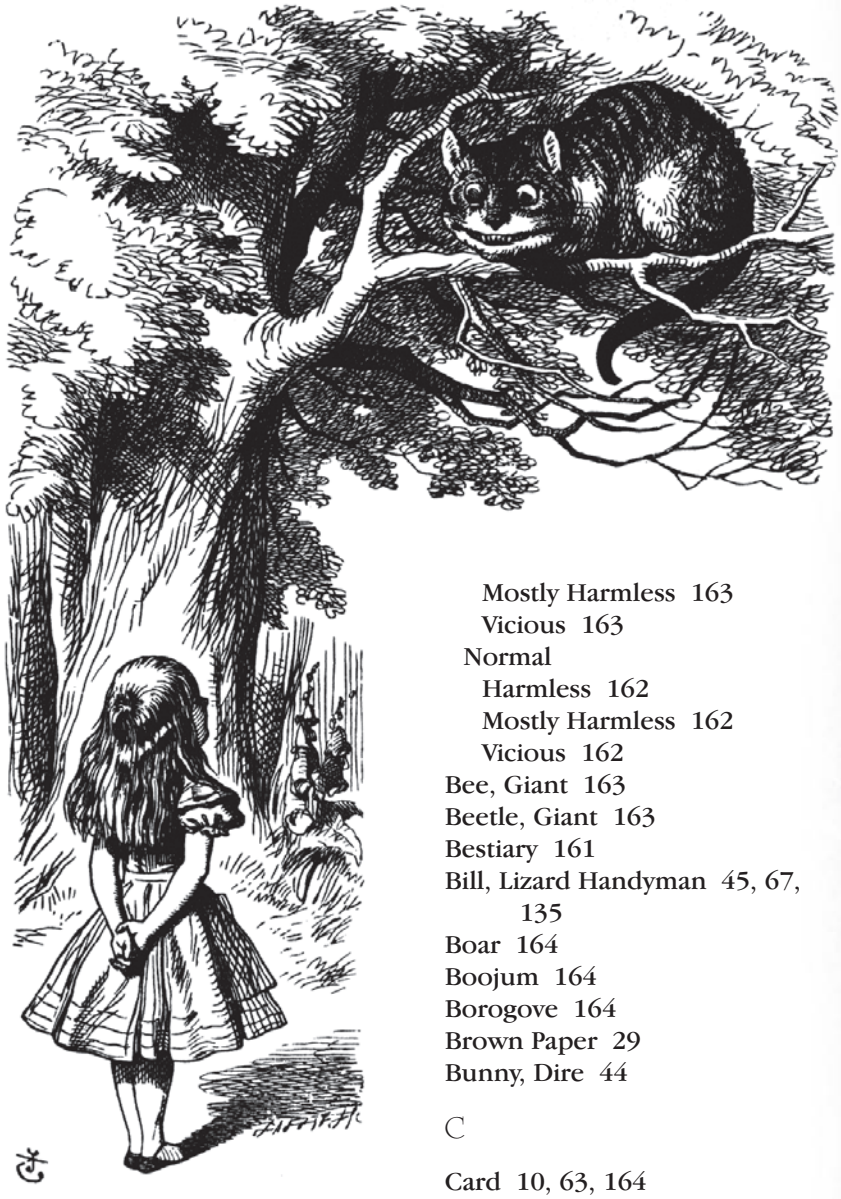

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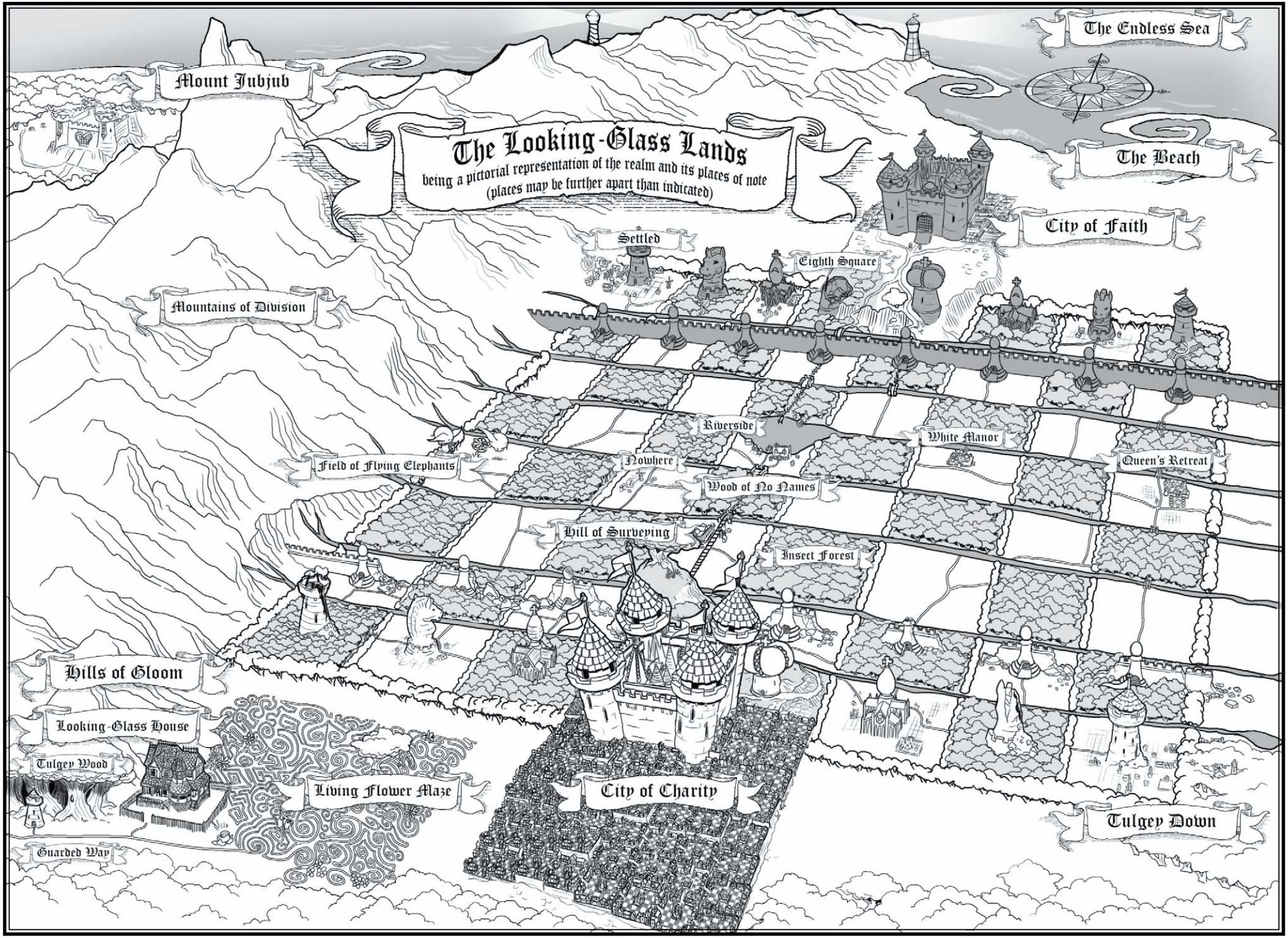
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