

Wonderland No More Adventure Deck

New Adventure Deck Cards for Wonderland No More.

This is a free fan-made supplement to tweak your Adventure Deck to better fit the **Wonderland No More** Savage Setting. You can find the original 54-card Adventure Deck at the Pinnacle online store:

<http://www.smithandrobards.com>

Also, to learn more about the **Wonderland No More** setting, visit:

<http://www.azathoth.co.uk>

To use these cards, print onto cardstock and cut out, along with the basic deck. **Wonderland No More** themed card backs are included to use with the entire set. Each player draws one per his character's Rank at the start of each session; he may play one during the game, and the rest are discarded.



Wonderland Chaos

And then (as Alice afterwards described it) all sorts of things happened in a moment.

Draw a card from the Action Deck and show it to the GM. The GM then uses this card to randomly determine a Surreal Event that happens immediately, even in the middle of combat, banquets, or tea time.



The Second Time Around

... she came upon a low curtain she had not noticed before, and behind it was a little door ...

Found on the back of a tree, behind a curtain, or just around a corner is a previously unnoticed door (which may or may not be the proper size). Passage through it is one-way, and the door eventually vanishes once closed. Most often, it leads to (or from) the Hall of Doors.



Tea Time

'Take some more tea,' the March Hare said to Alice, very earnestly.

Hostilities, natural disasters ... just about everything stops for tea time for 5 minutes. (Exceptions may be made for creatures too uncivilized to actually take tea, such as jabberkin or snarks.) Actual tea is optional. Everyone then returns to their original positions, and things carry on as they left off — but it's a good time for healing.



Cheshire Cat

'Oh, you can't help that,' said the cat. 'We're all mad here.'

Expend this card, and the Cheshire Cat, or some portion or facsimile thereof, appears for a time. Whether or not this is a good thing remains to be seen.



Drink Me

This time she found a little bottle on it, ('which certainly was not here before,' said Alice) ...

A bottle appears (and vanishes if not used within 5 or so minutes), enough for one person to drink. Has a 50/50 chance of either enlarging the drinker 100%, or shrinking the drinker to 25% original size. (See light grey and dark grey mushroom rules.) The effect lasts until a Joker is next drawn from the Initiative Deck.



I Love My Love With an H

... because he is Happy. I hate him with an H because he is Hideous. I fed him with ... Ham-sandwiches and Hay.' (His name is Haigha, and he comes from the Hill.) Expend the card and recite a line from this children's word-game, choosing a letter and filling in the words. Events play out to reflect it in some way. A typical outcome is a very strange meal for one person that, if eaten immediately, negates one wound and one level of fatigue.

Wonderland No More is copyright © 2004-2007 by Kevin Anderson and Lanse Tryon.
Quotes from "Alice's Adventures in Wonderland" and "Alice Through the Looking Glass," plus artwork by Sir John Tenniel used are from the public domain.
Savage Worlds is copyright © 2007 by Great White Games (<http://www.peginc.com>)

Print Representative: The customer has permission to photocopy this document for personal use.



Never Enough Time

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

You may exchange this card to draw an extra card from the Initiative Deck this turn. (You may not use this card if you are holding an action, since if you have time for that, you aren't nearly hurried enough.) You may act on both cards — giving you just a little bit more of that precious time you always need.



Impossible Belief

'Why, sometimes I've believed as many as six impossible things before breakfast.'

Expend this card immediately after making a Belief roll, to add a one-time bonus of +4 to the roll.



Snicker-Snack

'He left it dead, and with its head He went galumphing back.'

When you have struck true with a melee attack, you may expend this card before rolling for damage, to add a +4 bonus to the damage roll against a single target. (This may not be used for an attack against multiple targets.)



Stupidest Tea Party Ever

... the last time she saw them, they were trying to put the Dormouse into the teapot.

Expend this card immediately after one of your companions makes a Knowledge, Smarts, or Persuasion check. Your character does something so foolish and silly so as to make your fellows look positively brilliant by comparison — resulting in a one-time +2 bonus to the roll.



Hasty Departure

'You may go,' said the King, and the Hatter hurriedly left the court, without even waiting to put his shoes on.

At the start of the round, you may expend this card in order to draw two cards from the Initiative Deck; you may act on the best one. For your action, you may do nothing but run — and you travel at double movement rate for this round only.



Caucus-Race

'I move that the meeting adjourn, for the immediate adoption of more energetic remedies—'

Expend this card and come up with an absurd exercise that takes a few minutes for the party. Anyone who participates is relieved of one level of fatigue (and is dried-off and miraculously clean from such travails as falling into pools of tears or lakes of treacle). Inappropriate for combat, but an amusing diversion at tea time.



Steady as Ever

'Yet you balanced an eel on the end of your nose-- What made you so awfully clever?'

Expend this card immediately after another character rolls for an Agility test, as your character compliments him or her for being so awfully clever. This results in a +4 bonus to the roll.



Let Sleeping Beasts Lie

They very soon came upon a Gryphon, lying fast asleep in the sun.

At the onset of a random encounter during travel, you may expend this card, and the creatures encountered are sleeping. (If encountering a creature that does not sleep — or can't, considering the circumstances — then the party instead gains a +4 bonus to surprise checks for this encounter.)

Wonderland No More is copyright © 2004-2007 by Kevin Anderson and Lanse Tryon.
Quotes from "Alice's Adventures in Wonderland" and "Alice Through the Looking Glass," plus artwork by Sir John Tenniel used are from the public domain.
Savage Worlds is copyright © 2007 by Great White Games (<http://www.peginc.com>)

Print Representative: The customer has permission to photocopy this document for personal use.



Dreadful Up roar

'If THAT doesn't "drum them out of town," she thought to herself, "nothing ever will!"

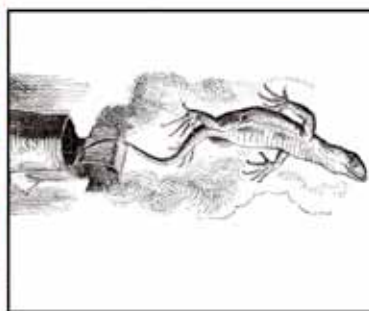
Expend this card, and a terrible uproar or other distraction (drums, giant black bird, spectacular explosion, etc.) brings an abrupt end to most fights. (It's a great way to deal with embarrassing lulls in the conversation, too.) Anyone who fails a Spirit roll (even a zombie or animated object) flees the scene, but recovers immediately thereafter.



Sink or Swim

'... drowned in my own tears! That WILL be a queer thing, to be sure!'

In a life-or-death situation, when you haven't the appropriate skill, you may expend this card to be treated as if (for this encounter only) you have a d4 in the skill. This is appropriate for things such as swimming or climbing, not brain surgery — but in Wonderland, maybe even that, too.



There Goes Bill!

'... all I know is, something comes at me like a Jack-in-the-box, and up I goes like a sky-rocket!'

If you successfully strike a creature at least two Sizes smaller than you (or you have been Enlarged at least 100% while attacking someone of normal "Size"), expend this card to send your target flying 10 yards times the result of a Strength roll. (Amazingly, this does no extra damage to the target.)



Intervention

'You will observe the Rules of Battle, of course?' 'I always do.'

If an ally or bystander within distance of a single move from your position is the target of a successful strike, you may expend this card to intervene. You move (out of turn) adjacent to the would-be target, and may defend with an opposed Fighting roll. If you fail, you take the damage instead.



Linguistic Legerdemain

'When I use a word ... it means just what I choose it to mean — neither more nor less.'

Expend this card immediately after making a Persuasion roll to add a +2 bonus to the result.



Jabberwocky

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

Expend this card and recite the Jabberwocky poem (earning a benny if you can do it from memory) to summon a Wild Card jabberkin. It attacks indiscriminately. At the GM's discretion, a different poem recitation may summon a different creature more appropriate to the environment (e.g., *The Hunting of the Snark* when in water).



Improvised Armor

'I hope you're a good hand at pinning and tying strings?'

With odds and ends lying about, you acquire a set of serviceable armor equivalent to a heavy jacket, ornate coat, or cuirass (your choice) but when it is worn, you suffer a penalty to Stealth and basic Agility tests equal to the armor bonus (in addition to any other penalties). The armor lasts until you next take it off.



Improvised Weapon

'... the balls were live hedgehogs, the mallets live flamingoes ...'

A wound-up towel, broken branch, wet noodle, or small furry creature — whatever you grab becomes a lethal weapon in your hand from now on (so long as you can keep it from wandering off, anyway). It acts as a common weapon (GM's choice: sword, axe, club, staff, etc.), with a +1 bonus to damage, but only in your hands.

Wonderland No More is copyright © 2004-2007 by Kevin Anderson and Lanse Tryon.
Quotes from "Alice's Adventures in Wonderland" and "Alice Through the Looking Glass," plus artwork by Sir John Tenniel used are from the public domain.
Savage Worlds is copyright © 2007 by Great White Games (<http://www.peginc.com>)

Print Representative: The customer has permission to photocopy this document for personal use.



Much Be-etter

Alice rubbed her eyes, and looked again. She couldn't make out what had happened at all. Was she in a shop?
Expend this, and your party's location abruptly changes. NPCs might be replaced by other NPCs; monsters with ... other monsters. You're at the GM's mercy as to where you end up and with whom, but it's one way to avoid undesirable random encounters. (Whether the new one is really any better remains to be seen.)



Can You Row?

... when suddenly the needles turned into oars in her hands, and she found they were in a little boat ...
The environment transforms, for a brief time (1d6 rounds in combat) — perhaps to rowing a boat on a lake, or, say, to a stuffy little shop. (Outdoors to indoors, land to sea, etc.) This has little lasting effect, though it might change environmental conditions briefly to something more favorable (or perhaps just more *interesting*).



Tickets, Please!

'I don't belong to this railway journey at all — I was in a wood just now.'
Expend this card when traveling to be whisked along by rail, steamboat, sardine-drawn carriage, or what-have-you. You can avoid all random encounters along the way; *planned* encounters, on the other hand, are quite unavoidable, so this is no guarantee of safe passage.



Pepper, Mostly

... the cook was leaning over the fire, stirring a large cauldron which seemed to be full of soup.
By expending this card immediately after making a Cooking roll, your character has a brief spark of insight, adds a few dashes more of this ingredient or that, and gets a +2 bonus on the roll.



Stuff and Nonsense

'Who cares for you?' said Alice (she had grown to her full size by this time). 'You're nothing but a pack of cards!'
You may ignore the effects of one failed roll versus fear, but are at a -2 penalty to all Belief tests for the remainder of the session.



Somersault

'Yet you turned a back-somersault in at the door — Pray, what is the reason of that?'
Expend this card when you take a move action, as — by design or accident — your character jumps, tumbles and weaves all the way. During your movement and until the start of your next turn, all attacks (ranged or melee) against you are at -2 to hit, and you have a +2 bonus to rolls to evade area effects.



Shuffle

At this the whole pack rose up into the air, and came flying down upon her ...
You may expend this card to force the entire Initiative Deck to be reshuffled: all Initiative Deck cards held by anyone (player or GM) are turned in, shuffled, and replaced, for better or for worse.



Information Broker

... merely remarking as it went, 'One side will make you grow taller, and the other side will make you grow shorter.'
Expend this card, and your character, by chance, stumbles across someone (or something) with useful information or advice ... for a price. (The price may be in money, services, or perhaps a poetry recital; the value of the information is as varied as well. Only the GM knows for sure.)



The Cavalry Arrives

'Did you happen to meet any soldiers, my dear, as you came through the wood?'

Expend this, and friendly forces arrive to lend aid for a single encounter: typically one Pawn Chesspiece or Rank-1 Club Card per PC, as the GM sees fit. This force will expect at least half of any spoils from the encounter. If the warriors are treated poorly by the PCs, remove this card from the Adventure Deck.



Fetch!

... she picked up a little bit of stick, and held it out to the puppy ...

Expend this card and make an opposed Smarts test with a hostile creature of Animal intellect. If you succeed, you are able to distract the beast for up to 2d6 rounds as it chases after a decoy. (Any attack against it, however, is likely to remind it of your presence.)



The Power of Alice

'Put cats in the coffee, and mice in the tea — And welcome Queen Alice with thirty-times-three!'

By expending this card and by coming up with some solid words of encouragement (for yourself or someone else), the recipient of your encouragement immediately recovers up to half his or her total Power Points without having to spend time recuperating.



Recital

"Twinkle, twinkle, little bat! How I wonder what you're at!"

Expend this card and sing a nursery rhyme or recite a poem from memory. (Mistakes are fine, so long as it rhymes and is recognizable.) At the GM's discretion, if you do a sporting job of it, either events play out (roughly!) to reflect the song or poem, or you at least get a benny for your effort at Wonderlandish madness.



Triumph of Absurdity

'I feared it might injure the brain; but, now that I'm perfectly sure I have none, why, I do it again and again.'

In one instance wherein you are required to make an attribute roll (Strength, Vigor, Smarts, Spirit or Agility), you may instead expend this card and substitute the attribute of your choice for the roll, as your character approaches the situation through wildly illogical means.



Traveling Companion

Just then a Fawn came wandering by: it looked at Alice with its large gentle eyes, but didn't seem at all frightened.

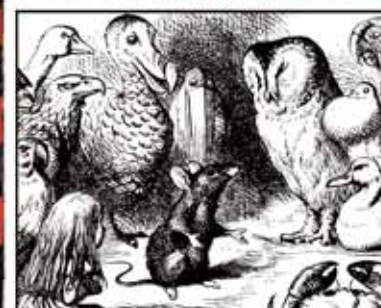
Expend this card when you encounter a wild beast (even a hostile one, if you haven't wronged it in some way), and for the remainder of the session, it accompanies you as an ally, so long as you treat it well. (The GM may veto this if this arrangement particularly goes against the beast's — or your — demonstrated nature.)



Loxster Quadrille

'Will you, won't you, will you, won't you, will you join the dance? Will you, won't you, will you, won't you, won't you join the dance?'

Expend this card, and music starts up; everyone must dance for 1d6 rounds. Each round, everyone must spend an action dancing (moving up to half normal movement); no further movement is possible, and any actions beyond dancing are subject to multiple-action penalties.



Ahem!

At last the Mouse, who seemed to be a person of authority among them, called out, 'Sit down, all of you, and listen to me!'

Expend this card, as your character gives a brief speech (which may or may not be comprehensible). You impress the regular folk with your authoritative tone, and temporarily gain the equivalent of one Leadership Edge of your choice for the remainder of this encounter, so long as you meet the prerequisites for it.

Wonderland No More is copyright © 2004-2007 by Kevin Anderson and Lanse Tryon.
Quotes from "Alice's Adventures in Wonderland" and "Alice Through the Looking Glass," plus artwork by Sir John Tenniel used are from the public domain.
Savage Worlds is copyright © 2007 by Great White Games (<http://www.peginc.com>)

Print Representative: The customer has permission to photocopy this document for personal use.



Off With His Head!

'... either you or your head must be off, and that in about half no time! Take your choice!'

Expend this card, and for the remainder of the encounter, you may spend bennies to reroll damage.



Wonderland Trivia

'... "TOVES" are something like badgers, they're something like lizards, and they're something like corkscrews.'

Expend this card after rolling any Wonderland-related Knowledge roll, for a one-time +4 bonus to the roll.



Looking-glass Cake

'You don't know how to manage Looking-glass cakes.... Hand it round first, and cut it afterwards.'

Expend this card, and your character pulls out a cake that cuts itself into enough portions for everyone present. Everyone who partakes of cake (not practical to do in the middle of combat) is healed of one wound level. Any leftovers vanish.



Anthropomorphization

'Alice — Mutton; Mutton — Alice.' The leg of mutton got up in the dish and made a little bow to Alice....

Expend this card and make introductions to an inanimate, ordinary object — and it “comes to life” for the duration of the encounter, treated as a construct typically with d4 attributes, no skills, and a randomly-determined disposition. Useful as a decoy in a fight.



Of Cabbages and Kings

'The time has come,' the Walrus said, 'To talk of many things....'

Expend this card, and for the remainder of the current encounter, you have a +1 bonus to your Charisma.



Stumble

He raised his hands ... and instantly rolled out of the saddle, and fell headlong into a deep ditch.

Expend this card, and a creature of your choice must pass an Agility test, or be immediately Shaken and rendered prone. Knights (whether chesspiece or honorary) are particularly prone to this and thus suffer a -2 penalty to their Agility tests to resist this effect.



Something Useful

The Rabbit started violently, dropped the white kid gloves and the fan, and skurried away into the darkness as hard as he could go.

Expend this card, and you conveniently acquire some common tool or item useful to the current circumstance, worth no more than £1. The item will typically vanish again by the end of the session.



My Nice New RATTLE!

'I knew it was!' cried Tweedledum, beginning to stamp about wildly and tear his hair. 'It's spoilt, of course!'

Expend this card, as your character is angered over some pretext; your character immediately goes Berserk as per the Edge. (If you have the Berserk Edge, your penalty to Parry is reduced by one, to -1.)

Wonderland No More is copyright © 2004-2007 by Kevin Anderson and Lanse Tryon. Quotes from “Alice’s Adventures in Wonderland” and “Alice Through the Looking Glass,” plus artwork by Sir John Tenniel used are from the public domain.

Savage Worlds is copyright © 2007 by Great White Games (<http://www.penguin.com>)

Print Representative: The customer has permission to photocopy this document for personal use.



Faster! Faster!

And they went so fast that at last they seemed to skim through the air, hardly touching the ground with their feet.
Expend this card to double your movement for this round, and to ignore movement penalties due to terrain.



The Right Way to Change

This time there could be NO mistake about it: it was neither more nor less than a pig...
Your character inexplicably changes races to another one native to Wonderland (or human, for that matter). Edges for which you no longer meet the prerequisites may be changed. This effect is permanent. Most Wonderlanders can still recognize you.



Don't Mind Me

... she listened so eagerly that, when the two great heads vanished from her lap, she hardly missed them.
Expend this card immediately after making a Stealth roll for a one-time +4 bonus, as everyone else is momentarily overcome with lethargy, bickering, or some other convenient but momentary distraction.



A Kitten After All

'As for YOU ... I'll shake you into a kitten, that I will!'
Expend this card and make an opposed Spirit test against an adjacent enemy. If you succeed, the enemy (with all its carried and worn possessions) is transformed into a harmless creature for 1d6 rounds. Any attack against it is applied against its normal defenses, and automatically negates this effect.



This Doesn't Belong Here

Echoes fade and memories die. Autumn frosts have slain July.
Expend this card, and your character reveals a fully-loaded modern rifle or revolver, ready at hand (without having to spend an action to draw). It and any remaining ammunition will vanish just as suddenly after the end of the current encounter.



An Important Message

'For the Duchess. An invitation from the Queen to play croquet.'
Expend this card, and the character or monster of your choice is visited by a messenger. This ties up the recipient for 1 round, dealing with the message. *Honorable* opponents would not attack the recipient during this round (since it's so important), but honor is such a rare commodity these days.



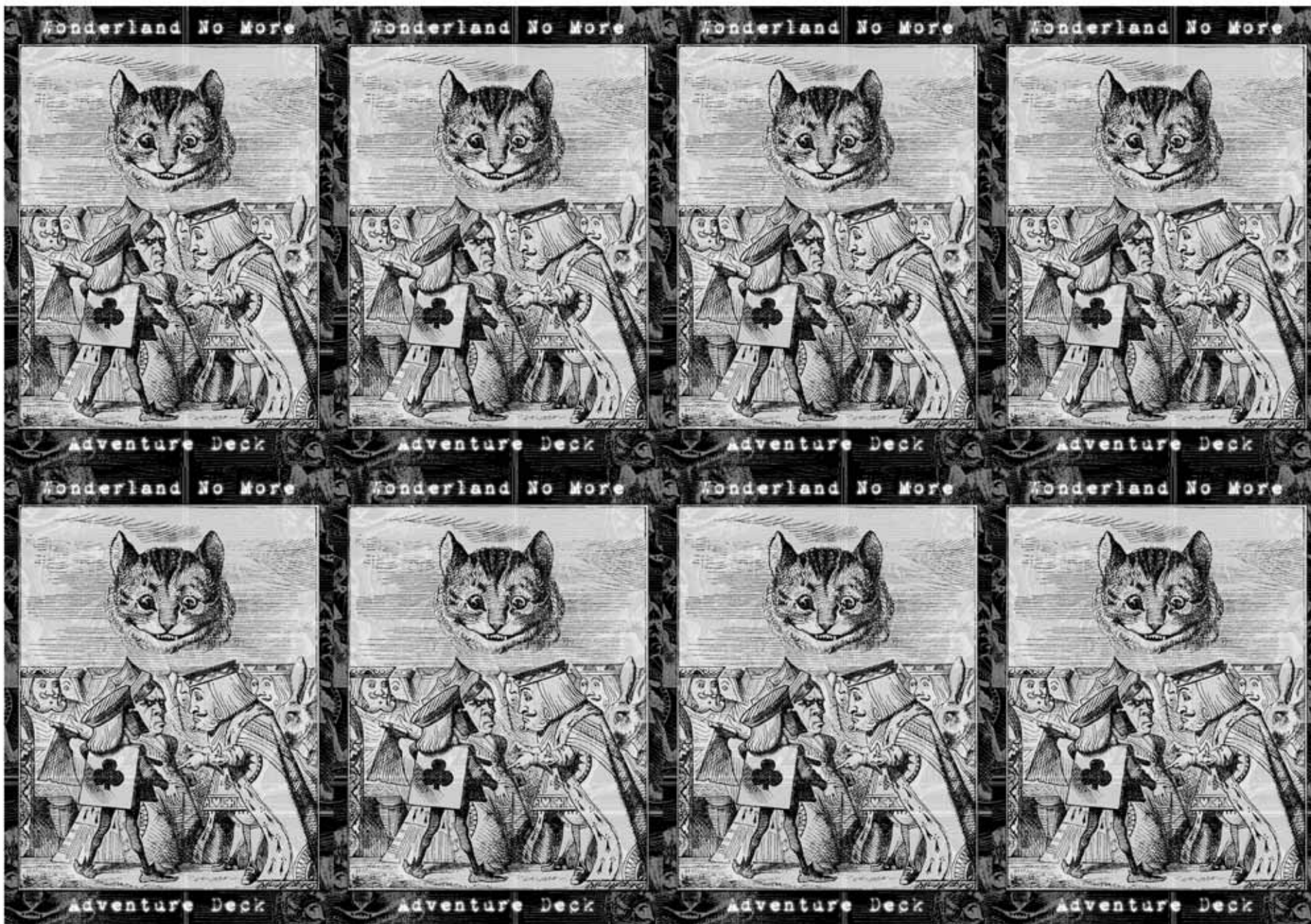
Make Out Which Was Which

They were in such a cloud of dust ... but she soon managed to distinguish the Unicorn by his horn.
Expend this card, and for the remainder of the current encounter (or, when traveling, until the end of the next encounter), you gain a +1 bonus to all Notice rolls.



Very True

'Only mustard isn't a bird,' Alice remarked. 'Right, as usual,' said the Duchess: 'what a clear way you have of putting things!'
Expend this card, and for the remainder of the current encounter, you gain a +1 bonus to all Smarts-based rolls. You may not actually be right (*'It's a mineral, I THINK,' said Alice*), but everyone thinks you are, and that's what *really* matters in Wonderland, right?



Wonderland No More is copyright © 2004/2007 by Kevin Anderson and Lanse Tryon.
Quotes from "Alice's Adventures in Wonderland" and "Alice Through the Looking Glass," plus artwork by Sir John Tenniel used are from the public domain.
Savage Worlds is copyright © 2007 by Great White Games (<http://www.peginc.com>)

Print Representative: The customer has permission to photocopy this document for personal use.