

Wonderland No More Errata



*"Not quite right, I'm afraid," said Alice, timidly.
"Some of the words have got altered."*

Despite our very best efforts, a few errors slipped through. Here, we point out and correct them.

Wonderland No More Setting Guide

Fleet-Footed (p. 16)

Since not every race in Wonderland by default rolls a d6 when running, the Fleet-Footed Edge should be replaced by the following:

Fleet-Footed

Requirements: Novice, Agility d6+

The hero's Pace is increased by +2. The die type she rolls when running is increased by two steps, up to a potential maximum of d12. (So, a d4 would become a d8, a d6 would become a d10, and anything d8 or higher would become a d12.)

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Missile Weapons (p. 26)

This is a clarification rather than errata, but it should be noted that the statistics for crossbows listed here differ from those in the *Savage Worlds* core rules. *Wonderland* crossbows do not have the armor-piercing (AP 1) characteristic.

Hills of Gloom (p. 93)

There is a missing entry at the end of the encounter table in the book. The complete table (now with *wolves*!) is as follows:

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).
15-17	Wolves (2 per hero; see <i>Savage Worlds</i>).

Chessman, Pawn (p. 167)

Under Gear, the sword's listed damage should be (Str+d6) instead of (Str+d8).

The Egg of Seven Parts (1st Printing)

Telling the Parents (p. 21)

The listed damage for a dagger should be Str+d4 rather than Str+1.