

The Crown of Alice

A Savage tale of Wonderland

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Dedications:

Caroline, Connor, Kira, Kyle and Cerys (aka The Andersons),

Jessica Tryon for her patience and occasional mirth,

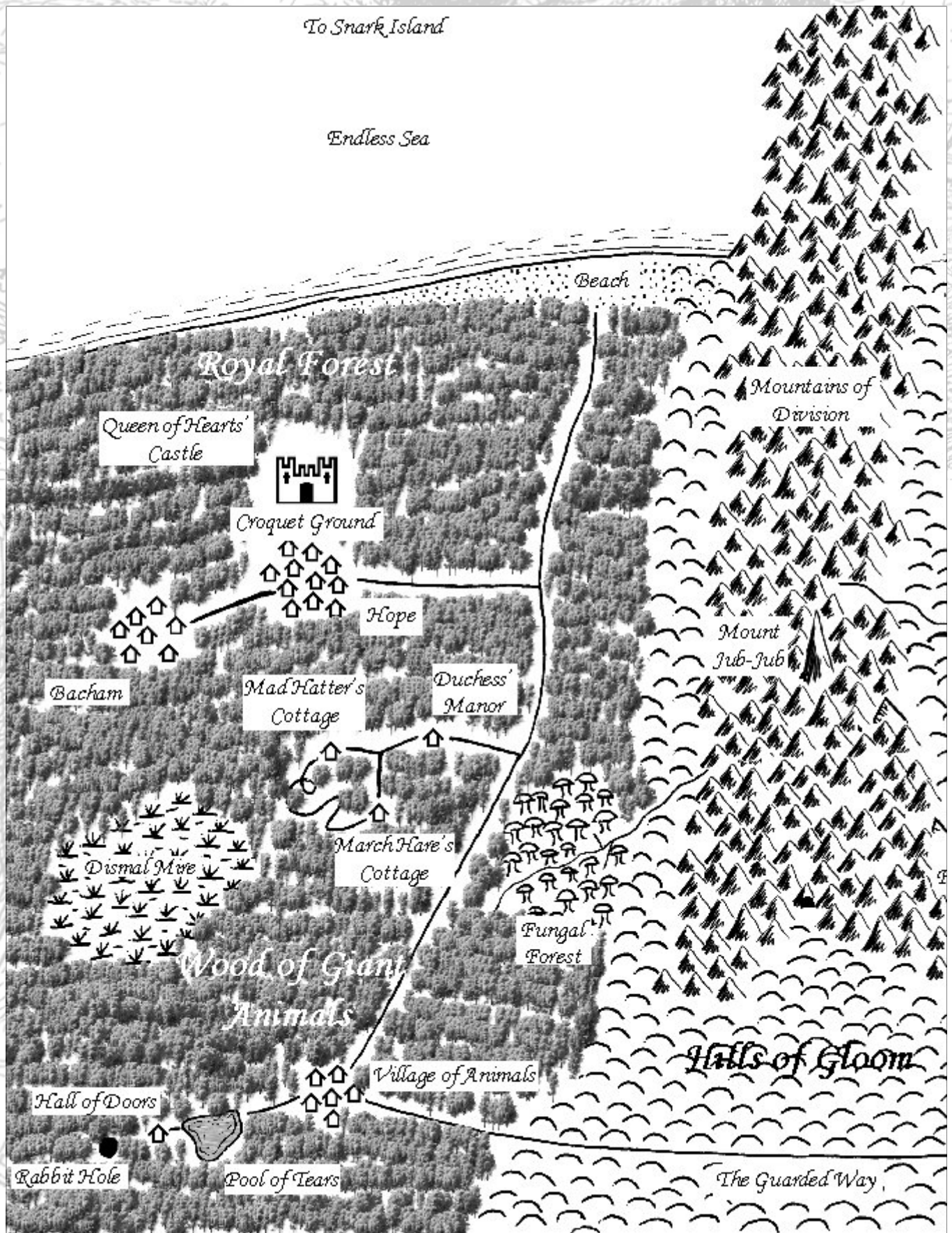
Tim Puryear for the definitive portrayal of Stan at Reapercon '06

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Partial Map of Wonderland



Wonderland



Introduction

The Crown of Alice is an adventure for Savage Worlds set in the realms of Wonderland as featured in the two books *Alice's Adventures in Wonderland* and *Through the Looking Glass and What Alice Found There*. It is recommended that the GM be familiar with the two stories, which are available online for no cost.

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>

This adventure consists of seven chapters which outline the story, statistics for all creatures and characters that may be encountered and six pregenerated player characters.

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 these less 'important' encounters had a marked effect on Wonderland. Alice's tales of her world inspired the denizens of Wonderland and great leaps were made in technology, social, and almost every other aspect of life. Three cities sprung up, named after the three Victorian virtues of Faith, Hope, and Charity, ruled by the Red Queen, Queen of Hearts and the White King, respectively. Some time long after Alice left Wonderland, changes

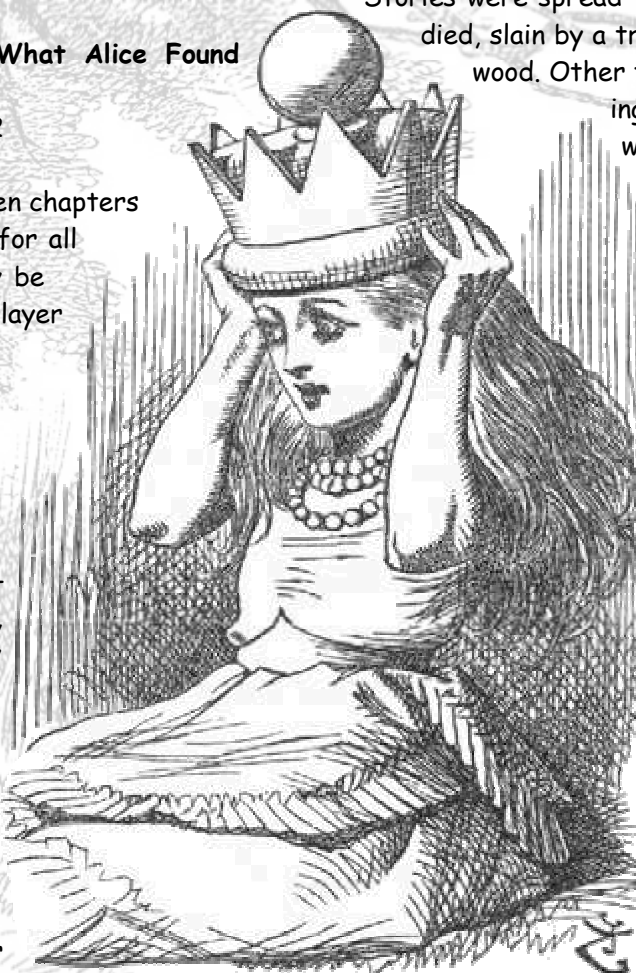
started occurring in that magical realm, and not for the better.

The King of Hearts withdrew from public life and his partner, the Queen of Hearts, became even more heartless and her realm became a darker place. Soldier cards patrol the roads and visit towns to tax the people. Beheadings are ordered and, unlike in more peaceful times, carried out.

Both the Red and White Kings were no longer seen.

Stories were spread that the White King had died, slain by a traitorous attack by Rosewood. Other tales told that the sleep-

ing Red King, whose dreams were so important, has been taken to a place of safety as assassins of Whitefield were seeking him. The Red Queen seizing her chance rallied the once defeated forces of Rosewood and attacked Whitefield. Taken by surprise the white forces had no time to react and with 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 there are still hostilities albeit little direct combat with both side using terrorism and guerilla combat.



Geography of Wonderland

Wonderland is split into two areas separated by the vast, and rumored to be impassable, Mountains of Division. The mountain range runs north to south, dividing



the land into two roughly equal halves. The Western area is the Monarchy of Hearts while the Eastern is the Scarlet Monarchy.

Essentially, Wonderland is a large island bounded on three sides by forest and on the fourth (the northern coast) by the Endless Sea. The Mountains of Division extend quite some distance into the sea, and south almost as far as the edge of the land. Hills surround the mountains and give way to the flatter landscape. The Hills of Gloom to the south of the Mountains are very heavily wooded, and they are indeed very gloomy and depressing. These hills mark the southern boundary of Wonderland, and any who venture too far south find themselves somehow turned about and journeying north. Tall trees with overhanging boughs cover the eastern and western edges of Wonderland. The direction reversal effect noted earlier takes place if one travels too far into these forests.

The Monarchy of Hearts is predominantly wooded, with settlements, farmland and other notable features existing as islands within the sea of trees. In contrast, the Scarlet Monarchy is a vast expanse of plains and hills (divided into a chess board pattern by streams and brooks) with copses, farmland and other features scattered throughout.

The only common route between the two Monarchies is through the Hills of Gloom. The journey is fraught with danger, as the hills are home to some of the more ferocious and wild of Wonderland's creatures. Both Monarchies have acted together to provide safe passage through the hills. A trail known as the Guarded Way winds through the hills, guarded by regular guard posts charged with aiding legitimate travelers. These guard posts have burning beacons atop them and mark out the safe path. It is possible that the journey could be accomplished via the Endless Sea, but such a trip involves a long detour around the Mountains of Division, which protrude far into the sea.

The Monarchy of Hearts

As its title implies, the Monarchy is ruled over by the Queen of Hearts (a Card). She has a husband (the King of Hearts, unsurprisingly) but he has withdrawn from royal life 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 which is the Village of Animals where the White Rabbit lives. The smaller villages have cleared the surrounding woods and farm the land, producing crops and raising such

animals as cows, sheep and pigs. Excess foodstuffs are taken to the larger villages and towns to be sold or bartered.

The people of the Monarchy of Hearts are predominantly anthropomorphic animals (Anthros), Cards and Humans, with a smattering of Chess Pieces, Living Plants and Tweedle. Villages tend to consist of just one of these races, while the towns, and particularly Hope, are more of a mixture.

The Monarchy of Hearts is technologically and socially very similar to Great Britain in the 1890s (Victorian period), having been influenced by Alice's Real World experiences.

The Scarlet Monarchy

The eastern realm is ruled over by the Red Queen (a Chess Piece) who, like the Queen of Hearts in the west, is a virtual dictator. The Red Queen's partner (the Red King) has been asleep and dreaming as long as any can remember so there is no one to curb her control.

The Monarchy's main city is named Faith, and it is here that the Red Queen resides. A second city, Hope, lies in what is essentially an enclave of the defeated House of Whitefield (the white chess pieces). Other towns and villages are scattered through the forest. These, like their counterparts in the west, live a primarily agrarian life.

The people of the Scarlet Monarchy are predominantly Chess Pieces, with those of the House of Whitefield mainly gathered about Hope. There is quite a large population of human, Tweedle, and a few Anthros and Cards. Again, villages tend to be single-race and the towns more of a mixture.

The Scarlet Monarchy is technologically and socially similar to that of medieval Great Britain -- not necessarily the reality of that period, but the idealized image painted by the Victorian people.



The Races of Wonderland

Anthropomorphic Animals, or Anthros



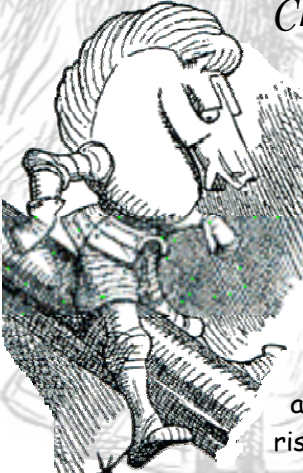
'Anthros', or Anthropomorphic Animals, are a varied race of Animals in vaguely human form. The physical shape and size of an Anthro may vary wildly, although no Anthro is as small as its Animal namesake. For instance, a rabbit Anthro may be almost completely human save for a rabbit head and fur over its body, or almost completely rabbit-shaped but with human-like hands. Either of these forms may be between three and six foot tall.

Cards

Cards are living playing cards averaging some 4' tall and about 4" wide. Their skin and muscle structure is reminiscent of that found in flat fish such as Manta rays. All cards of an extended 'family' (or pack) have identical markings upon their posterior sides. The anterior sides bear markings more familiar to those of the real world as playing cards.



Chess Pieces

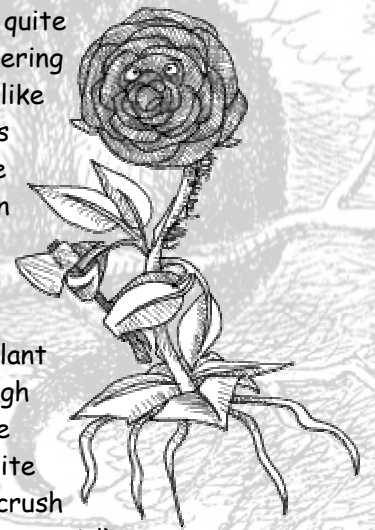


Chess Pieces look like giant anthropomorphic Chess Pieces. They are a construct race with vaguely human features in what is otherwise a 'traditional' Chess Piece shape. All Chess Pieces are either colored red or white, and this division splits the race as a whole. Rare individuals can rise above this. Chess Pieces have a very logical way of thinking - most

are great tacticians but have trouble making intuitive leaps or 'thinking outside the box.'

Living Plants

Living Plants appear quite delicate and fragile, tottering around on their thin rootlike legs, their slender bodies swaying from side to side and their leaves curling in all directions. However, the truth is far from their appearance. The fibrous nature of their plant bodies is surprisingly tough and plants have long since evolved to stand up to quite amazing forces (try and crush a grass blade by standing upon it!). That said, the Living Plants are slow and not physically strong. Exceptional members, as always, prove this generalization wrong.



Tweedle

The Tweedle (both singular and plural use the same word) look like nothing less than man-sized children suffering from obesity. Their bodies are massive with both muscle and fat and their heads seem overly large due to the almost complete absence of a neck. Their complexion is almost universally a sickly pale, and their hair is almost always thin.

Tweedle are always born as one of identical twins and grow up as rambunctious and noisy children. When working together the twin Tweedle excel at whatever they do. However such occurrences are rare as more than anything else the twins argue and bicker, particularly when there is loot involved!



Humans

Humans are a minority race within Wonderland, with the Monarchy of Hearts being dominated by cards and Anthros and the Scarlet Monarchy being dominated by Chess Pieces. Rumors abound that all humans within Wonderland hail from the Real World and none are indigenous.

Gourmancy

Magic in Wonderland is often contained within edible items. For instance, in Alice's initial foray she found food and drink that caused her size to dramatically increase and decrease when consumed. Gourmancy (practiced by Gourmancers) is an Arcane Background that allows magically imbued items to be cooked and combined to contain and manipulate magical power. The process by which the ingredients are combined and cooked is known as a 'Recipe', which is analagous to 'Spells' or 'Powers' in other Arcane Backgrounds. Gourmantic powers always have food-related trappings, such as eating, drinking, throwing pepper-cakes, etc.

For the purpose of this adventure, Gourmancers, other magic-wielding characters or Non-Player Characters will use the rules for Arcane Background (Magic) as detailed in the Savage Worlds rules.

The Crown of Alice



Background Story

After Alice's rather abrupt departure from Wonderland, during which she had achieved the Eighth Square and been crowned a Queen, her royal regalia was left behind.

The Lice

Amongst the seemingly myriad and strange creatures that inhabiting Wonderland is a race of intelligent, man-sized lice that dwell in a series of tunnels burrowed beneath the foothills of the Mountains of Division in the Monarchy of Hearts. Most of the time the Lice are content to keep themselves to themselves, but then rumors reached them that "the Crown of a Lice" had been abandoned in the Eighth Square. Many of the lice lost their lives in the resulting quest as they sought to obtain what they viewed as their crown, but obtain it they did. The crown was placed reverently within a shrine in the foothills of the Mountains of Division.

Interest in the Crown Rises

For reasons that will not be divulged here (but will be in the full campaign setting - Wonderland No More) interest in Alice's Crown increased within Wonderland and important parties began to seek it for their own purposes. In the Monarchy of Hearts the main player in the hunt was, obviously, the Queen of Hearts who has set her network of spies to seek knowledge of the Crown.

Mary Anne

Mary Anne, a Cat Anthro and the White Rabbit's housekeeper, is one of the Queen of Hearts' spies of particular note. Mary Anne was essentially forced into the role of a spy, looking out for her master who is wanted by the Queen, and is seeking a way to escape from her enforced role.

Mary Anne's search for the Crown is particularly thorough as she believes -

the Crown could either buy her a better position with the Queen of Hearts or, better yet, give her the power to overthrow the Queen and take her place! To this end Mary Anne employs a number of contacts, charging them to seek out the Crown and paying them with the savings of her missing master.

The Chess Pieces

Some time ago a squad of Chess Pieces in the Red Queen's army displeased her royal majesty and was dismissed from duty. This dismissal was the worst punishment for the Chess Pieces, as their lives were strictly regimented and ordered. The squad stayed together and formed a mercenary band named 'The Endgame', hiring their service to whoever needed their abilities.

While escorting a merchant to the city of Hope, a member of The Endgame fell into part of a small louse nest while pursuing a horse spooked by an overhead Jub-Jub Bird. The remainder of the band rescued the hapless Pawn and in the process took an elderly louse prisoner. In exchange for his life the louse told the Chess Pieces of a fantastic treasure, the Crown, and where it could be found.

Realizing what the lice had recovered and its immense value to their ex-employer, the band made plans to obtain the crown, take it to the Red Queen and thereby regain their old position within her armies. Once their contract with the merchant was completed, the band headed into the mountains where they found the shrine and removed the crown.

With the Crown in their possession The Endgame made plans to make their way as quickly as possible back to the Scarlet Monarchy via the Hall of Doors.

The Mouse Family

The Clockmouse and The Wainscotmouse have spent a great deal of time and effort trying to free the third member of their family, The Dormouse, from his imprisonment with the Mad Hatter and March Hare in the eternal tea party. Mary Anne duped the two Mouse Anthros into help-



ing her by promising to free The Dormouse when she possessed the Crown, and the two have become her agents.

The two mice saw the Chess Pieces with the Crown and trailed them, hoping to steal the crown away. Things went badly wrong after the Chess Pieces used a Tree with a Door in it to get to the Hall of Doors. The pair emerged in the hall amidst a fight between the Chess Pieces and a hand of Cards. Both were injured and knocked unconscious.

The lead Chess Piece opened the Wainscotmouse's gut with a sword, and then The Endgame fled through a door. They forced the the Clockmouse to come with them as well, intending to interrogate him later. The Cards did not pursue as per their orders (the Hall of Doors is unpredictable, passing through a door and then back through it no longer guarantees returning to the Hall).

While the Cards questioned a wounded and captive Pawn, the mortally wounded Wainscotmouse managed to drag himself away and leave through another door which exits near to the Village of Animals.

Enter the heroes...

The heroes are all 'workers' for Morpheus Research, a company in the Real World that has connections with Wonderland. They do not know this however, and it should not be mentioned to them. Suffice to say they fall asleep in the Real World and travel to Wonderland in their dreams where they take on forms appropriate to Wonderland natives.

As the heroes enter the tale the Chess Pieces are slowly making their way across the Monarchy of Hearts, trying to stay hidden from the Queen of Hearts' forces.

The Tree with a Door

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

The Crown of Alice

Eventually the heroes will obtain the Crown of Alice and being role-players with an item of power they will try to use it. Unfortunately the Crown, although being very powerful, may only be used by someone who has

achieved the Eighth Square or is a blood relative of Alice - none of the heroes are either. This also makes the Crown useless to Mary Anne save as a bargaining chip for her freedom.

In Media Res

In Media Res is a Latin phrase that means something like 'into the middle of a sequence of events'. Each of the following chapters begins with the heroes in the area of the first encounter. Miles may have been covered in many days of travel between scenarios, certainly enough for all wounds to be healed and power points regained, but the details of that travel are not relevant to the scenario unless deemed so by the referee - the journey is not important, only what happens at the destination.

Adventure Overview

Chapter 1 - The Hall of Doors

The heroes awaken in Wonderland in the Hall of Doors with no idea why they are there. They encounter the same Cards who attacked the Chess Pieces, find a map fragment on a dead Pawn and also the dying Wainscotmouse who implicates Mary Anne.

Chapter 2 - The Village of Animals

Seeking Mary Anne the heroes travel to the Village of Animals. The cunning housekeeper denies all knowledge of any Crown but suggests the heroes seek the advice of The Caterpillar.

Chapter 3 - Resting Place of the Crown

Following the map found on the dead Pawn the heroes seek out the resting place of the Crown within the foothills of the Mountains of Division. After placating the enraged Lice the heroes understand what has occurred and where the Crown is now.

Chapter 4 - The Gryphon

Following a rather wild lead from the map fragment the heroes seek the Gryphon on the beach in the Realm of Hearts. The Gryphon knows nothing of the map or the Crown but offers to reconnoiter in exchange for the heroes gathering some food for him. The Gryphon's reconnaissance may aid them in finding the location on the map.

Chapter 5 - The Caterpillar

The heroes may be seeking The Caterpillar for one of two reasons - seeking information about the Crown and its whereabouts or trying to find out what to do with it. If sought late in the scenario the heroes find The Caterpillar in hiding from the Queen of Hearts' forces.



Chapter 6 - Pursuing the Crown

The heroes catch up with the Chess Pieces at the Guarded Way just as they are attacked by Jabberkin. They obtain the Crown and become the Realms' most sought-after individuals!

Chapter 7 - Time to Deal with the Crown

Armed with the knowledge that the Crown must be destroyed and who can do such a thing, the heroes' journey to the Mad Hatter's cottage to negotiate with Time.

Note that these chapters are not necessarily run in the order listed. Start with Chapter 1, end with Chapter 7, and the chapters in between are run as necessary.

Morpheus Firearms

All firearms carried by the opposition in this scenario have been provided to them by Morpheus Research, a company that exists in the Real World. If one examines the guns, one finds a symbol of two crossed

Morpheus and Wonderland Firearms

Two types of firearms produced by Morpheus Research may be found in this scenario - hand guns and rifles. The difference in firearm technology between the Real World and Wonderland is not hugely different so although a Real World weapons twists into a Wonderland equivalent it requires a Common Knowledge roll with a penalty of -2 to actually notice a difference except cosmetic ones.

Revolver	Wonderland	Real World
Range:	8/16/32	12/24/48
Damage:	2d6	2d6
Rate of Fire:	1	1
Weight:	3lb	3lb
Notes:	6 shots	AP 1, 6 Shots

Rifle	Wonderland	Realworld
Range:	20/40/80	24/48/96
Damage:	2d8	2D8
Rate of Fire:	1	1
Weight:	10lb	10lb

arms on each.

Wonderland's reality is far stronger than that of the Real World and will eventually exert itself upon these weapons.

Each time a Morpheus weapon is fired there is a chance that the gun will change into its Wonderland

counterpart. If a 1 is rolled on the firer's Shooting roll (regardless of the wild die), the gun does not fire but twists and warps into a version of the gun appropriate to the 1890s. This takes about three minutes, during which the gun is unusable.

'Twas brillig, and the slithy toves
Did gyre and gimble in the wabe;

*Extract from The Jabberwock
by Lewis Carroll*

Encounters

The following encounters are not specific to any part of the scenario and may be used as the referee desires:

The Toves

Have the heroes attempt Notice rolls while traveling. If any are successful they hear the sound of gyring ahead, which warns them of the Toves ahead. There are 8 Toves gyring and gimbaling in the wabe while awaiting their next meal. They will attack the heroes without provocation. If the Toves notice the heroes and are not noticed themselves, they will burrow, and attack the party from below.

❖ Toves (8)

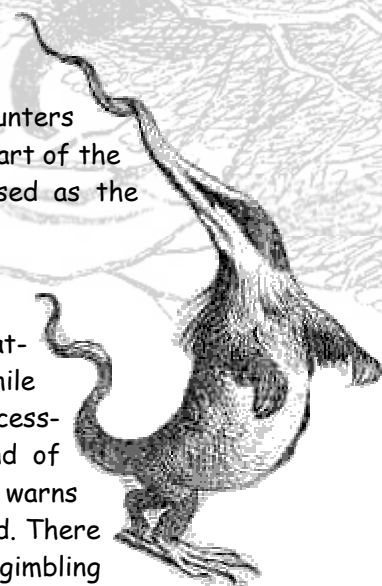
Queen of Hearts' Patrol

A patrol of Cards approaches the heroes and begin to question them about their business - where are they going? Why are they going there? How long have they been in the Monarchy of Hearts?

The questioning will continue for some time and the heroes may well get worried, but the patrol is just routine, sent out by the Queen of Hearts to keep an eye on her realm. The patrol will not instigate any attack but will fight back if attacked.

A patrol consists of:

- ❖ Card, 6 of Clubs (2 per hero)
- ❖ Card, 3 of Clubs



Chapter 1

The Hall of Doors



Overview

The heroes awaken in Wonderland in the Hall of Doors and are immediately attacked by a hand of Cards who are already somewhat riled by the earlier and equally sudden arrival of the band of Chess Pieces with the Crown of Alice.

Overcoming the Cards, the heroes find a deceased member of the Chess Piece band and a trail of blood leading to one of the doors. Exiting via that door a dying mouse is found, who gives them a cryptic clue to what is going on.

The Hall of Doors

Abrupt Arrivals

The Heroes awake in the Hall of Doors, but before they have time to look around they hear a cry of "There's more of them" and a hand of Club Cards attacks them. The Cards have been charged with keeping anyone not working with the Queen of Hearts out of the Hall of Doors, and fear of their queen will force them to fight to the death.

- ❖ **Card, 3 of Clubs (2 per hero)**
- ❖ **Card, 6 of Clubs (1):** use Card, 6 of Clubs but make a Wild Card.

What's in the Hall?

Aside from the doors and wall hangings mentioned in the nearby description, the Hall is devoid of any furnishings. A little way down the Hall from the heroes is the body of a Red Pawn. A Notice roll or a thorough search of the Hall finds a trail of blood leading to one of the doors.

The Red Pawn

Several blows from edged weapons have killed the Pawn; a good guess would be the Cards' halberds. Searching its body finds a torn and tattered fragment of parchment, depicting an area of the Mountains of Division almost directly east of Hope. An arrow points

The Hall of Doors

The Hall of Doors is a large hallway with a red-tiled floor and wood-paneled walls. Oil lamps hung from the ceiling light the area. Doors of all shapes and sizes are arrayed around the hallway with curtains and wall hangings interspersed amongst them. Many of the doors in the hall all lead to other (real) places, although the keys to most are long lost or forgotten.

The Wood of Giant Animals

This is an area of woodland curving around the Village of Animals and surrounding it 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 Animals themselves. Most of these Animals are harmless and indeed friendly; however caution is required as even a puppy can be dangerous when it is ten foot tall!

from a word "Crown?" to a point in the mountains that is labeled "Gryphon?"

The Blood Trail

A successful Tracking roll indicates that a small creature, probably an Anthro, dragged itself along the floor. The trail leads to a 3' high door of dark, almost black, wood.

Beyond the Door

The door opens onto a wooded area lit by sunlight filtering down through the canopy overhead. A successful Tracking or Notice roll follows the blood trail through the dense undergrowth.

Emerging from a particularly thick region of vegetation the heroes are suddenly confronted by a gigantic mouse, easily 10' at the shoulder. The creature gives a squeal of rage and charges. The mouse is actually de-



fending the wounded Wainscotmouse, which it recognizes as distant kin. The Wainscotmouse is curled up in a hollow beyond it.

❖ **Mouse, Gigantic (1):** An enor-mouse!

The Wainscotmouse

The Wainscotmouse Anthro is in a bad way; his small body is pierced and cut many times. He lies in a slight hollow that is caked with his blood. When a hero attempts to administer aid he stirs and opens his eyes, and weakly grasping the hero's arm he whispers "Crown...they took the crown...Mary Anne..." before collapsing - dead.

What Next

Once the gigantic mouse has been encountered, it does not take a genius to figure out that the heroes are in the area known as The Wood of Giant Animals near the Village of Animals.

A successful Knowledge (Wonderland) roll remembers that Mary Anne is the name of the White Rabbit's housekeeper and that he lived in the Village of Animals (see Chapter 2). Alternatively the heroes may try and find the location marked on the Red Pawn's map (see Chapter 3).



Chapter 2

The Village of Animals



Overview

As noted in the background story the White Rabbit's housekeeper, a Cat Anthro named Mary Anne, is an unwitting spy for the Queen of Hearts who is also seeking the Crown of Alice for her own purposes. This leave Mary Anne in a precarious position which she has so far managed by cunning, guile and spending large amounts of her employer's (once) hidden savings.

Other agents of the Queen of Hearts often stop by the house to enquire of the White Rabbit, as the Queen is very keen to speak with him.

The Village of Animals

The Village of Animals is a small village near the Hall of Doors and consists of perhaps a couple of dozen neat houses. All of those who live here are Anthros of one type or another. The village is most renowned for being where Alice first visited after entering Wonderland.

Mary Anne

Locating Mary Anne

Mary Anne may easily be found by enquiring of any of the elder villagers, who seem to magically appear at gates or garden fences as the heroes enter the village, or by asking of any of the villagers in the inn. All will relate that Mary Anne works for the White Rabbit and lives in his house at one end of the village.

The White Rabbit's House

The house is easy to find. It is a two story dwelling set in an immaculately kept garden. As the heroes approach it, an Owl Anthro leaning on the gate of a house opposite nods at them and bids them good day.

If the heroes stop to speak with the Owl, he will introduce himself as Jon Brown and enquire of the heroes' health and what they are about. If necessary, Jon will explain that there have been some 'unsavory

types' about the village of late. Many of these have called at the White Rabbit's home, and he is concerned about the well-being of the housemaid.

Further conversation will reveal that Jon is nocturnal by nature, and since the death of his wife (from natural causes a year ago) spends much of his time at night just watching the world go by from his bedroom window. During these night-time vigils, he has seen several hands of cards stop at the house late at night and also recently a group of Tweedle.

Speaking with Mary Anne

Mary Anne is smart and cunning, a combination that makes her very difficult to catch out. Her answers to some obvious questions the heroes may ask are listed below:

Crown

Mary Anne knows nothing about any crown or why she would be linked with one. After a few moments she will suggest that perhaps it is one of the crowns belonging to the three Queens in Wonderland (Hearts, Red and White). If the heroes do not think of Alice's crown she may mention it. If pressed on the matter Mary Anne will suggest that the heroes visit The Caterpillar, well-known as a seller of knowledge in the Fungal Forest.

The Wainscotmouse

Mary Anne knows the mouse in question but has only ever passed the time of day with him, as he was the White Rabbit's friend. As her employer is often away for extended periods of time perhaps the mouse had a message for her to pass onto the White Rabbit?

Visitors

If the heroes bring up the subject of late night visitors, Mary Anne falls quiet and bites her lip nervously before muttering a reply indicating that there have been no late night visitors and that a certain Owl should mind his own business. While stating this, Mary Anne will shake her head and make rolling motions with her eyes. Later Mary Anne will ask if the heroes want to see the gardens while again making rolling eye motions.

Walking in the Gardens

While showing the heroes various flowers and plants and loudly relating what each one is, Mary Anne will whisper that agents of the Queen of Hearts do call at the house periodically seeking the White Rabbit who she believes may be in some sort of trouble. Sometimes these agents do not believe that Mary Anne does not know when her employer will return and insist on staying at the house for a few days. At this very moment she has five Tweedle as guests, which is why she was evasive earlier.

Of course Mary Anne has no qualms about other agents of the Queen staying at the house, being a spy herself. However the presence of the Tweedle now, while she is trying to gain the Crown of Alice for herself, has made her nervous and she thinks that the heroes may be able to get them to leave. Plus, of course, being so honest with the heroes makes the rest of her lies more believable.

The Tweedle

Mary Anne will strive to avoid any conflict within the house or being associated with her, as she still has her relationship with the Queen to consider. As already told five Tweedle, all members of the Queen of Hearts' army, are now staying at the White Rabbit's house. The Tweedle are here to watch out for the White Rabbit and will stay for a further 3 days and then quietly leave in the small hours if the heroes do nothing to disturb them.

❖ **Tweedle (5)**

Once the Heroes Leave

Once the heroes leave Mary Anne will also depart the village, not wanting to be around if the heroes return with more awkward questions. Also, she needs to contact both her own agents and those of her Queen: Her agents to see if she can find out what the mice had been up to and the Queen's agents to let them know the Crown of Alice has been found and that a group (giving the heroes descriptions) is actively seeking it.

What Next

The only real destination given by this Chapter is The Caterpillar; any villager in the Village of Animals will be able to relate that he lives within the Fungal Forest.

Once the heroes have visited Mary Anne and she has spoken with the Queen of Hearts' agents, the group will be actively sought by patrols sent out by the Queen.

The number, and when the heroes encounter a patrol are up to the referee.

Chapter 3

Resting Place of the Crown



Overview

The heroes seek within the Mountains of Division guided by a map fragment, and eventually find the place where the Crown once rested. Their search is hampered by the area's louse community, which is not at all happy with the theft of the crown from them.

The Mountains of Division

The Mountains of Division sit arrayed in a vast inverted V between the two Monarchies. The mountains rise up out of the sea, peak half way down the land mass and then descending to the south. Likewise they rise up from the Monarchy of Hearts and then descend to the Monarchy of the White Queen.

Locating the Shrine

The shrine is located in a cave in the foothills of the Mountains of Division east of Hope. The surrounding terrain is such that it is difficult to see until one is almost on top of it. The only feature that marks the cave is a nearby outcrop of rock that vaguely resembles the Gryphon.

Locating the shrine requires a raise on a Notice roll and a successful Smarts roll to see an oddly shaped outcrop of rock and realize that from a certain angle it looks like the gryphon. Both of these rolls have a +2 bonus if the heroes have directions from the Gryphon. The rolls may be attempted once per day of searching. Draw a card for each day spent searching. If it is a Club the heroes run into a patrol of Louse Anthros.

- ❖ **Louse Patrol (3 per hero):** use standard Louse Warrior statistics.

The Shrine

The cave mouth quickly narrows down to a roughly circular tunnel about 3' in diameter that runs for some 30' before opening up once more. The inner cave is 20' across and 12' high and is empty save for a low pillar with a somewhat moldy cushion atop it and the dried carcasses of four insects.

Investigation of the cushion finds a circular indentation atop it like that left by a heavy crown resting there. The insects (lice) bear puncture and slash marks upon their carapaces.

Shortly after the heroes enter the room the four lice lurch to their feet! Once honor guards for the Crown of A Lice and later slain by the Chess Pieces, these Lice have remained in spirit and undead form to revenge the theft upon any non-lice who enter the shrine.

- ❖ **Undead Lice (4):** use standard Louse Warrior but add the Undead ability.

Lice Attack

At some point during the heroes investigation of the shrine the Louse colony will realize they are there and gather en mass. If the heroes are still within the shrine the Lice will send one or two elite warriors in through the tunnel to harass and threaten them. Eventually the heroes will have to face the assembled colony.

Emphasize the sheer number of Lice facing them, do not let on that only a small number are actually warriors.

Parley

If the heroes seek to speak peacefully with the Lice their priest (accompanied by the elite warriors) will come forward. The priest will accuse the heroes of being in league with those who stole their crown but will



Diagram of a louse,
by Robert Hooke, 1667

give them the benefit of the doubt. To prove their innocence the heroes must pit their champion against the lice's champion in mortal combat.

Mortal Combat

The fight takes place in a 10' deep pit with sheer, smooth sides and a diameter of 15'. Neither champion may use any magic, however this does not exclude spells cast on them before combat begins. Each champion may take only one weapon into the pit. Non-lice combatants may wear armor.

If the heroes' champion wins the combat they are judged innocent on any involvement with the theft, and the louse priest will relate the tale of the Crown of a Lice. Once the tale has been told the Priest will ask if the heroes will pursue the Crown. If the heroes agree the Priest will cast a ritual to locate the Crown. After being in a trance for a few minutes, he proclaims that the Crown is heading towards the Guarded Way.

If the louse champion wins, the remaining heroes will be attacked without mercy and probably slain.

The Louse Colony

- ❖ **Louse Warriors (20)**
- ❖ **Lice (50):** use standard Louse Warrior statistics but lower Fighting to d4, remove Throwing and make Parry 4.
-  **Elite Louse Warriors (5):** use standard Louse Warrior statistics but make them Wild Cards.
-  **Louse Priest (1)**
-  **Louse Champion (1)**

What Next?

If the heroes decide to pursue the Crown see Chapter 6.

Chapter 4

The Gryphon



Note:

It is entirely possible that the heroes will never think of following the lead to the Gryphon. In fact, this whole chapter is nothing but a red herring!

Overview

Pursuing the rather wild lead of the picture of the Gryphon on the map fragment found upon the dead Red Pawn, the heroes seek the Gryphon on the beach in the Realm of Hearts.

The Gryphon cannot help with the map but offers to fly over the area in exchange for the heroes gathering some food for him. The hunt is complicated by some unexpected and vicious beasts and a rather overeager gamekeeper.

Returning to the beach the heroes interrupt a big game hunter whose goal is to have the Gryphon's head on his wall!

The Gryphon

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 reminiscing with the Mock Turtle on the beach.

The Beach

The Beach is a lonely stretch of sand bordering the Endless Sea. Sometimes one may find the Mock Turtle here lamenting on past times with his 'friend' the Gryphon, but otherwise there is nothing really of note. Very few inhabitants of the Monarchy have ever ventured far out on the Endless Sea, but there are rumors that one can sail from the Monarchy of Hearts to the Scarlet Monarchy.

Seeking the Gryphon

Arriving at the beach, the heroes are greeted by a wide expanse of dunes. Successful Notice rolls whilst

exploring the dunes hear a sharp crack or crunching, and the Gryphon is soon found. Failure results in several frustrating hours of seeking before finding the creature.

The Gryphon

The Gryphon is sitting upon his haunches in a hollow in sand dunes. A small heap of bloody chunks of meat lie before him. As the heroes first catch sight of him, the Gryphon snaps up a chunk of meat in its beak and cuts the hunk in half. Neither meat nor bone offers much resistance to his beak.

The Gryphon continues feeding until the heroes make their presence known. When the Gryphon becomes aware of the heroes he quickly scoops sand over the hunks of meat, whilst noisily clearing his throat. Anyone succeeding at a Smarts roll thinks that the Gryphon seems embarrassed.

What the Gryphon knows about the various subjects the heroes may raise is listed here:

The Crown

The Gryphon knows nothing specific about any crowns; he has seen both the King and Queen of Hearts wearing crowns but that is all.

His Name and the Map

The Gryphon has no idea why his name would be on the map, he has never paid any particular attention to the area of Wonderland on the map except when hunting.

Why is he Embarrassed?

The Gryphon blusters that he is not embarrassed after all why should he be? However after further probing (and perhaps Persuasion rolls) he finally admits that the heroes have come to him during one of his twice yearly molting sessions. During these times he is ravenously hungry, and must devour his own body weight of meat every day for a week.

Mutual Help

As any conversations lapse the Gryphon will click his beak a few times, unfurl his wings and then close them



again before speaking "Whilst we have been talking a though has occurred to me. Perhaps we could aid each other? I could fly over the area on your map and see what I can see, and in return you could hunt down some food for me... say, three or four deer?"

If the heroes press for why the Gryphon wants this food use the information under 'Why is he Embarrassed?' above. The Gryphon wants deer, as this is his favorite meat. However, he has trouble catching them as they frequent the denser parts of the woods.

Assuming the heroes agree, the Gryphon directs them to the woods just south west of the beach, says he will return in a few hours and then takes to the wing, buffeting sand over the heroes as he leaves.

Hunting

The heroes must succeed at a Tracking roll to find the spoor of deer within the woods. Each attempt takes an hour. Once the deer tracks have been found it is a reasonably easy task to follow them.

The Boars

The wood is home to both the deer that the heroes seek and also several packs of wild boars. Each hour of searching, draw a card. If the card is a Spade, a boar pack attacks.

- ❖ **Wild Boar (2 per hero)**

Catching the Deer

Once the deer have been found they must be caught which is easier said than done. The deer are very fleet of foot and will panic and run at the slightest hint of trouble. A successful Tracking or Survival roll will get the heroes within 40' of the deer after that any sudden movement will startle the deer who will flee.

- ❖ **Wild Deer (2d4)**

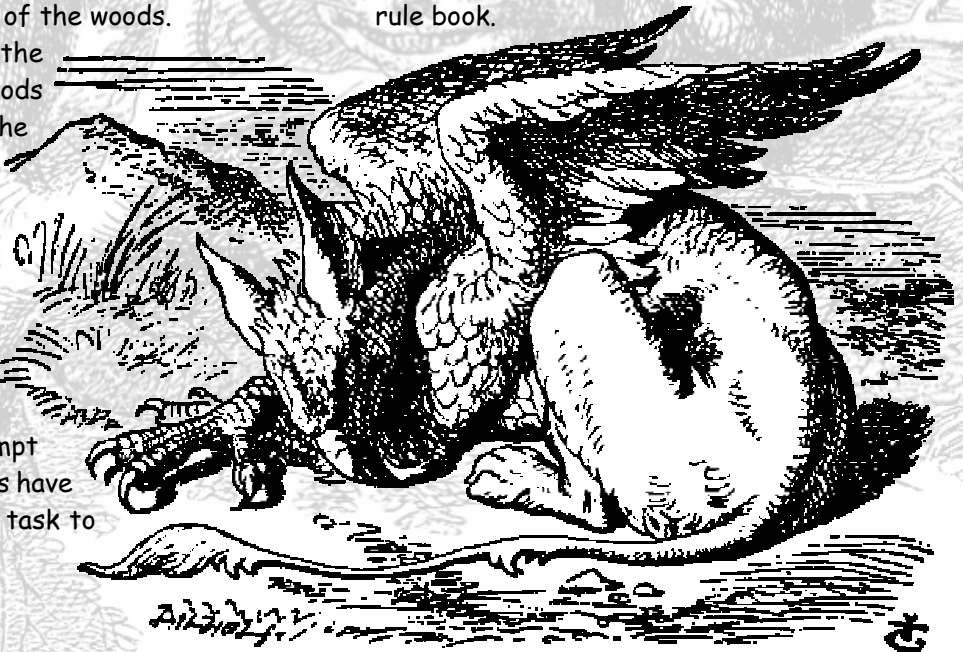
Over-Zealous Game Keeper

Shortly after the heroes manage to bring down several deer, they are tracked down by one of the Queen of Hearts' gamekeepers. The Weasel Anthro has 8 Cards with him and 6 dogs. A Notice roll will hear the dogs whining and give the heroes time to conceal either themselves or the deer.

Given the slightest excuse, the gamekeeper will charge the heroes with poaching in the Royal Forest.

Any hero who succeeds at a General Knowledge roll will realize that they are too far north to be in the Royal Forest. However the gamekeeper will be adamant and some convincing arguments will be required to convince him otherwise.

- ❖ **[WC] Game Keeper (1):** Weasel Anthro.
- ❖ **Card, 3 of Spades (8)**
- ❖ **Dogs (6):** use the statistics for Dog/Wolf in the Savage Worlds rule book.



Big Game Hunter

The heroes return with the deer and see the welcome sight of the Gryphon sweeping down towards them. Suddenly a loud retort echoes out and the Gryphon rolls to one side in a steep dive.

Behind the heroes is an elderly Ace of Hearts, somewhat overweight and clad in hunting clothes and a pith helmet. Behind the Ace are a dozen Club cards and a few Spades. The Ace has just exchanged a fired blunderbuss with a loaded one carried by one of the Spades.

The Ace of Hearts is a big game hunter and is intent on adding the Gryphon's head to those on his wall of conquests. He is both blustering and arrogant and will demand that the heroes stand aside or help him in his endeavor. It is left up to the referee to resolve the situation but it is likely to end in combat. The Gryphon will not land while the Ace is in the area.

- ❖ **Ace of Hearts (1):** use Card, Ace of Hearts.
- ❖ **Card, 3 of Clubs (12)**

- ❖ **Card, 3 of Spades (6):** Three of them carry a loaded Blunderbuss and sufficient ammunition to load them twice more each.

The Gryphon's Knowledge

The Gryphon will relate that he did spy something that links him to the fragment of map the heroes have. In the foothills of the Mountains of Division directly east of Hope he spied an outcrop of rock that from one angle bore an uncanny resemblance to him.

What Next?

The Gryphon's knowledge is of little use unless the heroes intend to seek the area on the map fragment as detailed in Chapter 3.



Chapter 5

The Caterpillar



Overview

The heroes may be seeking The Caterpillar for one of two reasons - seeking information about the Crown and its whereabouts, or trying to find out what to do with it. How and where The Caterpillar is located and his situation depends upon when the heroes are seeking him.

At some point during the scenario the Queen of Hearts makes her move against The Caterpillar - if he will not work for her then he will work for no one. The Queen sends a large force of Cards into the Fungal Forest to capture or kill The Caterpillar. Miraculously The Caterpillar escapes, but is forced into hiding. If the heroes visit The Caterpillar after retrieving the Crown, these events have occurred.

The Fungal Forest

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 Caterpillar

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 Arabic style Hookah.

hero wants to take a shot at him. As soon as the beetle realizes that it has been seen it flies away to warn his employer.

- ❖ **Watching Beetle (1):** use the standard Beetle statistics.

The Guards

Lately the role of an information broker has become hazardous. Several times The Caterpillar has refused offers from various people to work exclusively for them, preferring to remain neutral. In the process he has made several enemies. Thus The Caterpillar has had to employ guards to protect himself.

As luck would have it (or perhaps not!) the heroes encounter a trio of guards who are keen to supplement their pay. The three beetles, Ronnie, Johnny and Lonnie, emerge from the undergrowth in front of the heroes and demand to know their business. They will resort to violence as a last resort but are quite willing to make threats. The three insist that it costs £100 per person to pass and see The Boss (their name for The Caterpillar) and will not let the heroes pass unless they pay. The heroes may trick their way past, pay up or choose to teach the beetles a lesson.



Ronnie and Johnny: Use standard Beetles but make them Wild Cards.



Lonnie: use Louse Priest.

The Caterpillar

The Caterpillar's reaction to the heroes depends upon how they dealt with the watcher and the guards:

Watcher was chased off and combat ensued with the guards

Alerted by the noise The Caterpillar is surrounded by another 6 beetles, the situation will be tense and the heroes will have some explaining to do.

Watcher was chased off and the guards passed peacefully

The Caterpillar is aware of the heroes but not too concerned, his 6 beetle guards are relaxed and nearby.

Before Retrieving the Crown

The Watcher

As the heroes travel through the Fungal Forest, have them make Notice rolls. Those who succeed get the feeling they are being watched. If anyone achieves a raise on the Notice roll they know they are being watched and that the watcher is above them.

A single beetle is flying overhead, employed by The Caterpillar to keep an eye on those approaching his area. He is flying at a height of 15 game inches in case any



Watcher was ignored and combat ensued with the guards

The Caterpillar is aware of the heroes and also of their encounter with his crooked guards. He will be grateful that the heroes dealt with the miscreants and will not charge them for his answers.

Watcher was ignored and the guards passed peacefully

The Caterpillar is aware of the heroes but not too concerned, his 6 beetle guards are relaxed and nearby.

The Caterpillar's knowledge concerning the Crown is detailed later in The Caterpillar's Knowledge.

- ❖ **Guards (6):** Use standard Beetles.

Payment

The Caterpillar is willing to answer any question (to the best of his ability!) but charges £10 per question.

After Retrieving the Crown

Ambush

Returning to the Fungal Forest the heroes encounter no guards! However, a successful Notice roll finds a dead beetle, its carapace shattered by heavy blows from bladed weapons.

Upon reaching the toadstool upon which The Caterpillar normally resides, the heroes find the area devoid of all life - no caterpillar and no guards. A successful Notice roll and Smarts roll alerts them that perhaps the forest floor is a bit too 'tidy' - such heroes gain +2 on the roll to avoid surprise below.

The Hidden Cards

The Queen of Hearts' forces left a large hand of Cards behind to watch for The Caterpillar returning or for any seeking him. They have orders to capture such people alive if possible. Some of the Cards are lying flat on the forest floor hidden under a thin layer of soil and vegetation, and at an opportune moment they will spring up. Any hero failing a Notice roll is surprised and cannot act for one round.

Alerted by either combat or talking, the hidden Cards' reinforcements will come running from deeper in the forest and arrive in 4+ 1d6 rounds.

- ❖ **Hidden Cards (10):** Use Card, 3 of Clubs.
- ❖ **Reinforcements (20):** Use Card, 3 of Clubs.

The Listener

The Caterpillar also left behind a hidden 'force' but in his case it is a lone beetle who is buried deeper underground than the Cards. This beetle will burrow to the surface once any combat is over and once he is convinced that the heroes are not seeking The Caterpillar for the Queen.

The beetle will explain only that the Cards attacked The Caterpillar who is now in hiding, but will offer to lead the heroes to him. Hopefully the heroes accept.

The Journey

The Caterpillar is hiding underground in a small, natural cavern the only access is via a pair of tunnels which have both been filled in with soil. Hence the only way to get to The Caterpillar is by burrowing through the ground.

The beetle will begin to dig into the ground, tunneling at a rapid pace, after a few feet he stops and urges the heroes to follow him. The tunnel is a tight fit for anyone of human size and impossible for Tweedle who will have to stay behind - throw a few more Cards at the Tweedle if they get bored!

After long minutes of crawling in the beetle's wake the heroes emerge in a small cave lit dimly by glowing fungus with The Caterpillar curled around a flat rock in the center. Four large beetles stand about the cave nervously looking around. Two other beetles are lying against one wall groaning softly whilst holding their wounds.

The Caterpillar

The Caterpillar is very nervous and worried that events are out of his control, and he does not like it. During the ensuing conversation he smokes incessantly and soon the chamber is full of thick, cloying smoke. The Caterpillar will still answer questions but he no



longer required payment in currency, now he needs favors and aid.



Large Beetles (4): Use standard beetles but make them Wild Cards.

Where is Time?

You might try the Mad Hatter's cottage; the two were close friends once.

Payment

Following is a list of aid the heroes may offer or be asked for:

Weapons to better arm his guards.

One weapon per beetle.

Delivery of a sealed letter to an insect burrow in the Wood of Giant Animals

The letter calls in a favour owed by the beetles in the burrow and is not detailed in this scenario.

Magical aid to heal his two wounded guards

One has a single wound another other has two wounds.

The Caterpillar's Knowledge

This section covers only knowledge related to this scenario, other questions will have to be answered by the referee. The Caterpillar does not know everything; there is nothing magical about his information, he just has a very wide network of contacts.

What is the Crown?

It is the Crown that Alice received when she was crowned a Queen at the Eighth Square.

Why is the Crown Important?

Alice is regarded as a powerful force within Wonderland, some say she is a god; any item closely associated with her must have power in its own right. Alice's Crown, being a symbol of majesty, is almost certainly very powerful.

Who Has the Crown?

A mercenary band of Chess Pieces, calling themselves The Endgame.

Where is the Crown?

Being taken towards the Scarlet Monarchy. Those who carry it will be traveling soon via the Guarded Way and are moving slowly, hiding so as to not attract attention.

What to Do with the Crown?

The Crown cannot be allowed to fall into any of the current Queens' hands. Time is the only one trustworthy and powerful enough to deal with the Crown until it is needed.



Chapter 6

Pursuing the Crown



Overview

Armed only with the knowledge that The Endgame are heading towards the Scarlet Monarchy via the Guarded Way, the heroes give chase. They meet up with a rear guard left by the Chess Pieces but finally catch up with the main band just as they are ambushed by Jabberkin.

During the fight with the Jabberkin The Endgame's leader, a Red Rook, shrinks himself and attempts to escape with the Crown only to be grabbed by a Tove and taken into its burrow. Once the fight is over the heroes follow either the Rook's tiny footprints or his cries for help to the Tove's burrow, where they must also shrink themselves and venture within to retrieve the Crown.

Just as the heroes emerge victorious from the Tove burrow a party of Cards sent by the Queen of Hearts arrives at the scene, sent to pursue The Endgame and retrieve the Crown for her majesty.

The Guarded Way

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. Besides, the guards within tend to only aid those from their own realm. However, none can refuse entry to travelers, so if all else fails beleaguered travelers should seek refuge.

The Hills of Gloom

The Hills of Gloom lie at the southern end of Wonderland. They are so named because the dense tree coverage that blocks much of the light. The Hills of Gloom are the only proven route between the Monarchy of Hearts and that of the Red Queen. The hills are home to many fearsome beasts, and travelers between the Monarchies generally use the Guarded Way for protection. It is rumored that the fearsome and legendary Jabberwock lairs within the Hills of Gloom.

Ambush

The fleeing Chess Piece mercenaries have been delayed in the Monarchy of Hearts by the necessity of resting to allow their

wounded members to heal, and of moving slowly to avoid being seen. Reaching the Guarded Way, their Rook commander realised that they would still have to move slowly until they reached the guard posts manned by the Scarlet Monarchy forces, and that they were almost certainly being pursued now.

The Rook commanded one of his two Knights, his Bishop and 8 Pawns to stay behind near the mouth of the Guarded Way to form a rear guard skirmish group. Their orders are to harass any armed group who enter the Guarded Way using mainly missile fire or possibly hit and run tactics. If at all possible they are not to engage the enemy.

Guess what the heroes are going to run into?

Be sure to make good use of the Pawns' crossbows, the Bishop's powers and the Knight's maneuverability in their attacks against the heroes. If either the Knight or Bishop or four of the Pawns are slain the rest will attempt to flee towards the Scarlet Monarchy to rejoin their commander.



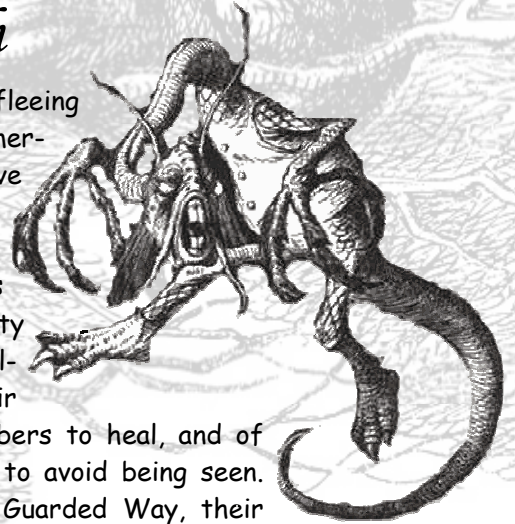
Red Knight (1): use Chess Piece, Knight.



Red Bishop (1): use Chess Piece, Bishop.



Red Pawns (8): use Chess Piece, Pawn.



The Endgame

The Guarded Way climbs upwards towards the brow of a hill and the heroes clearly hear shouts, screams and

En Passant

Originally a combat manoeuvre to outflank an enemy in these times of change some enterprising pawns have developed the flexibility of the move. This is an Action that allows a Pawn to swap places with any willing ally within 3 inches. This exchange of places does not count as withdrawing from combat so foes do not gain a free attack.

This edge may only be taken by Pawns who have achieved Seasoned rank. For this scenario assume that any surviving Pawn has this edge when it is required (see The Rook Escapes below).

guttural roars from ahead. Cresting the hill they can see the road ahead quite clearly. The remainder of The Endgame have been ambushed by a pack of 8 Jabberkin and are fighting for their lives.

Smarts heroes sit back and watch and then move in after the fighting is over - in this case the Red Rook will be missing (see later), the Knight will have 1 wound and only 6 Pawns will still be alive. If they decide to join in the Chess Pieces will ignore them until the Jabberkin are slain and then turn against them.

-  **Red Rook (1):** use Chess Piece, Rook.
-  **Red Knight (1):** use Chess Piece, Knight.
- ❖ **Pawn (16):** use Chess Piece, Pawn.
-  **Jabberkin (1):** use standard Jabberkin but make a Wild Card and increase Fighting to D10 and Parry to 7.
- ❖ **Jabberkin (7):** use standard Jabberkin.

The Rook Escapes

When the fight is going against the Chess Pieces or when the Rook has taken a wound, the commander will act to escape with the Crown. Pulling a hunk of mushroom from a belt pouch he crams much of it in his mouth, chews and swallows. If a hero is fighting the Rook one of the Pawns will use a special edge 'En Passant' to switch places with the Rook and allow him to escape. A Notice roll will see the Rook vanish; a raise will actually see him shrink.

Aftermath

Once the dust settles and the wounded/dead searched, there is no sign of the Crown or the Red Rook. A hero may have seen what happened and gain a +2 bonus while searching for the Rook. A Notice roll in the area of the battle find tiny footprints where the Rook

was last seen, chunks of dark grey mushroom are scattered around the area; there are a dozen chunks.

A Notice roll hears faint moaning from just off the path. Investigation reveals a badly wounded Mouse Anthro - the Clockmouse.

The Clockmouse

The Clockmouse tried to escape from The Endgame while they fought the Jabberkin. Unfortunately, he was caught a glancing blow by one of the combatants, and hurled into the undergrowth where he fainted. The Clockmouse is badly wounded and can do little save gasp "...crown too powerful, don't let her get it..." before passing out again.

If he is healed the Clockmouse can explain who he was working for - Mary Anne - and that he and his companion had intended to acquire the Crown and then take it to The Caterpillar to see what should be done with it.

Light Grey Mushroom

Each chunk will cause anyone who eats it to rapidly shrink. A single chunk will reduce a hero's height by 50% and each is cumulative. As an example if a 6' tall Fox Anthro eats two chunks he will be reduced to a height of 18" (50% of 6' is 3', and 50% of 3' is 18").

For each 50% reduction in size a hero has their Strength reduced by 1 die type to a minimum of D4 and their Toughness reduced by 1.

Dark Grey Mushroom

Each chunk will cause anyone who eats it to rapidly grow. A single chunk will increase a hero's height by 20% and each is cumulative. As an example if a 6' tall Fox Anthro eats two chunks he will end up 24' tall (20% of 6' is 12' and 200% of 12' is 24').

For each 100% increase in size a hero has their Strength increased by 1 die type to a maximum of D12 and their Toughness increased by 1.

Both types of mushroom affect the eater and all their carried belongings and the effects are permanent!

If necessary the Clockmouse did come round soon enough to see a tiny Red Rook picked up by a Tove which then ran into a nearby burrow.



Following the Rook's Trail

A successful Tracking roll will follow the tiny footprints into the wilds off of the trail where they abruptly muddle amongst animal prints, then stop. However, the animal footprints continue from that point. Following the animal prints leads to the opening of a burrow, an opening that is about 20" (real measurement) across and too small for the heroes to enter!

To enter the burrow the heroes need to shrink themselves, luckily they have the mushroom chunks dropped by the Rook. What size they shrink to is up to the heroes but will have an effect on them once within the burrow.

Tove Burrow

The burrow consists of a single tunnel which slopes quite sharply downwards and leads to an underground chamber which is the Tove family's home. A second, shorter tunnel leads off of this chamber to a smaller room that is used by the Toves to store food.

Heroes Height	Fighting/ Shooting Penalty for Heroes	Tove Statistics
6'	-4	Strength D8, Toughness 5
3'	-2	Strength D10, Toughness 6
18"	0	Strength D12, Toughness 7
9"	+2	Strength D12+1, Toughness 8
4 ½"	+4	Strength D12+2, Toughness 9

The Family Chamber

This chamber is home to the four Toves that live here, they will regard any who enter as either a potential threat or prey and rush to attack. Depending upon the heroes' size the Toves and the fight will be more or less challenging. Use the following table to calculate the effects:

- ❖ **Toves (4):** use the standard statistics but adjust as outlined above.

Larder

Lying amidst a dozen or so dead rabbits is the Red Rook, he is quite dead. Stuffed inside his jerkin is The Crown of Alice. Searching his body will also find a dozen chunks of pale, grey mushroom in a pocket.

The Queen's Men

As the heroes emerge from the Tove burrow a successful Notice roll will hear the sound of voices from back on the Guarded Way. Investigation reveals a large force of Cards looking over the remains of The Endgame. If the heroes are still shrunk they may sneak away without any problems. If they are normal sized, then Stealth rolls will be required.



Commander (1): Use Card, 6 of Clubs but make a Wild Card.



Sub-Commanders (2): Use Card, 3 of Clubs but make Wild Cards.



Soldiers (24): Use Card, 3 of Clubs.

Chapter 7

Time to Deal with the Crown



Overview

Following The Caterpillar's advice, the heroes make their way to the Mad Hatter's cottage to try and convince Time to do what must be done to the Crown. En route they have to avoid patrols sent by the Queen of Hearts, the White Queen, the Red Queen and Mary Anne!

Hunted

Word has rapidly spread that the Crown of Alice has been found. Many people are now seeking the party and the crown for their own gain. During their journey to the Mad Hatter's cottage the heroes will have to do their best to avoid forces sent by all of the aforementioned.

Queen of Hearts

-  **Card, 6 of Clubs (1):** use standard statistics but make a Wild Card.
- ❖ **Card, 3 of Clubs (3 per hero):**

The Red Queen

-  **Red Knight (1):** use Chess Piece, Knight.
- ❖ **Red Pawn (3 per hero):** use Chess Piece, Pawn.

The White Queen

-  **White Bishop (1):** use Chess Piece, Bishop.
- ❖ **White Pawn (3 per hero):** use Chess Piece, Pawn.

Mary Anne

-  **Tweedle Commander (1):** use standard statistics but make a Wild Card.
- ❖ **Tweedle (2 per hero)**

Approaching the Mad Hatter's Cottage

As the heroes are nearing the Mad Hatter's Cottage they will be ambushed by forces belonging to a new

player in the hunt for the Crown - the Daffodil Man. Details of this individual and his role in Wonderland will be related in the full campaign setting (Wonderland No More). For now, it suffices to say he has his own agenda for the Crown.

The Daffodil Man's forces consist of six cards all with strange markings on their backs and seven sword symbols on their fronts. Any hero succeeding in a Knowledge (Wonderland) roll will not recognize the patterns as belonging to any known family of Cards in Wonderland.

Three Tarot cards will step into plain sight while their companions remain hidden (Notice roll against a target number of 8 to spot them) aiming their rifles at the heroes. The leader will call out "In the name of the Daffodil Man hand over the Crown". These Cards know the heroes have the Crown and are perfectly willing to take it from their dead bodies, likewise they are willing to fight to the death to gain the artifact.

-  **Seven of Swords (6):** use Card, Seven of Swords.

The Mad Hatter's Cottage

The small cottage belonging to the Mad Hatter sits in a clearing in the woods. Approaching the dwelling loud voices can be heard bellowing out a nursery rhyme that seems familiar yet somehow wrong.

Knocking at the door will gain no answer as those within are making far too much noise however the door is unlocked. The room beyond is chaotic, being mainly filled by a long dining table liberally covered in tea pots, tea cups, saucers, milk jugs, sugar bowls and plates laden with cakes and sandwiches. Places are set for twenty or so but only two seats are being used.

The Mad Hatter and March Hare sit opposite each other, and the Dormouse lounges against a milk jug on the table between them. The three of them are singing and congratulating each other. A Notice roll sees that the trio now and then raise their tea cups in toast towards an empty chair at the head of the table.

Speaking with the Trio

The trio are happy to see the heroes, inviting them to join in the tea party. Any conversation with them

should be a trial - the Dormouse tends to lapse into sleep while the Hatter and Hare are both like excitable six year-olds! Some possible questions the heroes may have are listed below with the trio's answers:

What are the trio celebrating?

Freedom, for many years they had been trapped by Time at 6 o'clock in the evening having tea eternally.

Why did Time trap them?

The Queen of Hearts accused the Mad Hatter of 'killing Time' while he was reciting the poem Twinkle, Twinkle Little Bat. Time took offence and caught them up in the eternal tea party.

Where is Time?

In the chair at the head of the table, as he so graciously relented and let the trio go they thought it best to invite him to their celebratory tea party.

Will Time Deal with the Crown?

Who knows? But as Who isn't here maybe the heroes should ask time.

Dealing with Time

Time in Wonderland is a living being, albeit one who does not readily interact with the rest of the world. Physically Time is both invisible and immaterial; a raise on a Notice roll will see a faint distortion, similar to a heat haze. Only the most powerful magic can actually affect Time.

Speaking at Time gives no results, or at least none that the heroes can discern. In fact very little the heroes do can get any reaction from him. How then are the heroes to get Time to do anything with the Crown?

The Hatter's Advice

After the heroes have spent some time trying to get a response from Time and once they have mentioned the Crown the Hatter will suggest that they just put the Crown in front of him. Sometimes when they put a cake, sandwich or cup of tea in front of him it disappears. The Hatter demonstrates by placing a sandwich

on a plate in front of Time - after a few seconds the sandwich vanishes. Successful Notice rolls see that the sandwich actually decays to nothing as it is rapidly aged.

Placing the Crown in Front of Time



Nothing much happens! After about ten minutes there is a very faint discoloration of the metal but nothing further occurs. The Hatter plucks the Crown from the table and stares at it suspiciously, "It's magic, isn't it?" he finally asks. "Ah magic!" mutters the Dormouse and promptly falls asleep. The Hatter does not know what difference being magic makes; he just thought it

sounded an important thing to say.

"Maybe he's not strong enough to do what he does to the sandwich to the crown" suggests the Hare. "Rubbish" replies the Hatter, "He was strong enough to keep us at tea time for a good long time. Long time. Time. Long time. Get it?" he punctuates his bad pun with a well aimed cup cake that strikes the hare.

As a food fight breaks out between the Hatter and Hare the heroes are left alone to try and figure out what to do with Time and the Crown. If the heroes cannot work out a plan the referee should drop some hints with a few Smarts rolls. Basically the heroes' thoughts should be along these lines:

- ❖ Time was powerful enough to keep the trio eternally at 6 PM but cannot affect the Crown
- ❖ What was different when Time trapped the trio?
- ❖ He thought the Hatter was trying to kill him so he was mad / angry / upset.
- ❖ By making Time angry the heroes could make him more powerful and capable of dealing with the Crown.

If any of the heroes come up with these ideas or something similar award them a benny or two.

Twinkle, twinkle Little Bat

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

Making Time Mad

There are a couple of ways to get time mad one more dangerous than the other:

Killing Time

Singing the rhyme Twinkle, Twinkle Little Bat badly will do the job as Time will recall when the Hatter did this. To achieve this one hero must sing the rhyme almost perfectly before a second sings it off key and out of rhythm. The first singer must succeed in a General Knowledge roll to know how the rhyme should be sung and a Smarts roll to get it right. The second singer needs no roll at all!

It is recommended that the referee make the players role-play the singing, perhaps awarding a bonus to the roll if performed well.

Beating Time

Physically attacking Time or at least trying to. Each attack should be resolved against a Parry of 8 and a Toughness of 12, Time has no statistics but cannot be shaken and a total of 3 wounds are required before he is beaten. At the end of each round roll 1D6 per combatant:

- 1-2: the hero's weapon ages rapidly and decays into dust.
- 3-4: the hero is hit a glancing blow and takes a level of Fatigue as he is moved through time and suffers from lack of food and water.
- 5-6: the hero is solidly hit by Time, he ages rapidly - reduce Strength, Agility and Vigor by 1 die type each.

When Time is Mad

The heat haze effect around the chair becomes clearer, looking more like a miniature tornado spinning in the seat. A rushing sound fills the air. The wooden

chair and end of the table abruptly explode into a cloud of wood dust that rapidly vanishes.

When the Crown is near the enraged Time, it is swept up into the air and madly spun around. There are several loud, metallic snaps and the Crown breaks into three parts which whirl around each other. The whirling becomes faster and faster until the fragments begin to blur. Then all stops. The three fragments hang in midair for a second before exploding into gold dust and vanishing. With an audible pop the tornado, heat haze also vanishes as Time calms down.

As the noise subsides a new one can be heard, bells insistently ringing.

The Queen's Move

"Wow!" states the Hatter as all becomes still in the room. Suddenly the door bursts inwards and Cards begin to pour into the room. A deep voiced Ace of Hearts begins speaking "The Mad Hatter, the March Hare and the Dormouse and any and all folk frequenting with them are hereby under arrest by order of her Royal Majesty the Queen of Hearts."

While the Ace speaks something is happening to the heroes, they find they are unable to move and seem to be slowly fading. As they disappear from Wonderland their last sight is that of the March Hare and Dormouse being, manhandled by burly 9 of Club Cards. Of the Mad Hatter there is no sign, although none saw him move.

Awakening

Read the following aloud to the players. The scenario is over so do not let them do anything to interfere.

"Slowly you awaken with the strident bells of the wake-up call still ringing in your ears. Blearily your eyes focus on the equipment arrayed by your bed side. Sitting up you slowly disengage the wires connecting you to the machinery. You may be getting paid for sleeping but you can't help feeling that it is the hardest work you have ever done. Rising to your feet you plod past the crossed arm symbol on the wall with the company name below it - Morpheus Research."

Statistics



Here you will find all the statistics for the creatures encountered in The crown of Alice. Any creature marked by the Cheshire Cat's head (🐾) is a Wild Card.

Beetles

These statistics can be used for any 'generic' beetle of around 4' long. This variety is intelligent, capable of speech and may use weapons and tools - they are essentially insect Anthros.

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

Skills: Fighting d6, Notice d6, Stealth d6, Shooting d6

Charisma: +0; **Pace:** 8; **Parry:** 5; **Toughness:** 8

Special Abilities:

- **Armor +2:** Tough carapace.
- **Bite:** Str+3
- **Burrowing:** 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 d8 for running.

Gear: Revolver (Range 8/16/32, Damage 2d6, RoF 1, 3, 6 shots)

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

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 7

Special Abilities:

- **Berserk:** When a boar is wounded, it goes berserk. It gains +2 to all Fighting and Strength rolls and its Toughness, but Parry is reduced by 2.
- **Charge:** If a boar can charge at least 6" before attacking, it adds +4 to damage.
- **Tusks:** Str+1.

Card, Ace of Hearts

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d10

Skills: Fighting d6, Intimidation d8, Knowledge (Leadership) d8, Shooting d10

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 7

Special Abilities:

- **Luck of the Draw:** if the Card draws the Ace of Hearts for initiative it counts as a Joker.

Gear: Blunderbuss (Range 10/20/40, Damage 2d10, RoF 1)

Card, 3 of Clubs

The Club Cards are the mainstay of the Queen of Hearts' forces and as such are the suit most often encountered.

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

Special Abilities:

- **Luck of the Draw:** if the Card draws the 3 of Clubs for initiative it counts as a Joker.

Gear: Halberd (Str+3, Reach +1, 2 Hands), Revolver (Range 12/24/48, Damage 2d6, RoF 1, 3, AP 1, 6 shots)

Card, 6 of Clubs

The Club Cards are the mainstay of the Queen of Hearts' forces and as such are the suit most often encountered.

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

Special Abilities:

- **Luck of the Draw:** if the Card draws the 6 of Clubs for initiative it counts as a Joker.

Gear: Halberd (Str+3, Reach +1, 2 Hands), Revolver (Range 12/24/48, Damage 2d6, RoF 1, 3, AP 1, 6 shots)

Card, 3 of Spades

The Spade Cards are the workers of the Queen of Heart's realm. From artisans to raw labor the Spade Cards do it all.

Attributes: Agility d6, Smarts d4, Spirit d6,

Strength d6, Vigor d6

Skills: Boating d4, Fighting d4, Healing d6, Notice d6, Repair d6, Shooting d4, Tracking d6

Charisma: +0; **Pace:** 6, **Parry:** 4, **Toughness:** 5

Special Abilities:

- **Luck of the Draw:** if the Card draws the 3 of Spades for initiative it counts as a Joker.

Gear: Suitable tools. If armed normally with clubs (Str+1).

Card, 7 of Swords

The Tarot Cards are only loyal to the mysterious Daffodil Man, aside from their different markings they are identical to 'normal' Cards.

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

Skills: Fighting d8, Notice d6, Shooting d8

Charisma: +0; **Pace:** 6, **Parry:** 6, **Toughness:** 6

Edges: Trademark Weapon (Katana)

Special Abilities:

- **Luck of the Draw:** if the Card draws the 7 of Clubs for initiative it counts as a Joker.

Gear: Katana (Str+4), Revolver (Range 12/24/48, Damage 2d6, RoF 1, 3, AP 1, 6 shots), Rifle (Range 24/48/96, Damage 2d8, 1, RoF 10, AP 2, 1 shot)

Chess Piece, Bishop

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d6, Vigor d6

Skills: Belief d10, Fighting d6, Knowledge (Battle) d8, Notice d6, Shooting d6

Charisma: +2 (towards Chess Pieces); **Pace:** 6; **Parry:** 5; **Toughness:** 7 (2)

Edges: Command, Hold the Line, Arcane Background (Miracles - Spirit of Conflict), Rapid Recharge

Hindrances: Weakness (Fire)

Powers: armor, bolt, boost/lower trait, quickness.

Power Points: 20

Special Abilities:

- **Construct:** +2 to recover from Shaken, no additional damage from called shots, half damage from piercing attacks, no Wound Modifiers, not affected by disease or poison.

Gear: Chain Hauberk, Staff (Parry +1, Reach 1), Sling (Range 4/8/16, Damage Str+1)

Chess Piece - Knight

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d8

Skills: Fighting d10, Knowledge (Battle) d10, Notice d8, Shooting d8

Charisma: +2 (towards Chess Pieces); **Pace:** 8; **Parry:** 7; **Toughness:** 9 (3)

Edges: Fleet Footed, Improved Trademark Weapon (Halberd), First Strike, Command, Hold the Line, Level headed, Sweep

Hindrances: Weakness (Fire)

Special Abilities:

- **Construct:** +2 to recover from Shaken, no additional damage from called shots, piercing attacks do half damage, never suffer from Wound Modifiers, do not suffer from disease or poison.

Gear: Plate Armor and Pot Helm, Halberd (Str+3, reach +1), possibly Crossbow (15/30/60, 2d6, ROF 1, 12 ammo) or rifle (20/40/80, 2d8, ROF 1, 6 shots, 12 ammo)

Chess Piece - Pawn

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

Skills: Fighting d6, Knowledge (Battle) d6, Notice d6, Shooting d6

Charisma: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 6 (1)

Hindrances: Weakness (Fire)

Special Abilities:

- **Construct:** +2 to recover from Shaken, no additional damage from called shots, half damage from piercing attacks, no Wound Modifiers, not affected by disease or poison.

Gear: Leather Armor and Cap, Small Shield, Sword (Str+2), possibly Crossbow (15/30/60, 2d6, 12 ammo)

Chess Piece - Rook

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d10

Skills: Fighting d10, Knowledge (Battle) d10, Notice d8, Shooting d8

Charisma: +4 (towards Chess Pieces); **Pace:** 6; **Parry:** 7; **Toughness:** 11 (3)

Edges: Hardy, Command, Hold the Line, Brawny, Combat Reflexes, Frenzy, Strong Willed

Hindrances: Weakness (Fire)

Special Abilities:

- **Construct:** +2 to recover from Shaken, no additional damage from called shots, half damage from piercing attacks, no Wound Modifiers, not affected by disease or poison.

- **Size** +1

Gear: Plate Armor and Pot Helm, Halberd (Str+3, reach +1), possibly Crossbow (15/30/60, 2d6, ROF 1, 12 ammo) or rifle (20/40/80, 2d8, ROF 1, 6 shots, 12 ammo)

Deer

Attributes: Agility d8, Smarts d4 (A), Spirit d8, Strength d6, Vigor d8

Skills: Fighting d6, Notice d6

Charisma: +0; **Pace:** 8; **Parry:** 5; **Toughness:** 6

Special Abilities:

- **Fleet Footed:** Rolls D10 for running.
- **Hooves:** Str+2

Game Keeper, Weasel Anthro

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor 10

Skills: Fighting d8, Notice d10, Stealth d8, Shooting d8

Charisma: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 8 (1)

Edges: Natural Weaponry (Teeth, Str+2), First Strike, Fleet Footed, Nerves of Steel

Gear: Leather, Sword (Str+2), Bow (Str+1), 12 Arrows

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 d8, Stealth d6

Charisma: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 12

Special Abilities:

- **Armor +2:** Scaly skin.
- **Bite:** Str+2.
- **Eye Fire:** The Jabberkin may (instead of attacking) stare with its flaming eyes at a single opponent within sight. The victim suffers 2d6 fire damage and must check to see if they catch fire.
- **Grab:** Instead of biting the Jabberkin may make a grab attack, which is treated like a Grapple attack but gains a +2 bonus.
- **Hardy:** Second Shaken does not cause a wound.
- **Size +3.**

Louse Champion

The Lice are a type of Beetle but are worthy of their own entry here. The Lice encountered in this scenario are intelligent and essentially a type of Anthro. They move about on their rear four legs and use tools and weapons with their forelegs.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d10

Skills: Fighting d10, Notice d8, Stealth d6, Shooting d10

Charisma: +0; **Pace:** 8; **Parry:** 7; **Toughness:** 8 (1)

Edges: Improved Nerves of Steel,

Special Abilities:

- **Armor +1:** Tough carapace.
- **Burrow:** (3"): A Louse can burrow into the ground and reappear on the following action anywhere within 3".
- **Hardy:** A second shaken result does not cause a wound.
- **Mandibles:** Str+3
- **Fleet Footed:** Lice can scurry quickly; they have a Pace 8, and roll a d8 for running.

Gear: Spear (3/6/12, Str+2, ROF 1), Knife (Str+1)

Louse Priest

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d8, Vigor d8

Skills: Faith d10, Fighting d6, Notice d6, Stealth d6, Shooting d6

Charisma: +0; **Pace:** 8; **Parry:** 5; **Toughness:** 7 (1)

Special Abilities:

- **Arcane Background (Miracles):** *bolt, fly, healing, speed.* (20 Power Points.)
- **Armor +1:** Tough carapace.
- **Burrowing:** A louse can dig through loose earth and soil at Pace 6.
- **Burrow:** (3"): A Louse can burrow into the ground and reappear on the following action anywhere within 3".
- **Hardy:** A second shaken result does not cause a wound.
- **Mandibles:** Str+3
- **Fleet Footed:** Lice can scurry quickly; they have a Pace 8, and roll a d8 for running.

Gear: Spear (3/6/12, Str+2, ROF 1), Knife (Str+1)

Louse Warrior

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

Skills: Fighting d6, Notice d6, Stealth d6, Shooting d6

Charisma: +0; **Pace:** 8; **Parry:** 5; **Toughness:** 7 (1)

Special Abilities:

- **Armor +1:** Tough carapace.
- **Burrow:** (3"): A Louse can burrow into the ground and reappear on the following action anywhere within 3".
- **Hardy:** A second shaken result does not cause a wound.
- **Mandibles:** Str+3

- **Fleet Footed:** Lice can scurry quickly; they have a Pace 8, and roll a d8 for running.

Gear: Spear (3/6/12, Str+2, ROF 1), Knife (Str+1)

Mouse, Gigantic

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d10, Vigor d10

Skills: Fighting d6, Notice d8

Charisma: +0; **Pace:** 10; **Parry:** 5; **Toughness:** 12

Special Abilities:

- **Bite:** Str+1.
- **Size:** +5 (small elephant).
- **Hardy:** a second Shaken result does not cause a wound.
- **Large:** Opponents have a +2 bonus to hit.

Toves, Slithy

Toves are odd creatures, superficially resembling badgers. Toves are 4-legged and 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 excreted from their bodies.

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d8, Vigor d8

Skills: Fighting d6, Notice d6

Charisma: +0; **Pace:** 8; **Parry:** 5; **Toughness:** 5

Special Abilities:

- **Burrow:** (5"): Toves can burrow into the ground and reappear on the following action anywhere within 5".
- **Claw:** Str+3.
- **Hardy:** Toves do not suffer wounds from being Shaken twice.
- **Small:** Toughness -1.
- **Snout Attack:** Str+2. If a Tove hits with a raise it has impaled its foe, on the following round the Tove automatically inflicts a further Str+4 damage as it pulls its corkscrew shaped snout from the wound.

Twedde

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d10, Vigor d8

Skills: Fighting d8, Intimidation d6, Notice d6, Shooting d6

Charisma: -1; **Pace:** 5; **Parry:** 6; **Toughness:** 8 (1)

Gear: Leather, Sword (Strength +2).



Grolps

Race: Frog Anthro; Rank: Novice; Experience Points: 10

Attributes:

Agility d6

Smarts d6

Spirit d8

Strength d6

Vigor d6

Charisma: 0

Pace: 6

Parry: 5

Toughness: 5

Skills:

Belief d8

Climbing d6

Healing d6

Knowledge (Gardening) d6

Knowledge (Wonderland) d6

Fighting d6

Notice d6

Edges:

- ❖ **Arcane Background (Miracles - Spirit of Conflict):** as Savage World rules AB (Miracles).
- ❖ bolt, healing, quickness (15 Power Point)
- ❖ **Leap:** Can leap his normal Pace horizontally and half that distance vertically. If he runs, half of running die can be added to leaping distance (racial edge).
- ❖ **More Power Points:** as Savage World rules.
- ❖ **Tongue Strike:** Natural weaponry Str+2 damage (racial edge).

Hindrances:

- ❖ **Heroic:** as Savage World rules.
- ❖ **Quirk:** Flicks tongue out when concentrating (racial hindrance).

Weapons:

Tongue Strike (Str+2)

Hand Rake (Str+1, Reach +1)

Gear:

Hand Rake, Tears of the Tove X 3 (healing potions, each heals one wound)





Sallah

Race: Pawn (White); Rank: Novice; Experience Points: 10

Attributes:

Agility d6	Charisma: 0
Smarts d8	Pace: 5
Spirit d6	Parry: 5
Strength d6	Toughness: 5
Vigor d6	

Skills:

Cooking d8
 Fighting d6
 Knowledge (Tactics) d6
 Knowledge (Wonderland) d6
 Notice d6
 Persuasion d6
 Repair d6
 Streetwise d6

Edges:

- ❖ **Arcane Background (Gourmancy):** Use Cooking skill to cast powers otherwise as AB (Magic).
- ❖ armor, burst, entangle (15 power points)
- ❖ **Construct:** (racial edge)
 - ❖ Chess Pieces add +2 when attempting to recover from being Shaken.
 - ❖ Chess Pieces do not suffer additional damage from called shots.
 - ❖ Arrows, bullets, and other piercing attacks do half damage, as Chess Pieces have no vital organs.
 - ❖ Chess Pieces never suffer from Wound Modifiers.
 - ❖ Chess Pieces do not suffer from disease or poison.
- ❖ **More Power Points:** as Savage World rules.
- ❖ **Tactical:** Begin play with D6 in Knowledge (Battle) (racial edge).

Hindrances:

- ❖ **Weakness (Fire):** Fire-based attacks do double damage (racial hindrance).
- ❖ **Non-Living:** As constructs normal healing does not work on Chess Pieces use Repair skill in place of Healing for all appropriate rolls. In addition, arcane forms of healing suffer a -2 modifier when used on Chess Pieces (racial hindrance).
- ❖ **Curious:** as Savage World rules.

Weapons:

Dagger (Str+1)

Gear:

Dagger, Luxury cooking gear





Gunflower Stan

Race: Living Plant; Rank: Novice; Experience Points: 10

Attributes:

Agility d10	Charisma: 0
Smarts d6	Pace: 4
Spirit d6	Parry: 6
Strength d6	Toughness: 4
Vigor d6	

Skills:

Fighting d10
Intimidation d6
Knowledge (Firearms) d6
Knowledge (Wonderland) d4
Notice d6
Shooting d10
Stealth d8

Edges:

- ❖ **Genus Advantage:** A sunflower's mere presence is cheery and supportive. They gain the Common Bond Edge (racial edge).
- ❖ **Lucky:** as Savage World rules.
- ❖ **Plant:** (racial Edge)
 - ❖ Immune to diseases and poisons affecting animals, but they are susceptible to diseases and poisons that affect plants.
 - ❖ Have no need for food but require sunlight in its place (1 hour of sunlight per pound of food).
 - ❖ Due to their fibrous nature, they take half damage from piercing and crushing attacks.
- ❖ **World Wise:** Start with D6 in Smarts (racial edge).

Hindrances:

- ❖ **Mobile...** mostly: Pace is 4 and running die is D4 (racial hindrance).
- ❖ **Small:** Slender and light -1 Toughness (racial hindrance).
- ❖ **Big Mouth:** as Savage World rules.
- ❖ **Tasty Body:** Your particular breed is well known for its delicious taste and its magical properties. Many people are keen to cook and eat you, and may think you are being rather selfish for thinking otherwise.
- ❖ **Curious:** as Savage World rules.

Weapons:

Dagger (Str+1)
Shotgun (Damage: 1-3D6, Range: 12/24/48, RoF 1-2)

Gear:

Shotgun, Dagger, 50 Shotgun shells, Knapsack





Percival

Race: Weasel Anthro; **Rank:** Novice; **Experience Points:** 10

Attributes:

Agility d8

Smarts d6

Spirit d8

Strength d6

Vigor d6

Charisma: 0

Pace: 6

Parry: 6 (7 with rapier)

Toughness: 6 (1)

Skills:

Climbing d8

Fighting d8

Knowledge (Wonderland) d4

Notice d6

Stealth d8

Taunt d6

Tracking d6

Edges:

- ❖ **Agile:** Agility starts at D6 (racial edge).
- ❖ **Alertness:** as Savage World rules.
- ❖ **Claws and Teeth:** Natural weaponry Str+2 damage (racial edge).
- ❖ **Frenzy:** as Savage World rules.

Hindrances:

- ❖ **Arrogant:** as Savage World rules.
- ❖ **Quirk:** Will never admit to doing anything wrong (racial hindrance).

Weapons:

Claws and Teeth (Str+2)

Rapier (Str+1, +1 Parry)

Armor:

Ornate Coat (+1, torso and arms)

Gear:

Rapier, Knapsack, 50' Rope, Grappling Hook, Ornate Coat, Court Attire





Tweedle Bob

Race: Tweedle; Rank: Novice; Experience Points: 10

Attributes:

Agility d6

Smarts d10

Spirit d4

Strength d8

Vigor d6

Charisma: 0

Pace: 5

Parry: 5 (6 with shield)

Toughness: 6



Skills:

Fighting d6

Knowledge (Wonderland) d10

Notice d10

Persuasion d6

Repair d10

Streetwise d6

Edges:

- ❖ **Combat Reflexes:** as Savage World rules.
- ❖ **Contrary:** When ever twin Tweedle are acting together on a task (including combat) each draws a card (or their initiative card if in combat). The individual Tweedle gain a bonus/penalty depending upon the color of the card they drew - red +1 bonus, black -1 penalty. In combat this 'bonus' is added to the normal gang-up bonus. (racial edge).
- ❖ **Jack of All Trades:** as Savage World rules.
- ❖ **Large:** Size +1, Toughness +1 (racial edge).
- ❖ **Strong:** Begin play with D8 Strength (racial edge).

Hindrances:

- ❖ **Bad Liar:** Intimidation, Persuasion, and Taunt rolls in which anything more than a "slight bending of the truth" is involved have a -2 modifier applied to the roll.
- ❖ **Lumbering:** Slow and ungainly - Pace of 5, running die is still D6 (racial hindrance).
- ❖ **Mean:** as Savage World rules (racial hindrance).
- ❖ **Phobia - Blackbirds (Minor):** as Savage World rules (racial hindrance).
- ❖ **Stubborn:** as Savage World rules.

Weapons:

Sword (Str+3)

Armor:

Large Shield (+1 Parry, +2 Toughness vs. Ranged)

Gear:

Sword, Lantern, Oil (5 pints), Large Shield





Tweedle Dan

Race: Tweedle; Rank: Novice; Experience Points: 10

Attributes:

Agility d6

Smarts d4

Spirit d12

Strength d8

Vigor d6

Charisma: 0

Pace: 5

Parry: 5 (6 with shield)

Toughness: 6



Skills:

Fighting d8

Intimidation d10

Knowledge (Wonderland) d4

Persuasion d10

Streetwise d6

Taunt d4

Edges:

- ❖ **Contrary:** When ever twin Tweedle are acting together on a task (including combat) each draws a card (or their initiative card if in combat). The individual Tweedle gain a bonus/penalty depending upon the color of the card they drew - red +1 bonus, black -1 penalty. In combat this 'bonus' is added to the normal gang-up bonus (racial edge).
- ❖ **Large:** Size +1, Toughness +1 (racial edge).
- ❖ **Strong:** Begin play with D8 Strength (racial edge).
- ❖ **Strong Willed:** as Savage World rules.
- ❖ **Sweep:** as Savage World rules.

Hindrances:

- ❖ **Delusional (Minor):** Knows everything, as Savage World rules.
- ❖ **Lumbering:** Slow and ungainly - Pace of 5, running die is still D6 (racial hindrance).
- ❖ **Mean:** as Savage World rules (racial hindrance).
- ❖ **Phobia - Blackbirds (Minor):** as Savage World rules (racial hindrance).
- ❖ **Stubborn:** as Savage World rules.

Weapons:

Umbrella (Str+3)

Armor:

Chain Hauberk (+3, torso, arms and legs)

Gear:

Umbrella, Chain Hauberk

