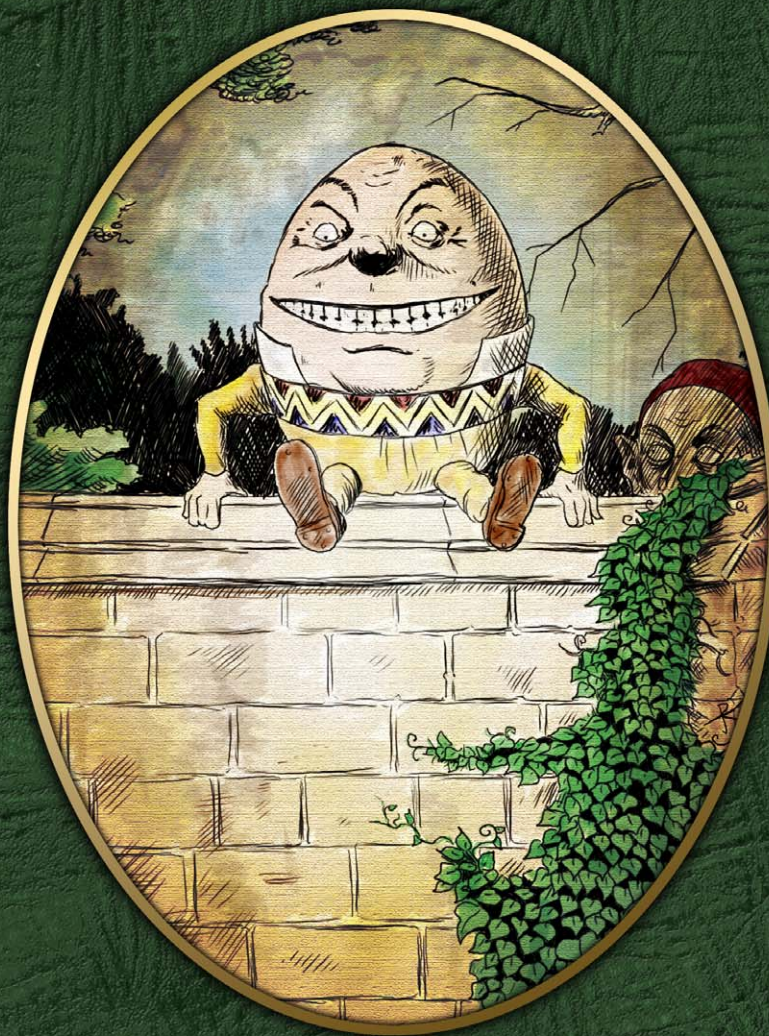


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EGG OF SEVEN PARTS



KEVIN L. ANDERSON





EGG OF SEVEN PARTS

An adventure

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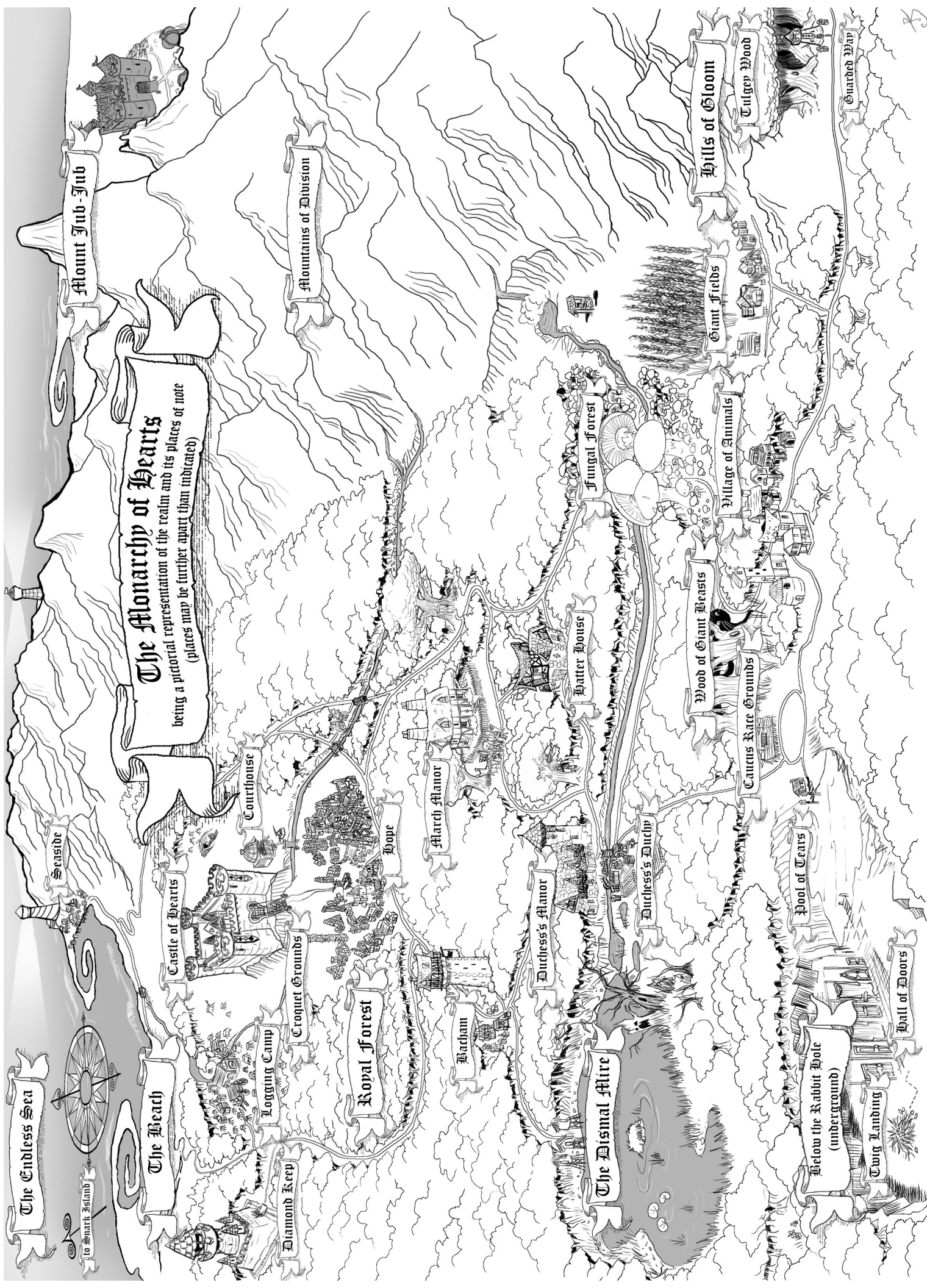


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The Endless Sea

to South Island

Seaside

Mount Jib-Jib

The Beach

Castle of Hearts

Logging Camp

Diamond Keep

Croquet Grounds

Royal Forest

Hope

March Manor

Bacham

Duchess's Manor

The Dismal Shire

Duchess's Duchy

Hatter House

Fungal Forest

Wood of Giant Beasts

Caucus Race Grounds

Village of Animals

Giant Fields

Hills of Bloom

Tulgey Wood

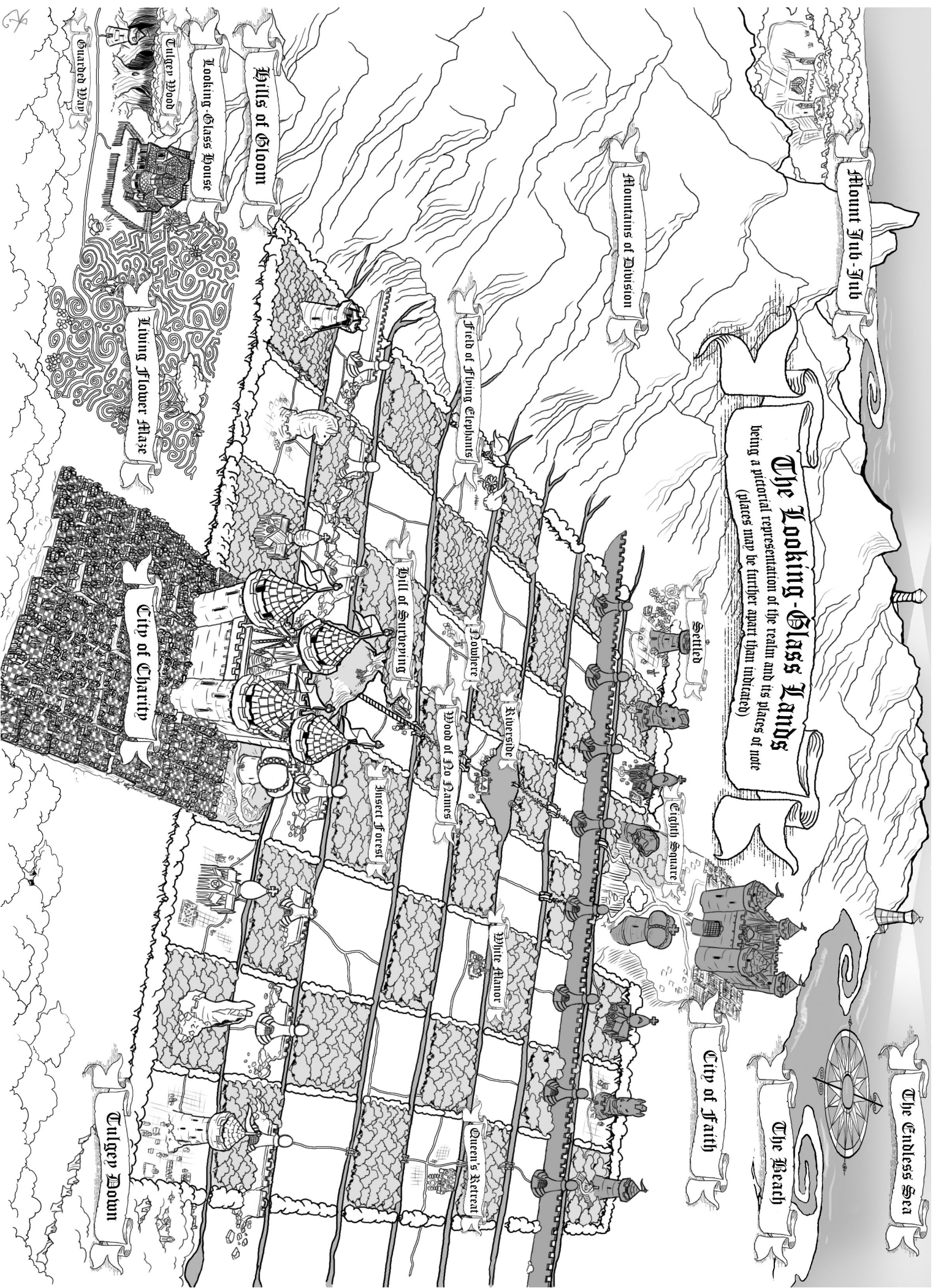
Guarded Way

Below the Rabbit Hole
(underground)

Twig Landing

Pool of Tears

Ball of Doors



Mount Sub-Sub

Mountains of Division

Field of Flying Elephants

Hall of Scurweping

Forest of orest

White Manor

Queen's Retreat

Settled

Eight Square

City of Faith

The Reach

The Endless Sea

The Looking-Glass Lands
being a pictorial representation of the realm and its places of note
(places may be further apart than indicated)

Hills of Bloom

Looking-Glass House

Churched Way

Living Flower Glass

City of Charity

Living Flower Glass

Churched Way

WONDERLAND NO MORE

WONDERLAND NO MORE

In 1865, Lewis Carroll introduced the world to the delightful nonsense of *Alice's Adventures in Wonderland*, and followed up with *Through the Looking-Glass, and What Alice Found There* in 1871. These tales present us with a world of whimsy and absurdity, and maybe just the tiniest hint of danger and adventure.

But what if there really was an Alice who visited Wonderland, and what if it didn't vanish as soon as she left? What if Wonderland's childlike charm tarnished just a bit with the years, and it warped just a bit under the weight of its own nonsense? Maybe it's all just a dream - or a nightmare - but it's all very real for anyone trapped within.

Wonderland No More provides a setting for adventures within a realm of fantasy and the unexpected, a madcap ride that bounces between humor and horror. Here, when the Queen of Hearts cries, "Off with their heads!" that very well might be what happens!

Take on the roles of wooden Chessmen, two-dimensional Cards, talking Animals, mobile Plants, Tweedle, or even the occasional Human. Gourmancers create magical foods and drinks (often conveniently labeled "Eat Me" or "Drink Me" for those who can't figure it out on their own), Knights quest for blessed artifacts of Alice, Little Girls must master the deadly Queen's Croquet, and Haberdashers just might have a few tricks under their caps.

Lighthearted or sinister, it's all what you make of it in Wonderland - because *we're all mad here*.

THE ALICE DIARIES

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

Alice's Adventures in Wonderland:

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

Through the Looking Glass and What Alice Found There:

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

ALICE IN WONDERLAND

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

While sitting with her sister on a riverbank, ten-year-old Alice spies a White Rabbit with a pocket watch. Intrigued, she follows the rabbit into a tunnel and tumbles

down a rabbit hole. She lands in a long hallway full of doors. A key on a glass table unlocks a door far too small for Alice to pass through, though she longs to enter the beautiful garden beyond. As Alice tries to enter the garden, she experiments with many things which cause her to change size, but she never reaches the garden. Either she is small enough and does not have the key, or vice versa, and eventually she breaks down and cries.

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

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

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

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

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

Back in the hallway Alice, this time successfully, enters the beautiful garden that she saw earlier - the garden of the Queen of Hearts. Alice finds three gardeners (with bodies shaped like playing cards) who are painting the white roses red to cover up their mistake. The Queen herself soon arrives, and she orders their execution; Alice saves the gardeners by hiding them in a large flowerpot.

The Queen invites Alice to play croquet, using flamingos as mallets and hedgehogs as balls. The game is interrupted by the appearance of the Cheshire Cat, whom the King of Hearts immediately dislikes and orders behead-

INTRODUCTION TO WONDERLAND

ed. While the King and the Executioner argue over the execution, the Queen takes Alice to the Gryphon, who in turn takes Alice to the Mock Turtle, sharing bizarre stories about their school days beneath the sea. The Mock Turtle waxes melancholic about turtle soup, and soon afterward, the Gryphon escorts Alice away to see the trial of the Knave of Hearts.

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

THROUGH THE LOOKING GLASS AND WHAT ALICE FOUND THERE

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

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

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

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

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

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

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

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

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

AFTER ALICE LEFT WONDERLAND

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

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

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

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

The Red Queen seized her chance, rallied the defeated forces of Rosewood, and attacked Whitefield. Taken by surprise, the White forces had no time to react, and, 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, hostilities continue (albeit there is little direct combat), with both sides using terrorism and guerrilla tactics.

GEOGRAPHY OF WONDERLAND

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

The Mountains of Division extend quite some

WONDERLAND NO MORE

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

The Monarchy of Hearts is predominantly wooded, with settlements, farmland, and manor houses existing like islands within a sea of trees. In contrast, streams and brooks divide the vast hills and plains of the Looking Glass Lands into a chessboard pattern, dotted here and there with many settlements, farms, and copses. Many of these have been ruined by the years of warfare between the two Chessman houses.

The only common route between the two realms is through the Hills of Gloom, a journey fraught with danger, as the hills are home to some of the more ferocious of Wonderland's creatures. Both realms grudgingly cooperate to ensure safe passage through the hills along a winding trail known as the Guarded Way. The way is marked by frequent guard posts, atop which burn beacons visible for miles.

The Monarchy of Hearts

The Queen of Hearts rules the Monarchy alongside her

husband. However, he has rarely been seen since Alice left. For all intents and purposes, the realm is a dictatorship.

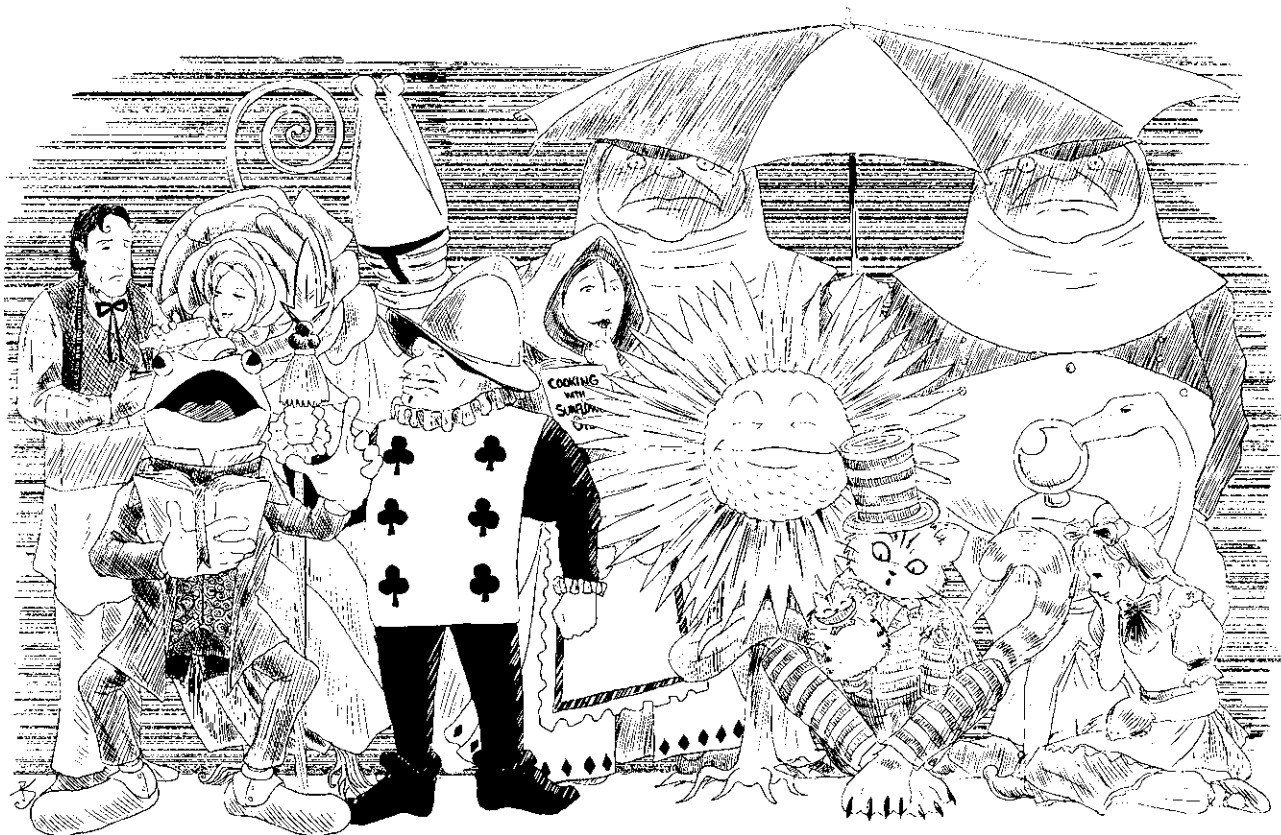
The western realm has only one major city – Hope – though many other small towns and villages lie scattered throughout the woods. The most famous of these is the Village of Animals, where the White Rabbit (who first led Alice to Wonderland) lives. The smaller villages have cleared the surrounding woods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

The people of the Monarchy of Hearts are predominantly anthropomorphic animals (these are known as Animals, whereas normal animals are referred to as beasts), Cards, and Humans, with a smattering of Chessmen, anthropomorphic 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 Victorian period (1890), having been influenced by Alice's Real World knowledge and experiences.

The Looking Glass Lands

The eastern realm is ruled over by the Red Queen (a Chessman) who, like the Queen of Hearts in the west, is a virtual dictator. The Red Queen's spouse (the Red



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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, ruled by the Red Queen. A second city, Charity, lies in what is essentially an enclave of the defeated House of Whitefield (the white Chessmen). Other towns and villages are scattered throughout the realm and, like their counterparts in the west, live a primarily agrarian life.

The people of the Looking Glass Lands are predominantly Chessmen, with those of the House of Whitefield gathered about Charity. There is quite a large population of Human, Tweedle, Plants, and a few Animals and Cards. Again, villages tend to be single-race, while the towns have more of a mixture.

The Looking Glass Lands are 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

ANIMALS

Animals are a varied race of beast-like creatures in vaguely human form. The physical shape and size of an Animal may vary wildly. For instance, a Rabbit may be almost completely human save for a rabbit head and fur over its body, or it may be almost completely rabbit-shaped but with human-like hands. Either of these forms may be between three and six feet tall.

Some Animals have difficulty reconciling their worldview when there are natural beasts running around, which they resemble. Many take the view that the natural beasts are their "little relatives" and should be protected at all costs, while others see the natural beasts as just that – beasts – and treat them as any other race would.

It should be noted that most Wonderland inhabitants make no verbal distinction between a White Rabbit and a white rabbit, and this can lead to all sorts of confusion, ranging from the amusing to the outright alarming. More intelligent inhabitants of Wonderland know full well how to tell the difference between the White Rabbit and a small, fluffy, white bunny, but they would have great difficulty trying to explain this to some of Wonderland's less-thoughtful citizens – so most won't even try.

Unfortunate incidents prompted by such misunderstandings contribute greatly to the tendency of Animals to congregate in settlements together (rather than taking their chances with Cards, Tweedle, Humans, and the rest).

Racial Edges and Hindrances

Animal Edge: All Animals have an Edge suited to their specific type; this could be Agile (Agility begins at d6) for a Cat or Leap (can leap Pace horizontally, half

pace vertically, half of running die can be added for a running jump) for a Frog.

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

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

CARDS

Cards are living playing cards, averaging some 4 feet tall and 4 inches thick. All cards of an extended "family" (or pack) have identical markings upon their posterior sides while their anterior sides bear markings more familiar, to those of the Real World, as playing cards.

All Cards were originally servants or members of the Court of the King and Queen of Hearts, and all belonged



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to one pack. After a certain debacle with a Human girl, the Knave of Hearts, and a Court of Law, the Cards discovered they did not have to serve in the Royal Court, and many set forth to discover their own destinies.

Racial Edges and Hindrances

Luck of the Draw: If a Card gets his own card for initiative it is treated as though it were a Joker.

Trained for the Job:

Depending upon their suit, Cards may take *one* of the following skills at d6:

- ♣ (Clubs): Fighting, Shooting or Throwing.
- ♠ (Spades): Boating, Driving, Healing, Notice, Piloting, Repair, Streetwise or Survival.
- ♥ (Hearts): Intimidation, Taunt, Persuasion, Riding or a Knowledge skill connected with leadership.
- ♦ (Diamonds): Investigation, Taunt, any Spell Casting skill or any Knowledge skill.

Pack Loyalty: Cards are Loyal (as the Hindrance) to their "pack," be it a literal pack or adventuring companions.

Card Value

Card player heroes have a value of 5, 6, or 7 if no special Edges are taken. If one takes the Poverty Hindrance, one may be a 2, 3 or 4. If one takes the Rich Edge, one may be an 8, 9, or a 10. One must take the Noble Edge to be a Face Card, and even then, the hero is only *a* Jack,

Queen or King, **not** *the* Jack, Queen or King – that is a player may be a Queen of Hearts but they are **not** the ruler of the Cards. Aces are not available as player cards.

CHESSMEN (PAWNS)

Chessmen are a race of giant, anthropomorphic Chessmen. They are a wooden construct race, averaging five feet in height, with vaguely human features in what are otherwise "traditional" chess piece shapes. All Chessmen are either colored red or white and this division splits the race as a whole, although rare individuals do rise above it.

Chessmen originally hail from The Looking Glass Lands where they were locked into a caste system and endless war. Alice's time with the White Knight opened the eyes of many Chessmen, who then realized there was more to their world than their battlefields.

Chessmen are the most militant of the Wonderland races, and hatred between the houses of Whitefield (White) and Rosewood (Red) runs deep. It takes an exceptional Chessman to rise above this ancestral trait.

Racial Edges and Hindrances

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

Chessmen have no vital organs thus called shots cause no extra damage.



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Chessmen are very resilient, gaining +2 when attempting to recover from being Shaken.

Normal healing does not work on them. The Repair skill is used in place of Healing for all appropriate rolls. In addition, magical forms of healing suffer a -2 modifier when used on Chessmen.

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

Tactical: A free d6 in Knowledge (Battle).

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

HUMAN®

Humans are a minority race in Wonderland, and that's even when the term "Human" is used. Wonderland's "Human" inhabitants usually (but not always) sport unnaturally grotesque, caricatured features appearing clownish or even ogre-like to Real World eyes.

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

Racial Edges and Hindrances

Bonus Edge: Humans start play with one free Edge of their choice.

PLANT®

Plants of the animated variety appear quite delicate and fragile, tottering around on their thin, root-like legs, their slender bodies swaying from side to side, and their leaves curling in all directions. However, truth is far from appearance. The fibrous nature of plant bodies is surprisingly tough, and plants have long since evolved to stand up to quite amazing forces. That said, Plants are slow and not physically strong, although exceptional members can still prove this generalization wrong.

Racial Edges and Hindrances

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

Plant: By nature of their vegetative origins, Plants are immune to diseases and poisons affecting non-plants, but they are susceptible to diseases and poisons that affect plants. Likewise, they have no need for food but require sunlight in its place (1 hour of sunlight per day). Due to their fibrous nature, they take half damage from piercing and crushing attacks.

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

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

Genus Advantage: Plants may choose a unique abil-

ity based on their genus; examples include Thorns (for Roses and Cactii) which do Str+d4 damage, Bright and Cheery Coloration (for Daffodils and Sunflowers) giving the Common Bond edge or a Lovely Scent (+2 to Charisma).

TWEEDLE

The Tweedle (referring to both singular and plural) appear as obese man-sized children, massive with both muscle and fat, with overly large heads, and almost no neck. Their complexion is universally sickly and pale, while their hair is almost always thin.

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

Racial Edges and Hindrances

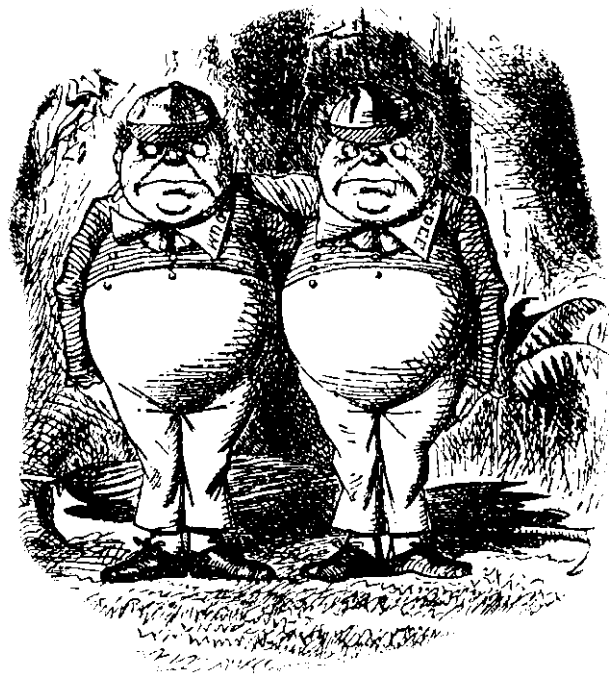
Strong: Tweedle begin play with d8 in Strength instead of d4. They may purchase their Strength up to d12+2. The Expert and Master Edges can increase this to d12+4.

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

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

Lumbering: Tweedle are somewhat slow and ungainly and have a Pace of 5 (running die is still d6; once they get going, they can move fast).

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



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Twin Tweedle

If twin Tweedle are together, the following Edges/Hindrances are also applied. However, if either leaves, both lose the benefits and penalties.

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

NEW EDGES

Arcane Background (Gourmancy)

Arcane Skill: Cooking (Smarts)

Starting Power Points: 10

Starting Powers: 3

Magic in Wonderland is often contained within edible items. In Alice's initial foray, her size changed wildly, depending on what she had recently eaten or drunk. Gourmancy (practiced by gourmancers) is an Arcane Background that allows magically imbued items to be cooked and combined to contain specific magical power. The process by which the ingredients are combined and cooked is known as a "Recipe."

For the purpose of the tales which make up The Egg of Seven Parts, the gourmancers and other magic-wielding characters or Non-Player Characters use magic as detailed in the Savage World rules.

Note: Humpty's recipe for invulnerability (as detailed later) is treated more as a plot device than an actual game mechanic.

Arcane Background (Miracles)

Arcane Skill: Belief (Spirit)

Starting Power Points: 10

Starting Powers: 2

Those who cast Miracles in Wonderland gain their powers from one of two divine presences.

Some individuals of Wonderland believe Alice created the realm from the power of her imagination. Often scoffed at by those who 'know better,' this belief nevertheless gives these individuals the power to cast miracles.

Such powers have trappings associated with sensible Victorian life; examples include a mimed hand slap, which rocks the target (bolt), or an ear-splitting scream (stun).

Some Chessmen, and those who have long associated with them, revere a force known as the Spirit of Con-

flict — the driving force behind the continual warfare between the Chessmen houses. Powers gained from this force have martial trappings; examples include a glowing shield (armor) and flights of glowing arrows (bolt).

Bishop's Acolyte I

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

Your Pawn grows larger and takes on the shape of a Bishop, gaining +1 Size (this cancels out the Small Hindrance).

The newly ordained Bishop gains +2 Charisma with regard to other Chessmen.

Drawback: Spiritual Code – all Bishops gain their powers from the Spirit of Conflict and as such may not personally attack another Bishop. If such an act is perpetrated, the attacking Bishop loses all bonuses from any Bishop Edge until the act is atoned for. This may be as simple as healing any wounds inflicted, though in an extreme case, he may even be required to take the place of a slain Bishop.

Bishop's Acolyte II

Requirements: Bishop's Acolyte 1

Your Bishop gains the Bishop's Move ability – he can run as a free action as long as he moves in a straight line.

Bishop

Requirements: Bishop's Acolyte 2

Your Bishop gains the Arcane Background: Miracles (Spirit of Conflict) Edge.

Twisted Mind

Requirements: Novice, Smarts d8

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

NEW AND AMENDED SKILLS

To simplify the skills in the Wonderland setting, the following changes have been made to the standard skills, as found in the Savage Worlds rule book:

- Gambling has been removed. Use Common Knowledge instead and Stealth for cheating.
- Guts has been removed. Spirit rolls should be used instead.
- Lockpicking has been removed. Use Stealth instead.
- Stealth includes all stealthy actions: sneaking, hiding, picking pockets, etc.
- Tracking has been removed, use Notice to

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follow a trail and Survival to identify what a trail belongs to.

COOKING

This skill is used to cast Gourmantic spells in Wonderland.

WONDERLAND AND TECHNOLOGY

Wonderland is permanently at a maximum technological level of about the year 1900 A.D. but this level should be viewed through the eyes of a bright 10 year-old child. For instance, there are guns in Wonderland such as revolvers (light and heavy) and rifles, but no specific models – a rifle is just that, *a rifle*. Likewise, melee weapons are generic – swords, axes etc.

Wonderland's reality is stronger than that of the Real World, and any post-1900 A.D. item brought into Wonderland eventually changes into a suitable pre-1900s item. For example, an AK47 Assault Rifle becomes just a rifle, a Glock 9mm becomes a light revolver, a digital camera becomes a box camera, and a mobile phone becomes a writing set, complete with envelopes and sealing wax.

Mechanics

Whenever a real world item is used within Wonderland roll a d6 (for items being actively used, check the skill die instead). On a roll of 1, the item begins to mutate and change into a Wonderland equivalent. This process takes about a minute and the item is useless during this time.

ARMOR

Type	Armor	Weight*	Cost	Notes
Ornate Jacket	+1	5	£1	Covers torso and arms
Heavy Coat	+2	10	£2	Covers torso, arms, legs
Cuirass	+3	12	£4	Covers torso
Leather	+1	10	£1	Covers torso, arms, legs
Leather cap	+1	1	£0.25	50% chance of protecting against headshot
Chain hauberk	+2	25	£3.00	Covers torso, arms, legs
Plate corselet**	+3	25	£4.00	Covers torso
Plate arms **	+3	10	£2.00	Covers arms
Plate leggings **	+3	15	£3.00	Covers legs
Pot helm**	+3	4	£1.50	50% chance of protecting against headshot
Full helm (enclosed) **	+3	8	£0.25	Covers head

SHIELDS

Small shield ***	-	8	£0.50	+1 Parry
Medium shield ***	-	12	£1.00	+1 Parry; +2 Armor to ranged shots that hit
Large shield ***	-	20	£2.00	+2 Parry; +2 Armor to ranged shots that hit

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

** Cost is for Chessmen. Armor may be made for other races but multiply the cost by 2.

*** Shields protect only against attacks from the front and left (assuming a right-handed character).

Archetypal Weapons

When violence does ensue in Wonderland, the protagonists are often armed and armored with everyday objects, pressed into service as martial weapons. For example, Tweedledum and Tweedledee wore armor made from cooking pots and pans for their fight in front of Alice, and one twin was armed with an umbrella as they had only one sword.

Heroes in Wonderland may also be equipped with such items, and if they fit the race and/or character concept, should be treated as an equivalent weapon or piece of armor, rather than have penalties applied.

That is, a suit of armor made from pots and pans should be treated as a chain hauberk but perhaps have a penalty to Stealth rolls. An umbrella should be treated as a sword and will also be useful when it rains.

Some Selected Weaponry and Armor

Assume the heroes can purchase pretty much what they want in the way of mundane items if they have the money; just bear in mind the fact that it must be pre-1900's in the Monarchy of Hearts and medieval in the Looking Glass Lands. Prices and money are given in pounds (the old British currency), and for simplicity the prices in the main Savage Worlds rulebook should be converted using £1 = \$100.

Due to the way the *Egg of Seven Parts* is structured with each part beginning in the vicinity of the chapter's events, you should allow your heroes to 'go shopping' between parts and begin with whatever they have purchased.

Below are the armor and weapons available to the heroes.

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MELEE WEAPONS

Type	Damage	Weight	Cost	Notes
Blades				
Axe	Str+d6	2	£0.50	
Brass Knuckles	Str+d4	1	£0.20	
Dagger/Knife	Str+d4	1	£0.25	
Saber (Cavalry)	Str+d6	4	£2.00	
Sword	Str+d8	8	£3.00	
Sword Cane	Str+d4	1	£2.50	Parry + 1
Walking Stick	Str+d4	1	£0.50	Parry + 1

BLUNT

Club	Str+d4	1	Free	
Pole Arms				
Halberd	Str+d8	15	£2.50	Reach 1; requires 2 hands
Spear	Str+d6	5	£2.50	Parry + 1; Reach 1; requires 2 hands
Staff	Str+d4	8	£0.10	Parry + 1; Reach 1; requires 2 hands

MISSILE WEAPONS

Type	Range	Damage	RoF	Cost	Weight	Notes
Medieval						
Knife, thrown	3/6/12	Str+d4	1	£0.25	1	
Bow	12/24/48	2d6	1	£2.50	3	
Crossbow	15/30/60	2d6	1	£5.00	10	
Sling/Catapult	4/8/16	Str+d4	1	£0.10	1	
Spear	3/6/12	Str+d6	1	£2.50	5	
Guns						
Light revolver	8/16/32	2d6	1	£1.00	3	AP 1, 6 shot
Heavy revolver	12/24/48	2d6+1	1	£1.50	5	AP 1, 6 shots
Rifle	20/40/80	2d8	1	£2.00	10	AP 2, 1 shot
Blunderbuss	10/20/40	2d10	½	£3.00	12	1 shot, 1 action to reload
Shotgun*	12/24/48	1-3d6	1-2	£4.00	12	2 Shots

Special

Pepper Bomb	3/6/12	Special**	1	£0.25	1	Small burst template
Living Plant Thorn	3/6/12	Str+d4	2	N/A	N/A	Regenerate 1 per hour

* A Shotgun does 1d6 at Long range, 2d6 at Medium range and 3d6 at Close range.

** Make a Vigor roll – Success: No effect, Fail: Shaken.

AMMUNITION

Ammo	Weight	Cost	Notes
Arrow*	1/5	£0.05/5	
Bullets, revolvers	5/50	£0.25/50	All handguns
Bullets, rifles etc	8/50	£0.50/50	Rifles, Shotguns and Blunderbuss
Quarrel *	1/5	£0.05/2	AP 2
Sling/Catapult Stone	1/10	£0.05/1	Stones can also be found for free with a Notice roll and 1d10 minutes searching, depending on terrain.

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

THE EGG OF SEVEN PARTS

The Egg of Seven Parts is a mini-campaign set in the realms of Wonderland, for a party of 4 to 6 Savage Worlds heroes. Although the scenario is fine for Novice heroes, the available pre-generated characters have been built using 10 experience points to give a greater variety of edges and skills.

PLAYER INTRODUCTION

Life is unfair. It wasn't your fault the Egg fell off just as you were passing, yet somehow you got the blame. You saw the shadowy figure disappear, its arms laden with broken shell, but how could Humpty Dumpty have seen it with only his face left on the ground, staring up at you?

What you should have done is run before anyone else arrived on the scene. Instead you went to Humpty's aid, and what does he do? He screams for help, troops of the House of Whitefield come running, led by the Lion, and before you know it you're accused of pushing Humpty Dumpty off of the wall.

To give him his due, the Lion wasn't overly impressed by the Egg's accusation. It was true you didn't come into his sight until after he was pushed off the wall, but that really didn't prove you pushed him.

So, to cut a long story short, the Lion charged your group with tracking down the alleged shadowy figure and retrieving the rest of Humpty Dumpty's body. There was an implied "or else" in his commands, but he did add that the House of Whitefield would consider a suitable reward for you aid. The worst part is that you have to take Humpty Dumpty with you so he can positively identify the pieces.

But where should you begin?

An investigation of the area around the wall and the remains of Humpty's body reveal only a small sticky patch of a golden substance and a small piece of what looks like ivory. The golden patch of liquid can soon be identified as honey.

WHERE NEXT?

Humpty is surprisingly friendly, albeit in a condescending manner, and will hint to the heroes that he has a few "rivals" who are jealous of his position as advisor to the House of Whitefield. It is Humpty's considered opinion, now, that one of these rivals pushed him off the wall and has left obscure clues as to where the rest of his body is, trying to prove that his intellect is greater than Humpty's.

It is unlikely that the players will work out the clues, here or later, unless they have thoroughly read the Wonderland books and/or make amazingly accurate guesses. The player's heroes have a much better chance; after all, they do live in Wonderland and are familiar with its locations. Allow Common Knowledge rolls to put together the clues. If the players roll badly and cannot come up with the answer, Humpty (who of course knows where they need to go) will make a show of thinking hard while muttering to himself. Finally he will muse aloud "Ivory makes me think of elephants and honey of bees", a long pause, "perhaps we should begin our search in the Field of Flying Elephants? I know for a fact those aerial pachyderms make their own honey."

If a player manages to work out any of the clues, or even makes a good attempt at doing so (without making a Common Knowledge roll), award them a benny.

CAMPAIGN OVERVIEW

Many times in the past, Humpty Dumpty has fallen from his wall and shattered. Each time the White King has

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sent all his horses and men, and eventually, they have been able to piece Humpty back together again. The White King sends his men on this task because for all his faults – and he has many – Humpty Dumpty is a font of knowledge. Getting said knowledge out of the Egg is difficult, but by ensuring Humpty owes him a favor, the White King has always been told what he needs to know.

THE WHITE KING VANISHES

Now the White King has gone. Some say he was assassinated; others say he was taken up to wherever Alice reigns supreme. Whatever the reason, the White King is no longer in charge; his wife, the White Queen, is. Humpty knows Queen has never liked him, and his position is tenuous, so he is taking drastic steps to protect himself, once and for all.

A DESPERATE PLAN

While prying into secrets, Humpty came across a powerful recipe from a long-lost gourmander. The recipe

requires many rare or dangerous-to-gather ingredients but confers upon the user the power of invulnerability!

Humpty lacked the skill or nerve to retrieve the ingredients but feared openly soliciting aid, lest others seek it for themselves. Instead, he has concocted a plan to have a party of dupes collect them for him. He has arranged to be pushed off of the wall by an accomplice who would then collect up most of his pieces. Each piece was to be taken to an area where one of the required ingredients could be found.

The accomplice was to leave clues – not too subtle, as most people are not as intelligent as Humpty – to where the next part of the Egg is hidden. After the dupes have neutralized any threat, Humpty's main accomplice will move in and collect the required ingredient. The accomplice will accompany the heroes on their journeys in a miniaturized form, hiding in their packs or even their clothing!

THE ACCOMPLICES

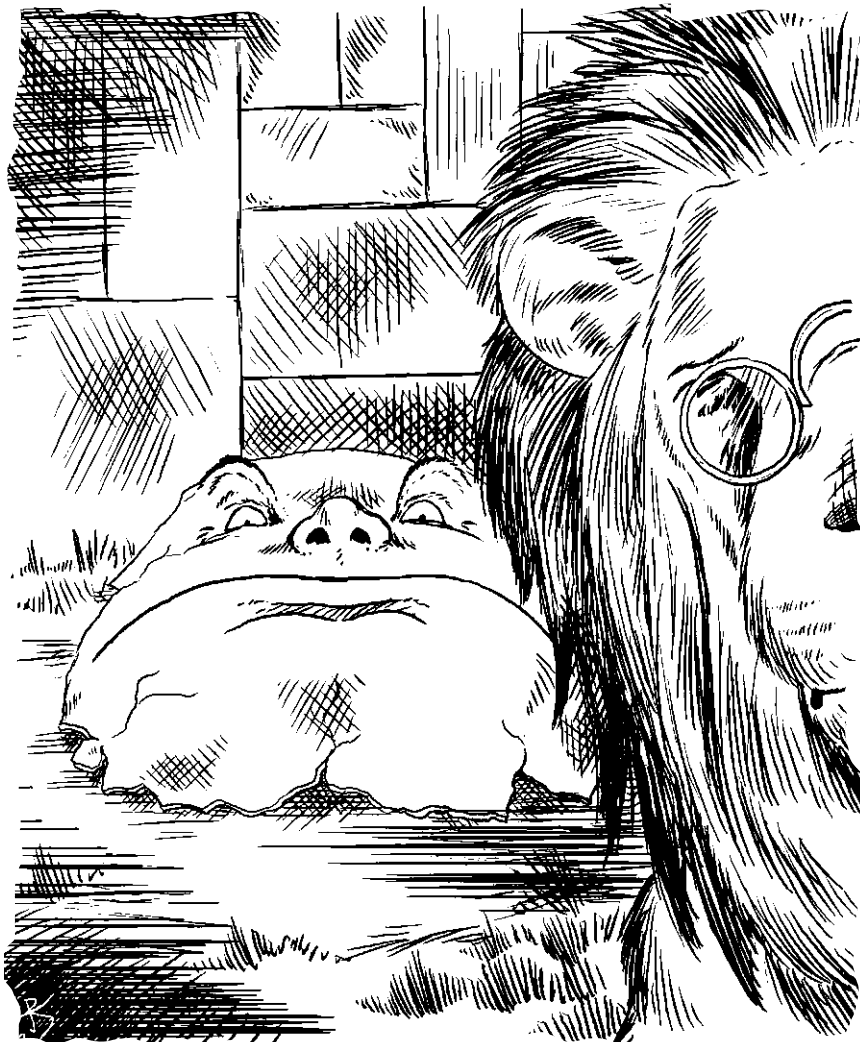
Humpty's partner in crime is a fellow gourmander, a Human named Baker, who will share the final Recipe with Humpty. Baker has organized a dozen or so hired thugs to do the dirty work the pair needs to gain the ingredients. These thugs are always clad in red and known as "Baker's Boys."

Baker, of course, has no intention of letting the Egg gain invulnerability and is planning to double-cross him.

HUMPTY'S BACK-UP STORY

During their adventures, the heroes may become suspicious of Humpty's plight and his explanation that a jealous rival pushed him from the wall and is leaving a trail of clues to prove his intellect is superior to Humpty's. If the heroes begin to question Humpty in depth about his story, or seem to be becoming suspicious of events, Humpty has prepared a back up story.

"I have a friend, well more of an acquaintance actually, who regards himself as superior to me in intellect. Over the year we have had many wagers and competitions to measure our respective minds. Recently this acquaintance, who goes by the name the Professor, put to me a handsome wager. He bet me £500 that I could not solve a treasure



*hunt of his devising while under extreme pressure
– I, of course, accepted.*

Obviously the Professor has decided that the treasure hunt being for my own body was the pressure required. I would imagine that this fellow, or perhaps fellows, in red are his minions hired to do the Professor's dirty work."

Humpty is willing to reward the heroes half of his winnings if they continue to aid him, successful negotiations can bargain this up to £400, but Humpty has no intention of keeping his word.

CHAPTER BEGINNINGS

*'Begin at the beginning,' the King said gravely,
'and go on till you come to the end: then stop.'*

Each of the following chapters begins with the heroes in the area of the first encounter. Miles may have been covered, and many days of travel may have occurred 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 campaign.

A PERUSAL OF THE PARTED PIECES

The heroes begin the adventure with the first part – Humpty's head; the other six parts are collected in order, as follows:

Piece the Second – Right Leg

This is being used by a hive of Flying Elephants to trap their enemies, the Flying Tigers, in a second hive. The ingredient sought is one of the Tiger Queen's eggs.

Piece the Third – Left Arm

Some Animal children are using this as a "magical" shield against a nest of toves. The ingredient sought is a rare mineral deposited in stalagmites in a cavern beneath the toves' burrow.

Piece the Fourth – Top

The top is being used by the Mock Turtle, whose shell was stolen by hunters working for the Duke of Diamonds. The Duke is now under siege by the Queen of Hearts. The ingredient sought is the blood of royalty.

Piece the Fifth – Left Leg

This was pushed through to the Real World via a recently opened portal. The ingredient sought is an ancient knife.

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POTIONS OF SHRINKING AND CAKES OF GROWTH

These powerful recipes are usually found in sets of a single potion and several small cakes, but much of both are usually wasted as the owner experiments with them. A Potion of Shrinking does exactly that: shrinks an imbiber and all of his gear. The exact, final size depends upon the quantity drunk but can be as small as half an inch. Likewise, a Cake of Growth causes an eater to grow along with all his gear. Again the exact, final size depends upon the quantity eaten.

For the sake of this tale, Baker and his men are all experts in their use and can achieve the size they require when they need to.

GMs are referred to Alice's experiments with these items in Alice's Adventures in Wonderland, Chapter I: Down the Rabbit-Hole.

Piece the Sixth – Base

An eloping pair of love struck Animals are using this as a boat. The ingredient sought is some bark from the rare bong-tree.

Piece the Seventh – Right Arm

Currently lying in the lair of the fearsome Jabberwock! The ingredient sought is a scale of the creature.

ENCOUNTERS DURING THE CAMPAIGN

WHITEFIELD FORCES

The forces of Whitefield are abroad in Wonderland, seeking knowledge of the whereabouts of their King. The GM should use these forces to gently steer the heroes in the required direction if they become lost or confused as to how to proceed.

THE LADY IN BLUE

This woman always dresses as she is named, is slightly built and rather plain-looking. She excels at healing in all its forms and travels Wonderland giving aid to any who require it. In any conflict she is completely neutral and will not, under any circumstances, take sides.

The heroes should meet The Lady in Blue during their travels before they enter the Real World in Piece the Fifth.

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PIECE THE SECOND – RIGHT LEG

THE FLYING ELEPHANTS AND THE FLYING TIGERS

The Elephants are generally peaceful and just go about their business collecting pollen to be made into honey to feed their Queen's offspring (as bees do in the Real World). Recently however, a group of Flying Tigers (analogous to wasps in the Real World) has set up a small nest near the hive, to prey on Elephants. Although smaller, the Tigers are far more agile and vicious, and many of the worker Elephants have fallen.

Soldier Elephants now accompany every worker, though this has taxed the hive's resources, as two Elephants are now required where only one was in the past.

Enter Humpty's agent with a part of his shell and attached right leg: an ideal barrier to seal the Flying Tigers inside their nest. The Queen paid the agent with several barrels of their finest honey, and the agent left.

THE CURRENT SITUATION

The Flying Tigers are trapped in their hillside nest, and as they are not well-equipped for digging, cannot escape unless the shell piece is removed. The Flying Elephants are going about their business of pollen-collecting, with several squads of soldier Elephants scattered about on guard.

BEGINNINGS

The tale begins with the heroes traipsing across the Chessboard Fields; they are in the fifth rank on the west-

THE CHESSBOARD FIELDS

The Chess Board Fields is the name given to a vast area, divided into an 8 by 8 grid of squares, by a network of streams and brooks. It covers the majority of the Looking Glass Lands. Some of these squares have major identifying sites (such as The Field of the Flying Elephants), while others are essentially featureless. The fields once served as the battleground between the Red and White forces. Now, save for the occasional skirmish, they are fairly peaceful.

The Field of the Flying Elephants

The Field of Flying Elephants lies on the western edge of the Chessboard Fields. Here, Flying Elephants buzz to and from huge flowers, filling their trunks with rich sap for their Queen's honey.

ern edge and another couple of hours travel brings them to the northern edge of the Elephants' field.

Abruptly, a number of Red Pawns rush out from under a large, camouflaged net. They are members of one of a number of small skirmish forces scattered over the fields with orders to ambush Whitefield forces. Heroes that fail a Notice Roll are surprised, and cannot act in the first round of combat.

Loquacious heroes may be able to stall the ensuing fight by arguing forcefully that they have nothing to do with Whitefield. Such actions require successful Persuasion rolls.

The camouflage net is large enough to cover four human-sized creatures, weighs 10 lb, and gives a +2 bonus to Stealth rolls when hiding in rough vegetation.

♦ **Red Pawns (2 per hero):** See page 44.

CROSSING THE STREAM

The stream between the heroes and the Elephants' field is normally narrow and easily forded. However, recent storms have swollen the stream and burst its banks. The river flows rapidly eastwards and is about 3" (6 yards) wide.

The easiest way for a hero to cross the river is to swim and "go with the flow." The heroes end up about a half mile downstream from where they started and need to make successful Swimming or Vigor rolls to avoid a level of Fatigue.

The river may be waded, requiring two successful Strength rolls. Each failure causes the hero a Fatigue level as he loses his footing and slips under the current.

THE BOUNDARY

From the edge of the Field of the Flying Elephants, the heroes can see many of the huge Animals flying from a vast hill to the equally-huge flowers covering the field. The flowers are between five and fifteen feet tall, and the ground beneath is in deep shade.

Flying Elephant soldiers patrol the boundary and cross the field at irregular intervals. For every ten minutes a group is near the boundary or moves amongst the flowers, draw a card. If it is a Club a patrol spots them.

Once a patrol has spotted the heroes, they fly at full speed towards them, stopping about 20 feet away to see what the party's reaction is. If the heroes are under the flowers, the Elephants hover above them, and half of the patrol pulls the flowers aside to get a clear look.

If no offensive moves are made, the Elephants are willing to talk peacefully. The soldiers (and workers for that matter) cannot make any decisions – all such requests are met by a blanket statement, "You need to speak with the Queen about that." The soldiers can relate the following to the heroes:

* Sometime ago, a man came bearing a strangely-shaped

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thing. It was slightly concave, round in shape, with a bulky handle on one side

- * The man was clad completely in red: trousers, tunic, boots and hat.
- * The man visited the Queen.

If asked, the soldiers can and will escort the heroes to their Queen.

Flying Elephant Soldiers (6): See page 41.

TO THE HIVE

If the heroes are on friendly terms with the Flying Elephants, they are offered rides upon the backs of the soldiers. If not, they are either prisoners or on foot. Prisoners are securely wrapped in an Elephant's trunk and flown to the hive.

Finding the hive on foot is a difficult task, as the towering flowers block any view of the hive mound. If the heroes regularly climb up the flowers to check their progress, it takes them 45 minutes, but call for Climbing rolls. A roll of 1 on the skill die (not the Wild die) results in a fall for 1d6+4 damage (armor helps). If no one thinks of climbing to check, it requires three successful Track rolls (one every 15 minutes) to reach the hive. Remember to also check for patrols every 15 minutes.

AN AUDIENCE WITH THE QUEEN

When the heroes arrive at the hive entrance, with or without an escort, a pair of Flying Elephant soldiers stops them. The soldiers demand to know what the heroes want. If told the truth or a convincing story (perhaps Persuade rolls may be appropriate), the pair summon a further four soldiers, who escort the heroes through the nest to the Queen's chamber.

En route the heroes pass through:

- * A barracks, with soldiers sleeping, playing cards, or training in mock fights with one another.
- * A huge area (roughly a 100-foot cube) with floor-to-ceiling hexagonal cells. Workers are filling some cells with honey while others seal the cells with a waxy substance.
- * Another area with hexagonal cells, but smaller. In each cell a small, elephant-shaped shadow squirms and twists.

Finally, the heroes reach the Queen's chamber. Here resides a massive female Elephant (20 feet tall), tended by a dozen male workers. Soldier Elephants are positioned at precise intervals around the walls. Describe the alertness of the soldiers and the size of the Queen to try and hint to the heroes that attacking would be a bad idea.

The Queen waves her trunk, gesturing the heroes forward while demanding that the heroes explain their presence in her territory. Again, honesty or a good lie is the best policy.

ROYAL JELLY

This almost transparent jelly is a special food for immature Flying Elephants that causes them to mature into Queens. For other creatures it has a far more beneficial quality – it heals. A single jar holds a sufficient volume for four good mouthfuls; each mouthful heals a single wound. However, if more than one mouthful is ingested in a single hour, the eater must make a Vigor roll (at -1 per mouthful after the first) or be violently sick, wasting the dose. Royal Jelly can be sold in most villages or towns for £5 per mouthful.

Flying Elephant Honey

The honey has no special properties aside from tasting delicious. The Elephants do trade 10-lb barrels of it, which sell for £5.

DISCUSSING THE PIECE OF HUMPTY DUMPTY

The Queen is willing to discuss the piece of Humpty Dumpty with the heroes, and relates how a Human clad in red brought such a piece to her and told how it could be of use. How the human knew of the hive's plight, she does not know or particularly care. The Human exchanged the egg piece for 2 barrels of honey and a jar of Royal Jelly.

The swarm has used the shell piece to seal up a hole in a nearby mound, and it must remain there to safeguard the hive. When the heroes press for more information, or relate that they must have the piece, the Queen tells of the Flying Tigers and how only their eradication will safeguard the hive if the egg piece is removed.

In a cunning move, the Queen offers the heroes the egg piece, a barrel of honey and two jars of Royal Jelly if they will eradicate the Tigers. If the heroes agree, the original four soldier Elephants fly them to a smaller mound some distance away, towards the mountains.

If the heroes do not agree to the Queen's offer, they are escorted to the border and warned not to return. To regain Humpty's piece the heroes will then have to find their way to the 'Tiger' mound, dodging the Flying Elephant patrols, and deal with the guard outside the mound.

THE FLYING TIGER'S HIVE

The second mound's single entrance is a 3'-wide tunnel, blocked by a piece of Humpty Dumpty's shell. The concave piece covers the tunnel, and the Egg's rigid left leg is jammed against the mound side, holding the shell firmly in place in a manner that prevents it being opened from the inside. A pair of Flying Elephants guard the make shift cover.

If the heroes are not acting on the Queen's behalf

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they will have to deal with the guards before they can take Humpty's piece.

REMOVING THE COVER

From the outside the cover can be fairly easily removed by twisting and pulling it sideways. Anyone succeeding in a Notice roll hears an angry roaring buzz from beyond the shell. When the heroes indicate readiness, the Elephants wrench the cover off, and, instantly, three Flying Tigers burst from the tunnel.

Flying Tiger Soldiers (3): See page 41. Mad as hell: each has the Frenzy edge (they may attack twice per round at a -2 penalty to each attack).

INTO THE HIVE

With the Tiger guards slain, the Elephants usher the heroes inside, eager to seal the tunnel again. When the heroes have completed their task, they are to knock on the shell, and the Elephants will open the cover.

The Tiger hive is an old Elephant hive, but nowhere near as large as the current one. Twenty Tigers swarm

here, plus a Queen and two royal bodyguards. Unlike the Elephants, this is not a complete swarm; it is composed only of soldiers, hence their plan to steal food from (and eat) the Elephants.

The hive is a mess – walls have partially collapsed with no attempt made to repair them, ceilings sag downwards, floors are cracked, and chambers are ruined. It takes the heroes three successful Notice rolls to locate the Queen's chamber. Each time a roll is attempted, draw a card from the deck. If it is a Club the heroes encounter 1d4+2 Flying Tigers. Keep track of the number encountered and slain, as there are only 20 soldiers in the hive.

♦ **Flying Tiger Soldiers (d4+2):** See page 41.

THE FLYING TIGER QUEEN

Deep within the hive, the heroes enter the Queen's chamber: a large area in a state of disrepair similar to the rest of the structure. In addition to debris and rubble, there are bloody hunks of flesh and meat scattered across the floor, which a successful Notice roll identifies as Flying Elephant!

A huge Flying Tiger, her bedraggled and blood-



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stained wings draped across the floor, hisses at the heroes as they enter. A larger-than-normal Flying Tiger stands on either side of her. The Queen hisses, "Ah, lunch is served, meat on feet!" and laughs deeply. "Kill them!"

The two large Tigers take to the air and attack the heroes; four regular Tigers emerge from behind the rubble and join in on the third round. When a large Tiger is slain or she is attacked, the Queen joins the fight.

♦ **Flying Tiger Soldiers (4):** See page 41.

♣ **Flying Tiger Alpha Males (2):** See page 42.

♠ **Flying Tiger Queen (1):** See page 42.

Wealth

With the fight over, the spoils go to the victors ... but, unfortunately, there aren't any. Anyone making a successful Smarts roll knows the tusks of the slaughtered and dismembered Flying Elephants (six tusks altogether) are worth about £10 per tusk. Getting the 3-foot-long tusks past the Flying Elephants in the field outside could be a problem, though. The Queen's body is far too big to carry, and the heroes will have to be happy with just her head, or some other body part, if they want a trophy or proof of death.

LEAVING THE TIGER HIVE

Retracing their steps is easier than finding the Queen. However, as they near the exit, they enter a chamber where the remaining Flying Tigers have gathered. If the heroes do not instantly attack, the Tigers parlay, claiming they are too few in number to be a threat, now, and the Queen made them do it, and if the heroes let them go they will reward them. It is up to the heroes what they do. The Tigers fight if pushed too hard, but they would prefer not to. The only reward they have is the rough location of two barrels of Elephant honey – they saw a red-clad person dump them just inside the woods south of the field. The Tigers will request that the heroes escort them out of the hive and arrange safe passage through the Elephant's lands. The Tigers fear that, being few in numbers, the Elephants will attack them if they leave alone or rampage through the hive killing all if they stay put and hide.

Calling out to the Elephants gets them to open the cover, where a further six Elephants (for a total of ten) are arranged around the tunnel mouth. If the heroes emerge followed by any Tigers, they are angrily confronted. Suitable discussions may well result in the Tigers being allowed to go free. If not, the Elephants attack the demoralized Tigers. During a fight, the heroes may aid either side, and the players should be allowed to run their allies. If the heroes sit back and watch, the Elephants defeat the Tigers, but 1d4 Elephants are killed.

FIGHTING IN THE TUNNELS

The state of disrepair of the tunnels gives the heroes an advantage, as there is not always clear space for the Tigers to fly. Whenever a group of Tigers is met, draw a card:

Hearts – the area is cramped, and the Tigers suffer a –1 penalty to movement and attacks.

Diamonds – the area is really cramped, and the Tigers suffer a –2 penalty.

REWARDS

The rewards the heroes gain depend upon their final actions:

If they killed all the Tigers or let some peacefully flee – they are given the piece of Humpty's shell and escorted back to the Elephant Queen, who thanks them and gives them the promised barrels of honey and Royal Jelly.

If they left the last Tigers to the Elephants outside the hive – they are given the piece of Humpty's shell by the remaining Elephants and told to leave. They do not get the reward from the Queen.

If they united with the Tigers and slew the Elephants outside the hive – they may take the piece of Humpty's shell but are now wanted by the Flying Elephants for their betrayal. This will have little effect during The Egg of Seven Parts unless the GM decides to send Flying Elephant bounty hunting groups after his heroes – such groups should consist of one Flying Elephant per hero.

UNSEEN BY ALL

Deep in the ruined Flying Tiger hive, a figure grows up from nothing. It moves to the body of the Queen, a knife flashes, and the figure pulls a large, soft egg from within the carcass. Gently cradling the Flying Tiger egg, the figure sips from a bottle and shrinks from view...

WHAT NEXT

The heroes have another part of Humpty Dumpty, but where will they find the rest? The answer lies on the piece they have recovered – stuck to the inside are several tufts of fur, a feather and a scale. The heroes should seek the next piece in the Village of Animals. If no one thinks of this (and who could blame them!) have Humpty Dumpty mutter a caustic comment such as "Only a complete imbecile could not work out where all can be found together." A Common Knowledge roll suggests the Village of Animals.

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PIECE THE THIRD – LEFT ARM

CHILDREN AT PLAY

A group of Animal children, from the Village of Animals, were approached by “the Red Man.” He sat and chatted with them for a while, asking what they liked to play, whether they liked adventure, and such like. Eventually he dropped several heavy hints that he had heard of a treasure hoard buried in a nearby hillside and then, unfortunately, had to depart.

Returning more recently with a piece of Humpty’s shell, the Red Man made sure he was seen again by the same children. They ran to him, telling how they had found a tunnel leading to the treasure, but fierce monsters guarded it. Humpty’s agent, knowing the “monsters” were toves, gave the children a magical shield (the piece of shell), which would keep the monsters away before he had to leave again.

In truth, the shell had been doused in a perfume the toves dislike. The children ventured into the tunnel and the “magical” shield kept the toves at bay. The perfume wore off further inside, and the children panicked as the toves gave chase. The children fled through the burrow but got split up. Two of the children are now trapped in the tove burrow while the other three are outside the cave trying to think of what to do.

BEGINNINGS

The tale begins with the heroes approaching the Village of Animals, having traveled from the Looking Glass Lands to that of the Queen of Hearts, via The Guarded Way.

A FLASH OF RED

Any hero who succeeds at a Notice roll sees a flash of red within the surrounding woods; a raise identifies a human sized and shaped figure in red clothing. If all the heroes fail the roll, skip ahead to the section “A Scream.” Humpty’s agent is trying to lure the heroes to

THE VILLAGE OF ANIMALS

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

the children and the tove burrow. Once the heroes start to pursue him, he drinks from a Potion of Shrinking and disappears amongst the undergrowth, only to follow the heroes when they enter the burrow.

A SCREAM

The heroes all hear a high-pitched scream from nearby. Looking towards the sound, they can see a clearing in the surrounding woods.

THE TOVE BURROW

The heroes burst into a small clearing to find three Animal children staring, terrified, at a snarling tove. The tove thrusts its spiraled nose at a Fox child, missing him by inches, while the Fox desperately tries to silence a Cat before her screams call more toves out of the low, ragged hole in the hillside.

If the heroes do not intervene, the three children flee and lead the tove straight towards them. When the heroes attack, the tove fights back until Shaken and then attempts to flee into the burrow (any hero in melee combat with the tove gets a free attack at this point).

♦ Tove (1): See page 45.

TO THE RESCUE

Once the tove is dealt with, the children gather around the heroes, all talking at once in high-pitched hysterical tones. Once some sort of order is enforced, the heroes can hear the children’s sorry tale. When Humpty hears about the “Red Man” and the magical shield he gave the children, he will interrupt and ask for a description of the shield and then state it is a piece of his shell. Renny and Rov, in particular, are distraught, as their siblings are the ones trapped. All the children are equally terrified of trying to rescue their friends and of going home without them to explain to their parents. They beg the heroes to help them and not tell their parents.

THE BURROW

The tove burrow is composed of a maze of small tunnels about 3 feet in diameter – an ideal size for children to explore. Unless the heroes are small Animals, they are going to have to crawl through the tunnels, and can only move up to half their pace. Doing so means only thrusting weapons may be used, and man-sized or larger heroes suffer a –1 penalty to Parry. A hero may pass by another, but this requires a full round of movement, so have the heroes describe the order in which they are enter the burrow.

The toves suffer no penalties to any actions (including combat) within their tunnels.

A few of the chambers in the warren are described below and should be used by the GM as he desires

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TOVE IN THE TUNNEL

Shortly after entering the burrow, a tove emerges from a side tunnel almost immediately in front of the lead hero – there is no chance to avoid it. On the third round of the combat (or a few seconds afterwards if the tove is slain quickly) a second tove burrows up between the third and fourth hero in the column, gaining the Drop on the heroes.

♦ **Tove (2):** See page 45. Remember the penalties for the heroes.

PAT'S PRISON

Pat is hiding as best she can in a chamber holding the decaying bodies of various woodland creatures, hoping the smell would cover hers. Unfortunately, she has picked the toves' larder, and the toves discover her as the heroes near the chamber.

The larder is large enough for the three toves to enter.

SLITHY TOVES

"Twas brillig, and the slithy toves did gyre and gimble in the wabe..."

Toves are large, burrowing, vicious creatures: a bit like badgers, a bit like corkscrews. In combat, they burst from the ground next to their intended victim and skewer them with their sharp, corkscrew noses.

Up to three heroes can also fit; two if they want to be able to stand upright.

♦ **Tove (3):** See page 45.

THE NURSERY

The tunnel the heroes are following opens out into



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THE CHILDREN

The five children are all Animals, aged between 9 and 12, and come from the Village of Animals:

Renny – a male Fox age 11, outside the burrow (brother of Jona).

Jona – a male Fox age 9, trapped in the burrow (brother of Renny).

Kita – a female Cat age 9, outside the burrow.

Rov – a male Dog age 10, outside the burrow (brother of Pat).

Pat – a female Dog age 11, trapped in the burrow (sister of Rov).

None of the children have any skills or Edges worth mentioning. If required, treat them as Extras with d4 in all Attributes, Parry 2, and Toughness 4.

a chamber with enough room for all the heroes to enter and stand upright. Several very young toves huddle amidst nets of twig and bark. Their mothers stand guard and attack desperately to protect their young.

Mother Tove (3): See page 45. Treat as Toves but are Berserk (per the edge) and ignore Shaken results.

THE ALPHA MALE

This chamber is larger than most, with plenty of room for all the heroes to enter; however, it is the sleeping chamber of the alpha male tove, and the heroes have just disturbed him. The tove hurls itself towards the heroes with a series of sharp yelps. During the third round of any combat, more toves rush in to help their pack leader.

Alpha Male Tove (1): See page 45. Treat as a standard Tove but make him a Wild Card with Frenzy and Quick.

♦ **Tove (1 per hero):** See page 45.

THE CAVE-IN

The end of this tunnel has collapsed, leaving a small hole into an area beyond. A successful Notice roll reveals a set of child-sized footprints in the dirt around the hole.

The hole needs to be widened if any of the heroes are to squeeze through. This requires a total of 6 successful Strength rolls (a roll with a raise counts as 2 successes), and only a single hero can work on the hole at a time. Draw a card each time a strength roll is attempted. If a Club is drawn, a single tove approaches the heroes, from the rear, or two toves, if the card is a Joker.

Tove (4): See page 45.

THE DEEP CAVE

The heroes enter a subterranean cave, larger than

their light sources can illuminate. Notice rolls reveal a faint light in the cavern from phosphorescent algae on the roof – the heroes can see quite clearly, once their eyes adjust, if they extinguish their lights. The cave is roughly circular; the heroes entered on the south side.

A rather large crocogator, Whitey, spends most of its time sleeping in the pool in the cave (see later), but is now hunting Jona, a Fox child, through the cave.

♣ **Crocogator, Whitey (1):** See page 41.

CAVE-IN

Soon after the heroes begin to explore the cave, a deep rumbling crash buries the entrance in a mass of rubble, some 15 feet deep. The tunnel could be cleared again, but would require several days to do so.

FUNGAL COPSE

A 50-foot-wide fungal patch grows along the eastern edge of the cave, its interior dark and shadowy. The mushrooms range from four to eight feet tall, and though most are harmless, some are sentient and capable of limited movement. These fungi lash out at anyone stepping too close. Draw a card whenever a hero explores the copse. When a Club is drawn, a fungus takes a bite at them.

♦ **Bad-Tempered Fungus (1):** See page 42.

THE MAZE

The maze takes up most of the western third of the cave. It is made of stalagmites and stalactites, many of which have grown together to form slender pillars. The arrangement is entirely random but has formed an intricate maze with only one way in and only one way to the middle. The maze is more frustrating than normal, as the desired location can often be seen through the rock columns but cannot be reached easily.

A successful Notice roll reveals a small figure slumped inside the maze, while on a raise a hero makes out the features of a Fox – this is the missing child Jona, badly wounded by the crocogator before fleeing into the maze. Disoriented and weak from his injuries, he completely lost his way before passing out. It requires a raise on a Smarts rolls to reach Jona. The same is required to retrace their steps unless the heroes somehow mark their route.

Jona is badly wounded and requires either natural or magical healing to even become conscious. Once revived, he is weak and is capable only of a slow walk, unless aided. Jona still clutches Humpty's left arm as the hand grip for the shell piece being used as a shield.

If desperate, the heroes could try to break through the stone outcrops instead of negotiating the maze. This will require a metal tool of some sort (a weapon for instance) and take 10 minutes of hard work. Each successful Strength roll with a raise removes the need for two Smarts rolls to get through the maze. Any bladed weapon is ruined by this treatment. The GM should gleefully

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describe ominous creaking and rumbling noises above, perhaps with the addition of small pebbles plinking off the heroes' armor. The crocogator notices the noise, and investigates.

THE POOL

The crocogator lives in the large, icy-cold pool in the northern area of the cave. The water is clear and fresh, spangled with little darting fish. If the crocogator has not yet been encountered, it lunges up out of the pool and surprises any hero who does not succeed in a Notice roll. Surprised heroes get no actions during the first round of combat.

Anyone studying the pool sees faint ripples in and on the water, as if there is a slight current, and a successful Common Knowledge roll suggests the pool is fed from another source. An actual dip in the pool requires a Vigor roll to keep from taking a level of fatigue from the icy-cold water. The current can easily be traced to a hole in the cave wall, leading to a submerged tunnel which runs 30 feet to a pool in the woods, beyond the toves' burrow. To traverse the tunnel requires a successful Swim roll; on a failure, the hero still makes it but takes a level of fatigue from the cold.

A successful Notice roll, whilst in the pool, reveals a glint of metal; investigation reveals the skeleton of a Human man with a bracelet on his left arm. The bracelet is actually an analog silver watch from the Real World.

TELLING THE PARENTS

If the heroes tell the parents, without having rescued the trapped children, the parents beg the heroes to rescue their offspring. Hailing from a close-knit village, they do not even think of offering a reward and look slightly astonished if a hero suggests such. If required, they can gather a reward of £20 between the two families.

If the heroes rescue the children and then tell the parents, they are invited to a dinner provided by both families. The meal is the best they can manage with much rich food and drink. As the heroes are about to leave the village, the mother of the Fox family thanks them profusely again and gives them a jeweled dagger (Str+1, worth £5), which belonged to her grandfather.

In both cases, the children are soundly reprimanded, and punishment is promised. If the heroes speak up in defense of the children, the heroes gain +1 bonus to Charisma in the Village of Animals, as word of their magnanimity spreads.

UNSEEN BY ALL

A subterranean insect dives towards a tiny splash in the shallows. A red-clad figure grows from nowhere, and the insect aborts its attack. The figure strides purposefully to a stalactite and removes a small hammer from

WHAT'S WITH THE WATCH?

The watch was brought to Wonderland by a visitor from the Real World who physically entered, much as Alice did (most people who visit Wonderland do so in their dreams and are not actually present). The crocogator attacked the man, as he filled his water skin at the pool in the woods, then dragged him through to the cave pool to devour.

The watch is not running, though keeps perfect time with a faint ticking sound once wound up. Engraved upon the back of the watch is:

To Ernest, my first and only love. Maud

If the watch is ever opened, a small piece of paper stuck to the inside of the watch back bears the name and address of the maker: "Winegelds Jewelers, High Street, London".

GM Note: If the GM requires, he can move the Real World section of this scenario (Piece the Fifth) to a town of his choice, amending the jewelers' address as necessary.

its tunic. The sound of metal against stone briefly rings out as the figure chips away several chunks of rock into a small leather pouch. The figure takes a drink from a bottle and shrinks from sight once more.

WHAT NEXT

An inspection of the fragment of Humpty Dumpty's shell reveals sand lodged in the cracks and furrows. A Common Knowledge roll suggests the beach may be a good place to start. Once again Humpty can provide hints if necessary.

PIECE THE FOURTH – TOP

ROYAL UPSET

Acting true to his name, the Knave of Diamonds has set himself up as the ruler of an independent duchy in the lands far to the north, in the Monarchy of Hearts. He thought himself far enough removed from the Queen to have time to build up a power base to support his bid for independence – unfortunately, the Knave forgot that the Queen has eyes and ears everywhere, including within his own household.

Alerted by his own spies that the Queen was mobilizing a part of her army to "squash the upstart Knave like

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THE MOCK TURTLE

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

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, 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 one can sail from the Monarchy of Hearts to the Looking Glass Lands.

the insect he is," the Knave sought to make an alliance to bolster his forces as soon as he could and invited the Knave of Clubs to dine with him, with the intention of winning the Club as an ally. Knowing the Knave of Clubs' fondness for Mock Turtle Soup, he sent his men to fetch the Mock Turtle. They failed to capture him as he adroitly slipped out of his shell, but they did manage to get said shell, which should be sufficient for the meal.

A passing stranger, clad all in red, took pity on the naked and defenseless Mock Turtle and gave him a temporary replacement shell – part of Humpty's shell.

BEGINNINGS

The chapter begins with the heroes approaching the Beach after traveling north from the Village of Animals, to the northern end of the Monarchy of Hearts.

Note the route taken by the heroes avoids the vicinity of the lands claimed by the Knave of Diamonds, so they have no knowledge of the situation there.

THE DUKE OF DIAMONDS

The Knave of Diamonds has taken the "Duke of Diamonds" as his title and proclaimed his lands a duchy under independent rule – all taxes are to be paid directly to him, not the Queen of Hearts. The Duke's servants and soldiers all wear distinctive tabards bearing an ornate D surrounding a diamond. Most of the inhabitants of the lands around his Duchy (the northern edge of the realm) know who the Duke of Diamonds is and that his keep lies about a half-day's travel southwest of the beach.

HUNTERS

Hoping to obtain the rest of the Mock Turtle, the Knave of Diamonds has sent another group of Card hunters to the beach. The hunters are split into two groups – one is arrayed in a semicircle about a half mile from the beach, with orders to catch the Mock Turtle if he flees; the second is on the beach attempting to lure the Animal into their trap.

The hunters who form the cordon are deployed in pairs, all within sight of at least one other pair, and attempt to dissuade any one traveling north from going any further, "if they know what's good for them." During any discussion, make sure that Humpty interjects that the heroes are here on official business for the House of Whitefield, this statement alone will cause the hunters to call for their leader, a human confusingly called Hunter.

Hunter is an imposing veteran of many hunts, with the scars to prove it. Hunter insists the heroes leave the area so he and his men can get on with capturing the "damned Mock Turtle." Further arguments are met with Hunter displaying his orders scribed on a parchment and signed by the Duke of Diamonds.

♦ **Hunters (up to 12):** See page 42.

♣ **Hunter (1):** See page 42.

THE BEACH

Gentle waves break upon the sand, near a group of men armed with rifles aimed out to sea at a particular area of water. The Mock Turtle is currently submerged but has to come up for air soon, and when he does, the hunters intend to shoot him.

THE HUNTERS

The hunting party on the beach is led by an experienced Card hunter, an Ace of Hearts, who will not be easily dissuaded from killing his prey. Without clever arguments or outright violence, the heroes can do little more than delay the inevitable. Discussion with the hunters reveals they are working for the Duke of Diamonds, who contracted them to capture the Mock Turtle after his own hunters only managed to get its shell.

One possible way to remove the hunters without violence is to pay them off – the Duke has promised them £10 for the Mock Turtle, but they demand £15 to go against the Duke's wishes.

♠ **Ace of Hearts (1):** See page 40.

♦ **Hunters, Experienced (6):** See page 42.

THE MOCK TURTLE

The Mock Turtle comes up for air a few minutes after the heroes arrive on the beach. If the hunters are still present, he bobs his head up, takes a quick breath and submerges again giving anyone watching only a brief opportunity to act. The non-player hunters will not get

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a chance to act; any hero who wishes to must win an opposed Agility roll with the Mock Turtle (Agility is d8).

If the hunters have been “dissuaded” by the heroes, the Mock Turtle’s head appears above the water as he looks warily around. Feeling safer, the Turtle rises slightly higher from the water to speak with the heroes. On successful Notice rolls, the heroes see the Turtle’s shell is smaller than it should be, only covering half his back, and not patterned like a turtle’s shell – of course, this is part of Humpty’s shell.

The Mock Turtle relates in a lugubrious voice, punctuated by the occasional sob and wiping away of tears, how servants of the Duke of Diamonds surprised and tried to capture him. Wriggling out of his shell, the Turtle dived into the sea and watched as the servants left with his shell. Sometime later a passing stranger took pity on him and gave him a shell he happened to be carrying, saying it was worth quite a lot to the right people but the Turtle’s need was greater. The Mock Turtle knows nothing of his benefactor save he dressed all in red.

Requests for the Mock Turtle’s new shell will be met by refusals unless the heroes return his original shell to him. The Mock Turtle is far enough out to sea, and fast enough at swimming, to avoid any attacks the heroes may make.

RECLAIMING THE SHELL

Since the hunters were hired, two rather important things have occurred around the Duke of Diamonds. Firstly, the Knave of Clubs arrived early for his dinner with the Duke, and then one of the Queen of Hearts’ armies arrived to encircle the keep and demand the Duke’s surrender.

THE CURRENT SITUATION

Arriving at the Duke of Diamonds’ keep, the Heart Army, led by an Ace of Hearts, encircled the keep and is waiting for the slower moving siege machinery to arrive. The army consists of 200 soldiers (predominantly Club Cards, but with a smattering of Humans and Tweedle), with support provided by a further 25 Cards (administrators, cooks, medics, etc.). The Duke of Diamonds’ force consists of 50 soldiers and 20 servants. Additionally the Knave of Clubs and his 12 bodyguards are present. The keep has its own well and sufficient food to last for about 6 weeks.

The heroes will hear the Heart

army long before they reach the vicinity of the Duke of Diamonds’ keep. The army’s attention is focused on the keep, so it is unlikely the heroes are spotted unless they want to be.

Since the heroes’ goal is to retrieve the Mock Turtle’s shell, they have two main options – join with the attackers and help themselves to the shell when the Duke is defeated, or try to sneak past the Heart Army and into the keep.

THE SIEGE

Unless the heroes intervene in some way, the siege settles down into a waiting game for two weeks, after which several catapults and battering rams arrive. The siege then begins in earnest, with the keep’s outer wall being pounded for hours until it collapses, routing the defenders who flee to the keep. The Heart Army advances, and the keep’s doors cannot stand up to the battering rams for long – within an hour, the Heart Cards enter the keep.

During the fighting, the Knave of Clubs is killed



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(which causes a minor scandal in court circles for a week or so), but the Duke of Diamonds is captured alive. A few days are spent pillaging the keep, patching up the wounded, and rounding up the Duke's troops before the Heart Army departs for the south to take its prize back to the Queen of Hearts. At this time the heroes have free rein to look around the keep.

ALLYING WITH THE HEART ARMY

If the heroes seek to aid the Heart Army, they may sign on as an associated mercenary force being paid £2 per week per hero. They will be assigned duties such as guard patrol, latrine digging, and scouting the surrounding area for any reinforcements the Duke may have coming.

The heroes may think of volunteering to try and enter the keep, to aid the siege from the inside – a plan that the commanding Ace allows them to try (see Entering the Keep below).

At least once during the siege, the heroes should have an encounter with a group of Club Cards trying to sneak past the encircling army to fetch aid for the besieged Duke.

When the walls fall, the heroes are part of the first group to enter the keep and will be *lucky* enough to encounter the Knave of Clubs and some of his bodyguards.

♦ **Club Card Soldiers (2 per hero):** See page 45.

♦ **Bodyguards (8):** See page 40.

♦ **Knave of Clubs (1):** See page 43.

GETTING PAST THE HEART ARMY

It is relatively simple for a small group to slip through the Heart army to the keep, as their attention is predominantly focused on stopping those inside the keep from emerging. Call for Stealth rolls, and if a hero fails, have them encounter a guard patrol, with good rolls or role-playing, the heroes should be able to avoid combat.

Club Card Soldiers (1 per hero): See page 45.

ENTERING THE KEEP

Actually entering the keep is a major issue even for a small group. If the heroes are acting as part of the Heart Army, said army might provide a diversion by feigning an attack on one wall, while the heroes enter over a second.

THE KEEP

The Keep consists of the central stronghold and a surrounding wall.

THE WALL

A square wall, 100 feet on a side and 25 feet high, with crenellations and battlements, surrounds the Keep.

At each corner is a small, roofed, guardhouse. A group of 5 guards patrol each section of wall while the siege is ongoing, with the remaining 30 soldiers camped in the courtyard below, ready to reinforce the walls when an attack occurs.

Heroes climbing the wall (impossible without special equipment or the Thief Edge) must make Stealth rolls to reach the battlements unseen. Once on the battlements, a successful opposed roll of the heroes' Stealth against the guards' Notice (d4) is required to avoid detection. Success allows the heroes to slip down the steps to the courtyard, undetected. Failing either roll alerts a guard patrol, who will move to investigate the disturbance; the guards will attempt to capture any invaders and escort them to the Duke.

♦ **Club Card Soldiers (5):** See page 45.

THE COURTYARD

The area between the wall and the keep is open ground, with a scattering of low buildings consisting of a smithy, a pig run and shed, half a dozen chicken coops, and stables with 20 horses.

The Duke has positioned most of his men in the courtyard, ready to reinforce the walls. These men (predominantly Cards with a few Humans) are bored with waiting, and many of them roam about the courtyard, chatting, playing dice, and such like. Due to the chaotic nature of the courtyard, no rolls are required to cross it.

THE KEEP

The Keep is three stories tall, with arrow slits rather than windows. The main doors are unlocked but closed, unless the attacking army has penetrated the walls.

First Floor – servants quarters, kitchens, and other such menial rooms.

Second Floor – the living rooms of the Duke, lounge, library, dining room, that sort of thing. The Duke and his bodyguards now sleep here.

Third Floor – once the Duke's private floor, with bedrooms and such like. The Knave of Clubs and his bodyguards have taken this floor over.

ACTION INSIDE THE KEEP

What occurs in the keep depends upon the circumstances of the heroes' arrival. If the heroes arrive as part of the conquering force, they will be the first to encounter the Knave of Clubs and his bodyguards. If the heroes enter the keep independent of the attackers they may well encounter the Knave of Clubs and/or the Duke of Diamonds.

The Duke of Diamonds will instantly order his bodyguards to attack and leap into the fray, himself seeing the heroes as assassins sent by the Queen of Hearts. If the heroes manage to capture him alive and hand him over to the Heart Army, he will be executed without trial.

Irrespective of the circumstances, the Knave is will-

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ingly to parlay; he offers a monetary incentive to spare his life, and even more if the heroes can extract him from the keep and smuggle him through the Heart Army to freedom.

The Knave knows nothing about the whereabouts of the Mock Turtle's shell, the Duke will hazard a guess that it is somewhere in the kitchens.

- ♣ **Duke of Diamonds (1):** See page 41.
- ♦ **Body Guards (2):** See page 40.
- ♣ **Knave of Clubs (1):** See page 43.
- ♦ **Bodyguards (8):** See page 40.

WHERE IS THE MOCK TURTLE'S SHELL?

Once the siege began, the cooking staff ceased to make fancy food, concentrating on the staples instead, and the Mock Turtle's shell was kicked out of the way under a bench. The shell is about 4 feet long, 3 feet wide, and weighs 20lb.

RETURNING THE SHELL

The Mock Turtle will be wary when the heroes return to him, requiring them to float his shell out to him before he trusts them enough to venture closer to the beach.

Once he has his shell, the Mock Turtle gives the piece of Humpty's shell to the heroes and turns to swim away. Pausing, he turns back to the heroes and says that they may as well have the rest of the stuff the man in red left behind. Diving beneath the water, the Turtle returns a few minutes later with a hand axe and a small chunk of wood, obviously hewn from a tree by an axe.

UNSEEN BY ALL

Next to one of the bodies of royal personage, a tiny figure grows to a more reasonable size, uncorks a glass vial and holds the open mouth to a wound. Thick, crimson, royal blood fills the vial which is capped as the figure shrinks to nothing...

WHAT NEXT

Successful Common Knowledge rolls, or asking around, reveal that there is a thriving culture of woodcutting to the north of the Queen of Hearts' palace.

PIECE THE FIFTH – LEFT LEG

ANCIENT ARTIFACTS

A vital ingredient of Humpty's recipe is an ornate knife, which once belonged to a Knave of Spades who

used it to kill several members of the Diamond royal family. The knife was found by an eleven-year-old child from the Real World, Danny Lunaire, who stumbled accidentally into Wonderland and returned with the weapon. Occurrences in Wonderland had an *effect* on Danny, and he was not quite right when he returned to the Real World.

Humpty and Baker sought for a long time to find a knife with the required properties, even going so far as to consider having members of royalty murdered with a new knife to satisfy the requirements. Before this risky plan was acted upon, Baker encountered the Blue Lady on her first visit to Wonderland. The confused and bewildered Lady spoke at length, and Baker was amazed to hear her describe the knife they sought. It seemed there was an *event* involving a child in the Real World, his family, and the knife. The knife was now in the museum where the Blue Lady (whose name in the Real World was Lisa Johnson) worked, sent there by the police to see if they could fathom where it hailed from. Further talks, during later arranged meetings, revealed to Baker that the boy who "owned" the weapon vanished from his locked asylum room. Baker had also heard of a mad child, "The Moon Child," who was causing *problems* in Wonderland and deduced that Danny Lunaire was once more in Wonderland. Further investigation revealed that the Moon Child just appeared one day from within an old cottage, and subtle investigations revealed a portal to the Real World inside the cottage.

Knowing the location of the knife is only half the problem – someone from Wonderland would have to physically cross over to the mysterious Real World and risk the unknown perils there to retrieve it. After sending two of his "Boys" to the Real World and having neither return, Baker has engineered events to get the heroes to retrieve the knife.

Humpty's Left Leg, treated with a Gourmantic spell and with a label attached, was taken into the Moon Child's cottage and pushed through the portal to the Real World. These preparations ensured that the Leg was delivered to the Blue Lady's Real World persona.

The Moon Child's cottage is north of the Queen of Hearts' city, near an area settled by lumberjacks, who provided witnesses to Baker's agent entering and leaving the cottage.

DANNY LUNAIRE

Soon after Danny returned from his first trip to Wonderland, *it* happened to his family. Details of *it* are hard to come by, but the authorities were convinced that young Danny performed *it*. Danny was incarcerated in a lunatic asylum in London and subjected to all forms of "therapy."

Unable to escape from the horror of *it* and the sometimes equally horrific treatment, Danny found his way back to Wonderland in his tortured dreams. Wandering aimlessly in the woods, Danny encountered a small group of woodcutters. What transpired during that meet-

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THE KNIFE

The knife is a Wonderland artifact that was brought back to the Real World by Danny. After the police investigation into the incident with Danny's family, the knife was handed over to the city museum for analysis, due to its strange design. The knife was briefly in the hands of Lisa Johnson, before other work relegated the knife to a display cabinet in the Egyptian section.

Dagger, +1 bonus to Fighting; Damage is Strength + d6.

ing is never spoken of either, but Danny found a type of release in whatever he did.

Despite visiting Wonderland every night in his dreams, Danny yearned for more; his insane mind focused this great desire and warped the barriers between the Real World and Wonderland, creating a portal beneath the bunk in his asylum cell. A few weeks later his chance came – a tired orderly forgot to secure Danny to his bed, and the mad boy quickly rolled from his bed and crawled underneath it. He emerged in Wonderland from beneath a similar bunk in a small, disused cottage.

Since that time Danny has not returned to the Real World and does not intend to ever do so, as he has found a peculiar contentment living in the cottage and roaming the woods, looking for “entertainment” for his twisted mind.

THE PIECE

Baker prepared Humpty's left leg with a label to “Lisa Johnson” and the museum address. He also sprinkled it with some seasoning that effectively placed a *puppet* spell upon it, anyone touching the powder would be compelled to “take this to the museum,” and thus deliver the leg to Lisa.

Humpty's agent shoved the left leg, through the portal, into the cell in the asylum, left a small clue, and departed the cottage. The leg was soon found by staff at the asylum in the now empty cell of Danny Lunaire. The enchantment and label upon the Leg overcame any suspicions on the part the staff, who delivered it to the museum.

BEGINNINGS

The story begins as the heroes search the northern woods for the woodcutters. They have seen many signs of them but not actually found any yet. Abruptly, over the faint noises of the forest, comes a rhythmic sound of metal biting into wood – an axe chopping a tree perhaps?

TRAPS

Tracing the sounds of chopping to their source requires 3 successful Notice rolls; each time a roll is attempted, there is a chance the heroes walk into one of the Moon Child's traps. Draw a card, and if it is a Club card, the heroes trigger a trap – a spear is propelled from the undergrowth towards a random hero (a simple die roll will suffice). If that hero fails an Agility roll, the spear hits him for 2d6 damage. After the first trap is encountered, allow the heroes a +1 bonus to the Agility roll, to avoid being hit by further traps.

THE WOODCUTTERS

The woodcutters are, on the whole, a friendly group who are currently under direct employment for the Queen of Hearts to provide a large quantity of lumber. The reasons for this undertaking are not relevant to the scenario, and the woodcutters don't know what it is anyway. The woodcutters live a fairly basic but fulfilling life of working during the daylight hours, drinking and carousing as night falls, and then sleeping.

If asked about pieces of Humpty Dumpty, the woodcutters can give no information. If questioned about a red clad person, the woodcutters relate how a few of them saw such a person enter the Moon Child's cottage and emerge a few moments later; one woodcutter is heard to remark quietly, “*Lucky for 'im the child weren't in.*”

Asking about the Moon Child has an immediate effect, as despite their size and strength most of the woodcutters are scared of him. The woodcutters look around furtively before one of them leans in towards the heroes and whispers, “*He's not normal. There's something wrong with him. Mad he is, as a Hatter, madder than a March Hare. 'He's not scared of no one and' you can't tell what he's gonna do next.*”

The woodcutters are hesitant to give directions to the cottage, due to the Moon Child's nature, and some gentle Persuasion or similar is required.

Woodcutters (up to 20): See page 45.

THE COTTAGE

Following the given directions leads the heroes to a small untidy cottage a good distance from the woodcutters' camp. The cottage has a single door at the front, flanked by two grimy windows. A successful Notice roll, whilst peering through a window, sees the cottage is a single-room dwelling and currently unoccupied.

The interior of the cottage is dirty and a complete mess. The furnishings consist of a wooden bed against one wall (with a scrappy, sack cover hanging half off), a table with three legs propped against a second wall, and a battered chair. Bits of rubble and beast bodies lie scattered around, amidst dark stains which can only be blood. Investigation reveals some of the blood around the body of a crow is slightly tacky to the touch, indicat-

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ing the occupant did not leave that long ago. There is no sign of a fire, but there are many gnawed bones.

THE PORTAL

If a hero looks under the bed, they will see a small piece of red cloth caught on a splinter. A closer look shows recent tracks in the dust, under the bed, as though someone had slid under it.

If a hero slides under the bed, describe how it becomes noticeably cooler the further he slides. If he keeps going, the floor changes from rough wood to a soft and smooth material, and finally he emerges into a different room altogether! The hero is now in Danny's padded cell in the asylum – in the Real World – in the modern day.

The Urge

Some of the seasoning on Humpty's leg was shaken free and fell upon the floor, beneath the beds, in both Wonderland and the Real World. Any one touching the floor with bare skin will pick up some of this seasoning and may be affected by the *puppet* power. Request all who make use of the portal to make Spirit rolls, and the lowest roller gets an urge to "take this to the museum," with no idea what "this" is!

THE ASYLUM

The asylum is a three-story, gray, stone building in London and is shaped like the letter L. The top floor is the high security floor; all 8 of the cells are the same as Danny's (see below). The middle floor has 16 cells for less violent inmates: they are not padded and contain more furniture and fittings. The ground floor has the offices, kitchen, a small security room, and lounges.

DANNY'S CELL

The cell, like all of those for maximum-security inmates, is about 4 yards square and high, with padded walls and floor. The furniture consists of a bed, a table and a chair; all with padded edges and securely bolted to the floor. The door is also padded on the inside, apart from a small (four inch square) reinforced glass window. It is bolted on the outside.

Opening the Door

Enterprising heroes may break the glass window by rolling their weapon damage against the window's Toughness of 8. With the window broken, a successful Agility roll is required to reach the bolt and draw it back.

Alternatively, the door may be forced open with a successful Strength roll with two raises (only one person at a time may attempt this).

CROSSING BETWEEN REALMS

Crossing from Wonderland to the Real World or vice versa restores the heroes' bennies, however a hero must spend at least a day in the destination realm before this effect will repeat.

If all else fails, the asylum orderlies come to investigate the noise at some point. If a hero wants to try, she can slide back under the bed in the asylum cell and right across to Wonderland.

♦ **Orderlies (3):** See page 44.

♦ **Orderlies, Senior (2):** See page 44.

STAFF

There are three types of staff in the asylum at any time:

Doctors – during the day, two doctors are on call. At night there is only one. They are usually found in the offices.

Orderlies – at any one time there are eight orderlies on duty (day or night). They may be anywhere in the building, at the GM's discretion.

Guards – there are always two stationed by the front entrance, where they can lock the doors using a Free Action. An additional pair of guards is stationed in the small security room, where TV screens display views from the various cameras.

REACTION

The staff treats anyone roaming the asylum as escaped inmates to be captured, until they see someone obviously not human (see Reaction, in Out and About in the City below). If the heroes become violent or resist being captured, the staff put a call out to the city police, who arrive in 6 + 1d6 minutes.

♦ **Doctors (2):** See page 41.

♦ **Orderlies (8):** See page 44.

♦ **Guards (4):** See page 42.

OUT AND ABOUT IN THE CITY

The heroes are now strangers in a strange land; the Real World is new to them and is noisy, smelly, and extremely dangerous.

Reaction

The heroes have been transported to the Real World, exactly how they were in Wonderland – Cards are still Cards, Tweedle are still Tweedle, their clothes are the same, as are their weapons.

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Despite their appearance most people encountered in the Real World do not react adversely to the heroes – they assume the heroes are in fancy dress or similar. Initial reactions are to ask what the event is or where to find the cameraman. This even applies if the heroes are found in a bolted cell by the asylum orderlies.

When a Real World native realizes an alien-looking Wonderland visitor is not human, he must succeed in a Spirit roll or be scared and run away as fast as he can. Certain individuals (e.g. the police and other guards) gain a +2 bonus on this roll.

In the grand tradition of aliens moving amongst the “normal” people of the Real World, even a fairly simple disguise (a large overcoat and hat pulled down) suffices to prevent people recognizing the Wonderland folk as alien.

Real World and the Heroes

The Real World seems bizarre compared to the wonders of Wonderland and is potentially deadly to the he-

roes. The GM should call for Smarts rolls with suitable modifiers for such acts as crossing a road, using a phone, and driving a car, until he becomes bored with annoying his players.

If the heroes gain some Real World weapons, the GM can either just assume the heroes' skills cover their use or apply a -2 penalty to skill rolls. Each time the weapon is successfully used, the penalty reduces by 1.

Humpty and the Real World

Despite his often talked-about great intellect, Humpty has no real knowledge of the Real World. During the heroes' visit, he will urge them to look at various places and things they pass, eager to find out what things are and how they work.

FINDING THE MUSEUM

Locating the museum could be a major task for the heroes. Asking someone is a good idea, as long as the



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asker appears human and is not too outlandishly dressed or carrying obvious weapons. Anybody asked must succeed in a Common Knowledge roll (assume normal people have a Smarts of d6) to know where the museum is and how to get there.

Another way is to obtain a map of the town, which may be purchased in several shops. However the heroes' Wonderland currency raises suspicions with any shopkeeper, who calls the police, and then tries to delay the heroes. If called, the police arrive in $4 + 1d4$ minutes. Shopkeepers have a Notice of d6, should it be required.

THE POLICE ARE CALLED

If the police are called, the time they take to arrive is given in the relevant section. A single police car with two officers is first to arrive, if they do not radio back to their station, or they send for backup, reinforcements arrive in $3 + 1d6$ minutes, consisting of two cars, each bearing four more officers.

- ♦ **Police (2):** See page 44.
- ♦ **Police Sergeants (2):** See page 44.
- ♦ **Police (2):** See page 44. Backup Units
- ♦ **Armed Police (4):** See page 44.

CAPTURED BY THE POLICE

Being captured by the Police is a bad idea! If the heroes are captured, they are stripped of all equipment (including armor) and placed in a holding cell. Escaping from police imprisonment should not be impossible for the heroes, since the cells are not designed to hold persons from a world where magic and extraordinary abilities are common. An escape attempt will involve escaping from the cell by forcing the door or luring a policeman inside, retrieving their gear (handily stored in lockers by the cells), and leaving the police station. Such an attempt would be met by the Police within the station, but they should offer little real resistance.

THE MUSEUM

The museum is a huge building in the middle of the city dominating a large open square. It is four stories tall with many large rooms on each level and a basement with storage and research areas. The 1st floor has one wing which is not accessible to the general public; it holds the offices of those who run the museum. The GM should base any descriptions of displays on his experience of museums.

If they search for them, the heroes can find weapons suitable for their knowledge and skills (both melee and firearms, $10 + d10$ shots for the latter) with a successful Notice roll.

Exhibit cases are predominantly glass with metal frames and locks which are all alarmed. Getting access to the inside of a case requires a Stealth roll, success opens the lock but sets the alarm off, a raise negates the alarm and failure just sets the alarm off. Alternatively the glass may

be easily broken, again raising the alarm. Museum staff arrives in the area one minute after an alarm goes off.

MUSEUM STAFF

At night the museum is staffed by ten Guards and $1d4 + 1$ researchers, who are working in the basement, cleaning and researching artifacts. During the day there are still ten guards, and the number of people increases to $8 + 1d8$ researchers, $5d20$ visitors, and $1d8$ tour guides, who are also scattered about.

If the heroes alert the museum to any nefarious activity, the police are called and arrive in $4 + 1d6$ minutes.

♦ **Guards (10):** See page 42.

♦ **Museum Researchers ($d8 + 8/d4 + 1$):** Use Normal Humans - see page 43.

♦ **Tour Guides (1d8):** Use Normal Humans - see page 43.

♦ **Museum Visitors (5d20):** Use Normal Humans - see page 43.

FINDING HUMPTY'S LEG

Finding Humpty's Leg is a difficult task. The heroes may decide to wander the halls and chambers of the museum, hoping to spot the leg in a display cabinet, but they won't find it. There are only two ways to locate the Leg - search the offices, or question someone.

Searching the Offices

The offices are only generally in use between 9 am and 5 pm, although a janitor cleans them every day at about 7 am. The offices are neat and orderly with all files and papers tidied away into cabinets and desk drawers. Searching the offices long enough to have a chance of finding something relevant takes $1d6$ hours and the heroes find a memo from a research assistant, to one of the directors of the museum (see sidebar).

Asking Someone

Depending upon the circumstances, asking may be

THE MEMO

To: Professor Monroe
From: Research Assistant Lisa Johnson
Re: Artifact found at City Asylum
Professor, the artifact was only delivered to me in Research Area 4 at 11 a.m. this morning, so you can hardly expect me to have a detailed report on your desk by 4 p.m. If you have any doubts of my ability to carry out the research work, please contact Dr. Wilson, my direct supervisor.

WONDERLAND NO MORE

WHAT'S WITH LISA?

Lisa first discovered Wonderland in her dreams, after examining the knife used by Danny. Since then, she has become one of the few Real World people who can dream themselves into Wonderland at will. Once there, these people can stay for months, sometimes years, all within the duration of one night in the Real World. A few of these dreamers can actually influence Wonderland in their dreams before they actually enter the realm; Lisa has this power and uses it subconsciously to create healing potions and balms. Lisa always wanted to be a doctor as she grew up, but her parents could not afford to pay for her university education, so she never made it. In Wonderland, however, she is a very competent healer.

very easy or cause a lot of problems. For instance, chatting in a friendly manner to a guard, and dropping a comment such as, *"I heard about something 'leg-shaped' delivered here recently. Do you know about it?"* or having a few beers with a research assistant in a local bar and asking, or even directly asking a tour guide harassed by visitors where the leg is, should all have a high chance of success.

The leg is in Research Area 4, in the basement.

THE BASEMENT

In the basement are four massive storage rooms and six research areas, all of which are locked, even if someone is working within. The locks are electronic and require a key card to open. The heroes have no chance of picking these locks, but a kindly GM may allow them to witness a guard or researcher swiping a card. Breaking the doors down is an option and requires a successful Strength roll with a raise.

Storage Rooms

The storage rooms are where the museum keeps items that have not yet been analyzed or catalogued, in rack upon rack of sealed wooden and cardboard crates. The inventory of these rooms is held on the museum's computers, and therefore not available to the heroes.

If the heroes open crates randomly, draw a card after each hour of searching. If it is an Ace or Joker, they find a weapon useable by them (GM's discretion). If an Ace, the weapon has a finer edge than those from Wonderland and has a +1 bonus to damage. If a Joker, the weapon is exceptionally well made; it has a +1 bonus to hit, and its damage die is increased one step.

Research Areas

These are numbered one to six. When the heroes arrive, number four is occupied by Lisa Johnson (see The Memo), who is working late on the Leg. If Lisa is alerted to the heroes being up to mischief before she sees them (e.g. kicking the door in), she presses a hidden button that sets off an alarm.

If the heroes have encountered the Blue Lady in Wonderland, they will recognize each other. If the Blue Lady is unknown to the heroes, Lisa will recognize them as "creatures" from her dreams of Wonderland and will relate how she has often dreamt she is exploring Wonderland, where she goes by the name of the Lady in Blue and offers what aid she can to those who suffer from injuries or illness.

If the alarm goes off, the guards and any other staff arrive in $2 + 1d4$ minutes, and an initial Police car arrives in $6 + 1d6$ minutes. If the heroes act quickly, Lisa can make a phone call and cancel the alarm.

Humpty Dumpty's leg is resting on a workbench, surrounded by glass bottles of acids and other reagents.

[WC] Lisa Johnson: see page 43

THE GAME'S UP

If the heroes have not set off any alarms by the time they gain Humpty's leg, fortune turns against them – or so it seems. Humpty's agent, despairing at ever extracting the knife from its display case, smashes the glass and triggers the museum's alarms. The police are automatically called and arrive in $1d6 + 5$ minutes. In the meantime, the museum guards begin to actively search the building.

If Lisa is friendly and with the heroes, she knows of all exits from the museum and will help them escape, without encountering the guards.

UNSEEN BY ALL

A tiny figure rapidly grows to full size, placing a bottle back in his pocket. The figure raises a red boot and aims a hefty kick at a glass display case. As broken glass cascades to the floor and alarms begin ringing, the figure reaches in and carefully withdraws an ornate knife from its display. Secreting the weapon beneath his tunic, the figure nibbles on a small cake and shrinks rapidly from sight.

RETURN TO WONDERLAND

Once the heroes have Humpty's leg, they need to make their way back to first the asylum and then Wonderland.

LISA

If Lisa is with the heroes, she leads them to her one

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bedroom apartment where the heroes can recuperate before returning to Wonderland. Lisa can get the heroes back to the asylum in the back of her jeep.

THE NEWS

At some point before the heroes return to Wonderland, let them see or hear a news bulletin covering the museum theft. The broadcast tells of two thefts – an unidentified artifact recently acquired from the city asylum and an ornate knife from the Egyptian section.

THE ASYLUM REVISITED

Assuming the heroes did not manage to leave the asylum, without alerting anyone to their presence, it is harder for them to return. The normal complement of guards has been doubled, and half of them have firearms. Of these, four are stationed at the front doors and the remaining four scattered around the building.

♦ **Guards (4):** See page 42.

WINEGELD'S JEWELERS

If the players found the watch in Piece the Third – Left Arm and think to check, there is a Winegeld's Jewelers in the High Street in the city. It is an old-fashioned shop owned and run by an elderly man named Sid. Assuming the heroes avoid any problems with strange appearances, they may ask Sid about the watch and inscription. Sid pulls out several volumes of notebooks and pores slowly through them, eventually a trembling finger stabs at an entry.

4th February 1941 A watch to be engraved

"To Ernest. You will always be my first and only love. Maud."

An address is listed and the name of the purchaser given as Mrs. M. Longhurst.

MRS. M. LONGHURST

Knocking at the door of the small house at the address of Mrs. M. Longhurst yields a reply after a minute or so. The door is unlocked, unbolted, and opened a few inches, until a security chain stops it. A frail looking face, deeply wrinkled with pale, watery, blue eyes, peers at the heroes.

Mrs. M. Longhurst (Maud) is now 84 years old but still shrewd – gentle persuasion and kind words enable the heroes to speak with her. When the subject of the watch is mentioned, Maud looks thoughtful for a second, as she has almost forgotten it. In a voice choked with emotion she explains how she gave the watch to her husband, Ernest, the night before he went off to fight in the war. She received several letters from him and had very vivid

ERNEST'S RIFLE

The rifle is an antique, made in the mid 19th century; however it is in perfect condition and may be taken freely to Wonderland due to its age. It belonged to Maud's husband, Ernest, and was returned to her after his supposed death. As well as the rifle, there is a tooled leather belt with loops to hold 24 rifle bullets and a waxed box of 50 bullets.

Ernest's Rifle: Range 20/40/80,

Damage 2d8, Rate of Fire 1

The rifle is almost a work of art with its component pieces meshing perfectly; the mechanism is so smooth the firer gains a bonus of +1 to her Shooting roll.

dreams of meeting with him in a dream world, but it all came to nothing as he was reported missing in action, presumed killed, in 1943. Some of his belongings were returned to her, but his body was never found.

If the heroes give the watch back to her, she becomes overcome with emotion and has to sit down. After a few minutes she gathers herself and thanks the heroes. Bidding them to wait a few moments, Maud shuffles upstairs. Muted sounds are heard and then she reenters the room bearing a long, narrow, wooden box. Opening the box, Maud displays an old rifle, which she offers to the heroes, relating it is no good to her, and she doesn't want the vultures to get it when she passes on.

WHAT NEXT

This time there are no clues with the piece of shell to indicate where the heroes need to go next. However the next scenario begins as the heroes exit the cottage of the Moon Child, so this shouldn't be a problem.

PIECE THE SIXTH – BOTTOM OF THE SHELL

With apologies to Edward Lear!

THE OWL AND THE PUSSYCAT

A female Cat, Kitya, and an Owl, Oswald, fell in love. Unfortunately, Kitya had already been promised to the oldest son of a well-to-do Cat.

Desperate to be together, the two Animals fled; following the advice of a red-garbed traveler who told them of an island within the Dismal Mire, where tradition said couples could be married without the permission of

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THE OWL AND THE PUSSYCAT

The Owl and the Pussycat went to sea
In a beautiful pea green boat,
They took some honey, and plenty of money,
Wrapped up in a five pound note.
The Owl looked up to the stars above,
And sang to a small guitar,
'O lovely Pussy! O Pussy my love,
What a beautiful Pussy you are,
You are,
You are!
What a beautiful Pussy you are!
Edward Lear

their parents. As luck would have it, an old fisherman met them at the edge of the swamp and sold them his boat – a circular boat – the base of Humpty's shell.

Pursuers from the village are hot on the trail of the Owl and the Pussycat. They consist of the father of the Cat, the well-to-do son the Kitya was to marry, his two brothers, an irate grocer from whom the Oswald stole a large jar of honey, and Oswald's father, who is missing his life savings!

BEGINNINGS

COTTAGE OF THE MOON CHILD, REVISITED

While the heroes have been gone, the Moon Child returned home, and to his delight, one of Humpty's accomplices wandered into his home just a few minutes after him. Thinking the man very rude indeed for not even knocking, the Moon Child has been *amusing* both himself and his uninvited guest.

The heroes arrive under the bed to the sound of loud hammering – peering out, they see the Moon Child happily nailing the battered and bloody form of a naked man, upside down, to one of the walls. A successful Notice roll also reveals a pile of discarded red clothing.

The Moon Child is completely mad, and this shows

THE MOON CHILD'S PORTAL

The portal opened by Danny between the Real World and Wonderland can only exist while Danny is alive; with his death the portal closes.

in his speech; he answers questions directed at him in a random way, for example:

"Why are you nailing that man up?" – "Ah yes the apple trees grow tall and strong."

"Who is he?" – "Yesterday it rained and my dollies got wet."

If the heroes interfere with the Moon Child's work or ask him any question like, "Who are you?" he drops his hammer, steps away from the wall and in a singsong voice recites:

The man in the moon came down too soon

To inquire the way to Norridge;

The man in the South, he burnt his mouth

While eating cold plum porridge.

As he finishes his song, the Moon Child's face lights up with glee and he leaps to attack. Any hero who fails an opposed Notice roll against the Moon Child's Stealth (d8) is surprised and does not get to act in the first round of the ensuing combat.

♣**The Moon Child (1):** See page 43.

THE VICTIM

No matter how soon the heroes get to the victim, they find his ordeals have pushed him too far, and he is dead. All that can be told from his body is he was a Human male who had led a rough life, judging by the old scars on his body.

THE RED CLOTHING

The clothing consists of a pair of trousers, a tunic, and a pair of leather boots, all dyed red. A pocket in the tunic contains a small leather pouch. Glass fragments crunch as the clothing is moved; investigation reveals sufficient fragments to have been two small bottles. Beneath the clothes are the man's armor (Leather, 1 point), sword (Str+2) and pistol (treat as Colt 1911, Range 12/24/48, Damage 2d6, RoF 1, Shots 7, AP 1), along with one complete reload. The weapons show no sign of recent use, and the armor does not have a mark on it – apparently the man was taken by surprise.

The leather pouch contains a double handful of a dark brown, almost black, damp mud with a small plant trapped in it. A successful Notice roll, while examining the man's clothes, reveals splashes of similar mud to that in the pouch on the sides of his trousers and boots. Successful Common Knowledge rolls identify the plant as one found only in swamps, and the nearest swamp is the Dismal Mire.

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THE DISMAL MIRE

Arriving at the edge of the Dismal Mire, the heroes hear a lot of shouting and arguing and can easily locate those involved, a group consisting of four Cats, an Owl, and a Dog, all arguing and pointing fingers.

The assembled group is unfriendly to the heroes unless suitable skills are used to calm them down. When order is established, the heroes are able to gather the following facts:

A Cat, Kitya, and an Owl, Oswald, have eloped to avoid an arranged marriage.

One of the four Cats here is the runaway's father.

The other three Cats are brothers: Cyrano, Savinien, and Hector. Cyrano is the eldest and is betrothed to the runaway.

The Owl's father is seeking his son because of the money he stole from his life savings.

The Dog is a grocer who had a barrel of honey stolen and wants either the barrel back or payment for it.

THE DISMAL MIRE

The Dismal Mire is a large area of marsh on the western edge of the Monarchy of Hearts. The Mire is a maze of waterways, surrounding many muddy, but solid, islands.

The individual chasers met at the edge of the swamp but have had no luck yet finding the runaways.

Searching around the water's edge reveals several deep sets of prints leading to a point, some 15 feet from the water. The prints are those of a Cat and an Owl, which can be proved by checking the prints of those nearby, and are partially obscured by a one-foot wide groove running through them. A successful Smarts roll indicates a Cat and an Owl dragged something from the dry land into the water, probably a boat of some sort.



WONDERLAND NO MORE

BLOOD LEECHES

The water in the regions of the Dismal Mire are rife with blood leeches, little parasites similar to normal leeches, but deep red in color and much more prolific.

If the heroes show no inclination towards exploring the mire, have Humpty remind them that the mire was pointed to by their last clue.

TO FIRST BLOOD

Once the heroes have had time for a look around, the oldest Cat brother, Cyrano, announces he will set forth to find his betrothed, and none should stand in his way. If a hero stands up to him, Cyrano glares for a moment or two before demanding satisfaction via a duel. Such a duel will be three of the heroes against Cyrano and his two brothers, and to first blood – any participant wounded must withdraw, and the last person “standing”, wins.

♣Cat, Cyrano (1): See page 40.

♣Cat, Savinien (1): See page 41.

♣Cat, Hector (1): See page 40.

CONSTRUCTING A RAFT

To build a raft suitable for the heroes to travel on requires one hour of work per person to be carried – cutting down suitable trees, stripping off the branches and securing them together. When completed, have the hero with the highest Repair skill make a roll, with a success yielding a raft that is sound while a failure gives a solid-seeming raft which falls apart at an inopportune moment.

SEARCHING THE MIRE

The search of the mire takes the heroes many hours, whether on foot or a boat of some sort. Each hour, the GM should draw a card – a Heart or Diamond indicates the heroes have discovered a clue in the direction the Owl and Pussycat went (see the following sections). A Club indicates that the heroes have travelled into an area of the swamp infested with a swarm of Blood Leeches. If the heroes are still on their raft, the leeches cannot attack them.

Blood Leech Swarm (1): Use Swarm from the Savage Worlds rulebook.

FIRST CLUE – PLENTY OF MONEY

A hero spots a number of pound notes floating on the water forming a “trail”, leading to a small, sandy islet. Thrifty heroes may gather 10.

The Owl and the Pussycat were traveling past this island, when the Owl noticed there was a Pig living upon it with a ring in its nose. Realizing they did not have a wedding ring, the Owl flew across with their money, to try and purchase said ring. The £5 note the Owl had used to wrap their money in was accidentally torn and he lost some money into the water and onto the island.

The trail of money leads up a rise on the sandy beach and over some flat ground to a small hut. Unfortunately the trail crosses a patch of quicksand! Anyone entering this area is in trouble; they begin to sink almost immediately and the only ways to escape are to pull themselves free by brute Strength (a successful Strength roll) or to grab a suitable object proffered by a companion (a successful Agility roll). A trapped hero has d4 rounds to escape before they sink beneath the sand and can no longer attempt to free themselves. Each round a hero is attempting to escape, they must make a successful Vigor roll or take a point of fatigue. Once beneath the surface the Vigor roll is made at a cumulative –1 penalty each round (i.e. –1 the first round, –2 the second).

The Hut

The hut is home to the aforementioned Pig who, in recent times, has been harassed by a particularly evil pair of Tweedle, eager to devour him. So far the Pig has escaped by providing other potential targets for the pair, the last being the Owl and the Pussycat. Fearing his days are numbered, the Pig has booby-trapped the door of his hut and is cowering behind a makeshift barricade, ready to fight to the end.

The Pig waits for the door of the hut to open; then pulls a string attached to the triggers of 3 revolvers tied to his barricade and follows it up by hurling a homemade bomb. Roll d6–2 for each of the revolvers (damage is 2d6–1) and use the Pig’s Throw skill (d6) for the bomb (damage is 2d6 in a Medium Burst Template).

Once his initial attack is over, the Pig draws another revolver, ducks behind his barricade (gives a –1 penalty to those shooting at the Pig), and prepares to defend himself to the last. Once the Pig sees the heroes, he realizes they are not the Tweedle and becomes very apologetic, eventually explaining about the Tweedle.

When asked relevant questions, the Pig can relate that an Owl flew over to him a couple of days ago and begged to buy the ring in his nose. The Pig named a price, and they haggled for a while before coming to an agreement. All the time they were talking, a Cat was sitting in a strange round boat and kept looking back the way they had come, as though expecting somebody. After purchasing the ring, the Owl flew back to the boat, and they set off northwest.

♣Pig (Animal) (1): See page 44.

SECOND CLUE – SOME HONEY

A hero spots a barrel bobbing up and down in the water near a vegetation-covered island. A successful Notice roll reveals deep teeth marks in the wood, and a raise

THE EGG OF SEVEN PARTS

indicates it cannot have been long in the water, as it is not water-stained at all and is still sealed. If opened, the barrel is discovered to be full of honey.

The Owl and the Pussycat passed this way on their journey, and were attacked by the crocogators that live on the island. In an effort to lighten their boat and drive off the creatures, the Owl threw the barrel at them. Unfortunately, in his panic, the Owl knocked their bundle of money, and some of it fell overboard.

The island is home to six crocogators, who burst from the damp undergrowth and attack if anyone sets foot on the island. Alternatively they slip into the murky water and trail the heroes' boat. Allow Notice rolls at -2 to see a faint ripple in the water, indicating something following them. If no one spots the pursuers, the crocogators attack with surprise, meaning the heroes do not get an action during the first round. Attacks on the crocogators while they are submerged are at -4 to hit and damage.

♦ **Crocogators (6):** See page 41.

Spotting the Trail

Once the heroes have left the area of the crocogators, they begin to spot pound notes floating down the waterways. The crocogators may attack anyone leaning overboard to pluck a note out of the water if they are still trailing the heroes. A total of £8 can be collected. Following the trail of floating money leads the heroes further on their search towards The Isle of the Turkey.

THIRD AND FINAL CLUE – TWEEDLE GRR AND TWEEDLE HRRR

Two Tweedle (the ones who have been harassing the Pig) narrowly missed catching the Owl and the Pussycat, after the Pig put them on to the travelers, and they are now as mean and nasty as you could imagine. Unfortunately for the heroes they are about to encounter them!

Tweedle Grr and Tweedle Hrr are wading through the murky water, in a side channel that intersects with the stream the heroes are following. Spotting the heroes, the Tweedle give a mighty cry and run at them. Any hero who succeeds in a Spirit roll is not startled by their cries and has a free round to act whilst the Tweedle charge. During the fight, the heroes will hear one of the Tweedle shout something about "...cat an' bird got away, but these won't."

After the Tweedle have been dealt with, the heroes find that one of them has a few feathers stuck to his bloody hands, and a few more such feathers are drifting out from the side channel. A Common Knowledge roll identifies the feathers as belonging to an Owl.

♣ **Tweedle, Hrr (1):** See page 45.

♣ **Tweedle, Grr (1):** See page 45.

THE ISLE OF THE TURKEY

The narrow stream opens out into a large pool, in the middle of which is an island, with a protruding wooden

jetty. The island's interior cannot be seen, due to a dense ring of trees that grows up to the water's edge. There is no sign of the Owl, the Pussycat, or their boat. The ring of rare bong-trees is 50 feet thick and is protected by a powerful magical effect – it is impossible to pass through the trees walking forwards; anyone who tries this is turned around and abruptly emerges from the trees towards the water. A successful Agility roll allows someone emerging from the trees to catch themselves before plunging into the water, where a patch of Living Pondweed will attack them.

To pass through the woods, the heroes only have to walk backwards.

♦ **Living Pondweed (1 per hero):** See page 44.

THE CEREMONY

As the heroes emerge from the tree ring they see a hill about 50 yards in front of them, atop of which is a trio of Animals – a Turkey dressed in clerical robes and "dog collar" stands behind a lectern; and before him stand an Owl and a Cat. The heroes are just in time to hear the words, *"If anyone knows of any just reason or impediment why these two should not be wed, let him now speak or forever hold his peace."*

What the heroes do is up to them. The Owl and the Pussycat are hopelessly in love with one another and a wedding carried out by the Turkey is final, being valid all over Wonderland (the Turkey insists that he was ordained by Alice herself).

THE BOAT

If asked about the shell they used as a boat, the Owl will not tell them until the ceremony is completed; if the heroes stop the marriage, they don't get the shell. The heroes may come up with some other way to get the information, and if they do, the Owl reveals he pulled the boat ashore and hid it in the trees. With the Owl's help the heroes can soon find the shell piece.

AFTERWARDS

What the heroes do after retrieving the shell piece is up to them. The journey back through the swamp could be as arduous as the inward one, but it should be shorter, as they can take a direct route. If the Owl and Pussycat were married, those awaiting the heroes are not at all happy and will be very vocal about it. Probably the best course of action is the one the Pussycat suggests – leaving the swamp on the other side and heading off into the wilds.

UNSEEN BY ALL

A figure appears from nowhere in the gloom of the circle of trees. Walking carefully backwards, it reaches

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out behind itself until it touches a tree, turning; the figure uses a sharp knife to cut several slivers of bark, which are secreted in a pocket. Glancing about, the figure walks backwards out of the trees.

WHAT NEXT

Carved very carefully into the inner surface of the shell piece is a picture of a monstrous creature – long-legged and armed, slavering jaws, and fiery eyes – the Jabberwock!

PIECE THE SEVENTH – RIGHT ARM

BEGINNINGS

THE JABBERWOCK

The heroes may well be somewhat worried once they

JABBERWOCKY

‘Twas brillig, and the slithy toves
Did gyre and gimble in the wabe;
All mimsy were the borogoves,
And the mome raths outgrabe.
‘Beware the Jabberwock, my son!
The jaws that bite, the claws that catch!
Beware the Jubjub bird, and shun
The frumious Bandersnatch!’
He took his vorpal sword in hand:
Long time the manxome foe he sought—
So rested he by the Tumtum tree,
And stood awhile in thought.
And as in uffish thought he stood,
The Jabberwock, with eyes of flame,
Came whiffling through the tulgey wood,
And burbled as it came!
One, two! One, two! And through and through
The vorpal blade went snicker-snack!
He left it dead, and with its head
He went galumphing back.
‘And hast thou slain the Jabberwock?
Come to my arms, my beamish boy!
O frabjous day! Callooh! Callay!’
He chortled in his joy.
‘Twas brillig, and the slithy toves
Did gyre and gimble in the wabe;
All mimsy were the borogoves,
And the mome raths outgrabe.
By Lewis Carroll

discover the seventh piece of Humpty’s shell is somehow connected to the fearsome Jabberwock! They may recall the following concerning the Jabberwock; each requires a successful Common Knowledge roll:

- * The beast is described in a famous poem (see sidebar).
- * The Jabberwock hunts and lairs somewhere in the Woods to the North of the Guarded Way.
- * Stories insist only the legendary Vorpal Sword may hurt the Jabberwock (no matter how successful further rolls are, no hero has heard any more about the Vorpal Sword).

HUMPTY DUMPTY’S OPINION

No matter what doubts or fears the heroes may voice, Humpty is resolute that they must continue on; “*After all, with just one more piece to collect, it is too late to give up now!*” If questioned as to how he knows there is one last piece, he quickly explains he is judging by the size of the pieces they have found so far, and that of course there may be more pieces.

Humpty continues, relating that he assumes the clue must point to the Jabberwock’s lair rather than the creature, as it hunts for much of its time and would be almost impossible to find in the thick woods. Besides which, the mysterious figure in red seems to want them to succeed in the collection, else why does he or she keep leaving clues as to where to go next? Astute heroes realize this is the man killed by the Moon Child, and wonder how Humpty knows all this. Give a benny to the first player to figure this out. If nobody does, don’t mention it. If the players become suspicious, review the section, “Humpty’s Back-Up Story,” in the Campaign Overview.

NEARING THE LAIR

The heroes suspect they may be in the area of the Jabberwock’s lair; for the last hour or so, they have seen very few signs of life and heard even less noise. It is as though all living creatures avoid the area of the fearsome predator. Speech above a whisper and the soft crunch of plants underfoot seems loud and adds to the heroes’ discomfort.

Unknown to the heroes, the Jabberwock is not at home; however, one of its larger offspring and many of its smaller are in the area. The first warning the heroes get of any attack is a loud crashing in the surrounding undergrowth, as the younger Jabberkin charge to attack.

♦ **Jabberkin (3):** See page 42.

THE CAVE

The Jabberkin may be tracked with a successful Notice roll back to their cave, which takes about an hour. If the Notice roll is failed, the same journey takes the heroes three hours. Each hour, pull a card – if it is a Club, the heroes run across a further three Jabberkin; these ones

THE EGG OF SEVEN PARTS

have been maddened by the smell of their siblings' blood and gain the effects of the Berserk edge.

The cave is found at the back of a small clearing in the woods and is an ominously dark hole in a hillside. The clearing is not natural, and the jagged stumps scattered across it show evidence of razor-sharp claws being used to fell the trees. Many tracks cross the clearing in both directions; most are the size of the Jabberkin they have already encountered, but some are much bigger.

♦ **Jabberkin (3):** See page 42. Treat as standard Jabberkin but each also has the Berserk Edge.

INSIDE THE CAVE

The interior of the cave is dimly lit (-1 modifier where appropriate) and has a strong and strange smell. The steady sound of water dripping onto rock, or perhaps claws clicking on rock, can be heard. Almost as soon as the heroes begin to explore the cave, a loud sniff is heard, followed by a bellow and the sound of something big rushing towards them – a bigger than usual Jabberkin.

Once the Jabberkin has been slain, the cave may be searched. The last piece of Humpty's shell – his right arm – may be found easily, as it lays against one wall of the cave, in the shadows about 20 feet from the entrance (one of Baker's boys got close to the cave in miniature size, grew to full size, hurled the shell piece in and then shrank as fast as he could). Any hero searching the bone and dung-covered floor of the cave finds various precious items worth a total of 1d6 X £10. A successful Notice roll reveals a scale from the Jabberwock itself. The scale is about 3 feet high, 2 feet wide and shield-shaped. It is worth £10 as a curio, or with a successful Repair roll, may be fashioned into a shield (+1 to parry, +4 armor against missile weapons).

♣ **Jabberwok Understudy (1):** See page 43.

UNSEEN BY ALL

A red-garbed figure grows from nothing and begins to hurriedly search the cave walls and floor. Finding what it seeks in a jagged crack in the back wall, the figure pulls out a large scale, then drinks from a bottle and shrinks from view.

THE SHELL COMPLETE

With all seven parts of Humpty's shell collected, the Egg is ecstatic, whooping with joy and shouting loudly. If his noise is not silenced quickly, another pack of Jabberkin appears out of the surrounding woods. Humpty knows the danger of his actions but is providing a distraction for Baker's agent within the cave.

Once the heroes begin asking such questions as "What now?" or "Where do we take the pieces?" Humpty volunteers the information that he has an arrangement with an old Lizard, Bob, who sticks him back together

THE GUARDED WAY

The Guarded Way is the only "safe" passage through the Hills of Gloom. Although "safe" is a relative term, as the guard posts are some distance apart.

THE HILLS OF GLOOM

The Hills of Gloom lie at the southern end of Wonderland and get their name from the dense tree coverage that blocks much of the light. The Hills of Gloom are the only known route between the Monarchy of Hearts and the Looking Glass Lands. The hills are home to many fearsome beasts, and travelers between the realms generally use the Guarded Way for protection. It is rumored the fearsome and legendary Jabberwock lairs within the Hills of Gloom.

whenever he breaks. The Lizard lives in a shack in the Chessboard Fields.

♦ **Jabberkin (3):** See page 42.

THE END OF THE QUEST

THE PEDDLER

Shortly after reaching the Guarded Way (to head towards the Chessboard Fields), the heroes meet a peddler traveling the other way. The peddler is carrying basic household items and has nothing of use to the heroes unless they need a cooking pan or two. The peddler pauses as he reaches the heroes and asks, "*Have you seen that Jabberwock on the Way west? I hear 'es about that way*" Whatever the answer he receives, the Peddler continues with, "*Thanks for the words, friend. I don't think my pans would be much use against 'is scales.*" The peddler continues on his way, chuckling to himself. Unknown to the heroes, this is one of the Baker's Boys passing the information to Humpty that they have the required scale.

THE JOURNEY

The journey to the Chessboard Fields is uneventful, and Humpty directs them to the third row, second column, where they soon find a small wooden shack nestled against a rise in the field. The shack has a single door and no windows. Knocking gets no answer. Humpty tells that the Lizard has a workshop out back, and they should just go in. Oh, and by the way, be careful of booby traps!

Opening the door without any precautions causes a crossbow bolt to be fired through the doorway with a Shooting skill of 1d10, causing 2d6+4 damage. A Notice

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roll reveals the trap before it triggers, and a successful Stealth roll will deactivate it.

Inside, the shack is crowded with tables and workbenches, as well as a small cooking stove and a pile of rags used as a bed. Bits and pieces of junk are scattered everywhere, and in some places, weird “things” have been made of several bits of junk, stuck or bolted together. A doorway-sized curtain hangs on the back wall.

The curtain covers the opening to a tunnel, which runs 60 feet before opening out into a small room. As the heroes progress along the tunnel, they begin to hear a low chanting. The room has stone walls, all scorched as though an immense fire had burnt there. Sprawled upon the equally scorched floor is the body of an aged Lizard.

THE TRAP!

Nothing occurs until the heroes begin to examine the body, when they do, Baker releases his illusion spell, and the small room disappears, as does the last 30 feet of

the tunnel, leaving the heroes standing in a much larger chamber about 25 feet from the entrance.

The room is circular, 100 feet in diameter, with bare stone walls. A raised dais is in the center of the room, where a large cauldron hangs on an iron tripod above a blazing fire. A man stands upon the dais, flanked by two very large men in black leather armor; the man holds a silver goblet in one hand. Arrayed around the chamber (including behind the heroes) are 12 men clad in red tunics and trousers. Note: there are actually 13 men around the room – a baker’s dozen – the 13th is invisible and remains so for a total of 5 rounds of combat.

Following is the action and dialog in the chamber, assuming the heroes do not act (highly unlikely). Whatever does occur, Baker should drink from the goblet.

The man on the dais raises the goblet in a toast and calls out, “Ab Humpty! To your good health!,” before draining the goblet. His face winces with pain as he lowers the cup.



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"Baker! But... Our agreement... You were to wait for me before you cooked the..."

The man interrupts him in a singsong, "Humpty Dumpty sat on a wall, Humpty Dumpty had a great fall, All Baker's boys and all Baker's men, decided Humpty shouldn't be made whole again." The man staggers and falls to his knees, disappearing from view behind the cauldron.

Baker's Boys and bodyguards attack once Baker has finished speaking, or if the heroes make an aggressive move. Six of the Boys are armed with pistols in addition to their normal weapons, and they each fire once before moving in towards the heroes. Remember one of the Boys has been with the heroes for most of their travels, so they know exactly how many heroes there are and how they react – the initial pistol shots should be divided amongst the heroes, with any leftover shots aimed at spellcasters. The Boys get a +2 bonus against Tricks and Taunts by the heroes.

On the second round of combat, Baker stands up and joins the fray. On successful Notice rolls (automatic if not in melee combat) heroes notice his skin is a pale gray color. Baker's skin becomes more stone-like each round, with an increase in Toughness and reduction in Parry, Agility, and Move:

Round	Toughness	Parry	Agility	Move
1	10	5	D6	6
2	15	4	D6	5
3	20	3	D4	4
4	25	2	D4	3
5	30	1	D4	2
6	35	1	D4	1
7	40	1	D4	1
8	45	1	D4	1

On round nine, Baker's body visibly goes rigid; he sways and then crashes to the floor. Minute cracks appear across his stony body, they run together and form larger cracks, and then his body falls apart into chunks of stone!

♣ **Baker (3):** See page 40.

♦ **Baker's Boys (13):** See page 40.

♦ **Baker's Bodyguards (2):** See page 40.

AFTERWARDS

With Baker dealt with, Humpty is strangely quiet. He realizes he is now at the heroes' mercy, since he duped them, and the invulnerability he sought has turned out to be not quite what he was after.

Several minutes after the heroes begin to argue with Humpty, the Lion arrives in the cavern, accompanied by a pair of White Rooks and 24 White Pawns. The Lion acts as a negotiator, preventing harm being done to Humpty but also seeing that the heroes get a just reward. Humpty can offer only £50 as recompense, as he spent most of his money on research for the invulnerability recipe.

HUMPTY AND THE POTION

Humpty requires a raise on a Cookery roll to successfully change the 6 doses of potion. If he merely succeeds, he knows he has not changed it. Humpty may try again, but one dose of the potion has been wasted. A failure means Humpty has no idea he has not changed the potion and believes he has!

DRINKING THE ALTERED POTION

The drinker is wracked by severe stomach cramps for several minutes and his skin feels as though it is tightening. These effects soon wear off and the drinker is left with a permanently increased Toughness (+1).

DRINKING THE UNALTERED POTION

The drinker is wracked by severe stomach cramps and must make a Vigor roll to stay on his feet. After about half a minute the pain subsides but is replaced by a feeling of skin and muscles tightening. The potion adds 5 to the drinker's Toughness per round for a total of 9 rounds. Subtract 1 from his Parry for a similar period (down to a minimum of 1). During the 9th round, the drinker turns completely to stone and is dead. This is not reversible. Smart (or vindictive) heroes get Humpty to test his own potion!

Despite the whole thing being a set up between Humpty and Baker, the Lion presents each hero with a Promissory Note worth £10 when presented at the royal palace, in Charity for the service they have performed for the House of Whitefield.

Humpty also offers to try and salvage something useful from the invulnerability potion once he is whole again (something the White Pawns can manage, given a couple of days).

THE RECIPE

INGREDIENTS

Eggs (1) – large, must be from a flying creature of great size and vigor.

Seasoning (1 teaspoon) – salt, grown downwards underground.

Blood (1 teaspoon) – Royal, of course.

Vegetable Stock (one pint) – preferably parsnip; potato will do, however.

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METHOD

1. Prepare a fire to cook upon, using the bark of the bong-tree. (Safety Warning: When burning, you may note the flames being *sucked into* the wood, rather than leaping from it to the air. This is perfectly normal – DO NOT attempt to touch the wood, as it burns at an extremely high temperature!)
2. Slice the egg open with a knife that has tasted the blood of at least two of royal birth.
3. Gently pour the contents of the egg into a suitable cooking receptacle, capable of withstanding the bong-tree fire heat and not made of wood, metal, stone, or earth.
4. Add the blood and seasoning, and stir briskly for three minutes.
5. Before the mixture begins to solidify (we are not making omelets here!) pour it into a pan, containing the cold vegetable stock and bring it to boil.
6. Simmer for ten minutes.
7. Allow to cool, and enjoy.

BESTIARY



ACE OF HEARTS

As a courtier with far too much time on his hands, this Ace took up big game hunting and has made a success of it.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d12

Skills: Climbing d6, Fighting d10, Guts d8, Intimidation d8, Notice d8, Shooting d8, Stealth d8

Pace: 6; **Parry:** 7; **Toughness:** 10 (2)

Edges: Combat Reflexes, Improved Nerves of Steel, Luck of the Draw (the Ace of Hearts initiative card is treated as a Joker).

Gear: Chain Hauberk, Sword (Str+d6), Dagger (Str+d4), Heavy Revolver (12/24/48, 2d6+1, 6 shots), Reload for revolver, Rifle (20/40/80, 2d8, 1 Shot, Reload 1 action.) and 16 rifle shells



BAKER

Baker is a Human gourmancer who is greedy for the power of invulnerability.

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

Skills: Cookery d10, Fighting d6, Guts d6, Notice d6, Throwing d8

Pace: 6; **Parry:** 5; **Toughness:** 5

Edges: Arcane Background (Gourmancy)

Power Points: 20

Powers: *bolt, healing*

Gear: Dagger (Str+d4), 5 Potions of Shrinking, and 5 Cakes of Growth

BAKER'S BOYS

Just thugs, hired muscle that do a job with few or no questions asked. One is invisible.

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

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

Pace: 6; **Parry:** 6; **Toughness:** 7 (1)

Gear: Leather Armor, Swords (Str+d6), 6 have Pistols (treat as Colt 1911, Range 12/24/48, Damage 2d6, Rate of Fire 1, Shots 7, AP 1)

BAKER'S BODYGUARDS

Big thugs.

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

Skills: Fighting d8, Guts d6, Notice d6

Pace: 6; **Parry:** 6; **Toughness:** 8 (1)

Edges: Brawny, Improved Frenzy, Sweep

Gear: Leather Armor, Club (Str+d4)

Special Abilities:

* **Hardy**

BODYGUARDS – CARDS, 6 OF CLUBS

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Notice d6, Shooting d8

Pace: 6; **Parry:** 6; **Toughness:** 6

Gear: Halberd (Str+d8, Reach +1, 2 Hands)

Special Abilities:

* **Luck of the Draw:** the 6 of Clubs initiative card is treated as a Joker for these cards.

* **Hardy**



CAT, CYRANO

Cyrano is a dashing Cat, equally quick of wit and sword.

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

Skills: Climbing d8, Fighting d10, Guts d10, Intimidation d10, Notice d8, Stealth d10

Charisma: +2; **Pace:** 6; **Parry:** 7; **Toughness:** 7 (1)

Edges: Claws (Str+d6), First Strike, Frenzy, Level Headed, Noble, Sweep

Gear: Leather Armor, Sword (Str+d6)



CAT, HECTOR

Hector is, at heart, a bully. His fighting style is to dominate and crush his foes.

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

Skills: Climbing d8, Fighting d10, Guts d12, Intimidation d12, Notice d8, Stealth d10

Pace: 6; **Parry:** 7; **Toughness:** 8 (1)

Creatures and characters marked with  are Wildcards.

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Edges: Claws (Str+d6), Brawny, Nerves of Steel, No Mercy

Gear: Leather Armor, Sword (Str+d6)



CAT, SAVINIEN

Savinien, unlike his brothers, is somewhat cowardly and is more concerned with protecting himself than wounding others. His family honor will not allow him to admit this.

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

Skills: Climbing d8, Fighting d8, Guts d4, Intimidation d6, Notice d8, Stealth d10

Pace: 6; **Parry:** 8; **Toughness:** 7 (1)

Edges: Claws (Str+d6), Improved Block, Luck, Quick

Gear: Leather Armor, Sword (Str+d6)

CROCOGATOR

The crocogator looks vaguely like a crocodile or alligator from the Real World – aquatic, four legged, rough hide, and a mouth full of teeth. However, a crocogator's mouth is 50% of its length, making it a strange but fearsome sight.

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

Skills: Fighting d8, Guts d6, Notice d6

Pace: 3; **Parry:** 6; **Toughness:** 9 (2)

Special Abilities:

* **Armor +2:** Crocogators have thick skins.

* **Aquatic:** Pace 8

* **Bite:** Str+d10, AP 2



CROCOGATOR, WHITEY

Whitey is a particularly large and vicious specimen who got his name from his pale skin, caused by the amount of time he spends underground.

Attributes: Agility d4, Smarts d6 (A), Spirit d6, Strength d12+2, Vigor d12

Skills: Fighting d10, Guts d8, Notice d6

Pace: 3; **Parry:** 7; **Toughness:** 10 (2)

Special Abilities:

* **Armor +2:** Crocogators have thick skins.

* **Aquatic:** Pace 8

* **Bite:** Str+d10, AP 2

* **Hardy**

DOCTORS

Doctors working at the asylum tend to have a “hands on” attitude and do not hang back when a patient needs to be subdued.

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

Skills: Fighting d4, First Aid d10, Guts d6, Notice d6

Pace: 6; **Parry:** 4; **Toughness:** 5

Gear: Hypodermic d4+d4, causes Fatigue damage rather than Wounds.



DUKE OF DIAMONDS

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

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

Charisma: +2, **Pace:** 6; **Parry:** 6; **Toughness:** 7 (2)

Edges: Combat Reflexes, Florentine, Luck of the Draw, Noble

Gear: Chain Hauberk, Sword (Str+d6), Heavy revolver (12/24/48, 2d6+1, RoF 1, 6 shots), 2 reloads for revolver

Special Abilities:

* **Luck of the Draw:** The Jack of Diamonds initiative card is treated as a Joker for the Duke.

FLYING ELEPHANTS

These creatures appear to be elephants (albeit slightly smaller than normal) with wings. They have a hive mentality and are essentially the Wonderland equivalent of bees!

Attributes: Agility d4, Smarts d6, Spirit d8, Strength d12+2, Vigor d6

Skills: Fighting d4, Guts d6, Intimidation d8, Notice d6

Pace: 4; **Parry:** 4; **Toughness:** 9

Special Abilities:

* **Dive:** Flying Elephants often attack by diving down and letting their bulk impact their opponents. They dive in a straight line, and anyone within their path must make an Agility check or be knocked down. Victims take Str+d6 damage and are knocked prone.

* **Flight:** Flying Elephants have a flying pace of 8, with a Climb of 2.

* **Large:** Elephants are massive creatures; opponents get a +2 to all attack rolls when fighting them.

* **Size +4:** Flying Elephants are smaller than Indian elephants, but they do fly.

* **Trunk Slap/Tusks:** Str+d6.

FLYING TIGERS

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

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

Pace: 6; **Parry:** 5; **Toughness:** 7

Special Abilities:

* **Bite or Claw:** Str+d6.

* **Flight:** Flying Tigers have a flying pace of 12”, with a Climb of 4”.

* **Pounce:** Flying Tigers may pounce upon or drop out of the air onto their prey, to best bring their mass and claws to bear. Such a leap or drop may be up to 3” (6 yards) and gains the Tiger a +4 bonus to the attack and damage rolls. However, the Tiger’s has a penalty of -2 to its Parry until its next action.

* **Size +2:** Flying Tigers can weigh over 500 pounds.

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FLYING TIGER ALPHA MALE

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

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

Pace: 6; **Parry:** 6; **Toughness:** 9

Special Abilities:

- * **Bite or Claw:** Str+d6.
- * **Flight:** Flying Tigers have a flying pace of 12", with a Climb of 4".
- * **Hardy**
- * **Pounce:** Flying Tigers may pounce upon or drop out of the air onto their prey to best bring their mass and claws to bear. Such a leap or drop may be up to 3" (6 yards) and gains the Tiger a +4 bonus to the attack and damage rolls. However, the Tiger's has a penalty of -2 to its Parry until its next action.
- * **Size +2:** Flying Tigers can weigh over 500 pounds.



FLYING TIGER QUEEN

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

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

Pace: 6; **Parry:** 6; **Toughness:** 10

Special Abilities:

- * **Bite or Claw:** Str+d10
- * **Large:** Attackers gain a +2 bonus to attack the Queen.
- * **Size +4:** The Queen is big!

FUNGI, PLANT

These plants look like three to four-foot-tall "cup" mushrooms; they have rudimentary eyes in bulges atop their cups and a wide mouth with fibrous teeth.

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

Skills: Fighting d6, Notice d6

Pace: 1; **Parry:** 5; **Toughness:** 7

Special Abilities:

- * **Bite:** Str+6.

GUARD

Privately hired security, employed more for their muscle than brains.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d6, Guts d6, Intimidation d6, Notice d6, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 6

Gear: Baton (Str+d4)



HUMPTY DUMPTY

These statistics are for Humpty when assembled.

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

Skills: Cookery d10, Fighting d6, Guts d6, Notice d8

Pace: 5; **Parry:** 5; **Toughness:** 7

Hindrances: Obese

Edges: Arcane Background (Gourmancy), Power Points

Power Points: 20

Powers: *armor, blast, deflection, healing*

Gear: Dagger (Str+d4)



HUNTER

Hunter by name and by profession, this man has hunted wildlife the length and breadth of the Monarchy of Hearts.

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

Skills: Climbing d6, Fighting d8, Guts d6, Intimidation d8, Notice d6, Shooting d8, Stealth d6

Pace: 6; **Parry:** 6; **Toughness:** 8 (2)

Edges: Block, Command, Quick

Gear: Chain Hauberk, Sword (Str+d6), Dagger (Str+d4), Heavy Revolver (12/24/48, 2d6+1, RoF 1, 6 shots), reload for revolver

HUNTER, 3 OF CLUBS

Card hunters with one or two forays under their belts.

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

Skills: Fighting d6, Notice d6, Shooting d8

Pace: 6; **Parry:** 5; **Toughness:** 6 (1)

Gear: Leather, Sword (Str+d6), Dagger (Str+d4), Rifle (Range 20/40/80, Damage 2d8, RoF 1, 8 shots), reload for rifle

Special Abilities:

- * **Luck of the Draw:** The 3 of Clubs initiative card is treated as a Joker for these cards.

HUNTER, EXPERIENCED 3 OF CLUBS

Card hunters with years of experience hunting vicious creatures.

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

Skills: Fighting d8, Notice d6, Shooting d10

Pace: 6; **Parry:** 6; **Toughness:** 7 (1)

Edges: Combat reflexes, Level Headed

Gear: Leather, Sword (Str+d6), Dagger (Str+d4), Rifle (Range 20/40/80, Damage 2d8, RoF 1, 8 shots), reload for rifle

Special Abilities:

- * **Hardy**
- * **Luck of the Draw:** The 3 of Clubs initiative card is treated as a Joker for these cards.

JABBERKIN

Jabberkin are the offspring of the Jabberwock, spawned from what else, no one knows! They are much

Creatures and characters marked with  are Wildcards.

THE EGG OF SEVEN PARTS



THE LADY IN BLUE

This woman always dresses as she is named. The Lady is slightly built and rather plain-looking. She excels at healing in all its forms and travels Wonderland, giving aid to all who require it. In any conflict, she is completely neutral and will not under any circumstances take sides.

The heroes should meet The Lady in Blue during their travels before they enter the Real World in Piece the Fifth.

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

Skills: Fighting d4, Guts d6, Healing d10, Knowledge (Wonderland) d6, Notice d8

Pace: 6; **Parry:** 4; **Toughness:** 5

Edges: Arcane Background (Faith), Power Points

Powers: *greater healing, healing*

Power Points: 25

Gear: Dagger (Str+d4)



JABBERWOK UNDERSTUDY

If there is an heir to the Jabberwock, this particular Jabberkin is it.

Attributes: Agility d8, Smarts d4, Spirit d8, Strength d12, Vigor d10

Skills: Fighting d8, Guts d10, Intimidation d6, Notice d8

Pace: 6; **Parry:** 6; **Toughness:** 13 (2)

Special Abilities:

- * **Armor +2:** Scaly skin.
- * **Bite:** Str+d6.
- * **Eye Fire:** The Jabberkin may (instead of attacking) stare with its flaming eyes at a single opponent within sight. Make an opposed roll of the Jabberkin's Notice against the victim's Agility. If the Jabberkin wins, the victim suffers 2d6 damage and must check to see if he catches fire.
- * **Grab:** Instead of biting, the Jabberkin may grab, which is treated like a Grapple attack.
- * **Hardy:** A second Shaken does not cause a wound.
- * **Nerves of Steel**
- * **Size:** +4



KNAVE OF CLUBS

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

Skills: Climbing d8, Fighting d10, Guts d10, Intimidation d10, Notice d8, Shooting d10, Stealth d10

Charisma: +2, **Pace:** 6; **Parry:** 7; **Toughness:** 7 (1)

Edges: First Strike, Frenzy, Level Headed, Luck of the Draw, Noble, Sweep

Gear: Leather Armor, Halberd (Str+d8, Reach +1, 2 hands)

Special Abilities:

- * **Luck of the Draw:** The Jack of Clubs initiative card is treated as a Joker for the Knave of Clubs.



LISA JOHNSON

In Wonderland, Lisa is better known as "The Lady in Blue," and no matter how she enters, physically or by dream, her statistics change to those given under that name.

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

Skills: Fighting d4, First Aid d8, Knowledge (History) d6, Knowledge (Archaeology) d6, Knowledge (Wonderland) d6

Pace: 6; **Parry:** 4; **Toughness:** 5

Gear: Nothing useful



MOON CHILD

Attributes: Agility d10, Smarts d6 (mad!), Spirit d8, Strength d8, Vigor d8

Skills: Climbing d8, Fighting d10, Intimidation d8, Knowledge (Cookery) d8, Notice d8, Shooting d8, Stealth d10

Pace: 6; **Parry:** 8; **Toughness:** 6

Edges: Berserk, First Strike, Frenzy, Improved Nerves of Steel, Block, AB (Gourmancy)

Power Points: 15

Powers: *bolt (throws small flints at foes), blast (hurls overripe fruit)*

Gear: Knife (Str+d4), Catapult (2/4/6, Str+d4), 20 flint stones for catapult (+1 damage)

NORMAL HUMANS

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

Skills: As required

Pace: 6; **Parry:** 2 to 4; **Toughness:** 5

Gear: Equip them as required.

WONDERLAND NO MORE

ORDERLIES

Underpaid, undertrained, and unable to get jobs elsewhere, these fellows just want to do their shift and get home.

Attributes: Agility d6, Smarts d6, Spirit d4, Strength d8, Vigor d8

Skills: Fighting d6, Guts d6, Intimidation d6, Notice d6

Pace: 6; **Parry:** 5; **Toughness:** 7

Edges: Brawny

Gear: Baton (Str+d4)

ORDERLY, SENIOR

Having worked their way up to Senior status, these orderlies have seen and dealt with all sorts of madness. Nothing really disturbs their world weariness.

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

Skills: Fighting d8, First Aid d6, Guts d6, Intimidation d6, Notice d6

Pace: 6; **Parry:** 7; **Toughness:** 7

Edges: Block, Brawny

Special Abilities: Hardy

Gear: Baton (Str+d4)

OWL (OSWALD)

Rugged, yet handsome (at least for an Owl), his love for the Pussycat gets him into situations he would rather not be in.

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

Skills: Fighting d6, Notice d6

Charisma: +1; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Special Abilities:

* **Flight:** Owl has a flying pace of 10, with a Climb of 3.

* **Talons:** Str+d6.

PAWNS, RED

Chessmen are a race of what look like giant, anthropomorphic chessmen. They are a construct race, with vaguely human features, in what is otherwise a "traditional" chess piece shape, standing four feet tall.

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

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

Pace: 6; **Parry:** 5; **Toughness:** 6 (1)

Hindrances: Weakness (Fire)

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

Special Abilities:

* **Wooden:** Chessmen have no vital organs, thus called shots cause no extra damage. They are also very resilient, gaining +2 when attempting to recover from being Shaken.



PIG (ANIMAL)

The Pig is a fine specimen of his race but is also pig-headed (stubborn) by nature.

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

Skills: Fighting d4, Notice d8, Shooting d4, Throw d6

Pace: 6; **Parry:** 4; **Toughness:** 6

Gear: Light Revolver (Range 8/16/32, Damage 2d6-1, Rate of Fire 1, 6 shots)

Special Abilities:

* **Trotters:** Str+d6.

POLICE

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

Skills: Fighting d6, Guts d6, Intimidation d6, Notice d6, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 5

Gear: Baton (Str+d4)

POLICE, ARMED

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

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

Pace: 6; **Parry:** 5; **Toughness:** 7 (2)

Gear: Flak Jacket, Baton (Str+d4), Light Revolvers (8/16/32, 2d6-1, 6 shots), 1 full reload.

POLICE SERGEANTS

No-nonsense Police, who have earned their rank the hard way.

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

Skills: Fighting d8, Guts d6, Intimidation d6, Notice d6, Stealth d6

Pace: 6; **Parry:** 6; **Toughness:** 5

Edges: Frenzy, Trademark Weapon (Baton)

Special Abilities:

* **Hardy**

PONDWEED, PLANT

Murky green-colored plants with thin, tentacle-like fronds, which have surprising strength.

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

Skills: Fighting d6, Notice d6, Stealth d6

Pace: 4; **Parry:** 5; **Toughness:** 5

Special Abilities:

* **Bindweed:** Whip-like fronds wrap around its foe on a raise on an attack roll, requiring an opposed Strength roll to break free; damage is automatic per round.

* **Fronds:** Str+d4.

* **Plant:** Immune to diseases and poisons affecting

Creatures and characters marked with  are Wildcards.

THE EGG OF SEVEN PARTS

beasts, but they are susceptible to diseases and poisons which affect plants. Likewise, they 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.

PUSSYCAT (KITTY)

Attractive as Cats go, the Pussycat just wants the world to leave her and her beloved Owl alone.

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

Skills: Climbing d8, Fighting d4, Notice d6,

Charisma: +2; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Special Abilities:

* **Claws:** Str+d6.

SOLDIER – CARD, 3 OF CLUBS

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

Skills: Fighting d6, Notice d4, Shooting d6

Pace: 6; **Parry:** 5; **Toughness:** 5

Gear: Halberd (Str+d6, Reach +1, 2 hands)

Special Abilities:

* **Luck of the Draw:** The 3 of Clubs initiative card is treated as a Joker for these cards.

SOLDIER, HUMAN

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

Skills: Climbing d6, Fighting d6, Guts d6, Intimidation d8, Notice d6, Shooting d8, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 6 (1)

Gear: Leather Armor, Sword (Str+d6), Dagger (Str+d4)

TOVES, SLITHY

Toves are odd creatures that superficially resemble badgers, being 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

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”.

* **Hardy:** toves do not suffer wounds from a second Shaken result.

* **Impaling Attack:** If a tove hits with a raise, it has impaled its foe; on the following round, the tove auto-

matically inflicts a further Strength+d10 damage, as it pulls its corkscrew-shaped snout from the wound.

* **Size -1:** toves are the size of large dogs.

* **Snout Attack:** Str+d6.



TWEEDLE, GRR AND HRR

These miscreants were once bandits who preyed upon those who traveled the paths around the Dismal Mire. After being outsmarted (yet again) by a group of potential victims, the pair slunk off into the swamp where they heard wildlife was plentiful, to lick their wounds and plan what to do next. Grr and Hrr found plenty of food, but most of it tasted disgusting. Turning around, they tried to leave the swamp. Alas in their hunger, they had wandered far and were then lost. Living off a diet of swamp creatures and tainted water, the Tweedle have gone mad and are now bloodthirsty monsters that eat anything living.

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

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

Pace: 5; **Parry:** 6; **Toughness:** 7

Edges: Berserk, Combat Reflexes

Hindrances: Mean

Gear: Club (Str+d4)

WOODCUTTERS

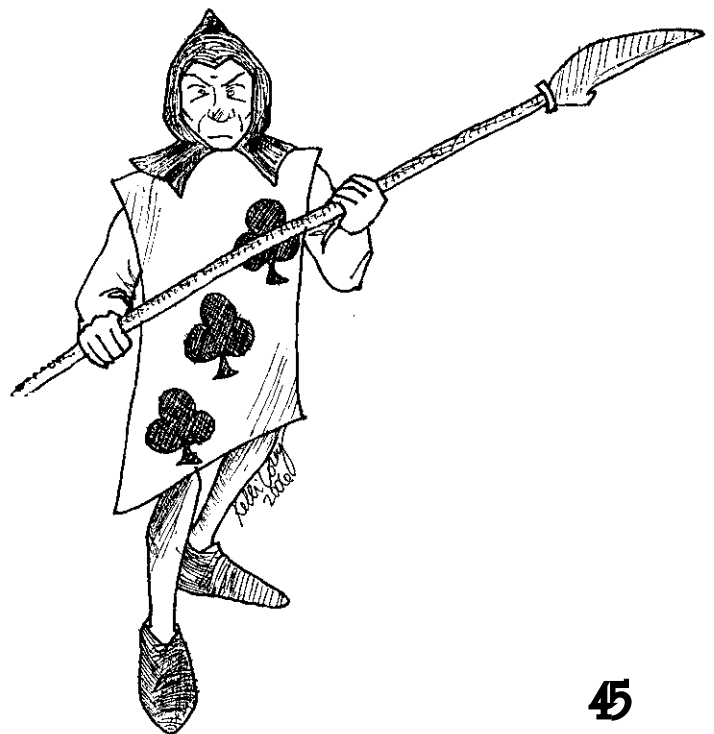
Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Climbing d6, Fighting d6, Guts d8, Notice d4, Knowledge (Woodcraft) d8

Pace: 6; **Parry:** 5; **Toughness:** 7

Edges: Brawny

Gear: Axe (Str+d6)



IT'S TIME FOR AN EGG HUNT, WONDERLAND STYLE!

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Prepare to face off against the likes of slithy toves and homicidal packs of Cards, to dodge the fearsome Jabberwock's offspring and their jaws that bite and claws that catch and to explore a fantasy world where Wonderland has gone wrong.

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