

Wonderland No More

PLAYERS' GUIDE

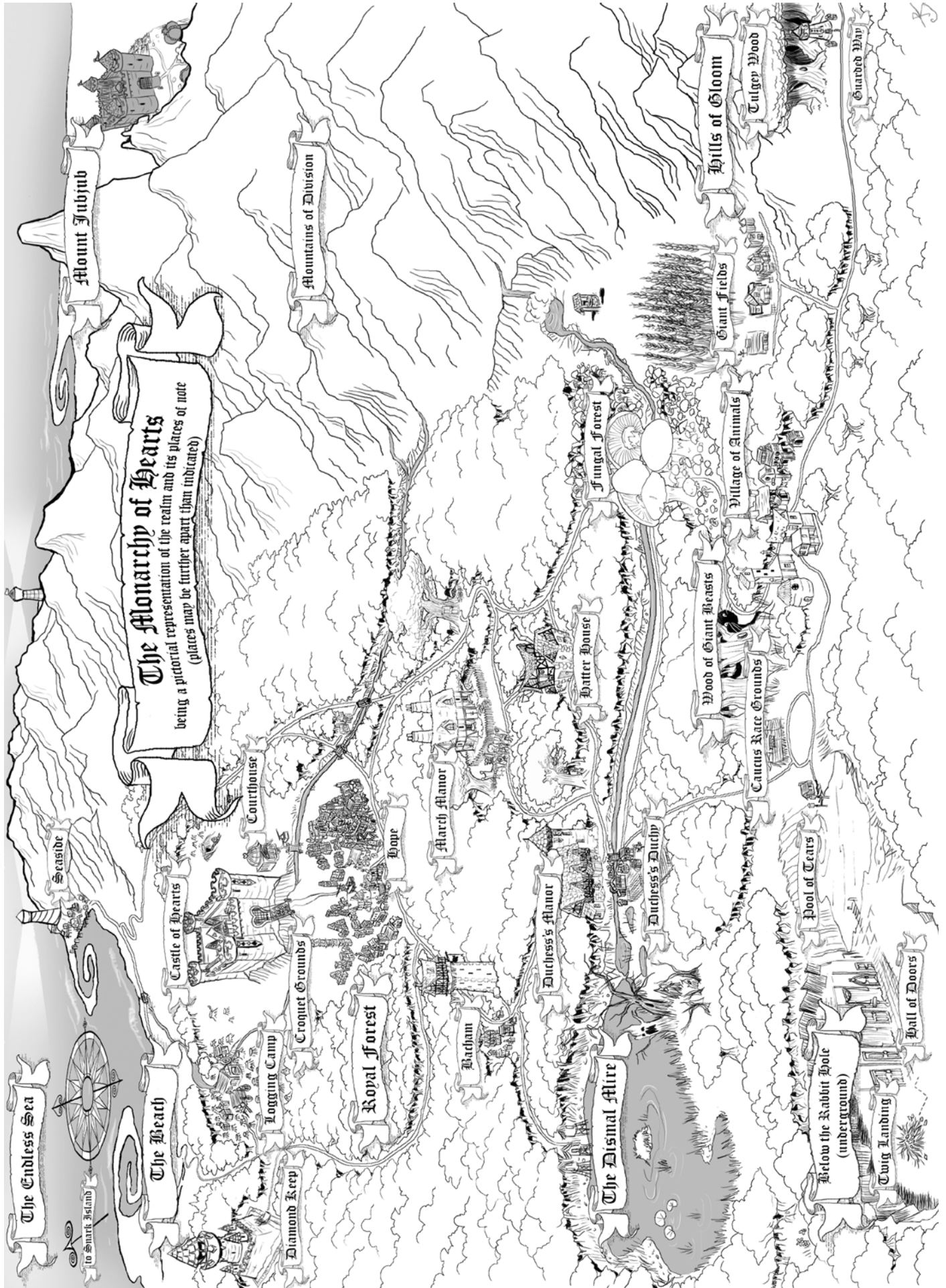


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The Endless Sea



to Shark Island

Seaside

The Beach

Castle of Hearts

Diamond Keep

Logging Camp

Croquet Grounds

Royal Forest

Bacham

Duchess's Manor

The Dismal Afire

March Manor

Hope

Courtthouse

Butter House

Fungal Forest

Below the Rabbit Hole (underground)

Pool of Tears

Caucus Race Grounds

Wood of Giant Beasts

Village of Animals

Giant Fields

Hills of Gloom

Tulgey Wood

Guarded Way

The Monarchy of Hearts

being a pictorial representation of the realm and its places of note (places may be further apart than indicated)

Mounts of Division

Mount Jubjub



Players' Guide

A Reference for Visitors to a Wonderland Gone Wrong

by

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Inspired by the works of Mr. Lewis Carroll



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NOTE: This document contains only the *Players' Guide* section of the *Wonderland No More Savage Setting*. The complete *Wonderland No More Setting Guide* and the *Savage Worlds* rules are required to play.

Wonderland No More

Introduction to Wonderland



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

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

The Alice Diaries

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

Alice's Adventures in Wonderland:

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

Through the Looking Glass and What Alice Found There:

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

Alice in Wonderland

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

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

Her experiments are cut short when she tumbles into a pool of water caused by the tears she cried while giant-

sized. After making her way to shore, Alice takes part in a strange running race to get dry, along with many animals also caught in the pool. Once dry, Alice manages to offend all the creatures by talking about her pet, Dinah, and the cat's ability to catch birds and mice.

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

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

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

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

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

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

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

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

Through the Looking Glass and What Alice Found There

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

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

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

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

A Controversy of Scale



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

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



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

Introduction to Wonderland

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

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

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

After Alice Left Wonderland

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

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

Dark Times

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

The Kings of both the Houses of Rosewood (the Red Chessmen) and Whitefield (the White Chessmen) disappeared. Rumors suggested that the White King was

dead, slain in a traitorous attack by Rosewood. Others tell that the sleeping Red King had been taken to a place of safety, where Whitefield assassins cannot reach him.

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

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



Geography of Wonderland

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

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

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

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

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

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

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



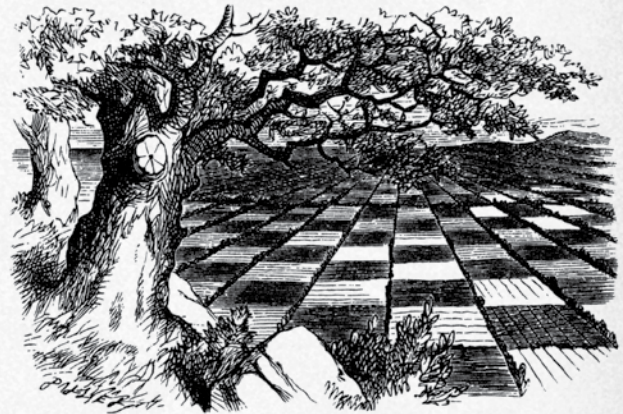
The Monarchy of Hearts

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

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

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

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



The Looking-glass Lands

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

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

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

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

Characters



"Who are YOU?" said the Caterpillar.

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

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

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

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

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

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

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

Hunter: Sometimes the wilder creatures such as the fearsome jabberkin or bandersnatch prey upon the

villagers. At such times, someone is needed to drive the beasts back to where they belong.

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

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

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

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

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

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

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

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



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Making Characters

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



1) Race

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

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

2) Traits

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

Attributes

Unless a racial description says otherwise, your character starts with a d4 in each of his five attributes: Agility, Smarts, Spirit, Strength, and Vigor. You then

have 5 points to distribute among them as you choose. Raising an attribute a die type costs one point, up to a maximum of d12. The huge Tweedle are an exception to this, as they may raise Strength to a maximum of d12+2 if desired.

Skills

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

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

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

Notes on Skills

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

Arcane Skills

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

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

Knowledge Skills

These three Knowledge skills are particularly worthy of note:

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

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

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



Languages

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

Secondary Statistics

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

Pace is equal to 6".

Parry is equal to 2 plus half your Fighting.

Toughness is equal to 2 plus half your Vigor.

3) Special Abilities

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

For two Hindrance points you can:

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

For one Hindrance point you can:

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

4) Gear

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

5) Background

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

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

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

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

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



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Animals



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

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

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

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

On the whole, Animals prefer the company of their own kind: that is to say, other Animals, rather than

specific types thereof. They tend to congregate in small villages where many species of Animal live together.

Insects as Animals

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

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

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

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

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

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



Animal Racial Edges

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

Racial Edges & Hindrances

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

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

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

Natural Weaponry: Whether it is a beak, claw, bite, kick, or head-butt, all Animals have natural attacks which together inflict Strength+d6 damage. Alternatively, the weaponry can inflict Str+d4 damage, but give an additional bonus such as

Reach 1 (for long arms or a Frog's tongue) or +1 on Climbing rolls (with claws).

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

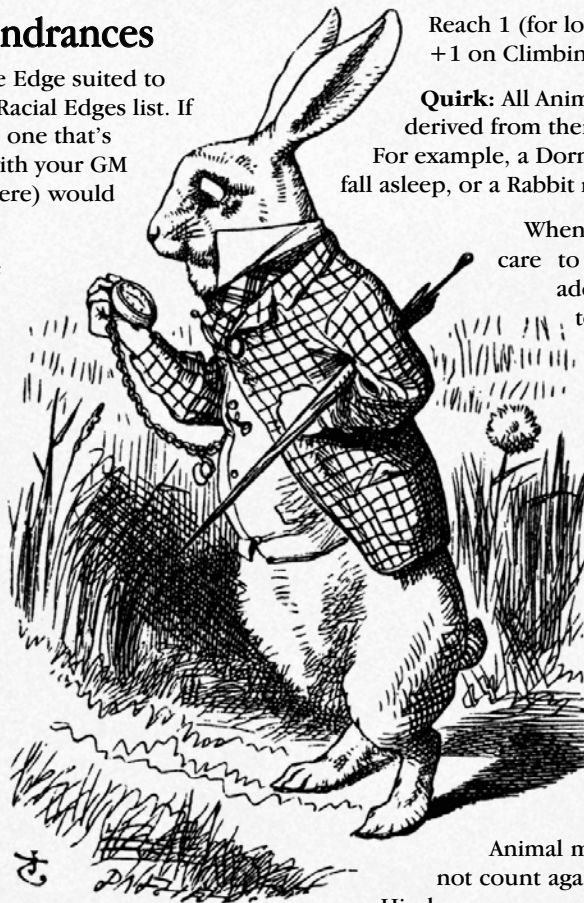
When creating an Animal hero, take care to describe the hero and take additional Edges and Hindrances to fill out the description.

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

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

Small or Tiny

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



Wonderland No More—Players' Guide

Cards

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

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

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

On Flatness

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

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

Class

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

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



Clubs are the guards and soldiers.



Diamonds are the scholars and academics.



Hearts are the courtiers.



Spades are the craftsmen and laborers.

Rank

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



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

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

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

Aces are not available as player Cards.

Racial Edges & Hindrances

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

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

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

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

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

Chessmen

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

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

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

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

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

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

The Accords

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

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

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

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

Racial Edges & Hindrances

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

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

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

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

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

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



The Accords of the Eighth Square

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

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

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

Examples of original sections:

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

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

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

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

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

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

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

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

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

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

Later Additions:

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

Defend the poor and help them that cannot defend themselves.

Do nothing to hurt or offend anyone else.

Be prepared to fight in the defense of your house.

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

Never break your promise.

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

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

Some of the more bizarre entries:

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

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

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

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

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

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

It isn’t respectable to beg.

You will observe the Rules of Battle.

Speak when you’re spoken to!

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

Queens never make bargains.



Humans



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

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

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

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

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

Racial Edges and Hindrances

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

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

On Human Names

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

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



Wonderland No More—Players' Guide

Plants

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

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

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

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

Genus

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

Racial Edges & Hindrances

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

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



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

Plant Physiology:

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

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

World Wise: All the time rooted in one place

makes Plants thoughtful. Plants start with a d6 in Smarts.

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

Examples of Genus Edges

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

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

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

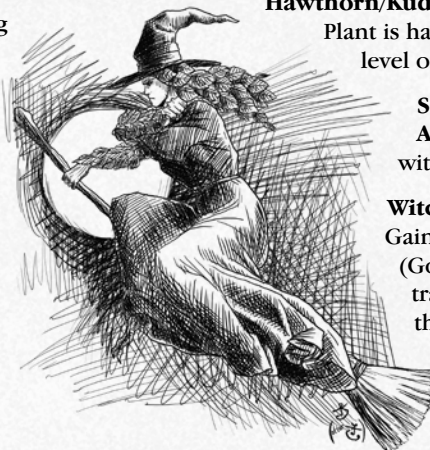
Flower (Any)—Attractive: Gain the Attractive Edge.

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

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

Witch Hazel—Plant Witch:

Gain the Arcane Background (Gourmancy) Edge; your trappings involve “witchy” things such as bubbling cauldrons, poisoned apples, gingerbread houses and the like.

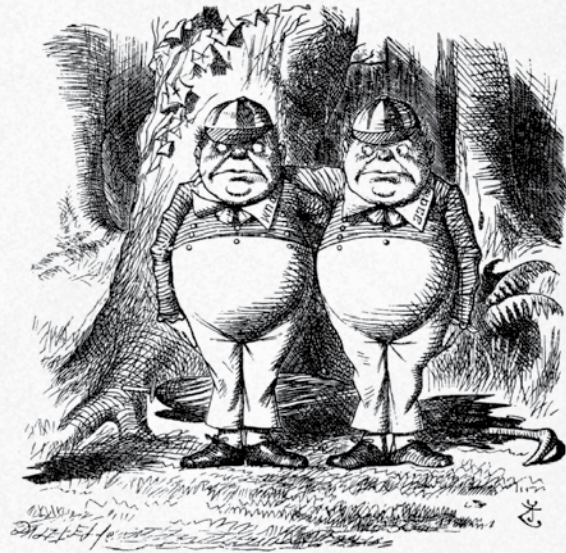


Tweedle

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

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

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



Racial Edges & Hindrances

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

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

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

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

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

Twin Tweedle

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

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

The Corsican Tweedle

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

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

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

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

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

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Edges and Hindrances

Hindrances

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

Enemy

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

New Hindrances

The following new Hindrances are available.

Bad Liar (Minor)

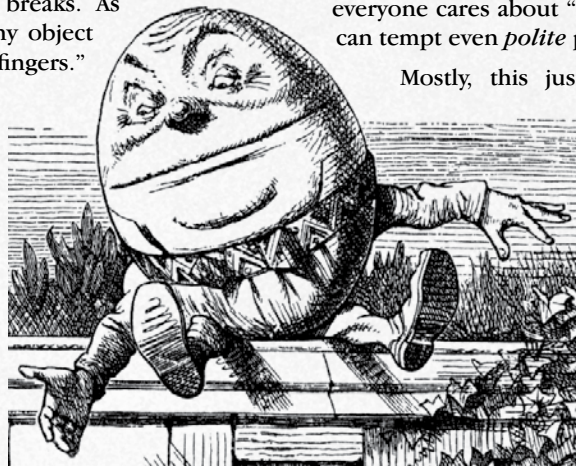
Your character is very bad at telling a lie and keeping a straight face. All Intimidation, Persuasion, and Taunt rolls where anything more than a slight bending of the truth is involved suffer a -2 modifier applied to the roll.

Cannot Grip (Major; Animals and Plants only)

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

Fragile (Major)

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



Expressive (Minor;

Arcane Background: Gourmancy, Haberdashery, Miracles, or Witch Queen)

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

Extravagant (Major)

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

Low Pain Tolerance (Major)

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

Poor Reflexes (Major)

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

Slowcoach (Minor)

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

Tasty (Minor)

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

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

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

As if any further incentive were needed, any Gourmancy dishes cooked using you as a main course gain the benefit of Magic Ingredients (+1 to the Cooking roll). Sorry,

but you can't boost a Gourmancy dish with just a small clipping of your hero; being used as the main course is invariably fatal.

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

Tiny (Major)

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

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

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

Trouble Magnet (Major)

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

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

Unusual Size or Shape (Minor)

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

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



Edges

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

Beast Master

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

Thief and Woodsman

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

Animal Edges

Feral

Requirements: Veteran, Animal

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

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

Background Edges

Arcane Background

The following Arcane Backgrounds are available:

Arcane Background (Gourmancy)

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

Arcane Background (Haberdashery)

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

Wonderland No More—Players' Guide

Arcane Background (Miracles)

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

Arcane Background (Witch Queen)

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

Beast Companion

Requirements: Novice, Spirit d6+

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

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



Honorary Chessman

Requirements: Novice, Non-Chessman

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

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

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

Iced Water for Blood

Requirements: Novice

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

Inscrutable

Requirements: Novice

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

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

Magical Body Parts

Requirements: Novice, Animal or Plant

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

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

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

Resilient

Requirements: Novice, Vigor d6+

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

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

Twisted Mind

Requirements: Novice, Smarts d8+

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

Card Edges

Trained for the Job

Requirements: Novice, Card

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



(Clubs): Fighting, Knowledge (Battle), Riding, Shooting, Stealth, Throwing.



(Diamonds): Healing, Investigation, Knowledge (Magic Foodstuffs), Lockpicking, Streetwise, Taunt.



(Hearts): Gambling, Knowledge (Battle), Intimidation, Taunt, Persuasion, Riding.



(Spades): Boating, Driving, Notice, Repair, Survival, Tracking.

Shuffle

Requirements: Novice, Card

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

Improved Shuffle

Requirements: Novice, Card, Shuffle

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



Chessman Edges

The following Edges are available to Chessmen and Honorary Chessmen.

Castling

Requirements: Novice, Rook

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

Chessman's Move

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

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

En Passant

Requirements: Novice, Pawn, Smarts d6+

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

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

Knight's Leap

Requirements: Novice, Knight

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

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Knight's Steed

Requirements: Seasoned, Knight

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



Rook's Defense

Requirements: Novice, Rook

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

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

Chessman Eighth Square Edges

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

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

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



Bishop

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

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

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

Drawback: Spiritual Code—all Bishops gain their powers from the Spirit of Conflict and as such may not personally attack another Bishop (though he may certainly permit his allies to do so). If such an act is perpetrated (even by accident), the

attacking Bishop loses his spellcasting ability until the act is atoned for. This may be as simple as healing any wounds inflicted, though in an extreme case he may even be required to take the place of a slain Bishop.

Knight

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

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

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

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

Queen

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

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

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

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

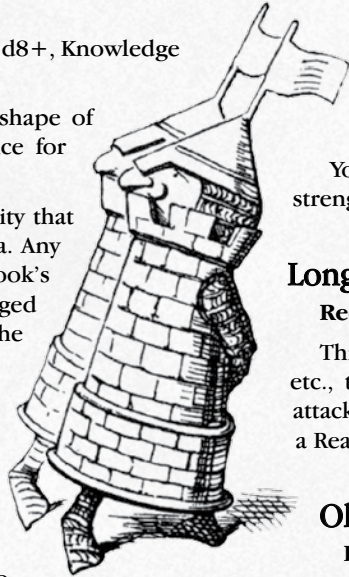
Rook

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

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

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

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



Plant Edges

Bark Skin

Requirements: Seasoned, Plant

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

Long Reach

Requirements: Novice, Agility d6+, Plant

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

Old Growth

Requirements: Veteran, Plant

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

Combat Edges

Lethal Weapon

Requirements: Novice

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

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

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

Very Lethal Weapon

Requirements: Lethal Weapon

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

Power Edges

Casserole

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

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

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

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

Cordon Bleu

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

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

Social Edges

Careful with Money

Requirements: Novice

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

Gallows Humor

Requirements: Novice, Taunt d6+

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

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

Recitation

Requirements: Novice, Persuasion d6+

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

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

Trickster

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

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

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

Weird Edges

Costermonger

Requirements: Novice, Knowledge (Magic Foodstuffs) d4

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

Green Thumb

Requirements: Novice, non-Plant

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

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

Woodworker

Requirements: Novice, Repair d6+

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

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

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



Gear & Goods



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

Availability

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

H	Monarchy of Hearts
LG	Looking-glass Lands
All	Both

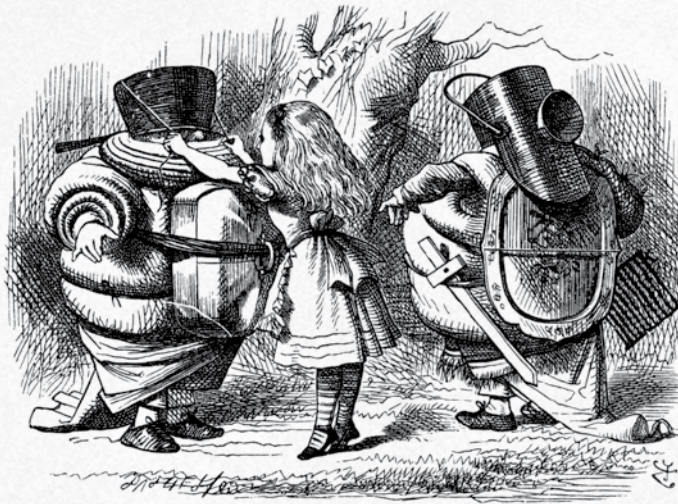
To buy an item not normally available in a realm (for instance, a shotgun in the Looking-glass Lands) requires a successful Streetwise roll to locate one, and even then it will cost twice the listed price. If a raise is achieved on the Streetwise roll, the item is available for the listed price.

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

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

Day-to-day Costs and Wealth

Rather than force the heroes to go on regular shopping trips to Wonderland's version of the supermarket to collect groceries, *Wonderland No More* uses the following system: Whenever a hero gains any form of wealth, one



third (round down) is instantly deducted to cover day-to-day expenses. The rationale is that wealthier heroes spend more lavishly on food and drink, and spend less when times are hard.

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

Currency

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

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

Pounds, Shillings and Pence

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

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

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

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Selling Goods

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

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

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

Standard Gear Lists

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

Mundane Items

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

Transport

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

Special Clothing

Item	Cost	Wt	Where
<i>Court attire</i>	£2.00	5 lb	All
<i>Wardrobe</i>	£1.00	5 lb	All
<i>Winter garb</i>	£1.00	5 lb	All



Magical Goods

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

Melee Weapons

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

Archetypal Weapons

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

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

For example, the Gardener enters battle equipped with a giant



pair of trimming shears and an oversized watering pot. The GM might decide to treat the shears either as a tool or as a short sword, and the watering pot as a shield, with equivalent weight, cost, and statistics.

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

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

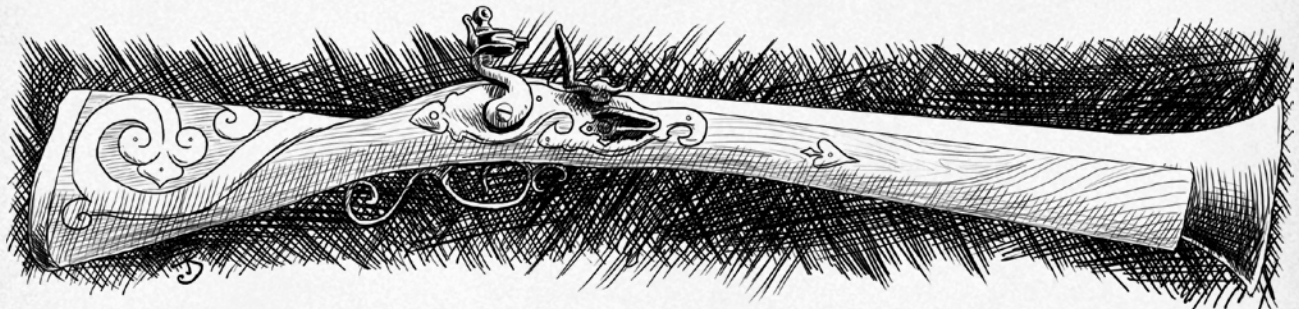
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Missile Weapons

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

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

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



Ammunition

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

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

Armor

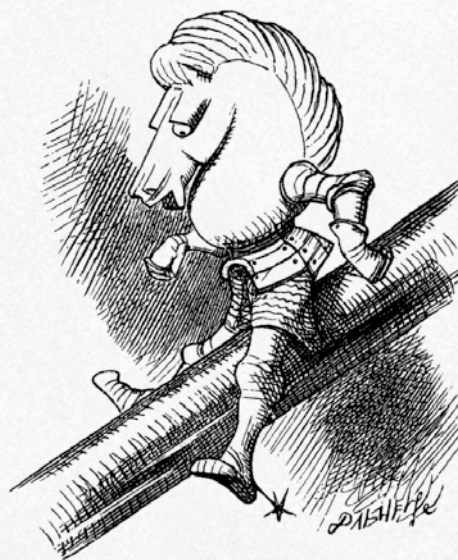
Type	Armor	Wt*	Cost	Where	Notes
Archetypal					
<i>Bed quilts</i>	+1	8 lb	£0.50	All	Covers torso -1 penalty to Parry due to its bulk
<i>Paper</i>	+1	5 lb	£0.25	All	Covers torso, arms, legs; flammable; soggy when wet; see notes
<i>Pots and pans</i>	+2	15 lb	£1.00	All	Covers torso and arms -1 penalty to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

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

Fitting Clothing & Armor

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

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



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Selected Gear Notes

Mundane Gear Notes

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

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

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

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

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

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

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

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

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

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

The flask's range is 3/6/12. Anything it hits is set alight on a d6 roll of 5-6, causing 1d10 damage per round

until extinguished. The fire has a chance of spreading as usual.

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

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

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

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

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

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

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

Clothing Notes

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

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

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

Magical Gear Notes

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

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

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

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



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

Magic Ingredients: Be it rare spices, or butter harvested from a bread-and-butterfly swarm, various ingredients are valued for added potency when cooking. One unit of Magic

Ingredients grants a Gourmancer a one-time +1 bonus to a Cooking roll.

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

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

Smelling Salts: Smelling salts were once used to treat "fainting spells," but they possess miraculous healing

properties in Wonderland. Each vial heals one wound when inhaled; the "salts" evaporate in the process.

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

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

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

Each unit of treacle counts as a single Magic Foodstuff.

Transport Notes

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

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

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

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

Armor Notes

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

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



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

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

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

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

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

Weapon Notes

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

Blunderbuss: A blunderbuss can be loaded with lead shot, gravel, scrap metal, rotten fruit, or whatever else comes to hand. Damage is 2d10 if hard ammo is used; for softer ammo the damage is only 2d6. When fired, the ammunition spreads over a large area; make a single Shooting roll that is used against every target

within a Small Burst Template. Note that due to Edges, shields, etc., it's possible for the same attack roll to hit some and miss others.

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



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

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

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

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

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

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

Magic & Miracles



Magic Foodstuffs for All and Sundry

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

Limitations

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

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

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

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

Obtaining Magic Foodstuffs

There are four ways of getting Magic Foodstuffs:

Making Them

See **Arcane Background (Gourmancy)** (p. 32). Gourmancy is the art of preparing Magic Foodstuffs from

(relatively) ordinary ingredients found in Wonderland. Created Magic Foodstuffs have predetermined results, and no roll is required when consuming them for their powers. In the case of powers with extended durations, Gourmancers can invest more Power Points when making them, to make them last longer than the “base” duration.

Chancing on Them

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



☞ Searching for Them

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

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

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

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

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

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

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

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

Buying Them

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

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



Gourmancy Powers

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



Arcane Background (Gourmancy)

Arcane Skill: Cooking (Smarts)

Power Points: 10

Powers: 3

Trappings: Gourmantic powers are all held within dishes that can be as simple as a soup or as complex as a three-course meal.

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

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

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

Backlash

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

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

Preparation

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

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

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

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

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

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

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

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

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

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

Leisure Cooking

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

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



On-the-fly Cooking

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

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

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

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

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

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Available powers and example trappings:

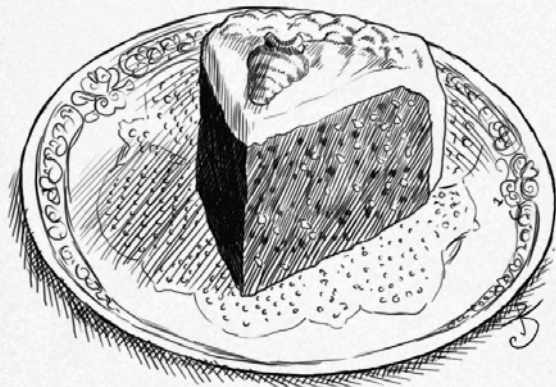
The following lists the powers that are available to a Gourmancer and as foraged Magic Foodstuffs.

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

Armor (N) This turtle soup toughens the eater's skin, making it hard and shell-like.

Beast Friend (N) These biscuits can be tossed singly or in handfuls to wild beasts to temporarily "befriend" them. Each *beast friend* treat costs 3 Power Points to make. Larger creatures have to be fed enough treats to equal or exceed the number of Power Points normally required, as described in the *beast friend* power.

Burst (N) A red-hot chili that prompts the eater to breathe fire (whether he wants to or not). Place the cone template as with normal use of the *burst* power.



Detect Arcana (N) A chewy carrot cake that enables eyes to see things beyond normal sight.

Deflection (N) A hot and spicy dish that causes the very air around the eater to shimmer and distort.

Dispel (S) Garlic, wolfsbane, and many other spices are combined into small cakes that dispel all other magical effects on the eater.

Entangle (N) When chewed, this dish becomes a rapidly expanding gooey mass which is then spat at the target. An excessively nasally-endowed caster might have the option of sneezing this at his foes.

Fear (N) This Dandelion-petal dish prompts the eater to make a single, terrifying roar (place edge of Large Burst Template adjacent to eater).

Fly (V) An almost lighter-than-air soufflé that passes on its lightness to the eater.

Greater Healing (V) A thick and nourishing chicken broth that heals the eater.

Growth (S) (p. 41) A stroganoff (made from the north side of puffer shroom stems) that increases the eater's Size.

Healing (N) Magically-nourishing chicken soup that heals wounds.

Invisibility (S) A celebratory cake complete with candles and sparklers, which distracts others while the eater slowly fades from view, Cheshire Cat-style.

Light (N) A light and crisp pie with a taste of will-o'-the-wisp ... that makes the eater glow in the dark!

Mending (N) (p. 41) This beautiful cake tastes of sawdust and glue. For an inanimate object, the cake must be "fed" to it (so some sort of "mouth" or "tongue" is required, and perhaps some creative punnery).

Obscure (N) A pulse salad (of murkweed seed pods found primarily in the Dismal Mire) that emits a cloying black mist.

Puppet (V) This confection is so delicious that the eater is compelled to obey the maker in the hope of getting more.

Quickness (S) This dessert composed mainly of figs and prunes is guaranteed to get the eater moving at a rapid pace.

Shape Change (N) (p. 40) A beast-shaped cookie that turns the eater *into* that beast for a limited time.

Shrink (S) (p. 41) A stroganoff made from the south side of the puffer shrooms' stems may be eaten to dramatically decrease the eater's Size.

Smite (N) A hot sauce, thick enough to coat a weapon.

Speak Language (N) This comes in the form of French toast, German chocolate, a Danish, etc. Eating the dish makes you understand, speak, and take on the accent of the appropriate language.

Speed (N) Petals of certain giant flowers have a curiously citric taste when eaten. Once cooked, they provoke the eater to constantly leap and spring about.

Stun (N) This tart is so delicious that whomever eats it is *stunned*, in a state of satiated bliss. (This affects the eater only, not a template.)

Teleport (S) A bottle of port infused with rare herbs and other ingredients; as the alcohol is drunk the drinker fades slowly from view, Cheshire-Cat-style.

Arcane Background (Haberdashery)

Arcane Skill: Haberdashery (Smarts)

Power Points: 10

Powers: 2

Trappings: All Haberdashery powers involve pulling things out of, putting things into, or the conjuring of hats and other headgear.

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

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

Backlash

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

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

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

Encounter/Scene Duration

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

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

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

Available powers and example trappings:

The following lists the powers available to Haberdashers.

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





Arcane Background (Witch Queen)

Arcane Skill: Sorcery (Smarts)

Starting Power Points: 10

Powers: 3

Trappings: Commanding gestures, royal scepters, and roses.

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

Backlash

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

Available powers and example trappings:

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

Power	Notes / Example Trappings
Armor (N)	Caster's attire becomes more regal and extravagant.
Barrier (S)	A thick and thorny rosebush hedge springs up.

Beast Friend (S) Caster sings to soothe the savage beasts—or imperiously commands them, if it suits her better—accompanied by conjured music.

Blast (S) Caster summons a bouquet of roses and hurls it to her foes. It then explodes in a flurry of rose petals and slashing thorns.

Bolt (N) Caster conjures a rose with a razor-sharp cut stem, and then flings it stem-first at the target.

Boost/Lower Trait (N) Caster conjures a scroll from up a sleeve, unrolls it, and reads a proclamation that lauds or condemns the subject. For *boost*, a medal and ribbon appear draped around his neck; for *lower*, a fool's cap appears on his head.

Burrow (N) Caster claps her hands, summoning a troupe of little gardeners who dig furiously to clear a tunnel for their mistress.

Burst (N) With a wave of her scepter, the caster sends a spray of rose petals and razor-sharp thorns at her enemies.

Conceal/Detect Arcana (N) For *detect*, the caster produces a pair of opera glasses from inside her robes, while for *conceal*, ethereal rose petals briefly obscure the subject and then vanish.

Deflection (N) A whirlwind of small rose petals centers on the recipient, intercepting and deflecting blows.

Dispel (S) Caster dictates a royal proclamation (recorded by a conjured scroll and animated quill) prohibiting the offending spell.

Elemental Manipulation (N) With a wave of her scepter, the caster commands the appropriate element.

Entangle (N) A tangle of thorny rose bushes erupts around the target's feet.

Fear (N) Caster points her scepter at the target and, in a booming voice, issues a threat or condemnation (e.g., "Off with his head!").

Fly (V) Caster's attire sprouts wings—fairy wings, feathered, bat-like, or even clockwork—in a form suiting her personality.

Greater Healing (V) With a gesture of the caster's scepter, rose blossoms spring forth around the recipient, forming a restful bed of petals for him, and easing his pains and injuries magically away.

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

Religions of Wonderland

The Trinity of Forces

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

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

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

The Spirit of Conflict

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

Alice

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

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

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

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Saint Dinah

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

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

Arcane Background (Miracles)

Arcane Skill: Belief (Spirit)

Starting Power Points: 10

Starting Powers: 2

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

Spirit of Conflict

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

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

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

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



Major Sins (loss of power for one week):

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

Mortal (loss of power unless atoned):

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

Available powers and example trappings:

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

The Church of Alice

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



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

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

Major Sins (loss of power for one week):

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

Mortal (loss of power unless atoned):

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

Available powers and example trappings:

Power	Notes / Example Trappings
Beast Friend (S)	The caster radiates warmth and love, compelling cute (and <i>only</i> cute) beasts to do her bidding.
Boost/Lower Trait (N)	Without changing appearance at all, the caster takes on the demeanor of either a schoolmarm (<i>boost</i>) or a child (<i>lower</i>).
Burrow (N)	A rabbit hole opens in the ground, allowing the caster to enter a magical burrow.

Conceal/ Detect Arcana (N)	With <i>detect</i> , the caster gains illusory, yet literal, eyes in the back of her head, and “Can See What You’re Doing There, Young Man.” With <i>conceal</i> , she covers her own eyes—“I can’t see you, so you can’t see this.”
Deflection (N)	The caster makes rapid “slapping” gestures, as though waving flies away.
Dispel (S)	Caster shouts, in a very indignant tone, “Stuff and nonsense!”
Fly (V)	Small wings sprout from the recipient’s footgear.
Greater Healing (V)	The recipient must spend a round to lie down, place a wet rag over his forehead (conjured by the spell), and think very, <i>very</i> hard about chicken soup.
Growth (S) (p. 41)	The caster makes growing motions with her hands.
Healing (N)	The caster rubs a hand gently over the wound (“rub it better”) or kisses the area (“kiss it better”).
Invisibility (S)	The recipient’s body gradually fades from view until only his mouth is left; that too vanishes if he closes his lips tightly together. If an invisible person speaks, his mouth becomes visible and fades again when it closes. The effect is comparable to that of the Cheshire Cat’s fading from view.
Light (N)	A small candle—complete with holder—appears, hovering alongside the recipient.
Mending (N) (p. 41)	The recipient sets about stitching the target back together, or applying an excessive amount of tape and/or paste, and then declares at last, “There, that’s all better now!”
Quickness (S)	The recipient’s movements become jerky as though seen through a Victorian-era zoetrope.
Shape Change (Special) (p. 40)	The caster shakes herself into a kitten ... or some other creature.
Shrink (S) (p. 41)	Caster spends a round withholding dessert and berating the target for being naughty, until the target shrinks out of sheer shame.
Speed (N)	The caster tells the recipient to “run along now.”
Stun (N)	The caster emits an ear-splitting scream.

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Amended / New Powers

Shape Change

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

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

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

Novice—Black Kitten

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

Attributes: Agility d8, Strength d4, Vigor d4

Skills: Fighting d4, Stealth d10

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

Special Abilities

- **Cuteness:** Charisma +2.
- **Easily Distracted:** -2 to Tests of Will vs. tricks or taunts with balls of yarn, dangling string, toy mice, etc.
- **Low Light Vision.**
- **Size -2:** Enemies are at -1 to hit or Notice this little creature; Toughness is reduced by 2 (minimum of 2).

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



Seasoned—Handsome Pig

“... but it makes rather a handsome pig, I think.”

Attributes: Agility d6, Strength d6, Vigor d10

Skills: Fighting d6, Stealth d6, Tracking d6

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

Special Abilities

- **Bite:** Str+d4.
- **Forage:** +1 to Survival to find food.
- **Size -1:** Toughness is reduced by 1 (minimum of 2).



Veteran—Royal Flamingo

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

Attributes: Agility d8, Strength d8, Vigor d8

Skills: Fighting d8, Swimming d8

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

Special Abilities

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



Heroic—Golden Crocodile

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

Attributes: Agility d4, Strength d12+4, Vigor d12

Skills: Fighting d8, Swimming d8

Pace: 3; **Parry:** 6; **Toughness:** 12(2)

Special Abilities

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

Legendary—Mock Jabberwock

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

Attributes: Agility d8, Strength d12+2, Vigor d12

Skills: Fighting d10

Pace: 6; **Parry:** 7; **Toughness:** 12

Special Abilities

- **Claws or Jaws:** Str+d8.
- **Fly:** Fly at Pace 4.
- **Hardy:** Does not suffer a wound from being Shaken twice.



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

Growth/Shrink

Rank: Seasoned

Power Points: 4

Range: Smarts x 2

Duration: 3 (1/round)

Trappings: Gestures, words of power, potions.

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

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

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



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

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

Mending

Rank: Novice

Power Points: 3+

Range: Touch

Duration: Instant

Trappings: Gestures, magic words, new coats of paint.

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

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

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

Greater Mending

Rank: Novice

Power Points: 10/20

Range: Touch

Duration: Instant

Trappings: Gestures, magic words, new coats of paint.

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

Haberdashery Powers

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

Conjuring

Rank: Novice

Power Points: 1+

Range: Touch

Duration: Encounter

Trappings: Pull an item out of a hat.

With this trick, the Haberdasher pulls a useful, non-magical item from a hat. For one Power Point, a tool or other commonly available item worth up to £1 is conjured. More expensive items may be conjured, up to a value of £1

per Power Point spent. For items not listed in the gear section, the GM can assign an arbitrary value for the purpose of this spell; it doesn't necessarily mean that such an item can be bought somewhere for that same price!

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

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

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

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



Dress Up

Rank: Novice

Power Points: 5+

Range: Touch

Duration: Encounter

Trappings: Produce a costume hat, wig, helmet, or other headgear prop, out from underneath your own hat; it creates an entire costume when worn.

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

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

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

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



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

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

Sample Hats

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

Hat for Every Occasion

Rank: Novice

Power Points: 2

Range: Smarts

Duration: Encounter

Trappings: Pull a "professional" hat or dunce cap out of your own hat.

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

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

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

Sample Hats

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



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Nothing Inside the Hat

Rank: Seasoned

Power Points: 3+

Range: 10" per Power Point (15" per PP on a raise)

Duration: Instant

Trappings: Pop into one hat, and out of another.

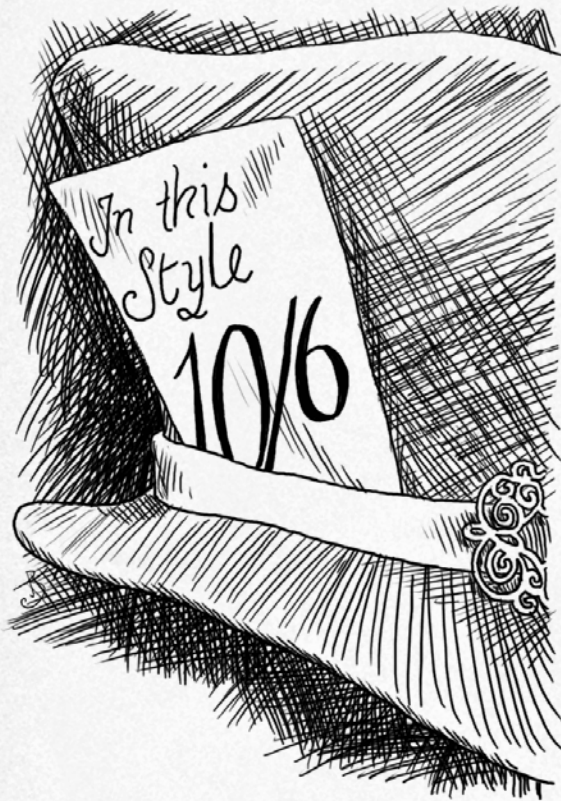
This spell behaves in the same way as the *teleport* power, except that the Haberdasher disappears into a hat (presumably his own), and can only reappear by popping out of another hat within range.

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

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

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

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



Rabbit in the Hat

Rank: Veteran

Power Points: 3

Range: Touch

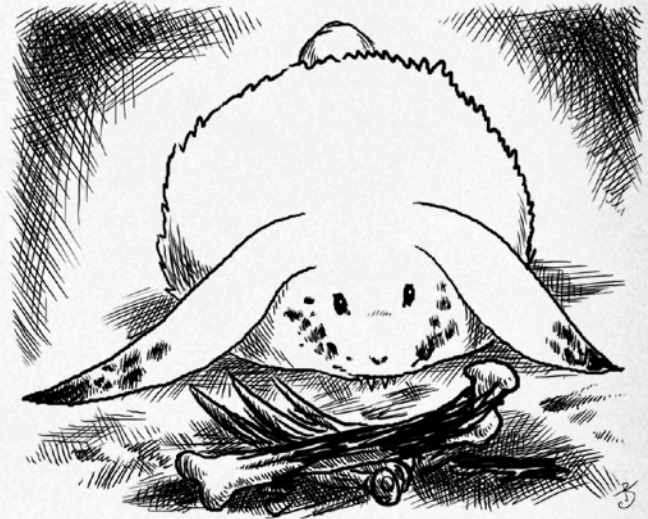
Duration: Encounter

Trappings: Pull a giant rabbit out of your hat.

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

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

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



Dire Bunny

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

Skills: Fighting d8, Intimidation d8, Notice d6

Pace: 10, **Parry:** 6, **Toughness:** 6

Special Abilities

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

People & Places



"What sort of people live about here?"

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

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

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

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



The Monarchy of Hearts

People

The Baby/Pig is the son of the Duchess.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Places

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

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

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

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

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

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

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

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

Caterpillar, a font of all knowledge.

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

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

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

Hatter House is a cottage, disused and lonely since the tea party began at the March Hare's home. Rumors abound

that the Hatter killed more than time, and that the restless spirits of his victims haunt his home and await his return.

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



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

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

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

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

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



The Pool of Tears is a saltwater lake originally formed from the giant Alice's tears. Since the size differences in the Monarchy of Hearts have been resolved, the lake has become larger still. It now forms an effective barrier

between the Hall of Doors and the Village of Animals. An enterprising local has set up a ferry for which he charges a modest fee, which is little enough to pay to avoid a detour of a day or more.

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

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

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

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

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

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

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

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

The Looking-glass Lands

People

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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



Places

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

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

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

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

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

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

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

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

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

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

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

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

The Living Flower Maze is the garden of the Looking-glass House. The garden is an ornate and seemingly

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

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

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

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

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

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



Tulgey. adj. (tulg, ier)

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



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

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

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

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Getting There

Dreaming into Wonderland

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

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

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

Physically Entering Wonderland

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

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

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

Reality and Wonderland

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

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

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

Time and Distance in Wonderland

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

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



Death, Grievous Injury and Wonderland

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

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

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

Sample Heroes



The Cheshire Kit, Feline Rogue

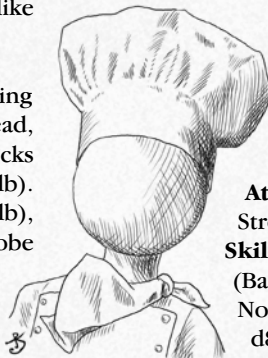
Rank: Novice (0 XP); **Profession:** Prankster;
Race: Animal (Cat)
Attributes: Agility d8, Smarts d8, Spirit d6,
 Strength d6, Vigor d6
Skills: Climbing d6(+3), Fighting d6, Notice
 d6, Lockpicking d6(+2), Stealth d8(+2),
 Shooting d4, Streetwise d4, Taunt d6
Charisma: 0; **Pace:** 6, **Parry:** 6,
Toughness: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



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

Chef Carte Blanche, Pawn Gourmancer

Rank: Novice (0 XP); **Profession:**
 Gourmancer; **Race:** Chessman (White
 Pawn)
Attributes: Agility d6, Smarts d8, Spirit d6,
 Strength d4, Vigor d6
Skills: Cooking d8, Fighting d4, Knowledge
 (Battle) d6, Knowledge (Magic Foodstuffs) d8,
 Notice d4, Survival d4, Swimming d6, Taunt
 d8, Throwing d6, Tracking d4
Charisma: 0; **Pace:** 6, **Parry:** 4, **Toughness:**
 6 (1)

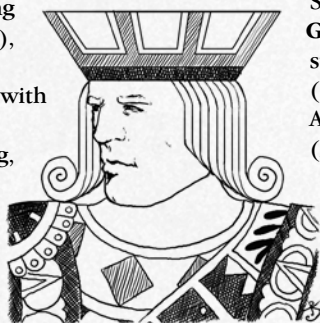


Racial Features: Buoyant, Small, Tactical, Wooden
Hindrances: Bad Liar, Quirk (exaggerated “French”
 accent), Vow (Major; cook the Jabberwock, and one
 of every other “tasty” beast type of Wonderland)
Edges: Arcane Background (Gourmancy), Casserole
Powers: (10 Power Points)—*beast friend, burst,*
mending; **Prepared:** 1x Doggy Treats (*beast friend,*
 3 PP, 5), 2x Red Hot Chili (*burst,* 2 PP, 5), 1x Sawdust
 Surprise (*mending,* 3 PP, 10)
Gear: Tenderizing mallet (tool, damage Str+d4, 2 lb),
 standard cooking gear (4 lb), ornate chef's smock
 (+1 Armor to torso, 5 lb), armored chef's toque (+1
 Armor to head, 50% coverage, 1 lb), 3x kitchen knives
 (3/6/12, damage Str+d4, 3 lb), £0.05.

Background: Chef Blanche is on a quest to make
 a culinary masterpiece out of every type of (non-
 sapient) creature in Wonderland, up to and
 including the legendary Jabberwock. In the
 meantime, jabberkin make for excellent practice.

Jack o' Kent, Clergyman Knave

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



Wonderland No More—Players' Guide

The Maniac Haberdasher

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

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

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

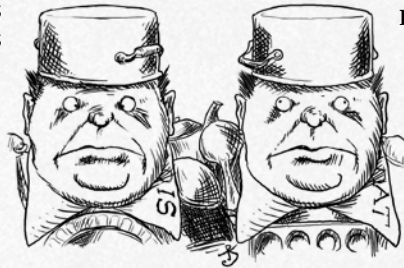
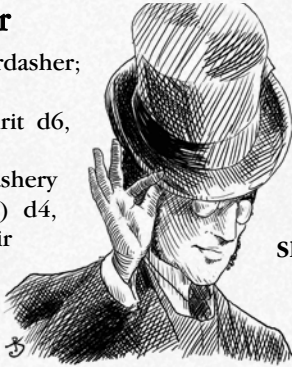
Charisma: 0; **Pace:** 6; **Parry:** 5 (6
with cane); **Toughness:** 6 (1)

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

Edges: Arcane Background (Haberdashery), Recitation
Powers: (10 Power Points)—*conjuring, bat for every
occasion*

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

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



Tweedledodis & Tweedledodat

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

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

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

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

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

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

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

Edges: None

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

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

Gunflower Stan

Rank: Novice (0 XP);
Profession: Mercenary;

Race: Plant (Sunflower)

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

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

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

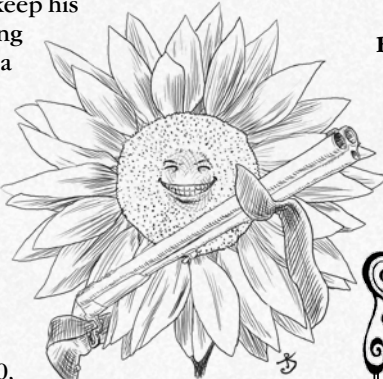
Racial Features: Genus Edge (Sunflower—Common
Bond), Hardy, Mobile ... Mostly, Photosynthesis, Plant
Physiology, Small, World Wise

Hindrances: Big Mouth, Tasty, Trouble Magnet

Edges: Gallows Humor

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

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



Alternative Adventurers

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

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

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

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



Power Points

Normal Maximum

Modified/Temporary

Recovery Rate:

(default: 1/hour)

Spellcasting Skill

() d

WONDERLAND



Name: _____

Arcane Background: _____

Backlash/Limitations

Powers

Power _____	PP _____	Notes _____	Page _____
Rank _____			
Range _____			
Duration _____			
Trapping _____			
Power _____	PP _____	Notes _____	Page _____
Rank _____			
Range _____			
Duration _____			
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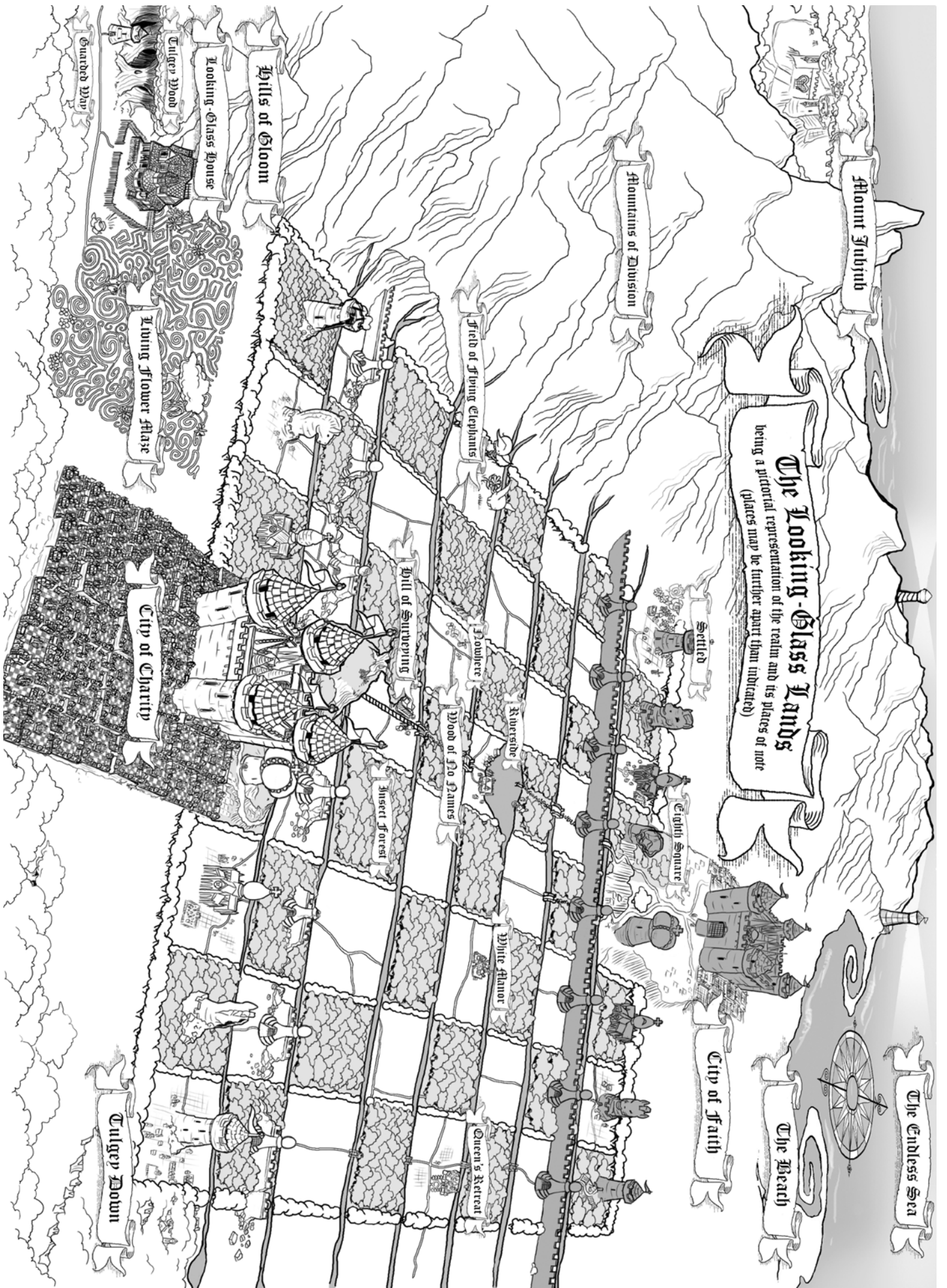
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Mount Gubjub

Mountains of Division

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

The Endless Sea

The March

City of Faith



Eighty Square

Settle

Field of Flying Elephants

Hill of Snuceping

Flowher

Riverside

Wood of Jo James

Insect Forest

White Manor

Queen's Retreat

Hills of Bloom

Looking Glass House

Ulgey Wood

Living Flower Place

City of Charity

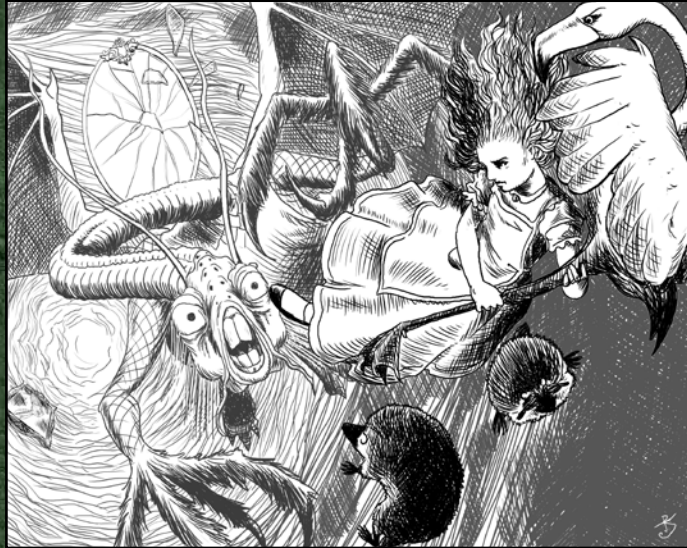
Ulgey Down

Shaded Way



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 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!" it usually happens!

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

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



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NOTE: This document contains only the Players' Guide section of the *Wonderland No More* Savage Setting. The complete *Wonderland No More* Setting Guide and the *Savage Worlds* rules are required to play.