

# Wonderland



A Fantasy Role-Playing Setting

• ANDREW KOLB •

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Compatible

# Wonderland

A Fantasy Role-Playing Setting

Written & illustrated by Andrew Kolb



Andrews McMeel  
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## CREDITS

The characters, world, and situations of *Wonderland: A Fantasy Role-Playing Setting* are a work of fiction. This game was designed, developed, and produced by a multicultural team of diverse identities, beliefs, and orientations.

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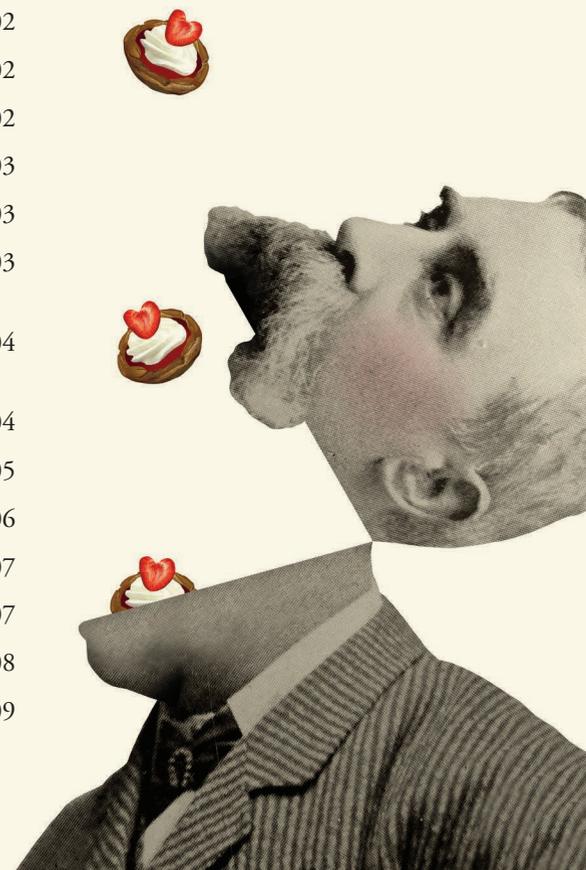
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## Chapter 1

# The World

**M**any have heard stories of Wonderland. Initially accessible only by falling down a rabbit hole, it's a place where walking on the ceiling, shrinking to hide under a teacup, and playing croquet to stay alive are all regular occurrences. A land that inspires the ludicrous and infuriates the logical, they're stories that sound as real as describing a dream in the morning light. For most, it's just a tale to tell.

But what if it's more than a story? What if it's both real and a dream?

If true, then it's important to note that dreams are fickle, fluid, and fleeting. Anyone wishing to explore Wonderland will quickly learn how unpredictable it can be. Little Alice discovered this, and now others will too. She found it to be a dream, but it's just as likely to turn into a nightmare. Both might seem trivial from the safety of your bed, but it's a different story when your greatest fear is made tangible and threatens your life.

That is the true nature of Wonderland: it can be a playground, a burial ground, or both. This is the where you, the Gamemaster (or "GM"), come in. What you hold is not THE Wonderland but simply A Wonderland. One version of the countless retellings. No two are alike and so it's your world to mold. Your garden to nurture. Your chessboard upon which the pieces move. You are the lucid dreamer, able to navigate and give focus to its unruly nature. The following pages serve as your guide, but they should not limit your creativity. Experiment, expand, and exaggerate as you see fit. This is your Wonderland and the stories told here will be like any other.

It's time to see how far the rabbit hole goes.



## WHAT'S GOING ON

Right on time! You, kind reader, are about to embark on an adventure of high improbability. While you may have previously stumbled into Wonderland by means of a book, play, or film, each interpretation slightly shuffles the deck and one never really knows what cards they'll get dealt.

To begin, the following is a quick reference of the game boards and playing pieces that make up this wondrous world.

### THE GAME BOARDS

#### WONDERLAND

A multilevel domain ruled by the Heart Queen and King. Wonderland exists as a sort of demiplane that bridges a mundane world called The World Above and a dreamland called Pandæmonium.

#### LOOKING-GLASS LAND

The reflection and region of Wonderland accessible only through mirrors. Looking-Glass Land was ruled, then abandoned, by the White Queen and King.

#### THE WORLD ABOVE

The Plane of Reality. Home of the player characters.

#### PANDÆMONIUM

The Plane of Dreams. Whimsical yet dangerous and home of the Dreamons. Ruled by Lilith the Dreamon Queen.

### THE PLAYING PIECES

#### LILITH

Creator of Pandæmonium, The Plane of Dreams, and ruler of all Dreamons. She wants to relinquish her title and live among the waking mortals in The World Above. She hopes The Sleeping will be a fitful replacement as ruler.

#### THE SLEEPING

A being (or beings) that created Wonderland with their dreams. Waking The Sleeping severs Wonderland's connection to both Pandæmonium and The World Above and could possibly destroy Wonderland itself.

#### ALMOST ALICE

A relentless defense mechanism of The Sleeping. This indestructible automaton roams Wonderland and ejects outsiders by any means necessary.

#### HEART QUEEN & KING

Rulers of Wonderland. They live in the Card Castle that takes up the entire third level of Wonderland. While the King preoccupies himself with collecting taxes, the Queen is more concerned with the increasing appearance of Figments. The Playing Cards are their most loyal subjects.

#### FIGMENTS / DREAMONS

Creatures of Pandæmonium. While those in Wonderland call them Figments, they call themselves Dreamons. The Major Dreamons are divided into four Courts and rule over legions of Minor Dreamons. They take on strange forms and enjoy causing mischief. The most dangerous Dreamons wish to use Wonderland as a bridge to access The World Above.

#### WHITE QUEEN & KING

After migrating from Looking-Glass Land and usurping the Bone King, they now reign over the second level of Wonderland (under the Heart Queen and King's rule). Despite the White King's terrible memory and the White Queen's illness of living backward through time, they seek to overthrow the Heart Queen and King. The Chess Pieces are their most loyal subjects.

#### THE CHESS PIECES

Bumbling yet chivalrous Knights, scholarly and deceptive Bishops, and helpful yet timid Pawns. All have their own goals, but these are secondary to the whims and wishes of their rulers, the White Queen and King.

#### BONE KING & THE DOMINOES

Somber ruler and minions of the first level of Wonderland (under the White Queen and King's and the Heart Queen and King's rule). Bone King became reclusive after losing his jawbone and his Queen. The Dominoes are trying to recover both.

#### THE 3 TONGUES

Advisors to the Bone King. They're cloaked in mystery and are happy to speak on behalf of the King for as long as his jaw is lost.

#### DUCHESS, WALRUS & CARPENTER

She's stubborn and wealthy, and they're the conmen who are robbing her. Duchess loves flowers and flattery, and Walrus & Carpenter are happy to provide her with both.

#### THE BIRDS & DODO

The Birds believe in democracy and elected Dodo as their leader. While he tries to stop the theft of their eggs, the flock busy themselves with the goings-on of the Royals. Noisy and nose-y.

#### THE TEA PARTY, AKA HATTER, MARCH HARE & DORMOUSE

Best friends. Cursed to perpetually live at teatime after they accidentally killed Time with an improvised song. They wish to uncure themselves by unkillng Time.

#### THE MICE

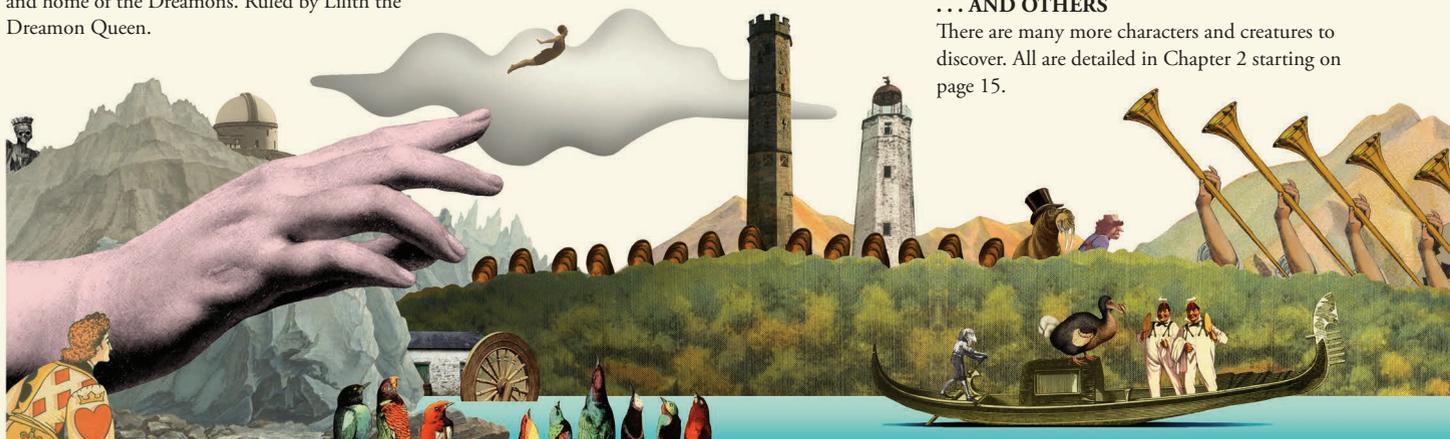
Mice that see Dormouse as their leader and want to free her of her curse. They live in every crack and cranny of Wonderland and love making maps.

#### CATERPILLAR & THE MOTHS

Contemplative and curious insect that learns through taste. Caterpillar's cousins, the Moths, gather information so he can understand why only White Rabbit is able to leave Wonderland.

#### ... AND OTHERS

There are many more characters and creatures to discover. All are detailed in Chapter 2 starting on page 15.



## THEMES, MOTIFS & EXPANSION

Wonderland is designed with a few core themes in mind. Like the original stories, the conflict between reality and nonsense, as well as a playful exploration of language, appears throughout.

In addition, there are motifs for each level of Wonderland. The first level is ruled by the body and the senses, the second level is ruled by the mind and memory, and the third level is ruled by feelings and emotions.

Consider these starting points when expanding the material or crafting adventures for the players.

## CONTENT & SAFE PLAY

While the books often had a looming threat of violence, characters in those stories rarely suffered more than a bruised ego. Tabletop role-playing games are frequently far more dangerous, so it's important to discuss expectations with the players. If one person is hoping for teatime with animals, while another only wants to chop off heads, it can lead to frustration at the table.

To ensure the comfort, safety, and enjoyment of all involved, consider discussing themes, the tone, and potential scenarios with the group before play. As the GM, sharing the basic premise of the setting needn't spoil any major surprises, but it will ensure that everyone agrees on the sorts of adventures that lie ahead.

If something comes up as a concern, then omit it. Nothing is worth keeping if it negatively impacts a player, and there should be enough material here to replace it with something else.

## TONE & LETHALITY

Wonderland and its inhabitants can be flexible in tone. If a group prefers more puns than punishment, the first factor to address will be the setting's lethality.

For some, death might be too much. If the table would prefer a nonlethal game, then anything that would kill a character simply ejects them from Wonderland as they wake up in their bed without any of the treasures they've found.

Should a group be open to a lethal adventure, the author suggests having backup characters ready. Whether these are prepared by the GM or the players doesn't matter. What matters is everyone having a good time, and having to sit out and passively watch as the adventure unfolds is not fun.

## HOW IT WORKS

Wonderland is designed to function as a **Dungeoncrawl**, or rather an adventure that unfolds through players repeatedly entering and leaving the location.

This setting has no singular story. The characters have their own history and goals, but there is no plot to follow. Instead, the setting is designed to nurture player-driven choices. If the group isn't interested in helping the Dominoes locate the Bone King's jaw, that's okay. But what happens when the White Queen asks the group to deliver a message to him on her behalf? Will they go and risk confrontation or insult another high-ranking ruler in Wonderland and decline the Queen's request? This is the sort of dilemma that can arise from decisions made by the players.

The Gamemaster's role is to create scenarios and encounters that allow for these dilemmas. To start, read through the book and get a sense of how it all fits together. While the following should give a clear picture, there will be gaps for the GM to fill in. Where is the Vorpil Sword? How does one unkill Time? What trouble has befallen Looking-Glass Land? Creating the answers to these questions will help the GM keep track of it all. Every Wonderland is unique.

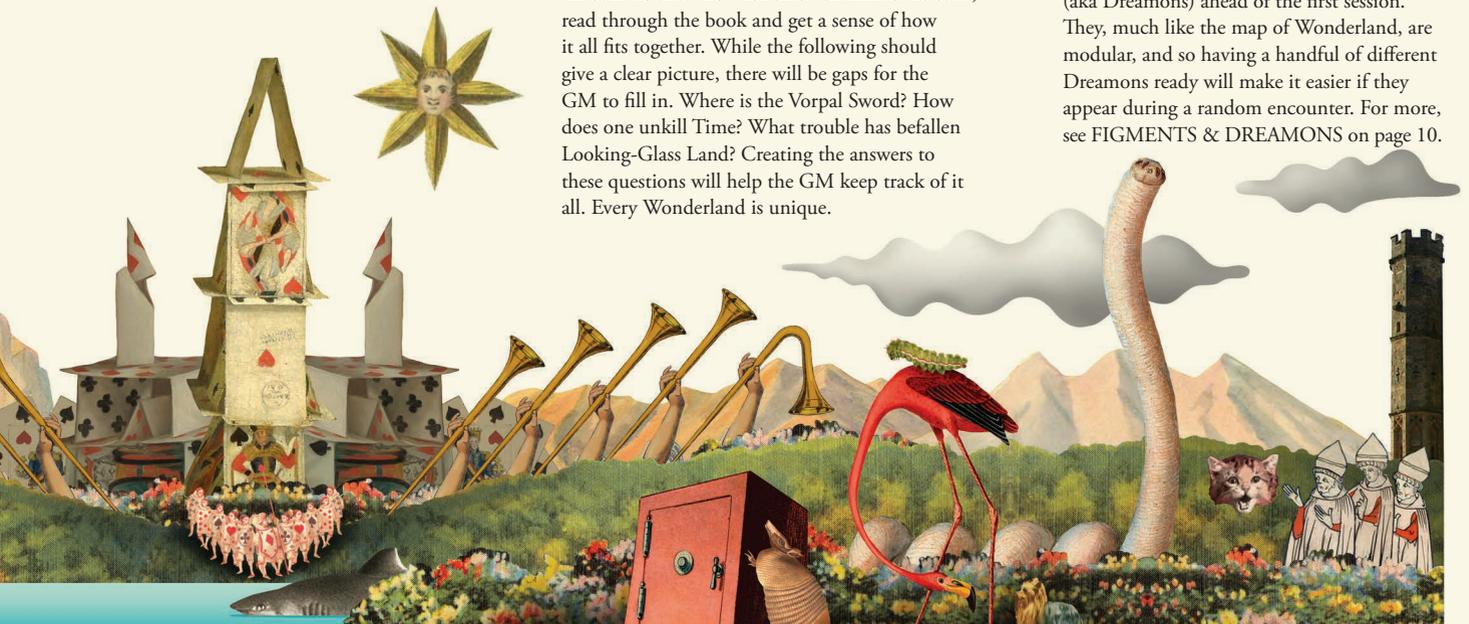
# RUNNING THE GAME

Wonderland, with its many levels and segmented regions, is designed to function as a **Dungeoncrawl**. With this pairs a few suggestions and styles of play that are detailed below.

## SUGGESTED SETUP

After reading through the book to get a sense of the characters and locations, these are the recommended steps to follow when preparing for an adventure in Wonderland.

1. Map out Wonderland. Sample map layouts are provided on page 76 and on the endpapers, but the setting is modular in a way that allows for endless configurations. For more on this, see **MAPPING WONDERLAND** on page 4.
2. Determine what's in the fourth level of Wonderland and the identity of The Sleeping. Both of these elements might change as play progresses or as players develop their characters, but there's no harm in having an initial plan. For more on The Sleeping, see **THE SLEEPING** on page 8.
3. Talk with your players to sort out their goals and determine the best approach when rewarding experience. For more on this, see **GOALS & EXPERIENCE** on page 4.
4. Determine what, if any, advanced mechanics will be used and communicate these with the players. For more on this, see **ADVANCED RULES & MECHANICS** on page 11.
5. Prepare the stat blocks for a few Figtments (aka Dreamons) ahead of the first session. They, much like the map of Wonderland, are modular, and so having a handful of different Dreamons ready will make it easier if they appear during a random encounter. For more, see **FIGTMENTS & DREAMONS** on page 10.



## MAPPING WONDERLAND

Wonderland is designed to work as a modular dungeon. Each level is made up of a number of shapes (similar to the blocks in the video game *Tetris*) that can be arranged to fit together in an 8x8 grid, the same as a chessboard.

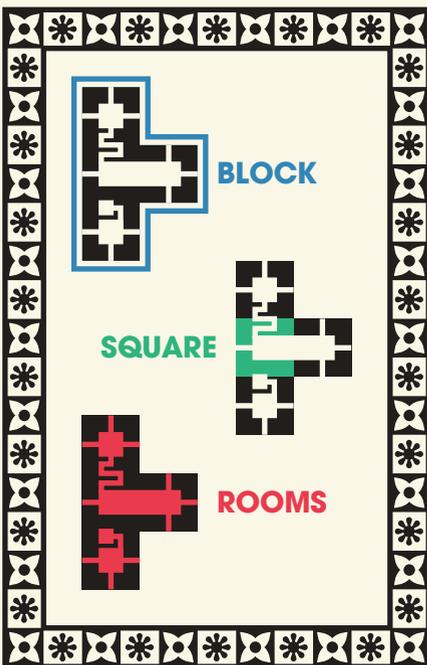
### BLOCKS, SQUARES, AND ROOMS

When discussing the map of Wonderland, there are three tiers to consider: Blocks, Squares, and Rooms.

**Blocks** are the highest tier and refer to entire areas within Wonderland. There are 17 types of Blocks for each of the first three levels and they can be made up of anywhere from 1 to 9 Squares. Some types of Blocks appear multiple times on a level.

**Squares** are portions of a Block and get more specific with their content. A Square can include multiple Rooms.

**Rooms** are the most detailed tier when mapping Wonderland and refer to anything within a Square. Whether it's a closet, an open field, or a narrow hallway, they're all referred to as Rooms.



Sample layouts for each level are provided and start on page 76. These needn't be the only layouts for Wonderland, and all levels can be rearranged to suit the GM's needs.

It's entirely possible to merge all the Blocks together to create a Wonderland with a single level. Or perhaps the integrity of Wonderland diminishes over time and Blocks from one level start appearing on other levels. Very little is constant in a land of change.

## CHANGES & CONSTANTS

It's up to the GM when the layout of Wonderland changes. It could happen after each visit, after increasing in power level, or simply after major events unfold.

The sample layouts keep the following elements consistent, but they aren't required when creating new maps:

### LEVEL 1

- Arrival (page 78) always appears in row 1, column 4
- The Mill (page 98) always flows into the Pool of Tears (page 104)
- King Row (page 96) is always in row 8

### LEVEL 2

- The Tower Ruins (page 136) are always in row 1, columns 1 and 8
- Tweedles' Cabin (page 142) is always adjacent to Tulgey Wood (page 140)
- The Tower (page 134) is always in row 8, columns 1 and 8

### LEVEL 3

- The Kitchen & Cellar (page 166) always lead into the Dining Hall (page 154)
- The Study (page 174) is always adjacent to the Vault (page 178)
- The Dungeon (page 156) is always in row 8

## MAPPING LOOKING-GLASS LAND

Looking-Glass Land's map is the same as Wonderland but mirrored (the top and bottom remain fixed while left and right are flipped). While there are some differences, furniture, exits, even the text in books are backward.

## THE GAMEPLAY CYCLE

What makes Wonderland a Dungeoncrawl setting is how player characters interact with it. Like any dungeon, adventurers are likely to go through a core cycle of play:

1. Plan and prepare for step 2.
2. Explore and extract from the location.
3. Retreat to safety outside the dungeon.
4. Recover and repeat steps 1–3.

Where Wonderland might differ from other dungeons is how much time players spend in step 2. If they're lucky and strategic, a group could go months without needing to retreat and recover; it depends on what exactly they're trying to accomplish and thus depends on the party's goals.



## GOALS & EXPERIENCE

An adventure set in Wonderland is bound to evolve, but the initial goals of the player characters will strongly influence early sessions of gameplay. These goals can be broken up into two types of categories and are linked to how experience might be rewarded:

### MONETARY GOALS

Paying off a debt, making enough money to move out of town, or saving to buy back a pawned heirloom are all monetary goals. This will nurture play that pushes for frequently leaving Wonderland and repeating the Dungeoncrawl cycle. In this case, the best way to track character experience (XP) is through gold equaling experience. Getting 1 gold piece (GP) worth of treasure out of the dungeon means a character gains 1 XP.

Shared GP is divided among all allies (including hired help, if any): 100 GP successfully taken out of Wonderland by 4 adventurers means each member receives 25 XP.

Note that it needn't be literal gold pieces (though those are welcome). A large picture frame worth 200 GP will grant 200 XP once it's out of Wonderland and sold to the right buyer.

### SOCIAL GOALS

Finding a lost child, hiding from bounty hunters, or collecting rare samples to impress a patron are all social goals. This will nurture play that slows the Dungeoncrawl cycle. In this case, gold for experience might not be the best fit for the group. Instead consider milestone leveling, where player characters level up after certain major events are completed.

Either way, it's suggested that the group have the same category of goals and agree to the same approach for gaining experience before beginning an adventure. It's also important that the approach to gaining experience aligns with the goals. Players with social goals and a GM rewarding gold for experience will discover a lot of unnecessary friction between expectations and reality.

For ten monetary goals and ten social goals, see PLOT HOOKS on page 207.

## THE THREE CRAWLS

The tiered nature of Wonderland's map allows for a few ways to approach gameplay. These three structures, called the Dungeoncrawl, Boardcrawl, and Depthcrawl, all lend themselves to different scenarios.

### THE DUNGEONCRAWL

The most detailed structure of play that focuses on moving through the individual Rooms of Wonderland. Best suited to methodical play involving monetary goals.

### THE BOARDCRAWL

Less detailed than the Dungeoncrawl, the Boardcrawl uses only the Squares of each Block and ignores the individual Rooms. Best suited to more abstract play or when involving social goals.

### THE DEPTHCRAWL

Slightly different from the other two, the Depthcrawl uses no map and refers to three specific Blocks (Mustard Mine on page 100, Tulgey Wood on page 140, and Hedge Maze on page 164). Movement and play function differently and are explained in **EXPLORING & SEARCHING** on page 6.



## TURNS, TIME & ACTIONS

Time passes as expected within Wonderland (though its relation to time in The World Above can be different).

When the group does nearly anything (searches a room together, splits up and explores different areas, etc.), this counts toward the group's Turn. A Turn changes slightly depending on the type of Crawl.

### DUNGEONCRAWL

One Turn takes 10 in-game minutes.

Any activity by an individual or group is considered part of the Turn. A Turn can be broken down into 5 steps:

1. GM rolls to check for an encounter (every other Turn).
2. GM describes the space and any changes based on the encounter (if applicable).
3. Players respond to encounter and take actions.
4. GM and players work together to reach resolution of encounter and actions.
5. Note the passing of time (likely through time records) and repeat.

### BOARDCRAWL

One Turn takes 30 in-game minutes.

A Boardcrawl Turn functions the same as the Dungeoncrawl except the GM rolls to check for an encounter EVERY TURN.

### DEPTHCRAWL

One Turn takes 30 in-game minutes.

A Depthcrawl Turn functions the same as the Dungeoncrawl except the GM rolls to check for an encounter EVERY TURN.

### ALL CRAWLS

If the entire group is taking the same action, like when trying to hide or collectively searching for a hidden entrance, the majority needs to succeed for the action to be accomplished. A tie between successes and failures means a mixed result. The party might discover the secret door but find it's sealed shut.

Doing an action quickly halves the amount of time it takes but causes penalties (harder to find something, disadvantage on rolls, etc.). Two quick actions can be done in a Turn.

Doing an action slowly doubles the amount of time it takes and grants advantages (easier to spot a trap, advantage on rolls, etc.). It takes two Turns to resolve a slow action.

Players can move through twice as many areas per Turn if they have recently been there. The GM continues to roll encounters as usual.

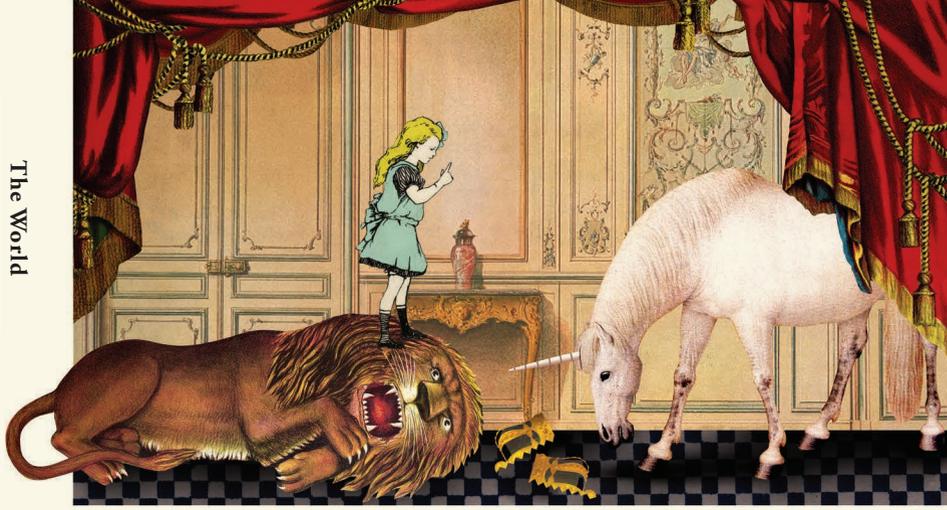


## ENCOUNTERS

Encounters are rolled every other Turn during a Dungeoncrawl and every Turn during a Boardcrawl or Depthcrawl.

If the party is using their action to do something loud (trying to force open a stuck door, dropping a metal object, etc.), then immediately roll to check for an encounter.

Combat typically requires more detail and spatial awareness. If an encounter leads to a fight during a Dungeoncrawl or Depthcrawl, use the Room maps of the current Square or quickly draw up a simple map of the area. Sometimes it's clear where combat begins (while opening a door, running halfway across a bridge, etc.), but if it's not as clear, the GM may choose where the encounter takes place. Play returns to the Boardcrawl/Depthcrawl after combat is resolved.



## EXPLORING & SEARCHING

Whether exploring a newly discovered Block or returning to a familiar Square to search for clues, there are endless secrets to discover in Wonderland.

### DUNGEONCRAWL

Searching through an area of 10x10 feet or smaller uses up a character's action for that Turn.

Exploring a larger area makes it more difficult to discover anything that's hidden (meaning disadvantage or a higher Difficulty Challenge). Searching in a smaller area or around a specific object makes it easier and might even grant advantage. Note that a high roll doesn't guarantee finding something if there was nothing to find in the first place.

These bonuses/challenges can stack with the bonuses/challenges associated with speed. Quickly exploring a very large area would mean double disadvantage (rolling thrice and taking the lowest number) on finding anything. Slowly searching a 10x10 foot area means double advantage.

### BOARDCRAWL

Searching or exploring during a Boardcrawl encompasses the entire Square and uses up a character's action for that Turn.

### DEPTHCRAWL

When exploring in a Depthcrawl, the first Area a group encounters is Area 0. If the party wishes to push on, then one member of the party rolls 1D4. The next Area they come across is determined by that dice roll. Every time the party wishes to explore and go deeper, add an additional 1D4 to the roll and add the total to determine the next Area they come across.

When the party is looking to return to a specific Area that they've visited before, they need to roll equal to or greater than the Area's number to arrive there. A map or other means of locating the destination grants advantage when rolling the D4s until they arrive.

If the party wishes to flee, remove half of the accumulated D4s (rounding down) and roll to determine the next Area they come across while leaving. When the pool of dice can no longer be halved, the party escapes out of a random side of the Block.

To determine where the party exits, the GM rolls 1D8. Starting from where the party entered, the GM uses the dice roll to count each outer Square edge of the Block. The player characters then exit through that side into the adjacent Block. Reentering at this point returns them to Area 0 and the whole process begins again.

A character wearing the hat of Tweedledee or Tweedledum can choose to ignore all of this and can take anyone immediately to a known destination in these locations. Whether it's the center of Tulgey Wood, the north edge of the Hedge Maze, or the richest deposit in the Mustard Mine, they will immediately know the best route and take only one Turn to get there.

If randomly exploring while wearing a Tweedle's hat, roll normally to determine the next Area.

Leaving an Area while wearing a Tweedle's hat also requires one Turn and the wearer can immediately lead a group to any edge of the Block they choose.

## ACCIDENTS WAITING TO HAPPEN

What some would call traps, others would simply describe as accidents waiting to happen. Perhaps the only difference is intention.

Unless discovered by the player character leading the way, an accident will trigger if a player rolls a 1 or 2 on a 1D6. Marching order determines who rolls and when.

Locals and other strangers to Wonderland are just as likely to suffer the consequences of an accident if they aren't prepared.



## DOORS

The double doors that join each Block together are larger and more ornate than the smaller doors that separate Rooms in a Square. If both double doors are open, then a Big creature can squeeze through with only mild discomfort.

Doors swing into the current room on inaccessible hinges built into the doorframe. Locks, if any, always appear on the side of the adventurers. If a group is on both sides of the door, then the lock will remain in place until unobserved.

Doors will always swing closed but can be propped open. Anything that can hold 20 pounds of weight will keep a double door open.

Adventurers have only one chance to listen at, dislodge, or unlock a door.

Doors at the edge of the map/board can be handled in a variety of ways. They could lead to the other side of the board, they might open up to reveal only a wall of black and white bricks, or they may simply not exist.

### DUNGEONCRAWL

All doors are relevant in the Dungeoncrawl, and if an encounter roll involves a door, then the GM may determine which door is affected.

### BOARDCRAWL

Only the doors between Blocks are relevant during a Boardcrawl. If an encounter roll involves a door, then it happens as the players move between Blocks.

### DEPTHCRAWL

While the Mustard Mine and Hedge Maze have doors/gates to separate the areas, Tulgey Wood does not. The encounter tables reflect this.



## ALMOST ALICE & GLASS GORGON

The Almost Alice roams Wonderland and the Glass Gorgon roams Looking-Glass Land. They have different goals but both function the same.

The first time a random encounter results in the Almost Alice or Glass Gorgon, they don't yet appear. They simply draw closer to the player characters. The group will hear either the Almost Alice's humming or the hissing and clicking of the searching Glass Gorgon.

These sounds will continue to follow the players until they leave Wonderland (for the Alice) or Looking-Glass Land (for the Gorgon). If another random encounter results in the Almost Alice or Glass Gorgon before they leave, the Alice or Gorgon immediately engages now that they've finally found their prey.

If the party can effectively escape, then the cycle resets. The next time the Almost Alice or Glass Gorgon appears on a random encounter, the sounds begin as it draws closer yet again.

The most common way to escape either creature is simply by fleeing. For more on this, see CHASE SEQUENCES on page 13.

## LOOKING-GLASS LAND ENCOUNTERS & REFRACTIONS

All base mechanics function the same way in Looking-Glass Land as in rest the of Wonderland. Turns, exploring, doors, etc.

Encounters are rolled normally, as many NPCs and creatures can hide or become trapped in Looking-Glass Land. Alternatively, the adventurers could come across a glass statue of the rolled encounter, perhaps the latest victim and upcoming meal of the Glass Gorgon.

In addition to the standard encounter rolls, a Major Refraction is rolled when entering Looking-Glass Land and every in-game 60 minutes thereafter. Major Refractions continue to build up as adventurers explore.

Minor Refractions are added at the GM's discretion and affect only a single Block.

All Refraction effects end once the players leave Looking-Glass Land.

For specific Refractions, see LOOKING-GLASS REFRACTIONS (MAJOR) and LOOKING-GLASS REFRACTIONS (MINOR) on page 204.

## SIZES, GROWING & SHRINKING

When creatures grow or shrink in Wonderland, they adhere to one of the five main categories of sizes: Very Small, Small, Average, Big, and Very Big. While not exact, the below outlines the approximate scale for each size.

### VERY SMALL

The size of a mouse to an apple. Insects, Flowers, and other typically tiny creatures tend to be this size.

### SMALL

The size of a human baby to a lamp. The Checkers, Hedgehogs, White Rabbit, and many Birds grow to this size.

### AVERAGE

The size of an adult human to a folding ladder. Most denizens of Wonderland, from Pawns to Serpents, are this size.

### BIG

The size of an African elephant to a train caboose. Very few inhabitants of Wonderland are this size, but the Topiaries, Hall Monitors, and Bandersnatch are most common.

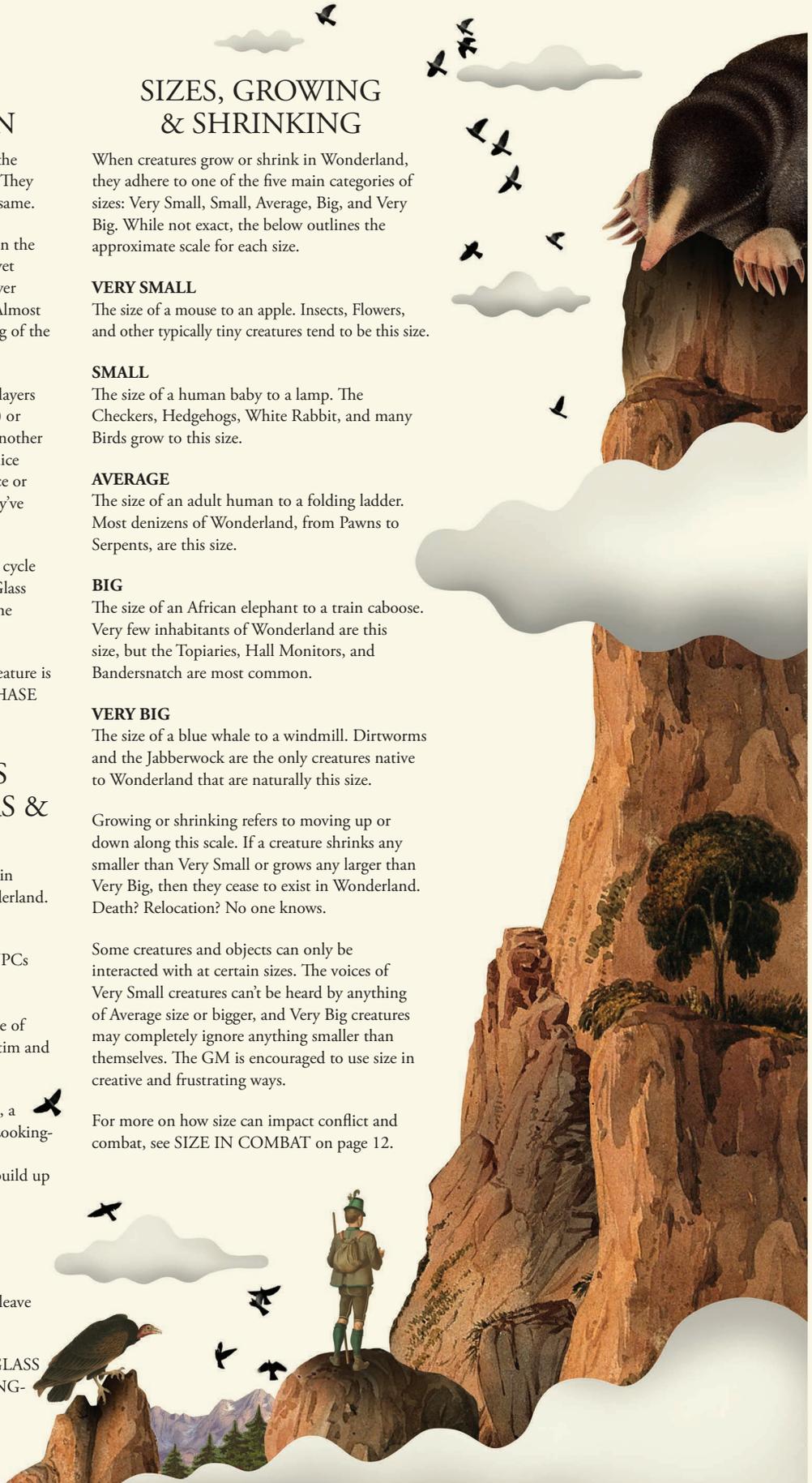
### VERY BIG

The size of a blue whale to a windmill. Dirtworms and the Jabberwock are the only creatures native to Wonderland that are naturally this size.

Growing or shrinking refers to moving up or down along this scale. If a creature shrinks any smaller than Very Small or grows any larger than Very Big, then they cease to exist in Wonderland. Death? Relocation? No one knows.

Some creatures and objects can only be interacted with at certain sizes. The voices of Very Small creatures can't be heard by anything of Average size or bigger, and Very Big creatures may completely ignore anything smaller than themselves. The GM is encouraged to use size in creative and frustrating ways.

For more on how size can impact conflict and combat, see SIZE IN COMBAT on page 12.



# WONDERLAND

Though it's ever-changing and chaotic, there are a number of elements that remain consistent within Wonderland's reality.

## DISCOVERING WONDERLAND

A white rabbit is always seen before Wonderland is first discovered. Whoever sees the unnaturally large animal tends to follow it, and this quickly leads to the door.

This door, sometimes in a wall, level with the ground, or standing with nothing but a doorframe around it, appears along boundaries to avoid any one group claiming ownership. Locals refer to the colorfully painted door as the *Rabbit Hole*, and anyone who walks through it describes falling down a great distance before landing in a strange place. This is the only recorded entrance into Wonderland.

If the Rabbit Hole stays in one place long enough, more entrances and exits will begin appearing in curious and sometimes ludicrous locations.

## THE PASSING OF TIME

Ever since Hatter, March Hare, and Dormouse killed Time, it's behaved a little strangely in Wonderland. Sometimes an hour in Wonderland passes like a week in The World Above, and other times a month in Wonderland is just a few minutes Above.

## WONDERERS

The inhabitants of Wonderland are called Wonderers. Every Wonderer is unique, but they all exhibit varying levels of the following cultural traits:

### SERIOUS AND SINGULAR

Wonderers treat where they are, whom they're with, and what they're doing with grave sincerity and a singular focus. Most would agree that winning at croquet is as important as proving innocence in a murder trial.

### FORGETFUL

Some have better memories than others, but all eventually forget.

### CONFRONTATIONAL

Asking questions, disagreeing for the sake of conversation, or willfully ignoring others is simply the culture in Wonderland. This can lead to unexpected responses. Many in Wonderland are more offended by too much sugar in their tea than an attempted poisoning.

### NUANCED NPCs

It's in the author's experience that these common traits can frustrate players when used in excess. If all non-player characters (NPCs) in Wonderland are forgetful, then the players may begin to feel like their actions have no consequences. Or if every Wonderer is looking to pick a fight, it might suggest to the players that violence is the only way to solve problems.

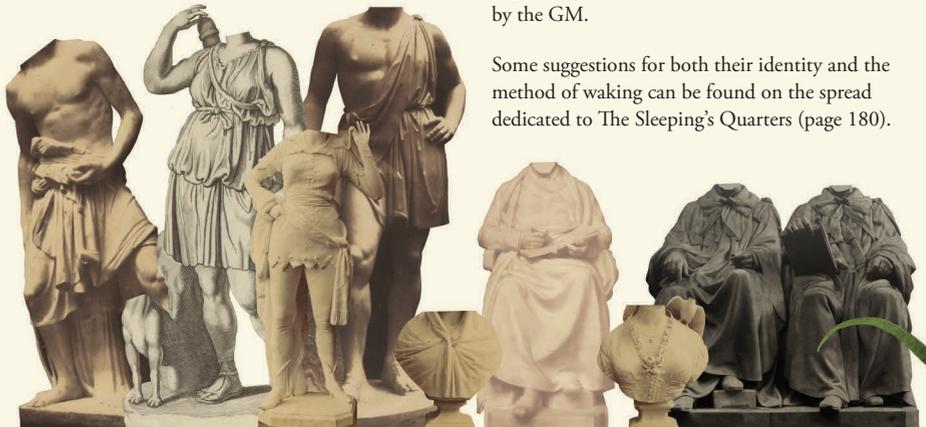
Each group is different, and adjusting as a GM is to be expected. When nuance is needed, pick one action to trigger one trait in a character. This will help the characters feel like they're a part of Wonderland without causing too much frustration. Perhaps the Hatter simply cannot remember names, or anytime someone mentions riddles in front of the White Queen, it's all she wants to talk about. It will also increase the tension if the players are never quite sure what will upset an NPC. If a Footman acts as expected EXCEPT when it comes to stationery, it will be all the more shocking when they demand a duel after a joke about folding paper.

## TRAPPED IN WONDERLAND

Objects and treasures can be taken from Wonderland to The World Above, but Wonderers aren't afforded the same freedom. No one is sure why, but anyone native to the land who attempts to leave to The World Above simply reappears elsewhere in Wonderland. Some don't even recall the experience. The mechanics and implications of removing corpses, portions of creatures (like teeth or toes), and the distinction between flora and fauna are to be determined by the GM.

The only exception to this rule is the White Rabbit, who can freely move between worlds. Most don't know, or care, but those who have discovered the rabbit's power are keen to learn more.

The Figments/Dreamons can return to Pandæmonium at any time but aren't able to continue past Wonderland into The World Above. It's unclear whether Wonderers can go to Pandæmonium.



## WORDPLAY

All but the Heart Queen will respond favorably to wordplay. Puns, double entendres, and witty repartee are celebrated as the pinnacle of creativity in Wonderland. The Heart Queen fears that this sort of imaginativeness is what's causing the increase of Figment appearances and generally tries to cut verbal wits off at their source.

## RANK & RULE

At its simplest, there are two classes within Wonderland: the Royals and everyone else.

More complexly, the two classes have a hierarchy that everyone acknowledges (though they may not wish to uphold it).

Among the Royals, the Bone King is trumped by the White Queen and King, who are in turn trumped by the Heart Queen and King.

A King and Queen of the same status have equal rank. The Heart Queen is able to overrule a decision made by her King as much as he is able to overrule a decision made by her.

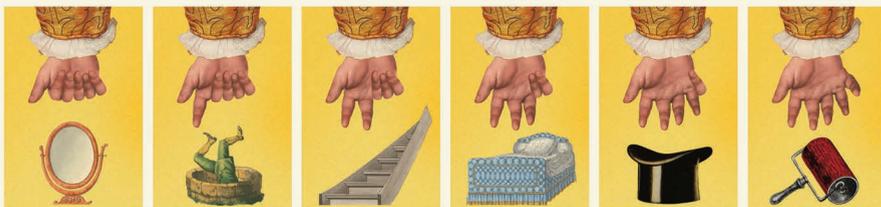
All civilians in Wonderland are beneath the Royals, though the Playing Cards have higher social standing than the Chess Pieces, who have higher social standing than the Dominoes. All others are generally seen to be equal with the Dominoes.

## THE SLEEPING

In the deepest and least accessible level of Wonderland lies The Sleeping. The Sleeping's identity, as well as the story that led to the creation of Wonderland, is up to the GM. It could be Little Alice, asleep under a tree. It could be the true bodies of the player characters, lying nearly dead after falling into an abandoned cave. Or it could be some unknowable entity that simply wants to have a nap.

How the party wakes The Sleeping, and what happens when they do, is also to be determined by the GM.

Some suggestions for both their identity and the method of waking can be found on the spread dedicated to The Sleeping's Quarters (page 180).



## SIX IMPOSSIBLE THINGS

There are endlessly absurd, unlikely, and improbable facts about Wonderland, but there are only six truly impossible things that must be noted about the land.

### 1. MIRRORS

Mirrors spontaneously appear throughout Wonderland. Some are large, some are small, and all grant access to Looking-Glass Land.

### 2. WELLS

Wells randomly appear all across Wonderland and sometimes in the strangest places. All are inhabited by children who refuse to leave or explain themselves.

### 3. STAIRCASES

The stairs that connect each level of Wonderland move and shift at random. Wonderland is accessible and elevators will instead appear for adventuring parties that cannot use stairs. This luxury is not afforded to Wonderers.

### 4. BEDS

Beds in Wonderland are extremely powerful. They're completely indestructible. Anyone hiding under the covers is protected from external harm (but not against internal dangers like poison or aging). No one may remove another's covers if they're being held tightly.

### 5. HATS

Every hat from Wonderland has some sort of power when worn. Tweedledee's and Tweedledum's hats can navigate confusing areas, a Bishop's hat allows its wearer to move through walls, and a Royal's crown is said to bestow great wisdom to whoever wears it. A hat will always fit the head of its wearer.



### 6. PAINTS

Royal-grade paint works unlike any other paint in Wonderland. There are three main components to consider when discussing or working with Royal-grade paint: pigment, binder, and solvent.

PIGMENT communicates what binder is used and what solvent will remove it. This is always consistent. If eggshell-white paint keeps weapons in Wonderland, this will always be true. If cherry-red paint can be removed only by a mixture of melted butter and sugar, this will always be true.

BINDER binds a single category to Wonderland. Example categories include dead creatures, inanimate objects, Outsiders (including the player characters), or an all-purpose binder that simply keeps anything within Wonderland. Each category of binder is paired with a unique pigment and requires a specific solvent to remove.

SOLVENT is the only way to remove Royal-grade paints. Some example solvents include specially brewed teas, water from the River of Reeds mixed with pollen, or tears from the Heart Queen. Each solvent works on one type of binder and pigment.

## ALICE STATUES

These life-sized statues all depict the same girl wearing a pinafore and are detailed to the point of being uncanny. Each pedestal base is as tall as a door and they're all made of the same indiscernible stone.

The Statues may have a connection to The Sleeping and the fourth level of Wonderland, or perhaps they're simply meant to drive the player characters mad. Either way, there's a short poem inscribed on the base. It reads:

*My mother often said to me,  
"To get ahead and grow  
Read more, eat well, and mend your clothes  
With stitches in a row.  
Do this before you sleep and you  
Will reap all that you sew."*

*I hemmed and hawed at her advice  
And thought them wicked schemes,  
But once I tried, I found that I  
Was living out my dreams.  
Her simple list was all it took.  
It's true, or sew it seams.*

—Little Alice



## CRIMES, TAXES & TRIALS

It's easy to break the laws in Wonderland because they're always changing. If a Royal decides something is a crime, it is a crime and all are expected to immediately accept it. Breaking a law will result in a ticket or trial.

Similarly, taxes are arbitrary and usually a result of a Royal (likely the Heart King) discovering some treasure they want for themselves. Failure to produce the appropriate payment will result in a ticket or trial.

Some trials are ruled by a judge and others are trial by jury. Either way, the presiding Royal will have the final say.

An equal or higher-ranking Royal can overturn a law, tax, or sentence, but the chance of it happening is about fifty-fifty.

For more, see example TAXES on page 209, CRIMES on page 197, and EVIDENCE on page 200.



## LOOKING-GLASS LAND

The land beyond the mirrors is very much a part of Wonderland. Wonderers not from Looking-Glass Land avoid mentioning it or will simply choose to forget it exists.

### ENTERING LOOKING-GLASS LAND

Any mirror in Wonderland can act as a doorway to Looking-Glass Land. The size of the mirror determines the size of the opening. A mirror can allow any appropriately sized creature through the frame, but if that same mirror is broken, then the doorways are only as big as each shard.

To go through the mirror, one need only reflect on what it would be like to be on the other side and the mirror does the rest. If done in haste, players may need to roll to concentrate on their intentions.

Only sentient creatures may cross through independently. Inanimate objects that are held or on a creature's person will pass through without resistance. Objects thrown at, rolled toward, or dropped on a mirror will not cross over and may instead shatter that mirror.

### BREAKING MIRRORS

Breaking a mirror in Looking-Glass Land or anywhere else in Wonderland is terribly bad luck. Anyone who breaks a mirror rolls all dice rolls without any bonuses for 7 days. All rolls.

### A BAD COLD

Any mirror in Wonderland will be cool to the touch, but it's nothing like the chill that lies on the other side. Looking-Glass Land is afflicted with a terrible cold that has spread throughout the land. None of its effects can be seen from the other side. For more of the cold's effects, see LOOKING-GLASS REFRACTIONS on page 204.

### INHABITANTS

With most of the Chess Pieces fleeing Looking-Glass Land, there are very few who remain. Only the Looking-Glass Creatures and the dreaded Glass Gorgon roam comfortably. Beyond them and those trapped in the Land, it's unsettlingly quiet; no bugs or birds or rustling leaves. All is still.



## PANDÆMONIUM

The Plane of Dreams is deeply tied to Wonderland. The following is a portion of the information known about Pandæmonium, and for more, see Chapter 4 starting on page 183.

### INTERTWINED WITH WONDERLAND

If Wonderland is a river, then Pandæmonium is the ocean. Wonderland exists as a sort of demiplane and feeds Pandæmonium, the greater and true Plane of Dreams. Wonderland is certainly not the only of its kind, but of all the demiplanes that lead to Pandæmonium, it appears to be getting a lot of attention at the moment. This is partially due to the opportunity Wonderland affords to those who wish to read.

### READING IN WONDERLAND VS. PANDÆMONIUM

A prominent difference between Wonderland and Pandæmonium is one's ability to read. It's impossible to read any text in Pandæmonium, yet this isn't the case in Wonderland. The writing may be filled with superfluous details and redundant asides, but to a creature of Pandæmonium, it's a miracle to be able to look text and comprehend it.

### FIGMENTS & DREAMONS

What the Wonderers call "Figments" are the Dreamons of Pandæmonium. Some are intelligent and have strategic goals; others simply wander around causing conflict and chaos. Either way, they disrupt the delicate balance of the land, and most Wonderers would rather never see them again.

What makes matters worse is the Heart Queen has declared that all Figments have been banished and are no longer in Wonderland. Since her declaration, very few are willing to acknowledge a Dreamon's presence for fear of being blamed and brought before the court. It's common for a Dreamon to wreak havoc during an event only to have all the Wonderers attempt to ignore its existence. Most Dreamons find this infuriating.



## THE WORLD ABOVE & DINAH

The World Above can be many things to the player characters: a place to buy and sell goods, a place to get important information, and certainly a place to rest and recover. What it shouldn't be is the setting for adventure.

The best way to avoid this is to minimize conflict in this environment and have the solution to any problem lie in Wonderland. The barkeep's daughter is sick? She had a dream that she ate mushrooms from Wonderland and felt better. Rival gangs are fighting in the street? Their leaders both fell down the Rabbit Hole and the gang members won't stop until both are returned. By the end of a campaign, players are likely to question whether a community is improved or diminished because of Wonderland. This is especially true for Dinah.

### DINAH

This small agricultural town is an example location for The World Above. The town is under the rule of Lady Dinah, but her influence isn't felt or needed. The Lady lives far away, and apart from a few visits from tax collectors, her authority is rarely noticed.

## PHASES OF GROWTH

Dinah always starts out as a small town. One road running through the middle, one tavern, one grocer, and one blacksmith who deals in farm equipment and repairs. The town's population is nearly all farmers. Those who don't live on their farms live above their businesses right in the heart of Dinah. Something about Wonderland is drawn to a place like this, but it won't stay this small and independent for long.

The growth of Dinah is a clear way to show the passage of time to the players and the impact that Wonderland has outside of its own borders.

Each part of Dinah will experience four phases of growth, though they needn't all happen at the same rate.

### LOCALS

1. Happy with the influx of people
2. Tired and overworked but still happy
3. Frustrated by rising costs
4. Moving away to a quieter and cheaper town

### NEWCOMERS

1. Traveling merchants
2. Skilled tradespeople
3. Thieves, criminals, and guilds
4. Guards and collectors of Dinah

### EXISTING BUSINESSES

1. Thriving
2. Expanding or selling to individuals
3. Expanding or selling to guilds
4. Expanding or selling to other businesses

### NEW BUSINESSES

1. Skilled tradesfolk and markets
2. Adventuring supplies, bank, medical center
3. Schools, churches, and black markets
4. Niche merchants and luxury items

### ACCOMMODATIONS

1. Inn is busy, farms renting rooms
2. Inn is full, farms selling land
3. Inn is sold, farmland is developed
4. Inn and new rentals available for a high price

## GROWING TOO BIG

When Dinah has grown too big, the town enters its final phase in one of two possibilities. One, Lady Dinah sends her modest army to plunder Wonderland as she claims its riches to be hers. Alternatively, the Dreamons begin escaping from Wonderland into Dinah, as the locals now dream so big that it breaks the seal between the two. Either way, only the player characters can put an end to the chaos by going deeper into Wonderland.

# ADVANCED RULES & MECHANICS

While the following mechanics are not necessary to run an adventure set in Wonderland, the book is designed to complement them.

## CHESSBOARD MOVEMENT

Each level of Wonderland maps onto the same 8x8 grid of a chessboard. While the Squares in each Block break down into smaller Rooms, a chessboard can be used to track the general location of the players in Wonderland, especially if they split up.

To spark curiosity, place tokens (chess pieces, checkers, or miniatures) elsewhere on the board and move them after the players move.

In Looking-Glass Land, the Blocks and movement within them are mirrored (left becomes right and right becomes left, but the top and bottom remain the same).

## PLAYING CARD ENCOUNTERS

The encounter tables that correspond with each Block of Wonderland can be used with a deck of cards. For every encounter check, roll 1D20 and flip a card. Pair the D20 result with the card face to determine the scenario. Different encounters use the card differently to deter players from deciphering the pattern between the card and how it relates to Wonderland.

If a 1 is rolled, flip a card despite there being no encounter. If a 20 is rolled, then reroll or choose the encounter. If an ace is flipped, then ignore the dice roll.

### ACES, THE ALMOST ALICE & THE GLASS GORGON

The Almost Alice and Glass Gorgon function similarly when using playing cards. If an ace is flipped, then this operates the same as rolling a 20 when not using cards: the Alice or Gorgon approach but don't yet appear. When a second ace is flipped, the Alice or Gorgon will engage.

Note that playing this way greatly increases the likelihood of their appearance. When using a deck of cards, there's a 100% guarantee that four aces will appear in 52 encounter checks compared to the approximately 25% chance that four 20s will appear in 52 dice rolls.

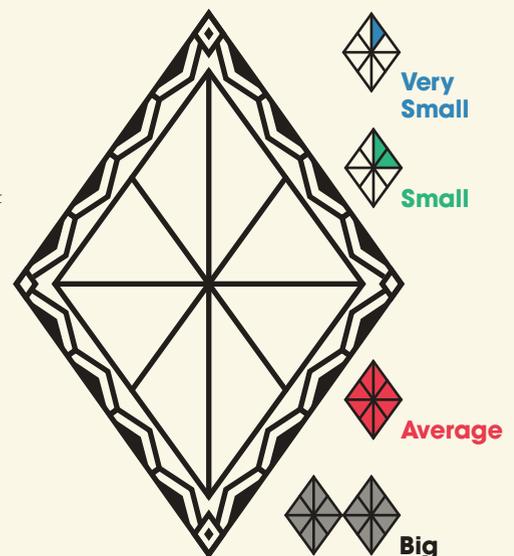
### JOKERS & JESTER

Including jokers in the deck means Jester will appear more frequently and in more places. When a joker is flipped, no matter the room or the circumstances, Jester will show up with their pack of wares.

## CARRYING TREASURE

In an adventure where monetary goals drive the player characters, it's important to track how much everyone can carry.

Below is the carrying diamond and directly relates to a character's strength. Each character has one diamond for each bonus in strength (e.g., 3 diamonds for +3). If a character has a negative bonus or no bonus, they have half of one diamond.



The diamond refers to goods or treasure that can be carried in addition to regular equipment (simple pack, worn armor, 1–3 held objects like weapons, staves, or shields, etc.). Swapping out the regular equipment doesn't affect the diamond.

**VERY SMALL ITEMS** 1/8 diamond. Coin purse with 100 GP, handful of gems, ornate necklace, etc.

**SMALL ITEMS** 1/4 diamond. Music box, heavy tome, bejeweled gauntlets, etc.

**AVERAGE ITEMS** 1 diamond. Small chest with contents, cask of ale, child-sized statue, etc.

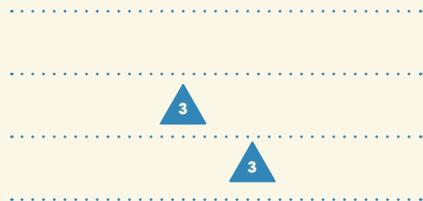
**BIG ITEMS** 2 diamonds. Handmade wardrobe, Jabberwock skull, crate full of gold, etc.

Characters may carry up to 1/2 diamond beyond their capacity, but doing so means moving at half speed and rolling with disadvantage on all rolls relating to physicality.

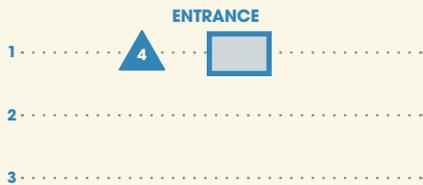
# VERTICAL MAPMAKING

Wells, tombs, Dirtworm tunnels, Serpent paths—there are many opportunities for vertical maps in Wonderland. While some examples are provided in Chapter 5 starting on page 189, the following is a quick way to generate a vertical map.

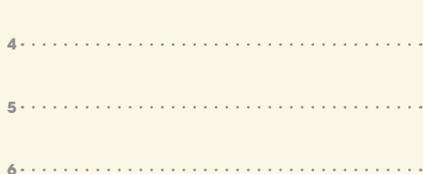
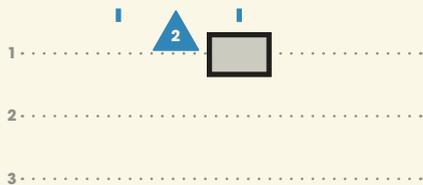
1. First, roll 2D4 to determine how many levels there are and segment the map accordingly.



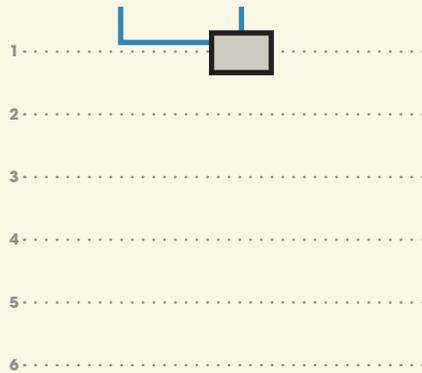
2. Next, roll 1D4 for the segment closest to the entrance. For a well or Dirtworm tunnel, this will be at the top. If the result is a 4, draw a room and roll again.



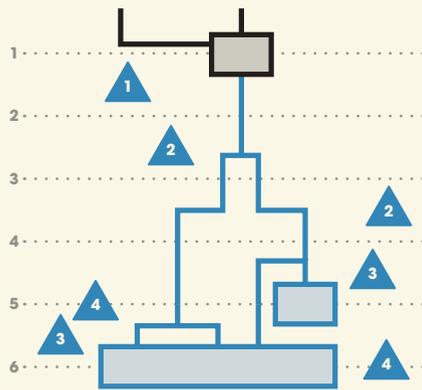
3. If the result is 1–3, this is the number of paths at this level. If it's a 4, add another room.



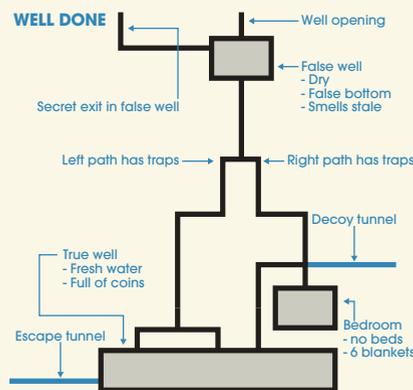
4. Decide how the room(s) and vertical paths connect to each other.



5. Repeat steps 2 through 4 for each segment, ensuring a room is drawn for every 4 rolled.



6. Add any additional paths, traps, stairs, secret entrances or exits, etc., and determine the contents of the rooms.



Note that larger and more complex maps can be made by using D6s instead of D4s (drawing one room on a 5 roll and two rooms on a 6 roll) and by increasing the number of dice rolled during step 1. Detailed maps using this process can be found in Chapter 5 starting on page 189.

# SIZE IN COMBAT

When considering how size affects opponents in a conflict, all that matters is how they relate to each other. Two creatures starting in their normal size will do the same damage to each other if they both grow or shrink. It's only when one side changes size that alterations should be made.

The stat blocks starting on page 15 of Chapter 2 refer to a creature's size as "smaller," "alike," or "bigger." This is relative to the player characters, assuming the adventurers are their natural size (ranging from Halflings to Half-Orcs).

If either the player characters or their opponents significantly change size, a few simple adjustments should be made:

## SPEED

Decreasing in size halves base speed (minimum 5') and increasing in size doubles base speed (maximum 120').

## DAMAGE

Decreasing in size halves damage dice (excluding bonuses, minimum 1 damage) and increasing in size doubles damage dice (excluding bonuses).

## POOLS

When increasing the size of creatures that use Pools, double the amount of Pools. If a swarm gets large enough to be the same size as the player characters, roll 1D4 per Pool to determine the number of creatures from the swarm that remain in the conflict. Stats are provided for the individual creatures in a swarm in Chapter 2.

# QUICKLY FLEEING WONDERLAND

If playing on a strict schedule, or concluding a one-shot adventure, there is a simple procedure for wrapping up a dungeon delve.

Give the party fair warning that the session will end shortly. Sharing a timeframe (30 minutes remaining) or a specific time (ending at 10pm sharp) works best.

If the group isn't out of Wonderland before time is up, have them roll one final skill check (survival, navigation, etc.) at the end of the session. The Difficulty Challenge (DC) is up to the GM, but typically the deeper the group has gone into Wonderland, the higher the DC.

Those who pass then roll 1D4 on the FLEEING WONDERLAND table on page 201. Those who fail by less than 5 roll 1D10 on the same table. Anyone failing by more than 5 then rolls 1D20. A Critical Success means the player automatically gets outcome 1 and a Critical Failure means the player automatically gets outcome 20.

## CHASE SEQUENCES

Daring chases and tense escapes are bound to happen in Wonderland. Below is a way to resolve any attempts to chase or flee in Wonderland.

Using the map at the Boardcrawl level, the pursuers (Hounds) chase their targets (Rabbits) around the board until one side meets their win conditions.

For the Rabbits to win, they must have a predetermined number of Squares between them and the Hounds at the end of the round (1 for average pursuers, 2+ if tenacious). For the Hounds to win, they must move into the same square as the Rabbits and still have an extra move remaining to overtake the enemy at the end of the round.

Each round is structured as follows:

1. Rabbits act and set the DC.
2. Rabbits move.
3. GM rolls encounter for Rabbits.
4. Hounds act and compete against the DC.
5. Hounds move.
6. GM rolls encounter (if applicable).
7. Winner of round moves again.
8. GM rolls encounter (if applicable).

Both sides start in the same Square.

Each Rabbit decides their action. If they focus on running, roll 1D20 ± any difference in speed from 30' (maximum ±30 bonus). A speed of 35' rolls 1D20+5, a speed of 20' rolls 1D20-10, etc.

Doing something else while running (dropping food or treasure, casting a 0 level spell, etc.) causes disadvantage to the roll. Relevant class or ancestry skills may grant advantage on the roll or negate disadvantage if also doing something else.

The lowest total roll by a Rabbit becomes the Difficulty Challenge (DC) for the Hounds.

The Rabbits may choose to move up to one Square, and the GM checks for an encounter.

Next, each Hound acts. Bonuses and penalties function the same. If the majority of the Hounds roll equal or higher than the DC, they win the round.

Either way, the Hounds may move one Square and the GM rolls an encounter only if the Hounds move into a Square different from the Rabbits.

Winners of the round make an additional move, and the GM rolls an encounter if they move into a Square that has yet to be entered during the chase.

If the win conditions are met, the chase ends. If not, a new round begins.

### EXAMPLE

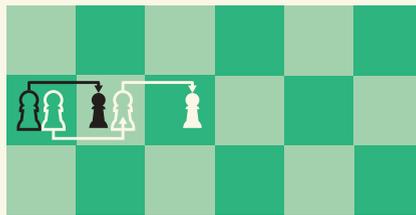
A human (speed: 30', no bonus), elf (speed: 35', +5 bonus), and dwarf (speed: 25', -5 penalty) are trying to flee the Almost Alice (speed: 25', -5 penalty). The Almost Alice is tenacious.

### ROUND 1

RABBITS (White Pawn) roll 10, 17, 8 (DC: 8). RABBITS move to the right. GM rolls and the group ignore the Dominoes sweeping the hallway.

HOUND (Black Pawn) rolls total 4. HOUND moves. The Almost Alice skips along, also ignoring the Dominoes.

WINNER (RABBITS) moves again. GM rolls and no encounter.

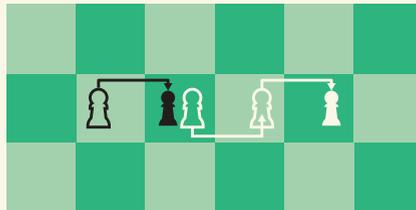


### ROUND 2

RABBITS roll 19, 18, 14 (DC: 14). RABBITS move. GM rolls and the group bound through the low gravity.

HOUND rolls total 11. HOUND moves and continues to follow.

WINNER (RABBITS) moves again. GM rolls and the door is jammed.

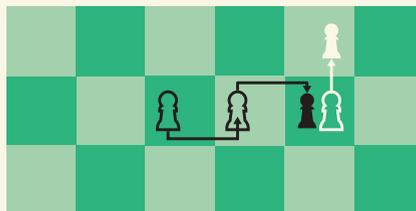


### ROUND 3

RABBITS roll 20, 16, 6 (DC: 6). RABBITS move but first the dwarf damages the area (ripping up chair cushions). Dwarf rolls again (1D20-5) and gets 4 (new DC: 4).

HOUND rolls total 9. HOUND moves and continues to follow.

WINNER (HOUND) moves again. GM doesn't roll encounter.

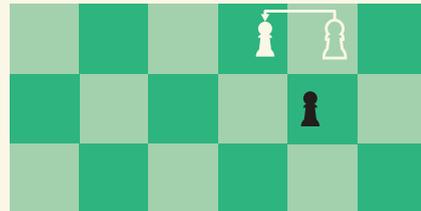


### ROUND 4

RABBITS roll 19, 11, 6 (DC: 6). RABBITS move. GM rolls, and the group try not to wake the sleeping Serpents.

HOUND rolls total 11. HOUND doesn't move, as the Almost Alice remains in the current room to repair the damaged cushions.

WINNER (HOUND) can move but doesn't. GM doesn't roll an encounter.



### ROUND 5

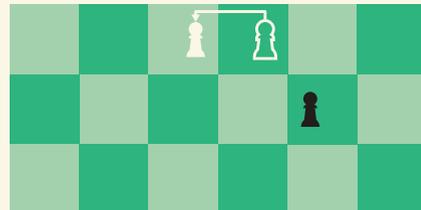
RABBITS roll 9, 23, -2 (DC: -2). RABBITS continue moving 1 square left. GM rolls and the group discover a second group of sleeping Serpents.

HOUND rolls total 15. HOUND doesn't move, as the Almost Alice remains in the current room to finish tidying up.

WINNER (HOUND) can move but doesn't. GM doesn't roll an encounter.

### FINAL OUTCOME

RABBITS have two squares between them and the HOUND. RABBITS escape. The adventurers are victorious as the Almost Alice loses interest.



## CHASE SEQUENCES+

For an extra level of complexity and immersion, allow the players to see their opponent's location on the board only when their characters would be able to see the enemy. GM continues to track movement in secret.

This approach pairs especially well with intelligent enemies that may not simply run in a straight line.



## Chapter 2

# The Cast

**C**onflict is inescapable in Wonderland. Some are quick to anger and will retaliate immediately. Others take offense to specific and often ludicrous slights. Understanding and navigating all of this are crucial to survival.

Descriptions and motives have been provided for many of the creatures and non-player characters (NPCs) found throughout the land. Note that no group is a monolith, so the provided examples should act as a starting point. There could be a Bishop that avoids Dreamons or a reformed Knave that tries to capture thieves on behalf of the Heart King. The sillier the contrast between expectations and reality, the better.

Note that creatures from Wonderland, Pandæmonium, and beyond are mixed together. For easy reference, creatures not from Wonderland or its region, Looking-Glass Land (and thus an immediate target of the Almost Alice), are noted by 🎯 beside their name.

Also included are reference sizes (smaller, alike, bigger). These refer to a character's size relating to player characters (PCs), the size of adult humans. If either side changes size, see SIZE IN COMBAT on page 12.

The character descriptions and special traits also include more detail about the land, including the wondrous properties of the various hats worn across Wonderland. It's beneficial to read through them, no matter the intended game system.

The author has written and used these stats with the Fifth Edition of the world's oldest role-playing game system in mind. The information does not perfectly adhere to that system, so there's flexibility to adjust. With that said, there are a few notes toward understanding the following stat blocks:

- Only three save bonuses are provided (Excellent, Mediocre, and Poor). For any given check or roll, use the bonus that makes the most sense for the creature and whether they'd be great, fine, or bad at that check. If in doubt, no bonus.
- Add the first two save bonuses or use the creature's HD for the to-hit bonus when attacking (if this makes sense for the Gamemaster's system).
- Above all else, use common sense. Changing a few numbers will not fundamentally ruin the game, so long as it's consistent.

## 3 TONGUES ☉ (ALIKE)

### Prima, Secunda & Tertia • The Soothsayers

Advisors to the Bone King and speakers on his behalf. These three try to never be more than a couple feet away from each other and are able to complete each other's sentences with an uncanny speed. It's like one mind with three voices.

No one knows where they come from or how they rose to their position of influence, but some whisper about the children in wells and the Bone King's absent Queen. They'll do everything in their power to ensure the Bone King doesn't find his missing jaw.

**"We adore visitors. Visitors bring stories. Stories are comforting."**

#### PERSONALITY TRAITS

- Speak in three-word sentences
- Inquisitive and sociable
- Love to be told stories
- Hate loose ends in narratives and textiles
- Excited when helping or advising
- Serious when discussing children

#### IDEALS

- Respect: those who don't listen to their elders deserve whatever consequences may follow

#### BONDS

- Dependent on each other
- Protective of the Bone King and all children
- Confrontational with the Dominoes
- Respect the Heart Queen and King
- Suspicious of the Chess Pieces
- Think the Birds are noisy nuisances
- Wish to be rid of the Checkers
- Want to create Humpty Dumpties to guard the Domino Domain

#### FLAWS

- No consideration for the personal space of others

#### OTHER PROFICIENCIES

- Understanding the Bone King's gestures
- Divining magic
- Mending mundane and magic clothing
- Influencing the Royals and Dominoes

**HD** 9 (Each) **HP** 66 (Each) **ARMOR** 11

**SPEED** 30'

**SAVE** +6, +3, 0

**Immunity** Food-based magic and poison

**Resistance** Text-based magic, Poison, Cold, Getting lost

**Weakness** Conflict between Tongues

#### ATTACK

PRIMA (attacks first of the three)

- **Bite** 1D6+3 plus XD12 poison
- **Cast Spell** Typical spells up to level 5 plus the following:
  - **Elemental Spit** Ranged, 10' radius, XD6 or save for half
  - **Elemental Breath** 40' cone, XD12+6 or save for half
  - **Leaching Kiss** XD12 and heal for same amount, save for half damage/healing
  - **Mimic** Single target spell they've heard
  - **Share Burden** Touch to transfer portion of HP to ally

SECUNDA (attacks second of the three)

- **Bite** (2 attacks) each 2D6+3 plus XD12 poison
- **Cast Spell** Typical spells up to level 5 plus the following:
  - **Bone Armor** (2 targets) each +X+3 to Armor for 2X rounds
  - **Silence** (2 targets) each save or mute for XD4 rounds (can save each round)
  - **Hold** (2 targets) each save or restrained for XD4 rounds (can save each round)
  - **Mimic** Single target spell they've heard used against two targets
  - **Share Burden** Touch to transfer portion of HP to ally

TERTIA (attacks third of the three)

- **Bite** (3 attacks) each 3D6+3 plus XD12 poison
  - **Cast Spell** Typical spells up to level 5 plus the following:
    - **Teleport** (3 targets) 50X', save if unwilling
    - **Elevate** (3 targets) save or float 20X' in the air (can save every round)
    - **Curse** (3 targets) disadvantage on attacks for XD4 rounds (can save each round)
    - **Mimic** Single target spell they've heard used against three targets
    - **Share Burden** Touch to transfer portion of HP to ally
- COMBINED (instead of individual attacks)
- **Cast Spell**
    - **Sharp Tongue** All enemies take (3X)D12 piercing damage or save for half
    - **Tongue Tied** All enemies save or be muted and restrained for 1D4+X rounds (can save every round)
    - **Slip of the Tongue** All enemies save or release held objects and fall prone (can save)
    - **Summon Tongue Twister** 60' radius (except 10' center) for 2X rounds, each round targets are lifted 10' off ground (or higher if already lifted) and take (3X)D6 or save for half damage and no lift (1D6 damage for every 10' target drops when falling)

#### SPECIAL

- X equals number of Tongues present and conscious
- Each Tongue gets 3 points per round to spend at the end of an enemy's turn (1 action per turn):
  - **Single Bite** (cost 1)
  - **Move** (cost 1) 30'
  - **Sharpen Tongue** (cost 2) grants advantage on attacks (or disadvantage on enemy saves) for 1 round
  - **Hold Tongue** (cost 3) during an enemy spell (spellcaster saves or spell fails)
  - **Save Any Fail** (cost 3) take 10 damage
- If slain and at least one Tongue is alive, will resurrect somewhere in the Domino Domain in 3 weeks



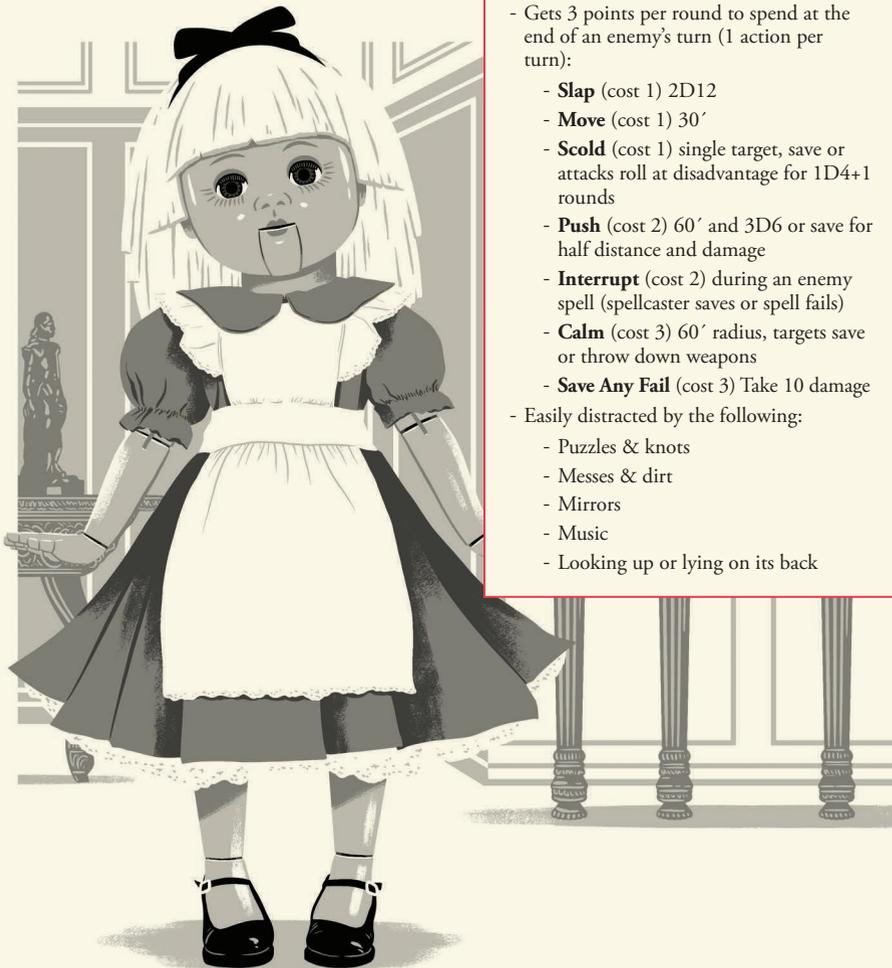
## ALMOST ALICE (SMALLER)

### Alice Approxima • The Automated Alice

Child-sized amalgamation of porcelain doll and windup toy. This automaton functions like the walking immune system, attacking anything foreign to Wonderland or the region of Looking-Glass Land. Subconsciously created by The Sleeping; not even a Major Dreamon is able to compete against its power and will flee when they hear the Almost Alice's humming.

How long the Alice pursues a threat is up to the GM, but despite being an unstoppable construct, it has a number of weaknesses:

- Easily distracted by **puzzles and knots** (though never the same one twice)
- It **loathes a mess**, especially on itself, and will spend time tidying up before continuing on (though seeing someone make a mess will make them the Alice's top priority)
- **Mirrors** confuse it, as it attempts to comprehend itself with its middle-distance stare before returning to the task at hand
- **Music** will hold it in place as the Almost Alice gently sways in time but only for the length of the song; the same song never works twice
- It **can't look up**, so any attempt to do so, or lying it on its back, will cause it to briefly "sleep"



**HD Nil HP Nil ARMOR Nil**

**SPEED 25'** (Skip)

**SAVE +12, +5, 0**

**Immunity** All attacks, Attack magic, Mind-altering magic

**Weakness** See SPECIAL

#### ATTACK

- **Hug** 10D12 plus save or be restrained
- **Discipline** 5' range, target drops to 0 HP or save to lose half of total HP
- **Grab Weapon (+15 STR)** and **Eat** (weapon is destroyed)
- **Absorb Poison or Illness** Spits out a marble of condensed poison next round
- **Nurture** Stabilize an unconscious or near-death Wonderer
- **Cast Spell**
  - **Curious** 100' radius, uninjured targets take 6D6 or save for half
  - **Curiouser** 100' radius, already injured targets take 8D8 or save for half

#### SPECIAL

- Attacks damage only those not native to Wonderland (noted by ☉)
- Can lift like a creature 10 times its size
- Gets 3 points per round to spend at the end of an enemy's turn (1 action per turn):
  - **Slap** (cost 1) 2D12
  - **Move** (cost 1) 30'
  - **Scold** (cost 1) single target, save or attacks roll at disadvantage for 1D4+1 rounds
  - **Push** (cost 2) 60' and 3D6 or save for half distance and damage
  - **Interrupt** (cost 2) during an enemy spell (spellcaster saves or spell fails)
  - **Calm** (cost 3) 60' radius, targets save or throw down weapons
  - **Save Any Fail** (cost 3) Take 10 damage
- Easily distracted by the following:
  - Puzzles & knots
  - Messes & dirt
  - Mirrors
  - Music
  - Looking up or lying on its back



## ANTIPATHIES ☉

(VARYING SIZES)

When someone dies in their dream, part of them becomes bound to Pandæmonium. Looking for what they've misplaced, many accidentally wander into Wonderland. Barefoot, they walk on gloved hands, but when reconnected with their Lost Soles (page 51), Antipathies can once more walk on their feet and either return to The World Above or continue toward whatever lies beyond death.

**HD Nil HP Endure 2D4 rounds of combat**

**ARMOR 10**

**SPEED 35'** (Any surface)

**SAVE +3, 0, -3**

**Immunity** Falling prone

**Resistance** Mind-altering magic

#### ATTACK

- **Balanced** Enemies take damage equal to whatever they deal to the Antipathy until next turn
- **Elude** All targeted attacks roll at double disadvantage until next turn
- **Curse Hands** Save or target experiences following effect for 1 day
  - **Clammy** Drop anything they pick up (can save for each item)
  - **Messy** Leave behind visible handprints on anything they touch
  - **Snappy** Always snapping when not holding something

#### SPECIAL

- Amount of retained memory to be determined by GM
- Unable to sit, lie down, or become imbalanced in any way
- **SILVER-BOUND** Cannot move or return to Pandæmonium if bound by silver
- **RETURNING TO PANDÆMONIUM** Whether returning by "death" or by choice, leave behind a pair of gloves
- If attacked, then at the end of combat will exclaim, "Where am I?" before disappearing in a flash of light and reappearing in Pandæmonium in 1D6 days



## BANDERSNATCH (BIGGER)

Feral canine with a strong jaw, telescopic neck, and fur like razor wire. While typically a scavenger, the Bandersnatch isn't afraid to hunt easy prey if given the opportunity. Its teeth and claws can easily pierce metal, stone, and the Jabberwock's tough skin.

**HD** 14 **HP** 125 (Phase 1), 75 (Phase 2)

**ARMOR** 17

**SPEED** 45'

**SAVE** +9, +5, +2

**Immunity** Fear

**Resistance** Bludgeoning, Poison, Jabberwock attacks

**Weakness** Smell-based magic

### PHASE 1

#### ATTACK

- **Bite** (15' range, 2 attacks) each 3D12+9 plus save or bones in single limb are crushed
- **Spit Tooth** (90' range, 3 attacks) each 4D4+5 plus 2D6 poison
- **Swat** Up to 4 targets beside Bandersnatch, 4D8+9 and thrown back 20' or save for half and no throw
- **Scratch** (3 attacks) each 3D6 and additional 1D6 every round (10D6 every minute outside of combat) until healed or stabilized
- **Unsettling Laugh** All who can hear save or flee (can save every round)

#### SPECIAL

- Advantage against unarmored targets
- Deals double damage to Jabberwock
- Extending and retracting neck for **Bite** attack doesn't provoke attack
- Gets 3 points per round to spend at the end of an enemy's turn (1 action per turn):
  - **Single Bite** (cost 1)
  - **Single Spit Tooth** (cost 1)
  - **Move** (cost 1) 45'
  - **Shake Fur** (cost 2) 20' radius, 3D10 poison or save for half
  - **Feint** (cost 2) plays dead and gets double advantage on next action
  - **Save Any Fail** (cost 3) Take 10 damage

### PHASE CHANGE

- After losing all Phase 1 HP, Bandersnatch becomes feral and begins pulling out its own fur to reveal its scarred and leathery hide and transitions into Phase 2
- All ongoing effects end when entering Phase 2
- Damage or healing doesn't carry over between Phases and recovers to Phase 1 after 1D6 days

### PHASE 2

#### ATTACK

- **Bite** (15' range, 4 attacks) each 3D12+9 plus save or bones in single limb are crushed
- **Spit Fur** (90' range, 3 attacks) each 2D4+5 plus 4D6 poison and save or be blinded for 1 round
- **Shed** 40' radius around self becomes difficult terrain and 2D12 for every 5' of movement in area (twice/encounter)
- **Swat** Up to 4 targets beside Bandersnatch, 4D8+9 and thrown back 20' or save for half and no throw
- **Scratch** (6 attacks) each 3D6 and additional 1D6 every round (10D6 every minute outside of combat, doesn't stack) until healed

#### SPECIAL

- All melee attacks by Bandersnatch and against Bandersnatch roll with advantage
- Gets 3 points per round to spend at the end of an enemy's turn (1 action per turn):
  - **Single Bite** (cost 1)
  - **Single Spit Fur** (cost 1)
  - **Move** (cost 1) 45'
  - **Lick Wounds** (cost 2) Heal 2D10+5
  - **Feint** (cost 2) plays dead and gets double advantage on next action
  - **Save Any Fail** (cost 3) Take 10 damage

## BANKER (SMALLER)

**The House • The Bank • Andersen Bal**

Treasurer of the Heart Royals. While timid and shy in most social settings, the Banker comes out of their shell when looking at tables and figures. If anyone in Wonderland needs a loan or is having trouble paying their taxes, the Banker will know exactly what to do. They value nothing more than balance and distributing wealth to as many as possible. The Heart Royals know none of this.

**"I might be able to help. Give me a moment to look over your file and I'll see what I can find."**

### PERSONALITY TRAITS

- Timid, studious, and kind
- Strong sense of justice and equity
- Deeply focused when engaged in financial matters

### IDEALS

- Balance: those with wealth or power should help those without

### BONDS

- Fears the Heart King and Queen
- Supports the Cooks and House Geckos
- Respects the ambition of the Sheep
- Disgusted by the Walrus & Carpenter's schemes
- Will thwart the Profits whenever possible

### FLAWS

- Never speaks up for themselves

### OTHER PROFICIENCIES

- Working with numbers
- Appraising goods and services
- Finding loopholes in the Royal tax system



**HD 4 HP 20**

**ARMOR** 12 (Open), 16 (Ball)

**SPEED** 20' (Open, Walk), 40' (Ball, Roll)

**SAVE** +5, 0, -1

**Immunity** Bribes

**Resistance** Shark/Profit attacks,  
Mind-altering magic

**Weakness** Begging/Pleading

#### ATTACK

- **Ram** 1D4 plus additional 1D4 for every 5' they roll this round before they attack (up to 8D4)
- **Cast Spell**
  - **Balance** Creatures with highest and lowest current HP adjust until they're equal, can exceed maximum HP and no save
  - **Compound** 1D8 ongoing mental damage, number of D8s increases each round until target saves
  - **Pinpoint Object** Know object's location and worth
  - **Transfer** Save or target's current HP transfers to another creature until the second creature is fully healed

#### SPECIAL

- Can use reaction to roll into a ball or open up
- Always knows a way to pay off any debt

#### WONDROUS HAT

Wearing Banker's visor grants the wearer the following powers:

- Learn a single target's current and maximum HP (once/round)
- Resistance to Shark and Profit attacks
- Once put on a head, visor cannot be removed for 60 in-game minutes



## BATS

One-eyed bats with skin that twinkles like a star. They consume light and are drawn to bright and shiny things. A swarm can eat all the light in a room in a matter of minutes. Afterward, only the dim glow of their eyes remains.

## BATS (ALIKE)

**HD 4 HP 20 ARMOR 14**

**SPEED** 30' (Fly)

**SAVE** +6, 0, -1

**Immunity** Light magic recovers HP,  
Blindness

**Resistance** Wind

#### ATTACK

- **Scratch** 3D4+6
- **Lift** (+8 STR) and **Drop** 40' for 4D6
- **Bat Lashes** 60' cone, pushed back 60' or save for half
- **Glare** Ranged, 2D12
- **Astigmatism** 30' cone, save or disadvantage on attacks for 1D4 rounds
- **Myopia** Ranged, save or disadvantage on ranged attacks for 2D4 rounds
- **Eat Light** see SPECIAL

#### SPECIAL

- **EAT LIGHT**  
Can react once/round to absorb light and regain HP comparable to the size of the resource (the bigger the light source, the more D4s to roll)
- Eye continues to cast dim light and will point toward invisible creatures/objects for 1D6 days after death

## BATS (SWARM, SMALLER)

**HD 3 / pool HP 10 / pool ARMOR 12**

**SPEED** 30' (Fly)

**SAVE** X+3, X, X-1

**Immunity** Conditions that affect a single target, Light magic recovers HP, Blindness

**Resistance** Piercing/Slashing damage, Wind

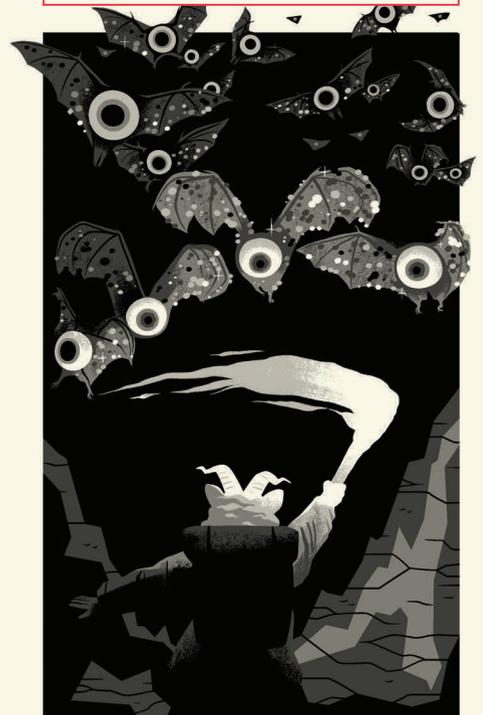
**Weakness** Area-effect magic

#### ATTACK

- **Scratch** XD4+X
- **Lift** (X+2 STR) and **Drop** 10X' for XD6
- **Bat Lashes** 10X' cone, pushed back 10X' or save (DC10+X) for half
- **Glare** (Ranged, X attacks) each 1D8
- **Eat Light** see SPECIAL

#### SPECIAL

- **POOLS**
  - X equals number of pools (maximum 10, minimum 1)
  - Can combine or divide pools as a reaction (once/round)
  - Area-effect damage carries over across pools, single-target damage/healing does not
  - Loss of one pool is permanent and reduces the value of X
- **EAT LIGHT**  
Can react once/round to absorb light and regain HP comparable to the size of the resource (the bigger the light source, the more D4s to roll)
- Eye continues to cast dim light and will point toward invisible creatures/objects for 1D6 days after death



## BIRDS (VARYING SIZES)

Birds of almost every feather flock together in Wonderland. Politically minded, the Birds enact mock elections, debates, and victory speeches but are deeply invested in Royal gossip. Led by the Dodo through a democratic process. They don't speak of the Borogroves, Flamingos, or Jubjub Birds and are currently suffering from rampant egg thefts.

**HD 3 HP 15 ARMOR 12**

**SPEED** 35' (Fly), 25' (Land)

**SAVE** +3, +1, -1

**Resistance** Wind

**Weakness** Discussion and arguments

### ATTACK

- **Peck & Scratch** (2 attacks) each 2D4+1
- **Egg Bomb** (Must be flying) 2D6 (Roll 1D20, on a 1 the egg doesn't break)
- **Flap Wings** (Must be standing) 60' cone, pushed back 40' or save for half
- **Shout** 30' radius, enemy hearing magic is halved and disadvantage on hearing-based checks until next round
- **Lift** (+3 STR) and **Drop** 30' for 3D6
- **Lift Higher** +3 to help ally lift target 20' higher, add 2D6 to Drop

### SPECIAL

- An unbroken egg from **Egg Bomb** will tick in perfect time
- **REBUTTAL**  
Add additional 2D4 to any saves against verbal magic
- Advantage on attacks against Insects, Moths, and Caterpillar
- Flying or fleeing doesn't provoke attacks

### VARIANTS

Birds come in all shapes and sizes with their own unique traits.

- **EAGLETS** +5 STR to **Lift** and resistant to fear
- **LORIES** 50' for **Drop** for 5D6 and resistant to blindness
- **DUCKS** 50' radius for **Shout** and resistant to water
- **TOUCANS** 4D4+1 for **Peck & Scratch** and resistant to fire



## BISHOPS (ALIKE)

### The Ministers • High Priests • Elephants

Chess Pieces that derive magic from ancient texts, strict rituals, and dedicated belief. They use their perfect recall to help the King with his poor memory and are researching a cure for the Queen's illness of living backward through time.

When not engaged with the needs of their Royals, Bishops actively research the Figments. They know how to summon Imps of the Perverse for sabotage, Minor Dreamons for simple tasks, and Dream Weavers to create their magical garments. Now they seek the power of a Major Dreamon to repair and expand Looking-Glass Land.

**“We won't be oblique. We're on a direct path toward our goals and won't let anything get in our way.”**

### PERSONALITY TRAITS

- Judgmental, terse, and concise
- Interested only in how others are useful to their cause
- Glides along the ground and can't climb stairs

### IDEALS

- Control: when power is in the right hands, good things happen

### BONDS

- Bound to serve the White Royals
- Nurture the right Pawns for promotion
- Think the Knights are brutish oafs
- Disinterested in the other Royals
- Suspicious of the Caterpillar
- Can control Minor Dreamons and Dream Weavers

### FLAWS

- Uncomfortable around physical and emotional conflict

### OTHER PROFICIENCIES

- Influencing the White King
- Perfect memories
- Summoning and controlling Imps, Dream Weavers, and Minor Dreamons
- Navigating Looking-Glass Land
- Finding mirrors

### NAMES

Loper, Bispo, Tall Bishop, Alferu, Xanto, Stern Bishop, Leefer, Nebun, Old Bishop, Anaa, Lovec, Quick Bishop, Oda, Rikis, Tired Bishop, Fil, Biskup, Quiet Bishop, Mentri, Ratha

**HD 7 HP 35 ARMOR 12**

**SPEED** 80' (Glide, only diagonally if using a grid)

**SAVE** +7, +3, 0

**Resistance** Non-magic weapons, Saves against magic, Liquids, Dreamon Attacks  
**Weakness** Stairs and ledges, Silver weapons, Magic bludgeoning, Hearing-based magic

### ATTACK

- **Skewering Ram** 1D6+3 plus additional 1D6 for every 5' they move this round before they attack (up to 16D6), save or be thrown back 30'
- **Summon Ally** Imp of the Perverse (page 44), Minor Dreamon (page 32), or **Dream Weaver** (page 33) (once/day)
- **Cast Spell** Typical spells up to level 4 plus the following:
  - **Jog Memory** Ally's spell rolls with advantage or deals maximum damage
  - **Half Full/Empty** Target's HP moves up or down to half of total (can save if unwilling)
  - **Turn to Glass** Save or single limb becomes glass, can also be used to revert from glass to original state
  - **Glass-Eyed** Save or single eye turns to glass
  - **Resonance** 80' range, mend/break glass or mirror
  - **Subdue Refraction** Mitigate one Major Refraction or all Minor Refractions for one Block while in Looking-Glass Land
  - **Teleport** Move into next diagonal square on map, must be standing in a corner

### SPECIAL

- Can perfectly recall any text or imagery they've seen
- Advantage on influencing the White King and Queen, Dream Weavers, and Minor Dreamons
- Advantage on checks and attacks while in Looking-Glass Land
- If slain, body will shatter leaving only their miter (made by Dream Weavers) and a brilliantly white skeleton (will resurrect in 1D6 days if the skeleton is returned to Looking-Glass Land)

### WONDROUS HAT

Wearing a Bishop's miter grants the wearer the following powers:

- Automatically succeeds during memory-based checks but HP permanently drops by 1D4
- If standing in a corner, can **Teleport** to the other side (into the next diagonal Square on the map)
- Speed becomes 80' and can move diagonally only if using a grid
- Once put on a head, hat cannot be removed for 60 in-game minutes



## BONE KING (ALIKE)

**Domino King • Lord Tetani the First •  
The Baron of Black Glass**

The King wasn't always in this state. He once ruled over the gardens and towers of Wonderland. That is, until the White Queen and King arrived with their Chess Pieces. It was a hard-fought match, but the Bone King found himself in a stalemate and the experience changed him. He's literally and figuratively lost a piece of himself and doesn't know how to return to his former glory.

Now the deposed King finds himself in a part of Wonderland that he does not like, surrounded by well-meaning subjects that he doesn't understand and wishing the White Chess Pieces had never arrived. If only he knew why they'd left Looking-Glass Land.

“Gyuhhhhhhhh.”

### PERSONALITY TRAITS

- Sullen and irritable
- Feels deeply alone
- Moves and says little
- Holds a grudge and is spiteful toward his enemies

### IDEALS

- Solitude: everyone would be better off if they were left alone

### BONDS

- Misses his Queen and the subjects he lost
- Gives the Dominoes busywork to keep them occupied
- Appreciates the 3 Tongues' advice and decisiveness
- Loathes the White Queen, the White King, and their Chess Pieces
- Respects the Heart Queen and King
- Annoyed by Lion & Unicorn

### FLAWS

- Holds a grudge for even the smallest offense

### OTHER PROFICIENCIES

- Healing broken bones and shattered glass
- Influencing the Dominoes
- Anatomy, biology, and botany

**HD 13 HP 30 (Phase 1), 90 (Phase 2)**

**ARMOR 16**

**SPEED 10' (P1), up to 40' (P2)**

**SAVE +8, +5, +1**

**Immunity** Mind-altering magic, Poison

**Resistance** Non-magic weapons, Saves against magic, Undead magic

**Weakness** Silver weapons, Holy/Light magic, Exhaustion, Hearing-based magic

### PHASE 1

#### ATTACK

- **Ram** 1D6+8 plus save or be thrown back 30'
- **Blinding Cane** (3 attacks) each 1D6+8 plus save or Blind for 1 round
- **Summon Subjects** 2D4+1 Dominoes (page 28) arrive next round (twice/day)
- **Cast Spell**
  - **Chilled** 120' range and 30' radius; any creature with bones takes 6D12 cold and speed halved for 1 round, or save for half and no speed reduction
  - **Lethargy** 60' radius, save or disadvantage on all actions for 1D4+1 rounds
  - **Mend or Break** Bone or glass, save if unwilling
  - **Silence** Fills entire room

#### SPECIAL

- Pointer finger bones can unlock any lock in Wonderland (once/bone)
- Advantage on checks and attacks while in Looking-Glass Land
- Gets 3 points per round to spend at the end of an enemy's turn (1 action per turn):
  - **Ram** (cost 1)
  - **Move** (cost 1) 10'
  - **Silent Rally** (cost 2) Single ally rolls advantage next turn
  - **Shuffle** (cost 2) All allies move up to maximum distance without penalty
  - **Silence** (cost 2) Single target is muted for 1 round, can save
  - **Save Any Fail** (cost 3) Take 10 damage

### PHASE CHANGE

- After losing all Phase 1 HP, Bone King removes his robes and furs to reveal an extra pair of skeletal arms (holding rapiers) and legs (covered in calcified black glass) and transitions into Phase 2
- All ongoing effects end when entering Phase 2
- Damage or healing doesn't carry over between Phases and recovers to Phase 1 after 1D6 days

### PHASE 2

#### ATTACK

- **Use Arm** (1 action/arm)
  - **Poison Cane Sword** 1D6+8 plus 2D4 poison
  - **Blinding Sheath** 1D4+8 plus save or Blind for 1 round
  - **Bone Rapier** 1D8+8
  - **Throw Weapon** 60'
  - **Spin Handheld Weapon** (+2 to Armor, can stack)
  - **Disarm** Contest against target with +5 (can stack) to either speed or strength, weapon flies away 20'
- **Cast Spell**
  - **Lay Down Arms** All who can hear save or throw down weapons and any detachable limbs
  - **Call to Arms** All loose limbs and weapons pulled 90' closer
  - **Mend or Break** Bone or glass, save if unwilling
  - **Mirror Walk** Enter any mirror and, instead of entering Looking-Glass Land, exit through another mirror somewhere else in Wonderland

#### SPECIAL

- Gets 3 points per round to spend at the end of an enemy's turn (1 action per turn):
  - **Single Weapon Attack** (cost 1)
  - **Call Back Weapon** (cost 1) Anything in weapon's path saves or takes damage
  - **Move** (cost 1) Up to maximum speed
  - **Chip Calcified Leg Glass** (cost 2) +15' to speed (twice/encounter)
  - **Attach Arm** (cost 2) any unattached arm, gives permanent additional arm action
  - **Save Any Fail** (cost 3) Take 10 damage
- If slain, any remaining glass will fall away, leaving only Bone King's crown, robes, and obsidian skeleton (will resurrect into a black glass version of White King in 1D6 days after the skeleton is returned to Looking-Glass Land)

### WONDROUS HAT

Wearing the Bone King's crown grants the wearer the following powers:

- Learns one key detail relating to the fall and repair of Looking-Glass Land (to be determined by GM)
- Can mend any major bone break or shattered glass (once/day)
- Can summon 1D4+2 Dominoes (once/day)
- Speed becomes 10'
- Once put on a head, crown cannot be removed for 60 in-game minutes



## BOOGUMS

See **SNARKS**, page 61



The Cast

## BOROGROVES (SMALLER)

Small birds ostracized by the other birds for lack of voice. A Borogrove cannot speak for itself but can borrow any sound they've heard. Their ability to mimic any voice makes them excellent sources of information, and are often brought in as witnesses during court cases. They hate this but are unable to communicate it.

**HD 3 HP 15 ARMOR 10**

**SPEED 35'** (Fly)

**SAVE +5, +1, -2**

**Immunity** Verbal magic

**Resistance** Wind

**Weakness** Earth magic

### ATTACK

- **Train Whistle** All who can hear save or be deafened for 1 min (can save every round)

- **Mock Turtle's Weep** All who can see save or disadvantage on attacks for 1D4 rounds

- **Royal Summons** Roll 1D6, on a 6 either 2D4 Playing Cards (page 57) or Knights (page 47) appear next round

- **Jabberwock Call** Roll 1D6, on a 6 the Jabberwock replies and arrives in 1D4 minutes (only on Level 2)

- **Mimic** Any spell it's heard

### SPECIAL

- Doesn't provoke attacks when flying or fleeing

## CARPENTER

See **WALRUS & CARPENTER**, page 67

## CATERPILLAR (VARYING SIZES)

**Automeris Io Fabricus • Great Io • The Cigar**

Caterpillar has both a thirst and a taste for knowledge. His palette is so refined that he gleans information from anything he's tasted. One bite or lick and he can determine a book's contents, a potion's ingredients, or a creature's memories. He plans to use this skill, and his network of Moths, to discover a way out of Wonderland. Caterpillar knows that no Wonderers except the White Rabbit can leave.

**"Who are you? Better yet, what are you? And if I may be so bold, tell me . . . why are you?"**

### PERSONALITY TRAITS

- Solitary and reserved
- Annoys easily
- Slow speaker and deeply curious
- Answers questions with questions
- Hesitant to share with others

### IDEALS

- Preparation: the more one knows, the better they can navigate change

### BONDS

- Uses his cousins (Moths) to find useful information and research
- Respects those dedicated to books and learning (librarians, teachers, lawyers, etc.)
- Fears the Birds
- Wants to learn more from White Rabbit
- Empathizes with the Heart Queen's Fignment problem

### FLAWS

- Slow to act and gets angry when others push him to make a decision

### OTHER PROFICIENCIES

- History
- Influencing insects
- Negotiating and persuading



**HD** 6 **HP** 20 (Phase 1), Nil (P2), 60 (P3)  
**ARMOR** 10+X (P1), Nil (P2), 10+X (P3)  
**SAVE** +7, +1, 0  
**SPEED** 20' (Any surface, P1) Nil (P2) 40' (P3)  
**Resistance** Sleep, Mind-altering magic  
**Weakness** Good food, Bird and spider attacks

### PHASE 1

**Immunity** Poison, Falling damage

### ATTACK

- **Poison Bite** (X attacks) each XD4 damage and learn one memory plus save against one poisonous effect (see SPECIAL)
- **Blow Smoke** 10X' radius becomes obscured but Caterpillar can see through it, save or reduce in size (no smaller than Very Small)
- **Smoke Rings** 1D4 targets change size (save if unwilling)
- **Summon Cousins** Every other round, 1 pool Moths (page 54)

### SPECIAL

- CHANGE SIZE
  - Can use reaction to change size (every other round)
  - X is determined by Caterpillar's size relating to enemies (Smaller: 1, Alike: 3, Bigger: 7)
- Advantage on intelligence-based checks
- POISONS
  - **Blindness** 1D4 rounds
  - **Paralysis** Single limb for 1 minute
  - **Numbing** Half speed for 1 minute
  - **Weaken** Disadvantage on attacks for 1D4+1 rounds

### PHASE CHANGE

- After losing all Phase 1 HP, Caterpillar will rapidly spin a cocoon the size of a hippo and transition into Phase 2
- All ongoing effects end when entering Phase 2
- Damage or healing doesn't carry over between Phases and recovers to Phase 1 after 1D6 days
- Cannot return to Phase 1 once transitioned into Phase 2

### PHASE 2

**Immunity** All magic, All weapons

### ATTACK

- **Nudge Off** Enemies climbing or standing on cocoon save or fall off

### SPECIAL

- Cocoon is indestructible
- If light is shone through the cocoon, shadows depict the battle that led to Caterpillar's current state

### PHASE CHANGE

- After an amount of time determined by the GM, the cocoon splits open and releases shrinking smoke that fills the entire Square (reduced to Very Small, no save) while Caterpillar emerges as a brilliant blue moth and transitions into Phase 3
- Cannot return to Phase 2 once transitioned into Phase 3

### PHASE 3

**Immunity** Poison, Falling damage, Targeted magic (see SPECIAL)

### ATTACK

- **Eat Clothing** Save or organic garment permanently affected (Armor reduced by X, magic diminished, etc.)
- **Shoot Stinger** 10X' cone, 3D8 plus save or speed is halved for next round
- **Antennae Blast** (Ranged, 4 attacks) each XD6+7 mental damage
- **Size Changing Dust** 10X' radius becomes obscured but Caterpillar can see through it, save or change size (no smaller than Very Small or bigger than Very Big)
- **Lift** (+2X STR) and **Drop** up to 10X' for 1D6 for every 10' dropped
- **Ultrasonic** All who can hear XD6+7 mental damage plus deafened or save for half and no effect
- **Summon Cousins** Every other round, 1 pool Moths (page 54)
- **Eyespots** All who can see XD12+6 mental and spend next turn fleeing or save for half damage and no flee (once/day)

### SPECIAL

- CHANGE SIZE
  - Can use reaction to change size (every other round)
  - X is determined by Caterpillar's size relating to enemies (Smaller: 1, Alike: 3, Bigger: 7)
- EAT TEXTILES  
Can react once/round to eat unworn organic material and regain HP comparable to the size of the resource (the bigger the resource, the more D6s to roll), resource is then brittle and nearly destroyed
- MIRRORED SCALES  
Targeted spells that hit Caterpillar reflect (**Roll 1D6**, 1–2: hits no one, 3: hits caster, 4: hits caster ally, 5–6: hits Caterpillar ally)
- Doesn't provoke attacks when flying away from target (if already flying)
- If slain and another caterpillar eats any of Caterpillar's remains, that larva will change color, learn all of their predecessor's memories, and become the new Caterpillar



The Cast

## CHECKERS (SMALLER)

Aggressive stone creatures with only one goal: reach King Row (page 96). They believe they will grow bigger, taller, and more powerful if they throw themselves into the pit. This is untrue. Anything, or anyone, that stands in their way is an enemy of all Checkers and must be destroyed so that the next Checker may have a clear path.

**HD** 3 **HP** 10 **ARMOR** 12  
**SPEED** 30' (Hop)  
**SAVE** +4, 0, -1  
**Immunity** Fear, Sleep, Earth magic  
**Resistance** Piercing/Slashing  
**Weakness** Bludgeoning, Jumping

### ATTACK

- **Jump** 1D4+4 and save or fall prone (can jump to a new target in range if first jump is successful)
- **Long Jump** 60' line, 1D8+4 and fall prone or save for half and no fall
- **Check** 1D6+4 and save or be pushed back 10'
- **Block** +3 to Armor for 1 round and any attempt to pass within 5' of either side requires contest using strength or speed (+4 bonus)

### SPECIAL

- GROUND SENSE  
Can sense any movement on the same natural surface within 100' radius
- Doesn't provoke attack when jumping
- Shatters into pieces when slain

## CHESHIRE CAT (SMALLER)

Loves causing mischief. Often seen hovering around crimes and disasters but never found responsible for any wrongdoing. Cheshire Cat can disappear and reappear at will, sometimes choosing to only partially vanish. Hunted for their smile that is valued at one million GP.

“What a beautiful vase!  
But why would someone place it  
so close to the edge like this? All it  
would take is one . . . oops.”

### PERSONALITY TRAITS

- Mischievous and playful
- Moody and gets bored easily
- Hates serious people and serious business

### IDEALS

- Fun: even with nine lives, life is still too short to be serious all the time

### BONDS

- Wants to eat the Birds, Mice, and Dormouse (Dormouse most of all)
- Thinks the Royals, Duchess, Banker, and White Rabbit are too serious
- Likes Hatter and March Hare
- Enjoys playing tricks on the Executioners, the Profits, and the Tweedles
- Loves annoying the Heart Queen and playing with the Almost Alice

### FLAWS

- Never takes anything seriously

### OTHER PROFICIENCIES

- Deception and confusion
- Being in the wrong place at the right time



**HD 4 HP 20 ARMOR 13**

**SPEED 45'** (Any surface, Float)

**SAVE +6, 0, -3**

**Immunity** Falling damage, Confusion, Sneezing

**Resistance** Mind-altering magic

**Weakness** String/Rope acts as Hold spell, Sunlight acts as Sleep spell

### ATTACK

- **Pounce** 1D4 plus 1D4 for every 5' it moves this round before it attacks (up to 9D4) and save or fall prone
- **Scratch** 1D4 for 1D8+1 rounds
- **Smile** Anyone who can see Cheshire Cat goes silent as face freezes with the same smile (can save every round or effect ends if smile is wiped off)
- **Unfortunate** Draws the Almost Alice or Glass Gorgon closer (treat as 20 on encounter table or GM finds next ace in the deck)
- **Cast Spell**
  - **Bad Luck** Target takes extra 1D6 when damaged plus disadvantage on 1 ability (1 hour)
  - **Beaming** (Ranged, 2 attacks) each 2D10 light
  - **Chaos** 2D20 to random target (roll dice closest to total number of combatants and count down initiative starting with Cheshire Cat to determine target)
  - **Turn Invisible** and **Teleport** Self up to 100'

### SPECIAL

- **LUCKY**  
Reroll (keep the new roll) anything that results in critical hits or maximum damage against Cheshire Cat
- Can control what parts of itself turn invisible
- If a Mouse is nearby, then all attacks by and against Cheshire Cat roll with advantage
- Scratch deals double damage to glass, mirrors, and Looking-Glass Creatures
- If slain, Cheshire Cat will spit up a magic hairball, disappear, and resurrect near Jester (up to 8 times)



## CHILDREN IN WELLS (SMALLER)

(SMALLER)

Fearful all the time, the Children hide from the Almost Alice. Any humming or mention of the automaton will cause them to cry or go deeper into the subterranean tunnels they call home. They eat snails and the treacle that builds up on the wells' stone walls. Will gladly trade secrets for fruits, breads, and even vegetables.

### NAMES

Florentine, Hector, Yuze, Luis, Beatriz, Grigory, Elsie, Reginald, Ishida, Booker, Yelena, Marcos, Lacie, Obie, Lorina, Chester, Maude, Pierre, Tillie, Wei

**HD 2 HP 7 ARMOR 8**

**SPEED 30', 45'** (Climb)

**SAVE +4, 0, -3**

**Immunity** Magic cast by the 3 Tongues

**Resistance** Cold, Getting lost

**Weakness** Fear

### ATTACK

- **Croquet Mallet** (2 attacks) Each 1D6
- **Throw Snails** (Ranged, 2 attacks) each 1D4
- **Cause Collapse** Find flaw in underground tunnel and cause 60' area to shift or collapse (once/day)

### SPECIAL

- **STONE SENSE**  
Can sense any movement on the same natural rock surface in 100' radius
- Double advantage on fleeing and hiding
- Advantage on checks made in the dark
- Can never get lost when underground

## CLEANERS

Black, hand-sized slugs that repair Wonderland. Cleaners appear whenever damage happens to walls, furniture, etc. Bodies are fireproof and their secretions can mitigate disasters, as well as repair structural damage. While passive in nature, a swarm can become aggressive to creatures they can see actively causing damage.



## CLEANERS (ALIKE)

**HD 5 HP 30 ARMOR 12**

**SPEED** 20' (Any surface)

**SAVE** +6, 0, -1

**Immunity** Fire, Fall damage

**Resistance** Bludgeoning, Mind-altering magic

**Weakness** Salt, Electricity

### ATTACK

- **Bite** 1D12+6 plus 2D4 acid

- **Slam** (2 attacks) each 2D12

- **Harden** +3 to Armor

- **Secrete** 30' radius

- **Anti-Fire Cloud** Obscures vision, cools temperature, and extinguishes fire

- **Anti-Flood Mucus** Evaporates water and stops water flow

- **Cleaning Mucus** 3D10 acid

- **Defense Cloud** Save or fall asleep

- **Repair Mucus** Sticky and hardens into local terrain (rock, wood, stucco, paneling, etc.)

- **Spit** (Ranged, 2 attacks)

- **Cleaning Mucus** Each 1D12 acid

- **Repair Mucus** Save or have legs stuck together, arm stuck to side, or mouth stuck shut for 1 minute before it hardens into local terrain (brick, carpet, etc.)

### SPECIAL

- Any fire attack toward Cleaner is absorbed

### VARIANT

- **KINTSUKUROI** Extremely rare gold slugs whose **Repair Mucus** is liquid gold

## CLEANERS (SWARM, SMALLER)

**HD 2 / pool HP 10 / pool ARMOR 12**

**SPEED** 20' (Any surface)

**SAVE** X+2, X, X-3

**Immunity** Conditions that affect a single target, Fire, Falling damage

**Resistance** Piercing/Slashing, Mind-altering magic

**Weakness** Salt, Electricity

### ATTACK

- **Bite** XD4+X plus XD4 acid

- **Secrete** 10X' radius

- **Anti-Fire Cloud** Obscures vision, cools temperature, and extinguishes fire

- **Anti-Flood Mucus** Evaporates water and stops water flow

- **Cleaning Mucus** XD12 acid

- **Defense Cloud** Save (DC10+X) or fall asleep

- **Repair Mucus** Sticky and hardens into local terrain (marble, moss, plaster, tile, etc.)

### SPECIAL

- Any fire attack toward Cleaners is absorbed

### - POOLS

- X equals number of pools (maximum 10, minimum 1)

- Can combine or divide pools as a reaction (once/round)

- Area-effect damage carries over across pools, single-target damage/healing does not

- Loss of one pool is permanent and reduces the value of X

### VARIANT

- **KINTSUKUROI** Extremely rare gold slugs and **Repair Mucus** is liquid gold



## COOKS (ALIKE)

Grumpy and overworked, their food is always terrible. Quick to pass on blame (their equipment, ingredients, lack of time to prepare, etc.) and nothing angers a cook more than asking them for a recipe. Looking for better knives, fresher vegetables, and mustard from the Mustard Mine.

### NAMES

Sue, Galantine, Low Boy, Pâté, Bisque, Ouzo, Dash, Zest, Yakitori, Shoe, Mince, Kipper, Grease Trap, Harissa, Croquette, Julian, Flambe, Whisk, Brine, Dollop

**HD 2 HP 10 ARMOR 12**

**SPEED** 30'

**SAVE** +2, +1, -3

**Immunity** Sneezing, Poison

**Resistance** Slashing, Fire, Custard/Jelly Cube attacks

**Weakness** Mental damage (particularly criticism)

### ATTACK

- **Silver Utensil** 1D4+1

- **Throw Dead Plate** (Ranged, 2 attacks) each 1D4+1 plus 1D8 undead

- **Toss Spice Jar** Obscuring cloud in 30' radius plus one effect or save for half time:

- **Chili Powder** Blind for 1D4+1 rounds

- **Cinnamon** Mute for 1 minute

- **Licorice** All attacks by target and against target roll with advantage for 1 minute

- **Nutmeg** Half speed and disadvantage on attacks for 1 minute

- **Pepper** Sneeze for 1D4+1 rounds

### SPECIAL

- Disadvantage on anything taste related

- Advantage on attacks against Custards and Jelly Cubes

### WONDROUS HAT

Wearing a Cook's hat grants the wearer the following powers:

- Resistant to slashing and fire damage

- Weak to mental damage

- Immune to sneezing

- Unable to read anything related to food or prepare anything edible

- Once put on a head, hat cannot be removed for 60 in-game minutes



## CRABS & DAUGHTERS

(ALIKE & SMALLER)

Grumpy old fathers and enthusiastic daughters. Crabs are gifted thespians and can teach all manner of acting skills. Daughters, needing to find ways to evade their overbearing guardians, are skilled at sneaking, hiding, and lock picking.

**HD 6 (Father), 2 (Daughter) HP 45, 15**

**ARMOR**

17 (Father, Back), 10 (Father, Stomach),

13 (Daughter)

**SPEED 30'** (Land, Swim)

**SAVE +4, +2, -1**

**Immunity** Drowning

**Resistance** Deception, Non-magic piercing/slashing

**Weakness** Electricity

**ATTACK**

**Father: 1 attack**

- **Grab Equipment** (+7 STR) and **Snap** (non-magic gear only)

- **Grab** (+7 STR) and **Toss** 40' for 4D6 or **Squeeze** 3D10+2

- **Claw Slam** (2 attacks) each 2D6+2

- **Drum Ground** All targets in 30' save or fall prone (hard ground) or feet and ankles sink and restrained (soft ground)

- **Scold & Scald** Ranged, 3D10 mental and 3D10 fire or save for half (every other round)

**Daughter: 1 attack**

- **Pinch** 1D4+2 and **Steal** 2D20 GP

- **Hide** Double advantage on next action

**SPECIAL**

- **FEINT**

As a reaction, either Crab or Daughter can play dead and get double advantage on next action

- **SACRIFICE**

Father can use reaction to take damage for Daughter if nearby (once/round); if slain by this sacrifice, then Daughter can immediately flee with double advantage

- Father has advantage on skills an actor would use

- Daughter has advantage on skills a thief would use



## CROCODILES (SMALLER)

Smaller than other species with scales of pure gold. Will mislead prey with grand gestures of kindness before striking. Their tears help bolster deceptive magic, and their clocklike hearts keep perfect time even after death.

**HD 4 HP 20 ARMOR 12**

**SPEED 30', 60'** (Swim)

**SAVE +3, +2, -2**

**Immunity** Drowning, Targeted magic (see SPECIAL)

**Resistance** Heat, Water, Piercing

**Weakness** Electricity

**ATTACK**

- **Shed Tear** All who can see save or disadvantage on attacks for 2 rounds

- **Bite** No immediate damage, save or have limb restrained

- **In a While** 3D12 after Bite releases

- **Spreading Claws** (2 attacks) each 1D6+3

**SPECIAL**

- **COLD BLOODED**

- Moves half speed for 2 rounds after hit by cold

- Extra **Spreading Claws** attack for 2 rounds after hit by heat

- **POLISHED SCALES**

Targeted spells that hit a Crocodile reflect (**Roll 1D6**, 1-2: hits no one, 3: hits caster, 4: hits caster ally, 5-6: hits Crocodile ally)

## CROW (BIGGER)

Very large blackbird. She loathes fighting and will do anything to stop it, even if it means risking harm to herself. The Crow loves poetry, particularly stanzas written about Ravens. A feather from the Crow can be made into a scarf that protects against beheadings.

**HD 5 HP 35 ARMOR 11**

**SPEED 60'** (Fly)

**SAVE +5, +1, -1**

**Immunity** Mind-altering magic

**Resistance** Wind

**ATTACK**

- **Instill Fear** All who can see save or spend next action fleeing (once/encounter)

- **Caw** All who can hear save or be deafened for 1 round

- **Pick Up** (+5 STR) up to 2 targets and **Place** somewhere inconvenient

**SPECIAL**

- Attacks against the Crow roll with disadvantage

## CUSTARDS

(SIZE DETERMINED BY POOLS)

Sweet coagulations that simply seek to consume. They tend to avoid environments with extreme temperatures and will hide in spaces until an area becomes more habitable. While a deflated Custard can dissolve enamel and bone in a couple of hours, a living Custard can do so in a manner of minutes.

**HD 3 / pool HP 15 / pool ARMOR 8**

**SPEED 30'** (Any surface)

**SAVE X+4, X+2, X-2**

**Immunity** Mind-altering magic, Falling damage, Slashing

**Resistance** Acid, Non-magic weapons

**Weakness** Fire, Cold, Silver weapons

**ATTACK**

- **Spit** Up to X targets, legs stuck together or arm stuck to side or mouth stuck shut (can save every round)

- **Slam** Up to X adjacent targets, XD6+X plus XD6 acid

- **Coat** Contest against X adjacent targets with +2X to DEX, and **Digest** XD10 acid and Custard heals for XD4 each round until escape or washed off

- **Secrete Caramel** 10X' radius becomes difficult terrain and save or boots/socks/feet become stuck (can save every round)

**SPECIAL**

- Move half speed for 1D4 rounds after hit by cold

- **POOLS**

- X equals number of pools (maximum 10, minimum 1)

- Custard size determined by number of Pools, 1: Very Small, 2-3: Small, 4-7: Average, 8-9: Big, 10: Very Big

- Can combine or divide pools as a reaction (once/round)

- Area-effect damage carries over across pools, single-target damage/healing does not

- Loss of one pool is permanent and reduces the value of X

- Any slashing damage splits Custard into two creatures with divided HP and pools (minimum 1 each)

- **I WANT TO EAT IT**

DC10+X (advantage if using cutlery) to eat one pool, fail and target takes XD6 acid plus Custard takes 1D8

- **NON-NEWTONIAN FORM**

A Custard's base state is solid but can become liquid when necessary (sliding down a slope, fitting into containers, etc.)



## DIRTWORMS (BIGGER)

Monstrously large invertebrates. They live deep underground but are occasionally lured to the surface by certain smells and ground vibrations. Their digestive system can turn any material (organic or not) into a nutrient-rich loam that nurtures most plant life. A single sack of fresh Dirtworm soil can sell for an untold price, and their teeth make fearsome blades.

**HD** 17 **HP** 250 (Phase 1), 150 (Phase 2)  
**ARMOR** 18 (Outside), 12 (Inside)  
**SPEED** 60' (Land), 120' (Burrow)  
**SAVE** +11, +7, +3  
**Immunity** Light, Light magic  
**Resistance** Non-magic weapons, Poison and Undead, Earth/Plant magic  
**Weakness** Tove claws/snout, Magic slashing

### PHASE 1

#### ATTACK

- **Inhale** 90' cone, sucked 30' closer or save for half
- **Digest** 5D12 acid (inside mouth) can save for half
- **Body Slam** (1 attack per portion exposed, up to 4 attacks) each 3D12+11
- **Head or Tail Sweep** 90' cone, 2D12+11 damage and be thrown back 60' or save for half and no throw
- **Burrow** Completely submerge
- **Breach** Half total length and 20' radius save or fall into mouth

#### SPECIAL

- **GROUND SENSE**  
Can sense any movement on the same natural surface within 250' radius
- Burrow leaves behind fertile soil and no tunnel
- Will immediately breach surface if ground is saturated with water
- Gets 3 points per round to spend at the end of an enemy's turn (1 action per turn):
  - **Single Slam** (cost 1)
  - **Burrow or Breach Surface** (cost 2) half total length
  - **Spit Refuse** (cost 2) 30' cone 2D12 acid plus 2D12 undead (save for half)
  - **Slam Ground** (cost 2) All creatures save or fall down
  - **Save Any Fail** (cost 3) Take 10 damage

### PHASE CHANGE

- After losing all Phase 1 HP, a Dirtworm burrows to make a conical pit where only its mouth and extending tentacles are exposed and transitions into Phase 2
- All ongoing effects end when entering Phase 2
- Damage or healing doesn't carry over between Phases and recovers to Phase 1 after 1D6 days



### PHASE 2

#### ATTACK

- **Tentacle Whip** (30' reach, 2D4 attacks) each 2D10+7
- **Tentacle Grab** (30' reach, 2D4 targets, +15 STR) and **Toss** 60' for 6D6 or **Drop** into mouth
- **Digest** 4D12 acid (inside mouth) can save for half
- **Vibrate Ground** 120' radius, pulled 30' closer to mouth or save for half
- **Spit Refuse** 30' cone 2D12 acid plus 2D12 undead (save for half)
- **Earthquake** 1D6 chasms in ground form, save or fall in and 3D6 falling

#### SPECIAL

- Each Tentacle has 20 HP (separate from body) and Armor 12
- Gets 3 points per round to spend at the end of an enemy's turn (1 action per turn):
  - **Single Tentacle Whip** (cost 1)
  - **Spit Acid** (cost 1) 120' range, 2D12
  - **Spit Refuse** (cost 2) 30' cone 2D12 acid plus 2D12 undead (save for half)
  - **Close Mouth** (cost 2) +2 to Armor (Outside), -2 to Armor (Inside)
  - **Earthquake** (cost 3)
  - **Save Any Fail** (cost 3) Take 10 damage
- If slain by slashing, both segments will resurrect as a smaller Dirtworm (half total stats) in 1D4 hours
- If slain by any other means, a Dirtworm's internal organs will relax and reveal an explorable dungeon found on page 190

## DODO (ALIKE)

The Dodo serves as the democratically elected leader of the Birds. While the other Birds busy themselves with mock elections and Royal gossip, the Dodo is occupied with trying to find the culprits behind a string of egg thefts. Loathes the Crow for her independence and is insecure about being the only flightless bird in Wonderland.

**HD** 5 **HP** 30 **ARMOR** 13  
**SPEED** 30' (Land)  
**SAVE** +5, +1, -1  
**Immunity** Confusion  
**Resistance** Wind  
**Weakness** Discussion and arguments

#### ATTACK

- **Cane** (3 attacks) each 1D4+1
- **Hold Caucus** Every other round, summon 1D4 Birds (page 20)
- **Give Speech**
  - **Advocate** Ally with lowest current HP fully healed and advantage on next attack
  - **No Confidence** 1D4 enemies save or disadvantage on next action
  - **Persuade** 1D4 targets save or can't attack Dodo or his allies next round
  - **Rally Base** All allies that can hear roll advantage on next attack

#### SPECIAL

- **REBUTTAL**  
Add 2D6 to saves against verbal magic
- Advantage on attacks against Insects, Moths, and Caterpillar





## DOMINOES (ALIKE)

The Dominoes weren't always the Bone King's loyal subjects. Before he arrived, the Dominoes were directionless pushovers. Now they're filled with a sense of purpose. Whether working in the mines, organizing the Wasteland, or searching for the Bone King's jaw, they're happiest when charged with a task. Finding the jaw is so important to the Dominoes that they've taken a vow of silence until it's returned.

### NAMES

Humerus, Muggins, Kicker, Femur, Sternum, Marrow, Rib, Bergen, Cyprus, Fracture, Fives, Artery, Spinner, Lumbar, Mandible, Vertebrae, Cavity, Knock, Sebastopol, Jam

**HD** A+B=X **HP** 5X **ARMOR** X+9

**SPEED** 30'

**SAVE** X+3, X, -1

**Immunity** Poison, Exhaustion, Sleep

**Resistance** Undead magic

**Weakness** Silver weapons, Bludgeoning, Holy/Light magic

### ATTACK

- **Scratch** (2 attacks) each 1D4+X

- **Rattle Jaw** 30' radius, 2D6+X mental damage or save for half

- **Attack** Use bonus action to add any unattached arm (gives additional Scratch attack) or skull (extra 2D6 to Rattle)

- **Topple** Fall onto single target, 1D6 and fall prone or save for half and no fall (if target is a Domino, then they also fall, damage increases by 1D6 and continues on to next target)

- **Block** +3 to Armor for 1 round and any attempt to pass within 5' of either side requires contest using strength or speed (+2X bonus)

### SPECIAL

- Dominoes grow stronger over time, **A** (top spots)=number of times PCs visit Wonderland (max: 6, min: 1) and **B** (bottom spots)=number of times PCs defeat a group of 3 or more Dominos (max: 6, min: 0)

### DOUBLES

When A and B are the same, Domino has 2 heads and 4 arms (double **Scratch** attacks and **Rattle Jaw** damage)

- Pointer finger bones can unlock any non-magic lock in Wonderland (once/bone)

- Bones are nearly indestructible and resist being pulled apart

## DORMOUSE

See **TEA PARTY**, page 62

## DREAMONS ☉

**Figments • Whims • Druden (singular: Drude)**

The dominant denizens of Pandæmonium. Some Dreamons are born of a creature's dreams and imagination, while others were made by Lilith herself. The longer a Dreamon exists, the stronger and more focused they become.

### PERSONALITY TRAITS

#### - MAJOR DREAMONS

- Charismatic leaders
- Strategic and calculated
- Loathe to be told what to do

#### - MINOR DREAMONS

- Enthusiastic and curious
- Playful, reckless, and animalistic
- Loathe to be told what to do

### IDEALS

#### - MAJOR DREAMONS

- Power: there's nothing more chaotic than a group willing to follow whatever their leader says

#### - MINOR DREAMONS

- Novelty: existence is fleeting so best to make the most of it

### BONDS

#### - MAJOR DREAMONS

- Fearful of Lilith
- Distrustful of other Major Dreamons
- Curious about the inhabitants of Wonderland and The World Above

#### - MINOR DREAMONS

- In awe of Lilith
- Fearful of Major Dreamons
- Curious about the inhabitants of Wonderland and The World Above

### FLAWS

#### - MAJOR DREAMONS

- Suspicious of others and paranoid of betrayal

#### - MINOR DREAMONS

- Confrontational to the point of self-sabotage

### OTHER PROFICIENCIES

#### - MAJOR DREAMONS

- Controlling Minor Dreamons
- Exploiting the hopes and dreams of others

#### - MINOR DREAMONS

- Getting attention
- Causing structural and emotional damage

## MAJOR DREAMONS ☉

(VARYING SIZES)

**Majors • Greater • Greater Dreamons**

Major Dreamons have a modicum of order mixed into their chaos. They plan and scheme and are incredibly dangerous. Majors are the ones Lilith spends the most time confronting because an unrestricted Major Dreamon could threaten both reality and unreality.

All Major Dreamons control legions of Minor Dreamons and have organized themselves into four Courts:

- **Court of Coins:** values health and wealth
- **Court of Cups:** values emotions and love
- **Court of Swords:** values power and reason
- **Court of Wands:** values creativity and free will

Each order is in competition with the others for more territory in Pandæmonium. The discovery of Wonderland and The World Above has caught the attention of many Major Dreamons as they seek to expand their dominion. Some have even ventured into Wonderland and discovered they're unable to survive in The World Above.



**HD** Roll 3D6 **HP** HD×10

**ARMOR** Roll 4D6 (Ignore lowest number)

**SPEED** 1D10×10'

**SAVE** 1D20+1, 1D10+1, 1D6+1

**Immunity** Fear, Confusion, Sleep

**Resistance** Area-effect magic

**Weakness** Offers of betrayal, Pinching,

Speaking its true name acts as successful Hold or Command spell (unless it knows speaker's true name as well)

#### ATTACK

- **Attack** (1D4 attacks) each 2 random dice (2D6, 1D4+1D20, etc.), keep consistent for encounter

- **Summon Allies** 1D4+2 Minor Dreamons (page 32, twice/day)

- **Return to Pandæmonium** See SPECIAL

- **Cast Spell**

#### COURT OF COINS

- **Coin Toss** Target either loses half maximum HP or gains it
- **Money Lender** Consume target's GP and heal the total value, can save for half
- **Burning Pockets** Fire damage equal to target's GP and coins are destroyed, save for half

#### COURT OF CUPS

- **Tempest into Teacup** Redirect enemy magic attack into empty container (one attack per lidded container)
- **Runneth Over** Consume single liquid of target
- **Explode Liquids** All containers holding liquids in 30' radius explode (waterskins, bottles, etc.), save if a personal item

#### COURT OF SWORDS

- **Dull Blade** Single weapon's damage is diminished (1D8 becomes 1D6, 2D6 becomes 2D4, 2D4 becomes 1D4, etc.); if can't be reduced, then weapon is destroyed, save if a personal item
- **Double-Edged** All bladed weapons in area increase damage (1D4 becomes 1D6, 2D8 becomes 2D10, 3D12 becomes 4D12, etc.)
- **Control Swords** All nonsentient swords in 30' radius become sentient allies of Dreamon (30' Hover, HP: 10, AC: 10) until defeated or end of encounter, save if a personal item

#### COURT OF WANDS

- **Tragic Magic** Roll dice closest to target's highest spell slot, destroys that slot for remainder of encounter (can save for half, minimum level 1 slot)
- **Control Wands/Scrolls** All nonsentient wands/scrolls in 30' radius become sentient allies of Dreamon (30' Hover, HP: 10, AC: 10) until defeated or end of encounter, save if a personal item
- **Destroy Magic Item** Save or object loses magic (GM determines whether it can be repaired)

#### SPECIAL

- Can send messages to any sleeping target
- Gets 3 points per round to spend at the end of an enemy's turn (1 action per turn):
  - **Single Attack** (cost 1)
  - **Move** (cost 1) Up to maximum speed
  - **Cast Spell** (cost 2) First spell in their Court's list
  - **Save Any Fail** (cost 3) Take 10 damage
- Advantage on actions that draw attention to itself
- Advantage on influencing Minor Dreamons (automatically succeeds if part of the same Court)
- Gets 1D6+2 additional features from the DREAMON ECCENTRICITIES table on page 30
- RETURNING TO PANDÆMONIUM Whether returning by death or by choice, leaves behind a cloud of smoke shaped like the Dreamon and a few objects relating to their appearance and Court
- If slain, will leave behind a ring corresponding to their Court and resurrect in Pandæmonium in 1D6 days



## MAJOR DREAMON (APPEARANCE)

Major Dreamons pride themselves on how close to human they can appear and judge each other imperfections. Below are a few suggestions.

### 6D6 MAJOR DREAMON (APPEARANCE)

#### 2D6 IT LOOKS LIKE A HUMAN . . .

- 1 BABY  
1: Sleeping, 2: Wearing overalls, 3: Wearing dress, 4: Wearing costume, 5: Crying, 6: Twins
- 2 CHILD  
1: Sick, 2: In a suit, 3: Wearing a school uniform, 4: In a sailor outfit, 5: In a dress, 6: Royalty
- 3 ADULT  
1: Farmer, 2: Smith, 3: Scholar, 4: Soldier, 5: Noble, 6: Royalty
- 4 ELDER  
1: Servant, 2: Painter, 3: Hunter, 4: Sailor, 5: Decorated Soldier, 6: Royalty
- 5 ROBED FIGURE  
1: Rags, 2: Red linen, 3: Black wool, 4: Velvet, 5: Embroidered cashmere, 6: Silk & lace
- 6 SKELETON  
1: Covered in bugs, 2: Tattered clothes, 3: Priest, 4: Warrior, 5: Colorful bones, 6: Royalty

#### 2D6 AND IT . . .

- 1 RIDES  
1: Spider, 2: Alligator, 3: Camel, 4: Big cat, 5: Cloud, 6: Dragon
- 2 HOLDS  
1: Book, 2: Instrument, 3: Small chest, 4: Scepter, 5: Sword & shield, 6: Elemental weapon
- 3 MISSING  
1: Mouth, 2: Limbs, 3: Torso 4: Head, 5: Lower Half, 6: Left Half
- 4 HAS TOO MANY  
1: Fingers, 2: Hands, 3: Legs, 4: Eyes, 5: Mouths, 6: Heads
- 5 SURROUNDED BY  
1: Flies, 2: Red smoke, 3: Dancing lights, 4: Eyes, 5: Floating Sabers, 6: Elemental ring
- 6 MERGED WITH  
1: Frog, 2: Bat, 3: Snake, 4: Owl, 5: Goat, 6: Horse

#### 2D6 ALSO . . .

- 1 SMELLS LIKE  
1: Lemons, 2: Cedar, 3: Fresh baking, 4: Perfume, 5: Burned meat, 6: Death
- 2 MOVES LIKE  
1: Swimming, 2: Dancing, 3: Glides, 4: Silently, 5: Only on walls, 6: Floats 6" off the ground
- 3 LOOKS LIKE  
1: Black & white, 2: Oil painting, 3: Blurry, 4: Two-dimensional, 5: Transparent, 6: Glowing
- 4 FACE OBSCURED BY  
1: Giant leaf, 2: Butterfly, 3: Smoke, 4: Dinner plate, 5: Element, 6: Golden mask
- 5 WRAPPED IN  
1: Cobwebs, 2: Moss, 3: Lace, 4: Furs, 5: Silk, 6: Gold foil
- 6 BACKWARD  
1: Clothing, 2: Hands, 3: Joints, 4: Limbs, 5: Head, 6: Eyes

## DREAMON ECCENTRICITIES

Extra attacks and traits that make each Dreamon unique. Don't hesitate to scale an attack up or down or add an additional effect to the neutral attacks to suit their appearance. Perhaps Dreamons from the same Court all share a similar eccentricity that bonds them. Maybe defeating the appropriate Major Dreamon destroys the trait entirely. The higher the roll, the stronger an eccentricity is (approximately).

### D100 DREAMON ECCENTRICITIES

- 1 Speaks only in single-word sentences
- 2 **Magic Slash** 2D4 and damage healed only by pouring tea or coffee on the wound
- 3 Never flees from conflict
- 4 **Critical Punch** 1D8+2 and deals critical damage on an 18, 19, or 20 dice roll
- 5 Tiny flowers grow wherever it moves
- 6 **Slam** 2D6 and save or bounced back 20'
- 7 Cannot be grappled
- 8 **Spectral Lick** 60' range, save or be paralyzed for 1D4 rounds (can save every round)
- 9 Gets an extra attack (once/day)
- 10 **Counter Blast** Deals 2D4 to target it can see after hit by weapon or magic
- 11 Cannot swim and drowns almost instantly in any liquid
- 12 **Headbutt** 4D4+1 and 1D4+1 to attacker
- 13 Changes color whenever they hear a lie
- 14 **Warp Ground** Target saves or have feet and ankles sink and restrained, must dig out to escape
- 15 Can react to heal an ally by 3D4
- 16 **Rotating Element** 3D6 element to single target (Fire > Undead > Electricity > Poison > Ice > Fire, etc.)
- 17 Adores small mammals
- 18 **Escalating Kick** (4 attacks) each 1D6+1 and add 1D6+1 for each previous kick that hit this round (max 4D6+4)
- 19 Drops 10 GP whenever hit by a weapon attack and steals 10 GP from a random target whenever hit by magic
- 20 **Delayed Blast** (Ranged, 2 attacks) each sticks to target and does 2D8+2 the next round
- 21 Afraid of bones, bread, and books
- 22 **Piercing Shriek** 4D4 and save or deaf for 4 rounds
- 23 Always looking directly up or directly down
- 24 **Reduce Accuracy** 30' cone, save or attack bonus reduced by 1 for remainder of encounter, can stack (max -10 reduction)
- 25 Vulnerable to silver weapons
- 26 **Numbing Strike** 3D6+2 and save or paralyzed in arm for 1D4+1 rounds
- 27 After losing half total HP, skin melts away to reveal a wood carving and becomes vulnerable to fire
- 28 **Acid Burn** 2D12 acid and save or take another 2D12 the next round
- 29 Cries before speaking the truth
- 30 **Eat Writing** Save or writing (map, scroll, spell, etc.) is dissolved and heals 2D8 HP
- 31 Laughs before telling a lie
- 32 **Absorbed Attack** 2D10 plus all damage Dreamon received since previous turn, save for half
- 33 Immune to poison but vulnerable to salt and sugar
- 34 **Sing Lullaby** All targets who can hear save or fall asleep
- 35 Moves only by jumping half as high as the total distance (jumps 15' in the air to move 30')
- 36 **Poison Sting** (2 attacks) each 2D8 and save or continue losing 1D8 for 4 more rounds
- 37 Heals 3D6 at end of turn if standing in direct sunlight or moonlight
- 38 **Risk Reward** If attack hits, roll 1D20, 1-5: target drops to 0 HP, 6-20: target healed for 2D12
- 39 Half damage if attacked from front, normal damage if attacked from sides, double damage if attacked from behind
- 40 **Get Some Rest** Heal ally to full health but they fall asleep
- 41 Loses a limb/part of itself after every physical attack and immediately regrows it
- 42 **Phoenix Fire** 3D12+2 fire and if target drops to 0 HP, then they are reborn the next round with full health
- 43 Cannot walk through doorways
- 44 **Preventative Punch** (2 attacks) each 3D6 and save or target can't attack next round
- 45 Wears an amulet that absorbs the first 3D12 (or 20) points of damage before breaking
- 46 **Damage Armor** Target saves or Armor permanently decreased by 1
- 47 Unable to sit, lie down, or fall over
- 48 **Hit All Targets** Each enemy, no matter where they are, save or 2D6
- 49 Cannot unintentionally drop something until slain
- 50 **Scorched Earth** 50' radius, 3D8+3 fire to enemies touching ground or save for half, ground remains difficult to traverse
- 51 Water repellent: liquids bend around and never touch it
- 52 **Reckless Slam** 6D6+3 but if the attack misses, both target and attacker take 2D6

53 Faintly glows and eyes glow white

54 **Anti-Magic Wave** 50' radius, all magic effects end (once/day)

55 Gets upset whenever they hear rejection or refusal

56 **Spectral Mimic** Re-creates enemy attack from current round (weapon, spell, etc.)

57 Carries a grudge: advantage on attacks against first target to injure it and disadvantage on attacks against all other targets

58 **Recoil Sweep** Up to 3 nearby targets, each 3D8 and Dreamon takes 25% of total damage done to target(s)

59 Always covered in dirt, honey, or soap bubbles

60 **Straight Shot** 40' line, 4D6 or save for half

61 Teleports 30' every time it is hit with a direct attack

62 **Anti-Healing Bite** No damage but target can't be magically healed until after dropping to 0 HP or Dreamon is slain

63 Always says the wrong word and gets names wrong (close, but wrong)

64 **Eat Magic** Eats target's highest level spell slot and regains HP equal to 5×slot level (can save for half spell slot)

65 Speed doubles after losing half of total HP

66 **Pass the Baton** Held objects teleport into hands of the creature next in initiative order

67 Takes half damage from all magic

68 **Ground Eruption** 40' radius, 3D10 or save for half

69 Immediately attacks anything or anyone wearing a hat

70 **Shed Skin** Completely heal but total HP drops by 10 and Armor drops by 2

71 After losing half total HP, sprouts extra limbs and gets double melee attacks for remainder of encounter

72 **Split** Duplicate self (split HP, Armor reduces by 2, same attacks) and first one to die turns into paper and ink (once/day)

73 Always hungry, can be persuaded by food, and eats with its mouth open

74 **Frigid Breath** 50' cone, 4D8 ice or save for half, on a failed save, roll 1D20 and on 10 or lower, limb becomes frozen for 1 hour

75 Use reaction to limit any spell cast (spellcaster save or cannot use spell again for remainder of encounter)

76 **Vampiric Wave** 60' radius, leach 5D6 HP from enemies or save for half (every other round)

77 Floats 5' higher in air after taking damage

78 **Dull Attack** Save or attack (weapon or magic) permanently reduced by 1 dice (1D12 becomes 1D10, 3D6 becomes 3D4, 3D4 becomes 2D4, etc.); if can't be further reduced, then attack is destroyed

79 Anytime it moves, the previous area ignites in flame for 1 minute (fire harms only living creatures)

80 **Project Duplicates** Creates 3 duplicates; after an enemy attack hits, target rolls another D20 and on 15 or lower, destroys copy instead

81 Repeats anything it hears (including verbal spells)

82 **Ground Shock** 60' radius, 3D12+3 electricity to enemies touching ground or save for half

83 Anti-healing: can't be healed and no healing within 30' radius

84 **Toughen Up** +2 to Armor (can stack) but resets if hit by mental damage

85 Takes action (move, attack, etc.) only after any and every enemy turn

86 **Magnetic** 100' radius, save or metal pushed/pulled 50' (full metal armor rolls at disadvantage)

87 When slain, releases a 60' wave of pain equal to its max HP, save for half damage

88 **Slowing Sludge** 30' radius, 6D6 and speed reduced by half for remainder of encounter or save for half damage and no speed reduction

89 Releases an obscuring mist when injured (Armor +1, can stack to max +5) unless Dreamon moves or mist is dispersed

90 **Endless Beam** All targets and objects in straight line, 3D10+6

91 Can react to cure one ally of any ailment or condition plus 3D8 HP

92 **Charging Wave** 90' radius (ground glows to show boundaries), stands still for one round (attacks against Dreamon roll with advantage) then next round 10D8 (no save, once/day)

93 Attacks do maximum damage after losing half of total HP

94 **Devastating Blow** 7D10+10 and be thrown back 50'

95 Any direct enemy attack (weapon or magic) that misses does damage to the attacker

96 **Equalize** All creatures' HP drops to match creature with lowest HP

97 Invisible except for in mirrors and reflective surfaces

98 **Dragon Breath** 90' cone, 10D12

99 All attacks do maximum damage

00 **Death Touch** Drop to 0 HP or save to drop to 1 HP



# MINOR DREAMONS ☉

(VARYING SIZES)

## Minors • Lessers • Lesser Dreamons

Free-spirited creatures that thrive on chaos. More animalistic than the Major Dreamons. Minors are quick to start a fight just to see what happens and are thrilled when the unexpected occurs. The quickest way to offend a Minor Dreamon is to ignore them. Nearly every Minor Dreamon serves a Major Dreamon and belongs to their Court, though alliances change constantly.

**HD** Roll 1D10 **HP** HD×5

**ARMOR** Roll 3D6+2

**SPEED** 1D8×10'

**SAVE** 1D10+1, 1D6+1, 1D4-2

**Immunity** Fear, Confusion, Sleep, Logic based on appearance

**Resistance** Area-effect magic, Logic based on appearance

**Weakness** Pinching, Enemy critical misses paralyze the Dreamon with laughter for 1 round, Speaking its true name acts as successful Hold or Command spell (unless it knows speaker's true name as well), Logic based on appearance

### ATTACK

- **Attack** (1D4 attacks) each 2 random dice (2D6, 1D4+1D20, etc.), keep consistent for encounter

- **Return to Pandæmonium** See SPECIAL

### SPECIAL

- Advantage on actions that draw attention to itself

- Can't attack a creature wearing a ring of its Court

- Gets 1D4+1 additional features from the DREAMON ECCENTRICITIES table on page 30

- **RETURNING TO PANDEMONIUM** Whether returning by death or by choice, leaves behind a cloud of smoke shaped like the Dreamon, objects relating to their appearance, and 1D100×2 GP

- If slain, will burn a mark into the ground corresponding to their Court and resurrect in Pandæmonium in 1D6 days

# MINOR DREAMON (APPEARANCE)

Minor Dreamons often mimic each other's appearances and abilities for fun. It's common to see a small group of Minor Dreamons (called a "raucous") in Wonderland causing a ruckus. Roll 1D100 to determine the Dreamon's appearance or roll multiple times and rearrange the underlined words. The ODDS & ENDS table (page 206) can also be used to replace the underlined words for further variations.

## D100 MINOR DREAMON (APPEARANCE)

1 Purple toad wearing a wizard hat

2 Half garlic bulb, half praying mantis

3 Snail made of soap

4 Stone gargoyle of a dragon holding a crown

5 Cookie jar shaped like a chimpanzee

6 Badger carrying a compass and an axe

7 Grub made of silver and steel

8 Carnivorous flower constricting a saber-toothed tiger

9 Green skeleton with a tombstone for a head

10 Owl with an accordion neck

11 Coin purse spitting out marbles and flint

12 Humanoid radish carrying a walking stick

13 Cat made of quilted fabric

14 Mud bubble with a golden mace inside

15 Humanoid goat sitting in a flower pot wearing a helmet

16 Orange baboon juggling spiked orbs

17 Rooster with crab claws and on fire

18 Hornet with diamond eyes and a gemstone stinger

19 Eel tied in a knot with a bell for a head

20 Windup toy of a monkey holding a fish head

21 Tadpole with a fin on its head and releasing sparks

22 Toucan with glasses for eyes

23 Green-faced anteater with forks for paws

24 Zombie wearing a white pelican mask

25 Tree trunk with three swords sticking into it

26 Cobra made of sausage links

27 Spotted egg covered in jewelry

28 Vulture with a scorpion tail

29 Walking muffin with ornamental spoons sticking out of it

30 Red and yellow octopus wielding two maces

31 Dog with a broom for a head

32 Horse made of stained glass with a campfire on its back

33 Goldfish with a pocket watch in its mouth

34 Cyclops holding a candelabra

35 The shadow of a ram walking on two legs

36 Three-headed green koala

37 Cactus with human eyes

38 Turkey with skeletal wings

39 Iguana with six arms and eagle wings

40 Stork with a shovel for a head

41 Puffer fish that appears to be melting

42 Ceramic sculpture of an orangutan wearing a ceremonial robe

43 Floating pointed hat with orange cape attached

44 Carving of a tiger made of ivory

45 Ant with an hourglass for an abdomen

46 Squirrel wearing a pumpkin

47 Bull with glowing horns trapped in ice

48 Blue grasshopper holding a scythe





## DREAM WEAVERS

(BIGGER)

Creatures of Pandæmonium that take the form of eyeless spiders with human hands. Can heal both a Dreamon's injuries and the very fabric of unreality with a quick stitch, knit, or weave. Textiles made by a Dream Weaver are imbued with deeply powerful magic, like making the wearer invisible to certain enemies and passing through solid objects. Generally passive and gentle until threatened.

**HD 12 HP 100 ARMOR 10**

**SPEED 40'** (Any surface)

**SAVE +7, +5, +1**

**Immunity** Fear, Confusion, Sleep

**Resistance** Being restrained, Non-magic weapons

**Weakness** Magic bludgeoning, Seam rippers

### ATTACK

- **Choke Up** to 4 targets, each 4D10+5
- **Grab** (+12 STR, up to 2 targets) and **Toss** 60' for 6D6 or **Restrain**
- **Disarm** Contest against up to 4 target with +7 added to either speed or strength, can use that weapon for future attacks with +7 bonus
- **Use Weapon** Up to 4 attacks
- **Cast Spell**
  - **Running Stitch** Teleport 1D4 targets up to 80' (save if unwilling)
  - **Backstitch** Undo any effect on self
  - **Cross Stitch** 1D4x2 targets swap places (save if unwilling but if one fails, both fail)
  - **Mend** Repair any material or heal 2D12+6 (double if a Dreamon)
  - **Rip** Opens portal to Pandæmonium for 1D4x10 seconds

### SPECIAL

- **GROUND SENSE**  
Can sense any movement on the same surface within 100' radius
- **RETURNING TO PANDEMONIUM**  
Whether returning by death or by choice, leaves behind a cloud of smoke shaped like the Dream Weaver, 8 spools of thread or 8 balls of yarn, and 8D8x2 GP
- If slain, will attempt to grab an enemy's weapon before disappearing and resurrecting in Pandæmonium in 1D6 days

49 Brown **glass bottle** with a **warthog** inside

50 **Spotted frog** with **drum** for a body

51 **Coral** growing on a **shrew**

52 **Armored warrior** made of **taffy**

53 **Pink slime** full of **glass eyes**

54 **Jaguar** with **ram's horns and legs**

55 **Salamander** hiding in a **cauldron** holding a **rake**

56 **Candle** with a **three glowing orbs** inside the wax

57 Humanoid **wolf** wearing a **green- and gold-trimmed cap**

58 Floating **bagpipes** with **trout** inside

59 **Platypus** wearing an **ornate helmet**

60 **Ostrich** with a **birdcage** for a body and a **smaller bird** inside

61 **Floating orb** made of tiny **emerald insects**

62 **Mandrill** carrying an **eggplant** like an infant

63 Smiling **jellyfish** carrying a **silver spear**

64 **Stone mermaid** with a **morning star**

65 **Eagle** protected by a **spiral shell**

66 **Centaur** holding a **trident** with a **carpet roll** strapped to its back

67 **Baby seal** with **vampire's teeth**

68 **Gopher** hiding inside a **woven basket**

69 **Blindfolded** statue of a **cherub** playing a **clarinet**

70 **Duck** made of **corduroy** with a **trumpet** for a head

71 **Donkey** with **only two legs**

72 Blue **rat** with a **chain** for a tail

73 Humanoid **mummy** dragging a **locked box**

74 **Barrel** full of **singing olives**

75 Red **centipede** made of **wood**

76 **Otter** carrying a tiny **door** for a shield

77 **Origami** shaped like a **seagull**

78 **Porcupine** surrounded by floating **blueberries**

79 **Woodpecker** with a **hammer** for a head

80 **Sword** wrapped in **rope**

81 Humanoid **boar** carrying a **crystal rod**

82 **Elephant** with **long limbs**

83 **Peacock** with a **folding map** for a tail

84 **Pipe organ** spitting out **flower petals**

85 **Yellow skeleton** wearing a **painted potato sack** over its head

86 **Green-skinned witch** riding a **wicker stool**

87 **Scorpion** with a **human arm** for a tail

88 **Boulder** shaped like a **teapot** with a carved face

89 Floating **banjo** with a **tablecloth** hanging from the neck

90 **Pterosaur** with a **quiver and bow**

91 **Skunk** with **flaming eyes** wearing a **knitted sweater**

92 **Cricket** with **scissors** for legs

93 **Gorilla** with **bat wings**

94 **Empty armor** riding an **umbrella**

95 **Starfish** holding five **flails** and a **ruby** in the middle

96 **Statue** of a **hunter** made of **bricks**

97 **Mask** of a **falcon** controlling a **cow skeleton**

98 **Gold locket** strangling a **winged python**

99 **Whale** with a **shipwreck** in its mouth

00 **Dragon** made of **rock salt**





## DUCHESS (ALIKE)

**The Old Countess • Quinna Matsys • Queenie**

The Duchess is as grumpy as she is wealthy. Her bones ache, her friends never visit, and her eyesight is worsening every day. She stubbornly sits in her home with her baby (a pig named Pepper) and surrounds herself with sweet-smelling flowers and perfumes.

**“No, I do not need any help, but if you’re looking to be useful, then I might pay you for your assistance.”**

### PERSONALITY TRAITS

- Irritable and confrontational
- Vulnerable to scams and cons
- Refuses help around her home
- Will pay others for help but claim she’s helping them
- Likes sweet smells and cheerful songs
- Excellent sense of taste

### IDEALS

- Freedom: independence, at any age, is what’s most important

### BONDS

- Nervous around the Royals
- Wrongfully believes that Walrus & Carpenter are her friends
- Hates Cheshire Cat
- Wants to hear the Flowers sing
- Protective of her baby (Pepper the Pig)

### FLAWS

- Unwilling to admit she’s wrong or needs help, especially related to her diminishing eyesight

### OTHER PROFICIENCIES

- Smelling, hearing, and tasting
- Negotiating and appraisals of artwork

**HD 5 HP 35** (Phase 1), 10 (Phase 2)  
**ARMOR 12**  
**SPEED 25’** (P1), 40’ (P2)  
**SAVE +4, +2, -1**  
**Immunity** Sight-based magic  
**Weakness** Flattery, Smelling-based magic

### PHASE 1

#### ATTACK

- **Fan** (2 attacks) each 1D4-1
- **Throw Money** 30’ cone, 2D20 damage and GP or save for half
- **Sneeze** 80’ radius, 4D8 and pushed back 40’ or save for half damage and no push (can’t make herself sneeze)
- **Summon Aid** 1D4 Cooks (page 25) or House Geckos (page 43) arrive next round (twice/day)

#### SPECIAL

- **GROUND SENSE**  
Can sense any movement on the same surface within 100’ radius
- **MAKE IT GO AWAY**  
Pay all NPCs (not including the player characters or any Royals) enough to immediately leave the area (once/day)

### WONDROUS HAT

Wearing Duchess’s hat grants the wearer the following powers:

- Advantage on checks relating to Cooks and House Geckos
- Natural sneeze becomes explosive (see **Sneeze** attack)
- Blind to all except light and shadow
- Once put on a head, hat cannot be removed for 60 in-game minutes

### PHASE CHANGE

- After losing all Phase 1 HP, Duchess turns into a pig and transitions into Phase 2
- All ongoing effects end when entering Phase 2
- Damage or healing doesn’t carry over between Phases and recovers to Phase 1 after 1D6 days

### PHASE 2

#### ATTACK

- **Bite** 1D4+2
- **Squeal** 30’ radius, save or deafened for 1D4+1 rounds
- **Sneeze** 80’ radius, 4D8 and pushed back 40’ or save for half damage and push (can’t make herself sneeze)

#### SPECIAL

- Advantage on checks when fleeing
- **GROUND SENSE**  
Can sense any movement or buried valuables on the same surface within 250’ radius



## EXECUTIONERS (BIGGER)

When the Heart Queen needs something done, she turns to her Executioners, the aces up her sleeve. Their current task is to prevent any Figments from returning, and their default approach is beheading. Nothing in Wonderland is as loyal, stubborn, or gullible as an Executioner.

**HD 10 HP 110 ARMOR 15**  
**SPEED 20’**

**SAVE +8, +3, -2**

**Immunity** Fear

**Resistance** Non-magic bludgeoning, Fire, Water

**Weakness** Magic Piercing/Slashing, Wind, Mind-altering magic (except Fear)

### ATTACK

- **Axe** (15’ range, 3 attacks) each 1D12+8
- **Advance** 20’ line, 6D10+8 or save for half (movement doesn’t provoke attacks)
- **Analyze** +2 to Armor until end of encounter (once/encounter)
- **Aggravate** 60’ radius, save or must spend next turn moving toward and attacking Executioner
- **Anticipate** 1 round of buildup then **Annihilate** 20’ radius, 12D12 or save for half
- **Avenge** 2D12 for every ally they’ve seen defeated this encounter

### SPECIAL

- **LAMINATED**  
Resistant to fire and water damage
- **PAPER THIN**  
Attacks against Executioner’s sides roll with disadvantage
- Gets 3 points per round to spend at the end of an enemy’s turn (1 action per turn):
  - **Single Axe Attack** (cost 1)
  - **Move** (cost 1) 20’
  - **Aggravate** (cost 2) Single target
  - **Agitate** (cost 2) Target saves or attacks with disadvantage next round
  - **Save Any Fail** (cost 3) Take 10 damage

### WONDROUS HAT

Wearing an Executioner’s Hood grants the wearer the following powers:

- All melee axe attacks roll with advantage
- Playing Cards will treat wearer as an Executioner
- Despised by all Wonderers (except Royals, Executioners, and Playing Cards)
- Once put on a head, hood cannot be removed for 60 in-game minutes

## FIGMENTS

See DREAMONS, page 28

## FLAMINGOS (ALIKE)

Hired assistants that avoid contact with other Birds. Flamingos may be hot tempered and hardheaded, but they're reliable allies (as weapons, tools, steeds, or whatever the patron desires). The bill of service is always paid upfront, and they accept payment in either coin or shellfish.

### NAMES

Porter, Wink, Paige, Link, Percy, Rink, Price, Mink, Pepper, Clink, Pembroke, Slink, Paz, Shrink, Perrin, Drink, Promise, Stink, Pitch

**HD 7 HP 35 ARMOR 12**

**SPEED** 35' (Land, Fly)

**SAVE** +6, +3, -1

**Immunity** Fire, Bludgeoning, Falling damage

**Resistance** Wind

**Weakness** Fear

### ATTACK

- **Headbutt** (2 attacks) each 1D6+6 plus 3D6 fire
- **Squawk** 100' radius, 2D6 and disadvantage on attacks for 1D4 rounds (save for half damage and no disadvantage)
- **Lift** (+5 STR) and **Drop** 30' for 3D6
- **Lift Higher** +5 to help ally lift target 10' higher, add 1D6 to **Drop**

### SPECIAL

- Doesn't provoke attacks when flying away from target (if already flying)
- Can be hired as a +3 magic mace that deals extra 3D6 fire damage (5 GP/attack roll)



## FLOWERS

Not all are sentient, but those that do assume any creature not brilliantly colored is either a Weed or lowly garden pest.

### NAMES

Lillian, Rosalie, Meadow, Leilani, Daphne, Fleur, Blanche, Raisa, Garland, Zaynab, Dorothy, Flora

## FLOWERS (ALIKE)

**HD 5 HP 25 ARMOR 10**

**SPEED** 5'

**SAVE** +5, +1, -1

**Immunity** Plant magic, Light magic heals

**Resistance** Earth, Wind, Water, Piercing

**Weakness** Slashing, Poison

### ATTACK

- **Sing** 3D6+5 mental damage or save for half
- **Shoot Buds** (Ranged, 2 attacks) each 1D8+1
- **Pollen Cloud** 40' radius, save or blind and sneeze for 1 minute (can save every round)
- **Leach Soil** Regain 4D6 HP (once/day)

### SPECIAL

- **DEADHEAD**  
Can continue to speak for 1D4 days (1D4 weeks if kept in water) if slain by slashing

## FLOWERS (SWARM, SMALLER)

**HD 2 / pool HP 5 / pool ARMOR 10**

**SPEED** 5'

**SAVE** X+5, X-1, X-2

**Immunity** Conditions that affect a single target, Plant magic, Light magic heals

**Resistance** Earth, Wind, Water, Piercing

**Weakness** Slashing, Poison

### ATTACK

- **Throw Dirt** (X attacks) each 1D4+2
- **Pollen Cloud** 10X' radius, DC10+X save or do nothing but sneeze for 1 minute (can save every round)

### SPECIAL

- **DEADHEAD**  
Can continue to speak for 1D4 days (1D4 weeks if kept in water) if slain by slashing
- **POOLS**
  - X equals number of pools (maximum 10, minimum 1)
  - Can combine or divide pools as a reaction (once/round)
  - Area-effect damage carries over across pools, single-target damage/healing does not
  - Loss of one pool is permanent and reduces the value of X

## FOOTMEN (ALIKE)

The Heart Royals' heads of staff. They oversee the Cooks and House Geckos in their work, as well as personally deliver letters and parcels throughout Wonderland. While many creatures take on the role (most common are fish, frogs, foxes, falcons, and ferrets), they're always identifiable by their crimson uniforms and hats. All Footmen swear an oath upon appointment that states, "No rain nor heat nor battered feet shall keep a Footman from a job complete."

### NAMES

Emboss, Bevel, Dip, Lead, Wove, Qalam, Serif, Manila, Bíró, Yousen, Quill, Nori, Brass, Kami, Gloss, Xuan, Vellum, Nib, Blotter, Inkwell

**HD 4 HP 25 ARMOR 12**

**SPEED** 45'

**SAVE** +3, +2, -1

**Immunity** Fatigue

**Resistance** Heat/Cold/Wind/Water magic

**Weakness** Text-based magic

### ATTACK

- **Paper Cut** (3 attacks) each 1D4+3 plus save or blind with pain for 1 round
- **Quill** (Ranged, 2 attacks) each 1D4+3
- **Toss Ink** 20' cone, save or be blinded until ink is removed

### SPECIAL

- **PRIORITY MAIL**  
Footmen always act first in conflict
- **FORWARDING**  
When attacked in melee range, **roll 1D6**, on a 5 or 6 the Footman redirects the attack to someone else (if possible)
- **RETURN TO SENDER**  
When attacked at a distance, **roll 1D6**, on a 5 or 6 the Footman reflects projectile back on attacker

### WONDRIOUS HAT

Wearing a Footman's hat grants the wearer the following powers:

- Act first in any combat
- Always know where to deliver any letter or parcel they hold
- Grants immunity to the depleting effects of Wasteland (page 108)
- Once put on a head, hat cannot be removed for 60 in-game minutes





## GLASS GORGON (ALIKE)

**Silica Serpentes • The Incalmo • Faience**

The Glass Gorgon was not always like this. Changed long ago, she stalks Looking-Glass Land for food, shelter, and comfort. Although blinded, she remains incredibly dangerous, as she uses her other senses to hunt. Her head of snakes can turn anything to glass that she then melts and drinks for sustenance. No one knows why she can't leave through the mirrors into the rest of Wonderland.

### PERSONALITY TRAITS

- Attacks out of fear
- Always hungry
- Reclusive and lonely
- Adores silks and intricate music

### IDEALS

- Survival: wanting to live is what unifies us all

### BONDS

- Protective of the glass eggs found in Looking-Glass Land
- Aggressive toward Chess Pieces, especially the Bishops

### FLAWS

- Distrustful of others

### OTHER PROFICIENCIES

- Tracking without sight
- Fitting through small openings
- Fleeing and escaping
- Manipulating molten glass

**HD 18 HP 100** (Phase 1), 60 (Phase 2)

**ARMOR 17**

**SPEED 40'** (P1, Crawl), 60' (P2, Crawl)

**SAVE +10, +8, +4**

**Immunity** Blindness, Cold

**Resistance** Non-magic weapons, Liquids

**Weakness** Silver weapons, Magic bludgeoning, Hearing-based magic

### PHASE 1

#### ATTACK

- **Snake Bite** Up to 3 targets beside Glass Gorgon, 3D12+8 plus save or limb goes numb
- **Tail Sweep** 360° spin with 20' range, save or take 4D10 damage and be thrown back 30'
- **Turn to Glass** 1D6+1 targets who can see, save or single limb becomes glass, can also be used to revert from glass to original state
- **Melt Glass** up to 5' cube and **Drink** Heal 3D12

### SPECIAL

- **GROUND SENSE**  
Can sense any movement on the same surface within 100' radius
- Gets 3 points per round to spend at the end of an enemy's turn (1 action per turn):
  - **Single Snake Bite** (cost 1)
  - **Move** (cost 1) 40'
  - **Glassy Stare** (cost 2) Save or 1 eye of single target turns to glass
  - **Melt & Drink Glass** (cost 3)
  - **Save Any Fail** (cost 3) Take 10 damage

### PHASE CHANGE

- After losing all Phase 1 HP, Glass Gorgon starts to melt as her core glows red-hot and transitions into Phase 2
- All ongoing effects end when entering Phase 2
- Damage or healing doesn't carry over between Phases and recovers to Phase 1 after 1D6 days

### PHASE 2

#### ATTACK

- **Snake Bite** Up to 3 targets beside Glass Gorgon, 3D12+8 plus 2D10 fire
- **Spit Molten Glass** (Ranged, 3 attacks) each 2D10 fire and glass immediately cools to restrain a single limb
- **Molten Stream** 60' line, 5D10 or save for half
- **Tail Sweep** 360° spin with 20' range, save or take 4D8 damage plus 2D10 fire and be thrown back 30'
- **Turn to Glass** 1D6 targets who can see, 1/3 of body turns to glass (head, torso and arms, or legs) or save for single limb, can also be used to revert from glass to original state
- **Melt Glass** Up to 10' cube and Drink heal 4D10
- **Breath Fire** 60' cone, 12D10 fire or save for half (every other turn)

### SPECIAL

- **GROUND SENSE**  
Can sense any movement on the same surface within 100' radius
- Gets 3 points per round to spend at the end of an enemy's turn (1 action per turn):
  - **Single Snake Bite** (cost 1)
  - **Move** (cost 1) 40'
  - **Single Molten Spit** (cost 2) Save or 1 eye turns to glass
  - **Melt & Drink Glass** (cost 3)
  - **Save Any Fail** (cost 3) Take 10 damage
- If slain, body will melt away leaving only a glass egg with a molten core

## GNOMES DE PLUME

(SMALLER)

Curious storytellers and newcomers to Wonderland. Gnomes prefer to observe and record events from a safe distance, but they're not above taking action to create dramatic tension. The ink they use has powerful effects on written magic like spell books and scrolls.

### NAMES

N. W. Clark, Joan Hancock, Ludwig Dodgson, Francine Ham, Toegy, Hattie Lewes, Boz, Tippi Snodgrass, Theodore Spiegel, Viola Plath, Samuel Longhorn, Edith Van Dime, Otto, Bella Brontë, Jean Moebi, Florio, Victor Kirby, Annabelle Lander, Truth Ogden, T. H. Lane

**HD 5 HP 20 ARMOR 12**

**SPEED 25'**

**SAVE +6, 0, -2**

**Immunity** Text-based magic

**Resistance** Mind-altering magic

**Weakness** Romance and drama

### ATTACK

- **Book Bash** (2 attacks) each 1D4
- **Quill** (Ranged, 2 attacks) each 1D4
- **Toss Ink** 20' cone, save or be blinded until ink is removed
- **Cast Spell**
  - **Plagiarize** Repeat enemy's spell
  - **Edit** Alter 1D4 letters in any spell (i.e., Fireball, Fishball, etc.) for remainder of encounter
  - **Know Biography** Save or Gnome learns enemy history
  - **Narrate** Save or target declares their actions for 1D4 hours
  - **Plot Hole** Create 30' pit in 10'x10' area, targets in area save or fall in

### SPECIAL

- **QUICK WIT**  
Can react and attempt to interrupt a spoken spell (once/round)
- Advantage on fleeing and hiding
- Double advantage on writing and performing





## GRABBERS

(SIZE DETERMINED BY POOLS)

Parasitic tendrils. Grabbers can appear in many forms. Vines and roots are most common, but some are camouflaged to look like belts, chains, and other tangled masses. A Grabber's knotted base can be difficult to access but is always wrapped around something of value.

**HD** 4 / pool **HP** 20 / pool **ARMOR** 13  
**SPEED** 15' (Any surface)  
**SAVE** X+4, X+1, X-2  
**Immunity** Conditions that affect a single target  
**Resistance** Piercing/Bludgeoning  
**Weakness** Slashing

### ATTACK

- **Whip** (60' reach, X attacks) each XD4+X
- **Grab** (60' reach, X targets, STR X+5) and **Toss** 10X' for XD6 or **Restrain**
- **Leach** (Target already restrained) 3D6+X and **Heal** Grabber for half
- **Disarm** Contest against target with X+1 added to either speed or strength, can use that weapon for future attacks with +X bonus

### SPECIAL

- Able to open any twist seal container, no matter how stuck

### POOLS

- X equals number of pools (maximum 10, minimum 1)
- Grabber size determined by number of Pools, 1-3: Small, 4-7: Average, 8-9: Big, 10: Very Big
- Can combine or divide pools as a reaction (once/round)
- Area-effect damage carries over across pools, single-target damage/healing does not
- Loss of one pool is permanent and reduces the value of X

## GRYPHONS (BIGGER)

Disinterested and lethargic creatures. Attack creatures out of boredom; however, food or play is likely to placate a Gryphon. Adores marriage and courtship and is sympathetic toward widows. A Gryphon's talons can heal and their feathers restore sight. Nearly all Gryphons are female.

**HD** 6 **HP** 65 **ARMOR** 13  
**SPEED** 30' (Land), 60' (Fly)  
**SAVE** +5, +2, -2

**Immunity** Wind

**Resistance** Non-magic weapons

**Weakness** Light, Electricity, Sunlight acts as Sleep spell

### ATTACK

- **Talons** (2 attacks) each heal 1D8+2
- **Hind Scratch** 1D8 and additional 1D8 for 2D4+1 rounds
- **Grab** (+8 STR) and **Toss** 60' for 6D6
- **Gust** 60' line, pushed back 60' or save for half
- **Whirlwind** 30' radius, lifted 40' for 4D6 or save for half

### SPECIAL

- Always knows the location of a Mock Turtle
- Doesn't provoke attacks when flying away from target (if already flying)
- Scratch deals double damage to glass, mirrors, and Looking-Glass Creatures
- **EAGLE-EYED**  
Advantage on sight-based checks

### VARIANTS

Gryphons in Wonderland take many forms, each with distinct features.

- **MALE** No wings and exceptionally rare. No **Gust** or **Whirlwind** and immune to electricity
- **MARINE** Fishtail instead of hind legs, swim speed equal to flight, no **Hind Scratch** and instead **Tail Whip** 360° spin, 3D8 or save for half
- **OPINICUS** Four lion legs and no eagle legs, two **Scratch** attacks and no **Talon** healing, the most violent of all Gryphons



## HALL MONITORS (BIGGER)

Aggressive lizards that are territorial around hallways, tunnels, and shafts. Will allow passage to House Geckos, Footmen, and those carrying the correct paperwork. Always know whether there are eggs nearby, and a single egg is enough to drive a Hall Monitor into a hunger frenzy beyond reason.

**HD** 7 **HP** 55 **ARMOR** 14  
**SPEED** 40'  
**SAVE** +5, +2, -1  
**Immunity** Poison  
**Resistance** Heat  
**Weakness** Cold

### ATTACK

- **Bite** (2 attacks) each 1D6+5 plus 1D10 poison
- **Bite** 1D6+5 plus 1D10 poison and **Toss** 60' for 3D6
- **Spit** 120' range, 3D10 acid
- **Tail Whip** 360° spin, save or 2D12 damage and be thrown back 30'

### SPECIAL

- **COLD BLOODED**
  - Moves half speed for 2 rounds after hit by cold
  - Extra **Bite** attack for 2 rounds after hit by heat
- If an egg is nearby, then all attacks by and against the Hall Monitor roll with advantage
- **Spit** doesn't dissolve glass
- Regrows lost limbs or tail in 1D4 rounds



## THE HAND ☉

(BIGGER)

**Idle • The Hand of Lilith •  
The Fifth Fragmented Figment**

A failed attempt by Lilith to get to The World Above. This severed part of her body remains in Wonderland with a mind of its own. The Hand is compelled to collect and play. Whether it wants to line up and topple Dominoes or play a game of solitaire with the Playing Cards, nothing will keep it entertained for long.

**HD** 10 **HP** 50 (Phase 1), 50 (Phase 2)

**ARMOR** 16

**SPEED** 60' (Fly, Any surface)

**SAVE** +6, +5, +4

### PHASE 1

**Immunity** Fear, Confusion, Blindness, Sleep

**Weakness** Paper cuts, Splinters

### ATTACK

- **Slam Fist** Single target 3D12+6 and all targets standing on ground save or fall over
- **Wiggle Finger** (1D4+1 attacks/round)
  - **Sore Thumb** 4D6 and save or can't hold objects in dominant hand for 1D4 rounds
  - **Point Blank** Save or forget random spell for 5 rounds (can save every round)
  - **Split Down Middle** Save or target's current HP is halved
  - **Ruby Ring** Fire pushes out in 60' radius, 4D8 or save for half
  - **Raise Pinky** Save or lifted up 10' in air by pinky (can save every round or lifted 10' higher, 1D6 for every 10' they fall)

### SPECIAL

- Gets 3 points per round to spend at the end of an enemy's turn (1 action per turn):
  - **Flick** (cost 1) 1D12 and save or thrown back 30'
  - **Move** (cost 1) 60'
  - **Snap** (cost 2) 60' radius, save or 3D4 and deafened for 2 rounds
  - **Single Wiggle Finger** (cost 3) Any finger
  - **Save Any Fail** (cost 3) Take 10 damage

### PHASE CHANGE

- After losing all Phase 1 HP, the Hand's glove and skin fall off like rags, leaving only rings and bones as it transitions into Phase 2
- All ongoing effects end when entering Phase 2
- Damage or healing doesn't carry over between Phases and recovers to Phase 1 after 1D6 days

### PHASE 2

**Immunity** Fear, Confusion, Blindness, Sleep, Undead magic

**Resistance** Non-magic weapons, Saves against magic (except Holy/Light)

**Weakness** Holy/Light magic

### ATTACK

- **Slam Fist** Single target 1D12+6 plus 4D6 undead and all targets standing on ground save or fall over
- **Control Hands** Save or hands attack their owners (can save every round, once/encounter)
- **Grab** All targets in 100' line save or be restrained
- **Crush** (After grabbed) 3D6+6 plus 2D6 undead
- **Finger Gun** (Ranged, 1D4+1 attacks) all hit for 2D6+4

### SPECIAL

- Gets 3 points per round to spend at the end of an enemy's turn (1 action per turn):
  - **Poke** (cost 1) 2D8
  - **Move** (cost 1) 60'
  - **Knuckle Crack** (cost 2) 100' radius, save or 5D4 and deafened for 2 rounds
  - **Single Finger Gun** (cost 2)
  - **Save Any Fail** (cost 3) Take 10 damage
- RETURNING TO PANDÆMONIUM Whether returning by death or by choice, leaves behind a cloud of smoke shaped like the Hand and riches valued at 5,555 GP
- If entire party is caught in **Grab**, then immediately taken to Pandæmonium
- If slain, will leave behind its ruby rings and resurrect in Pandæmonium in 1D12 days
- Will return to Wonderland in 1D6 days unless reunited with Lilith

## HATTER

See TEA PARTY, page 62

## THE HEAD ☉

(BIGGER)

**Inquisitor • The Head of Lilith •  
The First Fragmented Figment**

A failed attempt by Lilith to get to The World Above. This severed part of her mind remains in Wonderland with its own compulsion to ask questions and learn. The heat it gives off from its intense curiosity makes it shine brightly in the sky. At a distance, it's easy to mistake it for the sun. That is, until something or someone piques its curiosity. Then the Head will get closer and relentlessly ask questions. The higher in the sky you go, the more likely you are to draw its blazing attention. Even the plants know to grow only so tall to avoid getting burned.



**HD** 13 **HP** 30 (Phase 1), 100 (Phase 2)

**ARMOR** 16

**SPEED** 60' (Hover)

**SAVE** +10, +3, 0

### PHASE 1

**Resistance** Fire, Sleep, Mental magic, Mind-altering magic by children

**Weakness** Blindness, Mind-altering magic by adults

### ATTACK

- **Bite** 3D10+3 plus 4D12 fire
- **Spit Up** 60' cone, 10D12 fire or save for half (twice/encounter)
- **Cry** Obscuring steam in 100' radius, targets within 50' save or deafened for 1D4+1 rounds
- **Laugh** All who can hear save or disadvantage on attacks for 1D4+1 rounds

### SPECIAL

- Forgets all knowledge learned after 1D4 minutes
- Any creature making a melee attack or ending their turn within 15' of the Head takes 2D8 fire or save for half
- Gets 3 points per round to spend at the end of an enemy's turn (1 action per turn):
  - **Kiss** (cost 1) 2D8 fire
  - **Move** (cost 1) 60'
  - **Burning Question** (cost 1) Single-word question after target speaks, 2D12 mental plus 2D12 fire if their first spoken words aren't an attempt to answer or half damage if they give a reasonable answer
  - **Blow Raspberry** (cost 2) 30' cone, 2D12 fire and pushed back 30' or save for half and no push
  - **Save Any Fail** (cost 3) Take 10 damage
- RETURNING TO PANDÆMONIUM Will return to Pandæmonium if told to in a stern voice by an adult and leaves behind a cloud of smoke shaped like the Head and tomes valued at 15,000 GP
- Will return to Wonderland in 1D6 days unless reunited with Lilith

### PHASE CHANGE

- After losing all Phase 1 HP, the Head rapidly ages until only a floating, flaming skull with rubies for eyes remains and transitions into Phase 2
- All ongoing effects end when entering Phase 2
- Damage or healing doesn't carry over between Phases and cannot return to Phase 1 once transitioned into Phase 2

### PHASE 2

**Immunity** Fear, Confusion, Blindness, Sleep, Fire, Undead magic

**Resistance** Non-magic weapons, Saves against magic (except Holy/Light)

**Weakness** Holy/Light magic, Water

### ATTACK

- **Bite** 3D10+3 undead plus 4D12 fire
- **Flaming Eyes** (Ranged, 2 attacks, different targets) each 4D12 fire or save for half
- **Bright Idea** 60' radius, 5D12+3 plus blindness or save for half and no blindness (every other round)
- **Ask Question**
  - **Burning** 1D4 targets, one question per target, 3D12 mental plus 3D12 fire if their first spoken words aren't an attempt to answer or half damage if a reasonable answer is given (every other round)
  - **Leading** Single sentence with obvious answer asked to all enemies, all targets move where the Head suggests (doesn't provoke attacks) if their first spoken words aren't an attempt to answer
  - **Rhetorical** Single sentence with no answer asked to all enemies, 4D10 mental damage to any target that answers with a statement, no damage if responds with a question or stays silent

### SPECIAL

- Any creature making a melee attack or ending their turn within 15' of the Head takes 3D8 fire or save for half
- Gets 3 points per round to spend at the end of an enemy's turn (1 action per turn):
  - **Headbutt** (cost 1) 2D8 fire and save or pushed back 15'
  - **Move** (cost 1) 60'
  - **Glare** (cost 1) save or immediately start fleeing
  - **Thicken Skull** (cost 2) +2 to Armor until next turn
  - **Save Any Fail** (cost 3) Take 10 damage
- RETURNING TO PANDÆMONIUM Will return to Pandæmonium if asked a question it cannot or will not answer and leaves behind a cloud of smoke shaped like the Head, the two rubies from their eye sockets, and tomes valued at 10,000 GP
- Will return to Wonderland in 1D6 days unless reunited with Lilith

### PHASE CHANGE

- After losing all Phase 2 HP, the Head collapses in on itself until a small point of light grows to become the baby's face and transitions back into Phase 1
- All ongoing effects end when entering Phase 1
- Damage or healing doesn't carry over between Phases and cannot return to Phase 2 once transitioned into Phase 1



## HEADLESS DOLLS

(SMALLER)

The Heart Queen tried combating Figments by removing the heads from inanimate objects, but this made the situation worse. Minor Dreamons use the doll bodies as camouflage against the Almost Alice and wander around causing trouble while looking for a new head.

### PHASE 1

**HD** 3 **HP** 15 **ARMOR** 9

**SPEED** 40' (Any surface)

**SAVE** +3, +1, +0

**Immunity** Mind-altering magic, Sleep

### ATTACK

- **Disarming Hug** Save or target drops weapons
- **Pull Thread** Save or garment/seam unravels (don't be weird)
- **Thread Garrote** 3D8 plus save or restrained (3D12 if already restrained)

### SPECIAL

- Advantage against unarmored targets

### PHASE CHANGE

- After losing all Phase 1 HP, the Minor Dreamon (to be determined by the GM but below is an example) is ejected from the doll's neck and transitions into Phase 2
- All ongoing effects end when entering Phase 2
- Damage or healing doesn't carry over between Phases, and the Dreamon can return to the doll after it is repaired

### PHASE 2 (SAMPLE) ☉

Minor Dreamon looks like an oversized doll head attached to various types of insect legs.

**HD** 4 **HP** 40 **ARMOR** 11

**SPEED** 70' (Any surface)

**SAVE** +6, +5, -1

**Immunity** Fear, Confusion

**Resistance** Area-effect magic

**Weakness** Enemy critical misses paralyze Dreamon with laughter for 1 round

### ATTACK

- **Attack** (1D4 attacks) each 1D6+1D10
- **Spit** (Ranged, 2 attacks) each 2D8 acid
- **Bad Breath** 60' cone, 6D6 poison or save for half
- **Return to Pandæmonium** See SPECIAL

### SPECIAL

- RETURNING TO PANDÆMONIUM Whether returning by death or by choice, leaves behind a cloud of smoke shaped like the Dreamon, a doll's head, and 13 GP
- If slain, will burn a mark into the ground corresponding to their Court and resurrect in Pandæmonium in 1D6 days

## THE HEART

(BIGGER)

**Takotsubo • The Heart of Lilith •  
The Fourteenth Fragmented Fingert**

A failed attempt by Lilith to get to The World Above. This severed part of her soul remains in Wonderland with a purpose of its own, as the Heart feeds off of surrounding feelings. Although currently contained in the Heart Queen's Vault, its influence is felt throughout the Card Castle. Wonderers will naturally fall into a sort of sympathetic rhythm to match the Heart's beat. Outsiders most in touch with their feelings are able to pick up on the faint heartbeat that permeates the entire third level of Wonderland.



**HD** 15 **HP** 60 (Phase 1), 120 (Phase 2)

**ARMOR** 19 (P1), 16 (P2)

**SPEED** 0' (P1), 20' (P2, Hover)

**SAVE** +10, +6, +4

**Immunity** Mind-altering magic, Blindness, Sleep, Fire

### PHASE 1

**Resistance** Non-magic slashing

**Weakness** Bludgeoning, Hearing-based magic

### ATTACK

- **Murmur** (4 attacks) each 4D6 mental plus save or disadvantage on next action

- **Attack Container** 1D12 to Phase 1 HP

- **Let Off Steam** (After container is damaged) obscuring fog in 30' radius, targets already in area take 4D12 fire or save for half

### SPECIAL

- **HYPERTENSION**

At the start of each round of conflict, all living creatures that can see the Heart take XD6 damage or save for half (X=round of conflict for Phase 1)

- **SWELL WITH PRIDE**

Whenever the players or characters get excited/happy, the Heart slightly increases in size (10 HP added to maximum Phase 2 HP)

- Gets 3 points per round to spend at the end of an enemy's turn (1 action per turn):

- **Single Murmur** (cost 1) 2D8 fire
- **Draw Near** (cost 1) single target pulled 30' closer
- **Choked Up** (cost 2) enemy spell ends
- **Save Any Fail** (cost 3) Take 10 damage

### PHASE CHANGE

- After losing all Phase 1 HP, the glass container breaks open (30' radius becomes difficult terrain and 2D6 for every 5' of movement in area) as the Heart breaks free and transitions into Phase 2

- All ongoing effects end when entering Phase 2

- Damage or healing doesn't carry over between Phases and recovers to Phase 1 after 1D6 days

### PHASE 2

**Weakness** Acts of kindness and love, Cold

### ATTACK

- **Murmur** (4 attacks) each 4D6 mental plus save or disadvantage on next action

- **Clot** (Ranged, 3 attacks) each 4D6 and target's legs stick to ground, arms stick to side, or mouth is stuck shut for 1 round (can save for no sticking)

- **Set Ablaze** 5D10 (10D10 if target is angry)

- **Mixed Emotions** All enemies save or spend next round . . . (**Roll 1D6**, 1: singing, 2: crying, 3: fleeing, 4: vomiting, 5: shouting, 6: attacking ally)

- **Pulse** 30' radius, 3D12 and save or be pushed back 30'

### SPECIAL

- Won't initiate conflict once free

- **HYPERTENSION**

At the start of each round of conflict, all living creatures that can see the Heart take XD6 damage or save for half (X=round of conflict for Phase 2)

- **SWELL WITH PRIDE**

Whenever the players or characters get excited/happy, the Heart slightly increases in size (10 HP added to current and maximum Phase 2 HP)

- Gets 3 points per round to spend at the end of an enemy's turn (1 action per turn):

- **Single Clot** (cost 1)
- **Move** (cost 1) 20'
- **Choked Up** (cost 2) Enemy spell ends
- **Transplant** (cost 2) Swap places with single target
- **Save Any Fail** (cost 3) Take 10 damage

- **RETURNING TO PANDÆMONIUM** Whether returning by death or by choice, it leaves behind a cloud of smoke shaped like the Heart and riches valued at 15,000 GP

- If slain, will burst with emotion (30' radius, 10D6 or save for half) and leave behind a ruby-shaped heart and resurrects in Pandæmonium in 1D12 days

- Will return to Wonderland in 1D6 days unless reunited with Lilith

## HEART KING (ALIKE)

**King of Hearts • The Playing Card King • Charles of Stack • Good King Charlemagne**

The Heart King, like his Queen, is full of anger. But where hers is on display for all to see, he keeps his close to his chest. Normally shy and composed, it's only when debts go unpaid or taxes go uncollected that he can no longer contain his fury. Those who have seen this side of the King know to never treat his treasury lightly.

“Oh dear, she did what?  
Well, don't tell the Queen, but I'll  
overturn her ruling. Let's just hope  
she doesn't find out.”

### PERSONALITY TRAITS

- Timid and shy
- Generally happy and genial
- Loves hoarding wealth
- Enraged by unpaid debts and thefts

### IDEALS

- Security: the more wealth one has, the safer they are

### BONDS

- Truly adores Heart Queen
- Looks down on the Bone King and the Dominoes
- Suspicious of the White King, the White Queen, and their Chess Pieces
- Respects yet fears his Profits
- Respected by the Playing Cards
- Annoyed by Lion & Unicorn
- Dismissive of the Footmen and House Geckos

### FLAWS

- Easily swayed by passionate dialogue

### OTHER PROFICIENCIES

- Appraising, judging, and officiating
- Raising morale and diffusing tension
- Getting through to the Heart Queen when she's upset
- Overruling any of the Heart Queen's rulings



**HD** 13 **HP** 90 (Phase 1), 30 (Phase 2)

**ARMOR** 16

**SAVE** +8, +5, +1

**SPEED** 30' (P1), 60' (P2)

**Immunity** Mind-altering magic (except Charm)

**Resistance** Non-magic bludgeoning, Saves against magic, Fire, Water

**Weakness** Magic Piercing/Slashing, Wind, Charm by women

### PHASE 1

#### ATTACK

- **Shortsword** (3 attacks) each 1D6+8
- **Royal Summons** 2D4+2 Playing Cards (page 57) or 1D4+2 Profits (page 57) appear next round (twice/day)
- **Calm** 100' radius, all status effects end (save if unwilling)
- **Decree Law** Single sentence (no conjunctions) becomes law, breaking the law in King's presence transfers 1D10x10 GP to the Vault or take 1D10x10 damage instead (once/hour)

#### SPECIAL

- Always acts last in conflict
- Always knows Heart Queen's location
- **LAMINATED**  
Resistant to fire and water damage
- **PAPER THIN**  
Attacks against Heart King's sides roll with disadvantage
- Gets 3 points per round to spend at the end of an enemy's turn (1 action per turn):
  - **Single Sword Attack** (cost 1)
  - **Move** (cost 1) 30'
  - **Calm** (cost 2) Single target
  - **Shuffle** (cost 2) All allies move up to max distance without penalty
  - **Save Any Fail** (cost 3) Take 10 damage

### PHASE CHANGE

- After losing all Phase 1 HP, Heart King's body folds up into a small origami king and transitions into Phase 2
- All ongoing effects end when entering Phase 2
- Damage or healing doesn't carry over between Phases and recovers to Phase 1 after 1D6 days

### PHASE 2

#### ATTACK

- **Paper Cut** (2 attacks) each 1D4+1 plus save or blind with pain for 1 round
- **Change Origami Shape**
  - **King** Summons 2 Playing Cards (page 57) or 2 Profits (page 57) that appear next round (twice/day)
  - **Chicken** Movement becomes 90' (Fly)
  - **Frog** Movement becomes 30' (Land), 90' (Swim)
  - **Hat** Control any creature if on their head (save if unwilling)
  - **Heart** Attacks against King or anyone holding him roll with disadvantage
  - **Star** Move in 60' line, all targets 6D8 and blind for 1 round or save for half and no blindness
  - **Dragon** 60' cone of fire, 9D12 or save for half (every other round)

#### SPECIAL

- Gets 3 points per round to spend at the end of an enemy's turn (1 action per turn):
  - **Single Paper Cut** (cost 1)
  - **Move** (cost 1) Up to maximum speed
  - **Change Origami Shape** (cost 2)
  - **Save Any Fail** (cost 3) Take 10 damage
- If slain, Heart King unfolds back to his original size and burns up like flash paper, leaving only a small scrap of card and his crown (will resurrect in 1D6 days if scrap is thrown into a well or fountain)

#### WONDROUS HAT

Wearing the Heart King's crown grants the wearer the following powers:

- Direct access to the Vault (page 178)
- Always act last in conflict
- Can create a law that pays 1D10x10 GP any time wearer sees law broken (law lasts for 24 hours, once/day)
- Able to reverse one law made by the Heart Queen or anyone wearing her crown (once/day)
- Can summon 1D4+2 Playing Cards (once/day)
- Once put on a head, crown cannot be removed for 60 in-game minutes

## HEART KNAVES (ALIKE)

**Knaves • Bowers • Sweeteners**

All Knaves claim to serve the Heart Royals, but they'll show their true allegiance when the mood suits them. Mischievous and bored, Knaves find thieving to be a fruitful way to distract themselves. Heart Knaves will steal anything if the challenge is great enough and are particularly drawn to treasures of the Heart Queen and King. Notorious for their love of desserts.

#### NAMES

Red-Handed Jack, One-Eyed Jackie, Knobby-Knees Jack, Hot-Tempered Jackie, Runny-Nosed Jack, Silver-Tongued Jackie, Glass-Jawed Jack, Yellow-Bellied Jackie, Green-Gilled Jack, Quick-Witted Jackie, Near-Sighted Jack, Peg-Legged Jackie

**HD** 6 **HP** 45 **ARMOR** 15

**SPEED** 40'

**SAVE** +4, +3, 0

**Resistance** Non-magic bludgeoning, Saves against magic, Fire, Water

**Weakness** Magic Piercing/Slashing, Wind, Bribes

#### ATTACK

- **Rapier** (3 attacks) each 1D8+4
- **Throwing Axe** (2 attacks, once unless axes are recovered) each 1D6+4
- **Steal** 1D4 adjacent targets, save or up to 1D10x5 GP stolen from each
- **Trick** Pretend to cast spell on adjacent target, save or Knave steals one valuable object without notice
- **Discover Tell** Grants all allies advantage on attacks against single target for 1D4+1 rounds
- **Smoke Bomb** 30' radius, no visibility and save or 3D12 poison (once/encounter)

#### SPECIAL

- **BLUFF**  
As a reaction, pretends to be dead and gets double advantage on next action
- **LAMINATED**  
Resistant to fire and water damage
- **PAPER THIN**  
Attacks against Heart Knave's sides roll with disadvantage
- Can flee conflicts without provoking attack

#### WONDROUS HAT

Wearing a Heart Knave's hat grants the wearer the following powers:

- Ability to pick any lock in Level 3
- Learn a combatant's weaknesses (if any)
- Unable to resist attempting to steal baked goods once seen or smelled
- Once put on a head, crown cannot be removed for 60 in-game minutes





## HEART QUEEN (ALIKE)

**Queen of Hearts • The Playing Card Queen • Margaret of Stack • Good Queen Antoinette**

Ruler of Wonderland with the Heart King. While short-tempered, she deeply cares for her subjects. The Queen is actively working toward eliminating the Figments and believes they're tied to whimsical thoughts and vivid imaginations. Although she's declared the Figments eradicated, the Queen knows they persist and beheads anyone who so much as makes a pun. A serious land is a safe land.

**“He did what?! That King of mine is in for a surprise if he thinks he can undermine me like this! But oh how I love him.”**

### PERSONALITY TRAITS

- Short-tempered and vocal about it
- Impatient with inaction and indecisiveness
- Loathes jokes, puns, wordplay, and creativity
- Believes beheading is the swiftest way to stop the Figments from invading Wonderland
- Won't allow anyone to acknowledge a Figment in her presence

### IDEALS

- Perseverance: those who aren't willing to act cannot complain about those who do

### BONDS

- Adores Heart King
- Looks down upon the other Royals and their subjects
- Hates all Figments/Dreamons and wishes to see them destroyed
- Believes she has the Heart contained
- Feared by the Playing Cards
- Dismissive of the Footmen and House Geckos

### FLAWS

- Stubborn and immovable once her mind is made up

### OTHER PROFICIENCIES

- Intimidation and persuasion
- Overruling any of Heart King's rulings

**HD** 16 **HP** 90 (Phase 1), 150 (P2), 30 (P3)

**ARMOR** 18 (P1), 20 (P2), 16 (P3)

**SAVE** +10, +6, +3

**SPEED** 30' (P1), 40' (P2), 60' (P2)

**Immunity** Mind-altering magic

**Resistance** Non-magic bludgeoning, Saves against magic, Fire, Water

**Weakness** Magic Piercing/Slashing, Wind

### PHASE 1

#### ATTACK

- **Fan** 90' cone, pushed back 90' or save for half
- **Royal Summons** 2D4+2 Playing Cards (page 57) or 1D4+2 Executioners (page 34) appear next round (twice/day)
- **Decree Law** Single sentence (no conjunctions) becomes a law, breaking the law in Queen's presence takes 1D10x10 damage (once/hour)
- **Release Anger** See SPECIAL, everyone in a 60' radius takes damage (save for half) or single target within 5' takes full damage (no save)
- **Royal Command** (Advantage or auto success on targets wearing Knave hats, Executioner hoods, or Playing Card cowls):
  - **Declare** 2D4+2 targets announce their next action
  - **Discard** 2D4+2 targets throw held objects 10' away
  - **Hold** 2D4+1 targets restrained

#### SPECIAL

- Always acts first in conflict
- Always knows Heart King's location
- **ANGER**  
Add 1D6 to a dice pool for any failure by self or an ally during current encounter (misses an attack, fails a skill check or save, etc.)
- **LAMINATED**  
Resistant to fire and water damage
- **PAPER THIN**  
Attacks against Heart Queen's sides roll with disadvantage
- Gets 3 points per round to spend at the end of an enemy's turn (1 action per turn):
  - **Fan Smack** (cost 1) 1D4+10
  - **Move** (cost 1) 30'
  - **Scold** (cost 2) Ally gets second chance if attack misses
  - **Shuffle** (cost 2) All allies move up to max distance without penalty
  - **Save Any Fail** (cost 3) Take 10 damage

### PHASE CHANGE

- After losing all Phase 1 HP, Heart Queen unfolds as surrounding paper (wallpaper, book pages, Playing Cards, etc.) builds her into a towering behemoth and transitions into Phase 2
- All ongoing effects end when entering Phase 2
- Damage or healing doesn't carry over between Phases and recovers to Phase 1 after 1D6 days

### PHASE 2

#### ATTACK

- **Slam** 20' cube, 8D12+10 or save for half
- **Sweep** 360° spin with 20' range, 10D8 and thrown back 30' or save for half and no throw
- **Bury** (2 attacks) each 4D8 and save or be pushed into ground up to neck
- **Grab** (+14 STR) Up to 4 targets and **Toss** 60' away for 6D6
- **Hurl Environment** (2 attacks) each 4D12+6

### SPECIAL

- Maximum damage when attacking objects
- Gets 3 points per round to spend at the end of an enemy's turn (1 action per turn):
  - **Smack** (cost 1) Single target, 4D12+10
  - **Move** (cost 1) 40'
  - **Meld** (cost 2) Absorb nearby paper to heal 4D10
  - **Save Any Fail** (cost 3) Take 10 damage

### PHASE CHANGE

- After losing all Phase 2 HP, Heart Queen's body explodes into confetti leaving only a small origami queen and transitions into Phase 3
- All ongoing effects end when entering Phase 3
- Damage or healing doesn't carry over between Phases and recovers to Phase 1 after 1D6 days

### PHASE 3

#### ATTACK

- **Paper Cut** (2 attacks) each 1D4+3 plus save or blind with pain for 1 round
- **Change Origami Shape**
  - **Queen** Summon 1D4+1 Playing Cards (page 57) or 1D4+1 Executioners (page 34) appear next round (twice/day)
  - **Crane** Movement becomes 90' (Fly)
  - **Hat** Control any creature if on their head (save if unwilling)
  - **Heart** Attacks against Queen or anyone holding her roll with disadvantage
  - **Unicorn** Move in 60' line, all targets 10D8 and blind for 1 round or save for half and no blindness
  - **Dragon** 60' cone of fire, 12D12 or save for half (every other round)

#### SPECIAL

- Gets 3 points per round to spend at the end of an enemy's turn (1 action per turn):
  - **Single Paper Cut** (cost 1)
  - **Move** (cost 1) Up to maximum speed
  - **Change Origami Shape** (cost 2)
  - **Save Any Fail** (cost 3) Take 10 damage
- If slain, Heart Queen unfolds to original size and burns up like flash paper, leaving a small scrap of card and her crown (will resurrect in 1D6 days if scrap is baked into a cake)

### WONDRIOUS HAT

Wearing the Heart Queen's crown grants the wearer the following powers:

- Direct access to the Vault (page 178)
- Always acts first in conflict
- Can create a law that causes 1D10x10 damage anytime wearer sees law broken (law lasts for 24 hours, once/day)
- Able to reverse one law made by the Heart King or anyone wearing his crown (once/day)
- Can summon 1D4+2 Playing Cards (once/day)
- Once put on a head, crown cannot be removed for 60 in-game minutes



## HEDGEHOGS (SMALLER)

Hired assistants. Hedgehogs are cautious and will keep to the periphery unless paid enough for skilled/riskier work. Most comfortable following the party and carrying goods in pouches that are larger on the inside. When a Hedgehog rolls around, their specially-designed packs stay level to avoid damaging any of the contents.

### NAMES

Quill, Quinn, Shepherd, Shelby, Quentin, Queenie, Shay, Shamma, Quade, Qi, Shrew, Shuffle, Qadir, Quintessa, Sham, Shield, Quest, Quartz, Shortie, Shabby

**HD 5 HP 25 ARMOR 13**

**SPEED** 20' (Walk), 40' (Roll)

**SAVE** +4, +2, 0

**Immunity** Dizziness

**Resistance** Non-magic weapons

**Weakness** Fear

### ATTACK

- **Ram** 1D4+2 plus additional 1D4 for every 5' it rolls this round before it attacks (up to 9D4)

- **Observe Opponent** Add 1D6 to attacks by single ally for 1 round

- **Support** Add 1D10 to single ally check

- **Toss Object** Supply ally with spare weapon, potion, etc.

### SPECIAL

- Advantages on navigation and map-making

- Carrying capacity equal to a size larger

## HOUSE GECKOS (ALIKE)

Skilled workers for any odd job. Can climb walls to get hard-to-reach corners, and their ability to regrow limbs, digits, and tails means dangerous tasks don't pose the same risk. Predominantly employed in the Card Castle but work for anyone who will pay. Perpetually underappreciated and regularly threaten to strike.

### NAMES

Bill, Attic, Bleach, Tub, Philip, Flo, Hose, Pat, Mop, Lobby, Bob, Range, Stain, Broom, Robertson, Wash, Lou, Pantry, Sandy, Sponge

**HD 3 HP 15 ARMOR 10**

**SPEED** 30' (Any surface)

**SAVE** +4, 0, -1

**Immunity** Falling damage

**Resistance** Heat, Bludgeoning

**Weakness** Cold

### ATTACK

- **Use Tool** (2 attacks) each 1D4

- **Tongue Lashing** 10' reach 1D4 plus 1D6 acid

- **Camouflage** (+14 to hiding) and double advantage on next action

### SPECIAL

- Can use reaction to initiate or change **Camouflage**

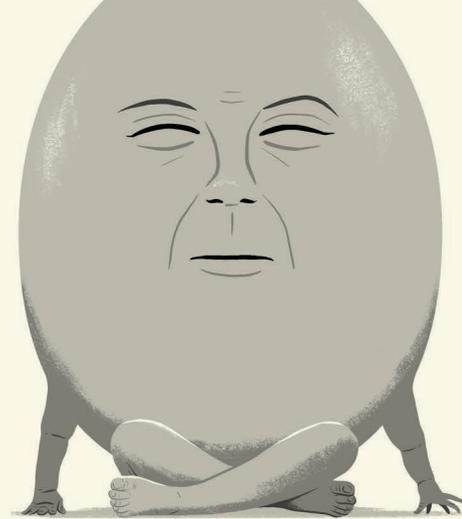
- **COLD BLOODED**

- Moves half speed for 2 rounds after hit by cold

- Extra **Use Tool** attack for 2 rounds after hit by heat

- Can fit through spaces meant for one size smaller

- Regrows lost limbs or tail in 1D4 rounds



## HUMPTY DUMPTIES

(Bigger)

**Humpties • Bad Eggs • The Oafs**

Sentries of the White Royals and Heart Royals. Humpty Dumpties grow from any Wonderland egg that rests on a wall, ledge, or boundary for 1 hour. Typically stationed in pairs and will often pressure each other into escalating dares. Never remember a face but always remember a hat. Eating a Humpty's yolk nourishes for a week as well as cures most illnesses and poisons.

### NAMES

Herbert, Diego, Heidi, Dalma, Hugo, Dolph, Hideko, Derry, Hansel, Dover, Huda, Dorla, Holden, Dunbar, Halima, Darby, Hadi, Dutch, Herta, Doris

**HD 10 HP 90 ARMOR 12**

**SPEED** 10'

**SAVE** +6, +4, -1

**Immunity** Charm and Deception, Silence

**Resistance** Fire, Cold, Poison

**Weakness** Spoken or hat-based deception, Falling damage

### ATTACK

- **Throw Wall Debris** (2 attacks) each 1D4+4

- **Harden** Armor increases by +2

- **Scatter Eggshells** 30' radius becomes difficult terrain

- **Scramble Brain** 2D12+8 or save for half

- **Goad** 1D6 Targets, must try to attack Humpty or take 2D8 mental damage (can save every round)

- **Speak Truth** Three-word sentence becomes true until Humpty dies or speaks another truth, true only within the current Square (e.g., "Floor is lava," "Queens are invulnerable," "I am invisible," etc.)

### SPECIAL

- Voice cuts through magical silence

- If slain, 4D12 Knights (page 47) or 4D12 Profits (page 57) will arrive in 2D12 minutes

## IMPS OF THE PERVERSE (SMALLER)

The lowliest inhabitants of Pandæmonium. While Lilith and the Dreamons are immune to an Imp's influence, those in Wonderland and The World Above are not. All they want is to cause trouble.

**HD 2 HP 13**  
**ARMOR** 10 (Detached), 18 (Attached)  
**SPEED** 40', 25' (Fly)  
**SAVE** +4, 0, -2  
**Immunity** Mind-altering magic  
**Resistance** Area-effect magic  
**Weakness** Electricity

### ATTACK

- **Push** (+4 STR) 20' or save for half
- **Persuade** Save or target makes bad choice on next turn
- **Attach** Save or Imp latches on
- **Influence Host** (If already attached) host takes action that serves the Imp
- **Heal** 2D8 transferred from host's HP

### SPECIAL

- A host will refuse to acknowledge the Imp's existence and makes bad choices only until Imp is slain or detached
- Immediately releases host if it or host is hit with electricity
- Direct damage to Imp also damages host
- **RETURNING TO PANDÆMONIUM** Whether returning by death or by choice, leaves behind thumbtrucks and 1D6x2 GP



## INSECTS (ALIKE)

**HD 5 HP 30 ARMOR 12**  
**SPEED** 40' (Fly)  
**SAVE** +5, +1, -3  
**Immunity** Falling damage  
**Resistance** See each Shield Ally attack  
**Weakness** Poison, Smoke acts as Sleep spell

### ATTACK

- **Bite** 3D6+5
- **Lift** (+6 STR) and **Drop** 40' for 4D6
- **Lift Higher** +6 to help ally lift target 20', add 2D6 to **Drop**

### Bread-and-Butterflies

- **Shield Ally** Target becomes resistant to fire and heat
- **Flap Wings** 30' cone covered in flammable grease, save or fall when moving through area and targets coated in oil save before attacking or drop weapon

### Gnats

- **Shield Ally** Target becomes resistant to water and electricity
- **Flap Wings** 30' cone, 3D8 electricity or save for half

### Rocking-Horse Flies

- **Shield Ally** Target becomes resistant to cold and ice
- **Eat Wood** Equal to a 1' cube and **Heal** for 2D8+3 (can save to protect held objects)

### Snap-Dragonflies

- **Shield Ally** Target becomes resistant to all magic
- **Flap Wings** 30' cone covered in magic-resistant dust, magic is diminished, and targets coated in dust must save or can't cast spells or be affected by magic

### SPECIAL

- **Bite** deals double damage to Flowers and Weeds

## INSECTS (SWARM, SMALLER)

**HD 2 / pool HP 10 / pool ARMOR 12**  
**SPEED** 40' (Fly)  
**SAVE** X+2, X, X-2  
**Immunity** Conditions that affect a single target, Falling Damage  
**Resistance** Piercing/Slashing, Mind-altering magic, See each Coat Ally attack  
**Weakness** Poison, Smoke acts as Sleep spell

### ATTACK

- **Bite** XD4+X

### Bread-and-Butterflies

- **Coat Ally** Up to X targets become resistant to fire and heat
- **Flap Wings** 10X' radius covered in flammable grease, save or fall when moving through area and targets coated in oil save before attacking or drop weapon

### Gnats

- **Coat Ally** Up to X targets become resistant to water and electricity
- **Flap Wings** 10X' radius, targets take XD8 electricity or save for half

### Rocking-Horse Flies

- **Coat Ally** Up to X targets become resistant to cold and ice
- **Eat Wood** All wooden objects in a 5X' cube and **Heal** for XD8 (can save to protect held objects)

### Snap-Dragonflies

- **Coat Ally** Up to X targets become resistant to all magic
- **Flap Wings** 10X' radius covered in magic-resistant dust, magic is diminished, and targets coated in dust can't cast spells or be affected by magic

### SPECIAL

- Bite deals double damage to Flowers and Weeds
- **POOLS**

- X equals number of pools (maximum 10, minimum 1)
- Can combine or divide pools as a reaction (once/round)
- Area-effect damage carries over across pools, single-target damage/healing does not
- Loss of one pool is permanent and reduces the value of X

## INSECTS

### Pests

Some pollinate, others are destructive, and all are unnaturally large. While the Caterpillar's Moths are technically insects, no one refers to them as such. Common Insects in Wonderland include:

### BREAD-AND-BUTTERFLIES

Collectively called a "loaf." Bugs with wings of thin buttered toast. Their bodies can be used to bolster fire- or grease-based magic.

### GNATS

Collectively called a "cloud." Every Gnat is named Margaret or Midge. Used for their ability to influence the weather.

### ROCKING-HORSE FLIES

Collectively called a "stable." Bugs made of wood that eat wood, sap, and sawdust. Their spotted bodies make perfectly balanced dice.

### SNAP-DRAGONFLIES

Collectively called a "flight." Predators that eat other Insects, Mice, and small Birds. They smell like holly and pine, and their bodies make anything taste like plum pudding. Sought after by Cooks.



# JABBERWOCK (BIGGER)

## Tulgey Wyrn • The Manxome Foe

There's only one Jabberwock and it loathes this fact. It stalks the Wonderers of Wonderland and immediately attacks any pairs, twins, or even numbered groups. Jabberwock looks for a way to restore its partner and fears the Vorpal Sword.

**"You are alone, like me. I am sorry."**

### PERSONALITY TRAITS

- Reckless and violent
- Loathes pairs, twins, and even numbers
- Sympathetic toward any solitary creatures
- Avoids speaking unless alone with another

### IDEALS

- Solitude: all should experience loneliness

### BONDS

- Longs to restore its partner
- Hunts Tweedledee & Tweedledum
- Hates that there are two Queens

### FLAWS

- Easily tricked by mirages and illusions

### OTHER PROFICIENCIES

- Patience
- Accessing hard-to-reach spaces

**HD** 20

**HP** 175 (Phase 1), 175 (Phase 2),

Endure 2D4 rounds of combat (Phase 3)

**ARMOR** 16 (P1), 19 (P2), Nil (P3)

**SAVE** +12, +9, +6

**Immunity** Fear, Plant magic

**Resistance** Non-magic weapons, Saves against area-effect magic, Fire

### PHASE 1

**SPEED** 90' (Land, Fly)

**Weakness** Bandersnatch teeth/claws, Critical misses act as critical hits

### ATTACK

- **Biting Jaws** (3 attacks) each 2D12+12 plus 2D12 acid
- **Catching Claws** (2 attacks, advantage on twins or pairs) each 5D8 and restrained
- **Flaming Eyes** (Ranged, 2 attacks, different targets and advantage on twins or pairs) each 10D10 fire or save for half
- **Burbling Tongue** 1D4+1 targets drop to 1 HP or save and lose 1 HP
- **Blasting Wings** 100' cone, pushed back 80' or save for half

### SPECIAL

- Will spare a solitary enemy unless they wield the Vorpal Sword
- Advantage hiding in Tulgey Wood
- Any successful attack with the Vorpal Sword immediately grants Jabberwock a turn and then ends Phase 1
- Gets 3 points per round to spend at the end of an enemy's turn (1 action per turn):
  - **Single Biting Jaw** (cost 1)
  - **Move** (cost 1) 45'
  - **Fly** (cost 2) 90'
  - **Glare** (cost 2) Single target save or immediately start fleeing
  - **Whipping Tail** (cost 3) 360° spin with 15' range, 6D8 and pushed back 10' or save for half and no push
  - **Save Any Fail** (cost 3) Take 10 damage

### PHASE CHANGE

- After losing all Phase 1 HP, the Jabberwock's skin cracks and bubbles into a thick hide of wood and root and transitions into Phase 2
- All ongoing effects end when entering Phase 2
- Damage or healing doesn't carry over between Phases and recovers to Phase 1 after 1D6 days

### PHASE 2

**SPEED** 50' (Land, Fly)

**Weakness** Bandersnatch teeth/claws, Critical misses act as critical hits, Magic axes

### ATTACK

- **Biting Jaws** (3 attacks) each 2D12+12 plus 2D12 acid
- **Catching Claws** (2 attacks, advantage on twins or pairs) each 5D8 and restrained
- **Flaming Eyes** (Ranged, 2 attacks, different targets and advantage on twins or pairs) each 10D10 fire or save for half
- **Splintered Wings** 100' cone, 12D6 piercing plus pushed back 80' or save for half
- **Flesh to Wood** (Ranged, 2 attacks, different targets and advantage on twins or pairs) save or two limbs become wood, can also act as Wood to Flesh
- **Animate Tree** 1D4+1 trees aid Jabberwock (each HP: 50, Armor: 10, 2 Branch attacks for 4D12 with +10 attack bonus)
- **Leach Soil** Regain 8D8 HP (every other round)

### SPECIAL

- Double advantage hiding in Tulgey Wood
- Any successful attack with the Vorpal Sword immediately grants Jabberwock a turn and then ends Phase 2
- Gets 3 points per round to spend at the end of an enemy's turn (1 action per turn):
  - **Single Biting Jaw** (cost 1)
  - **Ensnare** (cost 1) Single target save or restrained by roots
  - **Move** (cost 1) 30'
  - **Fly** (cost 2) 50'
  - **Mark** (cost 2) Jabberwock attacks against single target roll with advantage for 1D4 rounds (only 1 mark at a time)
  - **Whipping Tail** (cost 3) 360° spin with 15' range, 6D8 and pushed back 10' or save for half and no push
  - **Save Any Fail** (cost 3) Take 10 damage

### PHASE CHANGE

- After losing all Phase 2 HP, the Jabberwock will slow to a halt as its wooden skin thickens and turns into a cocoon-like shell and transitions into Phase 3
- All ongoing effects end when entering Phase 3
- Damage or healing doesn't carry over between Phases and recovers to Phase 1 after 1D6 months

### PHASE 3

**SPEED** 0'

### ATTACK

- **Flaming Eyes** (Ranged, 2 attacks, different targets and advantage on twins or pairs) each 10D10 fire or save for half
- **Sprout Thorns** 60' radius becomes difficult terrain and 4D6 for every 5' of movement in area

### SPECIAL

- Immune to everything except the Vorpal Sword
- After 2D4 rounds of combat, the flaming eyes will dim and the Jabberwock will go dormant for 1D6 years unless slain by the Vorpal Sword
- If slain by the Vorpal Sword, the wooden skin splinters and flakes away as the Jabberwock mournfully exclaims, "Calooh. Callay," before its flaming eyes extinguish





## JELLY CUBES

(SIZE DETERMINED BY POOLS)

The result of gelatin desserts sitting out for too long. Brightly colored with bits of fruit, nuts, and their digesting victims suspended inside. A Jelly's only drive is consumption and growth. Most remain cubes, but if they get into containers like wardrobes or suits of armor, then they instinctively change shape to wear them like a shell.

**HD** 5 / pool **HP** 25 / pool **ARMOR** 8

**SPEED** 20' (Any surface)

**SAVE** X+6, X+1, X-2

**Immunity** Non-magic weapons, Mind-altering magic, Acid, Falling damage  
**Resistance** Cold

**Weakness** Fire, Silver weapons

### ATTACK

- **Slam** Up to X adjacent targets, XD10+X (save or be pushed back 10')
- **Absorb** (+2X STR) against X adjacent targets, and **Digest** XD10 acid, and Jelly Cube heals XD6 each round for each target until they escape
- **Break Mold** If inside something, 5X' range, XD8 or save for half and container is destroyed

### SPECIAL

- POOLS
  - X equals number of pools (maximum 10, minimum 1)
  - Jelly Cube size determined by number of Pools, 1: Very Small, 2-3: Small, 4-7: Average, 8-9: Big, 10: Very Big
  - Area-effect damage carries over across pools, single-target damage/healing does not
  - Loss of one pool is permanent and reduces the value of X
- Any slashing damage splits Cube into two creatures with divided HP and pools (minimum 1 each)
- I WANT TO EAT IT  
DC10+X (advantage if using cutlery) to eat one pool, fail and target takes XD6 acid plus Jelly takes 1D8

## JESTER (ALIKE)

**The Jolly Merchant • Juckerspiel • Triboulet**

Wandering merchant of Wonderland. Known for buying and selling at strange and inconsistent rates. No one knows why they're able to speak to the Royals without consequence.

*"For this dagger? Two gold pieces.  
Wait. Thirty honey tarts.  
Wait. Nine thousand thumb tacks!  
Come to think of it, I can't bear to  
sell such a valuable object."*

### PERSONALITY TRAITS

- Jovial and unpredictable
- Gets bored quickly and always looking for something new
- Likes to wander and make others laugh
- Happy to humor any bargain or trade

### IDEALS

- Laughter: why throw a fist when you can land an even better punch line?

### BONDS

- Deeply cares for Cheshire Cat
- Endlessly mocks the Royals

### FLAWS

- Uncomfortable around serious and somber situations

### OTHER PROFICIENCIES

- Performing and entertaining
- Appraising the value of any good or service
- Knowing where to buy or sell something



**HD** 7 **HP** 53 **ARMOR** 13

**SPEED** 60' (Any surface)

**SAVE** +6, +3, 0

**Immunity** Royal attacks

**Resistance** Verbal magic

**Weakness** Undead magic

### ATTACK

- **Search Pack** Produce weapon or object and **Use Weapon/Object** GM's discretion
- **Summoning Flute** Use creature table for current Block (draw top card from the deck or roll 1D12)
- **Laugh** Heal 2D12+3 and end any effects
- **CAST SPELL**
  - **Chaos** 2D20 damage to random target (roll dice closest to total number of combatants and count down initiative starting with Jester to determine target)
  - **Utter Chaos** Each enemy saves or rolls 1D6, 1: Teleported 60' in air and takes 6D6, 2: Swap places with ally, 3: Can't move next turn, 4: Can only move next turn, 5: Held objects dropped and replaced with rubber chicken, musical instrument, or pie, 6: Change size
  - **Teleport** 1D6 targets (can include self) 60', save if unwilling
  - **Aces Up** Draws the Almost Alice or Glass Gorgon closer (treat as 20 on encounter table or GM finds next ace in the deck)

### SPECIAL

- Always acts before any creature wearing a crown
- Can lift like a creature 3 times their size
- If slain, hundreds of random objects will begin spilling out of Jester's pack (damage and danger to be determined by the GM)

### WONDROUS HAT

Wearing Jester's hat grants the wearer the following powers:

- Cannot harm or be harmed by Royals or anyone wearing a crown
- Can walk on any surface (not immune to terrain-related danger)
- When attacking, flip a coin; heads: attack enemy, tails: attack ally
- Double disadvantage when trying to do anything requiring stealth
- Once put on a head, hat cannot be removed for 60 in-game minutes



## JUBJUB BIRDS (ALIKE)

Reclusive birds with telescopic legs and a terrible birdsong. Abandoned by the other Birds, they prefer to build their nests in remote areas and never forget a creature that has caused a Jubjub harm.

**HD 6 HP 36 ARMOR 13**  
**SPEED** 40' (Land), 10' (Fly)  
**SAVE** +5, +2, -1  
**Immunity** Hearing-based magic  
**Resistance** Light, Light magic

### ATTACK

- **Peck** 1D4 attacks, each 1D4+5 plus 1D6 poison
- **Scratch** (30' reach, 2 attacks) each 1D6+5 plus 1D6 poison
- **Scream** All who can hear 1D6+2 plus save or deaf for 1 minute and disadvantage on attacks (can save every round)

### SPECIAL

- Double advantage attacking a creature that has already harmed a Jubjub bird
- Advantage on attacks against Insects

## KANGAROOS (ALIKE)

The judges of Wonderland, they always have a book or legal document in their pouch. Kangaroos are so influential that even a Royal is inclined to listen to what they say. Kangaroos only answer to the title of "Your Hopper."

**HD 4 HP 30 ARMOR 15**  
**SPEED** 30' (Hop)  
**SAVE** +6, 0, -2  
**Resistance** Tripping and falling  
**Weakness** Bribes

### ATTACK

- **Gavel** (3 attacks) each 1D4 and if all 3 hit then fall unconscious for 1D4+1 rounds
- **Throw Book** (Ranged, 2 attacks) each 1D6
- **Kick** 2D12+6 and save or be thrown back 30' and take extra 3D6

### SPECIAL

- Advantage on anything requiring reading

### WONDROUS HAT

Wearing a Kangaroo's wig grants the wearer the following powers:

- Advantage when influencing Royals
- Can read any legal document without falling asleep
- Once put on a head, wig cannot be removed for 60 in-game minutes

## KNIGHTS (ALIKE)

**The Cavalry • Champions • Donkeys**

Chess Pieces and loyal guards of the White King and Queen. They aid the Queen with her illness of living backward through time (ensuring an area is clean and safe after she's left, taste-testing food after she's finished a meal, etc.). They're driven to vanquish the Jabberwock and know of a blade that can slay the terrible creature.

**"You there! What are you?  
 You aren't the Jabberwock, are you?  
 Very good. If you happen to come  
 across it, then please let us know."**

### PERSONALITY TRAITS

- Chivalrous and clumsy
- Voices muffled behind closed helmets
- Very secretive of their identities
- Never attack a defenseless enemy

### IDEALS

- Humility: it doesn't matter who is inside the armor, but it's the acts they do that matter

### BONDS

- Protectors of the White Queen and King
- Want to slay the Jabberwock
- Don't understand half of what the Bishops ramble on about
- Amused by Tweedledee and Tweedledum
- View all Wonderers as worthy of protection

### FLAWS

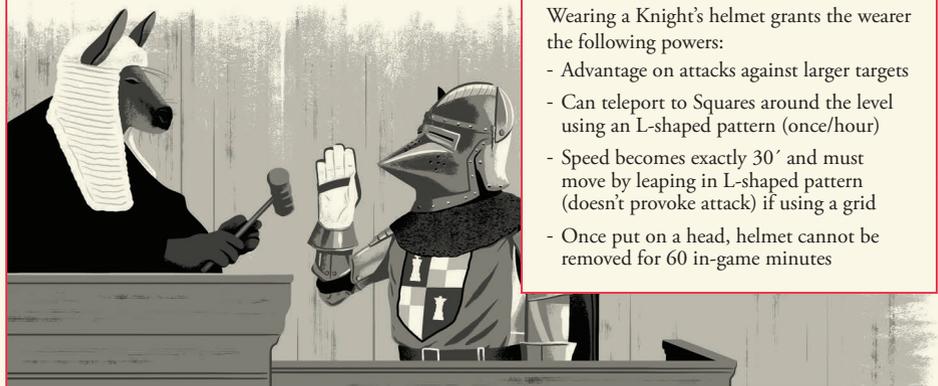
- See anything larger than themselves as a threat to the Royals

### OTHER PROFICIENCIES

- Weapon and armor maintenance/repair
- Navigating Looking-Glass Land
- Finding mirrors

### NAMES

Sir Jezdec, Dame Ratsu, Grim Knight, Sir Cabalo, Dame Jarumi, Silent Knight, Sir Riddari, Dame Xirna, Pleasant Knight, Sir Mogale, Dame Gurram, Sleepless Knight, Sir Marchog, Dame Kali, Violent Knight, Sir Ghora, Dame Zalduna, Careless Knight, Sir Ippos, Dame Hussar



**HD 7 HP 70 ARMOR 18**

**SPEED** Exactly 30' (Leap, Only L-shaped if using a grid)

**SAVE** +7, +3, 0

**Resistance** Non-magic weapons, Liquids, Fear

**Weakness** Silver weapons, Hearing-based magic, Heat

### ATTACK

- **Smash Landing** Only after moving, 5' radius takes 3D12+3 and pushed back 5' or save for half and no push
- **Disarm** Contest against target with +7 to either speed or strength, weapon flies away 20'
- **Use Weapon** (Only one)
  - **Halberd** (2 attacks, 10' range) each 1D6+7
  - **Hammer** (2 attacks) each 1D6+7 (if both attacks hit, target's Armor lowered by 2 until repaired)
  - **Longsword** (2 attacks) each 1D8+7 (if both attacks hit, attempt to disarm)
  - **Morning Star** (2 attacks) each 1D8+7 (if both attacks hit, target's Armor lowered by 1 until repaired)
- **Single Weapon Attack** (as above) and **Shield Bash** 4D4 plus save or thrown back 20'
- **Weapon Spin** 360° spin, 1D12+7 and pushed back 5' or save for half and no push
- **Moral Support** Add 2D6 to ally roll
- **Teleport** Into a Square around the level using an L-shaped pattern (once/hour)

### SPECIAL

- Can carry one melee attack per turn (roll 1D6 and add to Armor)
- Advantage on attacks against bigger creatures
- Movement doesn't provoke attacks
- Advantage on checks and attacks while in Looking-Glass Land
- If slain, body will shatter leaving only their armor and a brilliantly white skeleton (will resurrect in 1D6 days if the skeleton is returned to Looking-Glass Land)

### WONDROUS HAT

Wearing a Knight's helmet grants the wearer the following powers:

- Advantage on attacks against larger targets
- Can teleport to Squares around the level using an L-shaped pattern (once/hour)
- Speed becomes exactly 30' and must move by leaping in L-shaped pattern (doesn't provoke attack) if using a grid
- Once put on a head, helmet cannot be removed for 60 in-game minutes



## LILITH ☉ (ALIKE)

Lily • Dreamslayer • The Prime Dreamon • Lilium Pomponium, Queen of the Restful Night

The details of Lilith's history are lost to all, including Lilith. All that remains is the feeling of rejection, of being replaced and being cast out from her home. Thus, she created Pandæmonium.

While content ruling, guiding, and protecting the Dreamons for eons, Lilith grows restless and wishes to venture beyond The Plane of Dreams. Her early attempts to reach The World Above were all failures, each time resulting in losing part of herself in Wonderland. All this to experience mortality and, above all else, read.

Despite the setbacks, Lilith perseveres and now realizes what Pandæmonium needs is a successor: one who can see its beauty while respecting its dangers. Lilith believes The Sleeping is capable of filling her shoes, but she is open to alternatives.

“Please understand that infinite time and possibility are not gifts. Far from it.”

### PERSONALITY TRAITS

- Creative and curious
- Open-minded and flexible
- Wants to read and loves all sorts of writing (poetry, plays, journals, short stories, etc.)

### IDEALS

- Change: all things, including change, evolves

### BONDS

- Loves all Dreamons but understands their dangerous potential
- Believes The Sleeping to be an appropriate successor to rule Pandæmonium
- Wishes to be reunited with her fragments that remain in Wonderland
- Loathes the Bishops and Heart Queen

### FLAWS

- Endlessly forgiving of her Dreamons

### OTHER PROFICIENCIES

- Anything related to sleep and dreams
- Creating and controlling Dreamons
- Gardening

HD 24 HP 110 (Phase 1), TBD (P2), 110 (P3)

ARMOR 17

SPEED 60' (Any surface)

SAVE +14, +10, +4

### PHASE 1

**Immunity** Fear, Confusion, Sleep

**Resistance** Mind-altering magic, Saves against magic, Non-magic weapons

**Weakness** Pinching

### ATTACK

- **Push** (3 attacks) each 100' or save for half
- **Create Dreamons** 1D4+4 Minor Dreamons (page 32), once/encounter
- **Destroy Dreamons** No save, no limit
- **Cast Spell**
  - **Sleep** All creatures fall asleep for 1 minute or save and roll with disadvantage for 1D4+1 rounds (can save every round, twice/encounter)
  - **Control Sleepers** All within sight
  - **Mend** Repair any material or heal 3D12+10 (double if a Dreamon)
  - **Dull Blade** 1D4+1 weapon's damage is diminished (1D8 becomes 1D6, 2D6 becomes 2D4, 2D4 becomes 1D4, etc.); if can't be reduced, then weapon is destroyed (can save)
  - **Tragic Magic** Target's highest spell slot is destroyed for remainder of encounter (can save for slot equal to half, minimum level 1 slot)
  - **Teleport** 1D6+2 targets, 60' (save if unwilling)

### SPECIAL

- Can speak with any sleeping creature, anywhere
- Always knows the location, but not the thoughts or actions, of any Dreamon
- Gets 3 points per round to spend at the end of an enemy's turn (1 action per turn):
  - **Single Push** (cost 1)
  - **Move** (cost 1) 60'
  - **Cast Sleep** (cost 2) Single target
  - **Disarm** (cost 2) Contest against target with +14 to either speed or strength, weapon flies away 30'
  - **Save Any Fail** (cost 3) Take 10 damage

### PHASE CHANGE

- After losing all Phase 1 HP, Lilith is cocooned by rubies then emerges as the Hand (pg. 38), Head (pg. 38), or Heart (pg. 40) and transitions into Phase 2 (assuming they aren't currently destroyed) and transitions into Phase 2
- All ongoing effects end when entering Phase 2
- Damage or healing doesn't carry over between Phases and recovers to Phase 1 after 1D6 days

### PHASE 2

Use stats from a single Phase of the Hand (page 38), Head (page 38), or Heart (page 40), if possible; if not possible, proceed to Phase 3.

### PHASE CHANGE

- After losing all Phase 2 HP, the fragment warps into an enormous skeleton engulfed in flames with ruby rings, ruby eyes, and an exposed ruby heart and transitions into Phase 3
- All ongoing effects end when entering Phase 2
- Damage or healing doesn't carry over between Phases and recovers to Phase 1 after 1D6 days

### PHASE 3

**Immunity** Non-magic weapons, Fear, Confusion, Sleep, Fire, Undead magic

**Resistance** Mind-altering magic, Saves against magic (except Holy/Light)

**Weakness** Holy/Light magic, Water, Pinching, Looking in a mirror acts as Hold spell

### ATTACK

- **Flaming Claws** (3 attacks) each 1D12+10 undead plus 2D10 fire
- **Finger Guns** (Ranged, 2D4+2 attacks) all hit for 2D6+4
- **Bright Idea** 90' radius, 5D12+4 plus blindness or save for half and no blindness (every other round)
- **Set Ablaze** 7D10 (14D10 if target is angry)
- **Ruby Touch** Turn target into gemstone sculpture, first fail turns legs to ruby, second turns torso, third turns head, roll each turn and a save reverses one effect until free (immune to the spell once free)
- **Cast Spell** Typical spells up to level 9 plus the following:
  - **Destroy Mirrors** 90' radius
  - **Dragon's Breath** 90' cone, 10D12 or save for half
  - **Sleep** All creatures fall asleep for 1 minute or save and roll with disadvantage for 1D4+1 rounds (can save every round, once/encounter)
  - **Nightmare** 1D4+2 targets, save or current HP halved, if sleeping, then drop to 1 HP
  - **Burning Pockets** All enemies, fire damage equal to double current GP in possession and coins are destroyed, save for half
  - **Explode Liquids** All containers holding liquids in current area explode (waterskins, bottles, etc.), can save if a personal item

### SPECIAL

- Any creature making a melee attack or ending their turn within 5' of Lilith takes 3D8 fire or save for half
- Gets 3 points per round to spend at the end of an enemy's turn (1 action per turn):
  - **Single Flaming Claw** (cost 1)
  - **Move** (cost 1) 60'
  - **Cast Sleep** (cost 2) Single target
  - **Ruby Touch** (cost 3)
  - **Save Any Fail** (cost 3) Take 10 damage
- If slain, the very fabric of Pandæmonium is put at risk and with her last breath Lilith will lament, "Life, what is it but a dream."

## LION & UNICORN

Regal creatures in perpetual conflict. Both collect the crowns of Kings, and each are trying to outdo the other for the greatest collection. Currently tied despite having too many crowns to count, and no one knows where each collection is hidden. The only time Lion & Unicorn aren't fighting is during their hourly 10-minute break for refreshments.

### LION (BIGGER)

**HD 9 HP 90 ARMOR 13**

**SPEED** 30'

**SAVE** +7, +2, +1

**Immunity** Unicorn's attacks

**Resistance** Poison, Non-magic weapons, Mind-altering magic

**Weakness** Charm by Kings, Drums act as Fear spell

#### ATTACK

- **Issuant Claws** (2 attacks) each 1D8+7
- **Rampant Slash** Up to 4 targets beside Lion, 2D8+7 or save for half
- **Pouncing Charge** 1D8+7 plus 1D6 for every 5' it moves this round before it attacks (up to 6D6), save or fall prone
- **Bite** 1D8+7 plus 3D6 acid and **Toss** 30' for 3D6
- **Roar** 60' radius, 1D12+2 and deafened for 1 minute, save for half or no deafened (animals treat Roar as Fear spell)

PAIRED (instead of individual attacks)

- **Kick Up Dust** 60' radius of obscuring cloud around Lion and Unicorn for 3 rounds (both can see through it), 4D12 to targets inside or save for half
- **Sinister & Dexter** Lion and Unicorn rush together (doesn't provoke attack), targets between take 10D12 or save for half
- **Blazon** 60' fireball between Lion and Unicorn, 16D6 or save for half
- **Dormant** 30' radius around Lion and Unicorn, all creatures fall asleep (can be woken up) or save and roll disadvantage on attacks for 1D4 rounds

#### SPECIAL

- Advantage when attacking anyone wearing a crown
- Always knows Bone King's, White King's, and Heart King's location
- **UNENDING CHALLENGE**  
After slaying the Lion, anyone who looks into the killer's eyes will be compelled to compete and defeat them (arm wrestle, sack race, duel, etc.)

## UNICORN (BIGGER)

**HD 9 HP 70 ARMOR 16**

**SPEED** 45'

**SAVE** +6, +3, +1

**Immunity** Charm (Except by Kings), Lion's attacks

**Resistance** Poison, Non-magic weapons, Mind-altering magic

**Weakness** Charm by Kings, Iron weapons, Drums act as Fear spell

#### ATTACK

- **Impaling Charge** 1D6+3 plus 1D4 for every 5' it moves this round before it attacks (up to 9D4)
- **Horn Slash** (3 attacks) each 1D8+2
- **Horn Disarm** Contest against target with +10 to either speed or strength, weapon flies away 30'
- **Rampant Kick** (2 attacks, if target is behind) each 2D8+3
- **Cast Spell**

- **Heal** 4D10

- **Escutcheon** +8 to Armor for 4 rounds

- **Remove Curse** Target is healed but permanently loses 2HD

PAIRED (instead of individual attacks)

- **Kick Up Dust** 60' radius of obscuring cloud around Unicorn and Lion for 3 rounds (both can see through it), 4D12 to targets inside or save for half
- **Sinister & Dexter** Unicorn and Lion rush together (doesn't provoke attack), targets between take 10D12 or save for half
- **Blazon** 60' fireball between Unicorn and Lion, 16D6 or save for half
- **Dormant** 30' radius around Unicorn and Lion, all creatures fall asleep (can be woken up) or save and roll disadvantage on attacks for 1D4 rounds

#### SPECIAL

- Advantage when attacking anyone wearing a crown
- Always knows Bone King's, White King's, and Heart King's location
- **INESCAPABLE TRUTH**  
After slaying the Unicorn, anyone who looks into the killer's eyes will unquestionably know they did it



The Cast

## LOBSTERS (ALIKE)

Excellent dancers. They love to teach their square dances nearly as much as they love galas, weddings, and any other event where they can perform. The only time a Lobster shies away from the spotlight occurs when they're growing and molting their old shells.

**HD 4 HP 24**

**ARMOR** 14 (Shell), 8 (Molting)

**SPEED** 35' (Land, Swim)

**SAVE** +4, 0, -1

**Immunity** Drowning

**Resistance** Water, Hearing-based magic

**Weakness** Electricity

#### ATTACK

- **Lift** (+4 STR) 20' in air for 2D6
- **Compel Dance** All targets who can see save or spend next turn dancing (DC=12+number of dancing Lobsters)
- **Change Position** Swap places with adjacent target, no save and doesn't provoke attack
- **Quadrille** Up to 4 adjacent targets, 4D4+4 or save for half

#### SPECIAL

- Advantage on skills a dancer would use
- If molting, can perform two **Change Positions** per turn



## LOOKING-GLASS CREATURES (VARYING SIZES)

Predators native to the Looking-Glass region of Wonderland. They hunt using the appearance of others and have no true form. Outside of Looking-Glass Land their appearance further changes. Once they step through a reflective surface into the rest of Wonderland, their outer skin flakes away to reveal the mirrored and malleable creature that hides underneath. Howl and wail with voices like singing wine glasses.



## LOOKING-GLASS CREATURES (ALIKE)

**HD 6 HP 40 ARMOR 14**

**SPEED 40'**

**SAVE +6, +2, -1**

**Immunity** Targeted magic (Outside of Looking-Glass Land, see SPECIAL)

**Resistance** Piercing/Slashing, Cold

**Weakness** Bludgeoning, Feline claws

### ATTACK

- **Melee** (2 attacks) each 1D6+2
- **Warp Limb**
  - **Spear** (20' range, 2 attacks) each 1D8+2
  - **Hook** (2 attacks) each 1D10+2 plus save or thrown back 20'
  - **Hammer** (2 attacks) each 2D12+2
- **Bad Luck** Injures self for 1D8, target save or takes extra 2D6 when injured for 1 minute
- **Rejuvenate** See SPECIAL

### SPECIAL

- Can perfectly mimic the appearance and mannerisms of any creature of the same size
- **REJUVENATION**  
Can react once/round to absorb a reflective surface and regain HP comparable to the size of the resource (the bigger the surface, the more D6s to roll), resource loses reflection as it becomes cloudy and weakened (to be determined by GM)
- **MIRRORED SURFACE**  
When outside of Looking-Glass Land, targeted spells that hit a Looking-Glass Creature reflect (**Roll 1D6**, 1–2: no one, 3: hits caster, 4: hits caster ally, 5: hits Creature ally, 6: hits Creature)
- **NON-NEWTONIAN FORM**  
Base state is solid but can become liquid when necessary (fitting through bars, mimicking a puddle, etc.)

## LOOKING-GLASS CREATURES (BIGGER)

**HD 9 HP 80 ARMOR 14**

**SPEED 30'**

**SAVE +7, +3, -1**

**Immunity** Targeted magic (Outside of Looking-Glass Land, see SPECIAL)

**Resistance** Piercing/Slashing, Cold

**Weakness** Bludgeoning, Feline claws

### ATTACK

- **Melee** (2 attacks) each 3D10+7
- **Warp Limb**
  - **Spear** (30' range, 3 attacks) each 1D10+3
  - **Hook** (3 attacks) each 1D12+3 plus save or thrown back 60'
  - **Hammer** (3 attacks) each 3D10+3
- **Bad Luck** Injures self for 2D8, all who can see save or takes extra 3D10 when injured for 1 minute
- **Sharpen** Attacks do maximum damage for 3 rounds
- **Polish** (Outside of Looking-Glass Land) +2 to Armor for 3 rounds
- **Rejuvenate** See SPECIAL

### SPECIAL

- Can perfectly mimic the appearance and mannerisms of any creature of the same size
- **REJUVENATION**  
Can react once/round to absorb a reflective surface and regain HP comparable to the size of the resource (the bigger the surface, the more D8s to roll), resource loses reflection as it becomes cloudy and weakened (to be determined by GM)
- **MIRRORED SURFACE**  
When outside of Looking-Glass Land, targeted spells that hit a Looking-Glass Creature reflect (**Roll 1D6**, 1–2: no one, 3: hits caster, 4: hits caster ally, 5: hits Creature ally, 6: hits Creature)
- **NON-NEWTONIAN FORM**  
Base state is solid but can become liquid when necessary (fitting through a smaller mirror, escaping through pipes, etc.)



## LOOKING-GLASS CREATURES (SMALLER)

**HD 3 HP 20 ARMOR 14**

**SPEED 50'**

**SAVE +3, +1, -1**

**Immunity** Targeted magic (Outside of Looking-Glass Land, see SPECIAL)

**Resistance** Piercing/Slashing, Cold

**Weakness** Bludgeoning, Feline claws

### ATTACK

- **Melee** (2 attacks) each 1D4+1
- **Warp Limb**
  - **Spear** (15' range) 1D6+1
  - **Hook** 1D8+1 plus save or thrown back 5'
  - **Hammer** 1D12+1
- **Bad Luck** Injures self for 1D4, target save or takes extra 1D8 when injured for 1 minute
- **Rejuvenate** See SPECIAL

### SPECIAL

- Can perfectly mimic the appearance and mannerisms of any creature of the same size
- **REJUVENATION**  
Can react once/round to absorb a reflective surface and regain HP comparable to the size of the resource (the bigger the surface, the more D4s to roll), resource loses reflection as it becomes cloudy and weakened (to be determined by GM)
- **MIRRORED SURFACE**  
When outside of Looking-Glass Land, targeted spells that hit a Looking-Glass Creature reflect (**Roll 1D6**, 1–2: no one, 3: hits caster, 4: hits caster ally, 5: hits Creature ally, 6: hits Creature)
- **NON-NEWTONIAN FORM**  
Base state is solid but can become liquid when necessary (fitting into a mouse hole, under a door, etc.)



## LOST SOLES 🌀 (SMALLER)

Wandering shoes. When someone dies in a dream, a part of them remains bound to Pandæmonium. The Soles are a fraction of that part and can travel freely between The Plane of Dreams and Wonderland. When reunited with their Antipathy (page 17), the person who died is able to leave Pandæmonium and go either to The World Above or to whatever lies beyond death.

Lost Soles immediately return to Pandæmonium if a small enough creature sits inside it.

**HD** Nil **HP** Endure 2D4 rounds of combat  
**ARMOR** 10  
**SPEED** 60' (Any surface)  
**SAVE** +2, 0, -2  
**Immunity** Falling damage  
**Weakness** Magic weapons stun for 1 round

### ATTACK

- **Balanced** Enemies take damage equal to whatever they deal to the Lost Sole until next turn
- **Elude** All targeted attacks roll at double disadvantage until next turn
- **Curse Feet** Save or target experiences the following effect for 1 day:
  - **Clumsy** Fall whenever target starts walking (can save for each excursion)
  - **Messy** Leaves behind footprints
  - **Noisy** Feet squeak loudly

### SPECIAL

- **SILVER-BOUND**  
Cannot move or return to Pandæmonium if bound by silver
- **RETURNING TO PANDÆMONIUM**  
Whether returning by "death" or by choice, leaves behind a shoeprint of light that can be manipulated like a napkin
- If attacked, then at the end of combat their Antipathy can be heard exclaiming, "Where are you?" before the Soles disappear in a flash of light and reappear in Pandæmonium in 1D6 days

## MARCH HARE

See **TEA PARTY**, page 62

## MATCHMAKERS

(SMALLER)

Chaotic creatures that love fire and believe dangerous situations bring people closer together. Proud of their work and hopelessly romantic.

**HD** 2 **HP** 10 **ARMOR** 12  
**SPEED** 30'  
**SAVE** +3, +1, -3  
**Resistance** Fire, Poison  
**Weakness** Charm, Persuasion

### ATTACK

- **Love Tap** 1D4+1
- **Shoot Fireworks**
  - **Fountain of Love** 30' radius, 4D4 or save for half
  - **Real Firecracker** Ranged, 20' area fills with smoke, save or be deafened for 2 rounds
  - **Romantic Candle** (1D4+1 attacks) each hit for 1D4+1
  - **Spin the Bottle Rocket** 20' range, 360° spin, save or 2D6 damage
  - **Wedding Cake** 60' cone, 4D8 or save for half (once/encounter)

### SPECIAL

- When slain, will throw a match onto a flammable object

### WONDROUS HAT

Wearing a Matchmaker's helmet and mask grants the wearer the following powers:

- Resistance to fire and poison
- Weak to charm and persuasion
- Whenever near an open flame, save or be compelled to start a dangerous fire
- Once put on a head, helmet cannot be removed for 60 in-game minutes



## MICE



Cartographers of Wonderland, searching for a way to save Dormouse and unkill Time. A Mouse's tail hold secrets that can be read only once cut off.

### NAMES

Sawyer, Saba, Chester, Chinni, Santiago, Sofia, Chiku, Cherry, Sutton, Soma, Chadwick, Chaya, Sanjeev, Sudie, Chidi, Chestnut, Sorry, Sable, Chance, Chickpea

## MICE (ALIKE)

**HD** 4 **HP** 20 **ARMOR** 13  
**SPEED** 35'  
**SAVE** +6, 0, -2  
**Immunity** Getting lost  
**Weakness** Cats act as Fear spell

### ATTACK

- **Needle** (3 attacks) each 1D4+6
- **Tail Sweep** 360° spin, save or 4D6 damage and fall prone
- **Summon Allies** 1 pool or 1D4 Mice (double if near mouse hole, once/day)

### SPECIAL

- Can fit through spaces meant for one size smaller
- Always knows best route of escape

## MICE (SWARM, SMALLER)

**HD** 2 / pool **HP** 10 / pool **ARMOR** 10  
**SPEED** 35'  
**SAVE** X+3, X+1, X  
**Immunity** Conditions that affect a single target, Getting lost  
**Resistance** Piercing/Slashing damage  
**Weakness** Cats act as Fear spell

### ATTACK

- **Bite** XD4+X
- **Coat** Save (DC12+X) or be restrained, can save every round
- **Plunder** Once coated, (DC12+X) or 50X GP worth of goods taken

### SPECIAL

- Always knows best route of escape
- Advantage on fleeing and hiding when a mouse hole is nearby
- **POOLS**
  - X equals number of pools (maximum 10, minimum 1)
  - Can combine or divide pools as a reaction (once/round)
  - Area-effect damage carries over across pools, single-target damage/healing does not
  - Loss of one pool is permanent and reduces the value of X



## MIRROR SPIDERS (ALIKE)

Predators that thrive in both solitary and communal nests. They hunt using bait dangling from nearly invisible threads and by creating webs that look like large organically shaped mirrors. Their silk glands, if harvested correctly, will contain an adhesive-free liquid that can be poured onto flat surfaces to create large mirrors.

**HD 5 HP 35 ARMOR 11**  
**SPEED** 30' (Any surface), 60' (Web)  
**SAVE** +4, +2, -1

**Immunity** Falling damage, Targeted magic (see SPECIAL)

**Resistance** Holy/Light magic, Poison

**Weakness** Silver weapons, Bludgeoning

### ATTACK

- **Jump** 60' and 3D4 to target (doesn't provoke attack)
- **Sedating Bite** 1D4+2D6 poison (save or disadvantage on all rolls for 2D4 rounds)
- **Web in Place** 120' range, save or bound to surface
- **Ensnare Prey** 50' range, save or restrained
- **Swing Prey** Once ensnared, all targets in radius take 1D10 and fall prone or save for half (prey automatically takes full damage)

### SPECIAL

- **SPIDER SENSE**  
Add 1D6 to Armor against ranged attacks (once/round)
- **MIRRORED ABDOMEN**  
Targeted spells that hit a Spider or its web reflect (**Roll 1D6**, 1: hits no one, 2: hits caster, 3: hits caster ally, 4-5: hits Spider ally, 6: hits Spider)

## MOCKERIES (VARYING SIZES)

Highly adaptable predators. With soft, segmented bodies that never stop growing, they constantly search for bigger objects to use as a shell. Some have been known to hollow out thick doors and spend years in one location. Mockeries lure prey by mimicking environmental sounds (a single piano key, a door unlocking, the clink of porcelain, etc.), and then they ambush their target when it investigates.

## MOCKERIES (ALIKE)

**HD 4 HP 30 (Shell), 10 (Body)**  
**ARMOR** 15 (With shell), 12 (No shell)  
**SPEED** 30' (With shell), 35' (No shell)  
**SAVE** +3, +2, -1

**Resistance** Logic based on shell

**Weakness** Bludgeoning (No shell)

### ATTACK

- **Mimic** Any sound or voice
- **Stab** (3 attacks with shell, 5 without) each 2D4+2 plus save or limb goes numb for 1 minute
- **Spit** Ranged, 3D6 acid
- **Slam** 3D10+3 (only when shell is intact)
- **Hide in Shell** +4 to Armor and can't attack (only when shell is intact)

### SPECIAL

- **SHELL GAME**
  - All shell HP must be depleted before attacking body HP
  - Once shell HP is depleted, it cracks and falls away
  - Damage/healing doesn't carry over between shell and body
  - Critical hits bypass shell
- Can react once/round to withdraw or come out of shell
- Double advantage on blending in with objects when motionless
- Carrying capacity equal to a size larger
- Can fit through spaces meant for one size smaller (without shell)

## MOCKERIES (BIGGER)

**HD 8 HP 60 (Shell), 20 (Body)**  
**ARMOR** 18 (With shell), 14 (No shell)  
**SPEED** 20' (With shell), 30' (No shell)  
**SAVE** +6, +4, -1

**Resistance** Logic based on shell

**Weakness** Bludgeoning (No shell)

### ATTACK

- **Mimic** Any sound or voice and can mimic level 0 or 1 spells
- **Stab** (4 attacks with shell, 6 without) each 2D6+4 plus save or fall asleep
- **Spit** Ranged, 3D8 acid
- **Slam** 4D12+6 (only when shell is intact)
- **Hide in Shell** +5 to Armor and can't attack (only when shell is intact)

### SPECIAL

- **SHELL GAME**
  - All shell HP must be depleted before attacking body HP
  - Once shell HP is depleted, it cracks and falls away
  - Damage/healing doesn't carry over between shell and body
  - Critical hits bypass shell
- Can react once/round to withdraw or come out of shell
- Double advantage on blending in with objects when motionless
- Carrying capacity equal to a size larger
- Can fit through spaces meant for one size smaller (without shell)



## MOCKERIES (SMALLER)

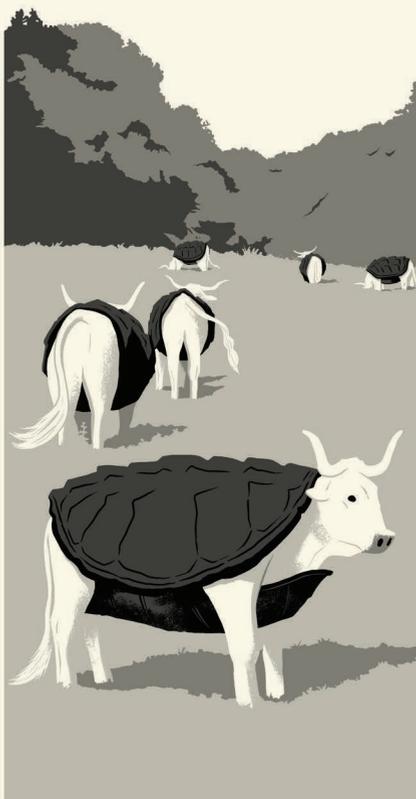
**HD 2 HP 6** (Shell), 3 (Body)  
**ARMOR** 12 (With shell), 10 (No shell)  
**SPEED** 40' (With shell), 45' (No shell)  
**SAVE** +2, +1, -1  
**Resistance** Logic based on shell  
**Weakness** Bludgeoning (No shell)

### ATTACK

- **Mimic** Any sound made by an inanimate object
- **Stab** (2 attacks with shell, 3 without) each 1D4+1 plus save or 1D4 poison
- **Spit** Ranged, 1D6+1 acid
- **Slam** 2D4-1 (only when shell is intact)
- **Hide in Shell** +3 to Armor and can't attack (only when shell is intact)

### SPECIAL

- SHELL GAME
  - All shell HP must be depleted before attacking body HP
  - Once shell HP is depleted, it cracks and falls away
  - Damage/healing doesn't carry over between shell and body
  - Critical hits bypass shell
- Can react once/round to withdraw or come out of shell
- Double advantage on blending in with objects when motionless
- Carrying capacity equal to a size larger
- Can fit through spaces meant for one size smaller (without shell)



## MOCK TURTLES (BIGGER)

Cows that live in empty turtle shells. Mock Turtles will do anything to hide their true feelings, often pretending to be sad when they're happy, happy when they're angry, etc. Known to lash out if insulted or accused of insincerity. Mock Turtles tend to graze near Gryphons for protection, and their shells make excellent armor.

**HD 4 HP 20**  
**ARMOR** 17 (In shell), 13 (Exposed)  
**SPEED** 30' (Land), 10' (Swim)  
**SAVE** +3, +1, -2  
**Resistance** Non-magic bludgeoning  
**Weakness** Electricity

### ATTACK

- **Mock** 3D6 mental and disadvantage on next attack or save for half and no effect
- **Weep** All who can see save or disadvantage on attacks for 1 round
- **Ram** 1D6+2 plus additional 1D4 for every 5' it moves this round before it attacks (up to 6D4), save or be thrown back 20'

### SPECIAL

- Advantage on deception
- Advantage on fleeing if another Mock Turtle is within 10'
- Can react once/round to withdraw or come out of shell
- Shell can be worn and grant same Armor, resistances, and weaknesses to wearer

## MOME RATHS (SMALLER)

Brightly colored boars with oversized ears and a keen sense of smell. Mome Raths can eat nearly anything but are drawn to rich foods. Used to sniff out truffles, gemstones, and other valuables.

**HD 3 HP 18 ARMOR 10**  
**SPEED** 30'  
**SAVE** +3, +1, -1  
**Immunity** Poison  
**Weakness** Smelling-based magic

### ATTACK

- **Bite** 1D4+2 plus 1D12 acid damage
- **Ram** 1D4+2 plus additional 1D4 for every 5' it moves this round before it attacks (up to 6D4), save or be thrown back 10'
- **Inhale** 10' cone, save or light valuables (jewelry, coins, etc.) sucked into mouth
- **Eat** Regain HP comparable to the size of the resource (empty bucket regains 1D4, stack of freshly baked pies 2D6, entire flowerbed regains 3D8, etc.)

### SPECIAL

- Advantage on tracking
- Double advantage on attacks against targets wearing visible gold, jewelry, or other valuables



## MOTHS

### The Eyes • Cousins of Io

Cousins of the Caterpillar. They observe and then send news through their vast network. Secretive but will cooperate if offered the right garment to eat.

## MOTHS (ALIKE)

**HD 6 HP 35 ARMOR 12**

**SPEED** 40' (Fly)

**SAVE** +5, +1, 0

**Immunity** Poison, Falling damage

**Resistance** Sleep, Targeted magic (see SPECIAL)

**Weakness** Light, Bird and spider attacks

### ATTACK

- **Eat Clothing** Save or organic garment permanently affected (Armor reduced by 2, magic diminished, etc.)
- **Shoot Stinger** 30' cone, 3D8 plus save or speed is halved for next round
- **Sleep Dust** 30' radius, save or fall asleep for 1 minute (can be woken up)
- **Lift** (+5 STR) and **Drop** up to 60' for 1D6 for every 10' dropped
- **Eyepots** All who can see it take 3D12+5 mental and spend next turn fleeing or save for half damage and don't flee (once/day)

### SPECIAL

- Can camouflage as yellow and brown leaves
- Doesn't provoke attacks when flying away from target (if already flying)
- **EAT TEXTILES**  
Can react once/round to eat unworn, organic clothing and regain HP comparable to the size of the resource (the bigger the resource, the more D6s to roll), resource is then brittle and nearly destroyed
- **MIRRORED SCALES**  
Targeted spells that hit a Moth may reflect (**Roll 1D6**, 1: hits no one, 2: hits caster, 3: hits caster ally, 4: hits Moth ally, 5-6: hits Moth)



## MOTHS (SMALLER, SWARM)

**HD 2 / pool HP 10 / pool ARMOR 12**

**SPEED** 40' (Fly)

**SAVE** X+3, X, X-2

**Immunity** Poison, Falling damage, Conditions that affect a single target and targeted magic (see SPECIAL)

**Resistance** Sleep, Blindness, Piercing/Slashing, Mind-altering magic

**Weakness** Light, Bird and spider attacks

### ATTACK

- **Eat Clothing** Save (DC10+X) or organic garment permanently affected (Armor reduced by X, magic diminished, etc.)
- **Shoot Stinger** 10X' cone, XD4 plus save or disadvantage on attacks next round
- **Sleep Dust** 10X' radius, save (DC10+X) or fall asleep for 1 minute (can be woken up)
- **Lift** (X+2 STR) and **Drop** 10X' for XD6

### SPECIAL

- Can camouflage as yellow and brown leaves
- **EAT TEXTILES**  
Can react once/round to eat unworn, organic clothing and regain HP comparable to the size of the resource (the bigger the resource, the more D6s to roll), resource is then brittle and nearly destroyed
- **MIRRORED SCALES**  
Targeted spells that hit a pool of Moths may reflect (**Roll 1D6**, 1: hits no one, 2: hits caster, 3: hits caster ally, 4: hits Moth ally, 5-6: hits Moth)
- **POOLS**
  - X equals number of pools (maximum 10, minimum 1)
  - Can combine or divide pools as a reaction (once/round)
  - Area-effect damage carries over across pools, single-target damage/healing does not
  - Loss of one pool is permanent and reduces the value of X

## NOBODY (ALIKE)

It's rare to run into Nobody when exploring Wonderland. The elusive figure in a bowler hat says little and is forgettable to most. Though whenever somebody mentions them, from "Nobody's there" to "Nobody is to blame," they might just appear. Nobody's history and intentions are a mystery, but they're drawn to apples and stairs.

**HD 20 HP 100 ARMOR 1**

**SPEED** 90' (Any surface)

**SAVE** +12, +10, 0

**Immunity** All magic, All weapons

**Weakness** Their own name

### ATTACK

- **Forgive** All creatures in Square are completely healed/restored (equal to 1 week's rest)
- **Forget** All creatures are relocated to a different Block with no memory of how they got there

### SPECIAL

- Can react to any movement by moving in any direction by that same distance
- Will lose all immunities and be paralyzed for 1 minute if they hear their true name (to be determined by the GM)

### WONDROUS HAT

Wearing Nobody's bowler hat grants the wearer the following powers:

- If they hear their own name, then wearer loses all immunities, Armor drops to 1, becomes paralyzed for 1 minute, and draws attention of everyone in sight
- Can heal all allies (once/hour), anyone else mentioning this while hat is worn has same effect as mentioning the wearer's name
- Will always be forgotten (others can speak to the wearer only when spoken to, enemies will not initiate attack, etc.), breaking this while hat is worn is equal to mentioning the wearer's name
- Once put on a head, bowler hat cannot be removed for 24 in-game hours



## ORACLES (ALIKE)

Archaic machines that offer wisdom and advice to the Card Castle's inhabitants. The original clockwork ceased functioning long ago, but Dreamons now animate the contraptions to cause mischief while also hiding from the Almost Alice. What many of the Dreamons fail to realize is that the old magic mixed within the gears acts like an arcane cage. Once a Dreamon enters an Oracle, they can escape only once the crystal ball is destroyed.

If a creature is small enough, they can get inside the cabinet and interact with its inner mechanics. See ORACLE INTERIOR on page 192.

### HD 14

HP 75 (Phase 1), 75 (Phase 2)

ARMOR 15 (P1, P2)

SPEED 20' (P1, P2)

SAVE +8, +6, +1 (P1, P2)

Immunity Sleep, Exhaustion (P1, P2)

Resistance Non-magic weapons, Mind-altering magic (P1, P2)

Weakness Magic bludgeoning (P1, P2)

### PHASE 1

#### ATTACK

- **Paper Fortune** (Ranged, one/enemy) GM rolls 1D20 for each target and must use that roll or take 3D12+6
- **Muttering** 30' range, 5D8+8 mental damage or save for half
- **Rolling Ram** 2D12 plus additional 1D6 for every 5' it moves this round before it attacks (up to 4D4)
- **Whirl** 360° spin, targets beside or inside take 4D6 and thrown back 30' or save for half and no throw
- **Light Show** All who can see Oracle save or blinded for 1D4+1 rounds (once/encounter)

#### SPECIAL

- Automaton will use hidden mechanisms to right itself if pushed over
- Doesn't breathe, eat, sleep, or suffer exhaustion
- Double advantage on looking like an inanimate object when motionless

### PHASE CHANGE

- After losing all Phase 1 HP, the glass walls shatter as sparks fly and the mannequin becomes more aggressive and transitions into Phase 2
- All ongoing effects end when entering Phase 2
- Damage or healing doesn't carry over between Phases and recovers to Phase 1 after 1D6 days

### PHASE 2

#### ATTACK

- **Burning Fortune** (Ranged, one/enemy) 3D8 fire
- **Electric Grasp** (2 attacks) each 2D6 plus 3D12 electric
- **Electric Whirl** 360° spin, targets beside or inside 4D6 plus 2D6 electric damage and thrown back 30' or save for half and no throw
- **Shoot Sparks** 40' cone, 6D8 electricity or save for half

#### SPECIAL

- Advantage with electric attacks against targets wearing metal

### PHASE CHANGE

- After losing all Phase 2 HP, the machine explodes as the crystal ball cracks open to reveal the now-freed Dreamon (to be determined by the GM but below is an example) and transitions into Phase 3
- All ongoing effects end when entering Phase 3
- Damage or healing doesn't carry over between Phases and recovers to Phase 1 if the machine is repaired

### PHASE 3 (SAMPLE) ©

Dreamon (Minor) looks like a fiendish version of the Oracle's automaton with legs made of pure electricity.

HD 7 HP 70 ARMOR 13

SPEED 60' (Any surface)

SAVE +10, +3, +2

Immunity Fear, Confusion

Resistance Area-effect magic

Weakness Enemy critical misses paralyze the Dreamon with laughter for 1 round, Rubber

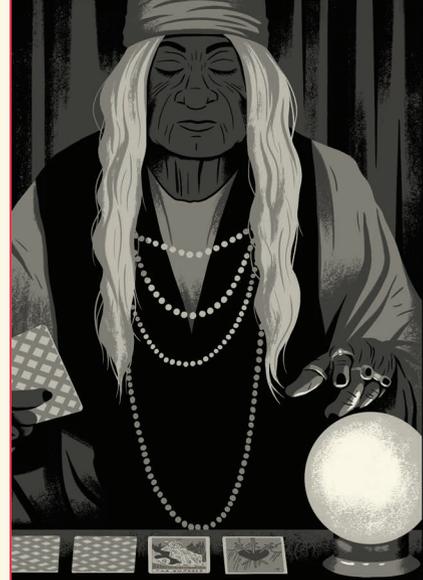
#### ATTACK

- **Attack** (1D4 attacks) each 1D4+1D20
- **Spectral Lick** 60' range, save or be paralyzed for 1D4 rounds (can save every round)
- **Ground Shock** 60' radius, 3D12+3 electricity to enemies touching ground or save for half
- **Return to Pandæmonium** See SPECIAL

#### SPECIAL

- Attacks do maximum damage after losing half of Phase 3 HP
- Advantage on actions that draw attention to itself
- **RETURNING TO PANDÆMONIUM** Whether returning by death or by choice, leaves behind a cloud of smoke shaped like the Dreamon, one final fortune for its killer, and 1D100×2 GP

## ASK -the- ORACLE





## OYSTERS (SMALLER)

Gullible mollusks. While the elders are less susceptible to influence, no Oyster is immune to a convincing argument or impassioned speech. Sought after by many for their colorful pearls, strength-enhancing properties, and delicious flavor.

**HD 3 HP 10**

**ARMOR** 10 (Open), 15 (Closed)

**SPEED** 20' (Land), 40' (Swim)

**SAVE** +3, 0, -3

**Immunity** Drowning

**Resistance** All damage (Closed)

**Weakness** Mind-altering magic, Electricity (Open)

### ATTACK

- **Kick** 1 damage

- **Close** Save (disadvantage if underwater and target isn't aquatic) or lose nose, finger, or toe

### SPECIAL

- Wherever an Oyster sleeps becomes a bed for itself and grants them total immunity from external influences and dangers

- Eating a fresh Oyster acts like a robust healing potion and adds +1 to STR for 1D4 minutes

- Eating a stale Oyster causes 2D8 poison

- Each contains a pearl, and pearl's color relates to the magic they enhance (yellow for lightning, black for undead, etc.) and enhancement determined by GM

## PAWNS (ALIKE)

**Peons • The Queen's Eyes • The King's Ears**

Chess Pieces that fill nearly all support roles. The Bishops' porters and lectors, the Knights' squires and pages, and all of the White Royals' aids are Pawns. Humble and loyal, it is difficult to persuade a Pawn to act against those of higher rank. They only wish to serve and have no sense of their own power.

### NAMES

Tot, Bauer, Newka, Trusting Pawn, Soja, Ushtari, Pedone, Content Pawn, Inquisitive Pawn, Sonci, Bonde, Passive Pawn, Pan, Pidinu, Faithful Pawn, Bia, Pishka, Studious Pawn, Bantu, Huu

**HD 4 HP 20 ARMOR 10**

**SPEED** 20' (Glide, first turn), 10' (Glide)

**SAVE** +3, +1, -1

**Resistance** Non-magic weapons, Liquids

**Weakness** Silver weapons, Hearing-based magic

### ATTACK

- **Fork** (2 adjacent targets) each 1D4+3

- **Observe Opponent** Add 1D6 to single ally attack for 1 round

- **Call for Help** Roll 1D8, 1-4: no help, 5-6: 1D4 Bishops, 7-8: 1D4 Knights (once/day)

### SPECIAL

- Advantage on checks and attacks while in Looking-Glass Land

- **SACRIFICE**

Can use reaction to take damage for an adjacent ally (once/round); if slain by this sacrifice, then ally has advantage on next attack

- **PROMOTION**

If dropped into the rift in King Row (page 96), they will emerge a Knight, Bishop, or Queen, depending on the Pawn's desires

- If slain, body will shatter leaving only a brilliantly white skeleton (will resurrect in 1D6 days if the skeleton is returned to Looking-Glass Land)

### WONDROUS HAT

Wearing a Pawn's cap grants the wearer the following powers:

- White Royals, Bishops, and Knights will treat wearer as a Pawn

- Double disadvantage resisting commands by higher-ranked Chess Pieces

- Speed becomes exactly 10' (20' on first turn) and must move in a straight line if using a grid

- If dropped into the rift in King Row (page 96) while wearing the cap, wearer emerges wearing a White Royal's crown, Bishop's miter, or Knight's helmet, depending on the wearer's desires

- Once put on a head, the cap cannot be removed for 60 in-game minutes



## PLAYING CARDS (ALIKE)

### The Low Ranks • Dummies

Subjects of the Heart Royals. Most try to pursue personal hobbies like gardening, needlepoint, and painting but are rarely afforded the time. They're kept busy aiding the Executioners with the eradication of all Figments and are generally put into roles contrary to their skills. Cowardly guards, brutish flower arrangers, etc. The Heart Royals believe it builds character.

Each suit is assigned a specific role:

- **Clubs:** soldier
- **Diamonds:** courtier
- **Hearts:** cleaner
- **Spades:** gardener

### NAMES

Neener, Fishhook, Chicane, Sore Spot, Acorn, Pile, Duck, Nickel, Durch, Mord, Pothook, Kibitzer, Ober, Counter, Flush, Ante, Fever, Sharp Top, Lurch, Bid



**HD** X **HP** X×5 **ARMOR** X+9

**SPEED** 30'

**SAVE** X+2, X-2, 0

**Resistance** Non-magic bludgeoning, Fire, Water

**Weakness** Magic Piercing/Slashing, Wind, Mind-altering magic

### ATTACK

- **Paper Cut** (2 attacks) each 1D4+X plus save or blind with pain for 1 round
- **Lead** Fall onto single target, 1D8 plus fall prone and restrained, save for half and no fall or restraint
- **Pile On** (If target is already prone) 1D8 for number of Playing Cards in pile (second Card rolls 2D8, third Card rolls 3D8, etc.), save for half

### CLUB

- **Cudgel** (2 attacks) each 1D8+X
- **Crossbow** (2 attacks) each 1D4+X
- **Guard** +3 to Armor for 1 round and any attempt to pass within 5' of either side requires contest using strength or speed (+2X bonus)
- **Ring Bell** Roll 1D6, 1–2: no help, 3–4: 1D4 Playing Cards, 5–6: Single Executioner (page 34), twice/encounter

### DIAMOND

- **Fan** 1D4 and save or be pushed back 5X'
- **Cut** Save or current HP is halved
- **Discover Tell** Grants all allies advantage on attacks against single target for X rounds
- **Take Leave** Immediately disengage and flee a room, no matter the distance

### HEART

- **Mop** 1D6+X plus save or blind for 1 round
  - **Empty Bucket** 40' cone becomes slippery terrain
  - **Flush** Status effect on one conscious ally immediately ends
  - **Scrub** Save or single ongoing spell ends
- ### SPADE
- **Garden Tool** (2 attacks) 10' reach, each 1D6+X
  - **Throw Acorn** (2 attacks) each 1D4+X
  - **Prune** Save or non-magic Armor is permanently reduced by 1
  - **Follow Suit** Repeat the action of the previous Playing Card

### SPECIAL

- All suit-based attacks roll with disadvantage
- A Playing Card's rank reflects their strength, X=Card's numeral (max: 10, min: 2)
- Double number of weapon attacks if X=6+
- **LAMINATED**  
Resistant to fire and water damage
- **PAPER THIN**  
Attacks against Playing Card's sides roll with disadvantage

### WONDRIOUS HAT

Wearing a Playing Card's cowl grants the wearer the following powers:

- All attacks and skills roll with disadvantage
- All Heart Royals, Executioners, and Playing Cards will treat wearer as a Playing Card
- Once put on a head, cowl cannot be removed for 60 in-game minutes

## PROFITS (ALIKE)

### Tariffs • Doomsayers

Debt collectors and bounty hunters of the Heart King. They find great joy in their work and look for any opportunity to spread the word of new taxes and laws. Highly confrontational and currently most interested in finding notorious common Walrus & Carpenter.

**HD** 8 **HP** 65 **ARMOR** 13

**SPEED** 40'

**SAVE** +6, +3, 0

**Resistance** Mind-altering magic, Poison, Trap damage

**Weakness** Bribes

### ATTACK

- **Dagger** (3 attacks) each 1D4+6
- **Sleeping Bolas** 90' range, save or fall over restrained and asleep
- **Shackles** Save or have arms and legs bound together, lock is trapped (automatically fail if stunned or asleep)
- **Cast Spell**
  - **Common Cents** 30' radius, damage equal to target's individual WIS bonus ×10 or save for half
  - **Compel Donation** 1D4+1 targets save or throw most valuable object toward Profit (if a weapon/shield, then Profit can use it next round)
  - **Compound** 1D12 mental damage, number of D12s increases each round until target saves
  - **Deductions** All enemies take damage equal to Profit's lost HP (can save for half, once/encounter)
  - **Stun** 1D4+1 targets, 3D10 electricity and restrained or save for half and no effect
  - **Teleport** Up to 10 targets to Courthouse (page 150), majority needs to save if unwilling, but party automatically fails if target broke the law or fails to pay a tax

### SPECIAL

- **GIFT OF PROFICY**  
Can use reaction to offer warning ("Careful not to slip," "Your grip is loose," etc.), save or the danger/problem comes true
- Double advantage on tracking, disarming traps, and finding valuables



## RIVALS Ⓞ

The player characters are bound to come across other adventurers in Wonderland. Whether it's because they're cheats, thieves, or more powerful, the best rivals are the ones that appear infrequently but at the most inopportune times. Always a trio composed of a fighter, mage, and thief.

### NAMES

The Three Jays; Belle, Brilhante & Buff;  
The Thorns; Locke, Stock & Carol;  
Fezz, Vizz & Ingo; Arthur, Merle & Robin;  
Bruno, Firdos & Demetres; The Disciples

## RIVAL FIGHTER Ⓞ

(ALIKE)

**HD** X+1 **HP** HD×10 **ARMOR** 13+X  
**SPEED** 30'

**SAVE** X+3, X, X-3

**Immunity** Fear

**Resistance** Poison

**Weakness** Confusion

### ATTACK

- **Longsword** (2 attacks) 1D8+X
  - **Goad** 1D4 targets, DC10+X save or must attack Fighter next round
  - **Disarm** Contest against target (2X STR)
- IMPROVED ATTACK
- **Magic Longsword** (3 attacks) 1D8+2X
  - **Taunt** 1D4 targets, DC12+X save or 1D8 mental damage and must attack Fighter next round
  - **Numbing Disarm** Contest against target (+2X STR) and limb is numb for 1D6 rounds (save for half)

PAIRED (instead of individual attacks)

- **Elemental Sword Spin** (Fighter & Mage) Fighter does 360° spin, 1D8+XD8 elemental damage or save for half
- **Toss Thief** (Fighter & Thief) 60' line and doesn't provoke attacks, XD4 or save for half

TEAM (instead of individual attacks)

- **Electric Arc** Line between Fighter and Thief, 2XD8+X or save for half
- **Triple Attack** No save, single target takes 1D8+X plus 2XD4 poison plus XD8 elemental (once/day)
- **Coordinated Smoke** Bombs 10X' radius from each Rival, advantage on next action

### SPECIAL

- Parry 1 melee attack per round to add 1D4 to Armor (2D4 after X=5)
- † X=times the players have interacted with the Rivals (maximum 10, minimum 1)
- † GM determines when Improved, Paired, and Team attacks are introduced
- † If slain, their patron will teleport them out of Wonderland and likely punish them in some way

## RIVAL MAGE Ⓞ

(ALIKE)

**HD** X+1 **HP** HD×4 **ARMOR** 6+X  
**SPEED** 30'

**SAVE** X+3, X, X-3

**Immunity** One element/day

**Resistance** Mind-altering magic

**Weakness** Fear

### ATTACK

- **Staff** 1D6
- **Cast Spell**
  - **Magic Darts** (1D4 attacks) Each 1D4+X and automatically hit
  - **Elemental Burst** 30' radius, XD10 or save for half
  - **Heal** XD4

IMPROVED ATTACK

- **Magic Staff** 1D6+X
- **Cast Spell**
  - **Magic Darts** (3D4 attacks) Each 2D4+X, automatically hit
  - **Elemental Blast** 60' radius, XD12 or save for half
  - **Heal** 2XD4
  - **Teleport** 10X' (save if unwilling)
  - **Shield** +X to Armor for 1D4+1 rounds

PAIRED (instead of individual attacks)

- **Blinding Misdirect** (Mage & Thief) 30' radius, DC10+X or be blinded for 1D4 rounds and each have one pocket looted
- **Elemental Sword Spin** (Mage & Fighter) Fighter does 360° spin, 1D8+XD8 elemental damage or save for half

TEAM (instead of individual attacks)

- **Electric Arc** Line between Fighter and Thief, 2XD8+X or save for half
- **Triple Attack** No save, single target takes 1D8+X plus 2XD4 poison plus XD8 elemental (once/day)
- **Coordinated Smoke** Bombs 10X' radius from each Rival, advantage on next action

### SPECIAL

- Advantage on anything regarding puzzles and reading
- All Rivals share certain special traits (noted by † on Rival Fighter)

## RIVAL THIEF Ⓞ

(ALIKE)

**HD** X+1 **HP** HD×6 **ARMOR** 9+X  
**SPEED** 50'

**SAVE** X+3, X, X-3

**Immunity** Poison

**Resistance** Fire, Cold

**Weakness** Bribes

### ATTACK

- **Dagger** (2 attacks) each 1D4+X
  - **Observe** Grants ally advantage on attacks against single target for X+1 rounds
  - **Hinder** Single target save or disadvantage on attacks for X+1 rounds
  - **Burgle** Single target, save or up to 5X GP stolen
- IMPROVED ATTACK
- **Poison Dagger** (2 attacks) each 1D4+X plus XD4 poison
  - **Scrutinize** Grants ally advantage on attacks against 1D4+1 targets for X+1 rounds
  - **Interfere** Move 30' line, targets save or disadvantage on attacks for X+1 rounds (doesn't provoke attacks)
  - **Better Burgle** 1D4 adjacent targets, save or up to 20X GP stolen

PAIRED (instead of individual attacks)

- **Toss Thief** (Thief & Fighter) 60' line and doesn't provoke attacks, XD4 or save for half
- **Blinding Misdirect** (Thief & Mage) 30' radius, DC10+X or be blinded for 1D4 rounds and each have one pocket looted

TEAM (instead of individual attacks)

- **Electric Arc** Line between Fighter and Thief, 2XD8+X or save for half
- **Triple Attack** No save, single target takes 1D8+X plus 2XD4 poison plus XD8 elemental (once/day)
- **Coordinated Smoke** Bombs 10X' radius from each Rival, advantage on next action

### SPECIAL

- Advantage on anything regarding doors and locks
- All Rivals share certain special traits (noted by † on Rival Thief)



## SERPENTS (ALIKE)

Snake-like creatures. Some have limbs, some don't, but all are Serpents. They steal the eggs of others and use them to reproduce through rituals that no one has been able to document. They live in underground dens but want to nest in the warm and bright areas of Wonderland. Their scales help make weapons more balanced, and a Serpent's tongue can aid in magical deception.

## SERPENT MAGES (ALIKE)

(ALIKE)

**HD 6 HP 30 ARMOR 10**

**SPEED** 35', 70' (Downhill, Ladders)

**SAVE** +6, +1, 0

**Immunity** Poison

**Resistance** Mind-altering magic, Saves against magic, Heat

**Weakness** Cold

### ATTACK

- **Strike** 1D8+1
- **Spit Venom** Ranged, 1D4 acid plus blind for 1D4 rounds (save for half rounds, minimum 1)
- **Rattle** Serpents within 30' get advantage on attacks for 1 round
- **Cast Spell**
  - **Charm** 1 target for 1 minute (can save every round)
  - **Curse** Save or disadvantage on attack and skill rolls for 2D4 rounds
  - **Camouflage** Up to 4 allies, +10 to stealth for 10 minutes
  - **Thick Skin** +6 to be distributed across ally Armor (one ally +6, two allies each +3, etc.)
  - **Acid Ball** 30' radius, 4D6 or save for half
  - **Sticks to Snakes** 1D8 wood objects (arrows, twigs, chair legs, etc.) turn into snakes (each 1HP, Armor 5, 1D4+1 magic bite per round +3 attack bonus), save required if stick is held

### SPECIAL

- **IDENTIFY PREY**  
Can use reaction to determine enemy with lowest HP (twice/day)
- **COLD BLOODED**
  - Moves half speed for 2 rounds after hit by cold
  - Extra **Strike** attack for 2 rounds after hit by heat
- Advantage on checks relating to smell and eggs
- Can fit through spaces meant for one size smaller
- Regrows lost limbs or tail in 1D4 rounds
- Scales change color when they hear a lie

## SERPENT WARRIORS (ALIKE)

(ALIKE)

**HD 6 HP 45 ARMOR 13**

**SPEED** 30', 60' (Downhill, Ladders)

**SAVE** +5, +2, -2

**Immunity** Poison

**Resistance** Mind-altering magic, Heat

**Weakness** Cold

### ATTACK

- **Strike** (2 attacks) each 1D8+5
- **Spit Venom** Ranged, 1D4+2 acid plus blind for 1D4 rounds (save for half rounds, minimum 1)
- **Grab** (+8 STR) and **Constrict** 2D6+5 (save each round)

### SPECIAL

- While constricting, **Strike** attacks and attacks against Serpent Warrior roll with advantage
- **COLD BLOODED**
  - Moves half speed for 2 rounds after hit by cold
  - Extra **Strike** attack for 2 rounds after hit by heat
- Advantage on checks relating to smell and eggs
- Can fit through spaces meant for one size smaller
- Regrows lost limbs or tail in 1D4 rounds
- Scales change color when they hear a lie



## SHARKS (BIGGER)

Predatory lenders. Solitary by nature, Sharks are drawn to a crowd only if they think they've spotted easy prey. Friendly and happy to loan out money with what they think is a very modest interest rate. Loathe the Banker and will forgive minor debts in exchange for Mock Turtle soup.

**HD 6 HP 50 ARMOR 14**

**SPEED** 60' (Swim), 30' (Land)

**SAVE** +5, +2, -1

**Immunity** Water

**Resistance** Non-magic weapons, Fire

**Weakness** Electricity

### ATTACK

- **Bite** (2 attacks to HP or GP) each 2D6+2
- **Spit Water** (Ranged, 2 attacks) each 1D8+5 plus save or be pushed back 20'
- **Tail Sweep** 360° spin, 2D10 damage and be thrown back 40' (save for half and no throw)
- **Intimidate** 30' radius, save or spend next round fleeing

### SPECIAL

- **ALWAYS MOVING**  
Takes 1D4 damage every round Shark is held in place or frozen
- Advantage on attacks against unarmored targets and objects
- Doesn't provoke attacks when swimming away from target
- Gets 3 points per round to spend at the end of an enemy's turn (1 action per turn):
  - **Single Water Spit** (cost 1)
  - **Move** (cost 1) 30'
  - **Toughen Up** (cost 2) During a melee attack (roll 1D4+2 and add to Armor)
  - **Unnerve** (cost 2) Single target, save or attacks roll at disadvantage for 1D4+1 rounds
  - **Slam** (cost 2) 2D8
  - **Save Any Fail** (cost 3) Take 10 damage



## SHEEP (ALIKE)

Savvy merchants and skilled tradesfolk. Nearly all businesses in Wonderland are run by Sheep, and a few even act as traveling merchants. Changing a Sheep's mind is hard, but tricking or deceiving one is nearly impossible.

### NAMES

Woolam, Winnie, Babson, Beatrice, Woolworth, Willow, Bufford, Belen, Wulfram, Wim, Bosley, Barbo, Wednesday, Wilfred, Bedell, Basha, Walden, Wendell, Bergen, Bonnie

**HD 4 HP 18 ARMOR 10**

**SPEED 30'**

**SAVE +3, +2, 0**

**Immunity** Electricity

**Resistance** Water, Persuasion, Deception

### ATTACK

- **Knitting Needle** (2 attacks) each 1D4+2
- **Ram** 1D4+3 plus additional 1D4 for every 5' it moves this round before it attacks (up to 6D4)
- **Static** All adjacent targets, 3D4 electricity or save for half
- **Transmute Object** Any held object into something else, lasts only within the current Square

### SPECIAL

- **OUT OF MY SHOP**  
Can teleport all other creatures out of their store up to 2 Squares away (not applicable to traveling merchants)
- Advantage on checks relating to boats and business

## SHUTEYES (BIGGER)

Interdimensional creatures just trying to get some sleep. Their highly developed eyes are sensitive to light, so they prefer heavy blankets and quilts when sleeping in Wonderland beds. Terrified of the Almost Alice but also know they're safe under the covers. Just one of their eyes is more powerful than a wardrobe full of scrolls.

**HD 11 HP 150 ARMOR 15**

**SPEED 35'** (Hover)

**SAVE +8, +6, +2**

**Immunity** Falling

**Resistance** Non-magic weapons, Saves against magic

**Weakness** Light, Lullabies, Darkness acts as Sleep spell

### ATTACK

- **Slam** (3 attacks) each 4D10+2
- **Eye Blast** (2D4 unique attacks/round)
  - **Antigravity** 60' cone, save or float for 2D4 rounds (can swim in air at half speed)
  - **Bind Limbs** 1D4+1 targets for 1 minute, can save every round
  - **Charm** 1D4+1 targets for 1 minute, can save every round
  - **Disintegrate** Single target's limb dissolves or save and 4D12+6 instead
  - **Electrocute** 60' line, 6D10 electricity or save for half
  - **Flesh to Stone** Single target, 1/3 of body turns to stone (head, torso and arms, or legs) or save for single limb, also works as Stone to Flesh
  - **Guard** +3 to Armor for 1D4+1 rounds
  - **Heal** 3D10+6

### SPECIAL

- Can see the invisible
- **ANTI-MAGIC GAZE**  
45' anti-magic cone extends from Shuteye's main eye
- Gets 3 points per round to spend at the end of an enemy's turn (1 action per turn):
  - **Bite** (cost 1) 2D12+2
  - **Move** (cost 1) 30'
  - **Wink** (cost 1) End any effect on enemy
  - **Blink** (cost 2) End any effect on self
  - **Nod** (cost 2) Turn an ally's failure into a success
  - **Single Eye Blast** (cost 3) Any blast
  - **Save Any Fail** (cost 3) Take 10 damage



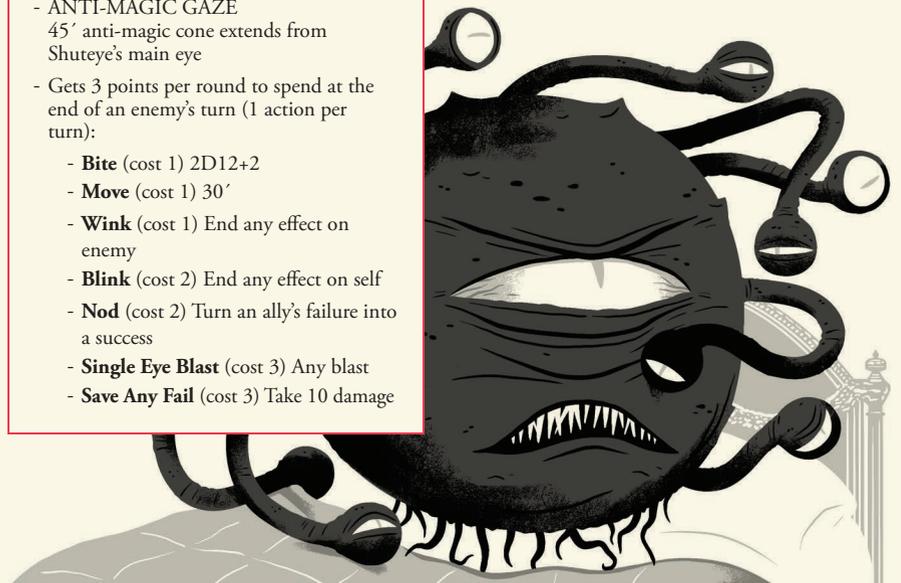
## THE SLEEPING

### Dormiens Pacifice • The Elder Rest

The Sleeping's identity is up to the GM. Be it Alice, the player characters, or something else, what matters is that they are the architect of Wonderland. They created this wondrous land, and they're currently the strongest bridge between The World Above and Pandæmonium. Waking The Sleeping is the only way to sever these ties, but at what cost?

Lilith is deeply interested in The Sleeping, as she believes they have the power to successfully replace her as the ruler of The Plane of Dreams.

\*Stats and The Sleeping's identity to be determined by the GM.



## SLITHY TOVES (ALIKE)

Blind omnivores with a nearly indestructible corkscrew-like nose. These burrowers prefer to nest under sundials, though no one knows why. Despite the difference in size, Toves are natural predators of Dirtworms. Their claws and snout can easily pierce Dirtworm hide, and thus Tove poaching is common in Wonderland.

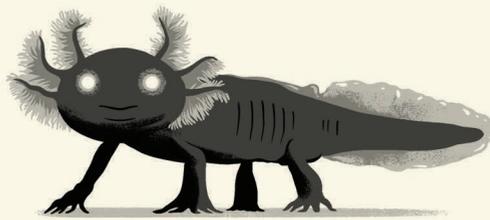
**HD 8 HP 65 ARMOR 14**  
**SPEED** 30' (Land), 60' (Burrow)  
**SAVE** +6, +3, -1  
**Immunity** Electricity, Light, Light magic  
**Resistance** Bludgeoning, Water, Earth  
**Weakness** Hearing-based magic

### ATTACK

- **Claws** (2 attacks) each 2D8+6
- **Snout Drill** Roll 1D6, on 5 or 6 target loses half total HP
- **Shake Fur** 45' radius, 2D8 poison damage or save for half
- **Dig Down** Any ground, doesn't provoke attack and **Pull Under** 3D6 and buried or save for half damage and submersion

### SPECIAL

- **GROUND SENSE**  
Can sense any movement on the same natural surface within 100' radius
- Double advantage and maximum damage for attacks against Dirtworms
- Burrowing leaves no opening behind
- Advantage on checks made in darkness



## SNARKS (SMALLER)

Blue amphibians with faintly glowing yellow eyes. Hunted because a Snark grants a wish to anyone who catches it. The risk to hunting Snarks is that they look identical to Boojums. When a Boojum is caught, it causes its captor to completely vanish. For many, the chance of a single wish is worth ceasing to exist.

Both Snarks and Boojums will rummage through drawers and rubbish to find the thimbles, forks, and soap they use to make their nests.

**HD 5 HP 30 ARMOR 10**  
**SPEED** 60' (Swim in water or air)  
**SAVE** +4, +2, 0  
**Immunity** Mind-altering magic  
**Resistance** All magic, All weapons

### ATTACK

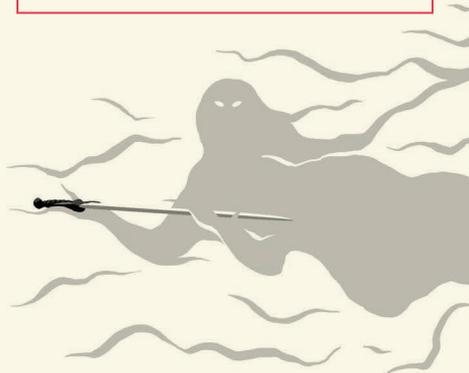
- **Snare & Yark** 10' range, 2D8 and either pushed or pulled 10'
- **Snap & Spark** (Ranged, 2 attacks) each 2D6 and save or be paralyzed next round
- **Snarl & Bark** All who hear save or move full speed away
- **Snip & Mark** 2D10 and target save or attacks against them roll with advantage for remainder of encounter
- **Snuff & Hark** All lights in area go out and advantage on next action

### SPECIAL

- Can see in total darkness
- If captured alive, cannot be released until it grants its captor a single wish (GM use discretion)

### VARIANT

- Sometimes a Snark be a Boojum!  
 (Roll 1D6, on a 1 or 2 the Snark is a Boojum)
- **BOOJUM** When caught alive, a Boojum's captor gently fades out of existence and leaves behind all of their possessions



## SPIRITS (VARYING SIZES)

When someone from The World Above dies in Wonderland with unfinished business, a part of them might remain to haunt the land. Some seek a proper burial, others want revenge, and a few simply aren't ready for what happens after death.

Spirits are limited both physically and mentally. A Spirit will retain only two of their physical traits (visibility, speech, touch) and only one of their mental traits (memory or feelings). When their purpose is fulfilled, they regain all that they've lost for a few moments before passing on.

**HD Nil HP Endure 2D4 rounds of combat**  
**ARMOR 5**  
**SPEED** 40' (Hover, Fly)  
**SAVE** +3, 0, +3  
**Immunity** Non-magic weapons, Mind-altering magic  
**Weakness** Holy/Light magic

### ATTACK (only 2 of the 3 categories)

- VISIBLE**
- **Terrifying Face** All who can see, 2D10 and spend next round fleeing or save for half and no effect (once/encounter)
  - **Alter Appearance** Any form similar to Spirit's size but retains transparency and glow
  - **Illusion** Maintain up to 3 small illusions or 1 large illusion that fills a 30' area, can save to see through deception

### AUDIBLE

- **Throw Voice** Up to 100' away
- **Silence Others** 60' radius, can save every round
- **Wail** All who can hear, 3D6 and deafened for next round or save for half and no effect

### TANGIBLE

- **Chilling Touch** 2D6 and save or fall over paralyzed for next round
- **Scratch** (2 attacks) each 2D6 and damage can be healed only after wound is washed with holy water or a Bishop-blessed liquid
- **Throw Object** The bigger it is, the more D6s

### SPECIAL

- Can only travel as far as the current Block
- Reappears in 1D12 minutes after 2D4 rounds of combat unless their unfinished business is resolved

### VARIANT

- While each Spirit is unique, there is one category commonly found in Wonderland
- **FIGHTING SPIRITS**
    - Always visible and tangible
    - **Punch** instead of **Scratch** attack, and the bruises they leave behind take the shape of what the Spirit is trying to communicate

## TEA PARTY

### The Hosts • Time Killers • Mad Teatotalers

Neither Dormouse, Hatter, nor March Hare can remember how long they've been cursed. They only recall waiting for their guests to arrive and each absentmindedly humming to kill time.

But something about their harmony at that moment truly did kill Time. Now the trio is locked in an endless repetition of Afternoon Tea. At 4pm they start their party and spend the hour eating, drinking, and entertaining. After 60 minutes pass, they're back where they began and it all starts over. The curse has affected each of them differently, but they all have one desire: to unkill Time.

### PERSONALITY TRAITS

- ALL THREE
  - Love entertaining and all things music
- DORMOUSE
  - Kind, gentle, and always tired
- HATTER
  - Loud, animated, and loves riddles
- MARCH HARE
  - Serious and somber but gets excited about desserts (particularly carrot cake)

### IDEALS

- Novelty: routine is maddening

### BONDS

- ALL THREE
  - Best friends with each other
  - Afraid of the Royals
- DORMOUSE
  - Reluctant leader of the Mice
  - Despises Cheshire Cat
- HATTER
  - Friendly with Tweedledee and Tweedledum
- MARCH HARE
  - Friendly with White Rabbit

### FLAWS

- DORMOUSE
  - Constantly procrastinates
- HATTER
  - Uses enthusiasm to mask his anger and fear
- MARCH HARE
  - Hates when plans don't go as expected

### OTHER PROFICIENCIES

- ALL THREE
  - Singing, performing, and entertaining
- DORMOUSE
  - Influencing Mice and finding secrets
- HATTER
  - Tailoring and mending (particularly hats)
  - Anything to do with beverages
- MARCH HARE
  - Listening and making plans
  - Anything to do with desserts

## DORMOUSE (SMALLER)

### Sister to the Mice • Dormir • Elder Gliridae

Dormouse is the quiet peacekeeper of the group, and her body has been most affected by the curse, as she is perpetually tired. If she's not sleeping, she wishes she were. The Mice of Wonderland view Dormouse as an elder and mentor.

*"Oh, that's nice, dear. Wake me when it's sorted and ask Hatter to put some tea on in the meantime."*

**HD 4 HP 20 ARMOR 12**

**SPEED 40'**

**SAVE +3, +2, -3**

**Immunity** Poison, Spirit attacks, Time-based magic, Getting lost

**Weakness** Sleep, Cats act as Fear spell

### ATTACK

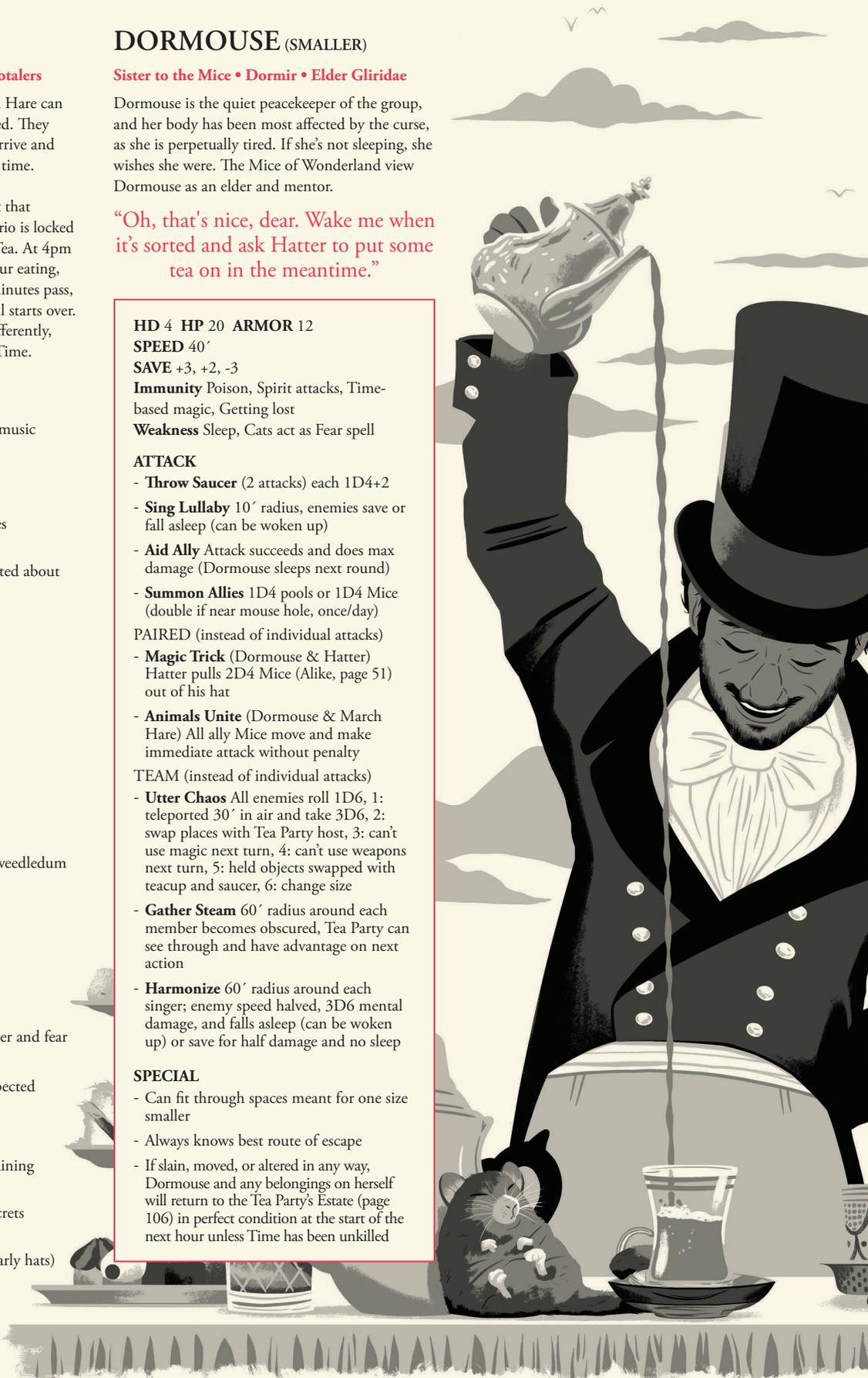
- **Throw Saucer** (2 attacks) each 1D4+2
- **Sing Lullaby** 10' radius, enemies save or fall asleep (can be woken up)
- **Aid Ally** Attack succeeds and does max damage (Dormouse sleeps next round)
- **Summon Allies** 1D4 pools or 1D4 Mice (double if near mouse hole, once/day)

PAIRED (instead of individual attacks)

- **Magic Trick** (Dormouse & Hatter) Hatter pulls 2D4 Mice (Alike, page 51) out of his hat
  - **Animals Unite** (Dormouse & March Hare) All ally Mice move and make immediate attack without penalty
- TEAM (instead of individual attacks)
- **Utter Chaos** All enemies roll 1D6, 1: teleported 30' in air and take 3D6, 2: swap places with Tea Party host, 3: can't use magic next turn, 4: can't use weapons next turn, 5: held objects swapped with teacup and saucer, 6: change size
  - **Gather Steam** 60' radius around each member becomes obscured, Tea Party can see through and have advantage on next action
  - **Harmonize** 60' radius around each singer; enemy speed halved, 3D6 mental damage, and falls asleep (can be woken up) or save for half damage and no sleep

### SPECIAL

- Can fit through spaces meant for one size smaller
- Always knows best route of escape
- If slain, moved, or altered in any way, Dormouse and any belongings on herself will return to the Tea Party's Estate (page 106) in perfect condition at the start of the next hour unless Time has been unkilld



## HATTER (ALIKE)

Mad Hatter • Hatta • Theophilus Milliner

Hatter is the vocal leader of the group, and his mind has been most affected by the curse. If he hasn't already forgotten what he was saying or doing, he will in a moment. Loves talking about two things: clothing and tea.

“What a wonderfully wild wardrobe!  
Would you like me to make some  
adjustments? No? Okay!”

HD 5 HP 35 ARMOR 13

SPEED 30'

SAVE +4, +2, -3

**Immunity** Poison, Spirit attacks, Time-based magic

**Weakness** Mind-altering magic

### ATTACK

- **Throw Teacup** (2 attacks) each 1D4+2
- **Hats Off** All enemies save or hat blown 30' away (once/encounter)
- **Pour Tea** 30' cone, 2D10 fire and one effect (see SPECIAL) or save for half and no effect
- **Ask Riddle** All targets who can hear, 3D8 mental damage, half damage for all; if any target gives an answer (if GM determines answer quite clever, no targets suffer any damage), riddles follow a simple format and have no solution:  
(Question) is (noun) like (noun)? Examples:
  - Why is a tooth like the sun?
  - When is a donkey like a broken window?
  - How is a typewriter like an avalanche?
  - Where is a ladder like a loaf of bread?
  - Which playing card is like an old shoe?

PAIRED (instead of individual attacks)

- **Tea & Cakes** (Hatter & March Hare) 60' cone from Hatter, 4D10 fire and limbs stuck to side or save for half and no effect

- **Magic Trick** (Hatter & Dormouse) Hatter pulls 2D4 Mice (page 51) out of his hat

TEAM (instead of individual attacks)

- **Utter Chaos** All enemies roll 1D6, 1: teleported 30' in air and take 3D6, 2: swap places with Tea Party host, 3: can't use magic next turn, 4: can't use weapons next turn, 5: held objects swapped with teacup and saucer, 6: change size
- **Gather Steam** 60' radius around each member becomes obscured, Tea Party can see through and have advantage on next action
- **Harmonize** 60' radius around each singer; enemy speed halved, 3D6 mental damage, and falls asleep (can be woken up) or save for half damage and no sleep

### SPECIAL

- Can react once/round to change type of tea for **Pour Tea** attack
- Attacks deal 10D6 on a critical hit
- Knows the properties of any hat, magical garments, or drinks
- Can remove any hat from any head at any time
- TEAS
  - **Breakfast** Dessert attacks deal double damage for 1D4 rounds
  - **Chamomile** Disadvantage on attacks for 1 minute (can save every round)
  - **Hibiscus** Single limb goes numb for 1D4 rounds
  - **Peppermint** Half speed for 1 minute (can save every round)
- If slain, moved, or altered in any way, Hatter and any belongings on himself will return to the Tea Party's Estate (page 106) in perfect condition at the start of the next hour unless Time has been unkilld

### WONDROUS HAT

Wearing Hatter's hat grants the wearer the following powers:

- Know the properties of any hat, magical garment, or drink
- Can summon 1D4 pools of Mice (once/day)
- Double disadvantage on all mind-related rolls
- Once put on a head, hat cannot be removed for 60 in-game minutes



## MARCH HARE (ALIKE)

Haigha • Morven Heywood

March Hare is the serious planner of the group, and their spirit has been most affected by the curse. They can function without trouble, but they have difficulty finding the will to enact their ideas. Simply sighs while staring off into the distance.

“Hmm? Oh, it isn't? Well, we should  
certainly celebrate if it's not your  
birthday. Perfectly sensible.”

HD 6 HP 45 ARMOR 13

SPEED 40'

SAVE +5, +2, -3

**Immunity** Poison, Spirit attacks, Time-based magic

**Resistance** Poison

**Weakness** Fear

### ATTACK

- **Disarm** Contest against target with +5 to either speed or strength and weapon is replaced with a teacup
- **Just Desserts** Create 1 pool of unallied Custard (page 26) or Jelly Cube (page 46)
- **Clotted Cream** (Ranged, 2 attacks) each 1D8+5 and save or single effect (legs stuck together, arm stuck to side, or mouth stuck shut) for 1 minute, can be washed off
- **Cucumber Sandwiches** (Ranged, 4 attacks) each 1D4+2 and save or be blinded for 1 round

PAIRED (instead of individual attacks)

- **Animals Unite** (March Hare & Dormouse) All ally Mice move and make immediate attack without penalty
- **Tea & Cakes** (March Hare & Hatter) 60' cone from Hatter, 4D10 fire and limbs stuck to side or save for half and no effect

TEAM (instead of individual attacks)

- **Utter Chaos** All enemies roll 1D6, 1: teleported 30' in air and take 3D6, 2: swap places with Tea Party host, 3: can't use magic next turn, 4: can't use weapons next turn, 5: held objects swapped with teacup and saucer, 6: change size
- **Gather Steam** 60' radius around each member becomes obscured, Tea Party can see through and have advantage on next action
- **Harmonize** 60' radius around each singer; enemy speed halved, 3D6 mental damage, and falls asleep (can be woken up) or save for half damage and no sleep

### SPECIAL

- Advantage on any hearing or dessert-related checks
- If slain, moved, or altered in any way, March Hare and any belongings on themselves return to the Tea Party's Estate (page 106) in perfect condition at the start of the next hour unless Time has been unkilld



## TEARRIERS (SMALLER)

The Heart Queen's beloved pets. Tearriers have two personalities: menacing and miserable. They spend most of their time asleep, and their nature can't be discerned until they're awake. If menacing, they will rip and tear and attack anyone except the Queen. If miserable, they will sob and wail until the Queen gives them attention. The Heart King hates them all.

If smaller than the Tearrier, a daring adventurer can grab the tuft of fur on their heads to calm and control the dogs like a trained horse.

**HD 6 HP 40 ARMOR 11**

**SPEED 25'**

**SAVE +4, +3, -1**

**Immunity** Fear, Command (except from Heart Queen)

**Resistance** Hearing-based magic

**Weakness** Bones act as Charm spell

### ATTACK

#### MENACING

- **Bark** Roll 1D6, on a 6 an Executioner (page 34) appears next round
- **Bite** 2D10+4 (damage can only be healed by magic)
- **Bait** Pretends to die as a reaction and next round **Bite** (2 attacks) with advantage

#### MISERABLE

- **Whimper** Roll 1D6, on a 6 2D4 Playing Cards (page 57) appear next round
- **Weep** All who can see save or disadvantage on attacks for 1 round
- **Wail** All who can hear take 6D4 and deafened for next round or save for half and no effect

### SPECIAL

- Will never attack the Heart Queen or anyone wearing her crown
- Advantage on attacks against Heart King or anyone wearing a king's crown
- Barking/Whimpering likelihood increases with multiple Tearriers (2 Tearriers: 5-6, 3 Tearriers: 4-6, etc.)

## TIME Ⓞ (BIGGER)

**Chronos • Aion • Nicola Ofeer**

Time, in its countless forms, exists everywhere all at once. It's the nature of the job. But in Wonderland, Time is dead. Hatter, March Hare, and Dormouse weren't planning on killing Time with their music, but what's done is done. The full ramifications aren't fully understood, but one consequence is Wonderland falling out of rhythm with The World Above. Sometimes a day in Wonderland can take a month or a minute to pass by. This is why Time wishes to be unkilld.

Time's location, as well as how someone unkills the personification of an abstract concept, isn't known. But that doesn't mean it can't be known. Can a dedicated group of adventurers help, or is it beyond their limits? Only Time will tell.



**HD 24 HP 240 ARMOR 24**

**SPEED 120'** (Teleport, Any surface)

**SAVE +16, +12, +6**

**Immunity** Non-magic weapons, Time magic

**Resistance** Magic and magic weapons

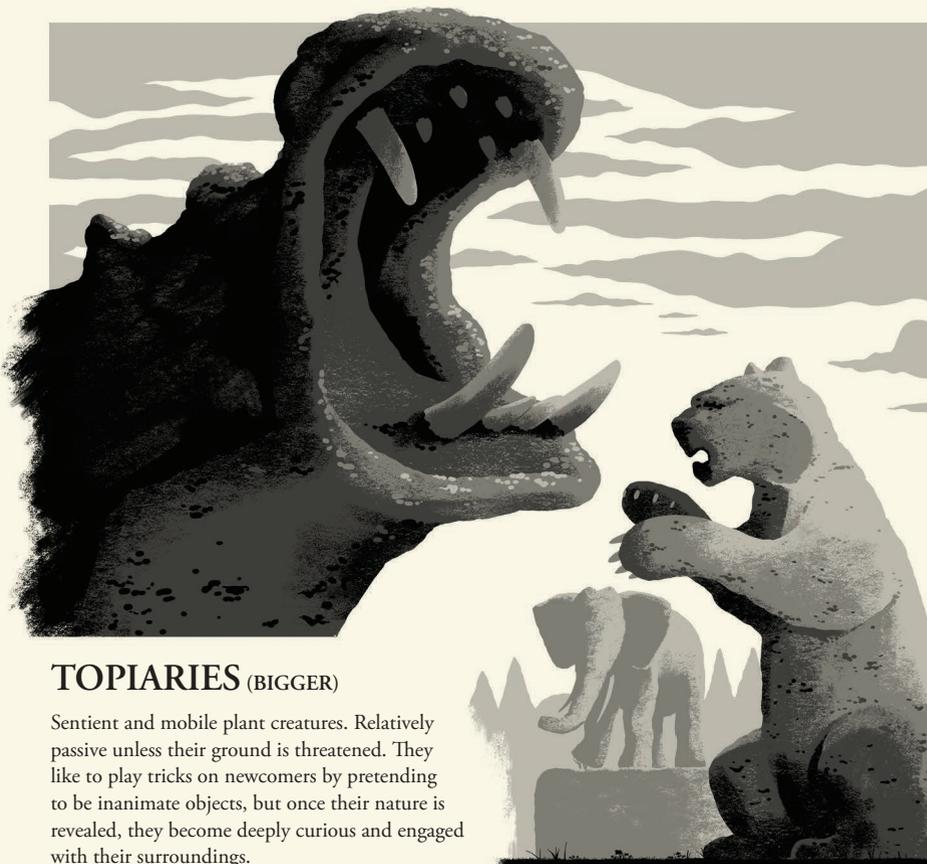
**Weakness** Idling and stalling

### ATTACK

- **Sandstorm** 12D12 for 12 rounds (save for half damage each round) and ground becomes difficult terrain
- **Pocket Watch** 20' radius 360° spin, 12D12+12 damage and speed halved for 1D12 rounds or save for half and no speed reduction
- **Grind Gears** (3 attacks) each 6D12+12
- **Cast Spell**
  - **Slow** All enemies half speed and takes twice as long to do anything for 1D4 days (can save once/day)
  - **Stop** All enemies save or freeze in place for 1D4 minutes (can save every round)
  - **Gravity** 2D4 targets teleported 120' in the air and take 12D6, save for half height and damage
  - **Heavy** 2D4 targets, current HP halved
  - **Float** 2D4 targets lose gravity and start floating up 10' each round, can save every other round
  - **Age** 2D4 targets age 10 years/round, can save every round

### SPECIAL

- **COUNTDOWN**  
If Time hasn't been defeated after 12 rounds, HP returns to full (announce to table after each round) and a new countdown begins
- Gets 3 points per round to spend at the end of an enemy's turn (1 action per turn):
  - **Single Grind Gear** (cost 1)
  - **Teleport** (cost 1) 30'
  - **Chime** (cost 1) 60' radius, save or deaf for 1D6 rounds
  - **Better Teleport** (cost 2) 120'
  - **Jump** (cost 2) 8 hours pass instantly (all ongoing effects end)
  - **Warp** (cost 3) All creatures swap locations (can save, decided by GM)
  - **Bide** (cost 3) Time can't take actions for 1D4 rounds but deals double damage taken during those rounds to all enemies
  - **Save Any Fail** (cost 3) Take 10 damage
- If slain, Time's killers are cursed to endlessly repeat the next hour until Time is unkilld



## TOPIARIES (BIGGER)

Sentient and mobile plant creatures. Relatively passive unless their ground is threatened. They like to play tricks on newcomers by pretending to be inanimate objects, but once their nature is revealed, they become deeply curious and engaged with their surroundings.

**HD** 10 **HP** 60 (Phase 1), 30 (Phase 2)

**ARMOR** 15 (P1), 12 (P2)

**SPEED** 25'

**SAVE** +7, +3, -2

**Immunity** Blindness, Plant magic, Light magic  
heals

### PHASE 1

**Resistance** Earth, Water, Piercing/Bludgeoning

**Weakness** Slashing, Poison

### ATTACK

- **Ram** 1D6+3 plus additional 1D6 for every 5' it moves this round before it attacks (up to 6D6)
- **Slam** (2 attacks) each 3D8 and save or be thrown back 30'
- **Leaf Blade** 30' cone, 3D10 or save for half
- **Leach Soil** Regain 3D10 HP (once/day)
- **Uproot Earth** 30' radius becomes difficult terrain (must be natural surface)

### SPECIAL

- Advantage on looking like a static plant when motionless
- Advantage on attacks in direct sunlight
- Not affected by difficult terrain on natural surface
- Any HP leached beyond maximum health can be used either to increase HP total for Phase 1 or as damage bonus next round

### PHASE CHANGE

- After losing all Phase 1 HP, Topiary's leaves change color and begin falling off and transitions into Phase 2
- All ongoing effects end when entering Phase 2
- Damage or healing doesn't carry over between Phases and recovers to Phase 1 after 1D6 hours in direct sunlight

### PHASE 2

**Resistance** Wind, Cold, Undead magic, Piercing/Bludgeoning

**Weakness** Slashing, Fire

### ATTACK

- **Slam** (2 attacks) each 3D8 plus 2D6 undead
- **Branch Whip** 10' radius, 3D12 or save for half
- **Grab** (10' reach, +7 STR) and **Leach** 3D6 plus restrained (Topiary healed for half)
- **Leach** (Target already restrained) 3D12 and heal Topiary for half
- **Secrete Sap** 30' radius becomes sticky

### SPECIAL

- Advantage on looking like a static plant when motionless
- Not affected by sticky terrain
- Any HP leached beyond maximum health can be used either to increase HP total for Phase 2 or as damage bonus next round

## TORTOISES (ALIKE)

The educators and mentors of Wonderland. Most are old, surly, and tired, but all are deceptively capable at whatever they've studied. Tortoises prefer dark, quiet places where they can be alone and read by lantern light.

**HD** 5 **HP** 35

**ARMOR** 18 (In shell), 15 (Exposed)

**SPEED** 15'

**SAVE** +5, +2, 0

**Immunity** Mind-altering magic

**Resistance** Magic

**Weakness** Blindness

### ATTACK

- **Lantern Staff** 10' radius 360° spin, 1D6+2 plus 1D6 fire and fall prone or save for half fire and no fall
- **Chef Knife** Target's HP drops to 1
- **Cast Spell**
  - **Elemental Cone** 30' 24 damage or save for half
  - **Elemental Ball** 48 damage or save for half
  - **Magic Darts** (2D4 attacks) each deal 6 damage, automatically hit
  - **Haste** Movement triples and doesn't provoke attack (3 rounds)
  - **Heal** 20 HP

### SPECIAL

- Deals maximum damage with any weapon or reading any magic scroll
- Can use reaction to parry a single melee attack (roll 1D6 and add to Armor)
- Can read any language
- If lantern is lit, then can't get lost in Mustard Mine, Tulgey Wood, or Hedge Maze



## TWEEDLEDEE & TWEEDLEDUM (ALIKE)

**Dee & Dum • The Tweedles • Frideric & Johunn Twendell**

The Tweedles were not always so forgetful, clumsy, and superstitious. Their home's proximity to Tulgey Wood, also known as the Forgetful Forest, slowly affected their minds. Few remember what they were like before, but they're content now and no one seems to mind.

The Tweedles spend most days training to become Knights. Their greatest wish is to serve the White Royals and slay the Jabberwock. Dee & Dum don't understand why it hunts them, but they know it stays away from their home.

**"Would you like . . . to train with us? We're becoming . . . Knights, you know. And the first order of Knighthood . . . is to do battle!"**

### PERSONALITY TRAITS

- Finish each other's sentences
- Happy all of the time
- Very confident, yet they know very little
- Superstitious and perform simple rituals
- They label all of their belongings to identify what belongs to which brother
- Enjoy hugs, performative battles, and showing off what they know

### IDEALS

- Courage: it's important to stand up and do what's right

### BONDS

- Deeply supportive of each other
- Enamored with the White Royals and Knights
- Afraid of the Crow and all blackbirds
- Terrified of the Jabberwock

### FLAWS

- Grossly overestimate their skills and abilities

### OTHER PROFICIENCIES

- Navigating Tulgey Wood
- Causing distractions
- Finding what's lost and losing what's found
- Dancing

**HD 4 (Each) HP 25 (Each) ARMOR 13**

**SPEED 25' (Skip)**

**SAVE +5, 0, -3**

**Immunity** Mind-altering magic (except Confusion and Charm)

**Resistance** Non-magic weapons, Psychic/Mental damage

**Weakness** Confusion, Crow or blackbirds act as Fear spell

### ATTACK (1 each)

- **Punch** (3 attacks) each 1D6-3
- **Contrariwise** Save or target swaps held objects with adjacent Tweedle
- **Grab** (+8 STR) Up to 2 adjacent targets and **Spin** acts as Confusion spell
- **Bounce** Up to 3 adjacent targets, each thrown back 30' and 3D6 or save for half distance and damage
- **Cast Spell**
  - **Rattle Away** Save or target can't stop talking for 1 minute
  - **Rattle Nerves** 1D4+1 targets save or disadvantage on all rolls on next turn
  - **Rattle Brain** 3D12 mental damage and save or forget most recent attack (spell, how to use weapon, etc.) for remainder of encounter

PAIRED (instead of individual attacks)

- **Squish** Tweedles rush together (doesn't provoke attack), targets in their path take 8D10 damage or save for half
- **Bump & Bounce** Target gets bounced between Tweedles until they save, 2D12 for every fail until target succeeds

### SPECIAL

- The Tweedles' physical attacks must roll under Armor to hit as they're afraid to fight. Critical misses deal double damage and will paralyze the Tweedle with shock for 1 round
- Look like wax figures when standing still
- Can navigate Mustard Mine, Tulgey Wood, and the Hedge Maze without getting lost
- Double disadvantage on checks relating to memory

### WONDROUS HAT

Wearing Tweedledee's or Tweedledum's hat grants the wearer the following powers:

- Can never get lost in Mustard Mine (page 100), Tulgey Wood (page 140), or the Hedge Maze (page 164)
- Double disadvantage on rolls relating to memory
- Disadvantage when attacking Knights
- Crow or blackbirds act as Fear spell
- Once put on a head, hat cannot be removed for 60 in-game minutes

## UNICORN

See LION & UNICORN, page 49



## WALRUS & CARPENTER

Waldorf Hatch & Yosef Awl • Wayland Hull & Joseph Saw • Big Wade & Joey the Nail • The Shellfish Bandits

Conmen. They've taken deposits for a ship they'll never build, created pyramid schemes involving cabbage, developed an exchange scam involving bogus currency, and even sold invisible clothes to the Heart King. Nothing is beneath these two in their pursuit of living comfortably. They have expensive tastes but rarely hold on to their riches for very long.

**“You look like an enterprising group! We're what you might call patrons, in that we try to nurture ambition and creativity. Perhaps you've heard of us? My name is Walton Halyard, and this here is my associate, Yusuf Bench. Anything you need, you just find us.”**

### PERSONALITY TRAITS

#### - WALRUS

- Untrusting of all but Carpenter
- Loud and assertive
- Happy to take up space and distract
- Makes the plans

#### - CARPENTER

- Untrusting of all but Walrus
- Polite and speaks softly
- Lures others in with a false sense of security
- Able to create whatever contraption needed for the plan

### IDEALS

- Comfort: life is hard and making it a little more tolerable is priceless

### BONDS

- Walrus hates the Kangaroos
- Carpenter hates Rocking-Horse Flies
- Devoted to each other
- Currently swindling the Duchess
- Loathe Heart King and his taxes
- Afraid of both the Banker and the Profits
- Love Oysters, Lobsters, and Crabs

### FLAWS

- Can't pass up on an easy mark

### OTHER PROFICIENCIES

- Anything that requires charisma and charm
- Knowing someone fit for any task
- Finding seafood
- Appraising and reselling

## CARPENTER (ALIKE)

HD 8 HP 45 ARMOR 13

SPEED 40'

SAVE +5, +3, 0

**Resistance** Mind-altering magic, Bludgeoning, Deception

**Weakness** Fire

### ATTACK

- **Wood Board** 360° spin with 10' range, save or take 4D8 damage and be thrown back 10'
  - **Throw Tools** (3 attacks) each 1D4+5
  - **Toss Nails** 40' radius becomes difficult terrain and 2D6 for every 5' of movement in area (Carpenter isn't affected)
  - **False Betrayal** 1D8 to ally and movement doesn't provoke attack, Carpenter and ally's next action rolls with double advantage
- PAIRED (instead of individual attacks)
- **Carpenter Toss** 60' range, 10' radius takes 6D10 and save for half (Carpenter takes 2D6 damage)
  - **Weep** All environmental spells/effects within 60' end
  - **Jostle & Steal** Single target takes 2D10 from Walrus (save for half) while Carpenter steals 1D4 valuables (no save)

### SPECIAL

- Carpenter always acts after Walrus
- Deals double damage to objects and structures
- Double advantage on sleight of hand

### WONDROUS HAT

Wearing the Carpenter's paper hat grants the wearer the following powers:

- Always acts after anyone wearing the Walrus's hat
- Double advantage on sleight of hand
- Deals maximum physical damage to objects and structures
- Once put on a head, hat cannot be removed for 60 in-game minutes

## WALRUS (ALIKE)

HD 8 HP 75 ARMOR 15

SPEED 30'

SAVE +6, +2, 0

**Immunity** Deception

**Resistance** Mind-altering magic

**Weakness** Electricity

### ATTACK

- **Walking Stick** (3 attacks) each 1D6+6
  - **Blow Smoke** Obscuring fog in 30' radius, Walrus & Carpenter can see through it
  - **Distracting Fiddle** All who can hear save or lose reaction, and attacks by Walrus or Carpenter roll with advantage for 1D4 rounds
  - **False Betrayal** 1D8 to ally and movement doesn't provoke attack, Walrus and ally's next action rolls with double advantage
- PAIRED (instead of individual attacks)
- **Carpenter Toss** 60' range, 10' radius takes 6D10 and save for half (Carpenter takes 2D6 damage)
  - **Weep** All environmental spells/effects in the Square end
  - **Jostle & Steal** Single target takes 2D10 from Walrus (save for half) while Carpenter steals 1D4 valuables (no save)

### SPECIAL

- Walrus always acts before Carpenter
- Deals max damage to Crabs, Lobsters, and Oysters
- Double advantage on deception

### WONDROUS HAT

Wearing the Walrus's top hat grants the wearer the following powers:

- Always acts before anyone wearing the Carpenter's hat
- Double advantage on deception
- Deals maximum physical damage to Crabs, Lobsters, and Oysters
- Once put on a head, hat cannot be removed for 60 in-game minutes



## WEEDS

Not all Weeds are sentient, but those that are wish they were treated as well as the Flowers. Weeds see no difference between themselves and the other flowering flora of Wonderland. They grow in the soil, they like a good balance of sunlight and rain, and they fear any gardener wielding shears.

Despite being deeply insecure and quick to lash out, Weeds are truly welcoming to those that show them kindness and respect. Spend enough time with a Weed and they will be more generous with their pollen and open with their secrets than any other plant. Just don't mention the Flowers.

### NAMES

Bud, Zahir, Florian, Jimson, Laurence, Root, Charlie, Jacoby, Blodwyn, Pistil, Fiorello, Clem, Kunal, Hana, Chicory, Stem, Jacek, Sedge, Crisanto, Field

## WEEDS (ALIKE)

**HD 5 HP 25 ARMOR 13**

**SPEED 5'**

**SAVE +4, +1, -1**

**Immunity** Plant magic, Light magic heals

**Resistance** Earth, Wind, Water, Piercing

**Weakness** Slashing, Poison

### ATTACK

- **Instill** 2D8+1 mental damage or save for half
- **Shoot Barbs** (Ranged, 2 attacks) each 1D8+4
- **Root Slash** 1D6 targets, 3D4+1 or save for half (up to 50' away)
- **Root Bind** Save or **Pull Down** up to waist
- **Pollen Cloud** 40' radius, save or blind for 1 minute (can save every round)
- **Leach Soil** Regain 4D6 HP (once/day)

### SPECIAL

- **HYDRATED REGROWTH**  
Any Weed slain by slashing regrows 2 Weeds (each half total HP) at the start of the Weed's next turn

### VARIANTS

Weeds come in a few different varieties

- **CRABGRASS** Root Slash reaches 100' and up to 2D6 targets
- **RAGWEED** Pollen causes sneezing and crying instead of blindness
- **THISTLES** 6 attacks for Shoot Barbs

## WEEDS (SWARM, SMALLER)

**HD 2 / pool HP 5 / pool ARMOR 11**

**SPEED 5'**

**SAVE X+3, X+1, X**

**Immunity** Conditions that affect a single target, Plant magic, Light magic heals

**Resistance** Earth, Wind, Water, Piercing

**Weakness** Slashing, Poison

### ATTACK

- **Shoot Barbs** (Ranged, 2 attacks) each XD4+2
- **Root Slash** Up to X targets, XD4+2 or save for half (up to 20' away)
- **Pollen Cloud** 10X' radius, DC10+X save or blind for 1 minute (can save every round)

### SPECIAL

- **POOLS**

- X equals number of pools (maximum 10, minimum 1)
- Can combine or divide pools as a reaction (once/round)
- Area-effect damage carries over across pools, single-target damage/healing does not
- Loss of one pool is permanent and reduces the value of X
- **HYDRATED REGROWTH**  
Any pool slain by slashing regrows 2 pools at the start of the Weeds' next turn

### VARIANTS

Weeds come in a few different varieties

- **CRABGRASS** Root Slash reaches 40'
- **RAGWEED** Pollen causes sneezing instead of blindness
- **THISTLES** 4 attacks for Shoot Barbs



## WHITE KING (ALIKE)

The Chess King • Lord Cyrus the First •  
The Duke of White Glass

Ruler of Looking-Glass Land along with the White Queen, though they abandoned the region after it began suffering from a terrible cold. Now he plans to overthrow the Heart Queen and King and rule all of Wonderland.

The White King's greatest hurdle is his poor memory. He vaguely recalls what's happened in the last few minutes and will completely forget any encounter after 10 minutes. If it weren't for his Bishops, he may not even remember his rank as King.

**"I've just had a brilliant idea!  
A perfect plan. Oh, where are my  
Bishops? I must tell someone!  
Not you. Who are you again?"**

### PERSONALITY TRAITS

- Distracts easily and never gets very far with any single task
- Makes small reminder notes when his Bishops are unavailable
- Only recognizes allies by their hats
- Doesn't like being reminded of his bad memory
- Glides along the ground and can't climb stairs

### IDEALS

- Impulsivity: why delay what can happen right now?

### BONDS

- Adores and trusts White Queen
- Relies on the Bishops for reminders
- Respects the honor of his Knights
- Loves his Pawns
- Despises Bone King
- Annoyed by Lion & Unicorn
- Blames Heart Queen and King for the trouble in Looking-Glass Land

### FLAWS

- Never follows through on a promises or goal

### OTHER PROFICIENCIES

- Planning and scheming
- Inspiring and influencing Chess Pieces
- Navigating Looking-Glass Land
- Finding mirrors

HD 13 HP 30 (Phase 1), 90 (Phase 2)

ARMOR 16

SPEED 10' (Glide)

SAVE +8, +5, +1

Immunity Mind-altering magic

Resistance Non-magic weapons, Saves against magic, Liquids, Slipping/falling/pushed over

Weakness Silver weapons, Magic bludgeoning, Hearing-based magic, Stairs and ledges

### PHASE 1

#### ATTACK

- **Ram** 1D6+8 plus save or be thrown back 30'
- **Scepter** (3 attacks) each 1D6+8
- **Summon Guards** 2D4+2 Knights (page 47) or Bishops (page 20) arrive next round (twice/day)
- **Castling** 80' range, move 20' toward large and movable object (wardrobe, statue, etc.), object is teleported directly behind White King after he finishes moving
- **Rally** All allies that can hear White King roll advantage on attacks until King's next turn
- **Cast Spell** (Automatic success against targets wearing Chess Piece hats)
  - **Command** 2D4 targets for 1 minute (save every round)
  - **Hold** 2D4 targets for 1 minute (save every round)

#### SPECIAL

- If pushed over, then all allied Chess Pieces will concede defeat
- Advantage on checks and attacks while in Looking-Glass Land
- Always knows White Queen's location
- Double disadvantage on checks relating to memory
- Gets 3 points per round to spend at the end of an enemy's turn (1 action per turn):
  - **Ram** (cost 1)
  - **Move** (cost 1) 10'
  - **Rally** (cost 2) Single ally
  - **Inspire the Fallen** (cost 2) Ally who dropped to 0 HP gets up with 1 HP (depending on most recent injury)
  - **Save Any Fail** (cost 3) Take 10 damage

### PHASE CHANGE

- After losing all Phase 1 HP, White King's body and mind begin to crack and emit psychic fumes and transitions into Phase 2
- All ongoing effects end when entering Phase 2
- Damage or healing doesn't carry over between Phases and recovers to Phase 1 after 1D6 days

### PHASE 2

#### ATTACK

- **Ram** 1D6+8 plus save or disadvantage on next attack
- **Scepter** (3 attacks) each 1D6+8 plus 2D8 mental damage
- **Castling** 80' range, move 20' toward large and movable object (wardrobe, statue, etc.), object is teleported directly behind White King after he finishes moving
- **Cast Spell** (Automatic success against targets wearing chess piece hats)
  - **Train of Thought** 200' line, 6D12 mental damage or save for half
  - **Scatterbrain** 80' radius, 4D10+10 mental damage and pushed back 30' or save for half and no push back
  - **Slip the Mind** Forget most recent attack (spell, how to use weapon, etc.) for 1 day or save for disadvantage with that attack
  - **Brain Fog** 60' radius becomes obscuring cloud (White King can see through it), disadvantage on attacks until dispersed
  - **Mirror Walk** Enter any mirror and, instead of entering Looking-Glass Land, exit through another mirror somewhere else in Wonderland

#### SPECIAL

- Gets 3 points per round to spend at the end of an enemy's turn (1 action per turn):
  - **Ram** (cost 1)
  - **Move** (cost 1) 10'
  - **Slip the Mind** (cost 2)
  - **Ring Bell** (cost 2) Single ally's next attack automatically hits and deals maximum damage
  - **Save Any Fail** (cost 3) Take 10 damage
- If slain, body will shatter, leaving only White King's glass crown and a brilliantly white skeleton (will resurrect in 1D6 days if the skeleton is returned to Looking-Glass Land)

#### WONDROUS HAT

Wearing the White King's crown grants the wearer the following powers:

- Learns one key detail relating to the fall and repair of Looking-Glass Land (to be determined by GM)
- Double disadvantage on checks relating to memory
- Can summon 1D4+2 Knights or Bishops (once/day)
- Speed becomes 10'
- Drop to 0 HP after taking any falling damage
- Once put on a head, crown cannot be removed for 60 in-game minutes





## WHITE QUEEN (ALIKE)

The Chess Queen • Lady Cymbal the First • The Duchess of White Glass

Ruler of Looking-Glass Land, but she and the White King left the region as the Refractions increased in frequency and severity. Having usurped the Bone King, she now believes ruling all of Wonderland would give her the means to repair her home.

But first she must cure her illness of living backward through time. She laments being full until she eats, wails in pain until she is hurt, and is quick to punish others for the crimes they'll soon commit. The White Queen heavily relies on her Knights for support, as her distant memories of the future are foggy. All she remembers is that she was Queen of Wonderland.

“Hmmm? Oh yes, I was just thinking on what we’re about to discuss. Such good points will be raised! Please share your final thoughts so I may begin.”

### PERSONALITY TRAITS

- Preoccupied with a faraway stare
- When focused on a problem, she won't move on until it's resolved
- Hates crying
- Doesn't like reminders of her illness
- Glides along the ground and can't climb stairs

### IDEALS

- Youth: no matter how much time we have, we must make the most of it

### BONDS

- Adores and trusts White King
- Relies on the Knights to keep her safe
- Respects the Bishops and loves her Pawns
- Pities Bone King
- Blames the Heart Royals for the cold in Looking-Glass Land
- Vaguely recalls a daughter in the future

### FLAWS

- Never follows through on a promise or goal

### OTHER PROFICIENCIES

- Clairvoyance and divination
- Strategizing and mobilizing
- Inspiring and influencing Chess Pieces
- Navigating Looking-Glass Land
- Finding mirrors

## WHITE QUEEN (PHASE 1 & 2)

HD 13 HP 30 (P1), 90 (P2) ARMOR 16

SPEED 80' (Glide, Straight line)

SAVE +8, +7, +1

Immunity Mind-altering magic

Resistance Non-magic weapons, Saves against magic, Liquids

Weakness Silver weapons, Magic bludgeoning, Hearing-based magic, Stairs and ledges

### PHASE 1

#### ATTACK

- **Skewering Ram** 1D6+3 plus additional 1D6 for every 5' she moves this round before she attacks (up to 16D6), save or disadvantage on next attack
- **Scepter** (3 attacks) each 1D6+8 plus 2D8 mental damage
- **Grab** (+10 STR) and **Squeeze** 3D12+10 plus 3D6 mental damage
- **Cast Spell** (Automatic success against targets wearing Chess Piece hats)
  - **Blast from the Past** 80' radius, 4D12+8 mental damage and pushed back 40' or save for half and no push back
  - **Delay** Ally damage doesn't get deducted until Queen's next turn
  - **Repeat** All enemies save or must repeat previous action on their next turn
  - **Zugzwang** All enemies save or move maximum movement on their next turn
  - **Mirror Walk** Enter any mirror and, instead of entering Looking-Glass Land, exit through another mirror somewhere else in Wonderland

#### SPECIAL

- LIVING IN REVERSE  
At the start of Queen's turn during Phase 1, roll 1D20 for each enemy, enemies must use the roll on their turn to confirm the Queen's memory or suffer 3D6 mental damage
- Advantage on checks and attacks while in Looking-Glass Land
- Always knows White King's location
- Gets 3 points per round to spend at the end of an enemy's turn (1 action per turn):
  - **Single Scepter Attack** (cost 1)
  - **Ram** (cost 1) Adjacent enemy
  - **Move** (cost 1) 80'
  - **Rally** (cost 2) Single ally
  - **Battery** (cost 2) Adjacent ally deals double damage on next attack
  - **Save Any Fail** (cost 3) Take 10 damage

#### PHASE CHANGE

- After losing all Phase 1 HP, White Queen's body begins to heal as the cracks repair and transitions into Phase 2
- All ongoing effects end when entering Phase 2
- Damage or healing doesn't carry over between Phases and returns to Phase 1 after 1D6 days

### PHASE 2

#### ATTACK

- **Skewering Ram** 1D6+3 plus additional 1D6 for every 5' she moves this round before she attacks (up to 16D6), save or be thrown back 30'
- **Scepter** (3 attacks) each 1D6+8
- **Cry** All who can hear White Queen save or deafened for 1 minute (can save every round)
- **Dismiss Guards** 2D4+2 Knights (page 47) or Bishops (page 20) arrive next round (twice/day)
- **Cast Spell** (Automatic success against targets wearing Chess Pieces hats)
  - **Crystal Clear** All magic rolls with advantage and deals maximum damage for 2D4 rounds
  - **20/20** 1D6+1 allies attack with advantage next round
  - **Override** Undo damage from most recent direct attack against 1D6 allies
  - **Mirror Walk** Enter any mirror and, instead of entering Looking-Glass Land, exit through another mirror somewhere else in Wonderland
  - **Command** 2D4 targets for 1 minute (save every round)
  - **Hold** 2D4 targets for 1 minute (save every round)

#### SPECIAL

- LIVING IN REVERSE  
At the start of Queen's turn during Phase 2, roll 1D20 for half of total enemies and assign randomly, enemies must use the roll on their turn to confirm the Queen's memory or suffer 3D6 mental damage
- Gets 3 points per round to spend at the end of an enemy's turn (1 action per turn):
  - **Single Scepter Attack** (cost 1)
  - **Ram** (cost 1) Adjacent enemy
  - **Move** (cost 1) 80'
  - **Cast Spell** (cost 2) Single target only
  - **Save Any Fail** (cost 3) Take 10 damage

#### WONDROUS HAT

Wearing the White Queen's crown grants the wearer the following powers:

- Learns one key detail relating to the fall and repair of Looking-Glass Land (to be determined by GM)
- Can summon 1D4+2 Knights or Bishops (once/day)
- Speed becomes 80' and can move only in straight or diagonal lines if using a grid
- Suffer 3D6 mental damage after any check relating to memory
- Once put on a head, crown cannot be removed for 60 in-game minutes damage

Phase 3 continues on following page

## WHITE QUEEN (PHASE 3)

Continued from previous page

### PHASE CHANGE

- After losing all Phase 2 HP, White Queen's crown shatters and disappears as she hears the last of her cracks and reverts to a Pawn before transitioning into Phase 3
- All ongoing effects end when entering Phase 3
- Damage or healing doesn't carry over between Phases and returns to Phase 2 if dropped into King Row (page 96)

### PHASE 3

HD 4 HP 20 ARMOR 10

SPEED 20' (Glide, first turn), 10' (Glide)

SAVE +3, +1, -1

Resistance Non-magic weapons, Liquids

Weakness Silver weapons, Hearing-based magic

### ATTACK

- **Fork** (2 adjacent targets) each 1D4+3
- **Observe Opponent** Add 1D6 to single ally attack for 1 round
- **Call for Help** Roll 1D8, 1-2: no help, 3-5: 1D4 Bishops, 6-8: 1D4+1 Knights (once/day)

### SPECIAL

- Advantage on checks and attacks while in Looking-Glass Land
- SACRIFICE  
Can use reaction to take damage for an adjacent ally (once/round); if slain by this sacrifice, then ally has advantage on next attack
- PROMOTION  
If dropped into the rift in King Row (page 96), she will emerge as the White Queen but without any cracks or sign of illness
- If slain, body will shatter leaving only a brilliantly white skeleton (will resurrect in 1D6 days if the skeleton is returned to Looking-Glass Land)

### WONDROUS HAT

Wearing a Pawn's cap grants the wearer the following powers:

- White Royals, Bishops, and Knights will treat wearer as a Pawn
- Double disadvantage resisting commands by higher-ranked Chess Pieces
- Speed becomes exactly 10' (20' on first turn) and must move in a straight line if using a grid
- If dropped into the rift in King Row (page 96) while wearing the cap, wearer emerges wearing a White Royal's crown, Bishop's miter, or Knight's helmet, depending on the wearer's desires
- Once put on a head, the cap cannot be removed for 60 in-game minutes



## WHITE RABBIT (SMALLER)

The Heart Herald • Wonderland's Crier • Pendulum Lop

It's true that the White Rabbit is always late. He's balancing too many roles and is barely holding on to each one. White Rabbit is the messenger of the Heart Queen, supporter of the House Geckos and their potential strike, and an ally of the Mice in trying to unkill Time. All while evading the Caterpillar's Moths.

Sometimes it's all too much, so White Rabbit sneaks out of Wonderland for a little peace and quiet. It's never long, and he doesn't know how or why it's possible, but he does it all the same.

*"Terribly sorry, but I must be off!"*

### PERSONALITY TRAITS

- Exhausted and easily surprised
- Always running behind and never stays anywhere for very long

### IDEALS

- Community: helping others, no matter the cost, is what living is all about

### BONDS

- Serves the Heart Queen and King
- Loves his partner, Bill the House Gecko
- Supportive of the Cooks and House Geckos
- Friendly with the Footmen
- Afraid of the Executioners and Profits
- Worried about Time
- Likes Hatter, March Hare, Dormouse, and the Mice

### FLAWS

- Has trouble saying no

### OTHER PROFICIENCIES

- Reading, translating, and public speaking
- Finding exits and getting out of bad situations
- Leaving and returning to Wonderland

HD 5 HP 25 ARMOR 13

SPEED 90'

SAVE +5, +1, -2

Immunity Falling damage, Time magic

Resistance Mind-altering magic (except Fear)

Weakness Fear

### ATTACK

- **Kick** (2 attacks) each 1D4+1
- **Cause Worry** 3D6+5 mental damage and disadvantage (can save for half damage and no disadvantage)
- **Blow Trumpet** 100' radius, 2D6 and deafened or save for half and no effect
- **Read Scroll**
  - **Slow** All enemies move half speed and take twice as long to do anything for 10 minutes
  - **Stop** All enemies save or freeze in place for 1 minute (can save every round)
  - **Drop** 1D4+1 targets teleported 100' in the air and take 10D6, save for half height and damage
  - **Heavy** 1D4+1 targets current HP reduced by 50%

### SPECIAL

- Attacks provoked by White Rabbit's movement roll at disadvantage
- Can use any door as a portal to anywhere in Wonderland (active until the door closes)
- TERRIBLY LATE  
Can escape any situation once/day





## Chapter 3

# The Land



Wonderland can be a challenge for even the most experienced adventurers. The very landscape itself shifts and changes on a whim. While there are some constants, they only further reinforce how everything else is in flux.

The following pages outline the 52 different Blocks that make up the four levels of Wonderland. The sample map layouts on pages 76 and 77 show a number of configurations, all using the same set of Blocks. This is only a starting point. Design new layouts. Mix Blocks from multiple levels. Break the 8×8 grid. Embrace chaos. Many Blocks include multiple maps. This, along with the random tables provided on each spread, is intended to nurture repeat visits to Wonderland. The constant promise of change, paired with player choices that bring about a lasting impact, will create a memorable setting that players will want to frequently visit.

This chapter also acts as a map to Looking-Glass Land, the mirror image of the rest of Wonderland. Details on the omnipresent cold are included, and the only change to encounters in this region is the Glass Gorgon replacing the Almost Alice. Creatures and NPCs found in the expansive Looking-Glass Land might be trapped or a victim of the Glass Gorgon and already turned to glass. Whether in Wonderland or Looking-Glass Land, the relentless change should nurture player choice. Do they risk pushing a little further, or should they head back toward the familiar? Who knows whether any of this will be the same on the next delve.

A few final notes to consider while exploring the next chapter:

- Any mention of Squares refers to the portion of the Block and not the grid on the map.
- The GM should determine each map's grid size. When in doubt, assume 5'.
- Each Block's spread assumes it is surrounded by other Blocks. If it is on the edge of the map, then it is up to the GM to determine what happens to the outer doors. Do they open to the other side of the map? A wall? Do they cease to exist?
- Encounter table results for creatures with both individual and swarm stats (like Bats, page 19) can refer to either the number of individual creatures or the number of pools, based on their size.

# QUICK BLOCK REFERENCE

The following is a brief overview of the 52 types of Blocks that make up the four levels of Wonderland. Some commonly repeat, others are one of a kind, and all of them change upon repeat visits.

## LEVEL 1

### 1-01 Arrival

page 78

Entrance to Wonderland for first-time visitors. Cushions and closets throughout.

### 1-02 Aviary

page 80

Home of (most) Birds. Upper level is full of birdcages for sleep and debate.

### 1-03 Bridge

page 82

Stone bridge over an endless void. Rare and common goods are auctioned here.

### 1-04 Dance Hall

page 84

Entertainment venue for live music and dancing.

### 1-05 Domino Domain

page 86

Gothic castle with graveyard and crypt. Home of Domino King and the Dominoes.

### 1-06 Duchess's Manor

page 88

Home of Duchess. Luxurious and full of flowers.

### 1-07 Escherian Stairs

page 90

Puzzling room full of stairs that go up and down at all angles. Just like a mathematical etching.

### 1-08 Fungal Caves

page 92

Home of Caterpillar and the Moths. Smoky cave full of mushrooms.

### 1-09 Hallway

page 94

Large passage that causes either growth or shrinking when moving through it.

### 1-10 King Row

page 96

Cave with a large hole in the middle. Checkers throw themselves into the hole.

### 1-11 Mill

page 98

Large waterfall that turns an old mill used for various purposes.

### 1-12 Mustard Mine

page 100

Forgotten mine full of a wide variety of mustard powders.

### 1-13 Observatory

page 102

Rocky mountains with an observatory on top.

### 1-14 Pool of Tears

page 104

Swimming pools used for recreation and hosting the Birds' caucus races.

### 1-15 Tea Party's Estate

page 106

Small house on a hill and home of the Tea Party.

### 1-16 Wasteland

page 108

Piles of garbage. Moving in the area drains health or money.

### 1-17 White Rabbit's Cottage

page 110

Quaint home of White Rabbit and Bill the House Gecko.

## LEVEL 2

### 2-01 Chapel

page 112

Old place of worship and current home of the Bishops. Used for Dreamon research.

### 2-02 Distant Hill

page 114

Two hills (near and far). Moving between the hills is strange and unnatural.

### 2-03 Flower Garden

page 116

Open area with a greenhouse and large flower beds.

### 2-04 Fountains

page 118

Peaceful area. Goods thrown into the fountains are teleported to the Vault (3-17).

### 2-05 Library

page 120

Multiple levels containing both useless and practical books.

### 2-06 Lighthouse & Beach

page 122

Lighthouse sits on a rocky hill. Below it is a wide beach with crystal-clear water.

### 2-07 Looking-Glass House

page 124

Rooms and halls full of mirrors. Cold and the easiest way to access Looking-Glass Land.

### 2-08 Pay Dirt

page 126

Patches of soil that might turn up treasures to anyone who digs.

### 2-09 River of Reeds

page 128

Gentle river surrounded by a reedy marsh. Sheep-owned boats are bigger on the inside.

## **2-10 Statue Garden**

page 130

Full of statues, and the area slowly petrifies anything that remains still.

## **2-11 Topiary Garden**

page 132

Large open space often used for hosting croquet matches and garden parties.

## **2-12 Tower**

page 134

Three-level structure with either a tree or fireplace running up the middle.

## **2-13 Tower Ruins**

page 136

Piles of rubble with a secret hidden under the lowest point of the debris.

## **2-14 Train**

page 138

Always moving and never arrives at a station. Passengers just like watching the passing scenery.

## **2-15 Tulgey Wood**

page 140

Difficult-to-navigate forest full of strange trees and home of the Jabberwock.

## **2-16 Tweedles' Cabin**

page 142

Home of Tweedledee & Tweedledum. Creatures can harm each other only if they're the same size.

## **2-17 Vegetable Garden**

page 144

Raised garden beds surrounded by interlocking stone.

## **LEVEL 3**

### **3-01 Armory**

page 146

Storage and repair shop for all sorts of weapons, armor, and accessories.

### **3-02 Bedroom**

page 148

Always a bed. Not always unoccupied.

### **3-03 Courthouse**

page 150

Large steps lead up to two courtrooms for big and small cases.

### **3-04 Croquet Court**

page 152

Open green space used for sporting events hosted by the Heart Royals.

### **3-05 Dining Hall**

page 154

Old, stained, and smells. Food-related damage and healing are different here.

### **3-06 Dungeon**

page 156

Full of tunnels that suck unsuspecting victims into prison cells.

### **3-07 Forge**

page 158

Natural cave full of workstations with vents that suck up small creatures and objects to the Level 2 Block above.

### **3-08 Foyer**

page 160

Open interior space full of columns, closets, and spaces to sit.

### **3-09 Gallery**

page 162

Art gallery with rotating exhibits and many one-way doors.

### **3-10 Hedge Maze**

page 164

Ever-changing network of paths that lead to strange spaces.

### **3-11 Kitchen & Cellar**

page 166

Where all the food is made. Staff's sleeping quarters are located below the kitchen and above the cellar.

### **3-12 Parlor**

page 168

Lounge area where fancy drinks are served. Only verbal attacks cause harm.

### **3-13 Playroom**

page 170

Full of slides and entertainment fit for kids. Creatures shrink to small size.

### **3-14 Stairway**

page 172

Stairs that always go up upon entry for anyone who's not wearing a crown.

### **3-15 Study**

page 174

The Banker's office and safest way to enter the Vault (3-17).

### **3-16 Theatre**

page 176

Entertainment space for the performing arts.

### **3-17 Vault**

page 178

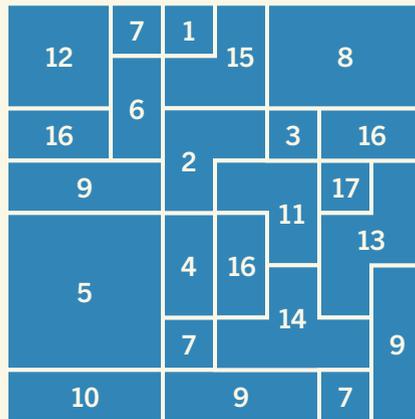
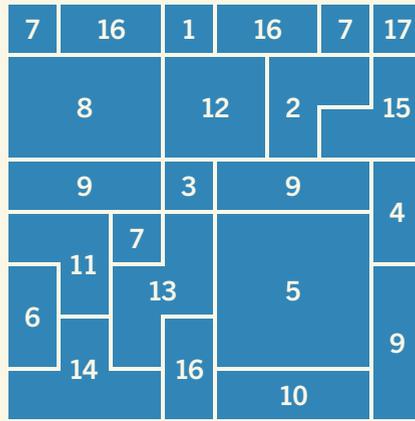
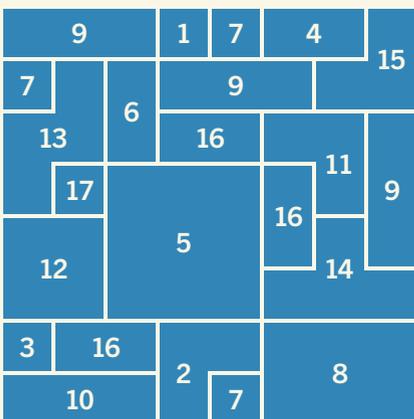
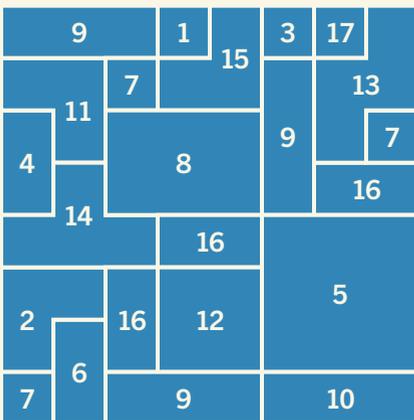
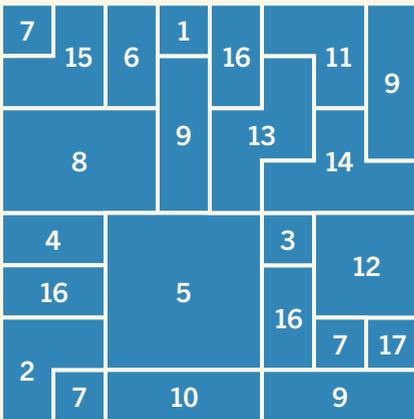
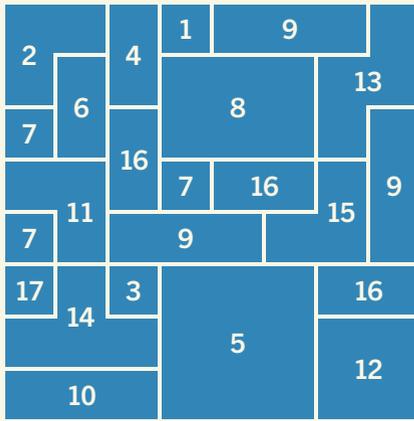
Where all the Heart Royals' treasure is stored, along with the trapped Heart.

## **LEVEL 4**

### **4-01 The Sleeping's Quarters**

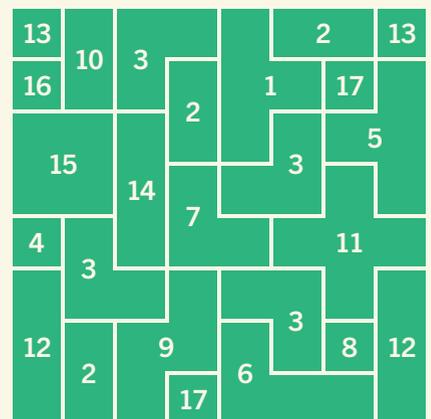
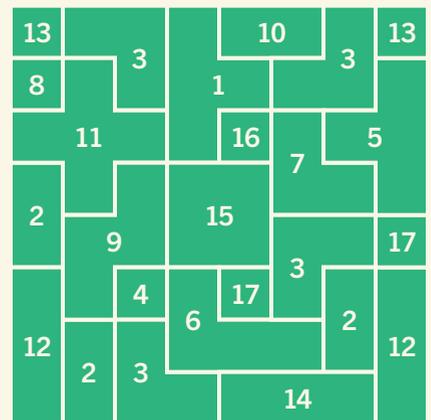
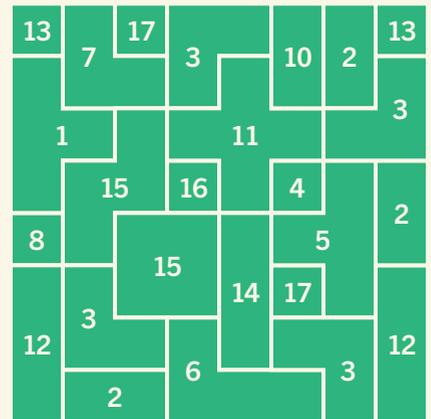
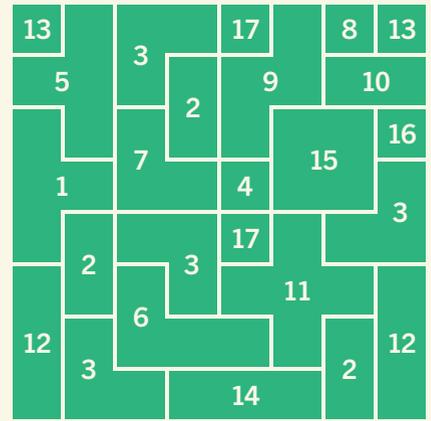
page 180

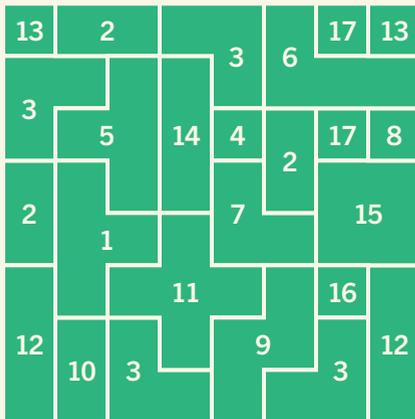
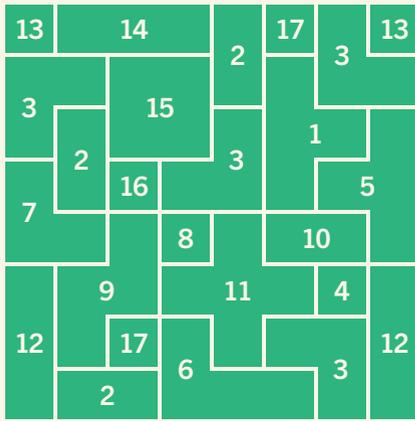
Resting place of The Sleeping. The wall between Pandæmonium and Wonderland is thin here.



●●●●●●●● LEVEL 1 ●●●●●●●●

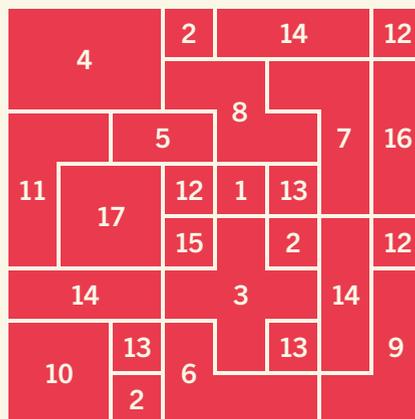
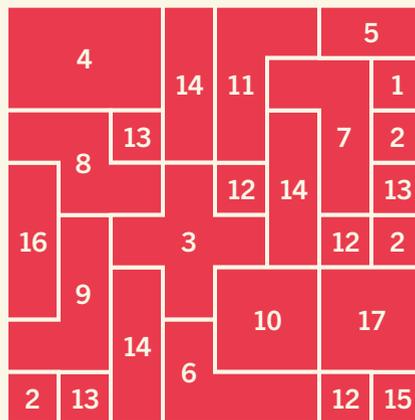
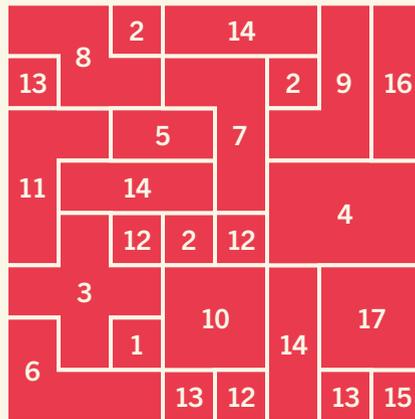
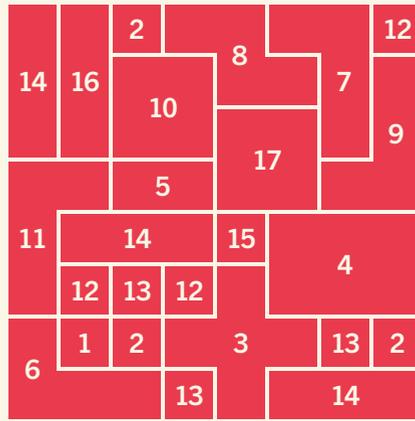
- 1 Arrival pg. 78
- 2 Aviary pg. 80
- 3 Bridge pg. 82
- 4 Dance Hall pg. 84
- 5 Domino Domain pg. 86
- 6 Duchess's Manor pg. 88
- 7 Escherian Stairs pg. 90
- 8 Fungal Caves pg. 92
- 9 Hallway pg. 94
- 10 King Row pg. 96
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- 17 White Rabbit's Cottage pg. 110





### ●●●●●●●● LEVEL 2 ●●●●●●●●

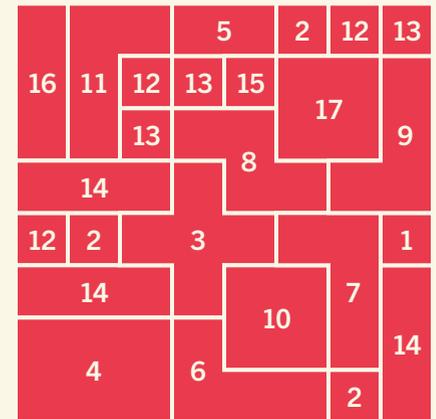
- 1 Chapel pg. 112
- 2 Distant Hill pg. 114
- 3 Flower Garden pg. 116
- 4 Fountains pg. 118
- 5 Library pg. 120
- 6 Lighthouse & Beach pg. 122
- 7 Looking-Glass House pg. 124
- 8 Pay Dirt pg. 126
- 9 River of Reeds pg. 128
- 10 Statue Garden pg. 130
- 11 Topiary Garden pg. 132
- 12 Tower pg. 134
- 13 Tower Ruins pg. 136
- 14 Train pg. 138
- 15 Tulgey Wood pg. 140
- 16 Tweedles' Cabin pg. 142
- 17 Vegetable Garden pg. 144



## SAMPLE MAP LAYOUTS

Wonderland is always changing. This spread details just a few of the documented configurations of each level, but there are certainly more to be discovered. There's even the possibility that Blocks from one level might appear on another.

Full maps of these layouts, along with many others, can be found on the author's website at [kolbisneat.com](http://kolbisneat.com). Individual maps for each Block are also available.

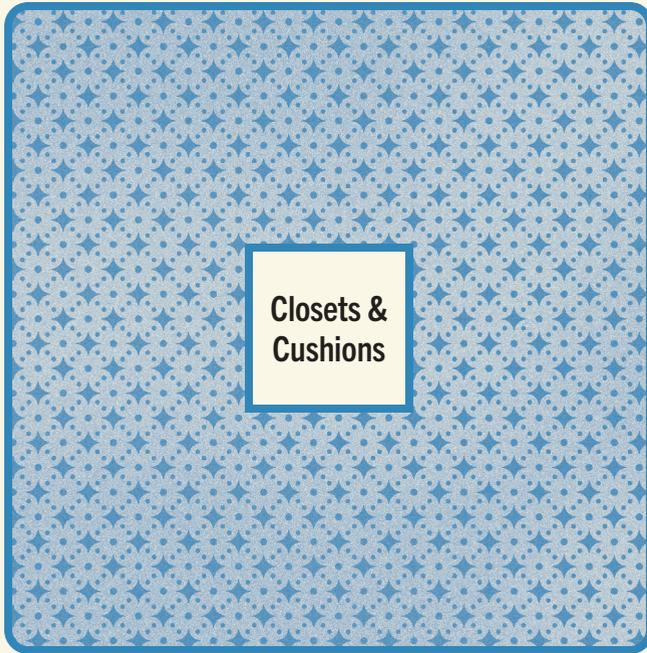


### ●●●●●●●● LEVEL 3 ●●●●●●●●

- 1 Armory pg. 146
- 2 Bedroom pg. 148
- 3 Courthouse pg. 150
- 4 Croquet Court pg. 152
- 5 Dining Hall pg. 154
- 6 Dungeon pg. 156
- 7 Forge pg. 158
- 8 Foyer pg. 160
- 9 Gallery pg. 162
- 10 Hedge Maze pg. 164
- 11 Kitchen & Cellar pg. 166
- 12 Parlor pg. 168
- 13 Playroom pg. 170
- 14 Stairway pg. 172
- 15 Study pg. 174
- 16 Theatre pg. 176
- 17 Vault pg. 178

# 1-01 Arrival

After falling for what could be a minute or a month, those entering Wonderland will land in this cozy and cluttered space.

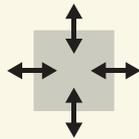


Closets & Cushions

The Land

Every outsider to Wonderland will spend at least a few minutes in this welcoming room full of closets. The Rabbit Hole always leads here, and one of the doors always opens to an exiting staircase.

Frequent visitors know the power of the closets and will use this to their advantage. Valuables left to be collected at a later time, or objects meant to be kept away from an enemy, are the most common forms of shelf preservation.



## MOVEMENT

- Enter or exit through any side
- One door always leads out of Wonderland to The World Above

## LOOKING-GLASS DIFFERENCES

- Cold yet manageable
- Lightly snowing
- Closets filled with heavy coats and boots each with permission slips tucked inside

## D20 ENCOUNTER

1	No Encounter	12-16	Non-Player Character (NPC)
2-5	Block Quirk or Door Quirk	17	Well, Mirror, or Mouse Hole
6	Accident waiting to happen	18-19	Stairs leading up or down
7-11	Creature	20	Almost Alice or Glass Gorgon

## D4 BLOCK QUIRK

- ♣ Filled with dense fog
- ♦ Creatures shrink to Very Small size
- ♠ Low gravity for 1 hour
- ♥ Flooded (2" of water)

## D4 DOOR QUIRK

- ♣ Door opens to Aviary pg. 80
- ♦ Brick wall behind door
- ♠ Plays music while open
- ♥ Jammed (apple)

## D4 ACCIDENT WAITING TO HAPPEN

- ♣ Small area rug over 5' wide pit. Save or fall 10' and take 1D8.
- ♦ Shelf collapses from rot. Save or 2D4 to anything underneath.
- ♠ Small glass shard on floor. Save or shoe punctured (1D8 if barefoot).
- ♥ Small potted plant (fern) falls from above. Save or take 3D6.

## D12 CREATURE

K	1D4 Dreamons (Minor)
2	1D4 Insects
3	1D6 Moths
4	1D4 Borogroves
5	1D6 Mome Raths
6	2D4 Bats
7	1D4 Grabbers (Clothing)
8	1D6 Checkers
9	2 Lost Soles
10	1 Snark
J	Reroll 2D10
Q	1D10 Creature + 1D10 NPC

## D12 NPC

K	Jester
2	1D4 Mice
3	1D4 Sheep
4	1D4+1 Dominoes
5	1 Footman
6	Cheshire Cat
7	Caterpillar
8	Dodo
9	Banker
10	White Rabbit
J	Reroll 2D10
Q	1D10 NPC + 1D10 Creature

## D6 CONFLICT

1	I was robbed
2	White Rabbit is wrong
3	It's locked up in the Armory
4	We need their permission
5	They fled to the Aviary
6	The Bishops lied to us

## D6 LOOT

1	Silver Wax Seal Stamp
2	Small Copper Moth
3	1D4+1 Silver Bracelets
4	Glass Sugar Bowl
5	Wood Cigar Box (Empty)
6	Ruby Earrings

# 1-01 Arrival

## FIRST IMPRESSIONS

- Towering walls with cluttered shelves
- Floor cushioned with pillows and straw
- Single doors lead to narrow closets filled with forgotten goods

## BLOCK-SPECIFIC MECHANICS

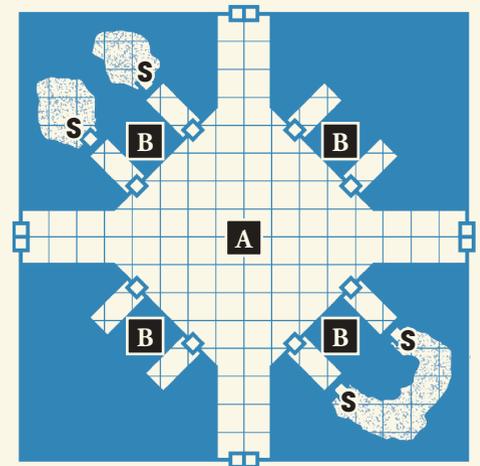
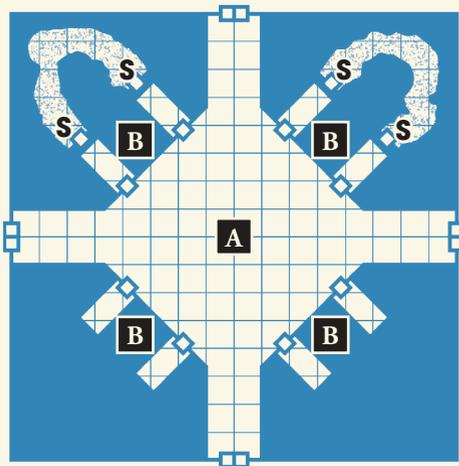
- Any object placed in a closet can be removed only by whoever put it there
- Written permission slip or verbal consent grants power of removal

### D12 WHAT'S IN THE CLOSET?

1	Dust, lint, and shredded paper	7	Formal suit jackets and ties
2	Dresses, gowns, and loafers	8	Perfume bottles, powder boxes
3	Umbrellas and parasols	9	Fur-lined coats and gloves
4	Boxes full of boots and shoes	10	Golf clubs and croquet mallets
5	Lace handkerchiefs and shawls	11	Mundane weapons and cloaks
6	Barrels full of water and ale	12	Reroll with permission slips

### D12 WHAT'S ON THE WALLS AND SHELVES?

1	Charcoal drawings of insects	7	Colorful nesting dolls
2	Unsigned poetry about dolls	8	Empty vases and ceramics
3	Paintings of naval battles	9	Paintings of hunting scenes
4	Maps of mythological lands	10	Spice containers
5	Colorful landscape tapestries	11	Small statues of Wonderers
6	Paintings of fruit and breads	12	Thin gold/silver chains



#### A. LANDING

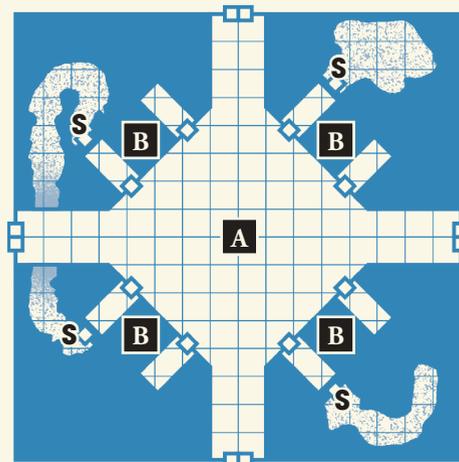
- Open area covered in **pillows and straw**
- Underneath the cushioning are wood **tiled floors** like a **checkerboard**

#### B. CLOSETS

- Single wooden doors
- Some have **false backs** that lead to **connecting tunnels** or secret **hiding areas** dug by hand

#### CLOSET MECHANICS

- **Any object** placed in the closet can only be removed by whoever put it there
- Written **permission slip** or **verbal consent** by the **object's owner** grants **power of removal**

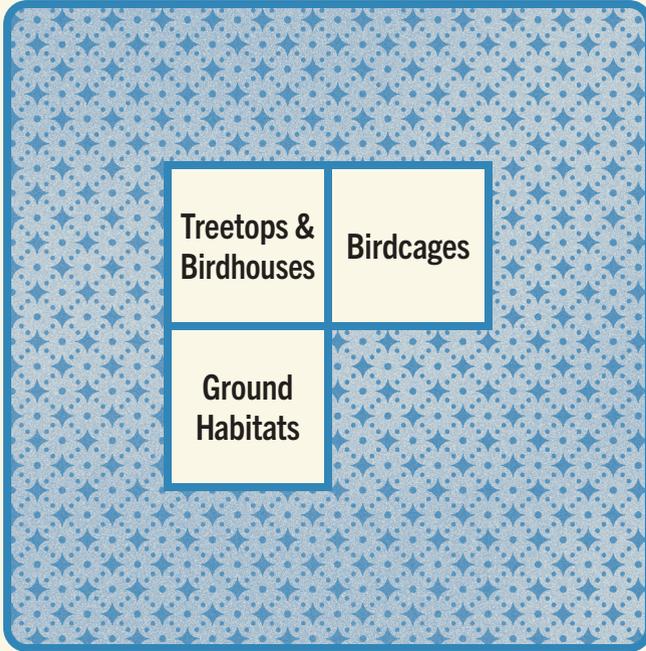


## LEGEND

- Double Door
- Single Door
- S Secret Door

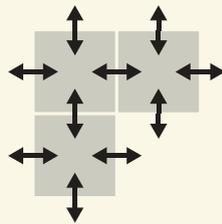
# 1-02 Aviary

Nearly every Bird in Wonderland, from the Acorn Woodpeckers to the Zebra Finches, was hatched from an egg laid here.



The Land

Home of the Birds. Some prefer natural habitats; others prefer metal cages. Either way, they all flock together to engage with the latest point of order. While discussion typically begins with talks of diplomacy and elections, there's always someone waiting in the wings to shift the topic to gossiping about the Royals.



## MOVEMENT

- Enter or exit through any side
- Move freely between Squares
- Falling from the Treetops (D) lands into one of the Ground Habitats (A, B, or C)
- Falling from the Birdcages (E) lands in the Square below

## LOOKING-GLASS DIFFERENCES

- Uncomfortably cold
- Treetops are dangerously cold, speed halved and disadvantage on all physical rolls (where appropriate)
- Heavy snowfall
- Only evergreens have their leaves

## D20 ENCOUNTER

1	No Encounter	12-16	Non-Player Character (NPC)
2-5	Block Quirk or Door Quirk	17	Well, Mirror, or Mouse Hole
6	Accident waiting to happen	18-19	Stairs leading up or down
7-11	Creature	20	Almost Alice or Glass Gorgon

## D4 BLOCK QUIRK

- ♣ Magic darkness for 1 hour
- ♦ Creatures change to their natural size
- ♠ (Roll Creature or NPC) of unusual size
- ♥ Everything covered in dust

## D4 DOOR QUIRK

- ♣ Padlocked (Mundane)
- ♦ Door opening is half height
- ♠ Painted wall behind door (looks like adjacent Block)
- ♥ Door opens to Bridge pg. 82

## D4 ACCIDENT WAITING TO HAPPEN

- ♣ Sinkhole. 20' area. Save or fall 20' and take 2D8.
- ♦ Rotting tree falls. Collapses in 50' line. Save or take 4D6.
- ♠ Stray birdcage falls. Save or fall with it (if level) or take 3D6 (if below).
- ♥ Bird falls from above. Save or take 2D8.

## D12 CREATURE

K	1D8 Insects
2	1D8 Moths
3	1D4 Grabbers (Branches)
4	2D4 Bats
5	1D6 Checkers
6	1D6 Crocodiles
7	1 Serpent
8	1D6+1 Serpents
9	1D6 Hall Monitors
10	2 Humpty Dumpties
J	Reroll 2D10
Q	1D10 Creature + 1D10 NPC

## D12 NPC

K	2D6 Birds
2	1D6 House Geckos
3	1D4 Crabs & Daughters or Lobsters
4	1D4+1 Dominoes
5	1D4 Footmen
6	Cheshire Cat
7	Crow
8	Dodo
9	Duchess
10	Banker
J	Reroll 2D10
Q	1D10 NPC + 1D10 Creature

## D6 CONFLICT

1	You stole our eggs
2	It's hidden in a closet
3	We need new pillows
4	They won't listen to me
5	The auctioneer is lying
6	I need to get to Distant Hill

## D6 LOOT

1	Silver Duck Whistle
2	Crystallized Mustard
3	Small Gold Dove
4	Picnic Basket (Empty)
5	Sandalwood Birdhouse
6	1D4+1 Gemstone Eggs

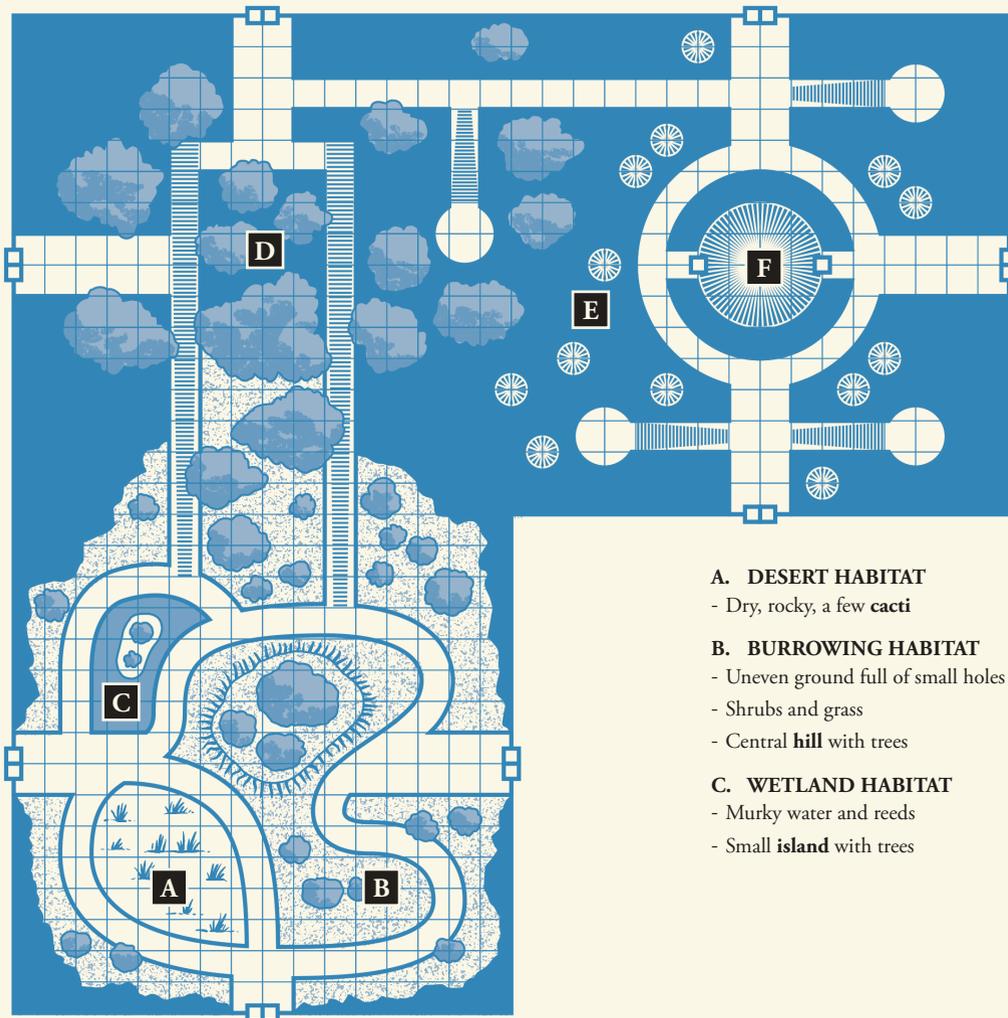
# 1-02 Aviary

## FIRST IMPRESSIONS

- Paths wind between trees and foliage
- Noisy with birdsong and gossip
- Walls and curved ceiling lined with indestructible mesh

## BLOCK-SPECIFIC MECHANICS

- Falling from the Treetops (D) lands in the Ground Habitats (A, B, or C)
- Falling from the Birdcages (E) lands in the Square below



### D. THE TREETOPS

- Trees of all types and sizes
- Nests, holes in trunks, and manufactured **birdhouses**

### FALLING MECHANICS

- Anything that **falls from the Treetops** lands in one of the **Ground Habitats (A, B, or C)**
- Land in the Square **uninjured**

### E. THE BIRDCAGES

- **Darkness** all around
- **Silver and gold cages** hang from chains that extend endlessly upward
- **Single door** on each that faces the nearest platform or path and **latches from the inside**

### FALLING MECHANICS

- Anything that **falls from the Birdcages** lands in the **Square below**
- Land in the Square **uninjured**

### F. CHAMBER OF CONVERSE

- **Giant birdcage** with multiple perches
- Platform extends to doors for Dodo, the only flightless bird
- Latest **gossip** discussed here

### A. DESERT HABITAT

- Dry, rocky, a few **cacti**

### B. BURROWING HABITAT

- Uneven ground full of small holes
- Shrubs and grass
- Central **hill** with trees

### C. WETLAND HABITAT

- Murky water and reeds
- Small **island** with trees

## D12 WHAT KIND OF BIRD?

1	Burrowing Owl	7	Tern or Seagull
2	Quail or Pheasant or Turkey	8	Woodpecker
3	Crane	9	Chickadee or Wren or Starling
4	Goose or Swan	10	Dove or Pigeon
5	Thrush or Lark or Warbler	11	Lovebird or Budgie or Parakeet
6	Loon	12	Macaw or Cockatoo

## D6 GOSSIP TOPIC . . .

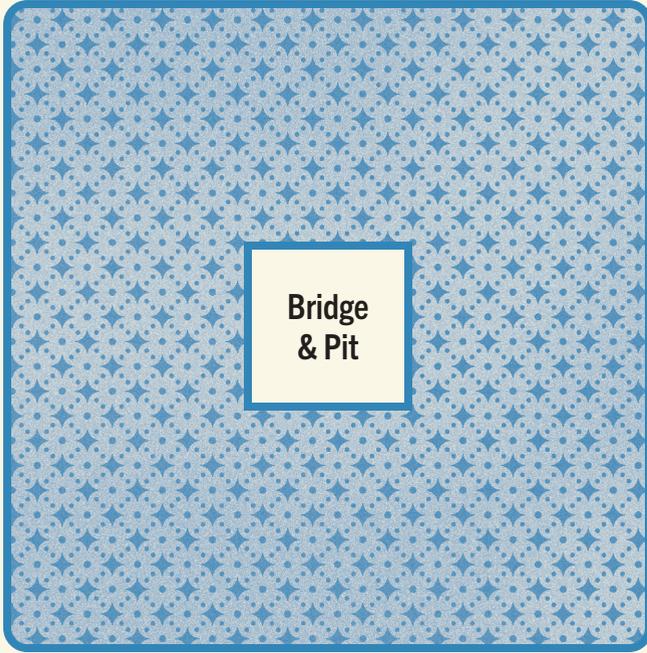
1	Royal Sightings
2	The Royals' Interests
3	The Royals' Events
4	The Royals' Enemies
5	The Royals' Schemes
6	The Player Characters

## LEGEND



# 1-03 Bridge

In the middle of this vast bridge stands an auction for some of the strangest and most sought-after goods in Wonderland.

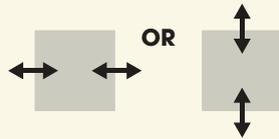


Bridge  
& Pit

The Land

There's nothing like experiencing a Bridge auction. Whether bidding on the latest lot or simply watching the fervor, the attendees can become rather cutthroat.

Just as engaging is what happens when no one bids on an object. Uninteresting and duplicate items are the most common victims, and lots without any bids are promptly jettisoned into the Pit. This is always followed by enthusiastic cheers and paddle waving.



## MOVEMENT

- Enter through any side
- Can exit only through the same side or opposite side of entry
- Doors not connected to the bridge cease to exist

## LOOKING-GLASS DIFFERENCES

- Uncomfortably cold
- Lightly snowing
- Strong howling winds
- Bridge is covered in thick ice, speed doubled but must save after every 20' of movement or fall prone

## D20 ENCOUNTER

1	No Encounter	12-16	Non-Player Character (NPC)
2-5	Block Quirk or Door Quirk	17	Mirror
6	Accident waiting to happen	18-19	Stairs leading up or down
7-11	Creature	20	Almost Alice or Glass Gorgon

## D4 BLOCK QUIRK

- ♣ All lights go out unless one or more doors are open
- ♦ Magic silence for 1 hour
- ♠ Low gravity for 1 hour
- ♥ Windy for 1 hour

## D4 DOOR QUIRK

- ♣ Door opens to Dance Hall pg. 84
- ♦ Blocked by webbing
- ♠ Sentient doorknob
- ♥ Jammed (apricot)

## D4 ACCIDENT WAITING TO HAPPEN

- ♣ Slick rocks. Single target, save or fall prone and 1D6.
- ♦ Small glass shard on floor. Save or shoe punctured (1D8 if barefoot).
- ♠ Stray bidding paddle falls from above. Save or 1D4.
- ♥ Faulty stone repair. 5' area crumbles into the Pit (D). Save or fall in.

## D12 CREATURE

K	1D4 Dreamons (Minor)
2	1D6 Borogroves
3	2D4 Bats
4	1D6 Checkers
5	1D4 Imps of the Perverse
6	1D6 Mirror Spiders
7	1D4+1 Looking-Glass Creatures
8	1D4 Hall Monitors
9	2 Humpty Dumpties
10	The Hand
J	Reroll 2D10
Q	1D10 Creature + 1D10 NPC

## D12 NPC

K	Jester
2	1D4 Mice
3	2D4 Birds
4	1D6 Sheep
5	1D4 Hedgehogs
6	2D4+1 Dominoes
7	Duchess
8	Banker
9	1D4 Profits
10	1D4 Heart Knaves
J	Reroll 2D10
Q	1D10 NPC + 1D10 Creature

## D6 CONFLICT

1	It can't be auctioned off
2	We need to speak to Dodo
3	They lied to the judge
4	Bats stole our paddles
5	I just want to dance
6	You look like Flower robbers

## D6 LOOT

1	Small Copper Lunch Box
2	Small Ceramic Cat
3	3 Gold Goats
4	Map of Library (pg. 120)
5	Silk Robe
6	Engraved Silver Teacup

# 1-03 Bridge

## FIRST IMPRESSIONS

- Old cobblestone bridge supported by wide columns and lit by lanterns
- Small building at the center
- Endless void in every direction

## BLOCK-SPECIFIC MECHANICS

- Bridge always extends from point of entry to the other side of the Block
- Doors not connected to the bridge cease to exist

### D12 WHAT'S UP FOR AUCTION?

1	Mystery box	7	Antique furniture
2	Rare book and manuscript	8	Jewelry box and contents
3	Stamp/Coin collection	9	Musical instrument
4	Bottles filled with liquid	10	Garments worn by a Royal
5	Trunks full of clothing	11	Broken Oracle (not broken)
6	Tea set	12	Flower Garden on Level 2

### D12 WHAT'S THE HIGHEST BID?

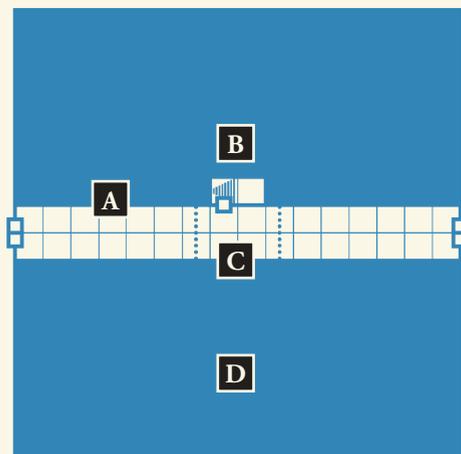
1	1 GP	7	299 GP
2	13 GP	8	777 GP
3	25 GP	9	1,430 GP
4	52 GP	10	7,600 GP
5	75 GP	11	8,421 GP
6	99 GP	12	25,000 GP

## A. THE BRIDGE

- Cobblestone with **4' high walls**
- **Lanterns** hang on the walls
- Columns underneath extend down into the Pit (D)

### BRIDGE MECHANICS

- Bridge always extends from the **point of entry** to the other side of the Block
- **Doors not connected** to the Bridge **cease to exist**
- If attempting to open contradictory doors at the same time, roll a **Dexterity or Speed** test and the loser must **save or fall into the Pit**



## B. AUCTION HOUSE

- Looks like a **cobblestone house**
- Auction **storage on first floor**
- Second floor is **empty** but has a **balcony** where the auctioneer conducts auctions

## C. CENTRAL AREA

- Attendees stand here during auctions
- **Retractable 6' bars** set into the ground on either side controlled by lever inside Auction House (B)

## D. THE PIT

- Endless expanse
- Any creature or object that **falls** into the Pit **lands unharmed** in the **Level 2 Square below**
- Auction items with no bids are **jettisoned into the Pit**
- **Strange sounds** can be heard

### D12 WHAT CAN BE HEARD FROM THE PIT?

1	Silence	7	Solo violinist performance
2	Only echoes	8	Somber instrumental music
3	Howling winds	9	Light instrumental music
4	Ticking clocks	10	Voices singing wordless songs
5	Distant cries of children	11	Voices saying, "You can do it!"
6	Children calling, "Hello?"	12	Voices cheering, "Higher!"

### D6 LANTERN LIGHT

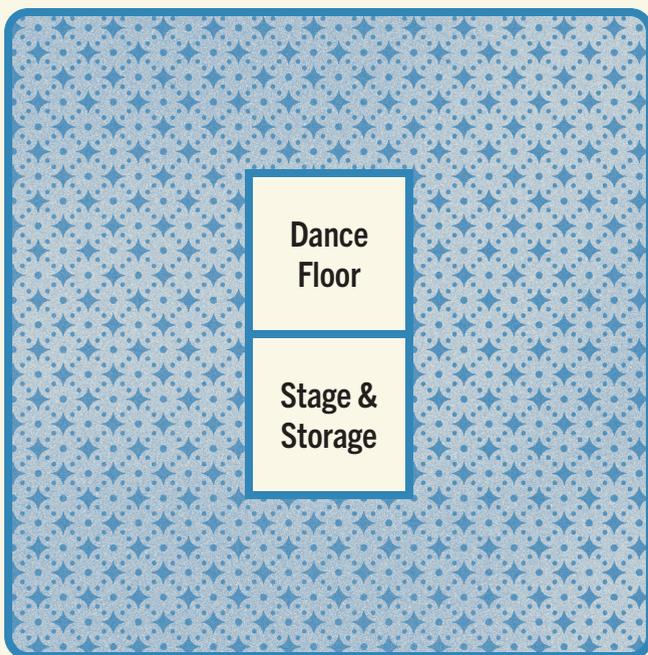
1	Snuffed
2	Flickering and dim
3	Bright
4	Bright
5	Bright
6	An unnatural color

## LEGEND

- □ Double Door
- Single Door
- ..... Retractable Bars Set in the Ground
- ▽ Stairs

# 1-021 Dance Hall

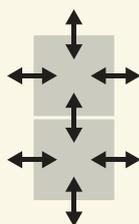
The frequent rotation of musical performers makes this hall a popular spot for patrons to unwind and dance their cares away.



The Land

There's always someone dancing in the Dance Hall, and all are welcome. It's a place for those who need to cut loose and kick off their mundane shoes. However, staff will be quick to ask dancers with sharp or long nails leave their footwear on so as not to tear up the dance floor.

The modest stage is also an excellent spot for up-and-coming musicians to practice their material. As long as it has an upbeat tempo, attendees will be enthusiastic.



## MOVEMENT

- Enter or exit through any side
- Move freely between Squares

## LOOKING-GLASS DIFFERENCES

- Cold yet manageable
- Any food or liquid exposed to the air immediately freezes

## D20 ENCOUNTER

1	No Encounter	12-16	Non-Player Character (NPC)
2-5	Block Quirk or Door Quirk	17	Well, Mirror, or Mouse Hole
6	Accident waiting to happen	18-19	Stairs leading up or down
7-11	Creature	20	Almost Alice or Glass Gorgon

## D4 BLOCK QUIRK

- ♣ Filled with dense fog
- ♦ Creatures shrink to Very Small size
- ♠ (Roll Creature or NPC) of unusual size
- ♥ Ground covered in salt

## D4 DOOR QUIRK

- ♣ Padlocked (Mundane)
- ♦ Door opening is half width
- ♠ Door disappears for 1 hour (door opening still exists)
- ♥ Door opens to Domino Domain pg. 86

## D4 ACCIDENT WAITING TO HAPPEN

- ♣ Fresh floor polish. Single target, save or fall prone and 1D6.
- ♦ Vibrations loosen ceiling light in 5' area. Save or 2D8.
- ♠ Party punch spill on floor in 5' area. Save or stuck to ground.
- ♥ Wall collapse. First rumbling, then all in 10' line save or 4D6.

## D12 CREATURE

K	2D6 Bats
2	2D6 Checkers
3	2D4 Matchmakers
4	1 Serpent
5	1D6+1 Serpents
6	1D6+1 Looking-Glass Creatures
7	1D4 Hall Monitors
8	1D6x2 Lost Soles
9	1 Spirit
10	1D4 Spirits
J	Reroll 2D10
Q	1D10 Creature + 1D10 NPC

## D12 NPC

K	2D6 Birds
2	2D6 House Geckos or Sheep
3	1D8x2 Lobsters
4	1D6 Crabs & Daughters or Flamingos
5	2D4+1 Dominoes
6	Cheshire Cat
7	Dodo
8	Duchess
9	Banker
10	White Rabbit
J	Reroll 2D10
Q	1D10 NPC + 1D10 Creature

## D6 CONFLICT

1	We hate this music
2	They stole and auctioned it
3	The Croquet Court is dying
4	I hid it under the dance floor
5	Bone King doesn't like you
6	It was left in a fountain

## D6 LOOT

1	Gold-Handled Shoehorn
2	1D4+1 Silver Spoons
3	Pewter Door Knocker
4	Silk Bag of Marbles
5	Hand-Carved Shoe Box
6	Unbreakable Nesting Doll

# 1-021 Dance Hall

## FIRST IMPRESSIONS

- High ceilings with dimmable lights
- Lacquered and well-maintained wood floors and walls
- Intricate paintings of merriment

## BLOCK-SPECIFIC MECHANICS

- Any creature moving on the Dance floor (A) gains 5' movement (10' if sprinting) and might slip
- Dance floor always easy to traverse

### D12 WHO'S DANCING RIGHT NOW?

1	Lobsters, Crabs & Daughters	7	Birds, Crabs & Daughters
2	Lobsters and Sheep	8	Sheep and Dominoes
3	Lobsters and Birds	9	Playing Cards and Footmen
4	Lobsters and Dominoes	10	House Geckos
5	Lobsters and Playing Cards	11	Birds
6	Lobsters and Royals	12	Lobsters

### D12 WHO'S ON STAGE?

1	Folk band (Sheep)	7	Choir (Mice)
2	Jazz band (House Geckos)	8	Accordion player (Knave)
3	Classical band (House Geckos)	9	Piano player (Mouse)
4	String quartet (Dominoes)	10	Banjo player (Playing Card)
5	Brass band (Sheep)	11	Clarinet soloist (Pawn)
6	Big band (Birds)	12	Harp soloist (Domino)

### A. DANCE FLOOR

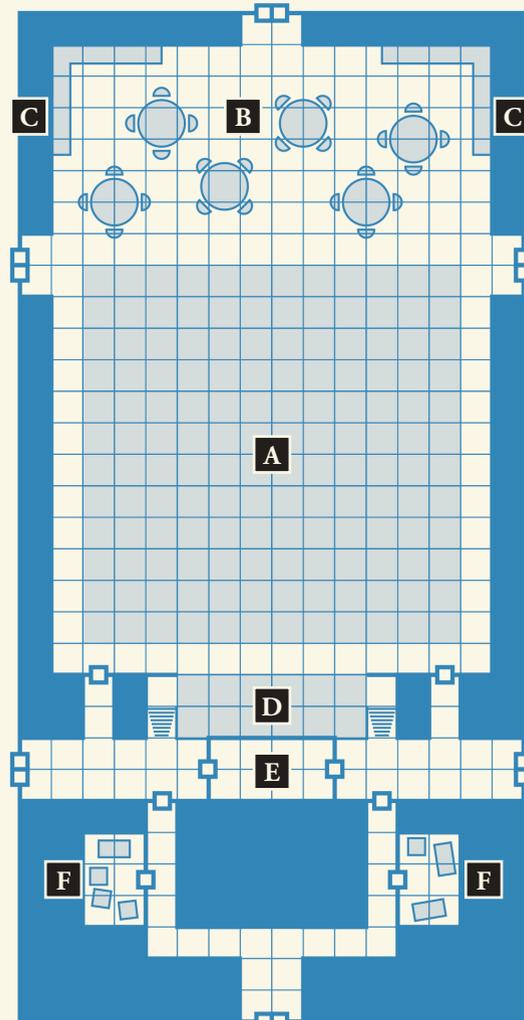
- **Checkerboard pattern** using light and dark wood
- Slightly **slippery**
- Walls around the Dance Floor **painted with murals** of Wanderers dancing, singing, and having fun

### DANCE FLOOR MECHANICS

- Any creature moving on the Dance Floor **gains 5'** movement per turn; **10' if sprinting**, but must save or **fall prone**
- **Must end turn** on Dance Floor to gain bonus
- Dance Floor is **immune** to becoming **difficult terrain**

### D6 REFRESHMENTS

1	Tea, jams, and toast
2	Fizzy water, fruit slices
3	Tea, cut vegetables
4	Fizzy lemonade, crackers
5	Tea, small sandwiches
6	Fizzy punch, cake, tarts



### B. SEATING AREA

- Four chairs to a table
- Decorated to suit the event

### C. REFRESHMENT TABLES

- Regularly changing

### D. STAGE

- **Raised 4'** from Dance Floor (A)

### E. GREEN ROOM

- Green couch, green carpet, green doors, green curtains on the walls
- Table with snacks

### F. STORAGE

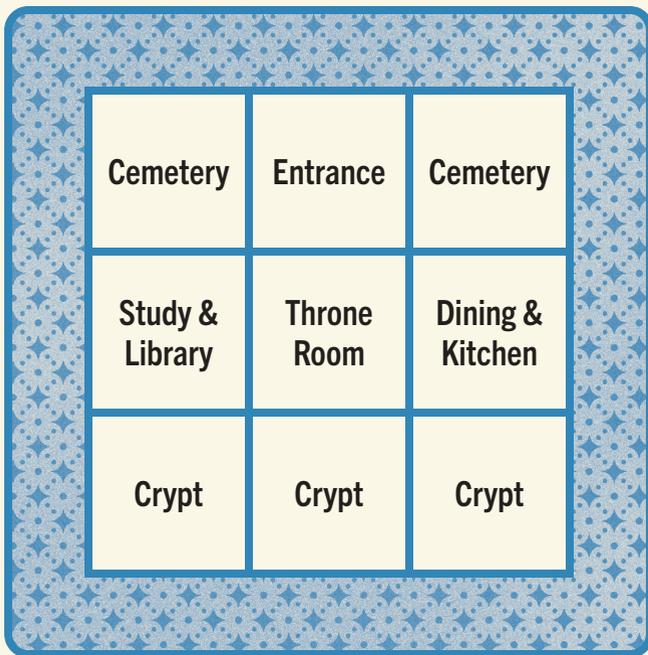
- Extra chairs and tablecloths
- Musical equipment
- Floor wax

## LEGEND

- Double Door
- Single Door
- ||||| Stairs

# 1-05 Domino Domain

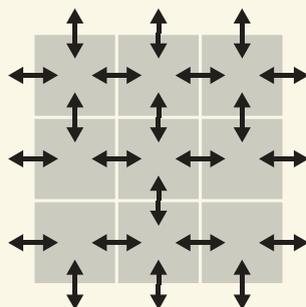
This spired villa tucked away in the darkness is as cold and uninviting as its skeletal inhabitants.



The Land

Nowhere else in Wonderland is as gloomy as Domino Domain. The dead cypresses and decaying mansion are as dreary as the skeleton-filled crypts underneath. It leaves the impression that this is a place that wants to be left alone.

After years of neglect, the Dominoes now work themselves to the bone to maintain and improve the grounds. The challenge is that fixing one problem leads to uncovering another, and then another, and then that leads to another. The Dominoes have yet to label this phenomena.



## MOVEMENT

- Enter or exit through any side
- Move freely between Squares
- Within Domino Domain, the Crypt (H) can be entered only via the Throne Room (C)

## LOOKING-GLASS DIFFERENCES

- Uncomfortably cold
- Crypt is dangerously cold, speed halved and disadvantage on all physical rolls (where appropriate)
- Strong howling winds in the cemetery
- Pillars are made of glass bones

## D20 ENCOUNTER

1	No Encounter	12-16	Non-Player Character (NPC)
2-5	Block Quirk or Door Quirk	17	Well, Mirror, or Mouse Hole
6	Accident waiting to happen	18-19	Stairs leading up or down
7-11	Creature	20	Almost Alice or Glass Gorgon

## D4 BLOCK QUIRK

- ♣ Magic darkness for 1 hour
- ♦ Creatures change to their natural size
- ♠ Low gravity for 1 hour
- ♥ Flooded (2" of water)

## D4 DOOR QUIRK

- ♣ Door opens to Duchess's Manor pg. 88
- ♦ Brick wall behind door
- ♠ Plays music while open
- ♥ Jammed (blackberry)

## D4 ACCIDENT WAITING TO HAPPEN

- ♣ Sinkhole. 30' area. Save or fall into Crypt (H) or 20' pit for 2D8.
- ♦ Wall collapse. First rumbling, then all in 10' line save or 4D6.
- ♠ Vibrations loosen ceiling rock or tile in a 5' area. Save or 2D8.
- ♥ Poorly repaired pillar or old tree collapses in 30' line. Save or 4D6.

## D12 CREATURE

K	2D4 Dreamons (Minor)
2	1D6 Mome Raths
3	2D6 Bats or Checkers
4	1D12 Grabbers (Branches)
5	1D4 Slithy Toves
6	2 Topiaries
7	1D4 Mockeries
8	1D6+1 Mirror Spiders
9	1D4 Spirits
10	The Hand
J	Reroll 2D10
Q	1D10 Creature + 1D10 NPC

## D12 NPC

K	Bone King
2	1D6 Birds
3	1D6 House Geckos
4	2D6+1 Dominoes
5	1D4 Footmen
6	Cheshire Cat
7	Crow
8	Walrus & Carpenter
9	Lion & Unicorn
10	3 Tongues
J	Reroll 2D10
Q	1D10 NPC + 1D10 Creature

## D6 CONFLICT

1	They need the 3 Tongues
2	The thief fled to Dance Hall
3	I need to get to Dining Hall
4	You can't be here
5	It belongs to Duchess now
6	We left it in the Library

## D6 LOOT

1	Gold Sundial
2	Small Silver Bear
3	Carving of Bone King
4	Crystal Punch Bowl
5	Black Crystal Box
6	Quarter of Gold Plate

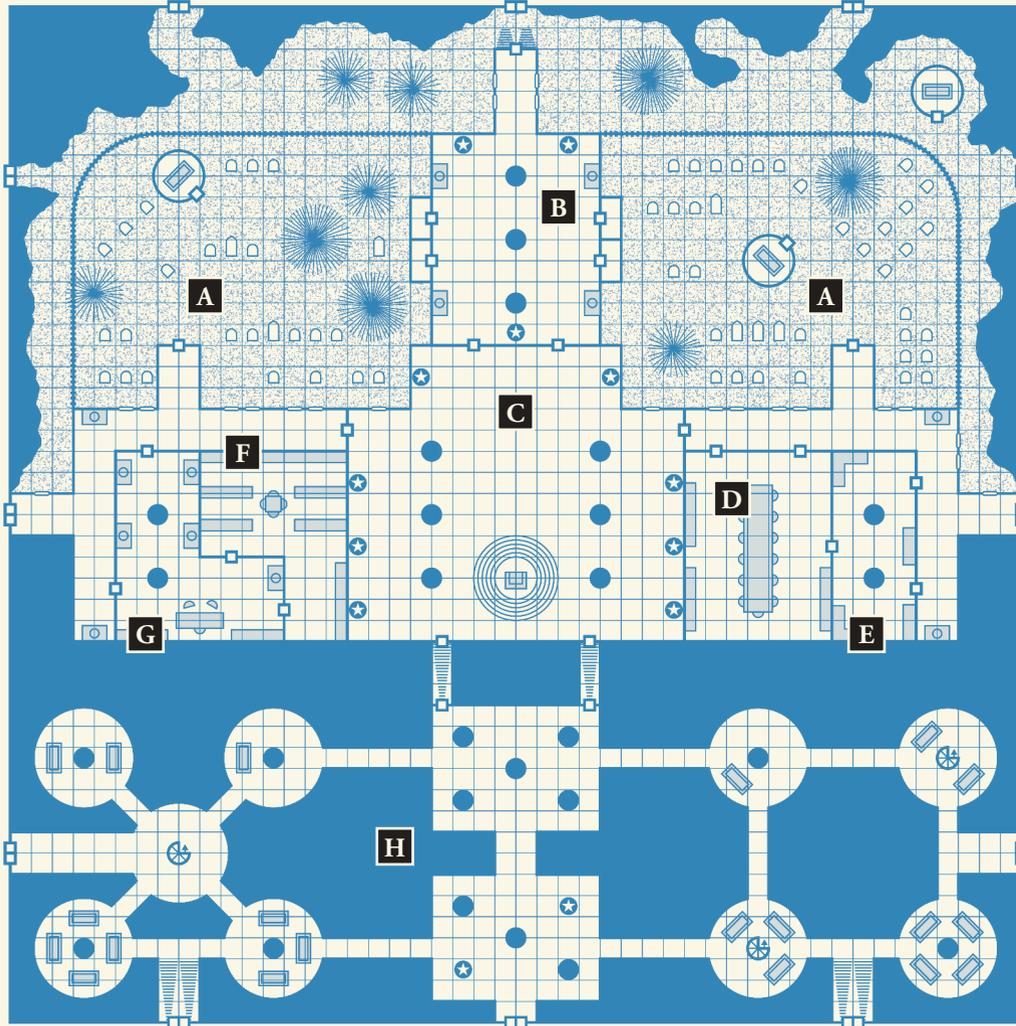
# 1-05 Domino Domain

## FIRST IMPRESSIONS

- Gothic architecture of black stone and ivory bone accented with dead plants
- Low lighting and cool temperature
- Thunder and lightning but no rain

## D12 THE BONE KING IS . . .

1	Nowhere to be found	7	Listening to the 3 Tongues
2	In a bad mood	8	Sleeping on his throne (C)
3	Reading in the library (G)	9	Alone in the kitchen (E)
4	Watching the Dominoes clean	10	Drawing in a mausoleum (A)
5	Walking the cemetery (A)	11	Dancing in the Crypt (H)
6	Writing in the study (F)	12	In an unnaturally good mood



### A. CEMETERY

- Wrought iron **fence** with **no gate**
- Dead trees everywhere
- Three **locked mausoleums**, each sarcophagus inside the mausoleum hides a **spiral staircase** that leads down to the Crypt (H)

### B. ENTRANCE

- Old **tapestries** of skeletons
- **Vases** full of dried roses
- **Stone statues of Dominoes** in calm poses
- Pillars made of stone and bone

### C. THRONE ROOM

- **Throne** of black glass on dais
- **Stone statues of Dominoes** holding real weapons in heroic poses
- Pillars made of stone and bone

### D. DINING ROOM

- Table with **13 chairs**
- When all seats full, **first to leave suffers bad luck** (no bonus to any rolls) for **1 day**
- Flatware and cutlery stored in tables along the wall

### E. KITCHEN

- Rarely used but clean
- **Cupboards are bare** unless Bone King is hosting an event
- Bones in central columns hold utensils

### F. STUDY

- Desk with **chessboard** and two chairs
- Shelf with books on **how to sleep** better and **cure nightmares**

### G. LIBRARY

- Books on **anatomy** and **war tactics**
- Out-of-reach books on **chess strategy** and **glass repair**

### H. CRYPT

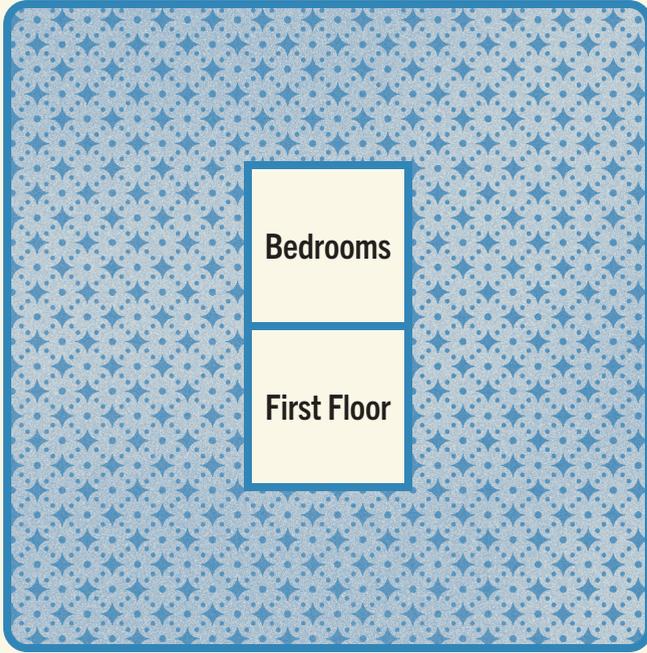
- **No light** and uncomfortably cold
- Walls and columns full of bones
- **Stone statues of Dominoes** with too many limbs and skulls
- **Sarcophagi** filled with **treasure**, **sleeping Dominoes**, or both
- **Spiral staircases** lead up to locked **mausoleums** in the cemetery (A)

## LEGEND

	Double Door		Sarcophagus
	Single Door		Spiral Stairs
	Window		Stairs
	Pillar of Spare Bones		Tombstones
	Stone Statue		Dead Tree

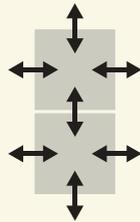
# 1-06 Duchess's Manor

Duchess's love of all things floral makes for a home that is as colorful and fragrant as a field of flowers during spring.



The Land

Nothing smells quite like Duchess's Manor. The flower bouquets and fragrant sprays that hang in the air blend together to create a perfume like no other. The Duchess loves this quality about her home and will regularly speak about it with guests. Engaging Duchess on the topic practically guarantees that anyone leaving her home will come out smelling like a rose.



## MOVEMENT

- Enter or exit through any side
- Move freely between Squares

Guests typically visit to discuss money. Whether it's collecting a debt or asking for a loan, conversations always focus on dollars and scents.

## LOOKING-GLASS DIFFERENCES

- Uncomfortably cold
- Flowers and fabrics are frozen and brittle

## D20 ENCOUNTER

1	No Encounter	12-16	Non-Player Character (NPC)
2-5	Block Quirk or Door Quirk	17	Well, Mirror, or Mouse Hole
6	Accident waiting to happen	18-19	Stairs leading up or down
7-11	Creature	20	Almost Alice or Glass Gorgon

## D4 BLOCK QUIRK

- ♣ All lights go out unless one or more doors are open
- ♦ Magic silence for 1 hour
- ♠ (Roll Creature or NPC) of unusual size
- ♥ Everything covered in pollen

## D4 DOOR QUIRK

- ♣ Padlocked (Mundane)
- ♦ Door opening is half height
- ♠ Painted wall behind door (looks like adjacent Block)
- ♥ Door opens to Escherian Stairs pg. 90

## D4 ACCIDENT WAITING TO HAPPEN

- ♣ Uprturned nail in floor. Save or shoe punctured (2D4 if barefoot).
- ♦ Small area rug over 5' wide pit. Save or fall 10' and take 1D8.
- ♠ Pesticide leak. Everyone 4D6 poison or save for half.
- ♥ Vibrations loosen ceiling tile in 5' area. Save or 2D8.

## D12 CREATURE

K	1D8 Insects
2	1D8 Moths
3	2D4 Flowers or Weeds
4	1D6 Mome Raths
5	2D6 Bats
6	2D4 Checkers
7	1D4+1 Custards
8	1D4+2 Jelly Cubes
9	1 Hall Monitor
10	1 Oracle
J	Reroll 2D10
Q	1D10 Creature + 1D10 NPC

## D12 NPC

K	Jester
2	1D6 Mice
3	1 Cook or House Gecko
4	1D6 Dominoes
5	1D4 Footmen
6	Cheshire Cat
7	Walrus & Carpenter
8	Duchess
9	Banker
10	1D4 Profits
J	Reroll 2D10
Q	1D10 NPC + 1D10 Creature

## D6 CONFLICT

1	They poisoned the Flowers
2	I owe the Bone King
3	You belong in the Dungeon
4	It's too smelly in here
5	We hid it under the stairs
6	They broke the Lighthouse

## D6 LOOT

1	1D4+1 Porcelain Flowers
2	1D4+1 Silver Fishing Lures
3	Copper Door Knocker
4	Metal Tin of Hard Candy
5	Crystal Perfume Bottle
6	Engraved Silver Teacup

# 1-06 Duchess's Manor

## FIRST IMPRESSIONS

- Overwhelming aroma of fresh flowers
- Floral patterns on the wallpaper and carved into the furniture
- Everything looks expensive

## BLOCK-SPECIFIC MECHANICS

- Floral scent inhibits any smell-based skills, attacks, or magic in the Block
- Creatures smell like the Manor for 1 hour after leaving the Block

### D12 FLORAL ARRANGEMENTS

1	Orchids, lilies, and mint	7	Fruit blossoms
2	Marigolds and baby's breath	8	Daffodils
3	Carnations, daisies, and tulips	9	Blooming cacti and succulents
4	Sunflowers	10	Red, white, and yellow roses
5	Hydrangeas, berries, and holly	11	Singing birds of paradise
6	Peonies and gardenias	12	Fire-breathing snapdragons

### D12 HOW DO YOU DESCRIBE THE SMELL?

1	Soft, powdery, and sweet	7	Bubbly with hints of citrus
2	Woody with spicy notes	8	Subtle, sweet, and precious
3	Fresh, fruity, and green	9	Comforting with notes of pine
4	Musky and natural	10	Mossy and aromatic
5	Gentle with cool notes	11	Dry, sharp, and refreshing
6	Airy with a hint of vanilla	12	Warm, strong, and rich

### BLOCK MECHANICS

- Floral scent **inhibits** any **smell-based** skills, attacks, or magic in the Block
- Creatures **smell like Duchess's Manor for 1 hour** after leaving the Block

#### A. ENTRYWAY

- Hallway with **closet**
- Main entry **full of bouquets**

#### B. SITTING ROOM

- 2 chairs and tables near **fireplace**
- Portrait of Duchess and Pepper over the fireplace
- **Small bookshelf** with books on botany

#### C. PLAYROOM

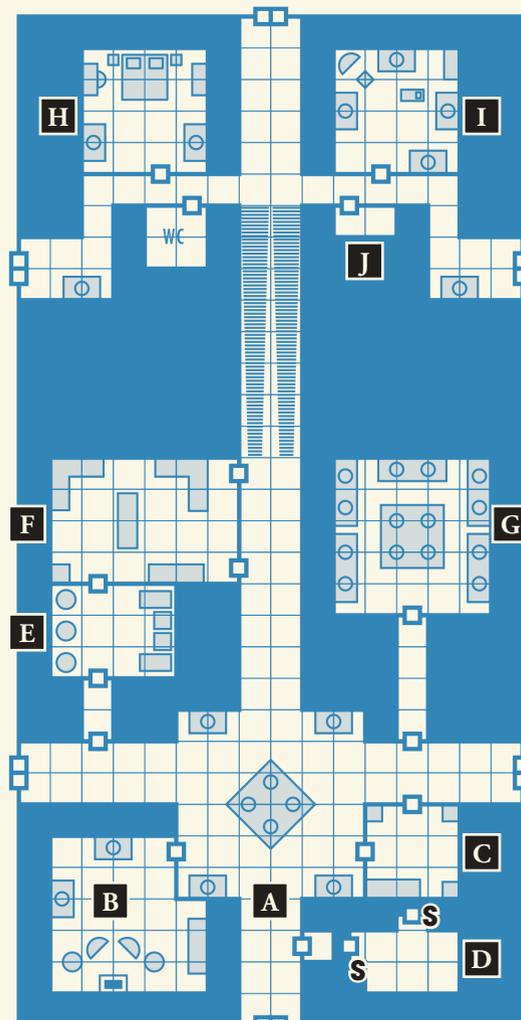
- Boxes full of children's toys
- Changing table in the corner

#### D. SECRET ROOM

- Accessible through **closet** in Entryway (A) and Playroom (B)
- Contents unknown

### D6 VASE DETAILS

1	Shaped like hourglasses
2	Painted with portraits
3	Shaped like bottles
4	Sheet music painted on side
5	Made of blown glass
6	Gold and bejeweled



#### E. PANTRY & STORAGE

- Crates and shelves full of food
- Barrels full of **potting soil**

#### F. KITCHEN

- Always staffed by at least one Cook (page 25) who uses too much seasoning in the food

#### G. WORKROOM

- **Half-finished bouquets** and potted plants
- Drawers full of **pruning tools**
- High-quality **flower press**

#### H. DUCHESS'S BEDROOM

- **Mattress** full of valuables
- Desk and cupboard full of fine stationery and clothes
- Water closet across the hall

#### I. PEPPER'S BEDROOM

- Crib in the middle of the room
- Rocking chair in the corner

#### J. LINEN CLOSET

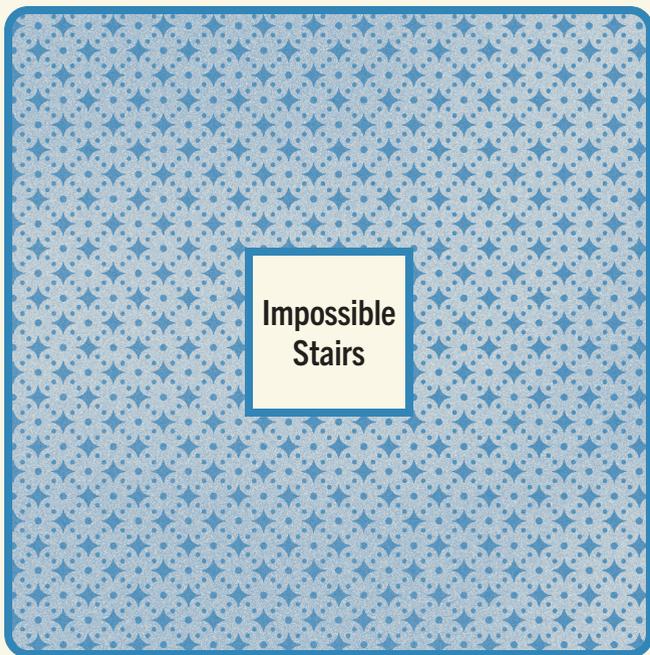
- Fine blankets and lace

### LEGEND

- Double Door
- Single Door
- Bouquet on Table
- S Secret Door
- ≡ Stairs

# 1-07 Escherian Stairs

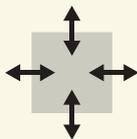
Stretching out like a network of healthy roots, this cluster of stairs defies all rationality and every law of physics.



Impossible  
Stairs

It's important to tread lightly when first entering an area with the Escherian Stairs. A rational brain simply isn't prepared to see multiple gravities coexist in the same space. Dizziness and vertigo are common side effects but typically last for just a few moments.

Using the stairs is as easy as walking, but shifting gravity to reach a different area or a desired door takes more work. Wonderers are quick to recommend honey on the shoes to help stick the landing.



## MOVEMENT

- Enter or exit through any side

## LOOKING-GLASS DIFFERENCES

- Uncomfortably cold
- Strong howling winds

## D20 ENCOUNTER

1	No Encounter	12-16	Non-Player Character (NPC)
2-5	Block Quirk or Door Quirk	17	Well or Mirror
6	Accident waiting to happen	18-19	Stairs leading up or down
7-11	Creature	20	Almost Alice or Glass Gorgon

## D4 BLOCK QUIRK

- ♣ Filled with dense fog
- ♦ Creatures shrink to Very Small size
- ♠ Low gravity for 1 hour
- ♥ Stairs covered in honey

## D4 DOOR QUIRK

- ♣ Door opens to Fungal Caves pg. 92
- ♦ Blocked by webbing
- ♠ Sentient doorknob
- ♥ Jammed (blueberry)

## D4 ACCIDENT WAITING TO HAPPEN

- ♣ Fresh floor polish. Single target, save or fall prone and 1D6.
- ♦ Upturned nail in floor. Save or shoe punctured (2D4 if barefoot).
- ♠ Blueberry jam spill on floor in 5' area. Save or stuck to ground.
- ♥ Faulty marble repair and 5' area crumbles. Save or fall through hole.

## D12 CREATURE

K	1D4 Dreamons (Minor)
2	2D4 Checkers
3	1D6 Matchmakers
4	1D6 Mockeries
5	2D4 Mirror Spiders
6	1D6+1 Serpents
7	1D4+1 Looking-Glass Creatures
8	1D4 Hall Monitors
9	1D4 Lost Soles
10	The Hand
J	Reroll 2D10
Q	1D10 Creature + 1D10 NPC

## D12 NPC

K	Jester
2	2D6 Birds
3	1D6 Sheep
4	1D4 Flamingos
5	1D8 Dominoes
6	1D4 Footmen
7	Caterpillar
8	White Rabbit
9	1D4 Antipathies
10	Nobody
J	Reroll 2D10
Q	1D10 NPC + 1D10 Creature

## D6 CONFLICT

1	I hate that pattern
2	Leave the Duchess alone
3	It was destroyed in the Forge
4	We're afraid of heights
5	They owe Caterpillar
6	They keep breaking mirrors

## D6 LOOT

1	Brass Scales
2	Gold Bottle Opener
3	Carving of a Footman
4	Thermometer in Wood Case
5	Gold Cutlery Box (Empty)
6	Pouch of Round Gems

# 1-07 Escherian Stairs

## FIRST IMPRESSIONS

- Perfectly cubed room of gray marble
- Walls, floor, and ceiling covered in stairs
- Staircases and doorways branch off in all directions and defy gravity

## BLOCK-SPECIFIC MECHANICS

- Roll 1D6 when entering the Block, result determines gravity (see Fig. 1)
- Skill test to change gravity
- Gravity resets when leaving the Block

### D12 WHAT'S BEHIND THE DOOR?

1	Curtain hiding a solid wall	7	Mural of bats becoming fish
2	Curtain hiding 2' wide recess	8	Mural of fish becoming birds
3	Unnaturally dark room	9	Abstract mosaic of colored glass
4	Alcove full of half-used candles	10	Full-length mirror (broken)
5	Alcove with a single stool	11	Full-length mirror
6	Service counter	12	Portal within the Block

### D12 WHAT'S THE PATTERN ON THE STAIRS?

1	All white	7	Snakes coiled around eggs
2	Alternating black and white	8	Like the back of a playing card
3	Blue and green checkerboard	9	Grayscale triangles
4	Woodgrain with stone steps	10	Detailed flowers and vines
5	Interlocking lizards	11	Intricate latticework
6	Interlocking birds	12	Marble with gold steps

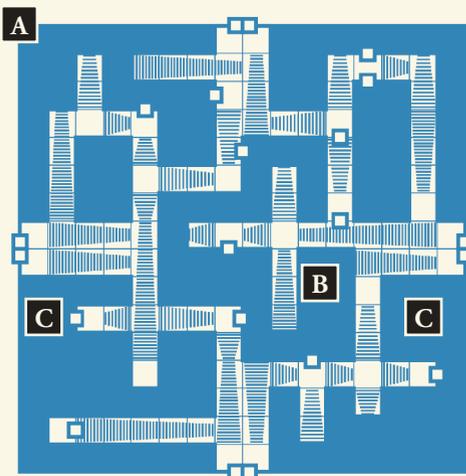
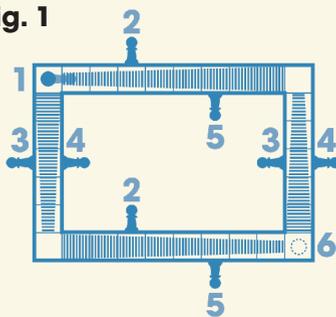
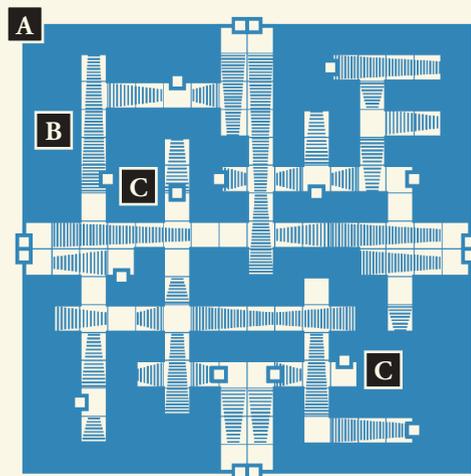


Fig. 1



### Gravitational Pull

- |               |               |
|---------------|---------------|
| 1. Ground     | 4. West Wall  |
| 2. South Wall | 5. North Wall |
| 3. East Wall  | 6. Ceiling    |



### BLOCK MECHANICS

- Roll 1D6 when entering the Block
- Result determines starting gravity (roll once for group or each individually) (see Fig. 1)
- Skill test to climb/jump/change to different gravity (determined by GM)
- Gravity resets when leaving the Block

#### A. BLOCK

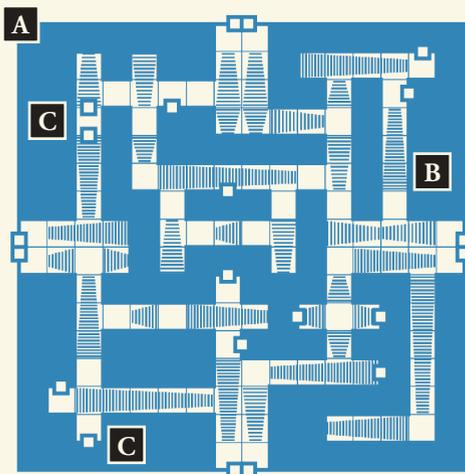
- 80' cube
- Double doors in middle of wall (40' off ground)

#### B. STAIRS

- Steps wrap around all sides

#### C. SINGLE ARCHED DOORWAYS

- Some lead to hallways and alcoves, others lead to private rooms
- Doors on the underside are not visible on map

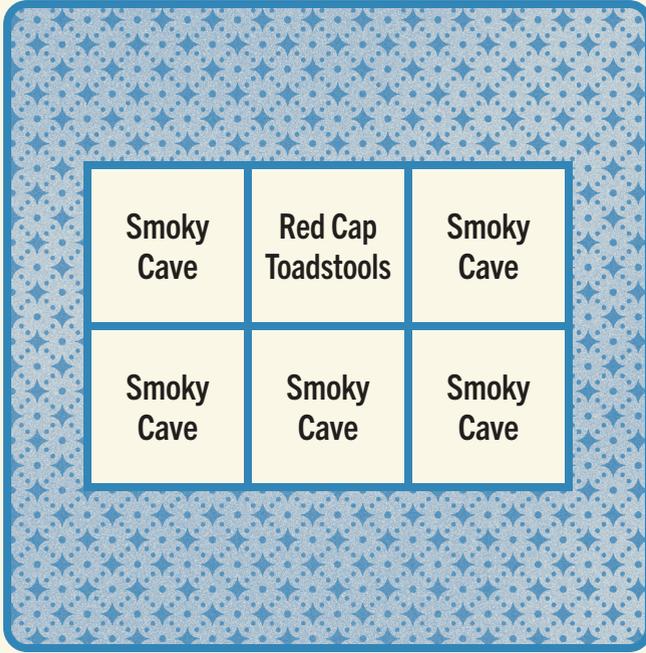


### LEGEND

- Double Door
- Single Arched Door
- Stairs

# 1-08 Fungal Caves

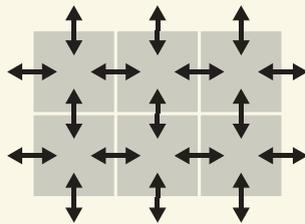
Heavy, lingering smoke hangs over the thriving fungi throughout this damp and hazy grotto.



The Land

The Caterpillar and his cousins, the Moths, call these mushroom-filled caves home. Countless generations have thrived among the fungi, but few would share their secrets.

With the wide variety of mushrooms that thrive here, there's always an element of risk. Effects range from harmless to deadly, so foragers are wise to do thorough research before consuming anything they find. These caves are nothing to be truffled with.



## MOVEMENT

- Enter or exit through any side
- Move freely between Squares
- Within Fungal Caves, Red Cap Plateau (A) can be accessed only by way of the Square to the right unless Very Small

## LOOKING-GLASS DIFFERENCES

- Dangerously cold, speed halved and disadvantage on all physical rolls (where appropriate)
- Heavy snowfall
- Mushrooms are frozen and brittle

## D20 ENCOUNTER

1	No Encounter	12-16	Non-Player Character (NPC)
2-5	Block Quirk or Door Quirk	17	Well or Mirror
6	Accident waiting to happen	18-19	Stairs leading up or down
7-11	Creature	20	Almost Alice or Glass Gorgon

## D4 BLOCK QUIRK

- ♣ Magic darkness for 1 hour
- ♦ Creatures change to their natural size
- ♠ (Roll Creature or NPC) of unusual size
- ♥ Ground covered in salt

## D4 DOOR QUIRK

- ♣ Padlocked (Mundane)
- ♦ Door opening is half width
- ♠ Door disappears for 1 hour (door opening still exists)
- ♥ Door opens to Hallway pg. 94

## D4 ACCIDENT WAITING TO HAPPEN

- ♣ Half-buried rake. Save or 1D8 and blind for 1 minute.
- ♦ Wall collapse. First rumbling, then all in 20' line save or 4D6.
- ♠ Toxic mushrooms release 30' cloud. Take 4D6 poison or save for half.
- ♥ Small stalactite falls. First dust falls, then all in 5' area save or 4D6.

## D12 CREATURE

K	1D4 Dreamons (Minor)
2	2D8 Moths
3	1D6 Borogroves
4	1D4x2 Mome Raths
5	1D6+1 Jubjub Birds
6	2D6 Checkers
7	1D6 Crocodiles
8	1 Serpent
9	1D6+1 Serpents
10	1D4 Hall Monitors
J	Reroll 2D10
Q	1D10 Creature + 1D10 NPC

## D12 NPC

K	Caterpillar
2	1D6 Mice
3	2D6 Birds
4	1D6 Sheep
5	1D4 Cooks
6	2D6 Dominos
7	Cheshire Cat
8	Crow
9	Dodo
10	3 Tongues
J	Reroll 2D10
Q	1D10 NPC + 1D10 Creature

## D6 CONFLICT

1	You're not small enough
2	It fell down the stairs
3	We need to get to the Foyer
4	They stole our mushrooms
5	The Hallways are overrun
6	I lost it all at Pay Dirt

## D6 LOOT

1	Magnifying Glass
2	Small Painting of Dodo
3	Carnival Glass Dish
4	Parachute in Bag
5	Box Full of Spore Prints
6	Glowing Crystal Mushroom

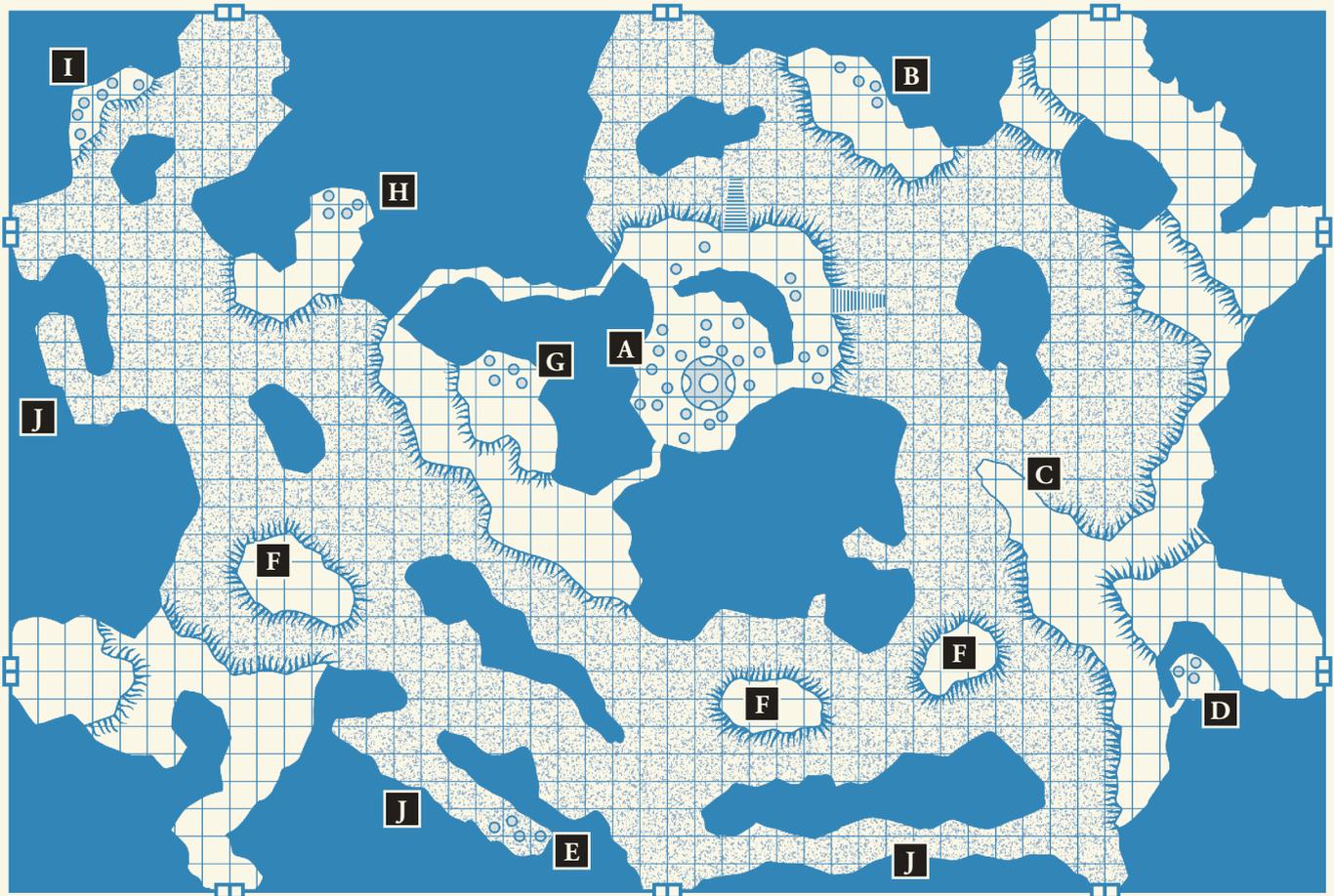
# 1-08 Fungal Caves

## FIRST IMPRESSIONS

- Damp, smoky, and covered in fungi
- Harmless spores hang in the air
- Smoke gets thicker moving toward Caterpillar's Red Cap Toadstool (A)

## BLOCK-SPECIFIC MECHANICS

- Creatures shrink to Very Small when entering the Square of Caterpillar's Red Cap Toadstool Plateau (A)
- Size doesn't revert when leaving Square



The Land

### A. RED CAP PLATEAU

- Giant **Red Cap Toadstool** surrounded by smaller (mundane) toadstools
- **Eating** one side of the giant mushroom **causes growing** by one size; eating the other side causes **shrinking** by one size
- Mushroom regenerates after 1 hour

### TOADSTOOL MECHANICS

- Creatures **shrink to Very Small** when entering this Square
- **Size doesn't revert** when leaving the Square

### B. OYSTER MUSHROOMS

- Tastes like seafood

### C. EGG CLIFF

- **Moth eggs** hang on side
- Eggs look like **eyeballs**

### D. SLIPPERY JACK MUSHROOMS

- Eating causes any **enemy grapple** to roll with **disadvantage** (1 hour)

### E. BUTTON MUSHROOMS

- Can **fasten magical clothing** together and make it stronger

### F. FEEDING PLATEAUS

- Moth caterpillars feed on rotting fungi

### G. BLEEDING TOOTH MUSHROOMS

- Eating grants advantage on **intimidation** (10 minutes)

### H. INK CAP MUSHROOMS

- Secretes ink that never smudges

### I. CHARCOAL BURNER MUSHROOMS

- Mushroom pieces can **start a fire** if sprinkled on wood or paper

### J. COCOON ALCOVES

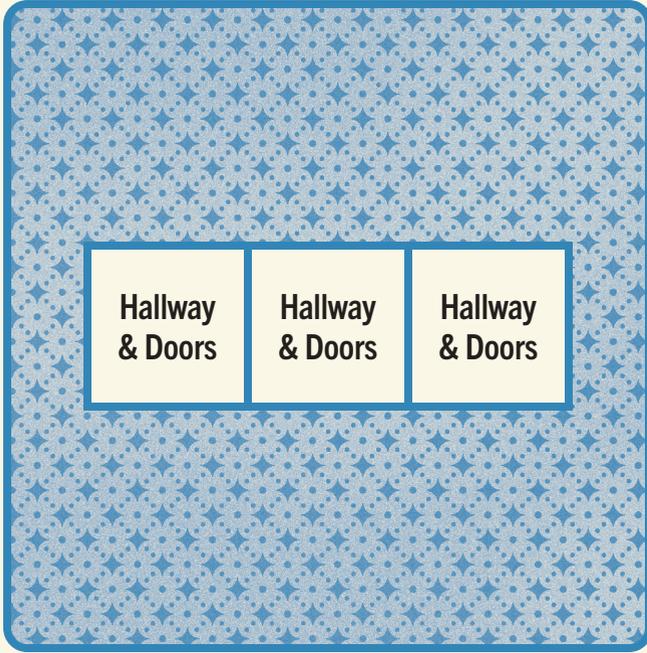
- Walls covered in wriggling brown cocoons

## LEGEND

- Double Door
- Giant Red Cap
- Mushroom Cluster
- 20' Ledge
- Stairs

# 1-09 Hallway

Vast and intricately decorated, the grand hallways of Wonderland are as much a destination as a thoroughfare.



Hallway  
& Doors

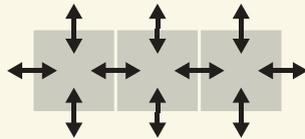
Hallway  
& Doors

Hallway  
& Doors

The Land

Those who regularly travel through Wonderland, especially Wonderers, use the hallways. They're well lit, spacious, and direct. But for the unprepared, they can prove to be entirely inconvenient.

Savvy travelers carry bits of mushrooms in their pockets so that they can quickly undo a hallway's size-changing effects. Friendlier locals will even help out the inexperienced and provide extra portions of the appropriate fungus. The shrewd are also happy to share, but for a price.



## MOVEMENT

- Enter or exit through any side
- Move freely between Squares
- Moving between Squares causes a change in size, see Hallway (A)

## LOOKING-GLASS DIFFERENCES

- Cold yet manageable
- Light snowfall
- Flowers and fabrics are frozen and brittle

## D20 ENCOUNTER

1	No Encounter	12-16	Non-Player Character (NPC)
2-5	Block Quirk or Door Quirk	17	Well, Mirror, or Mouse Hole
6	Accident waiting to happen	18-19	Stairs leading up or down
7-11	Creature	20	Almost Alice or Glass Gorgon

## D4 BLOCK QUIRK

- ♣ All lights go out unless one or more doors are open
- ♦ Magic silence for 1 hour
- ♠ Low gravity for 1 hour
- ♥ Flooded (2" of water)

## D4 DOOR QUIRK

- ♣ Door opens to King Row pg. 96
- ♦ Brick wall behind door
- ♠ Plays music while open
- ♥ Jammed (boysenberry)

## D4 ACCIDENT WAITING TO HAPPEN

- ♣ Small area rug over 5' wide pit. Save or fall 10' and take 1D8.
- ♦ Upturned nail in floor. Save or shoe punctured (2D4 if barefoot).
- ♠ Cleaning chemical reaction. Everyone 6D6 poison or save for half.
- ♥ Vibrations loosen ceiling light in a 5' area. Save or 2D8.

## D12 CREATURE

K	1D4 Dreamons (Minor)
2	1D6 Flowers or Weeds
3	1D4 Borogroves
4	2D4 Bats
5	1D6 Matchmakers
6	1D8 Checkers
7	1D4 Crocodiles
8	1D6 Mirror Spiders
9	1D4+1 Hall Monitors
10	The Hand
J	Reroll 2D10
Q	1D10 Creature + 1D10 NPC

## D12 NPC

K	1D4 Mice
2	2 Hedgehogs + 2 Flamingos
3	1D4 Dominoes
4	1D4 Footmen
5	Cheshire Cat
6	Caterpillar
7	Dodo
8	Duchess
9	White Rabbit
10	3 Tongues
J	Reroll 2D10
Q	1D10 NPC + 1D10 Creature

## D6 CONFLICT

1	It was stolen from the closet
2	We can't let the Moths see
3	They fled to the Gallery
4	The paintings are forgeries
5	I dropped it in King Row
6	You sunk our boat

## D6 LOOT

1	Porcelain Hall Monitor
2	Pewter Compass
3	Small Crystal Harp
4	Gryphon-Shaped Mug
5	Gold Quill Set in Case
6	Carnival Glass Rooster

# 1-09 Hallway

## FIRST IMPRESSIONS

- Great wide hall covered in ornate carvings and paintings
- Ceiling depicts a bright blue sky
- Floral arrangements in elegant vases

## BLOCK-SPECIFIC MECHANICS

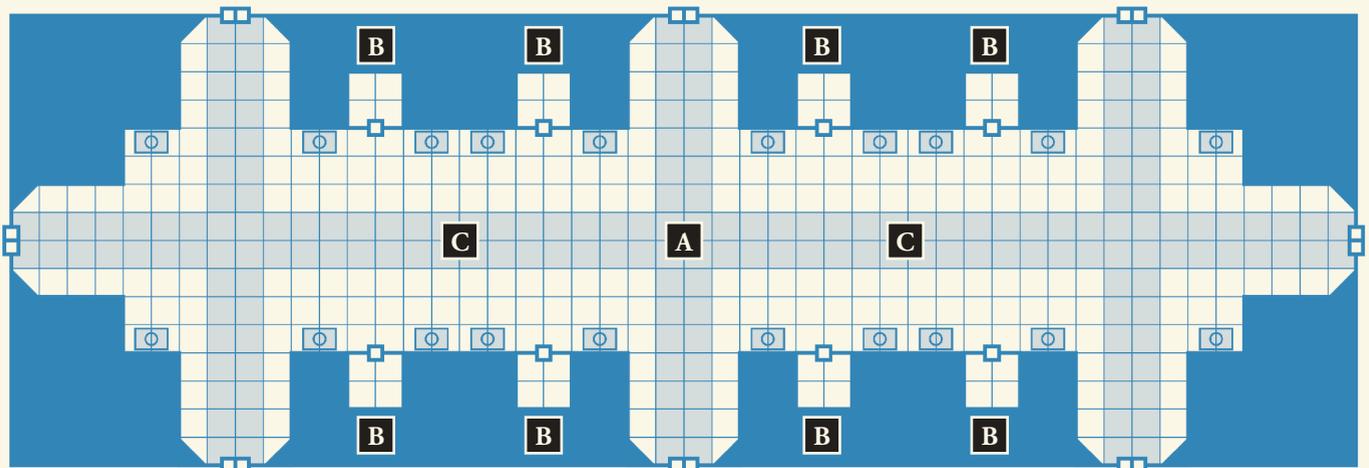
- Change size when moving between Squares (smaller one way, bigger the other way, determined by the GM)
- Size doesn't revert when leaving Block

### D12 THE FLOWERS ARE . . .

1	Dried weeds	7	Dried stems with heads cut off
2	Dried dandelions	8	Dried roses
3	Dried ragweed	9	Fresh roses
4	Dried tiger lilies	10	Tulips, pansies, violets, roses
5	Dried tulips and violets	11	Singing tulips
6	Fresh pansies and tulips	12	Singing roses

### D12 THE THEME OF THE HALL IS . . .

1	White marble and winter	7	Blues, greens, water at night
2	Black floors and gold walls	8	Crowd scenes but no faces
3	White stone with red accents	9	Dark forests with bright lights
4	Black wood and death	10	Detailed portraits of animals
5	Wood paneling and gold	11	Abstract shapes in natural hues
6	Oranges, reds, yellows, florals	12	Gold, silver, and diamond eyes



The Land

#### A. HALLWAY

- Carpet running on top of **hardwood** floors
- Carved **wooden tables** holding **painted vases**

#### MOVEMENT MECHANICS

- Creatures and objects **change size** when crossing over the **Thresholds (C)** separating each Square within the Block
- **Objects must be held** to change size
- Moving one direction causes shrinking and moving the other direction causes growing (see Fig. 2)
- GM determines which direction causes which change
- Can't grow beyond Very Large or shrink beyond Very Small
- **Entering the Block** from another Block doesn't trigger the size change
- **Size doesn't revert** after leaving the Block

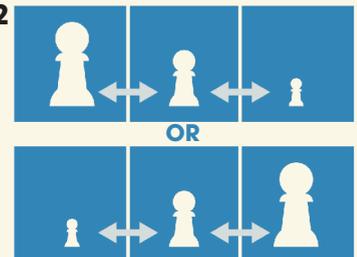
#### B. CLOSETS

- Single wooden doors
- Shelf above a coat bar, shoe drawer at the bottom
- Mostly filled with **mundane objects** (coats, shoes, and walking sticks)

#### C. THRESHOLDS

- The space where size change occurs
- Generally the center between closet doors
- Doesn't have a hard line

Fig. 2

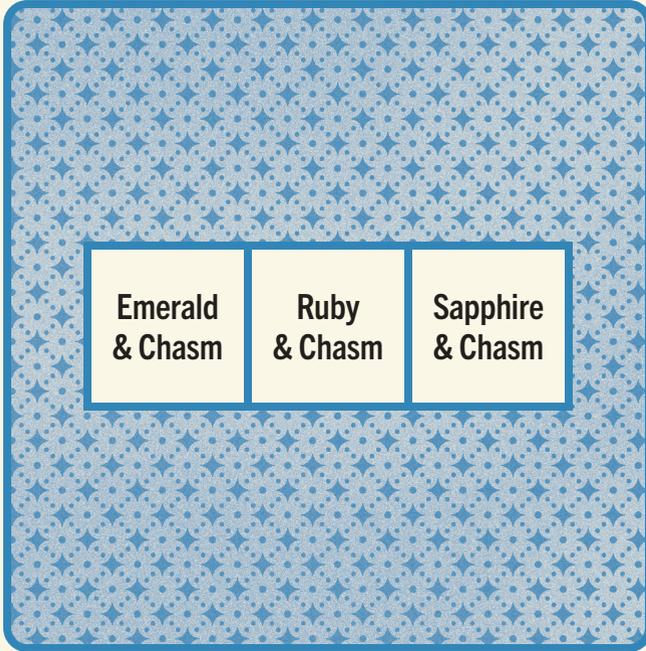


## LEGEND

- □ Double Door
- Single Door
- Bouquet on table

# 1-10 King Row

The carvings in this natural chamber are illuminated from both the glowing chasm and three large magical gemstones.

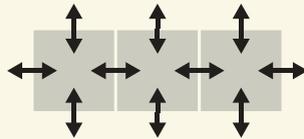


Emerald  
& Chasm

Ruby  
& Chasm

Sapphire  
& Chasm

The entire cave is equal parts beautiful and unsettling. The three large gems cast a gentle and colorful glow across the many cave carvings. Imagery that depicts dark and dangerous events. Then there's the Rift, said to show strange visions to anyone who would dare look into it. Visions so abstract that they often drive the viewer mad. It's all unsettling beauty.



## MOVEMENT

- Enter or exit through any side
- Move freely between Squares

This is heightened only when Checkers are present. They'll defend the Rift to the death, and win or lose, they'll do so with glee.

## LOOKING-GLASS DIFFERENCES

- Uncomfortably cold
- Heavy snowfall
- Covered in thick ice, speed doubled but must save after every 20' of movement or fall prone

## D20 ENCOUNTER

1	No Encounter	12-16	Non-Player Character (NPC)
2-5	Block Quirk or Door Quirk	17	Well or Mirror
6	Accident waiting to happen	18-19	Stairs leading up or down
7-11	Creature	20	Almost Alice or Glass Gorgon

## D4 BLOCK QUIRK

- ♣ Filled with dense fog
- ♦ Creatures shrink to Very Small size
- ♠ (Roll Creature or NPC) of unusual size
- ♥ Everything covered in dust

## D4 DOOR QUIRK

- ♣ Padlocked (Mundane)
- ♦ Door opening is half height
- ♠ Painted wall behind door (looks like adjacent Block)
- ♥ Door opens to Mill pg. 98

## D4 ACCIDENT WAITING TO HAPPEN

- ♣ Jagged rocks. Save or shoe punctured (2D4 if barefoot).
- ♦ Wall collapse. First rumbling, then all in 20' line save or 4D6.
- ♠ Boulder hurled from Rift (A). All in 30' area take 4D6 or save for half.
- ♥ Small stalactite falls. First dust falls, then all in 5' area save or 4D6.

## D12 CREATURE

K	1D6+1 Dreamons (Minor)
2	1D6 Moths
3	1D6 Mome Raths
4	2D6 Bats
5	1D6+1 Jubjub Birds
6	2D6 Checkers
7	1D6 Mockeries
8	2D4 Mirror Spiders
9	1D6+1 Serpents
10	The Hand
J	Reroll 2D10
Q	1D10 Creature + 1D10 NPC

## D12 NPC

K	Bone King
2	1D6 Sheep
3	1D6+1 Dominoes
4	1D6+1 Playing Cards
5	Cheshire Cat
6	Crow
7	Lion & Unicorn
8	3 Tongues
9	1 Knight
10	1D4 Profits
J	Reroll 2D10
Q	1D10 NPC + 1D10 Creature

## D6 CONFLICT

1	We dropped it in the rift
2	They fled down a Hallway
3	He's lost in the Hedge Maze
4	I need that emerald
5	You can't go to the Mill
6	It's hidden in a statue

## D6 LOOT

1	1D4+1 Gold Safety Pins
2	Small Porcelain Flowers
3	Small Bust of White Queen
4	Bronze Candle Snuffer
5	Silk-Lined Hat Box
6	Windup Toy Domino

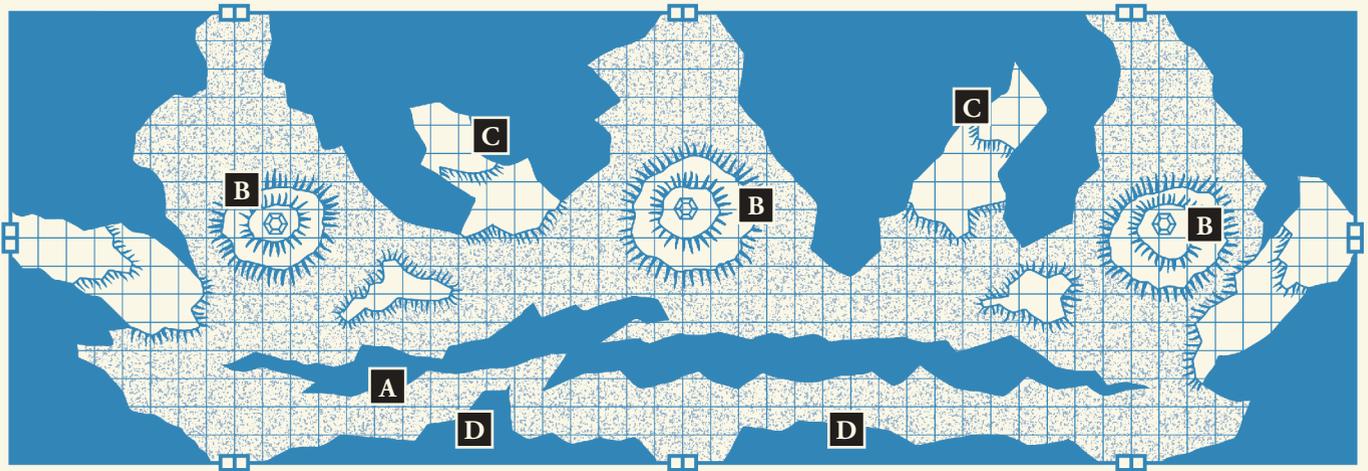
# 1-10 King Row

## FIRST IMPRESSIONS

- Walls carved with simple symbols
- Massive fissure flickers and flashes with light
- 60' pedestals with large gems on top

## BLOCK-SPECIFIC MECHANICS

- Any Pawn that falls into the Rift (A) emerges as a Bishop, Knight, or Queen
- Anyone else falling in while wearing a Pawn's cap emerges with a new hat



### A. THE RIFT

- Bottomless pit
- Easily **climbable** walls
- The Rift **shows a vision** to anyone who looks into it (accuracy to be determined by the GM)

#### RIFT MECHANICS

- Any **Pawn** that falls into the Rift **changes and emerges** as whatever Chess Piece they desire (Bishop, Knight, or Queen)
- Anyone wearing a Pawn's cap emerges wearing a Bishop's miter, Knight's helmet, or Queen's crown
- **Anything** else that falls into the Rift is **lost forever**

### B. CROWN JEWELS

- Three **barrel-sized gems** displayed on natural pedestals
- First creature to **touch** one receives one random effect for **24 hours**
- **Emerald**, aka "The Green-Eyed Monster"
  - Pedestal is carved to look like **people climbing over each other** to reach the gem
- **Ruby**, aka "The Red Herring"
  - Pedestal is carved to look like **a flock of birds flying in a spiral** toward the gem
- **Sapphire**, aka "Little Boy Blue"
  - Pedestal is carved to look like **a herd of sheep eating below a stack of hay**

### C. NORTH CAVE WALLS

- Covered in carvings
- All show simple depictions of **Checkers** doing various tasks (hunting, violently dancing, and jumping into the Rift)

### D. SOUTH CAVE WALLS

- Carvings depict a **Checker** jumping into the Rift and **emerging a giant** wearing a **crown**
- Mural also depicts **fire and meteors** all around the giant Checker, **smaller Checkers** **praying** and celebrating at its feet

## D12 JEWEL EFFECTS

1	Blindness
2	Unable to use one hand
3	Cannot lie
4	Repair anything wooden
5	See through all darkness
6	Hear through double doors
7	Float 1" off the ground
8	See the invisible
9	Immune to one element
10	Learn through tasting
11	Influence Checkers
12	Speak with Lost Soles

## D12 WHAT VISION DOES THE RIFT SHOW?

1	Burning stick over an icy river	7	Goblets full of snakes & gems
2	Clown flipping coins	8	Field full of orange sunflowers
3	Heart pierced by swords	9	Old man walking with lantern
4	Man holding a globe & rod	10	Conversation beside a tower
5	Burlap sack in a rowboat	11	Woman sitting on stone throne
6	Winged woman gifting light	12	Figure hanging upside down

## D6 THE JEWELS ARE ...

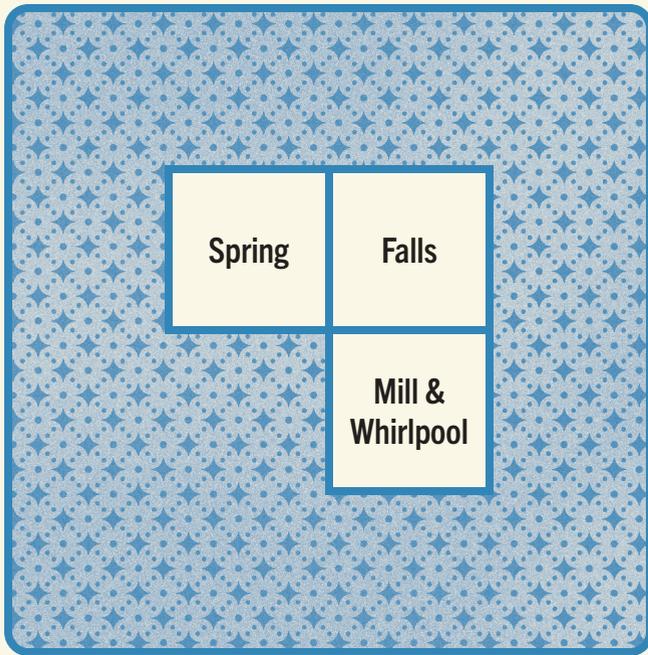
1	Missing
2	Cracked and faded
3	Humming
4	On the wrong pedestals
5	Glowing
6	Calling for help

## LEGEND

- Double Door
- 30' Ledge
- Giant Gemstone

# 1-11 Mill

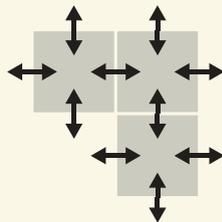
Somehow the sound of the creaking waterwheel cuts through the constant noise coming from the adjacent waterfall.



The Land

This small mill provides so much. If it's not making flour for cooking and baking, it's likely producing paper pulp or (a recent addition) generating electricity that powers all of the modern lighting throughout Wonderland. It's anything but a run-of-the-mill facility.

It's all made possible by the dedicated workers that keep the machines running day and night. Trust and teamwork ensure the mill never comes to a grinding halt.



## MOVEMENT

- Enter or exit through any side
- Move freely between Squares

## LOOKING-GLASS DIFFERENCES

- Uncomfortably cold
- Heavy snowfall
- River and waterfall are frozen solid, but something is trapped in there

## D20 ENCOUNTER

1	No Encounter	12-16	Non-Player Character (NPC)
2-5	Block Quirk or Door Quirk	17	Well or Mirror
6	Accident waiting to happen	18-19	Stairs leading up or down
7-11	Creature	20	Almost Alice or Glass Gorgon

## D4 BLOCK QUIRK

- ♣ Magic darkness for 1 hour
- ♦ Creatures change to their natural size
- ♠ Low gravity for 1 hour
- ♥ Ground covered in sawdust

## D4 DOOR QUIRK

- ♣ Door opens to Mustard Mine pg. 100
- ♦ Blocked by webbing
- ♠ Sentient doorknob
- ♥ Jammed (cherry)

## D4 ACCIDENT WAITING TO HAPPEN

- ♣ Slick rocks. Single target, save or fall prone and 1D6.
- ♦ Rockslide. First rumbling, then 40' area takes 4D6 or save for half.
- ♠ Wall collapse. First rumbling, then all in 20' line save or 4D6.
- ♥ Small stalactite falls. First dust falls, then all in 5' area save or 4D6.

## D12 CREATURE

K	1D6 Insects
2	1D6 Moths
3	2D6 Oysters
4	1D6 Borogroves
5	2D6 Bats
6	1D6 Jubjub Birds
7	2D6 Checkers
8	1D6 Crocodiles
9	1D4 Sharks
10	The Hand
J	Reroll 2D10
Q	1D10 Creature + 1D10 NPC

## D12 NPC

K	2D4 Birds
2	1D4 House Geckos
3	1D4 Sheep
4	1D4 Crabs & Daughters
5	2D6 Dominoes
6	1D4 Footmen
7	Cheshire Cat
8	Crow
9	Walrus & Carpenter
10	White Rabbit
J	Reroll 2D10
Q	1D10 NPC + 1D10 Creature

## D6 CONFLICT

1	They broke the water wheel
2	King Row is haunted
3	I stole it from the Kitchen
4	You broke the water wheel
5	It fled to the Mustard Mine
6	We hate the Topiaries

## D6 LOOT

1	Silver Muffin Tray
2	Small Gold Round Frame
3	Pouch of Glowing Rocks
4	Silver Pocket Watch
5	Engraved Tankard
6	Platinum Anklet

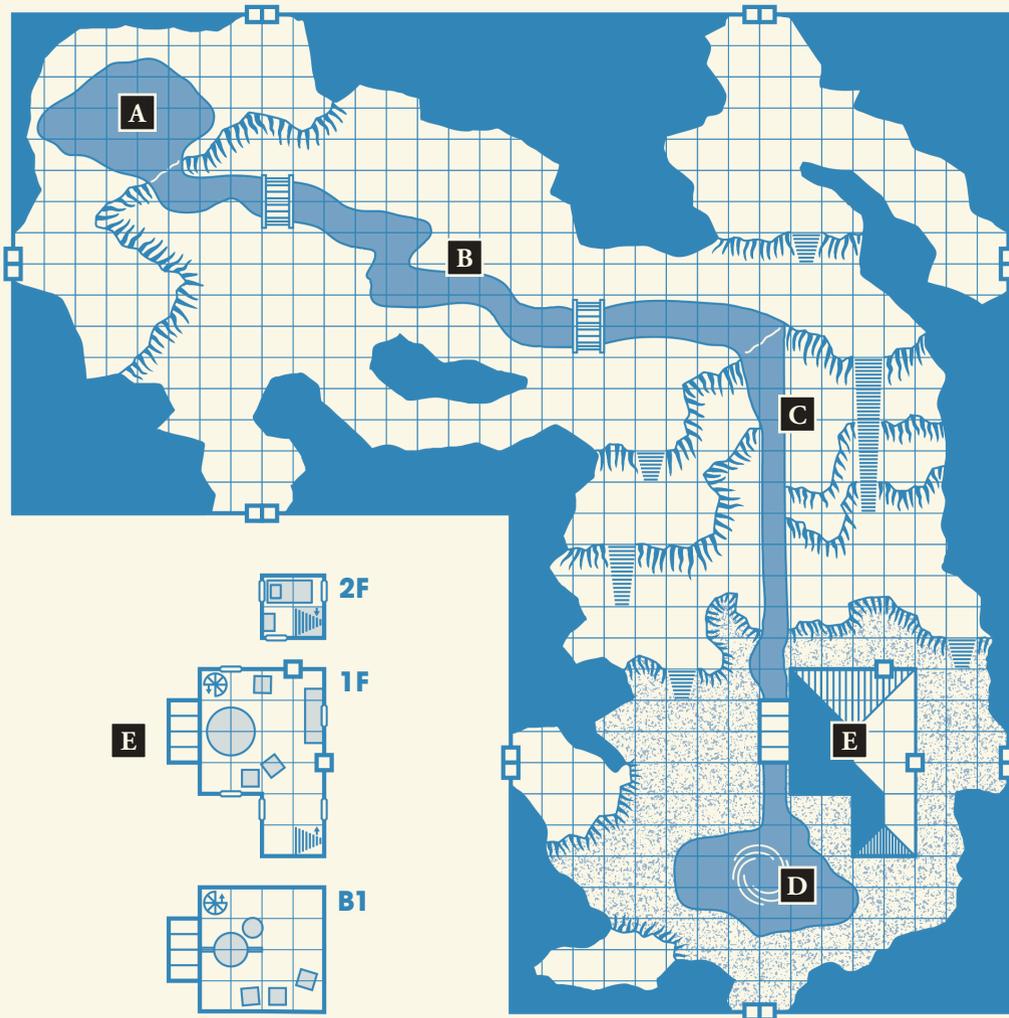
# 1-11 Mill

## FIRST IMPRESSIONS

- Sounds of a creaking waterwheel over rushing and falling water
- Rocky cavern contrasting river flora
- Finely crafted bridges painted green

## BLOCK-SPECIFIC MECHANICS

- Gems & coins inserted into the Mill Riverbank (B) are saved like a deposit
- Inserting the reed receipt into any riverbank initiates a full withdrawal



**A. SALTWATER SPRING**  
- Always bubbling and flowing

**B. RIVER**  
- Flows from the Spring (A) to the Waterfall (C)  
- Two sturdy **wooden bridges** painted green  
- Lined with **bulrushes and reeds**

**RIVERBANK MECHANICS**  
- Acts like a bank machine  
- **Inserting coins/gems** into the riverbank acts as a **deposit**  
- After deposit, the bank **outputs a reed** (instrument mouthpiece) with deposit details  
- **Inserting the reed** into any **riverbank** causes withdrawal of GP equal to total value

**C. WATERFALL**  
- 60' drop  
- Small alcove behind it

**D. WHIRLPOOL**  
- Always spinning and draining  
- No one knows where it leads

**E. THE MILL**  
- Stone building with wooden roof and waterwheel  
- **1F**: Main work area, **supplies, and equipment** based on the Mill's current use  
- **2F**: Single bed and small chest  
- **B1**: **Spoke** from the waterwheel and main **gear mechanisms**, spare parts and storage

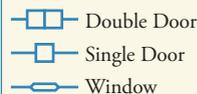
## D6 THE MILL IS ...

- |   |                        |
|---|------------------------|
| 1 | Making wheat flour     |
| 2 | Making wheat flour     |
| 3 | Making corn flour      |
| 4 | Making corn flour      |
| 5 | Producing paper pulp   |
| 6 | Generating electricity |

## D6 THE WATER IS ...

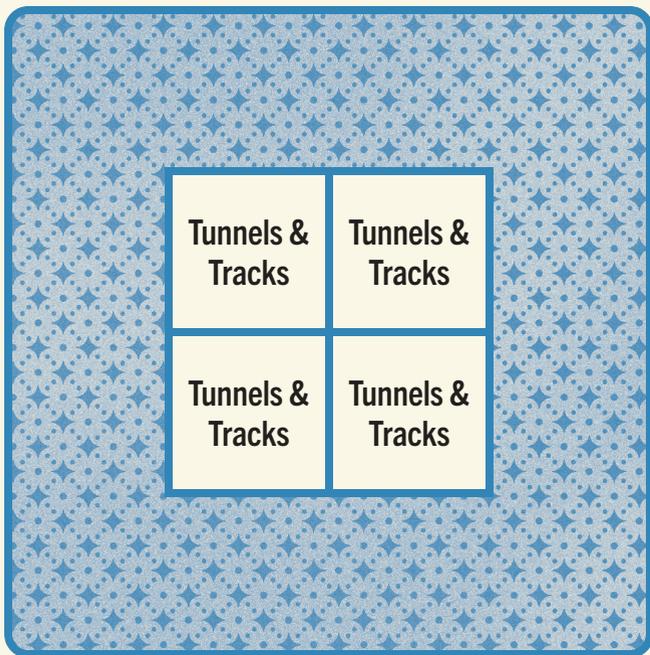
- |   |                  |
|---|------------------|
| 1 | Lower than usual |
| 2 | Flowing gently   |
| 3 | Clear and calm   |
| 4 | Rapidly flowing  |
| 5 | Murky and cold   |
| 6 | Faintly glowing  |

## LEGEND

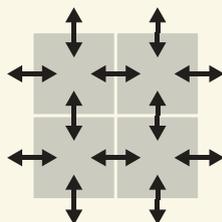


# 1-12 Mustard Mine

Mine cart tracks wind through every tunnel and cavern of this mine filled with precious stones and spices.



Nearly all of the spices and gems in Wonderland come from this vast and interconnected mine. While no individual or group claims ownership of the mine, it's well known that the Bone King continuously sends his youngest Dominoes to find whatever they can. He hopes building his wealth in this way will help him ketchup to the social standing of the other Royals.



## MOVEMENT

- Enter through any side
- Movement is determined randomly and ignores the Boardcrawl positioning
- When leaving the mine, GM rolls 1D8 and counts from where the party entered to determine what Square and side they exit
- Wearing a Tweedle's hat negates the random movement and exit
- See page 6 for more detail on Depthcrawl mechanics

## LOOKING-GLASS DIFFERENCES

- Uncomfortably cold
- Heavy snowfall
- Carts and track function normally
- All local bodies of water are frozen

At the same time, independent prospectors are free to risk it all and relish the thought of discovering an untapped vein to call their own.

## D20 ENCOUNTER

1	No Encounter	12-16	Non-Player Character (NPC)
2-5	Area Quirk or Door Quirk	17	Well or Mirror
6	Accident waiting to happen	18-19	Stairs leading up or down
7-11	Creature	20	Almost Alice or Glass Gorgon

## D4 AREA QUIRK

- ♣ All lights go out unless one or more doors are open
- ♦ Magic silence for 1 hour
- ♠ (Roll Creature or NPC) of unusual size
- ♥ Ground covered in salt

## D4 DOOR QUIRK

- ♣ Padlocked (Mundane)
- ♦ Door opening is half width
- ♠ Door disappears for 1 hour (door opening still exists)
- ♥ Door opens to Observatory pg. 102

## D4 ACCIDENT WAITING TO HAPPEN

- ♣ Forgotten cable on floor. Save or fall prone.
- ♦ Hot mustard released in a 30' cloud. Take 4D6 poison or save for half.
- ♠ Sinkhole under tracks in 10' area. Save or fall 20' and take 2D8.
- ♥ Ceiling collapse blocks path. Anyone nearby takes 6D6 or save for half.

## D12 CREATURE

K	1D6 Mome Raths or Jubjub Birds
2	1D8 Grabbers (Ropes or Roots)
3	2D4 Checkers
4	1D6 Matchmakers
5	1D6 Imps of the Perverse
6	1D8 Mockeries
7	2D4 Mirror Spiders
8	1D6+1 Serpents
9	2D4+1 Looking-Glass Creatures
10	The Hand or 1D4 Spirits
J	Reroll 2D10
Q	1D10 Creature + 1D10 NPC

## D12 NPC

K	1D4 Mice
2	1D6 Sheep
3	1D6 Cooks
4	1D6+1 Dominoes
5	1D6+1 Playing Cards
6	1D4 Footmen
7	Caterpillar
8	White Rabbit
9	1 Bishop
10	1D4 Profits
J	Reroll 2D10
Q	1D10 NPC + 1D10 Creature

## D6 CONFLICT

1	The mustard is spoiling
2	It fell in a whirlpool
3	You talk too loudly
4	It broke our mine cart
5	We fled the Observatory
6	They took over the Tower

## D6 LOOT

1	Copper-Handled Pickaxe
2	1D4+1 Gold Rings
3	Small Silver Lunch Box
4	Glass Trinket Box (Empty)
5	Spice Jar Full of Gold Dust
6	Topaz Pendant

# 1-12 Mustard Mine

## FIRST IMPRESSIONS

- Twisting network of tunnels & tracks
- Mechanical doors separate each area
- Everything covered in a thin layer of dirt and yellow dust

## BLOCK-SPECIFIC MECHANICS

- Movement and where the players exit are determined randomly unless a party member is wearing a Tweedle's hat
- See page 6 for Depthcrawl mechanics

## AREAS

### 0. EDGE OF THE MINE

Wooden **benches**, crates, and **simple tools**. All covered in fine yellow dust. **Automated carts** on tracks.

### 1. MINED MUSTARD DEPOSIT

**Yellow mustard**. Only small piles of powder remain. Digging for 1D4 hours will unearth more.

### 2. REPAIR SHOP

Well lit. **Broken carts** and tools with missing parts. Lots of supplies like lengths of **chain and rope**, planks of wood, and buckets. **Casks** full of **water and oil**. Small jars with **mustard samples**.

### 3. FOOL'S GOLD DEPOSIT

**Partially mined** but still full of glittering iron pyrite.

### 4. SHALLOW LAKE

2' deep and crystal clear. **Drinkable** with a **hint of lemon**. Grants advantage on CHA but disadvantage on WIS for 2 hours.

### 5. MINE EXIT

**Double doors**. GM rolls 1D8 and counts from where the party entered to determine what side they exit. If party member is wearing a Tweedle's hat, they may choose instead of rolling randomly.

### 6. MOSTLY MINED MUSTARD

**Spicy brown mustard** in 2D4+1 bricks of caked powder. Digging for 1D4 hours will unearth more.

### 7. SPIRAL TRACK

Like a **giant corkscrew** spiraling down **100' shaft**. Sturdy wood beams hold up the track and the **stairs around the edge** if track is out of service.

### 8. CRYSTAL DEPOSIT

Clear **crystals the size of croquet balls** lodged in yellow stone. If a **crystal breaks**, it releases a 30' **cloud of poison** (3D6 or save for half).

### 9. MUSTARD DEPOSIT

**Dijon mustard** in 4D6+2 bricks of caked powder. Digging for 1D4 hours will unearth more.

### 10. MINE EXIT

See 5.

### 11. OLD NEST

**Large dome** of knotted lumber and ripped-up cart track. Lined with **gemstones**, and **warmth emanates from inside**.

### 12. NARROW BRIDGE

**5'-wide track** is the only bridge over the **echoing pit**. Falling into pit leads to **24**.

### 13. RUBY DEPOSIT

**Gems the size of golf balls** lodged in yellow stone. If a **ruby** is set into armor, then it grants the wearer **resistance to fire but vulnerability to water**.

### 14. DRY WELL

Track splits to go around either side of the well. **No water**, yellow-stained stone, and **light at the bottom**. Going down the well drops anyone harmlessly onto the **Level 2 Block below**.

### 15. MINE EXIT

See 5.

### 16. EMERALD DEPOSIT

**Gems the size of golf balls** lodged in yellow stone. If an **emerald** is set into armor, then it grants the wearer **resistance to plant attacks but vulnerability to fire**.

### 17. MUSTARD DEPOSIT

**Whole-grain mustard** in 4D6+2 bricks of caked powder. Digging for 1D4 hours will unearth more.

### 18. OUTPOST SHACK

Set up for the most dedicated miners. Lockable door, **6 beds**, **simple tools** to repair track and carts.

### 19. SAPPHIRE DEPOSIT

**Gems the size of golf balls** lodged in yellow stone. If a **sapphire** is set into armor, then it grants the wearer **resistance to water but vulnerability to plant attacks**.

### 20. MINE EXIT

See 5.

### 21. CRATER & SPRING

Track is destroyed by the **crater** but continues on beyond it. Yellow and **edible paste** bubbles up from the center. **Highly flammable**.

### 22. MUSTARD JACKPOT

**Honey mustard** in 6D8+4 bricks of caked powder. Digging for 1D4 hours will unearth more.

### 23. MIRROR LAKE

Not as big as the shallow lake but **deceptively deep**. The biggest **Looking-Glass Creatures** roam here, and many others wander nearby.

### 24. TEMPLE OF LILITH

**Columns** support an ornately masoned roof. Inside stands a great **fountain** and **statue of Lilith**. **Iron sconces** on the columns light up in flame when approaching the statue.

*Any rolls higher than 24 lead to the Temple of Lilith.*

## D6 LIGHTING

1	Pitch black
2	Flickering lights
3	Low lighting for 10 min.
4	Constant low lighting
5	Bright lights for 10 min.
6	Constant bright lights

## D6 SCAFFOLDING

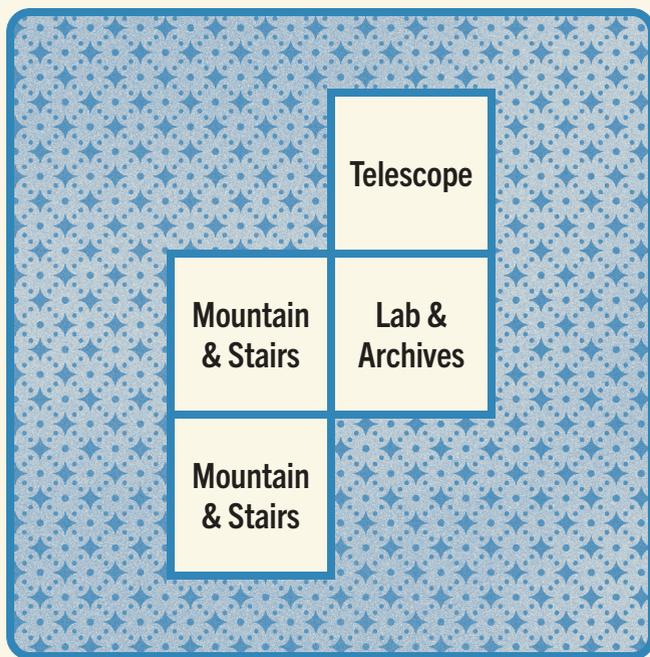
1	None
2	Only one wall complete
3	All walls half complete
4	Floor to ceiling but rotten
5	Floor to ceiling but shaky
6	Floor to ceiling and secure

## D12 SOUNDS

1	Mumbling whispers	7	Footsteps through water
2	Howling wind	8	String quartet
3	Rhythmic ticking	9	Train whistle
4	Children singing	10	Ringling bells
5	Snarling and wet crunching	11	Clashing swords
6	Clapping	12	The party's own voices

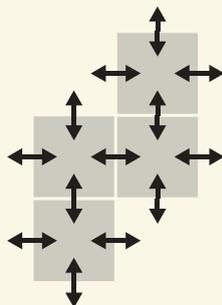
# 1-13 Observatory

Standing in contrast to its natural environment, the domed observatory shines as a marvel of both science and surveillance.



High on top of the cliffs lies the Observatory. Despite its rocky surroundings, the telescope can see well beyond the nearby cave walls.

Most have no idea what goes on in the facility, but for the right price, anyone can take a look through the telescope. Royals and other wealthy Wanderers donate large sums for the chance to look down on others. These financial gifts are then used to fund the laboratory's maintenance and ongoing research that, again, no one has any information on.



## MOVEMENT

- Enter or exit through any side
- Move freely between Squares
- If the Forgotten Storage (G) hasn't been found, then cannot exit through those doors

## LOOKING-GLASS DIFFERENCES

- Uncomfortably cold
- Heavy snowfall
- Strong howling winds outside
- Telescope frozen in place and locked on one random location

## D20 ENCOUNTER

1	No Encounter	12-16	Non-Player Character (NPC)
2-5	Block Quirk or Door Quirk	17	Well or Mirror
6	Accident waiting to happen	18-19	Stairs leading up or down
7-11	Creature	20	Almost Alice or Glass Gorgon

## D4 BLOCK QUIRK

- ♣ Filled with dense fog
- ♦ Creatures shrink to Very Small size
- ♠ Low gravity for 1 hour
- ♥ Rainstorm for 1 hour

## D4 DOOR QUIRK

- ♣ Door opens to Pool of Tears pg. 104
- ♦ Brick wall behind door
- ♠ Plays music while open
- ♥ Jammed (fig)

## D4 ACCIDENT WAITING TO HAPPEN

- ♣ Slick rocks or floor tile. Single target, save or fall prone and 1D6.
- ♦ Wall collapse. First rumbling, then all in 30' line save or 4D6.
- ♠ Jagged rocks or floor tile. Save or shoe punctured (2D4 if barefoot).
- ♥ Vibrations loosen ceiling rock or tile in a 5' area. Save or 2D8.

## D12 CREATURE

K	1D6 Moths
2	1D6 Borogroves
3	1D6 Mome Raths
4	2D4 Bats
5	1D6+1 Jubjub Birds
6	2D4 Checkers
7	1D6 Crocodiles
8	1D6 Mockeries
9	2D4 Mirror Spiders
10	1D6 Looking-Glass Creatures
J	Reroll 2D10
Q	1D10 Creature + 1D10 NPC

## D12 NPC

K	Bone King
2	1D6 Birds
3	1D6 Sheep
4	2D6 Dominoes
5	Cheshire Cat
6	Caterpillar
7	Crow
8	1D4 Tortoises
9	3 Tongues
10	1 Bishop
J	Reroll 2D10
Q	1D10 NPC + 1D10 Creature

## D6 CONFLICT

1	I want to use the telescope
2	You smell like mustard
3	It destroyed the Playrooms
4	We can't read this note
5	They want to go swimming
6	The Tower Ruins are filthy

## D6 LOOT

1	Gold-Framed Monocle
2	Map of Mill (pg. 98)
3	1D4 Feet of Candlewicks
4	Carving of White King
5	Silver Glasses Case (Empty)
6	Windup Toy Bat

# 1-13 Observatory

## FIRST IMPRESSIONS

- Moonless night sky full of stars
- Mountain of orange and red rock with white domed building sitting on top
- Various instruments and paperwork

## D12 THE TELESCOPE IS POINTING AT . . .

1	Reroll and blurry	7	Level 3 location
2	Giant eye chart test	8	Meteor shower
3	Random stars	9	Aurora/Natural light display
4	Three planets (2 blue, 1 red)	10	Moving constellation
5	Two shooting stars	11	Roll Creature
6	Level 2 location	12	Roll NPC

### A. OBSERVATORY ENTRANCE

- Narrow hall lined with portraits of old people

### B. ARCHIVES

- **Wooden bookcases** full of boxes
- Boxes filled with **star charts** and **detailed accounts of individual activity**

### C. LABORATORY

- Tables full of **tinted glassware** and **metal instruments**
- Rock and water samples, scales, sealed vials full of gas
- Brown leather stools

### D. EQUATORIAL ROOM

- **Large telescope** adjustable via hand cranks
- Turning telescope turns opening in domed ceiling
- **Small table** for taking notes
- If looking into the telescope, **roll 1D6**; 1: ring around eye for 24 hours, 2–5: ring around eye for 1 minute, 6: no ring

### E. LOWER HALLWAY

- Lined with **paintings** of various **celestial bodies**
- **Doors** to Secret Hallway (F) and Forgotten Storage (G) painted over and difficult to find from this side

### F. SECRET HALLWAY

- Connects Lower Hallway (E) and the mountains outside

### G. FORGOTTEN STORAGE

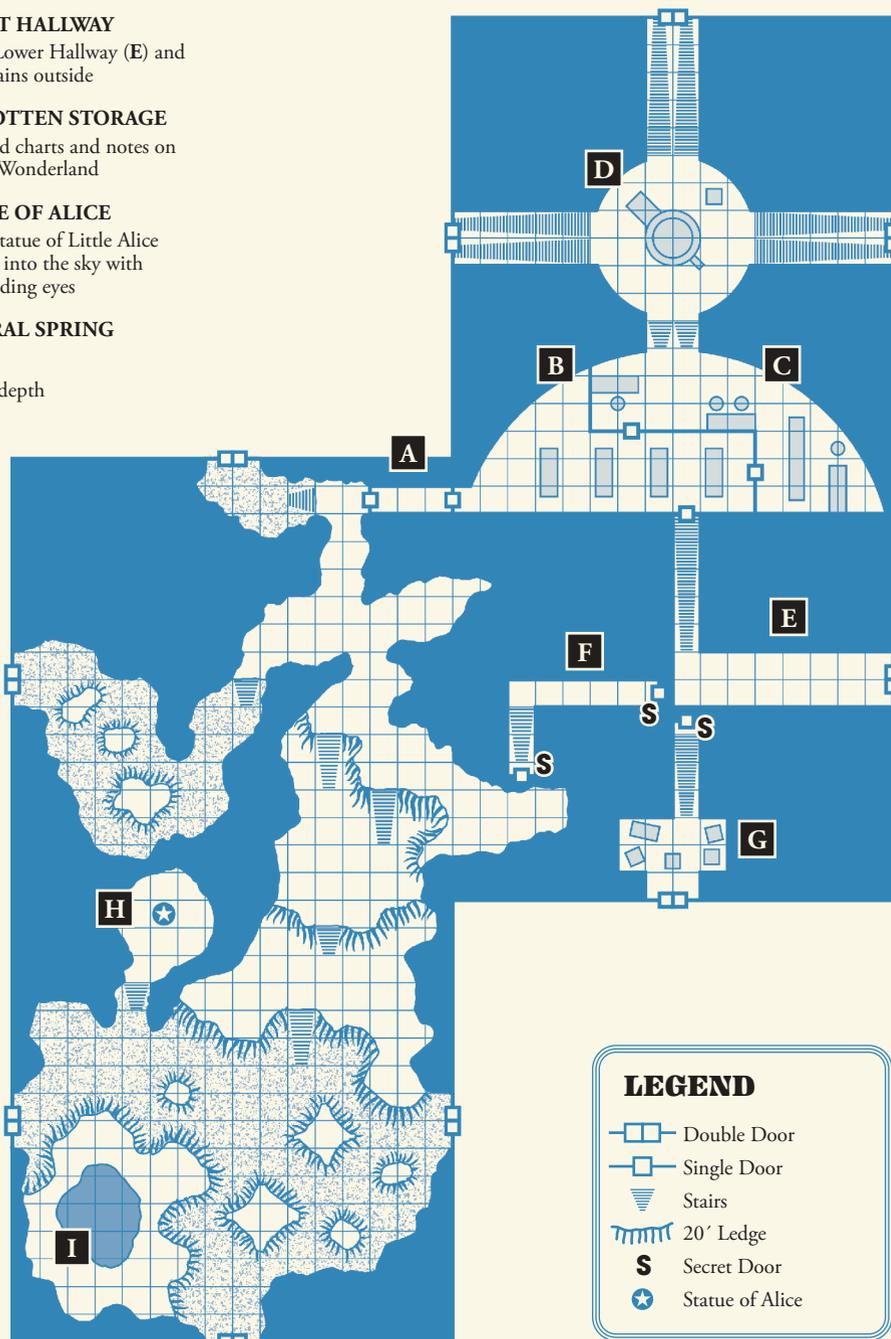
- Boxes of old charts and notes on citizens of Wonderland

### H. STATUE OF ALICE

- Life-sized statue of Little Alice looking up into the sky with hands shielding eyes

### I. NATURAL SPRING

- Freshwater
- Unknown depth



## D6 THE SPRING IS . . .

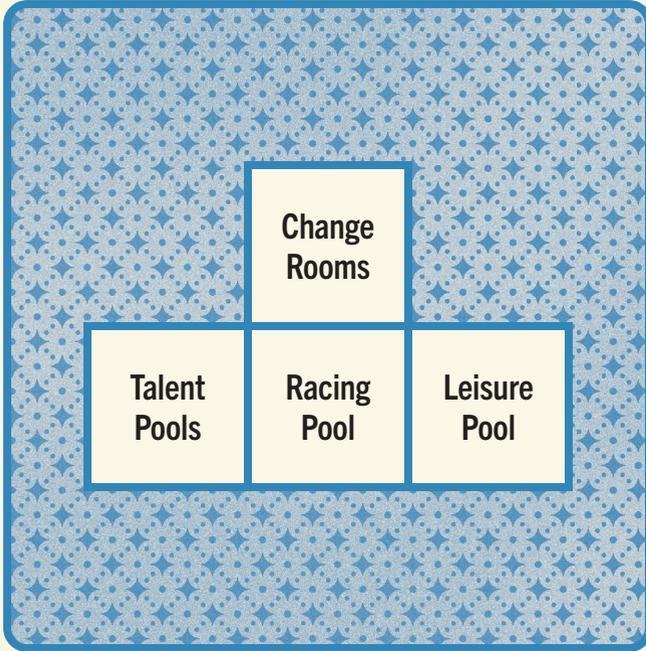
1	Cool and calm
2	Cool and murky
3	Warm and calm
4	Warm and murky
5	Boiling
6	Glowing from below

## LEGEND

- □ Double Door
- Single Door
- ▼ Stairs
- ⋯ 20' Ledge
- S Secret Door
- ★ Statue of Alice

# 1-14 Pool of Tears

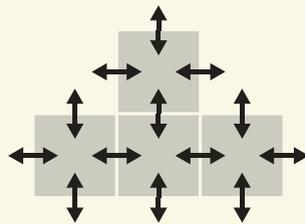
Nothing is as refreshing or thrilling as going for a swim in one of these indoor saltwater pools.



The Land

For most Birds in Wonderland, the pool is their home away from home. Whether aquatic or not, the birds all naturally flock here to relax, exercise, and compete. Other Wonderers will partake in the Caucus Races but only when they're ready for a challenge.

As a race draws to a close, fans will race to the polls to cheer on their favored athlete. Some even wager on the outcome, but only a trusted few are welcome to join in the bets.



## MOVEMENT

- Enter or exit through any side
- Move freely between Squares

## LOOKING-GLASS DIFFERENCES

- Cold yet manageable
- Pools are frozen solid, but something is trapped in one

## D20 ENCOUNTER

1	No Encounter	12-16	Non-Player Character (NPC)
2-5	Block Quirk or Door Quirk	17	Well, Mirror, or Mouse Hole
6	Accident waiting to happen	18-19	Stairs leading up or down
7-11	Creature	20	Almost Alice or Glass Gorgon

## D4 BLOCK QUIRK

- ♣ Magic darkness for 1 hour
- ♦ Creatures change to their natural size
- ♠ (Roll Creature or NPC) of unusual size
- ♥ Everything covered in dust

## D4 DOOR QUIRK

- ♣ Padlocked (Mundane)
- ♦ Door opening is half height
- ♠ Painted wall behind door (looks like adjacent Block)
- ♥ Door opens to Tea Party's Estate pg. 106

## D4 ACCIDENT WAITING TO HAPPEN

- ♣ Slick tiles. Single target, save or fall prone and 1D6.
- ♦ Cleaning chemical reaction. Everyone 6D6 poison or save for half.
- ♠ Pool column repair. Collapses in 30' line. Save or 4D6.
- ♥ Ceiling electrical wire falls into pool. All save or 4D6 electric.

## D12 CREATURE

K	1D4 Dreamons (Minor)
2	1D6 Moths
3	1D6+1 Oysters
4	2D4 Bats
5	2D4 Checkers
6	1D6 Crocodiles
7	1 Serpent
8	1D6+1 Serpents
9	1D4 Sharks
10	1D4 Looking-Glass Creatures
J	Reroll 2D10
Q	1D10 Creature + 1D10 NPC

## D12 NPC

K	1D6 Mice
2	2D6 Birds
3	1D6 Sheep
4	2D4 Crabs & Daughters or Sheep
5	1D4+1 Dominoes
6	1D4 Footmen
7	Cheshire Cat
8	Dodo
9	Walrus & Carpenter
10	Duchess
J	Reroll 2D10
Q	1D10 NPC + 1D10 Creature

## D6 CONFLICT

1	You can't swim yet
2	It broke the telescope
3	We hate going up stairs
4	They aren't allowed to swim
5	The Tea Party lied to me
6	I want to ride the Train

## D6 LOOT

1	Silver Comb
2	Pouch of Breath Mints
3	Brass-Handled Umbrella
4	Glass Cologne Bottle
5	Silk Towel Bag
6	Green-Tinted Goggles

# 1-12 Pool of Tears

## FIRST IMPRESSIONS

- White and blue floor-to-ceiling tile
- Everything damp with saltwater
- Colorful flags blown by unseen winds
- Wicker chairs draped with towels

## BLOCK-SPECIFIC MECHANICS

- Pulling the plug in any pool drains its contents into the Level 2 Square below
- Contents land in the Square wet yet completely unharmed

### DRAIN MECHANICS

- Pulling the **plug** in a pool drains its contents into the **Level 2 Square** below
- Creatures and objects **land** in Square **wet** yet **completely unharmed**

### A. CHANGING ROOMS

- **Private rooms** with locks
- **Shared room** with lockers and benches

### B. COMPETITION POOL

- Location of **Caucus Races**
- **6 lanes** separated by ropes
- Surrounded by bleachers

### C. THE POLLS

- 40' tall with colorful flags

### D. STORAGE

- Towels, goggles, etc.

### E. TALENT POOL

- Improves one ability for 1 hour after swimming in it

### F. UNTALENT POOL

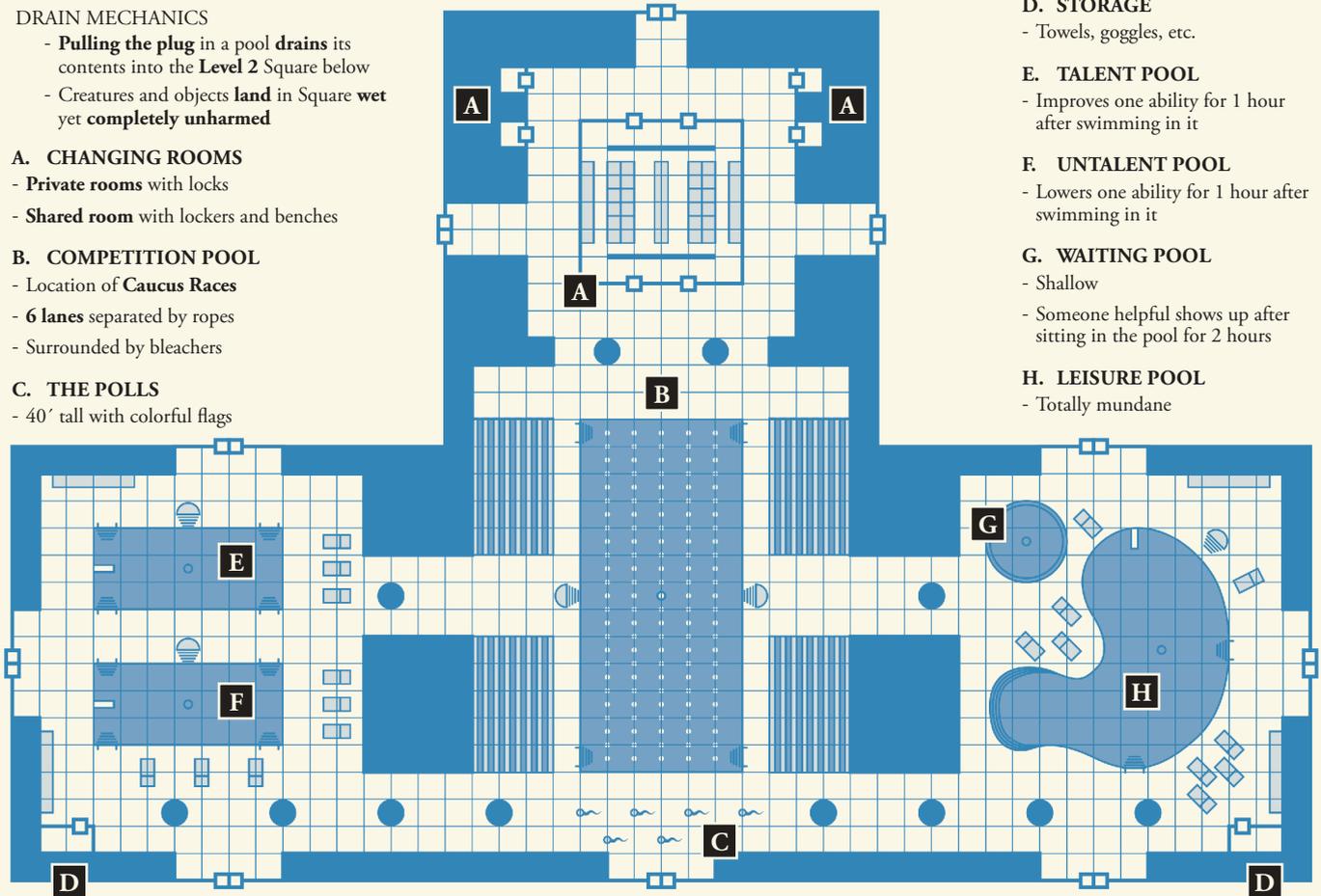
- Lowers one ability for 1 hour after swimming in it

### G. WAITING POOL

- Shallow
- Someone helpful shows up after sitting in the pool for 2 hours

### H. LEISURE POOL

- Totally mundane



The Land

## D6 THE RACE IS . . .

- |   |                            |
|---|----------------------------|
| 1 | Over with no clear winner  |
| 2 | Over and a winner declared |
| 3 | Currently happening        |
| 4 | On a break                 |
| 5 | About to begin             |
| 6 | Waiting for one more racer |

## D6 THE POOLS ARE . . .

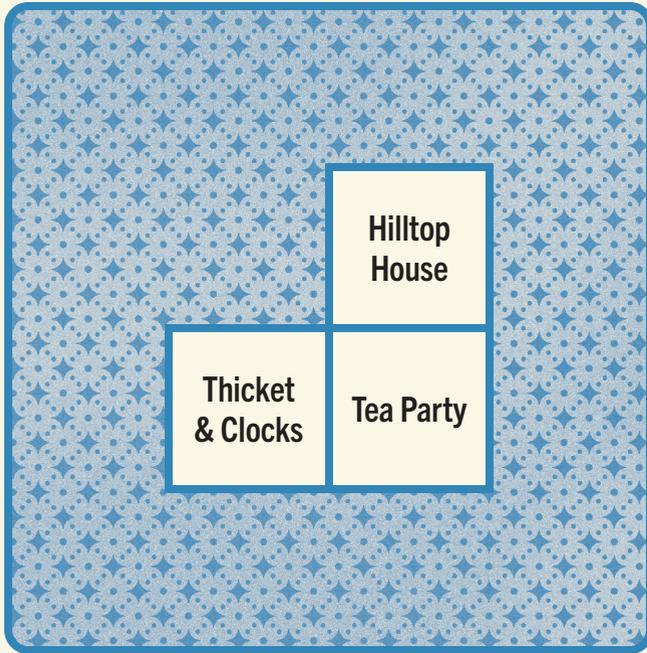
- |   |                            |
|---|----------------------------|
| 1 | Empty (no water)           |
| 2 | Empty (no swimmers)        |
| 3 | Full of Birds              |
| 4 | Full of Birds and Lobsters |
| 5 | Inexplicably wavy          |
| 6 | Murky and quiet            |

## LEGEND

- |  |                 |  |                    |
|--|-----------------|--|--------------------|
|  | Double Door     |  | Flagpole with Flag |
|  | Single Door     |  | Tiled Pillar       |
|  | Lifeguard Chair |  | Stairs             |

# 1-15 Tea Party's Estate

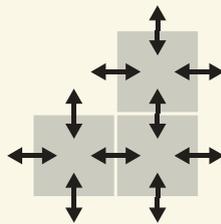
Afternoon tea is a tradition here, and the hosts are happy to serve sandwiches, tea, and cakes no matter the time of day.



The Land

Home of the Tea Party. The curse that affects Hatter, March Hare, and Dormouse extends to their home and tethers them to this space. The estate and thicket repeat the same hour as much as its inhabitants.

The Block's endless loop means that nearly everything resets. Harvested vegetables return to the soil, emptied teapots refill, etc. But despite this reset, the effects of eating the carrot or drinking the tea remain. Best not to think of the implications of this or the mind is likely to boil over.



## MOVEMENT

- Enter or exit through any side
- Move freely between Squares

## LOOKING-GLASS DIFFERENCES

- Dangerously cold outside, speed halved and disadvantage on all physical rolls (where appropriate)
- Inside the Estate is cold yet manageable
- Heavy snowfall

## D20 ENCOUNTER

1	No Encounter	12-16	Non-Player Character (NPC)
2-5	Block Quirk or Door Quirk	17	Well, Mirror, or Mouse Hole
6	Accident waiting to happen	18-19	Stairs leading up or down
7-11	Creature	20	Almost Alice or Glass Gorgon

## D4 BLOCK QUIRK

- ♣ All lights go out unless one or more doors are open
- ♦ Magic silence for 1 hour
- ♠ Low gravity for 1 hour
- ♥ Ground covered in honey

## D4 DOOR QUIRK

- ♣ Door opens to Wasteland pg. 108
- ♦ Blocked by webbing
- ♠ Sentient doorknob
- ♥ Jammed (peach)

## D4 ACCIDENT WAITING TO HAPPEN

- ♣ Small teacup pieces on floor. Save or shoe punctured (2D4 if barefoot).
- ♦ Stray teapot (empty) falls from above. Save or 3D6.
- ♠ Rotting tree falls. Collapses in 50' line. Save or 4D6.
- ♥ Quicksand under grass in a 30' area. Save or fall in up to waist.

## D12 CREATURE

K	1D6 Flowers or Weeds
2	1D6 Insects or Moths
3	1D6 Borogroves or Mome Raths
4	2D4 Bats
5	1D8 Grabbers (Branches or Roots)
6	1D6 Slithy Toves
7	2D4 Checkers
8	1D4+1 Custards
9	1D4+2 Jelly Cubes
10	2 Humpty Dumpties
J	Reroll 2D10
Q	1D10 Creature + 1D10 NPC

## D12 NPC

K	Bone King
2	2D4 Mice
3	1D6 House Geckos
4	1 Domino
5	1D6 Dominoes
6	1D4 Footmen
7	Cheshire Cat
8	Dodo
9	Duchess
10	White Rabbit
J	Reroll 2D10
Q	1D10 NPC + 1D10 Creature

## D6 CONFLICT

1	It ate all the sandwiches
2	We want to go swimming
3	They're in the Study
4	You're terribly late
5	I lost it in the Wasteland
6	You can't go to Tulgey Wood

## D6 LOOT

1	Gold Sundial
2	Mother of Pearl Shoehorn
3	Glass Elephant Paperweight
4	Embroidered Handbag
5	Silver Bread Box
6	Black Crystal Teacup

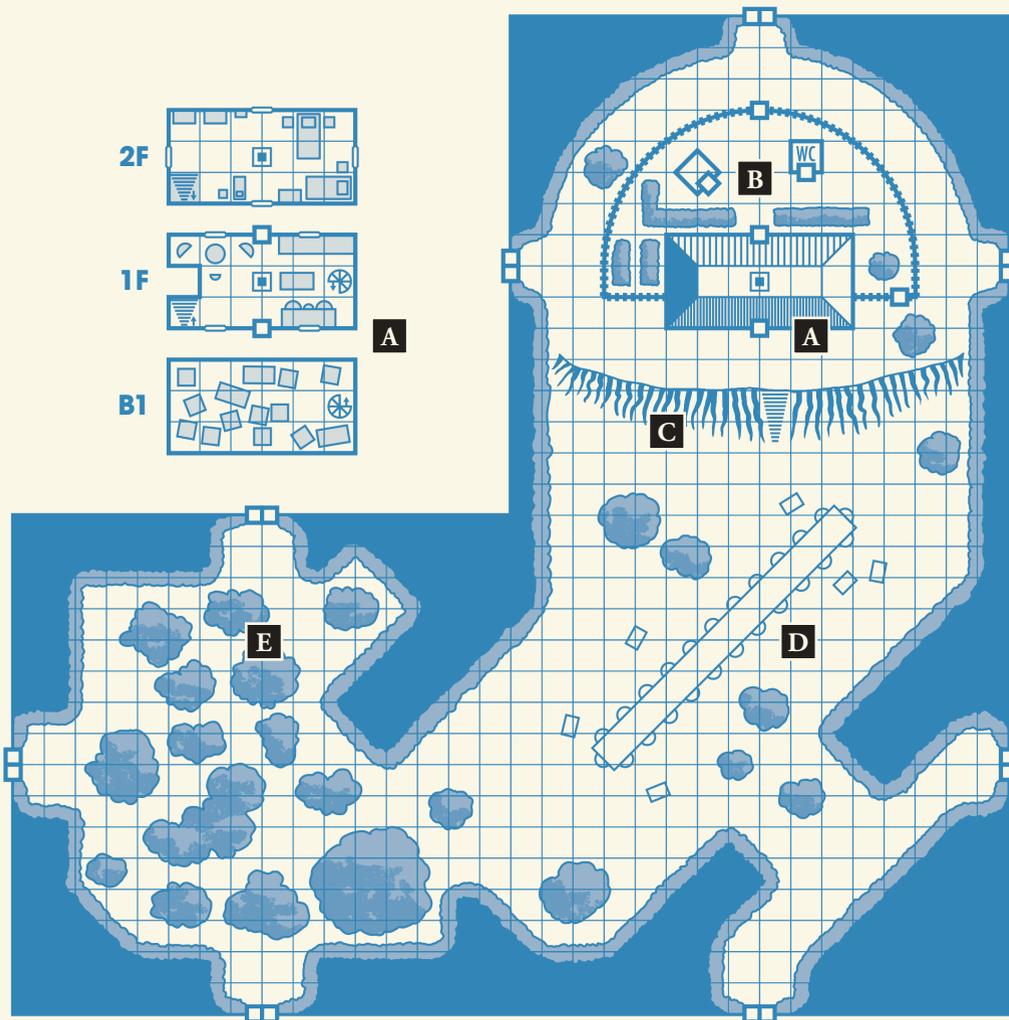
# 1-15 Tea Party's Estate

## FIRST IMPRESSIONS

- Tall hedges surround the perimeter and a late afternoon sky overhead
- Cheerful whistling music
- Colorful flatware, seating, and clocks

## BLOCK-SPECIFIC MECHANICS

- Every hour repeats 4pm to 5pm
- All physical changes reset to 4pm at the start of each hour
- Consuming/resting benefits don't reset



### BLOCK MECHANICS

- **Every hour** in the Block is a repeat of 4pm to 5pm
- All **physical changes** to Block and Tea Party members **reset** at the beginning of each hour
- **Tea Party members teleport** to Table (D) unharmed at top of the hour
- Consuming/resting benefits don't reset

### A. THE ESTATE

- **1F:** Living room and kitchen with **fireplace** in the middle, pot on stove will boil at 5:01pm
- **2F:** Bedroom with **chimney** in middle of the room, **3 beds** (one very small), **secret storage** under floorboards
- **B1:** Storage boxes full of party supplies, instruments, and millinery equipment

### B. YARD

- White picket fence, shed in back
- **Overgrown** gardens of **tea plants** (oolong, yellow, green, white, black, and dark)

### C. STEEP HILL

- 20' drop with solitary staircase

### D. TABLE

- 24 chairs around table covered in teapots, dessert trays, etc.
- Teapots whistle **cheerful music**

### E. CUCKOO CLOCK THICKET

- Dense trees with trunks covered in ornately carved **cuckoo clocks**

### D6 DORMOUSE IS ...

- |   |                    |
|---|--------------------|
| 1 | Asleep             |
| 2 | Asleep             |
| 3 | Asleep             |
| 4 | Reciting poetry    |
| 5 | Singing to herself |
| 6 | Listening to Mice  |

### D6 HATTER IS ...

- |   |                         |
|---|-------------------------|
| 1 | Throwing saucers        |
| 2 | Shouting at the teapots |
| 3 | Looking for something   |
| 4 | Asking riddles          |
| 5 | Singing to himself      |
| 6 | Repairing/making a hat  |

### D6 MARCH HARE IS ...

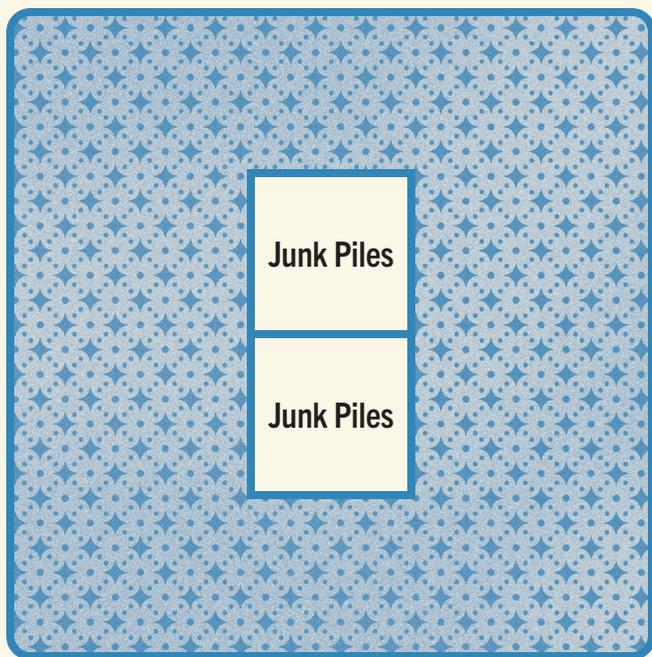
- |   |                           |
|---|---------------------------|
| 1 | Staring into the distance |
| 2 | Staring into the distance |
| 3 | Drawing with jam          |
| 4 | Making a plan             |
| 5 | Singing to themselves     |
| 6 | Speaking with Mice        |

### LEGEND

- □ Double Door
- Single Door
- Window
- ⊗ Spiral Stairs
- ⊕ Stairs

# 1-16 Wasteland

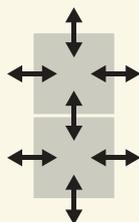
When something is tossed aside or abandoned in Wonderland, it becomes a part of the towering piles of junk found here.



The Land

Anything discarded or forgotten winds up here in a pile. Every breath, all the time, and the endless energy that gets wasted every day simply build and build. Mixed in are trinkets, misplaced treasures, and surplus wares that simply have nowhere else to go.

For those who know they'll need to cross the Wasteland, packing extra rations or abandoning all valuables is the only way to travel. Losing half of one's goods isn't quite so bad when they have no goods to halve. There's even a term to describe these prepared travelers: "halve-nots."



## MOVEMENT

- Enter or exit through any side
- Move freely between Squares

## LOOKING-GLASS DIFFERENCES

- Uncomfortably cold
- Heavy snowfall
- Strong howling winds
- Junk Piles are slick with ice and difficult to climb

## D20 ENCOUNTER

1	No Encounter	12-16	Non-Player Character (NPC)
2-5	Block Quirk or Door Quirk	17	Well or Mirror
6	Accident waiting to happen	18-19	Stairs leading up or down
7-11	Creature	20	Almost Alice or Glass Gorgon

## D4 BLOCK QUIRK

- ♣ Filled with dense fog
- ♦ Creatures shrink to Very Small size
- ♠ (Roll Creature or NPC) of unusual size
- ♥ Everything covered in dust

## D4 DOOR QUIRK

- ♣ Padlocked (Mundane)
- ♦ Door opening is half width
- ♠ Door disappears for 1 hour (door opening still exists)
- ♥ Door opens to White Rabbit's Cottage pg. 110

## D4 ACCIDENT WAITING TO HAPPEN

- ♣ Sinkhole under junk in 30' area. Save or fall 40' and take 4D8.
- ♦ Junk avalanche. First rumbling, then 40' area takes 4D6 or save for half.
- ♠ Rotting food releases 30' toxic cloud. Take 6D6 poison or save for half.
- ♥ Stray bag of food waste falls from above. Save or 2D6.

## D12 CREATURE

K	1D6 Moths
2	1D6 Mome Raths
3	1D6 Jubjub Birds
4	1D10 Grabbers (Belts, Ropes, Roots, or Branches)
5	2D4 Checkers
6	1D6 Mockeries
7	2D4 Mirror Spiders
8	1D6+1 Serpents
9	1D4 Looking-Glass Creatures
10	The Hand
J	Reroll 2D10
Q	1D10 Creature + 1D10 NPC

## D12 NPC

K	Jester
2	1D6 Sheep
3	2D4 Dominoes
4	1D4 Footmen
5	Cheshire Cat
6	Tea Party
7	Crow
8	Dodo
9	Banker
10	3 Tongues
J	Reroll 2D10
Q	1D10 NPC + 1D10 Creature

## D6 CONFLICT

1	We can't find it in this junk
2	They were invited to tea
3	The Theatre is overrun
4	I can't leave yet
5	You must see White Rabbit
6	It's attacking the Tweedles

## D6 LOOT

1	1D4+1 Silver Napkin Rings
2	Small Jade Frog
3	Unmarked Trophy
4	Thermometer in Wood Case
5	Hollow Book (Red Cover)
6	Cursed Embroidery Scissors

# 1-16 Wasteland

## FIRST IMPRESSIONS

- Ground and walls made of junk densely packed together
- Discarded objects fall to create piles
- Always something moving

## BLOCK-SPECIFIC MECHANICS

- Health (HP) or Gold (GP) halved when moving between Squares in the Block
- HP or GP also halved if exiting through a door different from entry

### D12 WHAT'S ON THE GROUND?

1 Doll parts, ripped tablecloths	7 Tea bags, ripped bedsheets
2 Buttons, smeared newspaper	8 Broken planters, pillowcases
3 Loose yarn, broken chairs	9 Loose gears, empty food tins
4 Wood shavings, chain links	10 Clay tiles, dented pails
5 Vases, plates, couch springs	11 Moth-eaten clothing, table legs
6 Lampshades, empty suitcases	12 Fishbowls, drapes, baskets

### D12 WHAT'S IN OR FALLING ON THE PILES?

1 Bed knobs, empty notebooks	7 Strings of beads, tattered flags
2 Broomsticks, lengths of rope	8 Rusted pipe, worn trousers
3 Empty crates, broken bottles	9 Scraps of burlap, ribbon, nails
4 Wooden dowels, floor tiles	10 Gravy boats, withered roots
5 Broken arrows, jars, shoelaces	11 Key rings, window frames, locks
6 Door hinges, spoons, jar lids	12 Pieces of armor, yellow bricks

### MOVEMENT MECHANICS

- **Health (HP) or Gold (GP) is halved** when crossing over the **Threshold (B)** between Squares in the Block
- HP or GP is also halved if **exiting through a door** different from the point of entry
- Can never go below 1 HP or 1 GP

#### A. GROUND

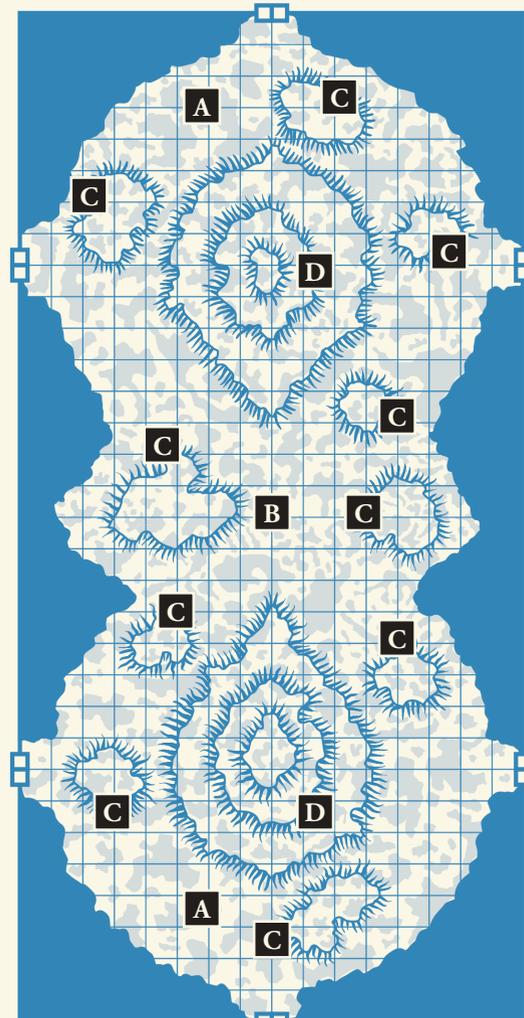
- Densely packed junk
- Slightly squishy and the uneven terrain makes movement difficult

#### B. THRESHOLD

- The space where **HP or GP are diminished**
- Generally the **center** between the Squares of the Block
- Doesn't have a hard line

### D6 LOST TREASURE

1 Reading glasses
2 Key on a silver chain
3 Porcelain sculpture
4 Unsigned love letter
5 Secret recipe
6 Poorly drawn map



#### C. SMALL JUNK PILES

- 20' tall at their highest point
- **Something falls** onto one of the small piles **every Turn**

#### D. LARGE JUNK PILES

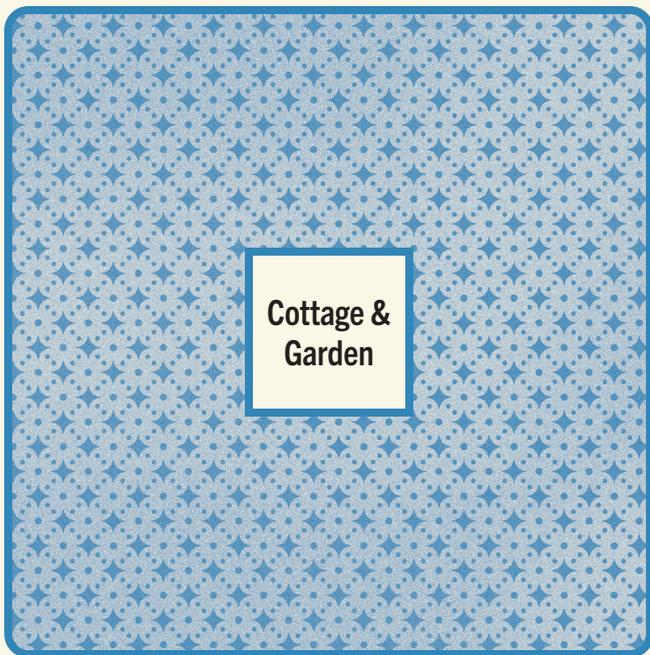
- 60' tall at their highest point
- **Something falls** onto one of the piles **every Turn**
- **Hollow cavity** in the middle accessible by means of the **highest point**

### LEGEND

- Double Door
- |— 20' Pile of Junk

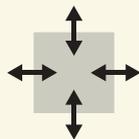
# 1-17 White Rabbit's Cottage

The love pouring from this cottage is so warm and inviting that it immediately feels like a home away from home.



Cottage &  
Garden

For White Rabbit and his husband, Bill the House Gecko, this cottage is a respite from the daily chaos of Wonderland. Here, they can set aside the Royals' demands and focus on each other. While they regularly discuss the needs of the House Geckos and a potential strike, this happens only after having a snack or a nap.



## MOVEMENT

- Enter or exit through any side

Neither openly discuss the basement. Even if others know about it, both Bill and White Rabbit will pretend it doesn't exist. It's better for everyone that way.

## LOOKING-GLASS DIFFERENCES

- Uncomfortably cold outside
- Inside the Cottage is cold yet manageable
- Lightly snowing

## D20 ENCOUNTER

1	No Encounter	12-16	Non-Player Character (NPC)
2-5	Block Quirk or Door Quirk	17	Well, Mirror, or Mouse Hole
6	Accident waiting to happen	18-19	Stairs leading up or down
7-11	Creature	20	Almost Alice or Glass Gorgon

## D4 BLOCK QUIRK

- ♣ Magic darkness for 1 hour
- ♦ Creatures change to their natural size
- ♠ Low gravity for 1 hour
- ♥ Flooded (2" of water)

## D4 DOOR QUIRK

- ♣ Door opens to Arrival pg. 78
- ♦ Brick wall behind door
- ♠ Plays music while open
- ♥ Jammed (plum)

## D4 ACCIDENT WAITING TO HAPPEN

- ♣ Half-buried rake. Save or 1D8 and blind for 1 minute.
- ♦ Irrigation system erupts, creating 2D4 geysers. Save or lifted 10' for 1D8.
- ♠ Rotting tree falls. Collapses in 50' line. Save or 4D6.
- ♥ Stray bag of soil falls from above. Save or 3D6.

## D12 CREATURE

K	1D6 Flowers or Weeds
2	1D6 Insects
3	2D6 Moths
4	1D6 Borogroves
5	1D6+1 Bats
6	1D6 Jubjub Birds
7	1D8 Grabbers (Branches or Roots)
8	1D4 Slithy Toves
9	2D4 Checkers
10	1D6 Crocodiles
J	Reroll 2D10
Q	1D10 Creature + 1D10 NPC

## D12 NPC

K	Jester
2	1D6 Mice
3	1D8 House Geckos
4	1D8 Dominoes
5	1D4 Footmen
6	Cheshire Cat
7	Tea Party
8	Caterpillar
9	Banker
10	White Rabbit
J	Reroll 2D10
Q	1D10 NPC + 1D10 Creature

## D6 CONFLICT

1	They need White Rabbit
2	It's hidden in the Wasteland
3	I think it's in the Vault
4	You're too early to visit
5	It was left in a closet
6	We hate vegetables

## D6 LOOT

1	Gold Sundial
2	Small Metal Horse
3	1D4 Feet of Copper Chain
4	Parachute in Bag
5	Silk & Lace Seed Pouch
6	Floating Pocket Watch

# 1-17 White Rabbit's Cottage

## FIRST IMPRESSIONS

- Charming half-timbered cottage with thatched roof and windowsill planters
- Tall hedges around the perimeter and early morning sky overhead

## BLOCK-SPECIFIC MECHANICS

- Creatures shrink to Small size when entering the Block
- Size reverts to creature's original size when leaving the Block

### D12 WHAT SMELLS SO GOOD?

1	Fresh potpourri (rose & cedar)	7	Rose oil-scented candles
2	Fresh flowers (lavender)	8	Cinnamon-scented candles
3	Fresh flowers (hyacinth)	9	Vanilla-scented candles
4	Roaring fire (cherry wood)	10	Freshly baked muffins
5	Roaring fire (apple wood)	11	Freshly baked bread
6	Roaring fire (cedar wood)	12	Freshly baked cookies

### D12 WHAT'S GROWING IN THE GARDEN?

1	Carrots, celery, and cucumber	7	Parsnips and yams
2	Carrots, broccoli, and beets	8	Watercress and sweet potatoes
3	Carrots, radishes, and kale	9	Cabbage and garlic
4	Carrots, lettuce, and zucchini	10	Artichokes and ginger
5	Carrots, squash, and turnips	11	Hot peppers
6	Carrots, leeks, and green beans	12	Oversized carrots

### BLOCK MECHANICS

- Creatures **shrink to Small** when **entering the Block**
- Can change size by other means
- Creatures **revert** to original size when **leaving the Block**

#### A. YARD

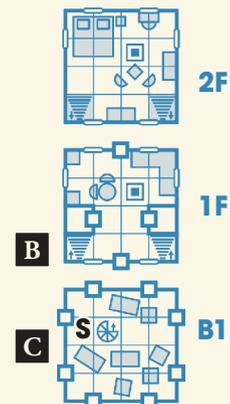
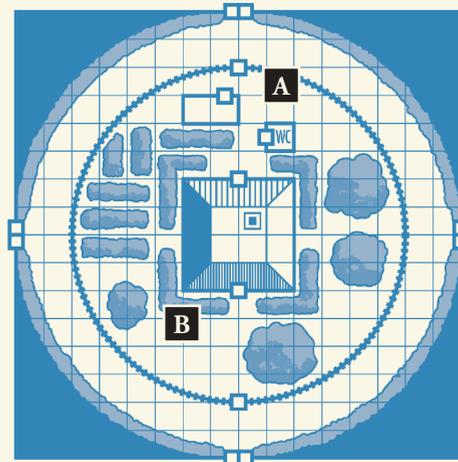
- White picket fence
- Crops change regularly
- **Large shed** with well-maintained tools and extending ladder
- **Outhouse** with door shaped like a **grandfather clock**
- Every tree has "**B+P**" or "**P+B**" carved into it

#### B. THE COTTAGE

- **1F**: Living room and kitchen with **fireplace** in the middle, closets under the stairs, **dining table slides** to reveal **secret stairs** to **Basement of Doors (C)**
- **2F**: Bedroom with **chimney** in middle of the room, **1 bed** and **desk**, 2 chairs and wardrobes

#### C. BASEMENT OF DOORS

- **Spiral staircase** accessible by moving **dining table** on 1F of the Cottage (**B**)
- **Brightly colored doors** in the walls of all shapes and sizes
- Some doors act as portals
- Where the doors lead to be determined by the GM



### D12 WHAT'S STRANGE ABOUT THE DOOR?

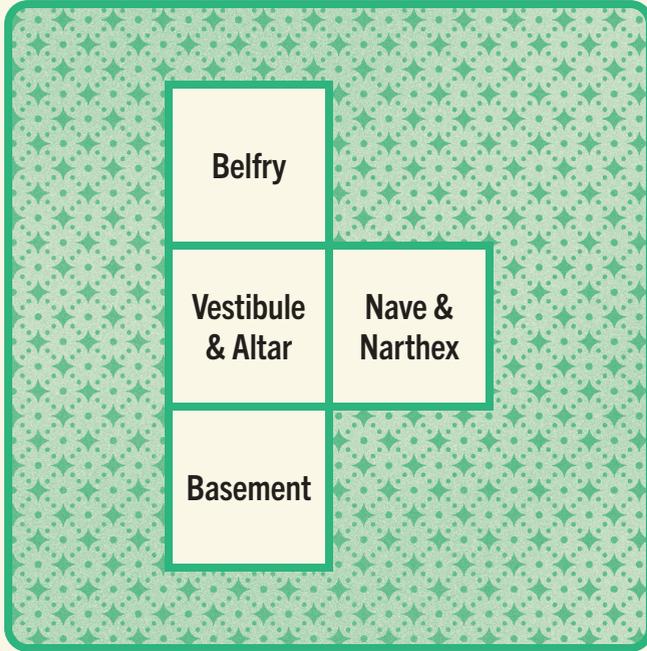
1	Unnaturally warm	7	Ice forming around the frame
2	Singing keyhole	8	Moving hinges
3	Singing hinges	9	Lightly magnetic
4	Lights shining through keyhole	10	Ever-knocking knocker
5	Moving doorknob	11	Doorknob keeps rotating
6	Expanding cracks in the paint	12	Humming

### LEGEND

- Double Door
- Single Door
- Window
- S** Secret Spiral Stairs
- Stairs

# 2-01 Chapel

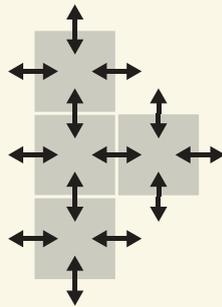
This place of ceremony and worship is full of ornamentation and imagery that are equal parts inspiring and intimidating.



The Land

The Chapel has gone through waves of popularity, but ever since the Chess Pieces emigrated and the Bishops took over, it has been consistently buzzing with interest. Many Wonderers visit simply to see the latest renovations.

What the Bishops keep secret is that their many changes involve embedding magic into the structure to bolster their power. Few know of this, and even fewer have a hope or prayer of besting a Bishop here.



## MOVEMENT

- Enter or exit through any side
- Move freely between Squares
- Within Chapel, the Basement (F) can only be entered by secret elevator in the Vestibule (A)
- If the Basement (F) hasn't been found, then cannot exit through those doors

## LOOKING-GLASS DIFFERENCES

- Uncomfortably cold
- Basement is dangerously cold, speed halved and disadvantage on all physical rolls (where appropriate)
- Stairs are replaced with gently sloping nonslip ramps

## D20 ENCOUNTER

1	No Encounter	12-16	Non-Player Character (NPC)
2-5	Block Quirk or Door Quirk	17	Well, Mirror, or Mouse Hole
6	Accident waiting to happen	18-19	Stairs leading up or down
7-11	Creature	20	Almost Alice or Glass Gorgon

## D4 BLOCK QUIRK

- ♣ All lights go out unless one or more doors are open
- ♦ Magic silence for 1 hour
- ♠ (Roll Creature or NPC) of unusual size
- ♥ Everything covered in dust

## D4 DOOR QUIRK

- ♣ Padlocked (Mundane)
- ♦ Door opening is half height
- ♠ Painted wall behind door (looks like adjacent Block)
- ♥ Door opens to Distant Hill pg. 114

## D4 ACCIDENT WAITING TO HAPPEN

- ♣ Fresh floor polish. Single target, save or fall prone and 1D6.
- ♦ Upturned nail in floor. Save or shoe punctured (2D4 if barefoot).
- ♠ Wall collapse. First rumbling, then all in 30' line save or 4D6.
- ♥ Ceiling decay. Chunk of mural falls in 10' cube. Save or 4D6.

## D12 CREATURE

K	1D8 Dreamons (Minor)
2	2D4 Moths
3	1D6 Mock Turtles
4	2D4 Matchmakers
5	2D4 Imps of the Perverse
6	1D4 Gryphons
7	1D6 Looking-Glass Creatures
8	1D4x2 Lost Soles
9	1D4 Spirits or Dream Weavers
10	1 Dreamon (Major)
J	Reroll 2D10
Q	1D10 Creature + 1D10 NPC

## D12 NPC

K	White King
2	1D8 Pawns
3	Caterpillar
4	1D4 Tortoises
5	3 Tongues
6	1D4 Knights
7	1 Bishop
8	1D6 Bishops
9	White Queen
10	1D4 Antipathies
J	Reroll 2D10
Q	1D10 NPC + 1D10 Creature

## D6 CONFLICT

1	The windows need cleaning
2	I need to eat more vegetables
3	Your clothes don't fit well
4	It's hiding in the Belfry
5	We fled Distant Hill
6	They took it to the Armory

## D6 LOOT

1	Stained-Glass Broach
2	Brass Microscope
3	Carving of Bishop
4	Silver Locket (Empty)
5	Wood Collections Box
6	Single Pearl Earring

# 2-01 Chapel

## FIRST IMPRESSIONS

- Candlelight from chandeliers pours through stained-glass windows
- Walls, pillars, and pews of old wood
- Everything creaks with age

## BLOCK-SPECIFIC MECHANICS

- All Bishop and holy-based rolls have advantage (attack, damage, checks, etc.)
- All Dreamon and unholy-based rolls have disadvantage

### BLOCK MECHANICS

- All **Bishop and holy**-based rolls have **advantage** (attacks, damage dice, skill checks, etc.)
- All **Dreamon and unholy**-based rolls have **disadvantage** (attacks, damage dice, skill checks, etc.)

### A. VESTIBULE

- **Tables and comfortable chairs** for reading and reflection
- Carpeted area opposite the Belfry is a **secret elevator** that leads to the Basement (F), **mechanism** hidden on the **chair bolted to floor**

### B. ALTAR

- **Ramp** for Bishops to get up stairs
- Flanked by **glass statues** of prominent **Bishops**
- **Automated organ** accepts donations

### C. NAVE

- **Candle chandeliers**
- Old carpet and wooden pews
- Stained glass **windows look new**
- **Collection plates** stored in alcoves in back pillars

### D. NARTHEX

- Lined with **bouquets on tables**

### E. BELFRY

- Dusty and abandoned
- Large brass bell with a rope for ringing

### F. BASEMENT

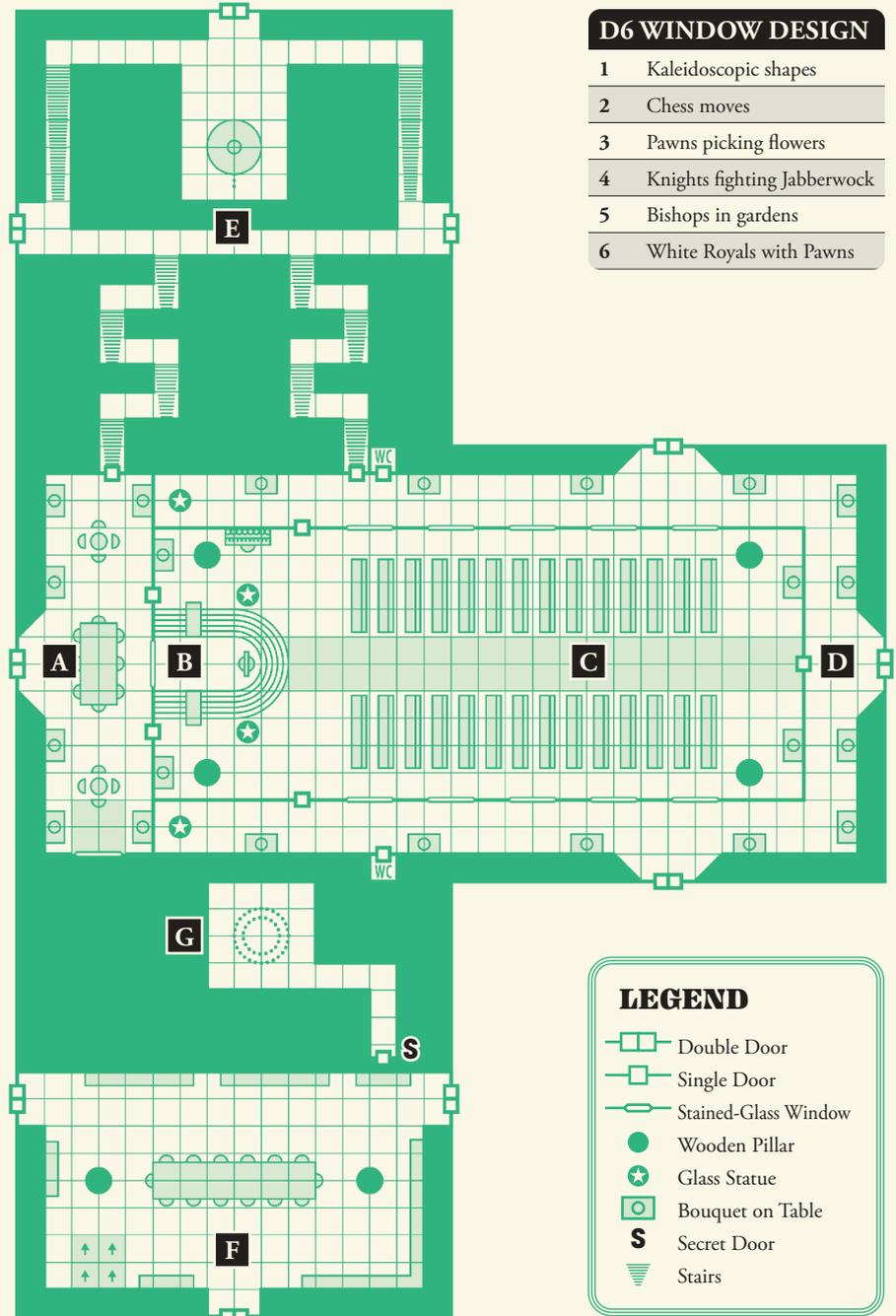
- **Bookshelves** full of **research** on curses, poisons, memory, and Dreamons
- Door to Hidden Chamber (G) **behind small bookshelf**

### G. HIDDEN CHAMBER

- Incomplete **summoning circle**
- **Notes** on circle designs and specific Minor Dreamons

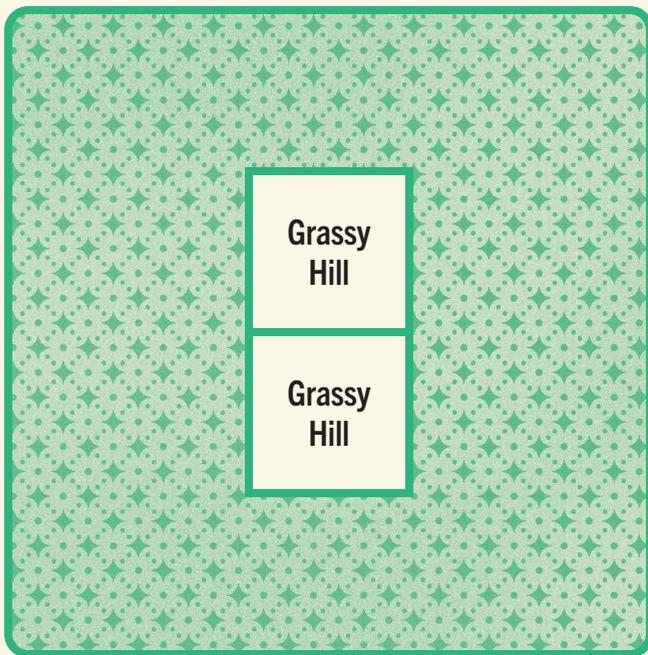
## D6 WINDOW DESIGN

- |   |                             |
|---|-----------------------------|
| 1 | Kaleidoscopic shapes        |
| 2 | Chess moves                 |
| 3 | Pawns picking flowers       |
| 4 | Knights fighting Jabberwock |
| 5 | Bishops in gardens          |
| 6 | White Royals with Pawns     |



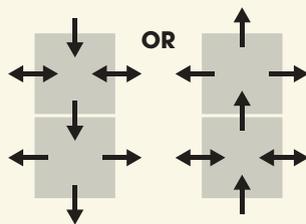
## 2-02 Distant Hill

While a lovely spot for an afternoon picnic, the difficulty moving between these hills is known to most Wanderers.



Some of the finest views in Wonderland are from atop one of the Distant Hills. Many have an opinion on exactly which hill has the best vista. Dramatic duels and heated court cases regularly break out over contrasting outlooks, and for some, it's the hill they're willing to die on.

Navigating the Hills is unintuitive at first, but for seasoned and elderly picnickers it's just a part of the experience.



### MOVEMENT

- Enter through any side
- Cannot access the second Square by moving toward it
- Moving the opposite direction of the second Square transports the player characters to that Square
- Once in the second Square, cannot access the first Square
- Once moved to the second Square can freely exit through any side

### LOOKING-GLASS DIFFERENCES

- Uncomfortably cold
- Blizzard limits visibility to 10'

### D20 ENCOUNTER

1	No Encounter	12-16	Non-Player Character (NPC)
2-5	Block Quirk or Door Quirk	17	Mirror or Dirtworm Tunnel
6	Accident waiting to happen	18-19	Stairs leading up or down
7-11	Creature	20	Almost Alice or Glass Gorgon

### D4 BLOCK QUIRK

- ♣ Filled with dense fog
- ♦ Creatures shrink to Very Small size
- ♠ Low gravity for 1 hour
- ♥ Rainstorm for 1 hour

### D4 DOOR QUIRK

- ♣ Door opens to Flower Garden pg. 116
- ♦ Blocked by webbing
- ♠ Sentient doorknob
- ♥ Jammed (prune)

### D4 ACCIDENT WAITING TO HAPPEN

- ♣ Quicksand under grass in a 30' area. Save or fall in up to waist.
- ♦ Forgotten garden hose in grass. Save or fall prone.
- ♠ Toxic mushrooms release 30' cloud. Take 4D6 poison or save for half.
- ♥ Stray metal bucket (empty) falls from above. Save or 3D6.

### D12 CREATURE

K	1D6 Dreamons (Minor)
2	1D8 Insects
3	2D4 Flowers or Weeds
4	2D6 Mock Turtles or Jubjub Birds
5	1D8 Grabbers (Roots)
6	1D6 Slithy Toves
7	1D4 Gryphons
8	1D4x2 Humpty Dumpties
9	1D4 Dirtworms
10	The Head
J	Reroll 2D10
Q	1D10 Creature + 1D10 NPC

### D12 NPC

K	White King
2	2D4 Birds
3	1D6 Sheep
4	1D6 Lobsters
5	1D8 Pawns
6	Cheshire Cat
7	Caterpillar
8	Duchess
9	1D4 Bishops or Knights
10	White Queen
J	Reroll 2D10
Q	1D10 NPC + 1D10 Creature

### D6 CONFLICT

1	I left it at the top of the hill
2	You insulted the Bishops
3	It's trapped in the Aviary
4	We were here first
5	They killed all the Flowers
6	They're ruining our picnic

### D6 LOOT

1	Gold Sundial
2	Brass Serving Platter
3	Small Gold Violin
4	Metal Jewelry Box (Empty)
5	Embroidered Coin Purse
6	Quarter of Gold Plate

# 2-02 Distant Hill

## FIRST IMPRESSIONS

- Two hills reach high into the sky
- Something visible at the top of each
- Shadowy valley between the hills
- Manicured grass smells freshly cut

## BLOCK-SPECIFIC MECHANICS

- Move toward top of near hill as normal, but move away from far hill and get immediately taken to its top
- See below for movement mechanics

### D12 WHAT'S ON TOP OF THE HILL?

1	White flag	7	Fairy circle of stones
2	Campfire	8	Stacked stones
3	Three handheld pinwheels	9	Gazebo
4	Picnic basket and blanket	10	Telescope
5	Picnic bench	11	Well
6	Tree sprout	12	Statue of Alice

### D12 WHAT'S ROLLING DOWN THE HILL?

1	Boulder	7	Croquet ball
2	Logs	8	1D4 Eggs
3	Onions & potatoes	9	Statue head
4	Cheese wheels	10	Mock Turtle shell (empty)
5	Dinner rolls	11	D100 GP
6	Pail	12	Broken crown

### MOVEMENT MECHANICS

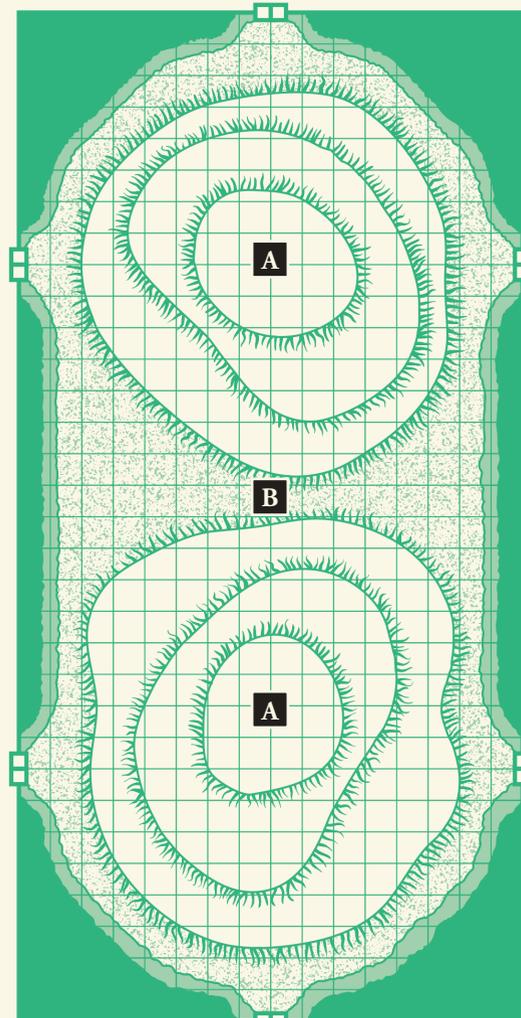
- **First Hill** is the closest hill upon entry of Block, **Second Hill** is the other one
- Can **move toward Second Hill**, but it **never gets closer**
- If moving the **opposite direction of Second Hill**, get immediately **transported to the top of Second Hill** (see Fig. 3.1)
- **Cannot access First Hill** once **transported** to Second Hill
- When moving toward **First Hill** from Second hill, only get as close as the Shadow Valley (**B**) (see Fig. 3.2)
- Once moved to the **Second Hill**, can **freely exit** through any door in the **same Square**

### A. TOP OF HILL

- **Flat** and covered in grass
- **Roll** on WHAT'S ON TOP OF THE HILL? to find out what's on top of the hill

### D6 HILLSIDE PLANTS

1	Clover
2	Lavender
3	Sage
4	Periwinkle vine
5	Creeping thyme
6	Lilies



### B. SHADOWY VALLEY

- **Shadows** from hills **always point toward the valley**
- **Magical darkness** where the valley is its lowest

Fig. 3.1

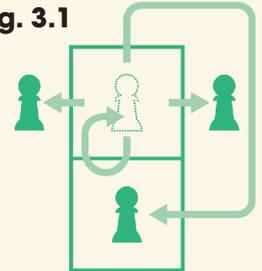
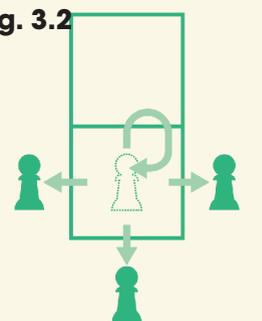


Fig. 3.2

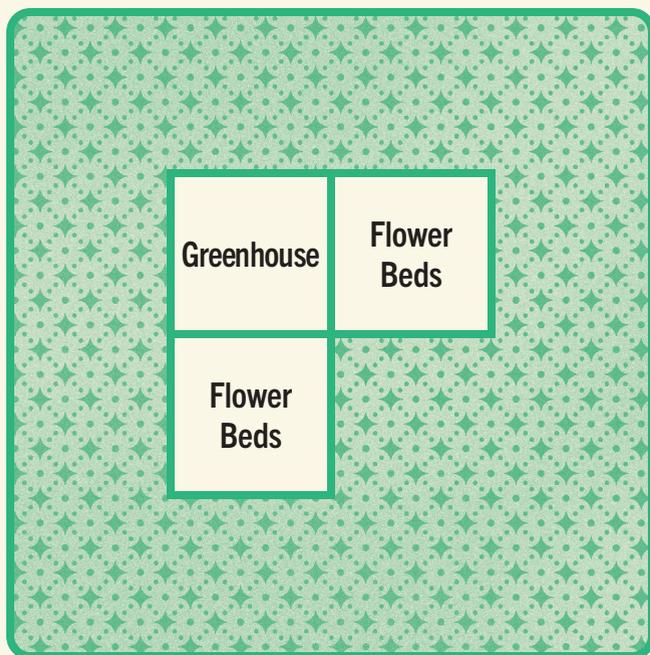


### LEGEND

- □ Double Door
- 🌿 20' Gentle incline

## 2-03 Flower Garden

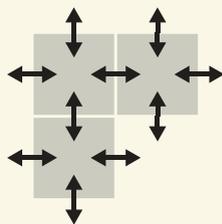
Flowers may be found all over Wonderland, but none of those bouquets can compare to the vibrant displays found here.



The Land

The flowers from these gardens are unlike any others in Wonderland. Something about the soil and lighting all but guarantees healthy growth. Their petals are brighter, their leaves are shinier, and their smells are even more aromatic. Not everyone can tell the difference between Flower Garden flowers and the rest, but those with an interest in the hobby know immediately.

For both budding and experienced horticulturists, some of the best fertilizer, seeds, and tools can be found in these greenhouses.



### MOVEMENT

- Enter or exit through any side
- Move freely between Squares

### LOOKING-GLASS DIFFERENCES

- Uncomfortably cold outside
- Inside Greenhouse is warm but plants are frozen and brittle
- Outside Flower Beds have turned to ice

### D20 ENCOUNTER

1	No Encounter	12-16	Non-Player Character (NPC)
2-5	Block Quirk or Door Quirk	17	Well or Mirror
6	Accident waiting to happen	18-19	Stairs leading up or down
7-11	Creature	20	Almost Alice or Glass Gorgon

### D4 BLOCK QUIRK

- ♣ Magic darkness for 1 hour
- ♦ Creatures change to their natural size
- ♠ (Roll Creature or NPC) of unusual size
- ♥ Windy for 1 hour

### D4 DOOR QUIRK

- ♣ Padlocked (Mundane)
- ♦ Door opening is half width
- ♠ Door disappears for 1 hour (door opening still exists)
- ♥ Door opens to Fountains pg. 118

### D4 ACCIDENT WAITING TO HAPPEN

- ♣ Slick walkway. Single target, save or fall prone and 1D6.
- ♦ Irrigation system erupts, creating 2D4 geysers. Save or lifted 15' for 2D6.
- ♠ Tossed shovel from over nearest hedge. Save or 2D6.
- ♥ Fertilizer bomb. Bad smell, then 30' blast. Take 5D6 or save for half.

### D12 CREATURE

K	1D6 Dreamons (Minor)
2	2D6 Flowers or Weeds
3	1D8 Insects
4	1D8 Grabbers (Roots)
5	1D6 Slithy Toves or Crocodiles
6	1D4 Topiaries
7	1D6+1 Serpents
8	1D4×2 Humpty Dumpties
9	1 Dirtworm
10	The Head
J	Reroll 2D10
Q	1D10 Creature + 1D10 NPC

### D12 NPC

K	White King
2	1D6 Sheep
3	1D8 Pawns
4	1D6+1 Playing Cards
5	Caterpillar
6	Dodo
7	1D6 Knights
8	1D6 Bishops
9	White Queen
10	Heart Queen
J	Reroll 2D10
Q	1D10 NPC + 1D10 Creature

### D6 CONFLICT

1	You can't go in there
2	It dug into a Distant Hill
3	We sold it at the auction
4	They picked all the Flowers
5	The Fountains are dry
6	I can't be late to court

### D6 LOOT

1	Gold Sundial
2	Ship's Compass
3	Diamond-Tipped Pruner
4	Brass Cutlery Box (Empty)
5	Silk & Lace Seed Pouch
6	Carnival Glass Rose

## 2-03 Flower Garden

### FIRST IMPRESSIONS

- Interlocking stone and short walls surround floral mounds
- Air of calm and tranquility
- Entire area smells like a perfume shop

### BLOCK-SPECIFIC MECHANICS

- When standing or moving through a flower bed, roll 1D6; 1–3: change to natural size, 4–6: shrink to Very Small
- Size doesn't revert naturally

### D12 NONSENTIENT PLANTS

1	Boxwood & pyramid cedar	7	Marigolds & baby's breath
2	Needlepoint ivy	8	Peonies & gardenias
3	Clover	9	Carnations
4	Lavender & dianthus	10	Peonies & hollyhocks
5	Phlox & delphiniums	11	Daisies & hydrangeas
6	Daffodils	12	Red, white & yellow roses

### D12 SENTIENT PLANTS

1	Grumpy crabgrass	7	Singing birds of paradise
2	Crying ragweed	8	Singing tulips
3	Whispering thistles	9	Singing roses
4	Shy violets	10	Laughing larkspurs
5	Growling lilies	11	Warming sunflowers
6	Sleeping roses	12	Fire-breathing snapdragons

### BLOCK MECHANICS

- When standing or moving through a flower bed, roll 1D6, 1–3: change to natural size, 4–6: shrink to the size of a mouse (Very Small)
- Size doesn't revert when leaving the flower bed, Square, or Block

#### A. LARGE FLOWER BED

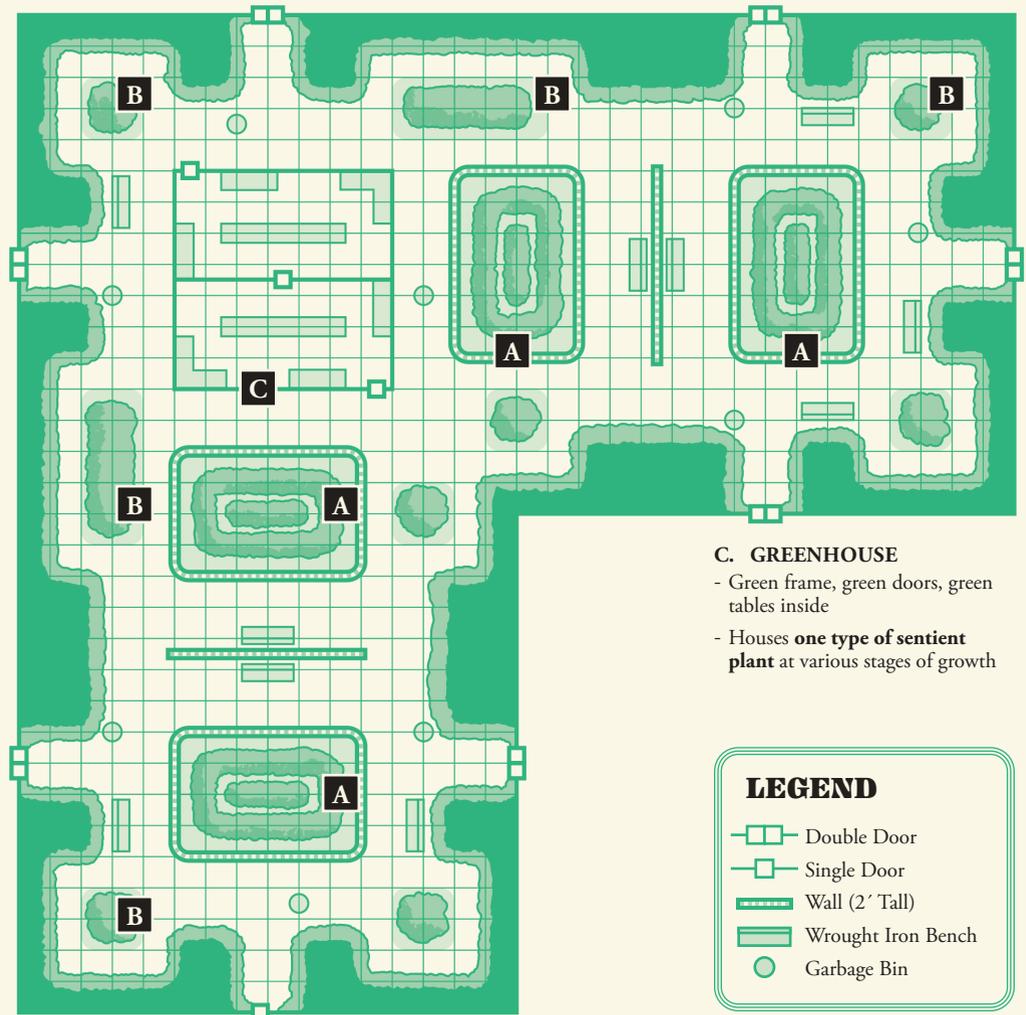
- Surrounded by 2'-tall stone wall
- Slightly raised in the middle
- Small plaque with plant type
- Lying in flower bed with blanket and pillow makes it a bed (see SIX IMPOSSIBLE THINGS on page 9)

#### B. SMALL FLOWER BED

- Level with the ground and no surrounding wall
- Small plaque with plant type
- Lying in flower bed with blanket and pillow makes it a bed (see SIX IMPOSSIBLE THINGS on page 9)

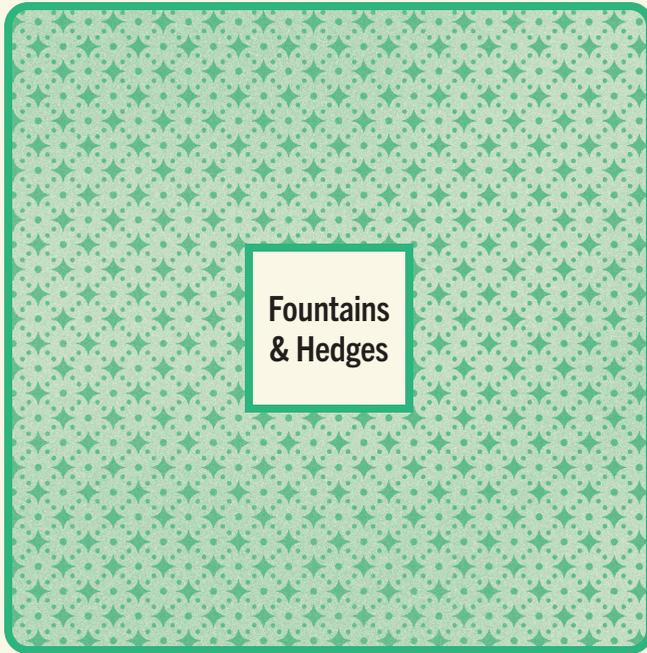
### D6 THE BEDS ARE . . .

1	Empty
2	Covered in burlap
3	Freshly planted
4	Well-maintained & healthy
5	Well-maintained & healthy
6	Healthy but overgrown



## 2-04 Fountains

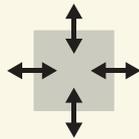
Many find comfort in the ritual of throwing coins into the fountains, and some even claim to be rewarded for their dedication.



Fountains  
& Hedges

It wasn't long after the fountains were installed that the Heart King discovered their potential. First, he had all the coins collected and claimed them as donations to the Royals. Then he had their basins enchanted to immediately deposit valuables into the Vault.

While he had nothing to do with the benefits that the fountains bestow, Heart King appreciates the incentive; he's just happy for the additional stream of income.



### MOVEMENT

- Enter or exit through any side

### LOOKING-GLASS DIFFERENCES

- Uncomfortably cold
- Lightly snowing
- Fountains are frozen solid, but something is trapped in one

### D20 ENCOUNTER

1	No Encounter	12-16	Non-Player Character (NPC)
2-5	Block Quirk or Door Quirk	17	Mirror or Dirtworm Tunnel
6	Accident waiting to happen	18-19	Stairs leading up or down
7-11	Creature	20	Almost Alice or Glass Gorgon

### D4 BLOCK QUIRK

- ♣ Sky goes dark unless one or more doors are open
- ♦ Magic silence for 1 hour
- ♠ Low gravity for 1 hour
- ♥ Flooded (2" of water)

### D4 DOOR QUIRK

- ♣ Door opens to Library pg. 120
- ♦ Brick wall behind door
- ♠ Plays music while open
- ♥ Jammed (raspberry)

### D4 ACCIDENT WAITING TO HAPPEN

- ♣ Slick walkway. Single target, save or fall prone and 1D6.
- ♦ Underground pipes erupt. Everyone save or lifted 10' for 1D8.
- ♠ Tossed wrench from over nearest hedge. Save or 2D6.
- ♥ Sinkhole under walkway in a 30' area. Save or fall 40' and take 4D8.

### D12 CREATURE

- K 1D6 Flowers or Weeds
- 2 1D8 Insects
- 3 1D8 Grabbers (Roots)
- 4 1D6 Slithy Toves
- 5 1D6+1 Serpents
- 6 1D6+1 Looking-Glass Creatures
- 7 2 Humpty Dumpties
- 8 1 Dirtworm
- 9 Jabberwock
- 10 The Head
- J Reroll 2D10
- Q 1D10 Creature + 1D10 NPC

### D12 NPC

- K White King
- 2 1D6 Hedgehogs
- 3 1D10 Flamingos
- 4 1D6 Crabs & Daughters
- 5 1D8 Pawns
- 6 Tweedledee & Tweedledum
- 7 1D6 Knights
- 8 1D6 Bishops
- 9 White Queen
- 10 Heart Queen
- J Reroll 2D10
- Q 1D10 NPC + 1D10 Creature

### D6 CONFLICT

- 1 It disappeared in a Fountain
- 2 We want to see the Flowers
- 3 They tore up the dance floor
- 4 You're standing too tall
- 5 I need to return this book
- 6 You won't win at croquet

### D6 LOOT

- 1 Gold Sundial
- 2 Pouch of Beach Glass
- 3 Copper Faucet
- 4 Hollow Book (Empty)
- 5 Iron Wrench & Holster
- 6 Unbreakable Nesting Doll

# 2-04 Fountains

## FIRST IMPRESSIONS

- Interlocking stone walkways surround tall hedges and fountains of black stone
- Air is humid and warm
- Sounds of the fountains (if functioning)

## BLOCK-SPECIFIC MECHANICS

- GM roll 1D100; if an individual tosses that amount of GP (or more) into a fountain, they're fully healed
- Only HP is restored

### D12 THE FOUNTAIN IS . . .

1	Dry	7	Boiling
2	Cracked and leaking	8	Frozen
3	Covered in moss	9	Glowing at the base
4	Full of origami boats	10	Spouting maple syrup
5	Full of origami frogs	11	Spouting apple juice
6	Full of windup goldfish	12	Spouting lemon cordial

### D12 WHAT'S ON THE LEDGE OF THE FOUNTAIN?

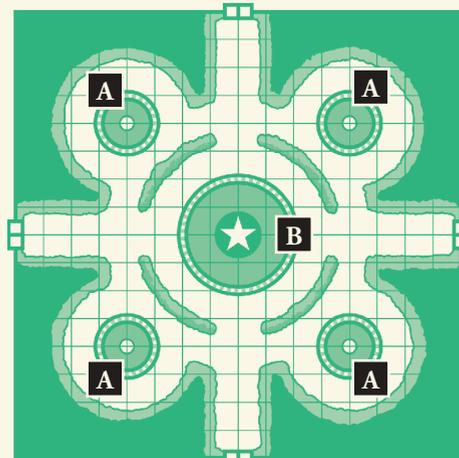
1	2D4 Jars of ink	7	2D6 Artificial gems (glass)
2	2D4 Pen nibs	8	2D6 Pearl buttons
3	3D4 Stylographs	9	2D6 Thimbles
4	2D4 Acorns	10	2D6 GP
5	2D6 Walnuts	11	2D8 GP
6	3D6 Peanuts	12	2D8 GP

### FOUNTAIN MECHANICS

- GM **Rolls 1D100**; if an individual **throws** that **amount of GP** (or more) into a fountain within an hour, they **fully heal**
- **Only HP** is restored; curses and poisons aren't cured
- Can be **goods worth that amount** (gems, weapons, etc.)
- Tossed objects immediately **disappear** and are **transported to the Vault** (page 178)

#### A. SMALL FOUNTAIN

- Fountain and wall made of **black stone**
- Geometric head sprays water straight up in five columns
- Surrounded by **2'-tall wall**
- **No coins at the bottom**



#### B. CENTRAL FOUNTAIN

- Fountain and wall made of **black stone**
- Depicts **girl (Alice) holding a parasol**, water spouts from top of parasol and rolls off into base
- Four **stone frogs** sit on the surrounding wall, **water spitting from their mouths** into the base
- Surrounded by **2'-tall wall** and 8'-tall hedges
- **No coins at the bottom**

### D12 ALTERNATE FOUNTAIN EFFECTS

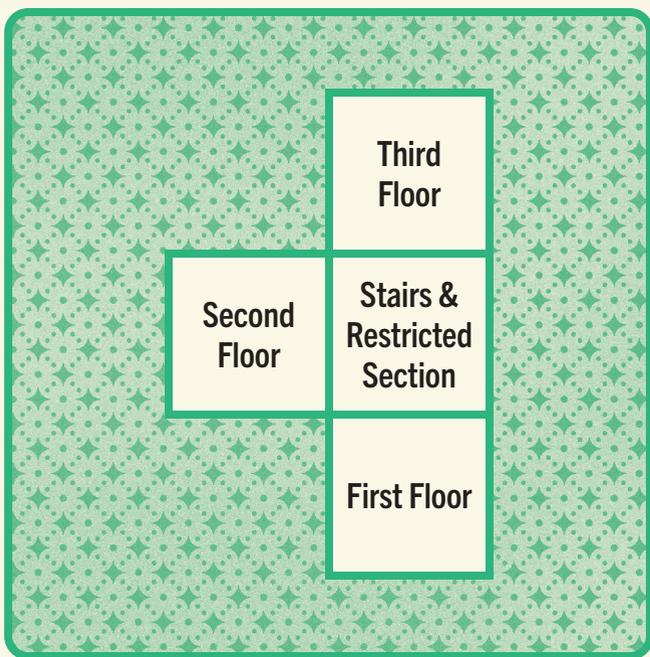
1	Poison resistance (1 day)	7	Lightning immunity (1 day)
2	Slashing resistance (1 day)	8	Fire immunity (1 day)
3	Piercing resistance (1 day)	9	Cold immunity (1 day)
4	Bludgeoning resistance (1 day)	10	Double speed (1 day)
5	Max weapon damage (10 attacks)	11	+2 to single skill (10 dice rolls)
6	Max magic damage (10 attacks)	12	Total invulnerability (1 hour)

### LEGEND

- Double Door
- Fountain Statue
- Stone Wall (2' Tall)

# 2-05 Library

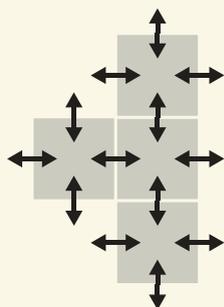
The Library's dark halls and shelves are filled with nearly as much knowledge as the Tortoises who act as its caretakers.



The Land

Outside of the Tortoises, not many recognize just how powerful a book can be, let alone an entire library full of them. They can teach useful skills, lend support during a challenging time, inspire radical thought, and that's just the children's section.

Some suggest that Wonderland's darkest secrets and most dangerous entities are bound here, with only paper, ink, and leather holding them at bay.



## MOVEMENT

- Enter or exit through any side
- Move freely between Squares
- Within Library, moving between parts of the Second Floor (D) and Third Floor (A) requires first moving to the First Floor (E)

## LOOKING-GLASS DIFFERENCES

- Uncomfortably cold
- Third floor is dangerously cold, speed halved and disadvantage on all physical rolls (where appropriate)
- Stairs are replaced with gently sloping nonslip ramps

## D20 ENCOUNTER

1	No Encounter	12-16	Non-Player Character (NPC)
2-5	Block Quirk or Door Quirk	17	Well, Mirror, or Mouse Hole
6	Accident waiting to happen	18-19	Stairs leading up or down
7-11	Creature	20	Almost Alice or Glass Gorgon

## D4 BLOCK QUIRK

- ♣ Filled with dense fog
- ♦ Creatures shrink to Very Small size
- ♠ (Roll Creature or NPC) of unusual size
- ♥ Everything covered in dust

## D4 DOOR QUIRK

- ♣ Padlocked (Mundane)
- ♦ Door opening is half height
- ♠ Painted wall behind door (looks like adjacent Block)
- ♥ Door opens to Lighthouse & Beach pg. 122

## D4 ACCIDENT WAITING TO HAPPEN

- ♣ Fresh floor polish. Single target, save or fall prone and 1D6.
- ♦ Faulty floor repair. 5' area becomes a hole. Save or fall in.
- ♠ Rack topples from weight. All nearby take 6D6 or save for half.
- ♥ Stray book falls from above. Save or 2D6.

## D12 CREATURE

K	1D6 Moths
2	1D6 Borogroves
3	1D6 Mock Turtles
4	2D6 Bats
5	1D4 Gryphons
6	1D8 Mockeries
7	2D4 Mirror Spiders
8	1D4x2 Lost Soles
9	1 Spirit
10	1D4 Spirits
J	Reroll 2D10
Q	1D10 Creature + 1D10 NPC

## D12 NPC

K	1D6 Mice
2	1D4 Gnomes de Plume
3	1D4 Hedgehogs
4	1D8 Pawns
5	1D4 Footmen
6	Caterpillar
7	Crow
8	2D4 Tortoises
9	3 Tongues
10	1D6 Bishops
J	Reroll 2D10
Q	1D10 NPC + 1D10 Creature

## D6 CONFLICT

1	We can't reach that book
2	They threw it in a fountain
3	The Dominoes are angry
4	I need you to whisper
5	You smell like the Beach
6	It went to the Dining Hall

## D6 LOOT

1	Silver Bookmark
2	1D4+1 Silver Rings
3	Platinum Magnifying Glass
4	Ornate Sewing Box
5	Wood Box of Quills
6	Glowing Reading Glasses

# 2-05 Library

## FIRST IMPRESSIONS

- Dim lighting and cozy atmosphere
- Wooden railings around all upper-level stairs and walkways
- No authors credited on any books

## BLOCK-SPECIFIC MECHANICS

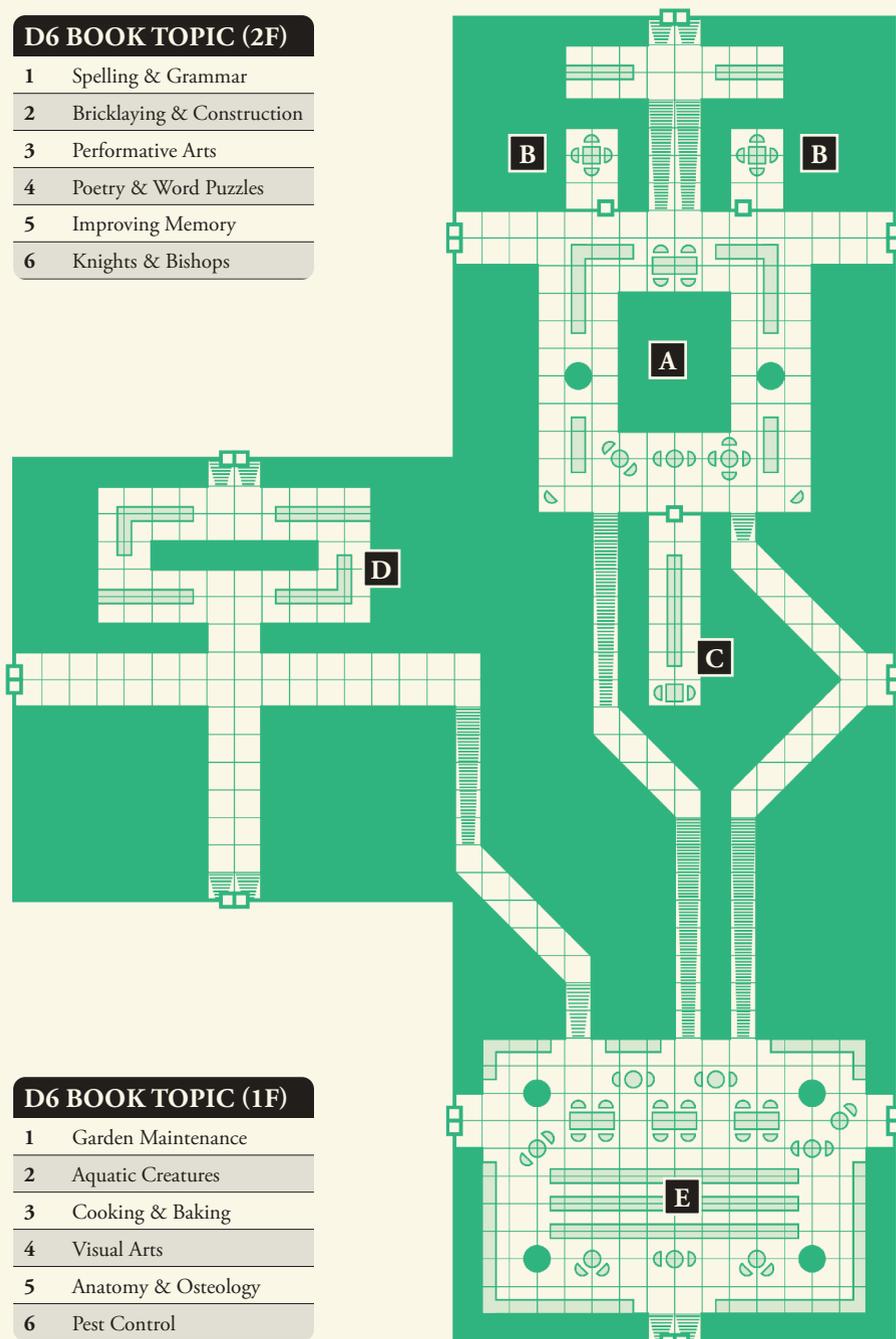
- Falling from the Third Floor (A) lands on the First Floor (E)
- Falling from the Second Floor (D) lands in the Square below

### D6 BOOK TOPIC (2F)

- |   |                            |
|---|----------------------------|
| 1 | Spelling & Grammar         |
| 2 | Bricklaying & Construction |
| 3 | Performative Arts          |
| 4 | Poetry & Word Puzzles      |
| 5 | Improving Memory           |
| 6 | Knights & Bishops          |

### D6 BOOK TOPIC (3F)

- |   |                        |
|---|------------------------|
| 1 | Weather                |
| 2 | Birds & Insects        |
| 3 | Astronomy & Astrology  |
| 4 | Sewing & Making Toys   |
| 5 | Laws & Taxes           |
| 6 | Royals & Playing Cards |



### D6 BOOK TOPIC (1F)

- |   |                     |
|---|---------------------|
| 1 | Garden Maintenance  |
| 2 | Aquatic Creatures   |
| 3 | Cooking & Baking    |
| 4 | Visual Arts         |
| 5 | Anatomy & Osteology |
| 6 | Pest Control        |

### A. THIRD FLOOR

- Railings around all sides and opening in the middle

#### FALLING MECHANICS

- Anything that falls over ledge lands on the First Floor (E)
- 100' drop

### B. STUDY ROOMS

- Quiet with comfortable seating

### C. RESTRICTED SECTION

- Door opens only if wearing a shell
- Books can't be taken out of the room

### D. SECOND FLOOR

- Railings around all sides and opening in the middle

#### FALLING MECHANICS

- Anything that falls over ledge lands on the Square Below
- Land in the Square uninjured

### E. FIRST FLOOR

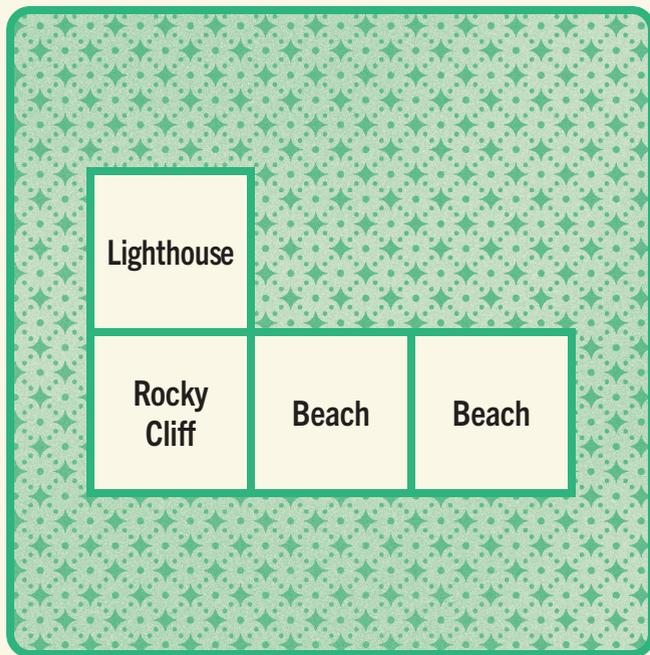
- Plenty of seating

## LEGEND

- □ Double Door
- Single Door
- Wooden Pillar
- ≡ Stairs

## 2-06 Lighthouse & Beach

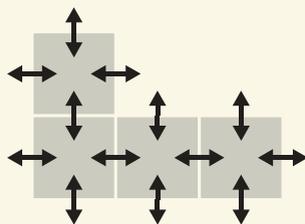
A popular spot for day-tripping locals, this sandy beach shines as bright as the lighthouse that towers over it.



The Land

Water safety is taken very seriously on the Beach. Using proper flotation devices, applying simple creams to protect against burning, and waiting 30 minutes after eating before swimming are all common practices in Wonderland.

The 30-minute waiting period may not be necessary, but Wonderers are divided over this. The stronger one feels about it, the more likely they are to drown out differing opinions with their own views. It's a sensitive topic.



### MOVEMENT

- Enter or exit through any side
- Move freely between Squares

### LOOKING-GLASS DIFFERENCES

- Uncomfortably cold
- Lightly snowing
- Water is covered in thin and rippled ice, move normally but any more than 2 Average creatures will break it
- Water is dangerously cold

### D20 ENCOUNTER

1	No Encounter	12-16	Non-Player Character (NPC)
2-5	Block Quirk or Door Quirk	17	Mirror or Dirtworm Tunnel
6	Accident waiting to happen	18-19	Stairs leading up or down
7-11	Creature	20	Almost Alice or Glass Gorgon

### D4 BLOCK QUIRK

- ♣ Magic darkness for 1 hour
- ♦ Creatures change to their natural size
- ♠ Low gravity for 1 hour
- ♥ Rainstorm for 1 hour

### D4 DOOR QUIRK

- ♣ Door opens to Looking-Glass House pg. 124
- ♦ Blocked by webbing
- ♠ Sentient doorknob
- ♥ Jammed (rhubarb)

### D4 ACCIDENT WAITING TO HAPPEN

- ♣ Small glass shards on floor. Save or shoe punctured (2D4 if barefoot).
- ♦ Sinkhole in a 30' area. Save or fall 20' and take 2D8.
- ♠ Rockslide. First rumbling, then 40' area takes 4D6 or save for half.
- ♥ Dead fish or ceiling tiles fall from above. Everyone save or 3D6.

### D12 CREATURE

K	2D6 Oysters
2	1D6 Mome Raths
3	2D6 Mock Turtles
4	2D6 Bats
5	1D6 Crocodiles
6	1D4 Gryphons
7	1D6 Mockeries
8	1D6 Sharks
9	1D6 Looking-Glass Creatures
10	The Head
J	Reroll 2D10
Q	1D10 Creature + 1D10 NPC

### D12 NPC

K	2D4 Birds
2	1D6 House Geckos
3	1D6 Sheep
4	2D4 Lobsters
5	1D6 Crabs & Daughters
6	1D10 Flamingos
7	Walrus & Carpenter
8	Duchess
9	White Rabbit
10	1D4 Profits
J	Reroll 2D10
Q	1D10 NPC + 1D10 Creature

### D6 CONFLICT

1	They stole my inner tube
2	The Tortoises are upset
3	I must speak to the Duchess
4	You can't swim yet
5	It fled into a mirror
6	We escaped the Dungeon

### D6 LOOT

1	1D4 Feet of Stringed Pearls
2	Wooden Mantel Clock
3	Brass Sunglasses
4	Gold Locket (Empty)
5	Silk Beach Bag
6	Sapphire Necklace

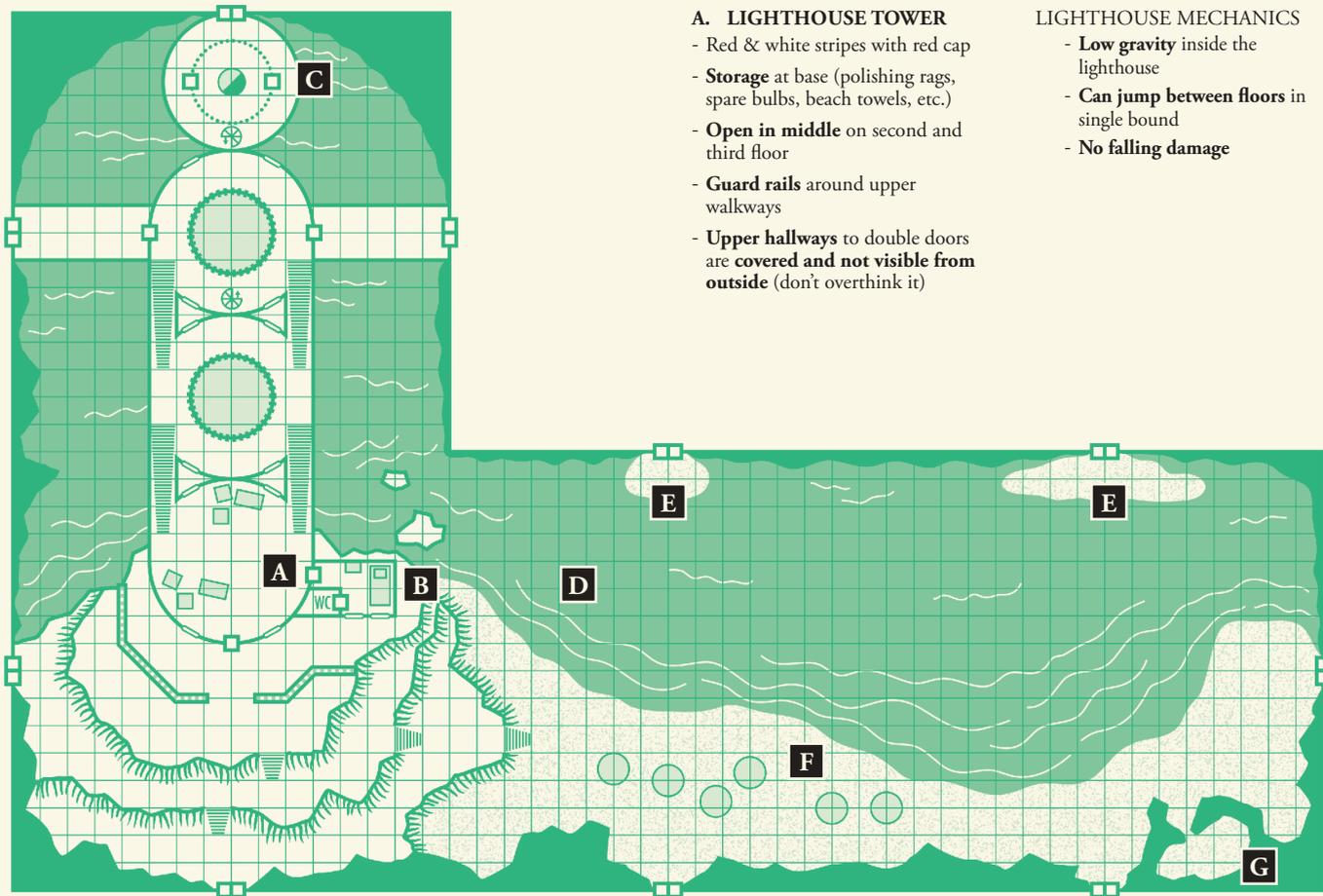
## 2-06 Lighthouse & Beach

### FIRST IMPRESSIONS

- Fine white sand meets cliffs of red rock and endless blue water
- Air is warm with a gentle breeze
- Water is crystal-clear

### BLOCK-SPECIFIC MECHANICS

- Low gravity in Lighthouse Tower (A)
- Hand-waving toward the water causes a tidal wave that pushes everything on beach against cliffs



#### A. LIGHTHOUSE TOWER

- Red & white stripes with red cap
- **Storage** at base (polishing rags, spare bulbs, beach towels, etc.)
- **Open in middle** on second and third floor
- **Guard rails** around upper walkways
- **Upper hallways** to double doors are **covered and not visible from outside** (don't overthink it)

#### LIGHTHOUSE MECHANICS

- **Low gravity** inside the lighthouse
- **Can jump between floors** in single bound
- **No falling damage**

#### B. KEEPER'S QUARTERS

- **Bed with storage** underneath
- Small dresser doubles as nightstand with lamp shaped like the lighthouse

#### C. GALLERY & BEACON

- Trapdoor to Lighthouse Tower (A)
- **Guardrails** around outdoor Gallery
- **Beacon** shines, surrounded by floor-to-ceiling bars
- Capped with red roof

#### D. THE WATER

- Gentle waves and crystal clear

#### WATER MECHANICS

- **Hand-waving** toward the water causes a **tidal wave** that hits the **entire beach in 30 seconds**
- Everything on beach pushed against cliffs
- **6D10** and **one valuable lost** in the water or **save for half** and no object lost

#### E. SANDY ISLAND

- **Nothing beyond** but water
- Double door and frame stand at the edge of the island

#### F. UMBRELLAS

- Colorful and resistant to wind and heat (can be used as **spear/javelin** or a **shield** that **stops 1 fire attack** before being destroyed)

#### G. ALCOVE

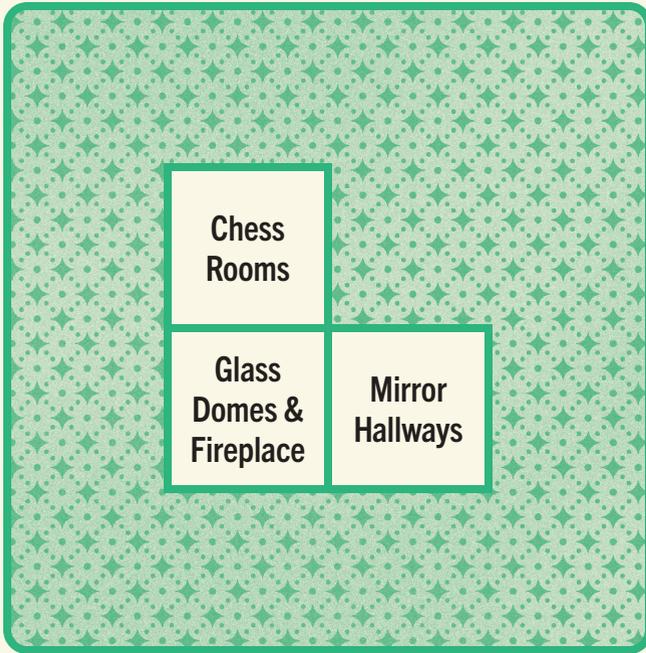
- Only accessible if **Very Small**

### LEGEND

- □ Double Door
- Single Door
- Window
- 20' Ledge
- ..... Floor-to-ceiling Bars
- Stone Wall (4' Tall)
- ⊙ Spiral Stairs
- ⊙ Stairs

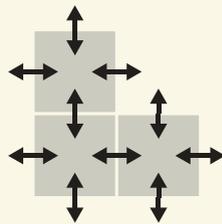
## 2-07 Looking-Glass House

There's little comfort to be found here among the mirror-lined walls and unnaturally low temperature.



The only consistent boundary between Looking-Glass Land and the rest of Wonderland. This connection means that whatever troubles Looking-Glass Land will be experienced here as well. Right now, that means a terrible cold.

The Chess Pieces don't like to spend much time here, but for some, it's necessary. Some study the cold, others use the Chess Rooms to strategize, and many return to Looking-Glass Land to collect what was left behind.



### MOVEMENT

- Enter or exit through any side
- Move freely between Squares

### LOOKING-GLASS DIFFERENCES

- No environmental differences

### D20 ENCOUNTER

1	No Encounter	12-16	Non-Player Character (NPC)
2-5	Block Quirk or Door Quirk	17	Well, Mirror, or Mouse Hole
6	Accident waiting to happen	18-19	Stairs leading up or down
7-11	Creature	20	Almost Alice or Glass Gorgon

### D4 BLOCK QUIRK

- ♣ All lights go out unless one or more doors are open
- ♦ Magic silence for 1 hour
- ♠ (Roll Creature or NPC) of unusual size
- ♥ Everything covered in dust

### D4 DOOR QUIRK

- ♣ Padlocked (Mundane)
- ♦ Door opening is half width
- ♠ Door disappears for 1 hour (door opening still exists)
- ♥ Door opens to Pay Dirt pg. 126

### D4 ACCIDENT WAITING TO HAPPEN

- ♣ Small glass shards on floor. Save or shoe punctured (2D4 if barefoot).
- ♦ Patch of ice; 1D4 targets save or fall prone and 1D6.
- ♠ Rusting crossbow stashed in wall. Save for each bolt (4 total) for 1D8.
- ♥ Vibrations loosen ceiling tile in a 5' area. Save or 2D8.

### D12 CREATURE

K	1D6 Moths
2	2D4 Bats
3	1D4 Gryphons
4	1D6 Mockeries
5	2D4 Mockeries
6	1 Mirror Spider
7	2D4 Mirror Spiders
8	1 Looking-Glass Creature
9	2D4 Looking-Glass Creatures
10	1 Spirit
J	Reroll 2D10
Q	1D10 Creature + 1D10 NPC

### D12 NPC

K	White King
2	1D6 House Geckos
3	1D6 Lobsters
4	1D8 Pawns or Playing Cards
5	Cheshire Cat
6	Tweedledee & Tweedledum
7	Walrus & Carpenter
8	White Rabbit
9	1D6 Bishops or Knights
10	White Queen
J	Reroll 2D10
Q	1D10 NPC + 1D10 Creature

### D6 CONFLICT

1	You're cheating
2	I want to go to the Beach
3	You damaged the stairs
4	It broke three mirrors
5	We must get to Pay Dirt
6	They took it to the Forge

### D6 LOOT

1	Platinum Hand Mirror
2	Small Painting of Tearriers
3	Gold Pocket Mirror
4	Crystal Saltshaker
5	Sandalwood Chess Box
6	Gold Flameless Lighter

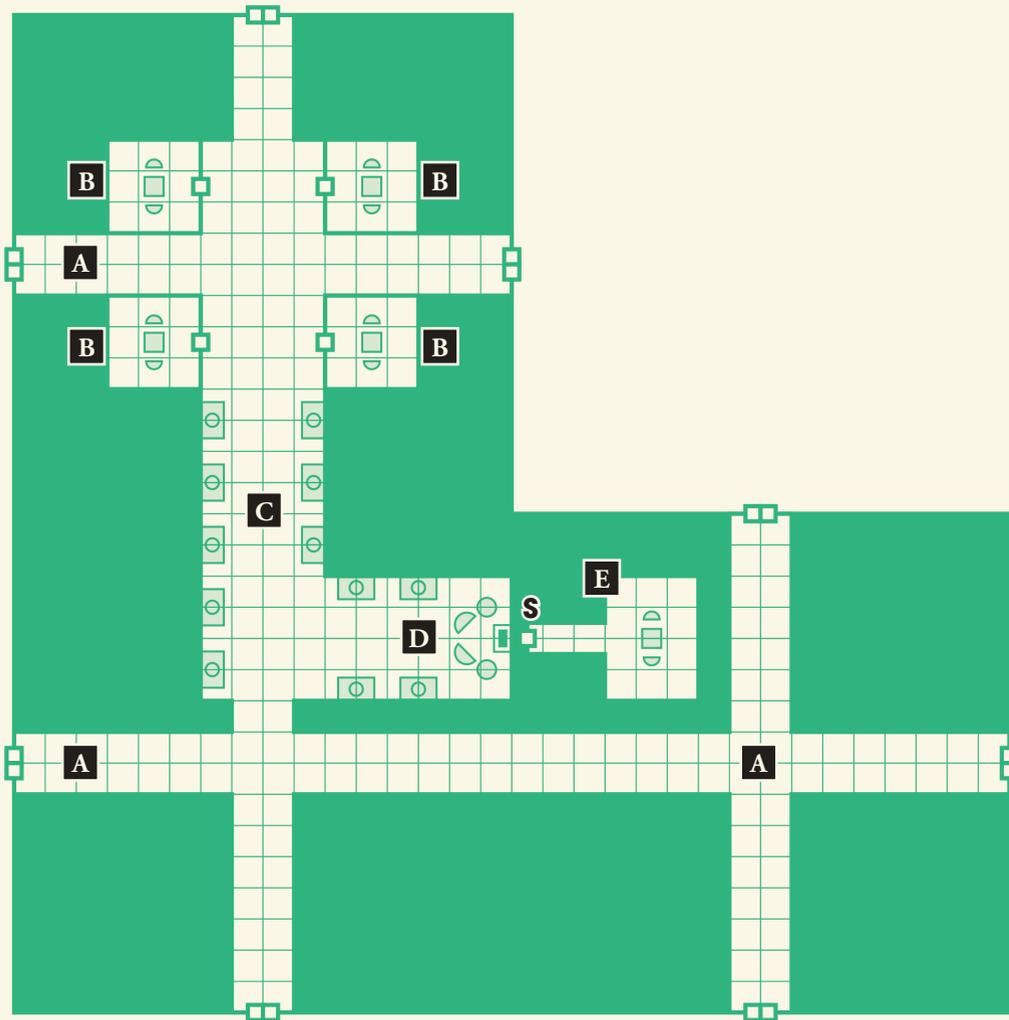
# 2-07 Looking-Glass House

## FIRST IMPRESSIONS

- Dangerously cold
- Ice forms around the edges of the mirrors that line the halls and walls
- The air is still and crisp

## BLOCK-SPECIFIC MECHANICS

- All fire and heat are absorbed
- Open flames like torches and matches extinguish upon entering the block
- Fire-based magic fails



### BLOCK MECHANICS

- Any **fire, heat, or warmth** is **absorbed** by the Block
- Open **flames extinguish** upon entering, and **fire-based magic doesn't work** in the Block

#### A. MIRROR HALLS

- Floor-to-ceiling **mirrors**
- **Colder to the touch** than anything else in the area

#### B. CHESS ROOMS

- **Comfortable chairs** face wooden tables
- Bone **chess pieces frozen** to the chess boards

#### C. COLLECTION HALL

- **Glass domes** on finely carved tables
- Each dome protects **small trinkets** and **rare objects**
- Domes **frozen** to a stand that is frozen to the table

#### D. FIREPLACE

- Sitting chairs and tables face the **large fireplace**
- More **glass domes and a large mirror** above of the mantle
- **False back** in fireplace leads to The Warm Room (E)

#### E. THE WARM ROOM

- Above freezing but still cold
- High-backed **thrones** face marble table
- **Gold and silver chess pieces**
- Game hasn't begun

### D12 WHAT'S UNDER THE GLASS DOME?

1	Beach glass	7	Chocolate sculptures
2	Hand mirrors	8	Wildflowers & mushrooms
3	Candles	9	Eggs
4	Clocks	10	Bird feathers
5	Books	11	Taxidermied insects
6	Cookies & muffins	12	Thermometers

### D6 WHO'S WINNING?

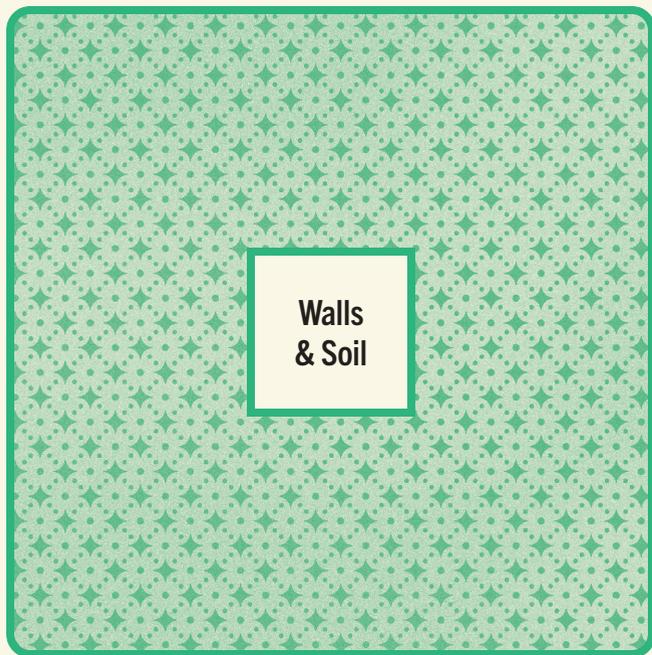
1	New game
2	White in 3
3	Black in 4
4	White in 1
5	Black in 1
6	Stalemate

### LEGEND

- Double Door
- Single Door
- Fireplace
- Dome on Table
- S** Secret Door

## 2-08 Pay Dirt

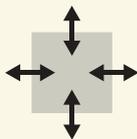
Many will try, and some might even get lucky, but only the most dedicated diggers will consistently find fortune in this rich soil.



Walls  
& Soil

Despite only six recorded wins, countless Wonderers and outsiders travel to Pay Dirt for their chance to win big. Some treat it as a casual pastime with little investment in the outcome, while others regard it more like a religion, worshipping the literal ground they're walking upon.

It's easy to tell the difference between the two: Look at their expression. Those looking only for entertainment are likely to be enjoying the experience, win or lose. Those who need it most are the most serious among the crowd.



### MOVEMENT

- Enter or exit through any side

### LOOKING-GLASS DIFFERENCES

- Uncomfortably cold
- Heavy snowfall
- Ground is too frozen to dig

### D20 ENCOUNTER

1	No Encounter	12-16	Non-Player Character (NPC)
2-5	Block Quirk or Door Quirk	17	Mirror or Dirtworm Tunnel
6	Accident waiting to happen	18-19	Stairs leading up or down
7-11	Creature	20	Almost Alice or Glass Gorgon

### D4 BLOCK QUIRK

- ♣ Filled with dense fog
- ♦ Creatures shrink to Very Small size
- ♠ Low gravity for 1 hour
- ♥ Flooded (2" of water)

### D4 DOOR QUIRK

- ♣ Door opens to River of Reeds pg. 128
- ♦ Brick wall behind door
- ♠ Plays music while open
- ♥ Jammed (strawberry)

### D4 ACCIDENT WAITING TO HAPPEN

- ♣ Half-buried rake. Save or 1D8 and blind for 1 minute.
- ♦ Tossed shovel from over nearest hedge. Save or 2D6.
- ♠ Forgotten garden hose in grass. Save or fall prone.
- ♥ Rotting fruit releases 30' toxic cloud. Take 6D6 poison or save for half.

### D12 CREATURE

K	1D6 Mome Raths
2	1D8+1 Grabbers (Roots)
3	1D6 Slithy Toves
4	1D8 Crocodiles
5	1D4 Topiaries
6	1D6 Mockeries
7	1 Shark
8	1 Dirtworm
9	1D4 Dirtworms
10	Bandersnatch
J	Reroll 2D10
Q	1D10 Creature + 1D10 NPC

### D12 NPC

K	White King
2	Jester
3	1D6 Sheep
4	1D8 Pawns
5	Walrus & Carpenter
6	Lion & Unicorn
7	Banker
8	1D6 Profits
9	1D4 Heart Knives
10	White Queen
J	Reroll 2D10
Q	1D10 NPC + 1D10 Creature

### D6 CONFLICT

1	I haven't won yet
2	Your reflection is wrong
3	It was taken by Caterpillar
4	We were here first
5	They're in the River of Reeds
6	Lion & Unicorn are jealous

### D6 LOOT

1	Gold Sundial
2	Brass Kazoo in Wood Case
3	Silver Four-Leaf Clover
4	Crystal Perfume Bottle
5	Gold Horseshoe Box
6	Talking Bust of Jester

## 2-08 Pay Dirt

### FIRST IMPRESSIONS

- Pristine grass with repeating plots of freshly turned soil
- Shovels in the middle of each dig site
- Excitement and superstition fill the air

### BLOCK-SPECIFIC MECHANICS

- Once per day, anyone may dig 3 times to try to win a prize
- Dig a fourth time and the entire Block sinks to the Level 3 Square below

#### D6 DIG 1

1	Cherries
2	Cherries
3	Lemon
4	Orange
5	Gold coin with "7" on it
6	Bar of gold (worth 100 GP)

#### D6 DIG 2

1	Orange
2	Bar of gold (worth 100 GP)
3	Cherries
4	Gold coin with "7" on it
5	Lemon
6	Lemon

#### D6 DIG 3

1	Gold coin with "7" on it
2	Lemon
3	Orange
4	Orange
5	Bar of gold (worth 100 GP)
6	Cherries

#### D6 PRIZE

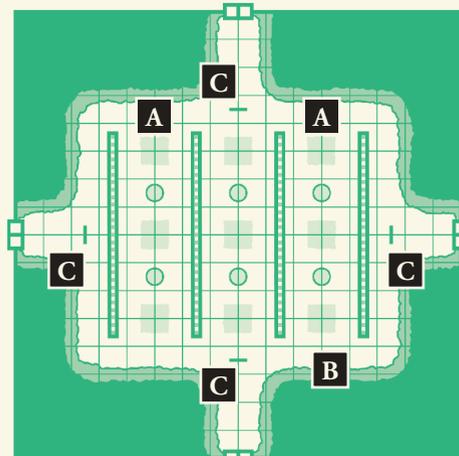
1	10,000 GP
2	20,000 GP
3	30,000 GP
4	Potion (GM decides effects)
5	Key that opens any lock
6	Access to Level 4

### A. THE PAY DIRT

- Nine 5' square plots of **loose soil**

#### DIRT MECHANICS

- **Once per day**, anyone may **dig 3 times** to try to win a prize
- If an individual digs up the **same result all 3 times**, the dirt reveals the **winning prize**
- The 3 digs need not be in the same plot
- **Player rolls 1D6** for each dig attempt, and **DM reads results** (change the column for each dig, and the order of the columns for each player, to keep players guessing)
- If an individual digs **more than 3 times** in a day, the entire block **sinks** to the **Level 3 Square** below
- Creatures and objects **land** in the Square **covered in dirt** yet **completely unharmed**



### B. THE PIT

- Area surrounding the plots
- **Pristine grass** and **4'-tall walls**
- **Shovels** lean up against the walls
- Each **shovel** has the following poem **engraved on the handle**:  
*Three digs per day is all you have  
And that is all you get.  
Don't push for more and try for four  
You'll surely sink in debt.*

### C. SLOT

- **12" by 1" hole in ground**
- Objects immediately **disappear** and are **transported to the Vault** (page 178)
- **No effect** on the Pay Dirt

#### D12 GOOD LUCK RITUALS BEFORE DIGGING

1	Pour lemonade on the dirt	7	Recite a rhyme blindfolded
2	Pour orange juice on the dirt	8	Take off shoes and socks
3	Pour cherry cordial on the dirt	9	Kiss each wall 3 times
4	Count to 7 before each dig	10	Take off hat and place on wall
5	Scratch the dirt 7 times	11	Bury a chocolate bar in the soil
6	Insert mail into each slot	12	Insert 10 GP into each slot

#### D6 LUCKY CHARMS

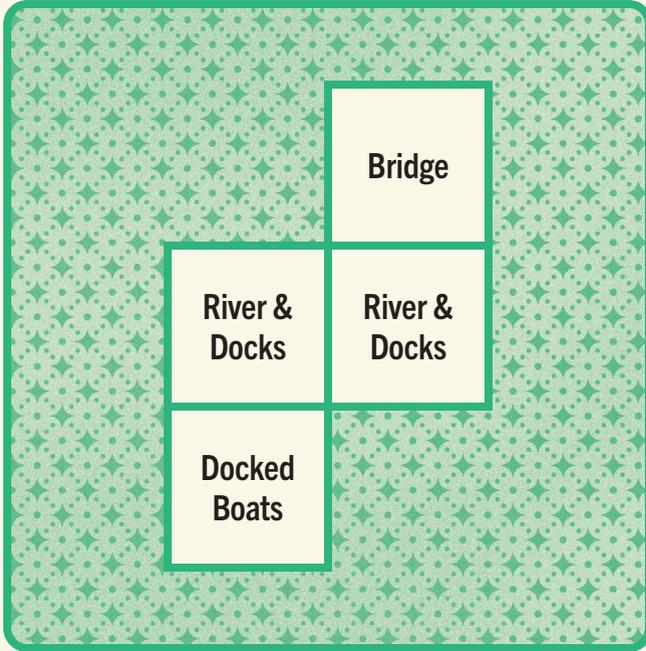
1	Green clover (pressed)
2	Red balloon socks
3	Yellow star necktie
4	Blue moon ring
5	Pink heart pendant
6	Rainbow earrings

### LEGEND

- Double Door
- Garbage Bin
- Wall (4' Tall)

## 2-09 River of Reeds

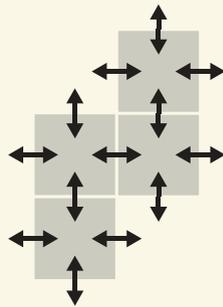
The various Sheep-operated merchant boats have turned this river into a prime destination for anyone with coin to spend.



The Land

The Sheep worked hard to make the river into what it is today. The brightly colored boats, the friendly atmosphere inside each shop, and the casual nature of the market are all by design. The result has been a windfall of profit that continues to bolster sales.

It's one of the few areas where the Royals openly engage with the lower ranks in the same activity. Those with barely two coins to rub together are still able to rub shoulders with the ruling class.



### MOVEMENT

- Enter or exit through any side
- Move freely between Squares
- Current always flows toward the Market (E)
- Boats can't go against the current

### LOOKING-GLASS DIFFERENCES

- Uncomfortably cold
- Lightly snowing
- River is frozen solid and boats are stuck in place

### D20 ENCOUNTER

1	No Encounter	12-16	Non-Player Character (NPC)
2-5	Block Quirk or Door Quirk	17	Mirror
6	Accident waiting to happen	18-19	Stairs leading up or down
7-11	Creature	20	Almost Alice or Glass Gorgon

### D4 BLOCK QUIRK

- ♣ Magic darkness for 1 hour
- ♦ Creatures change to their natural size
- ♠ (Roll Creature or NPC) of unusual size
- ♥ Rainstorm for 1 hour

### D4 DOOR QUIRK

- ♣ Padlocked (Mundane)
- ♦ Door opening is half height
- ♠ Painted wall behind door (looks like adjacent Block)
- ♥ Door opens to Statue Garden pg. 130

### D4 ACCIDENT WAITING TO HAPPEN

- ♣ Upturned nail in floor. Save or shoe punctured (2D6 if barefoot).
- ♦ Tossed paddle from over nearest hedge. Save or 2D6.
- ♠ Rotting wood. Entire dock or boat sinks into the river.
- ♥ Stray boot falls from above. Save or 2D6.

### D12 CREATURE

K	1D6 Dreamons (Minor)
2	1D8 Insects
3	2D4 Oysters
4	2D4 Mome Raths
5	1D8 Jubjub Birds
6	1D8 Grabbers (Bulrushes)
7	1D8 Crocodiles
8	1 Serpent
9	1D6+1 Serpents
10	1D4 Sharks
J	Reroll 2D10
Q	1D10 Creature + 1D10 NPC

### D12 NPC

K	Jester
2	1D6 Mice
3	1D6 Sheep
4	1D4 Crabs & Daughters
5	2 Hedgehogs + 2 Flamingos
6	1D8 Pawns
7	Walrus & Carpenter
8	Banker
9	1D4 Profits
10	1D4 Heart Knives
J	Reroll 2D10
Q	1D10 NPC + 1D10 Creature

### D6 CONFLICT

1	You sunk our boat
2	It's in Pay Dirt
3	We dropped it in a Hallway
4	They stole from our shop
5	Profits are after me
6	I need to get to the Gallery

### D6 LOOT

1	Sandalwood Paddle
2	Map of Tower (pg. 134)
3	Small Gold Boat
4	Spice Box (3 Types of Salt)
5	Compass in Wood Box
6	Yellow Crystal Tulip

## 2-09 River of Reeds

### FIRST IMPRESSIONS

- Wooden docks raised just a few feet above the flowing and murky waters
- Dense patches of watergrass that faintly sound like a choir of clarinets

### BLOCK-SPECIFIC MECHANICS

- Gems & coins inserted into the Reed Riverbank (B) are saved like a deposit
- Inserting the reed receipt into any riverbank initiates a full withdrawal

### D12 WHAT'S INSIDE THE MERCHANT BOAT?

1 Café (teas, cakes, sandwiches)	7 Stationery & Postage
2 Barber Shop or Salon	8 Music (instruments & tuning)
3 Flooring (rugs, tile, floorboards)	9 Art Supplies
4 Tailor & Shoemaker	10 Souvenir Shop
5 Camping Equipment	11 Fortune Teller
6 Gardening (tools, seeds, etc.)	12 Black Market or Stolen Goods

#### A. DOCK

- **Wooden** and 2' above water level
- Always a **boat and captain** waiting at the dock **nearest** the adventurers' **point of entry**
- Water flows briskly toward the Market (E)
- Boats **cannot go upstream** against the current

#### B. REEDS

- 1' **deep** and muddy
- The stronger the wind, the stronger the sound of clarinets

#### RIVERBANK MECHANICS

- Acts like a bank machine
- **Inserting coins/gems** into the riverbank acts as a **deposit**
- After deposit, the bank **outputs a reed** (instrument mouthpiece) with deposit details
- **Inserting the reed** into any **riverbank** causes withdrawal of **GP equal to total value**

#### C. BRIDGE

- Stone with metal guardrails
- Two large openings underneath

#### D. RIVER

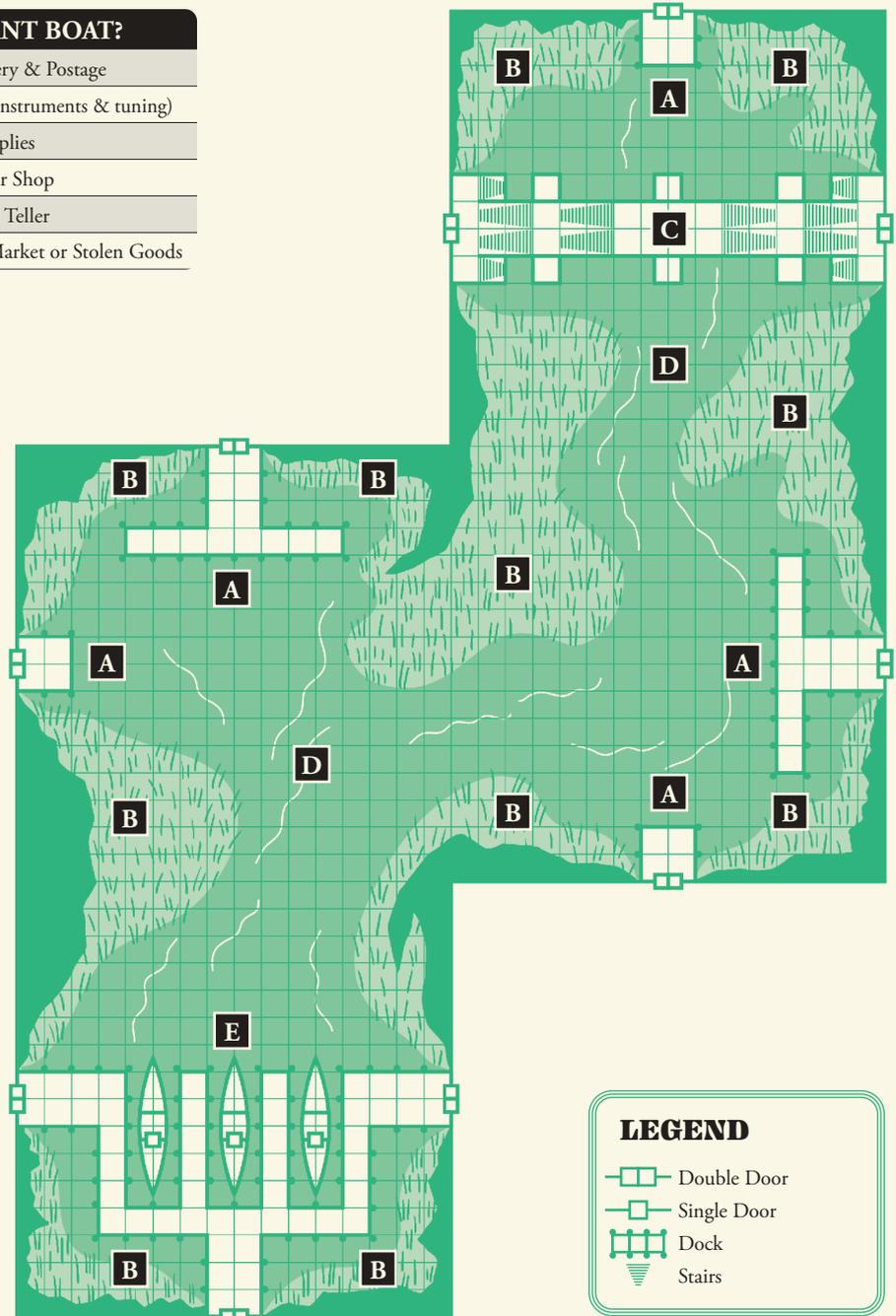
- 3' **deep** and murky

#### E. THE MARKET

- Always at **least 1 merchant boat** docked
- **Bright lights** strung up around boats and dock

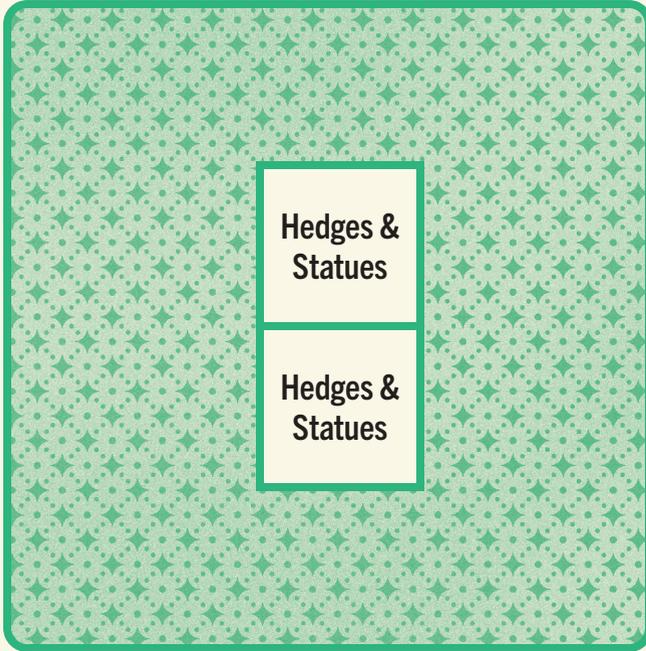
#### BOAT MECHANICS

- All boats are **larger on the inside** and can fit **6 average-sized customers** along with the shopkeeper and goods



# 2-10 Statue Garden

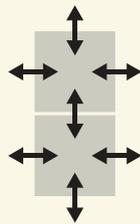
Whether it's the uncanny statues or the unnatural stillness, folks spend as little time as possible in this garden.



The Land

Despite its beauty and the craftsmanship on display, few tend to speak of the Statue Garden. On an instinctive level, Wonderers understand the omnipresent danger but are unable to describe it. Most who know about the petrification are either statues themselves or will stonewall the subject.

Those that absolutely must travel through the Garden do so quickly and without distraction, often timing themselves to make sure there's no delay.



## MOVEMENT

- Enter or exit through any side

## LOOKING-GLASS DIFFERENCES

- Cold yet manageable
- Lightly snowing
- Statues are made of glass
- Block mechanic works the same but turns to glass instead of marble

## D20 ENCOUNTER

1	No Encounter	12-16	Non-Player Character (NPC)
2-5	Block Quirk or Door Quirk	17	Mirror or Dirtworm Tunnel
6	Accident waiting to happen	18-19	Stairs leading up or down
7-11	Creature	20	Almost Alice or Glass Gorgon

## D4 BLOCK QUIRK

- ♣ Sky goes dark unless one or more doors are open
- ♦ Magic silence for 1 hour
- ♠ Low gravity for 1 hour
- ♥ Flooded (2" of fruit juice)

## D4 DOOR QUIRK

- ♣ Door opens to Topiary Garden pg. 132
- ♦ Blocked by webbing
- ♠ Sentient doorknob
- ♥ Jammed (apple)

## D4 ACCIDENT WAITING TO HAPPEN

- ♣ Freshly polished walkway. Single target, save or fall prone and 1D6.
- ♦ Honey spilled on floor in a 5' area. Save or stuck to ground.
- ♠ Poor statue repair. Collapses in 10' line. Save or 4D6.
- ♥ Grapefruit-sized chunk of marble falls from above. Save or 3D6.

## D12 CREATURE

K	1D6 Dreamons (Minor)
2	1D8 Insects
3	1D6 Flowers or Weeds
4	1D6 Borogroves
5	1D6 Slithy Toves
6	1D6 Crocodiles
7	1D6 Mockeries or Mirror Spiders
8	1D6+1 Serpents
9	1D4+2 Humpty Dumpties
10	The Head
J	Reroll 2D10
Q	1D10 Creature + 1D10 NPC

## D12 NPC

K	White King
2	1D10 Flamingos
3	1D8 Pawns
4	1 Playing Card
5	1D6+1 Playing Cards
6	Caterpillar
7	1D6 Knights
8	1D6 Bishops
9	White Queen
10	Heart Queen
J	Reroll 2D10
Q	1D10 NPC + 1D10 Creature

## D6 CONFLICT

1	It's breaking the statues
2	We sold it to a Sheep
3	They went to King Row
4	Crow won't speak to me
5	I miss the Topiaries
6	You must go to Hedge Maze

## D6 LOOT

1	Gold Sundial
2	Driftwood Paperweight
3	Marble Bust (Heart Queen)
4	Jar of No-Smudge Ink
5	Diamond Chisel in Box
6	Ever-Spinning Top

# 2-10 Statue Garden

## FIRST IMPRESSIONS

- Marble walkways lead around manicured hedges
- Headless statues throughout
- Grass and plants always swaying

## BLOCK-SPECIFIC MECHANICS

- Slow petrification if motionless
- 10 seconds = stiffness,  
1 minute = frozen, 1 hour = marble statue
- Effects last only within the Block

### D12 THE HEADLESS STATUE DEPICTS . . .

1	Birds & Dodo	7	Battling Gryphons
2	Footmen & House Geckos	8	Bone King
3	Hall Monitors & Bats	9	Lion & Unicorn
4	Knitting Sheep	10	Knights & Bishops
5	Dancing Lobsters	11	Jabberwock & Bandersnatch
6	Playing Cards	12	Heart Queen & King

### D12 THE MARBLE IS . . .

1	Crumbling	7	Freshly sanded (dusty)
2	Cracked and pitted	8	Freshly washed (visible bubbles)
3	Being repaired by Cleaners	9	Freshly painted (still wet)
4	Polished and clean	10	Covered in swaying moss
5	Polished and clean	11	Covered in fluttering ribbons
6	Polished and clean	12	Covered in spinning pinwheels

### BLOCK MECHANICS

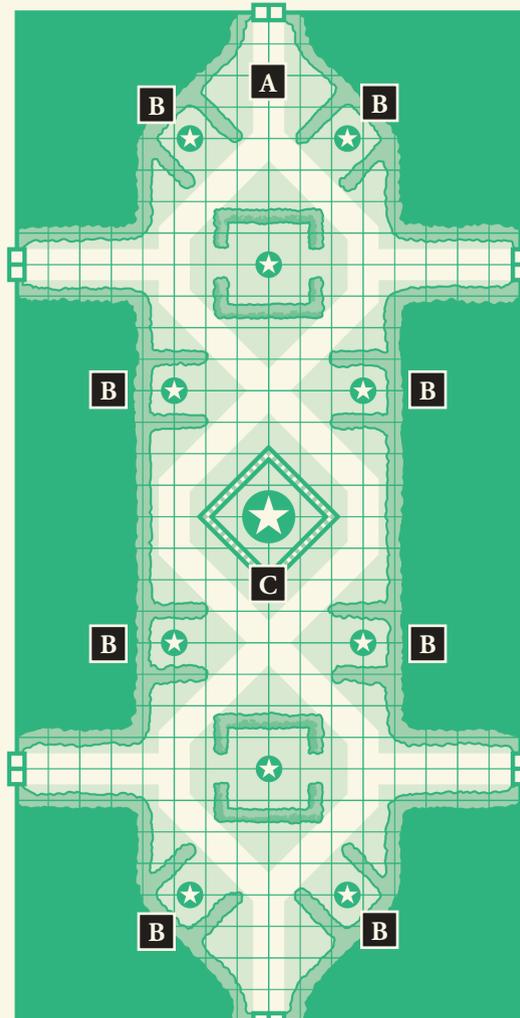
- Anything that remains **motionless** in the Block petrifies into a marble statue
- After **10 seconds**, standing idle leads to **stiffness** (disadvantage on all rolls, no save)
- After **1 minute**, lose all **mobility** and motion
- After **1 hour**, become a **marble statue**
- Effects cannot be undone while in the block
- All effects (stiffness, motionlessness, and petrification) **end in 1D4 hours after leaving Block**

### A. WALKWAY

- **Marble walkway** around small patches of grass
- **Grass is always rustling** from an unseen wind

### D6 PETRIFIED OBJECT

1	Half-eaten pie or shoes
2	Letter or pocket watch
3	Shell or broom
4	Comb or rose
5	Coin purse or crown
6	Orb (actually an eye)



### B. INDIVIDUAL STATUE

- Larger than life and **headless**
- Stands on a stone pedestal
- Surrounded by grass and an **8'-tall hedge**
- Hedge and grass **always moving**
- Statue **remains marble** if removed from the Block

### C. ROYAL STATUE

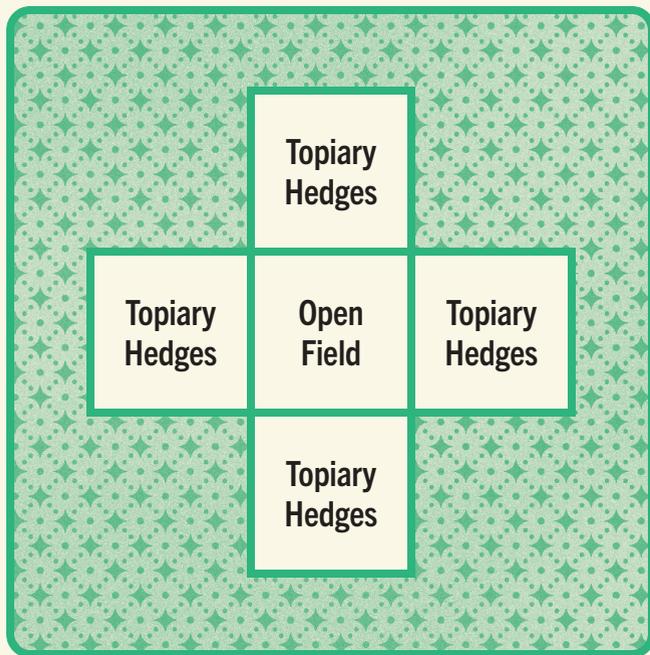
- Surrounded by **4' marble wall** and constantly swaying grass
- Three-tiered marble statue of figures (all **headless**)
- Top tier shows **Heart King & Queen** leaning forward
- Middle tier shows a **young girl (Alice) holding a book** toward Heart King & Queen (unclear whether giving or receiving the book)
- Bottom tier surrounded by **onlooking Wonderers** (Cooks, House Geckos, Footmen, Sheep, the Tea Party, etc.)
- Plaque reads "The Gift"
- Statue **remains marble** if removed from the Block

### LEGEND

- □ Double Door
- ★ Headless Statue
- ▬ Marble Wall (4' Tall)

## 2-11 Topiary Garden

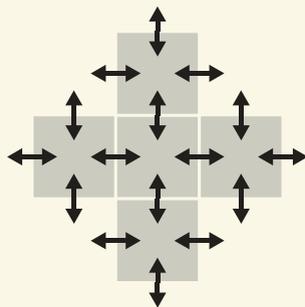
This garden, the largest in Wonderland, is home to some of the most intricate and fanciful topiary to ever grow.



The Land

The sentient Topiaris frequently stray away from the garden, but all eventually wander back here. If they called any place home, it would be here. Because of this, the Topiaris are fiercely protective of the area.

Any staff tasked with landscape maintenance are consistently at risk of being misunderstood by the flora. Many refuse to do any pruning, trimming, or digging here and prefer branching out to caring for the other gardens.



### MOVEMENT

- Enter or exit through any side
- Move freely between Squares

### LOOKING-GLASS DIFFERENCES

- Uncomfortably cold
- Blizzard limits visibility to 10'
- Plants are frozen and brittle

### D20 ENCOUNTER

1	No Encounter	12-16	Non-Player Character (NPC)
2-5	Block Quirk or Door Quirk	17	Well or Mirror
6	Accident waiting to happen	18-19	Stairs leading up or down
7-11	Creature	20	Almost Alice or Glass Gorgon

### D4 BLOCK QUIRK

- ♣ Filled with dense fog
- ♦ Creatures shrink to Very Small size
- ♠ (Roll Creature or NPC) of unusual size
- ♥ Rainstorm for 1 hour

### D4 DOOR QUIRK

- ♣ Padlocked (Mundane)
- ♦ Door opening is half width
- ♠ Door disappears for 1 hour (door opening still exists)
- ♥ Door opens to Tower pg. 134

### D4 ACCIDENT WAITING TO HAPPEN

- ♣ Forgotten garden hose in grass. Save or fall prone.
- ♦ Sinkhole in a 30' area. Save or fall 40' and take 4D8.
- ♠ Fertilizer bomb. Bad smell, then 30' blast. Take 5D6 or save for half.
- ♥ Pesticide leak. Everyone 4D6 poison or save for half.

### D12 CREATURE

K	1D6 Dreamons (Minor)
2	1D8 Insects
3	2D6 Flowers or Weeds
4	1D8 Grabbers (Roots)
5	1D6 Slithy Toves
6	2D4 Topiaris
7	1D6+1 Serpents
8	1D4x2 Humpty Dumpties
9	1D4 Dirtworms
10	The Head
J	Reroll 2D10
Q	1D10 Creature + 1D10 NPC

### D12 NPC

K	White King
2	1D4 Hedgehogs
3	1D8 Pawns
4	1 Playing Card
5	1D6+1 Playing Cards
6	Caterpillar
7	1D6 Knights
8	1D6 Bishops
9	White Queen
10	Heart Queen
J	Reroll 2D10
Q	1D10 NPC + 1D10 Creature

### D6 CONFLICT

1	We can't prune the plants
2	They left it on a statue
3	The Mill is on fire
4	I was attacked by Topiaris
5	You can't go to the Tower
6	It's hiding in the Kitchen

### D6 LOOT

1	Gold Sundial
2	Brass Shoehorn
3	Gold-Handled Trowel
4	Gold & Wood Music Box
5	Silk & Lace Seed Pouch
6	Animated Ceramic Ballerina

## 2-11 Topiary Garden

### FIRST IMPRESSIONS

- Terracotta walkways weave between manicured hedges of varying heights
- Large open field of neatly cut grass
- Topiary animals in odd locations

### BLOCK-SPECIFIC MECHANICS

- Plant-based attacks and magic rolls with advantage
- Damage to plants is halved
- Healing to plants is doubled

### D6 TOPIARY SHAPES ...

- |   |                              |
|---|------------------------------|
| 1 | Snails and dogs              |
| 2 | Teddy bears                  |
| 3 | Elephants balancing on balls |
| 4 | Lions, tigers, and bears     |
| 5 | Giraffes, horses, and rams   |
| 6 | Lions and unicorns           |

### BLOCK MECHANICS

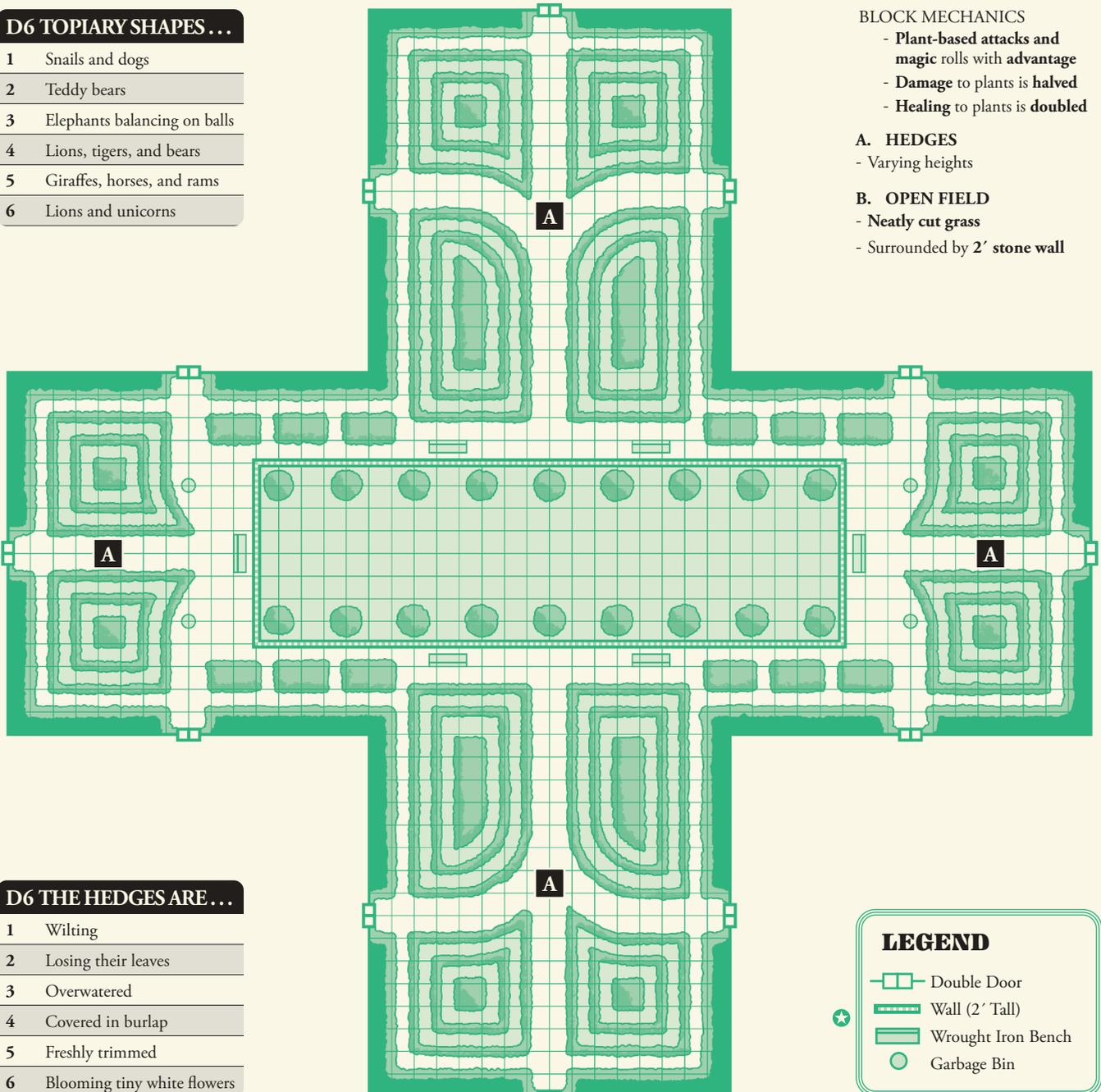
- Plant-based attacks and magic rolls with **advantage**
- **Damage** to plants is **halved**
- **Healing** to plants is **doubled**

#### A. HEDGES

- Varying heights

#### B. OPEN FIELD

- Neatly cut grass
- Surrounded by 2' stone wall



### D6 THE HEDGES ARE ...

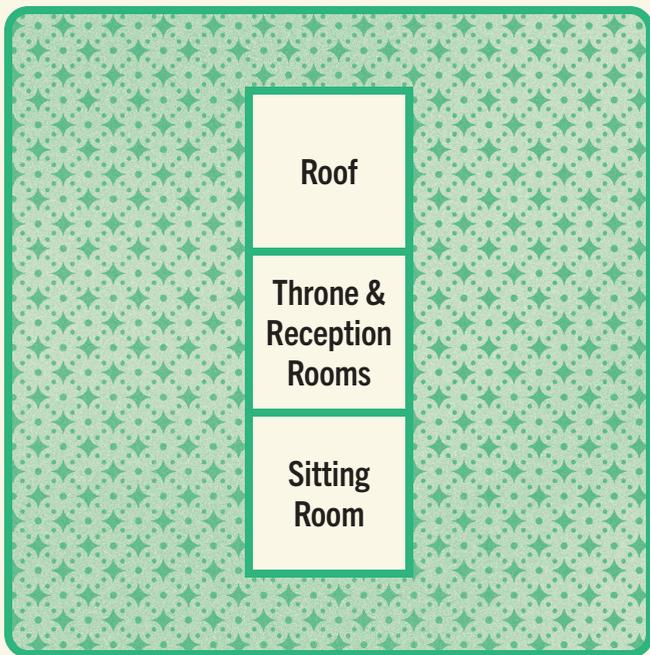
- |   |                             |
|---|-----------------------------|
| 1 | Wilting                     |
| 2 | Losing their leaves         |
| 3 | Overwatered                 |
| 4 | Covered in burlap           |
| 5 | Freshly trimmed             |
| 6 | Blooming tiny white flowers |

### LEGEND

- ☐ Double Door
- ▬ Wall (2' Tall)
- ▬ Wrought Iron Bench
- Garbage Bin

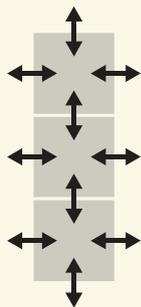
## 2-12 Tower

Despite being clearly visible from the nearby gardens, few have risked exploring the narrow and carpeted interior of the Tower.



The Land

The Chess Pieces were disappointed to discover one major difference between this Tower and those in Looking-Glass Land: stairs. The White Royals spent nearly all of their time in the other Towers because the ramps made for easy traversal. Here, it's practically impossible to move between the floors unless the Royals are carried by their Knights, who leap at the chance to do so.



### MOVEMENT

- Enter or exit through any side
- Move freely between Squares

Instead, the corridors lie mostly abandoned. The Knights check in occasionally and clear out any invading creatures.

### LOOKING-GLASS DIFFERENCES

- Uncomfortably cold
- Stairs are replaced with gently sloping nonslip ramps

### D20 ENCOUNTER

1	No Encounter	12-16	Non-Player Character (NPC)
2-5	Block Quirk or Door Quirk	17	Well, Mirror, or Mouse Hole
6	Accident waiting to happen	18-19	Stairs leading up or down
7-11	Creature	20	Almost Alice or Glass Gorgon

### D4 BLOCK QUIRK

- ♣ Magic darkness for 1 hour
- ♦ Creatures change to their natural size
- ♠ Low gravity for 1 hour
- ♥ Ground covered in honey

### D4 DOOR QUIRK

- ♣ Door opens to Tower Ruins pg. 136
- ♦ Brick wall behind door
- ♠ Plays music while open
- ♥ Jammed (apricot)

### D4 ACCIDENT WAITING TO HAPPEN

- ♣ Large area rug over 20'-wide pit. Save or fall 20' and take 2D8.
- ♦ Wall collapse. First rumbling, then all in 30' line save or 4D6.
- ♠ Poor column repair. Collapses in 30' line. Save or 4D6.
- ♥ Vibrations loosen ceiling tile in a 5' area. Save or 2D8.

### D12 CREATURE

K	1D6 Dreamons (Minor)
2	1D8 Moths
3	1D4 Mock Turtles
4	2D4 Bats
5	1D4 Gryphons
6	1D6 Mockeries
7	1D8 Mirror Spiders
8	1D6+1 Looking-Glass Creatures
9	1D6+1 Custards
10	1D6+2 Jelly Cubes
J	Reroll 2D10
Q	1D10 Creature + 1D10 NPC

### D12 NPC

K	Jester
2	1D6 Mice
3	1D6 House Geckos
4	1D8 Pawns
5	Cheshire Cat
6	Crow
7	Tweedledee & Tweedledum
8	1D4 Tortoises
9	1D6 Knights
10	1D4 Antipathies
J	Reroll 2D10
Q	1D10 NPC + 1D10 Creature

### D6 CONFLICT

1	They're burning the maps
2	Walrus & Carpenter are mad
3	I hid it in the Mustard Mine
4	You sat on the throne
5	It fled to the Tower Ruins
6	We must go to the Parlor

### D6 LOOT

1	Small Gold Throne
2	Personal Brass Tea Caddy
3	Diamond Acorn on Chain
4	Crystal Perfume Bottle
5	Tower-Shaped Urn
6	Quarter of Gold Plate

# 2-12 Tower

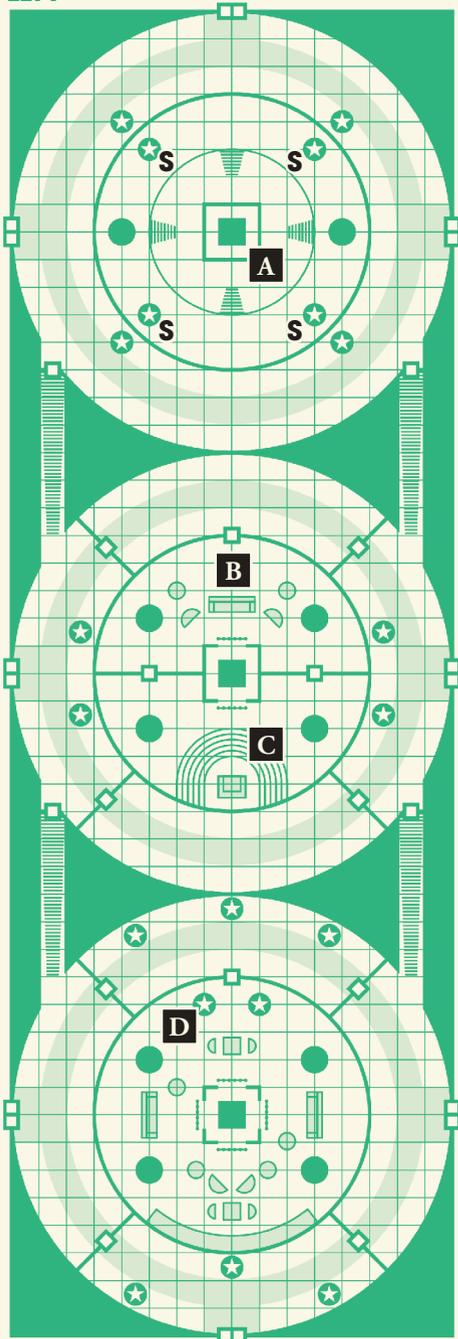
## FIRST IMPRESSIONS

- Walls and floor of white marble
- Candlelight from gold wall sconces
- The halls echo, but ornate carpet muffles the sounds of footsteps

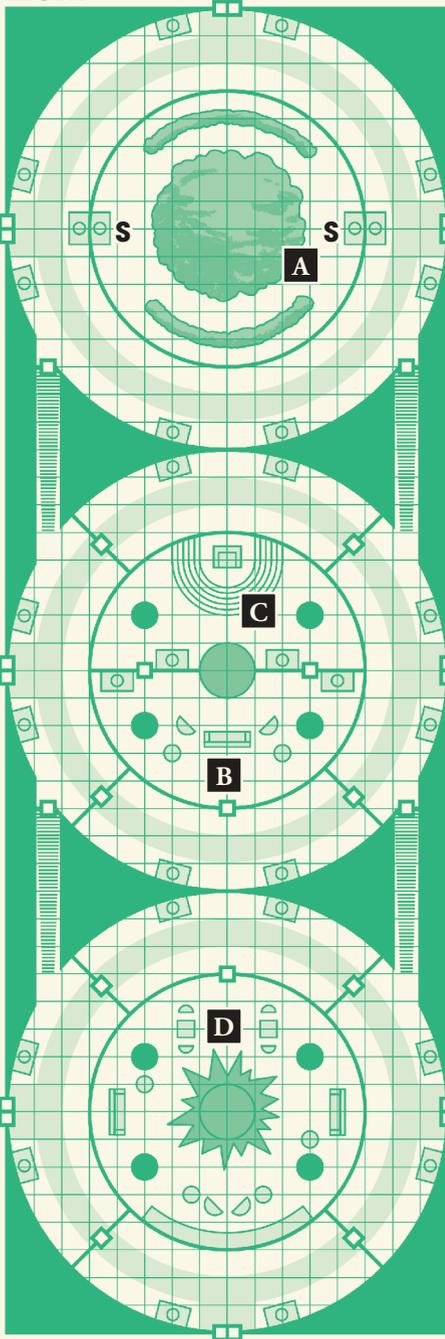
## D12 WHAT'S HANGING ON THE WALLS?

1	Velvet curtains	7	Old chess boards
2	Woven tapestries of forests	8	Maps of unknown lands
3	White flags with red towers	9	Shelves lined with carvings
4	Paintings of still life (flowers)	10	Painted wooden shields
5	Portraits of White Royals	11	Crossed spears and axes
6	Portraits of unknown Royals	12	Swords and animal heads

LEFT



RIGHT



### A. TOP OF CHIMNEY/TREE

- **Outdoors** and surrounded by **marble wall**
- If **small enough**, can use opening in chimney (Left) or tree trunk (Right) to **access second and first floor**
- **Secret switch** on suits of armor (Left) or bouquets on table (Right) **revolves the wall** to access interior corridors

### B. RECEPTION ROOM

- Simple seating and tables
- Chimney (Left) or tree trunk (Right) in middle of room
- If **small enough**, can use opening in chimney (Left) or tree trunk (Right) to **access first and third floor**

### C. THRONE ROOM

- Marble throne on dais
- Chimney (Left) or tree trunk (Right) in middle of room
- If **small enough**, can use opening in chimney (Left) or tree trunk (Right) to **access first and third floor**

### D. SITTING ROOM

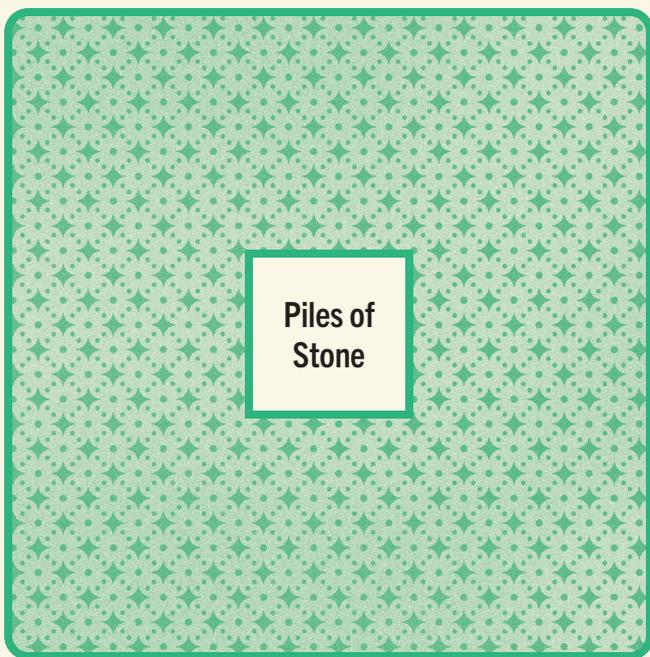
- Cozy seating and chess tables
- Chimney (Left) or base of tree (Right) in middle of room
- If **small enough**, can use opening in chimney (Left) or tree trunk (Right) to **access second and third floor**

## LEGEND

- Double Door
- Single Door
- Marble Pillar
- Suit of Armor
- Bouquet on Table
- S** Secret Revolving Door
- Stairs

## 2-13 Tower Ruins

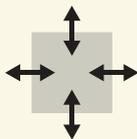
All that remains of the once-great towers of black marble are decaying pillars, mounds of rubble, and stairs leading to nowhere.



Piles of Stone

Some claim the old Towers were once home to the Birds before they were destroyed in battle. Others suggest the Bone King vacationed here before losing them to the White Royals. No matter their past, the present fact is that practically nothing remains of the once impressive structures.

The ambitious have tried, and failed, to clear the rubble with the hope of rebuilding, but the process never seems to go as planned.



### MOVEMENT

- Enter or exit through any side

### LOOKING-GLASS DIFFERENCES

- Dangerously cold, speed halved and disadvantage on all physical rolls (where appropriate)
- Blizzard limits visibility to 10'

### D20 ENCOUNTER

1	No Encounter	12-16	Non-Player Character (NPC)
2-5	Block Quirk or Door Quirk	17	Well or Mirror
6	Accident waiting to happen	18-19	Stairs leading up or down
7-11	Creature	20	Almost Alice or Glass Gorgon

### D4 BLOCK QUIRK

- ♣ Sky goes dark unless one or more doors are open
- ♦ Magic silence for 1 hour
- ♠ (Roll Creature or NPC) of unusual size
- ♥ Everything covered in dust

### D4 DOOR QUIRK

- ♣ Padlocked (Mundane)
- ♦ Door opening is half height
- ♠ Painted wall behind door (looks like adjacent Block)
- ♥ Door opens to Train pg. 138

### D4 ACCIDENT WAITING TO HAPPEN

- ♣ Slick stones. Single target, save or fall prone and 1D6.
- ♦ Ground rubble collapse in a 30' area. Save or fall 15' and take 2D8.
- ♠ Old scroll. Blinks for 1 min. before 30' blast. Take 8D6 or save for half.
- ♥ Grapefruit-sized chunk of stone falls from above. Save or 3D6.

### D12 CREATURE

K	1D6 Dreamons (Minor)
2	1D6 Flowers or Weeds
3	1D8 Jubjub Birds
4	1D4 Gryphons
5	1D6 Mockeries
6	1D8 Mirror Spiders
7	1D6+1 Serpents
8	1D4 Looking-Glass Creatures
9	Jabberwock
10	The Head
J	Reroll 2D10
Q	1D10 Creature + 1D10 NPC

### D12 NPC

K	White King
2	Jester
3	1D6 Mice
4	Cheshire Cat
5	Crow
6	Dodo
7	Tweedledee & Tweedledum
8	1D6 Knights
9	1D6 Bishops
10	White Queen
J	Reroll 2D10
Q	1D10 NPC + 1D10 Creature

### D6 CONFLICT

1	You smell like a Gryphon
2	I need to see the Tower
3	Take it to the Observatory
4	It fell into the sinkhole
5	We're late for the Train
6	They fled to the Playroom

### D6 LOOT

1	1D4 Feet of Silver Chain
2	Pewter Map Reader
3	Carving of Serpent
4	Gold Letter Opener
5	Tower-Shaped Thermos
6	Engraved Silver Teacup

## 2-13 Tower Ruins

### FIRST IMPRESSIONS

- Bits of tapestries and furniture trapped under piles of jagged black marble
- Stairs leading nowhere
- Eerily quiet despite the light breeze

### BLOCK-SPECIFIC MECHANICS

- Heavy gravity halves speed, jumping, and throwing distances
- Falling damage doubled
- Doesn't affect what's below the ruins

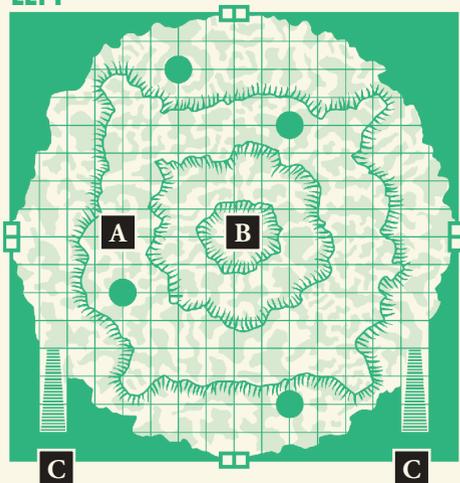
### D12 WHAT'S HIDDEN BENEATH THE RUINS?

1	Forgotten cellar	7	Forgotten armory
2	Catacombs full of black bones	8	Undiscovered tomb
3	Training space	9	Research space
4	Tunnels inhabited by Serpents	10	Serpent ritual site
5	Access to Dirtworm tunnel	11	Access to a well
6	Locked safe room	12	Locked vault

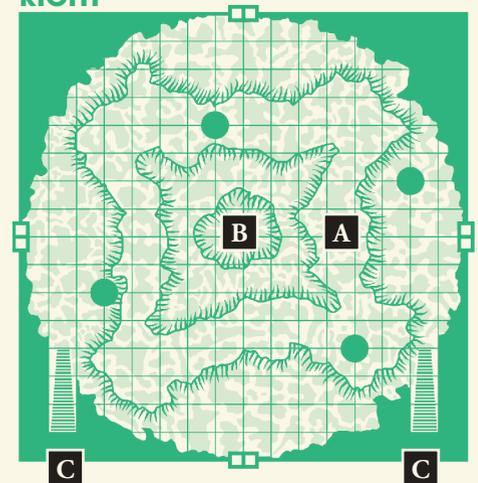
### D12 WHAT'S IN THE RUBBLE?

1	Shoelaces	7	Books about tree trimming
2	Game boards	8	Outdated books about laws
3	Crates full of picture frames	9	Broken weapons
4	Crates full of silk	10	Damaged armor
5	Cabinet full of fine clothes	11	Treasure chest
6	Specialist's tools	12	Statue of Alice

### LEFT



### RIGHT



### BLOCK MECHANICS

- Heavy gravity **halves speed, jumping, and throwing distances**
- **Falling damage is doubled**
- **Doesn't affect** whatever is hidden **under the sinkhole (B)**

### A. RUBBLE

- **Black marble** pieces of all sizes
- Remains of walls, staircases, and structural pillars
- Many pieces **carved** with simple patterns

### B. SINKHOLE

- Central and **lowest point** of ruins
- **Secrets hidden under the rubble**
- **How to access** area below to be **determined by GM**
- **Heavy gravity doesn't affect what's below**

### C. STAIRS TO NOWHERE

- The last remains of the great towers
- Nothing but a **stone doorframe at the top**

### D6 PLANT GROWTH

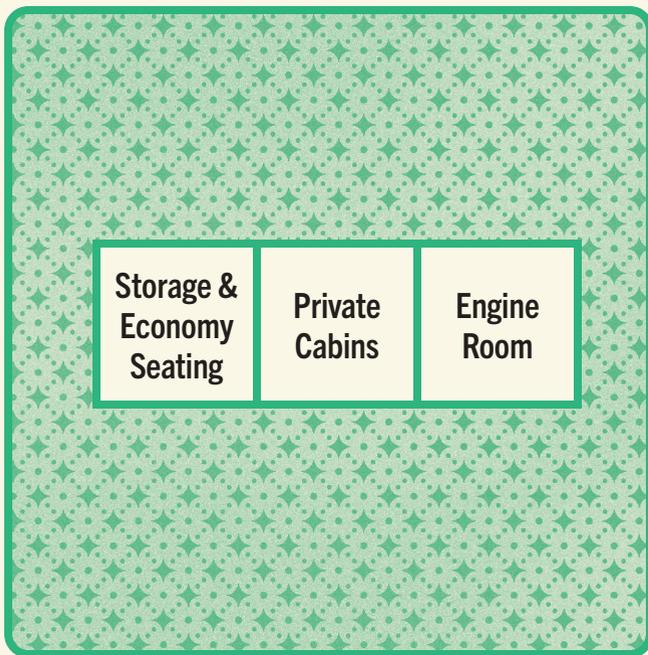
1	Moss & ivy
2	Poppies
3	Black lilies
4	Blood lilies
5	Protective moly
6	Size-changing mushrooms

### LEGEND

- Double Door
- 10' Ledge
- Stairs
- Marble Pillar

# 2-121 Train

This marvel of transportation is frequented more for its scenic views than its ability to arrive at any destination on time.



Storage &  
Economy  
Seating

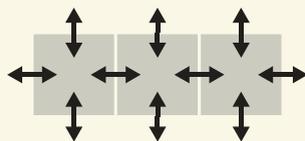
Private  
Cabins

Engine  
Room

The Land

The Train is always in motion and seems to neither depart nor arrive at any station. This doesn't bother the passengers, most of whom aren't in any rush to get anywhere and are simply along for the ride. It's a pocket of Wonderland that offers relaxation and scenic views.

Staff frequently check for tickets but will quickly get off track by any number of distractions. The food cart, trouble with luggage, or an interesting view out the window is sure to derail a train attendant's primary task.



## MOVEMENT

- Enter or exit through any side
- Move freely between Squares
- Exiting through a window lands in the Square adjacent to that side of the train

## LOOKING-GLASS DIFFERENCES

- Uncomfortably cold
- View outside is snow-capped mountains or the exterior of Card Castle covered in ice
- Most luggage is filled with heavy coats and boots

## D20 ENCOUNTER

1	No Encounter	12-16	Non-Player Character (NPC)
2-5	Block Quirk or Door Quirk	17	Mirror
6	Accident waiting to happen	18-19	Stairs leading up or down
7-11	Creature	20	Almost Alice or Glass Gorgon

## D4 BLOCK QUIRK

- ♣ Filled with dense fog
- ♦ Creatures shrink to Very Small size
- ♠ Low gravity for 1 hour
- ♥ Flooded (2" of fruit juice)

## D4 DOOR QUIRK

- ♣ Door opens to Tulgey Wood pg. 140
- ♦ Blocked by webbing
- ♠ Sentient doorknob
- ♥ Jammed (blackberry)

## D4 ACCIDENT WAITING TO HAPPEN

- ♣ Fresh floor polish. Single target save or fall prone and 1D6.
- ♦ Shelf collapses from rust. Save or 2D8 to anything underneath.
- ♠ Stuffed luggage. First squeaking, then 20' blast. Take 3D6 or save for half.
- ♥ Vibrations loosen ceiling tile in a 5' area. Save or 2D8.

## D12 CREATURE

K	1D6 Dreamons (Minor)
2	1D8 Insects or Moths
3	1D6 Borogroves
4	2D4 Bats
5	1D8 Grabbers (Clothing)
6	1 Looking-Glass Creature
7	1D6 Looking-Glass Creatures
8	2 Humpty Dumpties
9	1D4 Spirits
10	1 Shuteye
J	Reroll 2D10
Q	1D10 Creature + 1D10 NPC

## D12 NPC

K	1D6 Mice or Sheep
2	1D8 Lobsters
3	1D4 Cooks
4	1D4 Hedgehogs
5	1D4 Footmen
6	Walrus & Carpenter
7	Duchess
8	1D6 Bishops
9	1D4+1 Profits
10	1D4 Heart Knaves
J	Reroll 2D10
Q	1D10 NPC + 1D10 Creature

## D6 CONFLICT

1	I can't find my seat
2	You went to Tower Ruins
3	It's drinking the pool water
4	We can't find our luggage
5	They're lost in Tulgey Wood
6	Playing Cards are unwell

## D6 LOOT

1	Silver Binoculars
2	Small Metal Toy Ship
3	Gold Harmonica
4	Box of Two Ceramic Steins
5	Platinum Travel Wallet
6	Engraved Silver Teacup

# 2-12 Train

## FIRST IMPRESSIONS

- Decorative carpet underfoot and crystal chandeliers overhead
- Sounds of the track and steam whistle
- Staff regularly checking tickets

## BLOCK-SPECIFIC MECHANICS

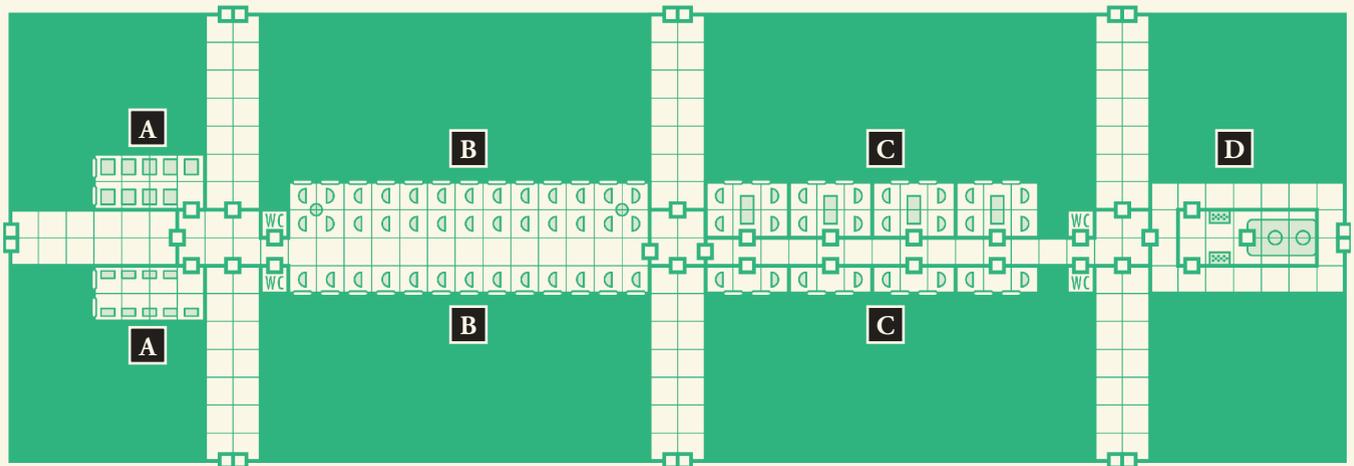
- Exiting through a window lands in Square adjacent to that side of the train
- Land in Square uninjured
- Scenery doesn't affect this mechanic

### D12 WHAT'S THE VIEW OUT THE WINDOW?

1	Passing through a station	7	Lobsters dancing on the beach
2	Fields of wildflowers	8	Tower surrounded by Cards
3	Illuminated cave tunnel	9	Knights training on a field
4	High bridge over a river	10	Canopy of Tulgey Wood
5	Thunderstorm over gardens	11	Jabberwock flying
6	Endless expanse of water	12	Card Castle in the distance

### D12 WHAT'S IN THE LUGGAGE?

1	Increasingly smaller luggage	7	Counterfeit receipts
2	Tins of sardines	8	Glass eggs
3	Measuring tapes & clothespins	9	Swords baked inside baguettes
4	Stuffed animals & dolls	10	3D6 Pocket watches
5	Tap shoes & coconuts	11	Rolls of coins & gold bars
6	Jars of jams, butters & honey	12	Crowns of all sizes



The Land

#### WINDOW MECHANICS

- Exiting through a **window** lands in the **Square adjacent** to that side of the train
- Land in the Square **uninjured**
- Scenery doesn't affect the mechanic

#### A. STORAGE

- **Shelves** on each wall
- Luggage, food, and simple comforts (pillows, blankets, etc.)
- **View** from windows shows the **track behind the train**

#### B. ECONOMY SEATING

- **Tickets checked every 30 minutes**
- **Overhead shelf** for small luggage
- Simple yet **comfortable seating**
- Most expensive seats (to bolster the economy)
- **View** from the windows shows **what's on either side of the train**

#### C. PRIVATE CABINS

- **Tickets checked every 30 minutes**
- Table in middle folds into floor
- **Comfortable seating** with adjustable cushions and arm rests
- **Lace curtains** over the windows
- **Overhead shelf** for small luggage
- **View** from the windows shows **what's on either side of the train**

#### D. ENGINE ROOM

- **Very hot**
- Two large **bunkers of fuel**
- **Firebox** and **boiler** take up most of the room

### D6 ENGINE FUEL

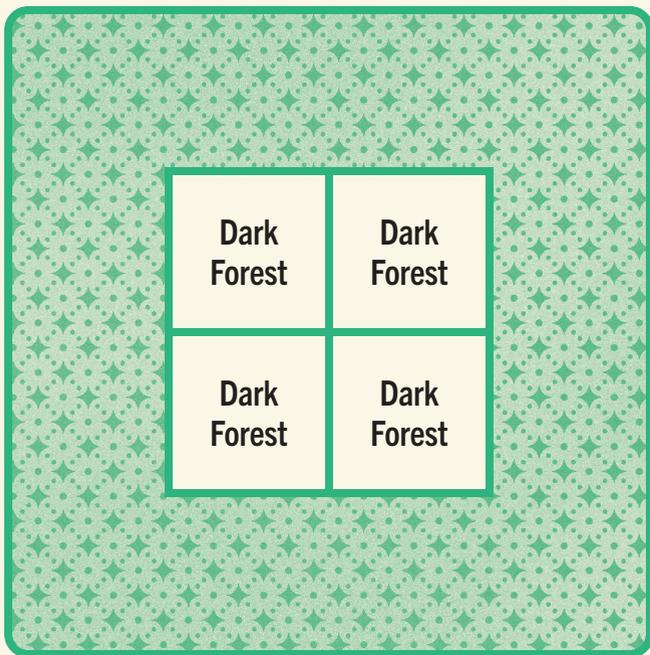
1	Dry leaves
2	Wood
3	Coal
4	Wax
5	Mail & Maps
6	Gravy

### LEGEND

- □ Double Door
- Single Door
- Window

# 2-15 Tulgey Wood

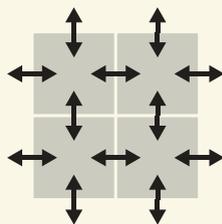
The hanging moss and dense underbrush make navigating this forest a challenge for even the most experienced explorer.



The Land

The Forgetful Forest. Its effects take years to take root, but everything that lives in or near the forest eventually succumbs to absentmindedness. Everything except the Jabberwock. It can never forget, and deep within the Wood lie constant reminders of what was lost.

Knights and Bishops show equal interest in the forest but for very different reasons. The Knights wish to find the Jabberwock and slay it. The Bishops believe the forest grows vegetation that might be able to aid the White King's memory or cure the White Queen's illness.



## MOVEMENT

- Enter through any side
- Movement is determined randomly and ignores the Boardcrawl positioning
- When leaving the forest, GM rolls 1D8 and counts from where the party entered to determine what Square and side they exit
- Wearing a Tweedle's hat negates the random movement and exit
- See page 6 for more detail on Depthcrawl mechanics

## LOOKING-GLASS DIFFERENCES

- Uncomfortably cold
- Heavy snowfall
- Only evergreens have their leaves
- Area 9's tree is warm and safe
- Area 23 has glass statue surrounded by glass thorns

## D20 ENCOUNTER

1	No Encounter	12-16	Non-Player Character (NPC)
2-5	Area Quirk or Tree Quirk	17	Well or Mirror
6	Accident waiting to happen	18-19	Stairs leading up or down
7-11	Creature	20	Almost Alice or Glass Gorgon

## D4 AREA QUIRK

- ♣ Magic darkness for 1 hour
- ♦ Creatures change to their natural size
- ♠ (Roll Creature or NPC) of unusual size
- ♥ Windy for 1 hour

## D4 TREE QUIRK

- ♣ Wrapped in chains
- ♦ Gently weeping
- ♠ Trunk stabbed with dozens of silvered weapons
- ♥ Door in tree opens to Tweedles' Cabin pg. 142

## D4 ACCIDENT WAITING TO HAPPEN

- ♣ Sinkhole in a 30' area. Save or fall 40' and take 4D8.
- ♦ Old sap covers forest floor in a 5' area. Save or stuck to ground.
- ♠ Rotting tree falls. Collapses in 50' line. Save or 4D6.
- ♥ Heavy branch falls from above. Save or 2D6.

## D12 CREATURE

K	1D6 Dreamons (Minor)
2	2D4 Insects or Moths
3	1D8 Flowers or Weeds
4	1D6 Borogroves
5	1D8 Mome Raths
6	1D6 Jubjub Birds
7	1D8 Grabbers (Branches or Roots)
8	1D6+1 Looking-Glass Creatures
9	Bandersnatch
10	Jabberwock
J	Reroll 2D10
Q	1D10 Creature + 1D10 NPC

## D12 NPC

K	Jester
2	1D6 Mice or Hedgehogs
3	1D8 Pawns
4	Cheshire Cat
5	Crow
6	Tweedledee & Tweedledum
7	Lion & Unicorn
8	1D6 Tortoises
9	1D6 Bishops
10	1D6 Knights
J	Reroll 2D10
Q	1D10 NPC + 1D10 Creature

## D6 CONFLICT

1	You upset the Jabberwock
2	It's attacking the Train
3	We're late to the Tea Party
4	They're lost in here
5	The Tweedles are missing
6	I stole from a Pawn

## D6 LOOT

1	Silver Compass (Broken)
2	Silver Pocket Mirror
3	Copper Map Tube
4	Gold Tin of Shoe Polish
5	Silk & Lace Seed Pouch
6	Carnival Glass Owl

# 2-15 Tulgey Wood

## FIRST IMPRESSIONS

- Deceptive shadows from a dense canopy
- Barely visible pathway heading deeper
- Only sounds are rustling leaves, creaking trees, and one-word questions

## BLOCK-SPECIFIC MECHANICS

- Movement and where the players exit are determined randomly unless a party member is wearing a Tweedle's hat
- See page 6 for Depthcrawl mechanics

## AREAS

### 0. EDGE OF THE FOREST

Dimly lit path surrounded by darkness. **Trees** with **unfamiliar bark** and **strangely shaped leaves**.

### 1. SIGNPOST

**Wooden signs** nailed to a post. Pointing in different directions to different Areas. **Add +2 to next movement roll**.

### 2. SAPLINGS

**Young growth** surrounded by old trees. Can be **easily transplanted**.

### 3. STUMPS

Stumps are 1' high. Different sizes, but a **dozen circle a very large stump** like chairs around a table. Sitting on any stump **reduces memory bonus by -2 for 1 hour**.

### 4. WILDFLOWERS

Brilliantly colored and **uncivilized**. Deal **double damage** compared to the civilized Flowers of Wonderland.

### 5. FOREST EXIT

**Double doors in a giant tree**. GM rolls 1D8 and counts from where the party entered to determine what side they exit. If party member is wearing a Tweedle's hat, they may choose instead of rolling randomly.

### 6. THE SWOLLEN TREE

Large tree that hangs to one side. Trunk looks like it's full. **Movement** can be felt **under the yellow bark**.

### 7. CAVE OF SHADOWS

Simple **stone cave** with one entrance. Any **shadows** cast in this cave **act independently** (completely harmless).

### 8. FORGET-ME-NOT FIELD

**Clearing in canopy** shines light on the flowers. **Eating flowers** grants **+1 bonus to memory for 1 hour**.

### 9. THE COLD TREE

Wide, short tree with silver leaves. **Cold to the touch** and has **child-sized holes** in the trunk filled with ice. The ice is smooth enough that it acts like a natural mirror.

### 10. FOREST EXIT

See 5.

### 11. SIGNPOST

**Wooden signs** nailed to a tree. Pointing in different directions to different Areas. **Add +2 to next movement roll**.

### 12. LONELY STONE

Boulder sits alone among the trees. Looking at it evokes great sadness, and touching it causes uncontrollable and loud weeping.

### 13. GIANT ROSES

**10'-deep trench** around giant shrubs. **Bushes 8' tall** with flowers the size of barrels. Only one bush is sentient, and the Flowers are asleep.

### 14. CREAKY BRIDGE

**Short wooden bridge** crosses a 5'-wide stream. No way to avoid the **loud creaking** from walking over the bridge (immediately roll an encounter).

### 15. FOREST EXIT

See 5.

### 16. THE WEEPING TREE

**Everything around the base** of the tree is **dead**. Looks like a weeping willow except for its **black bark** and golden leaves. The **leaves drip saltwater**.

### 17. SLATE PATHWAY

Twisting path covered in **dirty flagstone**. **Cleaning a stone** removes one minor effect affecting that creature (good or bad). Only one effect can be removed per journey into the forest.

### 18. WATERFALL

**Tall and loud waterfall** feeds into a spring. **Parasol-shaped plants** growing from the spring can be pruned and used like an umbrella.

### 19. SCARRED TREES

Tall, old trees with deep slash marks in the trunks. Freshly damaged trees still leak sap.

### 20. FOREST EXIT

See 5.

### 21. REMEM-BURS

Trees choked with vines. Vines produce burs that cling to all surfaces. Inside each bur is a seed that can cure memory-based curses and illnesses.

### 22. LILY POND

**Calm pond** full of shy **fish**. **Stone statue (of Lilith) sunken at the bottom**. No algae grows on the statue, but it covers the rest of the stones.

### 23. WOODEN STATUE

Lifelike **statue of a Jabberwock** surrounded by **dense thorns**. The eyes seem to follow movement.

### 24. JABBERWOCK'S NEST

Hammock made of vines, branches, and young trees stretched 100' aboveground between two old trees of red wood. Full of singular and one-of-a-kind treasures.

*Any rolls higher than 24 lead to the Jabberwock's nest.*

## D12 FORGOTTEN OBJECTS

1	Spool of thread (red)	7	Ring of keys (1 silver, 1 gold)
2	Backpack (empty)	8	Locket (no photos inside)
3	Compass (needle always spins)	9	Journal (blank except 1 page)
4	Sieve (silver, wooden handle)	10	Map (ink smeared and useless)
5	Doll (missing eyes)	11	Weather vane (rooster on top)
6	Walking stick (gold handle)	12	Appointment book (1 entry)

## D12 WHAT'S CARVED INTO THE TREE?

1	Don't look up	7	Don't smell the flowers
2	K+Q=J	8	2-1=J
3	Don't whistle	9	Don't look in its eyes
4	I'm stuck in here	10	It hates pears
5	Don't swim	11	Don't touch the statue
6	Drink me	12	It hates being alone

## 2-16 Tweedles' Cabin

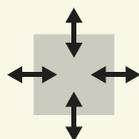
Every surface of this area, from the old log cabin to the twin trees in the front yard, is marked with the scars of training for battle.



Log Cabin

The home of Tweedledee and Tweedledum is like staring down the middle of a mirror. Everything, down to the leaves on each branch, is duplicated. Feeling déjà vu is common when walking through the yard, cabin, and training grounds, but the Tweedles don't give the repetition a second thought.

The Tweedles are too busy doing double duty as both hired guides and, in their minds, guards. Their uncanny ability to navigate the Mustard Mines, Tulgey Wood, and Hedge Maze is valuable to many. Their combative skills, however, are not.



### MOVEMENT

- Enter or exit through any side

### LOOKING-GLASS DIFFERENCES

- Dangerously cold outside, speed halved and disadvantage on all physical rolls (where appropriate)
- Inside the Cabin is uncomfortably cold

### D20 ENCOUNTER

1	No Encounter	12-16	Non-Player Character (NPC)
2-5	Block Quirk or Door Quirk	17	Mirror or Dirtworm Tunnel
6	Accident waiting to happen	18-19	Stairs leading up or down
7-11	Creature	20	Almost Alice or Glass Gorgon

### D4 BLOCK QUIRK

- ♣ Sky goes dark unless one or more doors are open
- ♦ Magic silence for 1 hour
- ♠ Low gravity for 1 hour
- ♥ Flooded (2" of water)

### D4 DOOR QUIRK

- ♣ Door opens to Vegetable Garden pg. 144
- ♦ Brick wall behind door
- ♠ Plays music while open
- ♥ Jammed (blueberry)

### D4 ACCIDENT WAITING TO HAPPEN

- ♣ Small glass shards on floor. Save or shoe punctured (2D4 if barefoot).
- ♦ Rotting tree falls. Collapses in 50' line. Save or 4D6.
- ♠ Tossed branch from over nearest hedge. Save or 2D6.
- ♥ Stray frying pan falls from above. Save or 2D6.

### D12 CREATURE

K	1D8 Flowers or Weeds
2	2D4 Bats
3	1D8 Grabbers (Branches or Roots)
4	1D6 Slithy Toves
5	1 Topiary
6	2D4 Topiaries
7	1 Dirtworm
8	Bandersnatch
9	Jabberwock
10	The Head
J	Reroll 2D10
Q	1D10 Creature + 1D10 NPC

### D12 NPC

K	Jester
2	1D6 Mice
3	1D6 House Geckos
4	1D8 Pawns
5	Cheshire Cat
6	Crow
7	1D4 Footmen
8	Tweedledee & Tweedledum
9	1D6 Bishops
10	1D6 Knights
J	Reroll 2D10
Q	1D10 NPC + 1D10 Creature

### D6 CONFLICT

1	It forgot why it's here
2	We fled from Tulgey Wood
3	They threw it in the garbage
4	The Knights are upset
5	I'm hungry
6	You're invited to the Theatre

### D6 LOOT

1	Gold Sundial
2	1D4+1 Gold Forks
3	Fine Leather Boxing Gloves
4	Silver Jar of Honey
5	Gold Compass Box (Empty)
6	Single Pearl Earring

# 2-16 Tweedles' Cabin

## FIRST IMPRESSIONS

- Two-story log cabin with two of everything (chimneys, front doors, etc.)
- Two large trees covered in carvings
- Everything in perfect symmetry

## BLOCK-SPECIFIC MECHANICS

- Only creatures of the same size category can harm each other
- Doesn't apply to objects but does apply to animated objects & constructs

### D12 THE TWEEDLES ARE PRACTICING . . .

1	How to stand still	7	Using swords
2	How to hide	8	Using shields
3	Getting hit in the head	9	Horseless jousting
4	Getting stomped on the foot	10	Fencing (repairing the fence)
5	Avoiding falling rocks	11	Mirroring each other
6	Avoiding thrown pots & pans	12	How to slay the Jabberwock

### D12 WHAT'S CARVED INTO THE TREES?

1	Tweedledum is a pudden-head	7	It doesn't like a mess
2	Tweedledee is a loggerhead	8	It sleeps on its back
3	Milk, eggs, flour, thumbtacks	9	Checkmate in three
4	It hates us both equally	10	The Knights need a sword
5	Put chewing gum in his ears	11	The Bishops have a dream
6	Stick a needle in her eye	12	Left, right, right, down, up

### BLOCK MECHANICS

- Only creatures of the **same size** category can **harm each other**
- Creatures of any size can **damage or alter objects**
- **Objects** of any size can **damage creatures**
- Constructs and animated objects count as creatures

#### A. FRONT YARD

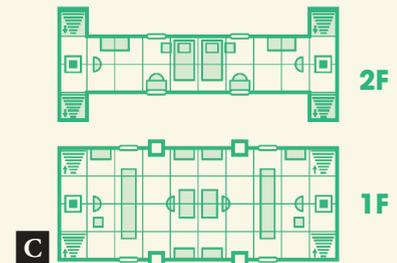
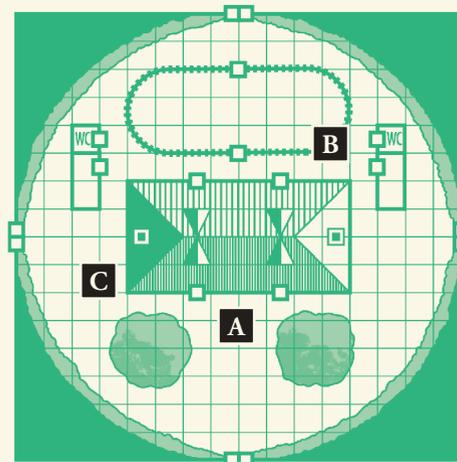
- Matching **oak trees** covered in **carvings**
- The **carvings change** over time

#### B. BACK YARD

- Fenced **training area**
- **Storage sheds** full of **padded battle equipment** attached to two water closets

#### C. THE CABIN

- **1F**: Two tables face each other in the middle, shelves with food and cooking utensils, fireplaces at opposite ends of the cabin; **something under the floorboards prevents the Jabberwock from attacking the cabin** (to be determined by the GM)
- **2F**: **Two bunk beds** beside each other in the middle of the room, desks, dresser, chairs in front of chimney



### D6 TWEEDLE ARMOR

1	Burlap sacks
2	Old knitted sweaters
3	Large pieces of bark
4	Pillows tied with rope
5	Pots and pans held by rope
6	Stolen from Knights

### D6 TWEEDLE WEAPON

1	Large branch
2	Shovel and rake
3	Croquet mallet
4	Boxing gloves
5	Blunted jousting lance
6	Stolen from Knights

### LEGEND

- □ Double Door
- Single Door
- Window
- ≡ Stairs

# 2-17 Vegetable Garden

The largest and healthiest crops are grown in these gardens, with many going on to win multiple blue ribbons.

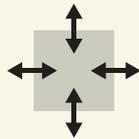


Walls & Planters

The Land

Somehow these gardens produce enough to feed the majority of Wonderland. Whatever a Cook needs, a chef wants, or a Royal desires will be in season and ready for harvest by the time someone arrives to gather it.

In rare circumstances, conflicting appetites result in hybrid yields. Pumpkins that taste like cabbage, cucumbers the color of radishes, even broccoli the shape of eggplants have all been documented. It's baffling even to the Wonderers, and researchers have yet to get to the root of it all.



## MOVEMENT

- Enter or exit through any side

## LOOKING-GLASS DIFFERENCES

- Uncomfortably cold
- Heavy snowfall
- Ground is too frozen to dig

## D20 ENCOUNTER

1	No Encounter	12-16	Non-Player Character (NPC)
2-5	Block Quirk or Door Quirk	17	Well or Dirtworm Tunnel
6	Accident waiting to happen	18-19	Stairs leading up or down
7-11	Creature	20	Almost Alice or Glass Gorgon

## D4 BLOCK QUIRK

- ♣ Filled with dense fog
- ♦ Creatures shrink to Very Small size
- ♠ (Roll Creature or NPC) of unusual size
- ♥ Rainstorm for 1 hour

## D4 DOOR QUIRK

- ♣ Padlocked (Mundane)
- ♦ Door opening is half height
- ♠ Painted wall behind door (looks like adjacent Block)
- ♥ Door opens to Chapel pg. 112

## D4 ACCIDENT WAITING TO HAPPEN

- ♣ Irrigation system erupts, creating 2D4 geysers. Save or lifted 15' for 2D6.
- ♦ Fertilizer bomb. Bad smell, then 30' blast. Take 5D6 or save for half.
- ♠ Tossed sheers from over nearest hedge. Save or 2D6.
- ♥ Pesticide leak. Everyone 4D6 poison or save for half.

## D12 CREATURE

K	1D8 Insects
2	1D8 Flowers or Weeds
3	1D6 Mome Raths
4	1D8 Grabbers (Roots)
5	1D6 Jubjub Birds
6	1D8 Mirror Spiders
7	1D6+1 Serpents
8	1D4x2 Humpty Dumpties
9	1 Dirtworm
10	The Head
J	Reroll 2D10
Q	1D10 Creature + 1D10 NPC

## D12 NPC

K	White King
2	Jester
3	1D6 Cooks
4	1D8 Pawns
5	Caterpillar
6	Crow
7	White Rabbit
8	1D6 Knights
9	1D6 Bishops
10	White Queen
J	Reroll 2D10
Q	1D10 NPC + 1D10 Creature

## D6 CONFLICT

1	We hate these Insects
2	They hired the Tweedles
3	House Geckos need help
4	I lost my prize Watermelon
5	White Queen needs you
6	It's locked in the Vault

## D6 LOOT

1	Leather Gardening Gloves
2	Small Painting of Waterfall
3	Gold-Handled Trowel
4	Bronze Mantel Clock
5	Silk & Lace Seed Pouch
6	Windup Toy Spider

# 2-17 Vegetable Garden

## FIRST IMPRESSIONS

- Interlocking stone ground and walls
- Raised wooden planters filled with vegetables
- Entire area smells like a crisp salad

## BLOCK-SPECIFIC MECHANICS

- Eating-based healing or damage is doubled
- Applies only to consuming solids; liquids don't count unless frozen

### D12 WHAT'S GROWING IN THE GARDENS?

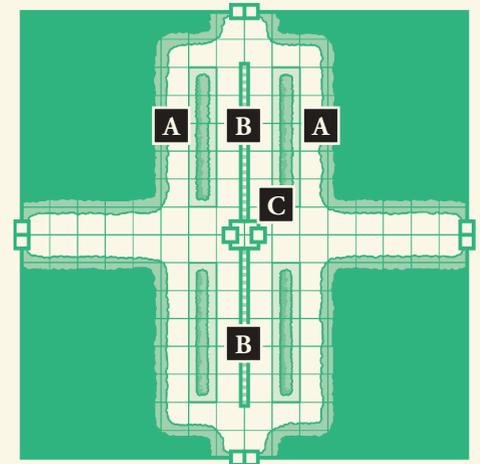
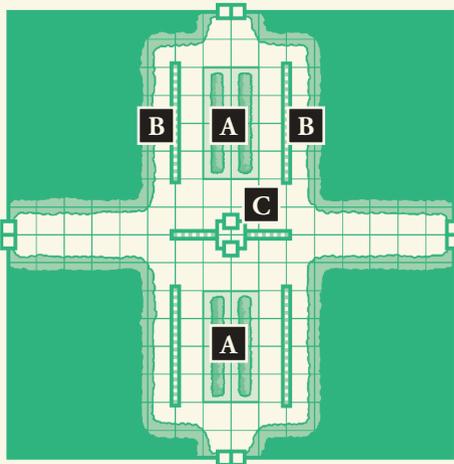
1	Beets & acorn squash	7	Zucchini & bell peppers
2	Asparagus & turnips	8	Cucumber & eggplant
3	Parsnips & radishes	9	Green beans & carrots
4	Rutabagas & cauliflower	10	Sweet potatoes & cabbage
5	Broccoli & bok choy	11	Pumpkins & spinach
6	Tomatoes & chard	12	Carrots & artichoke

### D6 THE SOIL IS ...

1	Full of Insect larvae
2	Dry
3	Damp
4	Pooling with water
5	Freshly misted
6	Perfect maintained

### D6 THE WALLS ARE ...

1	Crumbling
2	Being repaired by Cleaners
3	Freshly cleaned
4	Freshly painted
5	Covered in graffiti
6	Growing (max 8' tall)



The Land

### D6 THE CROPS ARE ...

1	Rotten
2	Wilting
3	Almost ready to eat
4	Ripe
5	Ripe
6	Ripe, eater recovers 1D6 HP

#### BLOCK MECHANICS

- All **eating-based healing** or damage is doubled
- Ongoing or recurring effects are only **doubled while in the Vegetable Garden**
- Only applies to consuming solids
- Liquid-based effects aren't doubled unless frozen

#### A. VEGETABLE BEDS

- 2' off the ground
- Made of wood
- **Lying in vegetable bed with blanket and pillow** makes it a bed (see SIX IMPOSSIBLE THINGS on page 9)

#### B. GARDEN WALLS

- 4' off the ground
- Made of interlocking stone
- Capped with single stone

#### C. TOOL SHED

- Wooden with flat roof
- Mundane lock on both doors
- Waterspout on side
- Filled with buckets, common garden tools, and sacks of fertilizer

### LEGEND

- Double Door
- Single Door
- Wall (4' Tall)

# 3-01 Armory

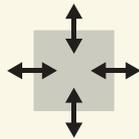
Weapons, armor, and accessories in various states of repair line the racks and shelves of this organized workspace.



The Land

The most hardened warriors describe the armory like children describing a toy store. With all the colors and patterns and different materials, it's impossible not to get at least a little excited. Every shelf, rack, and surface is filled to the brim with gleaming blades and shimmering armors.

And for those less inclined toward violence, there are a wide variety of accessories and magical garments to try on as well. No matter what an adventurer tries on, they're going to step out of the changing rooms looking sharp.



## MOVEMENT

- Enter or exit through any side

## LOOKING-GLASS DIFFERENCES

- Uncomfortably cold
- Lightly snowing
- Fabrics and metals are frozen and brittle

### D20 ENCOUNTER

1	No Encounter	12-16	Non-Player Character (NPC)
2-5	Block Quirk or Door Quirk	17	Well, Mirror, or Mouse Hole
6	Accident waiting to happen	18-19	Stairs leading up
7-11	Creature	20	Almost Alice or Glass Gorgon

### D4 BLOCK QUIRK

- ♣ Magic darkness for 1 hour
- ♦ Creatures change to their natural size
- ♠ Low gravity for 1 hour
- ♥ Flooded (2" of fruit juice)

### D4 DOOR QUIRK

- ♣ Door opens to Bedroom pg. 148
- ♦ Blocked by webbing
- ♠ Sentient doorknob
- ♥ Jammed (boysenberry)

### D4 ACCIDENT WAITING TO HAPPEN

- ♣ Acid spill on floor. Save or shoe loses sole (2D8 if barefoot).
- ♦ Shelf collapses from rot. Save or 2D8 to anything underneath.
- ♠ Rack topples from weight. All nearby take 6D6 or save for half.
- ♥ Vibrations loosen ceiling rock in a 5' area. Save or 2D8.

### D12 CREATURE

K	1D8 Dreamons (Minor)
2	1D6 Moths
3	1D10 Grabbers (Chains)
4	2D4 Matchmakers
5	1 Mockery
6	1D6+1 Mockeries
7	1 Looking-Glass Creature
8	1D6 Looking-Glass Creatures
9	1D4 Snarks
10	1 Spirit
J	Reroll 2D10
Q	1D10 Creature + 1D10 NPC

### D12 NPC

K	1D6 House Geckos
2	1D4 Cooks
3	2 Hedgehogs + 2 Flamingos
4	1D6+1 Playing Cards
5	Tweedledee & Tweedledum
6	Lion & Unicorn
7	1D6 Knights
8	1D6 Profits
9	1D4 Executioners
10	1D4 Heart Knaves
J	Reroll 2D10
Q	1D10 NPC + 1D10 Creature

### D6 CONFLICT

1	They need their swords
2	I keep hearing a heartbeat
3	I need the Bishops' help
4	Your armor is stained
5	It's hiding under a bed
6	We need to get to a closet

### D6 LOOT

1	Gold-Handled Clamp
2	Small Metal Goose
3	Silver Jeweler's Loupe
4	Gold Flask
5	Jewel-Encrusted Quiver
6	Quarter of Gold Plate

# 3-01 Armory

## FIRST IMPRESSIONS

- Stone walls, floors, and ceiling
- Metal racks and shelves full of countless weapons and armor
- Clean workstations and changing rooms

## BLOCK-SPECIFIC MECHANICS

- Any damage to mundane weapons, armor, and accessories is repaired if left in the Armory for 24 hours
- Magical items take a week

### D12 WHAT'S ON THE RACKS?

1	Leather coveralls, rubber boots	7	Half-plates and kite shields
2	Shovels, rakes, and brooms	8	Axes, flails, and maces
3	Reinforced leather armor	9	Breastplates and scale mail
4	Cudgels, hammers, and mallets	10	Spears, lances, and halberds
5	Chain mail and studded coats	11	Full plate and tower shields
6	Large crossbows and longbows	12	Swords and staffs

### D12 WHAT'S ON THE SHELVES?

1	Leather gloves and belts	7	Bucklers and throwing shields
2	Trowels, sheers, and saws	8	Darts, slingshots, and whips
3	Traveling cloaks and capes	9	Greaves and gauntlets
4	Arrows and crossbow bolts	10	Daggers and throwing stars
5	Quivers and sheathes	11	Pauldrons and gorgets
6	Sickles, hatchets, and daggers	12	Small crossbows and wands

### BLOCK MECHANICS

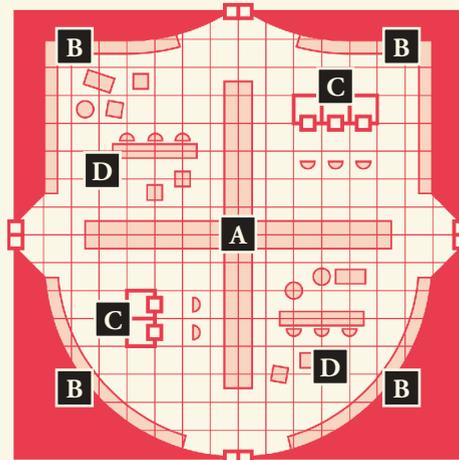
- Any **damage to mundane** weapons, armor, or accessories is completely **repaired** if **left in the Armory for 24 hours**
- **Damage to magical** weapons, armor, or accessories is **repaired** if **left in the Armory for 1 week**
- If broken into pieces, **all pieces must be present**

#### A. CENTRAL RACKS

- Tall and metal and **bolted to the floor**
- **Items hang** from rods and lean against the back

#### B. OUTER SHELVES

- Most are open but some have protective covering
- **Items rest on felt**, padding, or whatever the object requires



#### C. CHANGING ROOMS

- **Stone** on three sides with a curtain door
- **Wall hooks** and **small stool** inside

#### D. MANUAL REPAIR STATIONS

- For immediate mending
- **Metal bench** with a wooden work surface
- Comfortable **stools**
- **Nearby** crates and barrels of supplies

### D12 WHAT'S CURRENTLY BEING REPAIRED?

1	Belt buckle and latch	7	Bisected buckler
2	Splintered rake	8	Double-ended flail
3	Cloak fasteners	9	Gauntlet with severed fingers
4	Melted hammer	10	Spear with red tassels
5	Sword sheath	11	Punctured pauldron
6	Throwing dagger with chain	12	Lightly sparking staff

### D6 WHAT'S MISSING?

1	Workbench stools
2	Changing room doors
3	Barrels of polish
4	All of the metal armor
5	All of the bladed weapons
6	Everything on the shelves

### LEGEND

- □ □ - Double Door
- □ - Single Door

## 3-02 Bedroom

Anyone with a zeal for sleep or a zest for rest will find the Card Castle's beds to be the zenith of comfort.



Bedroom  
& Hallway

### D20 ENCOUNTER

1	No Encounter	12-16	Non-Player Character (NPC)
2-5	Block Quirk or Door Quirk	17	Well, Mirror, or Mouse Hole
6	Accident waiting to happen	18-19	Stairs leading up
7-11	Creature	20	Almost Alice or Glass Gorgon

### D4 BLOCK QUIRK

- ♣ All lights go out unless one or more doors are open
- ♦ Magic silence for 1 hour
- ♠ (Roll Creature or NPC) of unusual size
- ♥ Ground covered in salt

### D4 DOOR QUIRK

- ♣ Padlocked (Magical)
- ♦ Door opening is half width
- ♠ Door disappears for 1 hour (door opening still exists)
- ♥ Door opens to Courthouse pg. 150

### D4 ACCIDENT WAITING TO HAPPEN

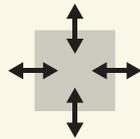
- ♣ Large area rug over 20'-wide pit. Save or fall 20' and 2D8.
- ♦ Rusting crossbow stashed in wall. Save for each bolt (6 total) for 1D8.
- ♠ Bed frame collapse. Save or 3D6 to any on or under bed.
- ♥ Ceiling decay. Chunk of mural falls in 10' cube. Save or 4D6.

### D12 CREATURE

K	1D8 Dreamons (Minor)
2	1D8 Moths
3	1D4+1 Headless Dolls
4	1D6+1 Tearriers
5	1D8 Mockeries
6	1D8+1 Custards
7	1D8+2 Jelly Cubes
8	2 Lost Soles
9	1 Shuteye
10	2 Shuteyes
J	Reroll 2D10
Q	1D10 Creature + 1D10 NPC

### D12 NPC

K	Heart King
2	1D6 Mice
3	1D6 House Geckos
4	1D4 Cooks
5	1 Playing Card
6	1D6+1 Playing Cards
7	Cheshire Cat
8	1D4 Executioners
9	1D4 Heart Knaves
10	Heart Queen
J	Reroll 2D10
Q	1D10 NPC + 1D10 Creature



### MOVEMENT

- Enter or exit through any side

Everyone, whether tired, poor, or covered in molasses, deserves a good night's sleep, and a bed in Wonderland can provide that. No risk of danger, no threat of disturbance, no cause for alarm.

But these beds, the ones located in the Card Castle, are unlike any others. The mattresses are thicker, the duvets are heavier, and the pillows are so soft that rumor has it they're actually filled with clouds.

### LOOKING-GLASS DIFFERENCES

- Dangerously cold, speed halved and disadvantage on all physical rolls (where appropriate)
- Bedsheets and covers are frozen to the bed and will shatter if disturbed
- Sharp icicles hang from the ceiling

### D6 CONFLICT

1	It's sleeping in my bed
2	I stole from the Armory
3	You must go to Distant Hill
4	It's eating all the pillows
5	We must go to court
6	They insulted the Birds

### D6 LOOT

1	Down-Filled Slippers
2	Small Jade Snail
3	Silk Robe
4	Gold Tin of Mints
5	Wood & Gold Music Box
6	Engraved Silver Teacup

## 3-02 Bedroom

### FIRST IMPRESSIONS

- Cozy and quiet atmosphere
- Dimly lit, carpeted hallways
- Velvet curtains hang on the walls and around the four-poster bed

### BLOCK-SPECIFIC MECHANICS

- Sleep magic is twice as powerful
- All rolls by creatures from Pandæmonium roll with advantage
- The above mechanics can compound

#### D6 BED SIZE

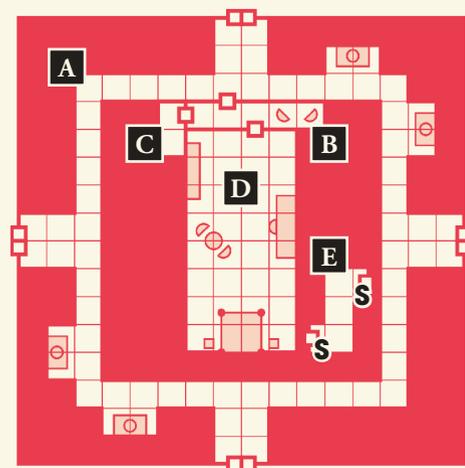
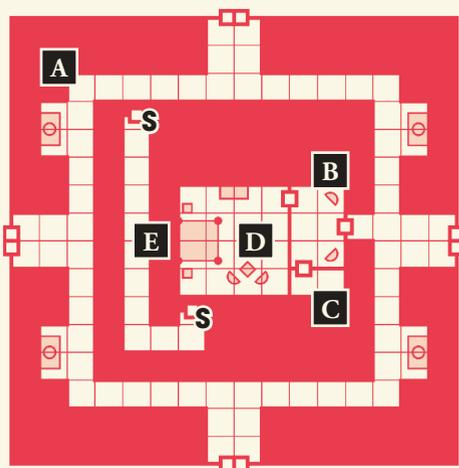
- |   |        |
|---|--------|
| 1 | Crib   |
| 2 | Single |
| 3 | Twin   |
| 4 | Full   |
| 5 | Queen  |
| 6 | King   |

#### D6 AMBIENT SOUNDS

- |   |                            |
|---|----------------------------|
| 1 | Babbling brook             |
| 2 | Rainstorm                  |
| 3 | Ocean waves                |
| 4 | Wind through trees         |
| 5 | Birdsong                   |
| 6 | Lullabies played on violin |

#### D12 WHAT'S THE MATTRESS FILLED WITH?

- |   |                   |    |                         |
|---|-------------------|----|-------------------------|
| 1 | Wood shavings     | 7  | Water                   |
| 2 | Sheep's wool      | 8  | Custard                 |
| 3 | Plush doll heads  | 9  | Jelly Cube              |
| 4 | Flamingo feathers | 10 | Memory loam             |
| 5 | Crow feathers     | 11 | Riverbank reed receipts |
| 6 | Gryphon feathers  | 12 | Gold coins & round gems |



The Land

#### BLOCK MECHANICS

- Sleep magic is twice as powerful
- All rolls by creatures from Pandæmonium roll with advantage
- These mechanics can compound where appropriate

#### A. HALLWAY

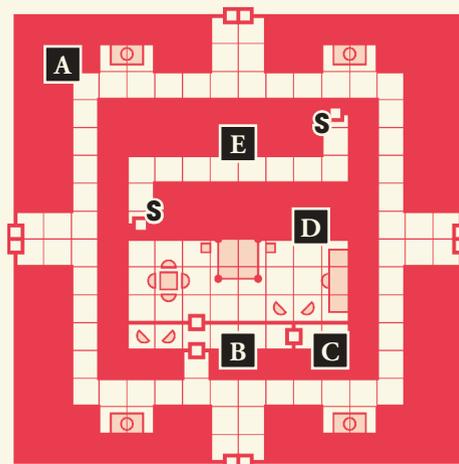
- Narrow and carpeted
- Alcoves are filled with flower bouquets

#### B. WAITING ROOM

- Two comfortable chairs
- Portraits of sleeping figures and landscapes with sleeping animals

#### C. LINEN CLOSET

- Extra bedding and chewable sedatives



#### D. SLEEPING CHAMBERS

- Four-poster bed concealed by curtains
- Chairs, a wardrobe, desk, and shelves

#### E. SECRET HALLWAY

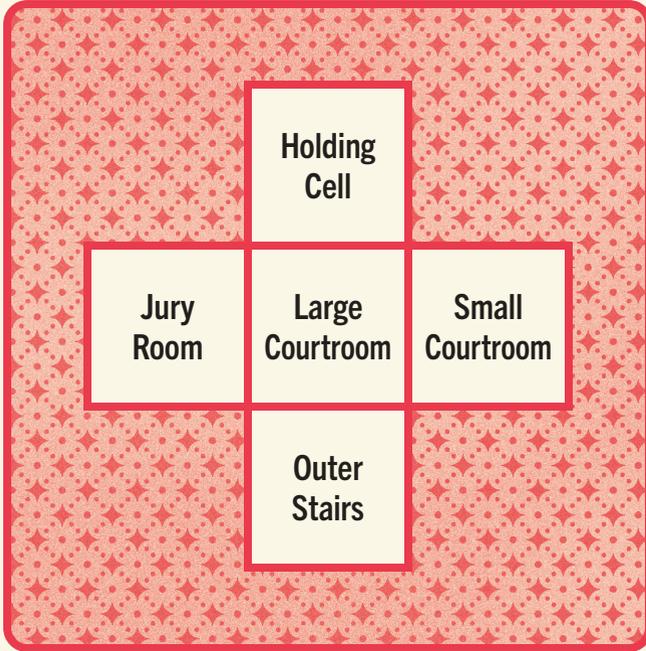
- Hidden behind wall panels
- Exits into Hallway (A)

### LEGEND

- Double Door
- Single Door
- Bouquet on Table
- S Secret Door

# 3-03 Courthouse

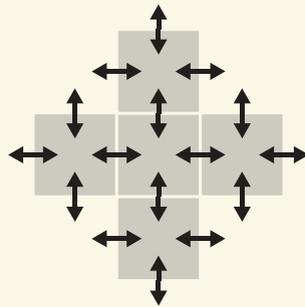
The courthouse is as much a source of entertainment as it is an extension of Wonderland's legal system.



The Land

Wonderland's unruly laws and taxes mean nearly every Wonderer will appear before a judge at some point in their lives. Everyone eventually has their day in court, and so the Courthouse provides a quasi rite of passage to be celebrated.

These "courtday" parties typically happen prior to sentencing and often include cake, confetti, and gifts. It's tradition to give money, as it's assumed the sentencing will include a fine or bail, but a set of lock-picking tools is also acceptable.



### MOVEMENT

- Enter or exit through any side
- Move freely between Squares

### LOOKING-GLASS DIFFERENCES

- Dangerously cold, speed halved and disadvantage on all physical rolls (where appropriate)
- Courthouse and stairs covered in thick ice, speed doubled but must save after every 20' of movement or fall prone

### D20 ENCOUNTER

1	No Encounter	12-16	Non-Player Character (NPC)
2-5	Block Quirk or Door Quirk	17	Well, Mirror, or Mouse Hole
6	Accident waiting to happen	18-19	Stairs leading up
7-11	Creature	20	Almost Alice or Glass Gorgon

### D4 BLOCK QUIRK

- ♣ Filled with dense fog
- ♦ Creatures shrink to Very Small size
- ♠ Low gravity for 1 hour
- ♥ Flooded (2" of water)

### D4 DOOR QUIRK

- ♣ Door opens to Croquet Court pg. 152
- ♦ Brick wall behind door
- ♠ Plays music while open
- ♥ Jammed (cherry)

### D4 ACCIDENT WAITING TO HAPPEN

- ♣ Puddle of tears on floor. Single target save or fall prone and 1D6.
- ♦ Poor column repair. Collapses in 30' line. Save or 4D6.
- ♠ Stashed explosive. First a hiss, then 40' blast. Take 8D6 or save for half.
- ♥ Fleeing prisoner (Lobster) falls through ceiling. Save or 2D8.

### D12 CREATURE

K	1D8 Dreamons (Minor)
2	1D6 Borogroves
3	1D6 Mock Turtles
4	2D4 Matchmakers
5	1D6 Imps of the Perverse
6	1 Gryphon
7	1D4 Gryphons
8	1D8 Mockeries
9	1 Looking-Glass Creature
10	1D6 Looking-Glass Creatures
J	Reroll 2D10
Q	1D10 Creature + 1D10 NPC

### D12 NPC

K	Heart King + Heart Queen
2	Jester + Cheshire Cat
3	1D4 Footmen or Playing Cards
4	Tea Party or 3 Tongues
5	Lion & Unicorn
6	1D4 Kangaroos
7	Banker or White Rabbit
8	1D6 Profits
9	1D4 Executioners
10	1D4 Heart Knives
J	Reroll 2D10
Q	1D10 NPC + 1D10 Creature

### D6 CONFLICT

1	I'm innocent
2	You slept in a Royal's bed
3	It's tearing up the Flowers
4	We think they're guilty
5	They went to play croquet
6	The auction was rigged

### D6 LOOT

1	Platinum Gavel
2	Gold Serving Jug
3	Silk Judge's Robe
4	Crystal Cologne Bottle
5	Fine Leather Attaché Case
6	Cursed Smoking Pipe

# 3-03 Courthouse

## FIRST IMPRESSIONS

- Vast structure made of white marble and dark-stained wood
- Portraits of Kangaroos on the walls
- Constant sense of tension and anxiety

## D12 THE CASE IS ABOUT . . .

1	Forgery (hall pass)	7	Forgery (Cook's recipe)
2	Vandalism (Bridge, page 82)	8	Vandalism (Train, page 138)
3	Fraud (mailing false letters)	9	Fraud (sold invisible tools)
4	Taxes (paid too much)	10	Taxes (paid too little)
5	Bribery (Humpty Dumpty)	11	Bribery (Profit)
6	Theft (Duchess's flowers)	12	Theft (Domino King's jaw)

### A. OUTER STEPS

- White marble with ramp in the middle
- Top platform has 4 columns supporting outer pediment
- Alcove with statue of young girl (Alice) blindfolded and holding sword and scales

### B. LARGE CLAIMS COURTROOM

- Public benches
- Defense table and jury box on left, plaintiff table and stenographer on right
- Bench with seats for witness (left) and clerk (right)

### C. JURY ROOM

- Long table with 12 comfortable chairs

### D. HOLDING CELL

- Desk for security and chair for visitors

### E. JUDGE'S CHAMBERS

- Wall lined with books
- Secret door in bookshelf leads to (F)

### F. PRIVATE CHAMBERS

- Important records and cozy seating

### G. SMALL CLAIMS COURTROOM

- Public benches
- Podium for individuals to make their case
- Desk for clerk (right)

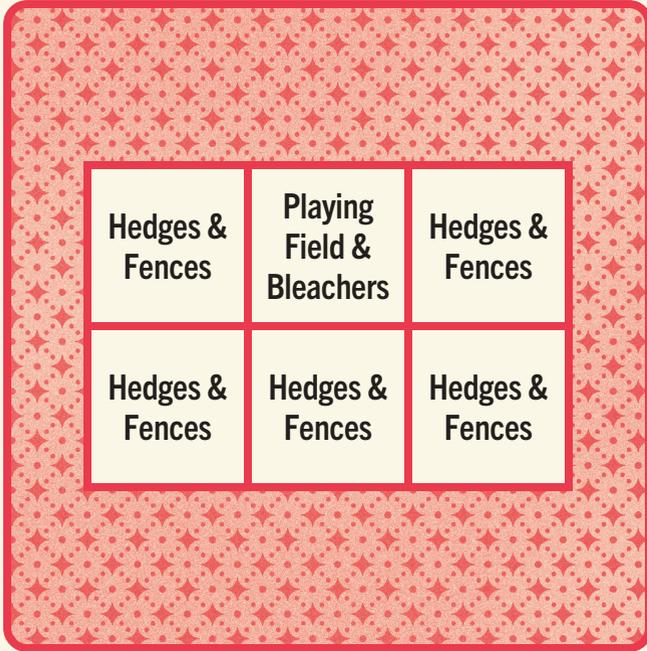


### TEN-STEP TRIAL

1. Judge or presiding Royal calls court into session
2. Opening statements (first by the plaintiff or "Crown," then by the defendant or "Defense")
3. Crown calls witness and examines them
4. Defense cross-examines witness
5. Repeat steps 3 & 4 for all Crown witnesses
6. Defense calls witness and examines them
7. Crown cross-examines witness
8. Repeat steps 6 & 7 for all Defense witnesses
9. Closing statements (Defense then Crown)
10. Ruling is made and court is adjourned

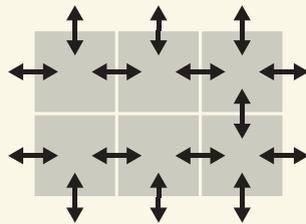
# 3-04 Croquet Court

A game of croquet is as much an extension of Wonderland's legal system as it is a source of entertainment.



The Land

The Heart Queen loves croquet. Though never spoken aloud, everyone knows that if the Queen of Hearts is playing, she wins. It's a fine line to walk when playing with her, as obviously throwing the game will result in the same punishment as beating her outright. It has to look like a challenge, and the greater her victory is, the more susceptible to influence she is after the game.



## MOVEMENT

- Enter or exit through any side
- Move freely between Squares
- Within Croquet Court, moving between the top and bottom row can be done only via the right Squares

Many, especially those with debts or lawsuits, use this to their advantage. It requires jumping through a few hoops, but there's no more surefire way to be absolved of a crime than to narrowly lose against the Queen.

## LOOKING-GLASS DIFFERENCES

- Uncomfortably cold
- Blizzard limits visibility to 10'

## D20 ENCOUNTER

1	No Encounter	12-16	Non-Player Character (NPC)
2-5	Block Quirk or Door Quirk	17	Well or Dirtworm Tunnel
6	Accident waiting to happen	18-19	Stairs leading up
7-11	Creature	20	Almost Alice or Glass Gorgon

## D4 BLOCK QUIRK

- ♣ Magic darkness for 1 hour
- ♦ Creatures change to their natural size
- ♠ (Roll Creature or NPC) of unusual size
- ♥ Rainstorm for 1 hour

## D4 DOOR QUIRK

- ♣ Padlocked (Magical)
- ♦ Door opening is half height
- ♠ Painted wall behind door (looks like adjacent Block)
- ♥ Door opens to Dining Hall pg. 154

## D4 ACCIDENT WAITING TO HAPPEN

- ♣ Quicksand under grass in a 30' area. Save or fall in up to waist.
- ♦ Tossed croquet mallet. Save or 2D6.
- ♠ Irrigation system erupts, creating 2D6 geysers. Save or lifted 30' for 3D6.
- ♥ Stray croquet ball falls from above. Save or 3D6.

## D12 CREATURE

K	1D8 Dreamons (Minor)
2	1D8 Insects or Moths
3	1D8 Flowers or Weeds
4	1D8+1 Grabbers (Roots)
5	1D8 Slithy Toves
6	1D10 Mirror Spiders
7	2 Humpty Dumpties
8	1D4x2 Humpty Dumpties
9	1D4 Dirtworms
10	Bandersnatch
J	Reroll 2D10
Q	1D10 Creature + 1D10 NPC

## D12 NPC

K	Heart King + Heart Queen
2	Jester
3	4 Hedgehogs + 4 Flamingos
4	1D8+1 Playing Cards
5	1D4 Footmen
6	Cheshire Cat
7	Lion & Unicorn
8	Duchess
9	White Rabbit
10	1D4 Heart Knaves
J	Reroll 2D10
Q	1D10 NPC + 1D10 Creature

## D6 CONFLICT

1	You must wait your turn
2	It ate a Kangaroo
3	We want to see a fountain
4	They're cheating
5	Breakfast will be poisoned
6	I want to go dancing

## D6 LOOT

1	Gold Sundial
2	Two Gold Serving Spoons
3	Platinum-Handled Mallet
4	Silver Coffee Tin (Empty)
5	Lace Mallet Bag
6	Unbreakable Nesting Doll

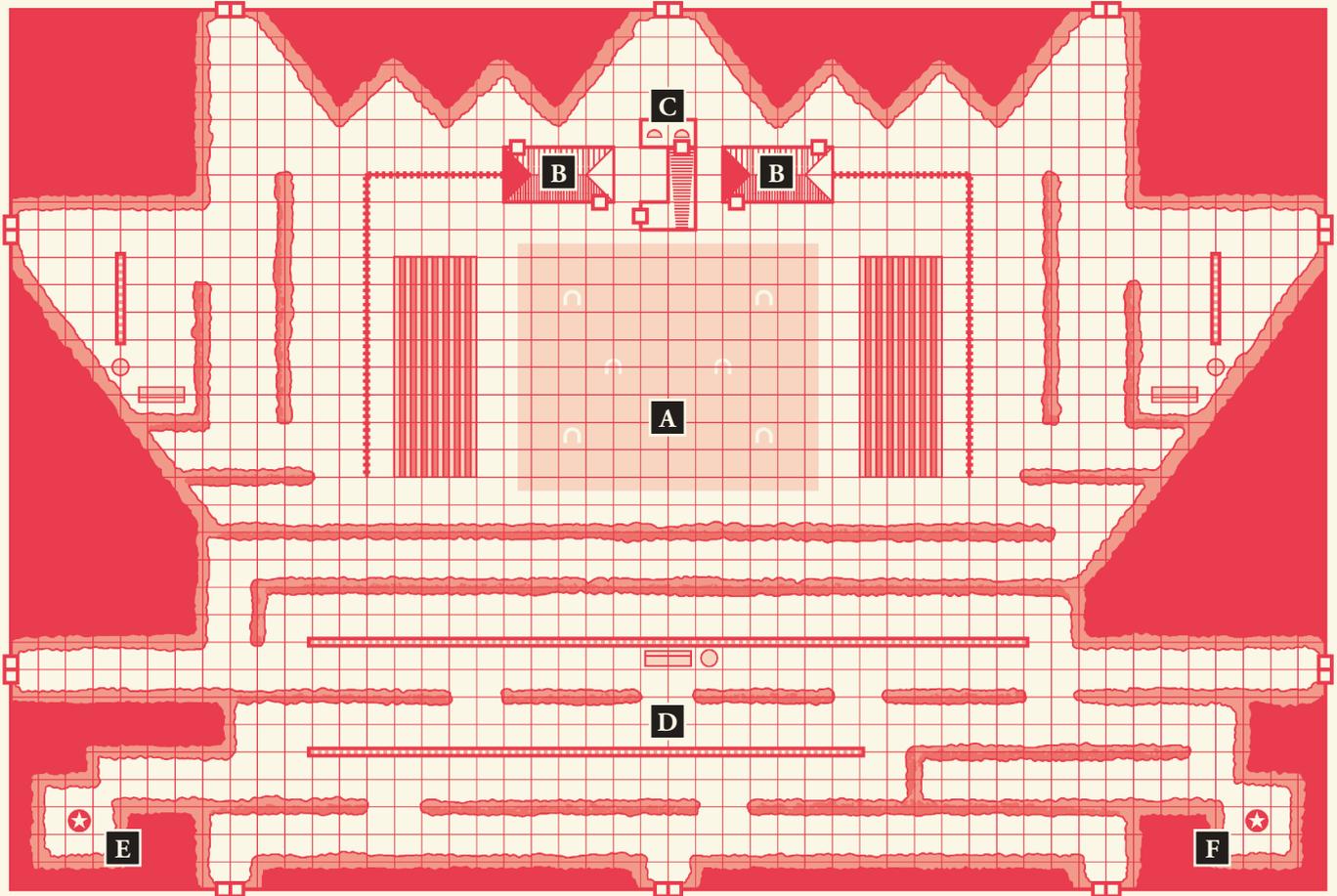
# 3-04 Croquet Court

## FIRST IMPRESSIONS

- Network of neatly trimmed hedges, stone walls, and wrought iron fences
- Pristine tents and seating flank the field
- General sense of excitement and fear

## BLOCK-SPECIFIC MECHANICS

- Bludgeoning attacks using handheld objects or creatures always hit
- Immunities, resistances, and weaknesses still apply



The Land

## D6 CROWD

- 1 Solitary Gnome de Plume
- 2 Mice, Birds, and Footmen
- 3 House Geckos and Cooks
- 4 Jester and Executioners
- 5 Chess Pieces and Knaves
- 6 Dominoes and Bone King

## BLOCK MECHANICS

- **Bludgeoning attacks** using handheld objects or creatures **always hit**
- Immunities, resistances, and weakness still apply

### A. PLAYING COURT

- Sunken down 6"
- Flanked by **bleachers**

### B. CANVAS TENTS

- Used for refreshments, athlete changing rooms, etc.

### C. COMMENTATORS BOX

- **Amplifies speech** so all can hear

### D. THE QUEUE

- Spectators line up for the best seats

### E. THE WINNER

- **Headless life-sized statue** of the **Heart Queen** holding a Flamingo

### F. THE CHEATER

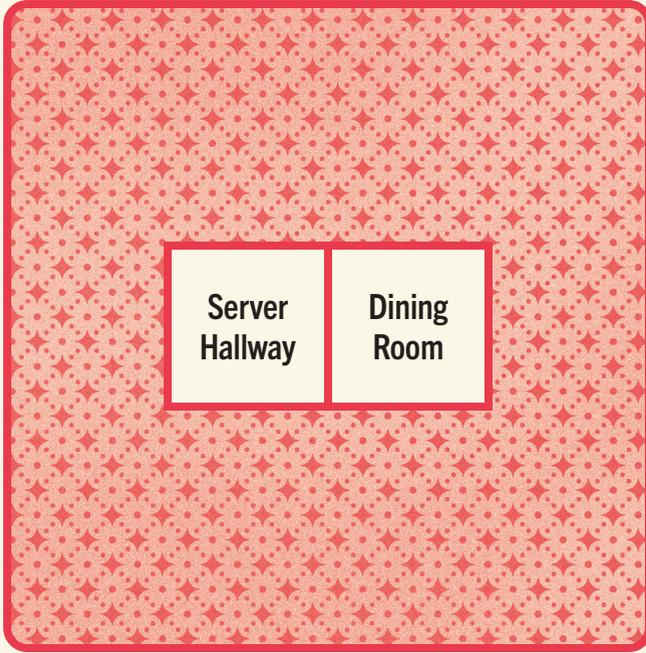
- **Headless life-sized statue** of **Little Alice** struggling to hang onto a Flamingo's legs

## LEGEND

- □ Double Door
- Single Door
- ▬ Wall (3' Tall)
- ★ Statue
- ▬ Wrought Iron Bench
- Garbage Bin
- ≡ Stairs

# 3-05 Dining Hall

Breaking plates is as common as breaking bread in this hall dedicated to social and political feasting.



Server  
Hallway

Dining  
Room

## D20 ENCOUNTER

1	No Encounter	12-16	Non-Player Character (NPC)
2-5	Block Quirk or Door Quirk	17	Well, Mirror, or Mouse Hole
6	Accident waiting to happen	18-19	Stairs leading up
7-11	Creature	20	Almost Alice or Glass Gorgon

## D4 BLOCK QUIRK

- ♣ All lights go out unless one or more doors are open
- ♦ Magic silence for 1 hour
- ♠ Low gravity for 1 hour
- ♥ Flooded (2" of fruit juice)

## D4 DOOR QUIRK

- ♣ Door opens to Dungeon pg. 156
- ♦ Blocked by webbing
- ♠ Sentient doorknob
- ♥ Jammed (fig)

## D4 ACCIDENT WAITING TO HAPPEN

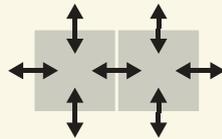
- ♣ Oil and vinegar spill on floor. Single target, save or fall prone and 1D6.
- ♦ Rotting salad releases 30' toxic cloud. Take 6D6 poison or save for half.
- ♠ Old molasses spill on floor in a 5' area. Save or stuck to ground.
- ♥ Vibrations loosen knives stuck in ceiling. Everyone save or 4D6.

## D12 CREATURE

K	1D8 Dreamons (Minor)
2	1D6 Flowers or Weeds
3	2D6 Oysters
4	1D8 Mome Raths
5	3D4 Matchmakers
6	1D8 Mockeries
7	1D8+1 Serpents
8	1D8+2 Custards
9	1D8+2 Jelly Cubes
10	1D4x2 Humpty Dumpties
J	Reroll 2D10
Q	1D10 Creature + 1D10 NPC

## D12 NPC

K	Heart King
2	1D8 Mice
3	1D8 House Geckos
4	2D4 Lobsters
5	1D8+1 Cooks
6	1D8+1 Playing Cards
7	3 Tongues
8	1D4 Executioners
9	1D4 Knaves
10	Heart Queen
J	Reroll 2D10
Q	1D10 NPC + 1D10 Creature



## MOVEMENT

- Enter or exit through any side
- Move freely between Squares

The Heart Royals love hosting dinner parties. They see it as an opportunity to entertain while showing their strength and confidence. They know a feast is a great opportunity to sneak poison into the pudding, yet the Royals show no fear of this.

Between the chairs that warn of poisons and countless weapons stored under the tables, anyone foolish enough to attempt assassination will quickly find out they've bitten off more than they can chew.

## LOOKING-GLASS DIFFERENCES

- Uncomfortably cold
- Any food or liquid exposed to air immediately freezes
- Sharp icicles hang from the ceiling

## D6 CONFLICT

1	It's rotten
2	We lost at croquet
3	They're lost in the Library
4	We're hungry
5	I escaped the Dungeon
6	You owe the Dominoes

## D6 LOOT

1	Diamond-Handled Ladle
2	Frosted Glass Vase
3	1D4+1 Silk Bibs
4	Gold Gauntlet
5	Platinum Gravy Boat
6	Miniature Chandelier

# 3-05 Dining Hall

## FIRST IMPRESSIONS

- High-arched ceilings and oak tables
- Oil paintings of celebrated dishes
- Each surface imbued with the smells and stains of previous meals

## BLOCK-SPECIFIC MECHANICS

- Ingestion-based healing is doubled
- Ingestion-based damage is halved
- Both mechanics apply only to the one doing the ingesting

### D12 FIRST COURSE

1	Cheese and crackers	7	Cheese sealed in red wax
2	Seaweed salad	8	Beet and Sheep cheese salad
3	Chicken noodle soup	9	Carrot sticks with hummus
4	Mock Turtle soup	10	Mushroom and rosemary tart
5	Garlic bread with cheese	11	Pastry-wrapped sausage
6	Lobster bisque	12	Rose petal salad with walnuts

### D12 SECOND COURSE

1	Peanut butter & jelly sandwich	7	Toast, eggs, and bacon
2	Cabbage pancakes with yogurt	8	Mushroom-stuffed zucchini
3	Spaghetti and meatballs	9	Wood-fired pizza
4	Snails and herbs in garlic butter	10	Roast duck with golden yams
5	Macaroni and cheese	11	Steak and kidney pie
6	Frog legs with mashed radish	12	Honey garlic Gryphon wings

### BLOCK MECHANICS

- Ingestion-based **healing is doubled**
- Ingestion-based **damage is halved**
- Both mechanics apply only to **the one doing the digesting** (e.g., a Jelly Cube using its Digestion attack will experience double the healing, but its target takes regular damage)

#### A. HEAD TABLE

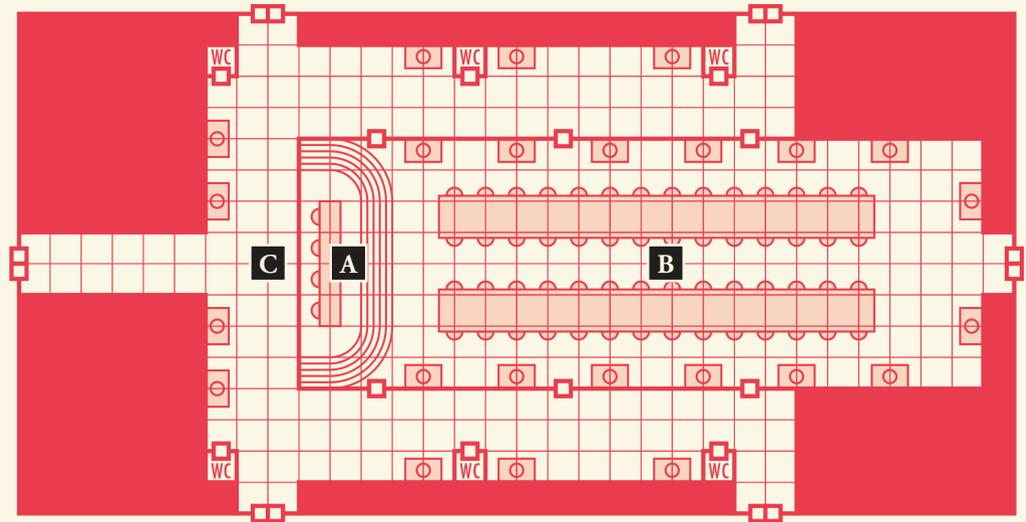
- Raised with high-backed seating
- Each **seat heats up** when in **proximity to poison**
- **Weapon storage** under the table

#### B. BANQUET TABLES

- **Carving** of a **twisting serpent** with different shapes swelling in its torso
- **Weapon storage** under the table

#### C. OUTER CORRIDOR

- Frequented by attendants
- Water closets throughout



The Land

### D12 THIRD COURSE

1	Puffed rice square	7	Fudge brownie with syrup
2	Dragon fruit macarons	8	Blackberry crepes with crème
3	Powdered donuts	9	Apple cinnamon roll
4	Honeyed pear in puff pastry	10	Chocolate orange tartlet
5	Chocolate eggs	11	Layered sponge cake
6	Mango lemon tiramisu	12	Matcha cupcake

### D6 BEVERAGE

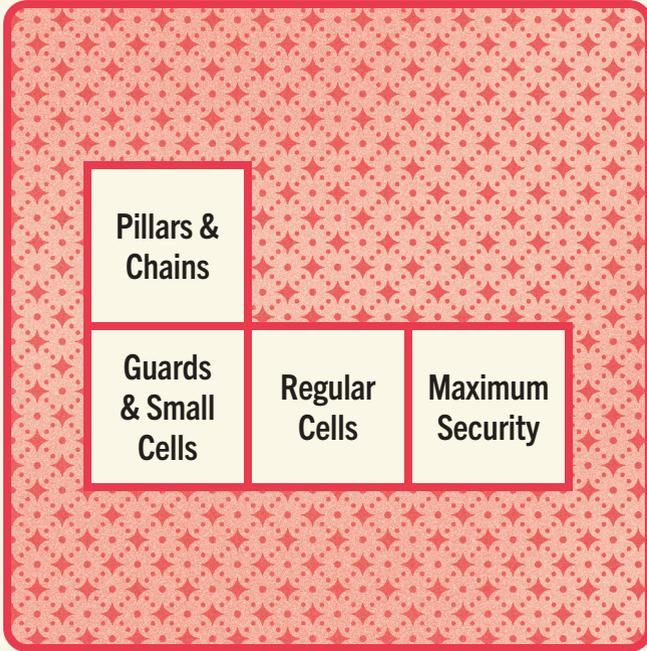
1	Chocolate milk
2	Cooking sherry
3	Pink lemonade
4	Sunflower ale
5	Strawberry milkshake
6	Raspberry wine

### LEGEND

- □ □ - Double Door
- □ - Single Door
- ○ - Bouquet on Table

# 3-06 Dungeon

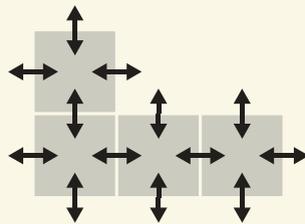
Nail-biters and open-mouth chewers are as likely to be found locked up in the Dungeon's cells as thieves and murderers.



The Land

Most crimes result in paying the fine and then walking away. However, the most serious offenses, like queue jumpers and those who mistakenly wander into the Dungeon, wind up in a cell.

The guards have heard every plea and bribe imaginable and are unlikely to engage in conversation. But they do have one guilty pleasure: playing games. Many breakouts began as a round of Go Fish or Old Maid, and yet the guards never learn.



## MOVEMENT

- Enter through any side
- Arteries (B) transport to prison cells (E or F)
- Within the Dungeon, exiting through the Capped Pillars (C) is easiest
- Possible to escape through the ceilings of each cell if able to resist the Arteries' suction

## LOOKING-GLASS DIFFERENCES

- Uncomfortably cold
- Arteries frozen and act like slides leading to the Cells

## D20 ENCOUNTER

1	No Encounter	12-16	Non-Player Character (NPC)
2-5	Block Quirk or Door Quirk	17	Well or Mirror
6	Accident waiting to happen	18-19	Stairs leading up
7-11	Creature	20	Almost Alice or Glass Gorgon

## D4 BLOCK QUIRK

- ♣ Filled with dense fog
- ♦ Creatures shrink to Very Small size
- ♠ (Roll Creature or NPC) of unusual size
- ♥ Ground covered in salt

## D4 DOOR QUIRK

- ♣ Padlocked (Magical)
- ♦ Door opening is half width
- ♠ Door disappears for 1 hour (door opening still exists)
- ♥ Door opens to Forge pg. 158

## D4 ACCIDENT WAITING TO HAPPEN

- ♣ Escapee tunnel collapse. All in 60' line save or fall 20' for 2D8.
- ♦ Fleeing prisoner (Matchmaker) falls through ceiling. Save or 3D6.
- ♠ Stashed explosive. First a hiss, then 40' blast. Take 8D6 or save for half.
- ♥ Artery (B) spits out blockage. All in 20' area take 6D6 or save for half.

## D12 CREATURE

K	2D4 Bats
2	1D8+2 Grabbers (Chains)
3	3D4 Matchmakers
4	1D6 Mockeries
5	2D6 Mirror Spiders
6	1D8+1 Serpents
7	1D8+2 Custards or Jelly Cubes
8	1D4 Spirits
9	1 Shuteye
10	Bandersnatch
J	Reroll 2D10
Q	1D10 Creature + 1D10 NPC

## D12 NPC

K	1D6 Mice
2	1D6 House Geckos
3	1D6 Cooks
4	1D8+1 Playing Cards
5	1D4 Kangaroos
6	1D4 Knights
7	1D4 Bishops
8	1D6 Profits
9	1D4 Executioners
10	1D4 Heart Knives
J	Reroll 2D10
Q	1D10 NPC + 1D10 Creature

## D6 CONFLICT

1	We don't belong here
2	They ate my dinner
3	The Lobsters are all unwell
4	I need to escape
5	Your weapons need repair
6	Duchess paid too much

## D6 LOOT

1	1D4 Feet of Gold Chain
2	1D4+1 Gold Coasters
3	Diamond Cufflinks
4	Wood Jewelry Box (Empty)
5	Hollow Silver Cupcake
6	Platinum Telescopic Cane

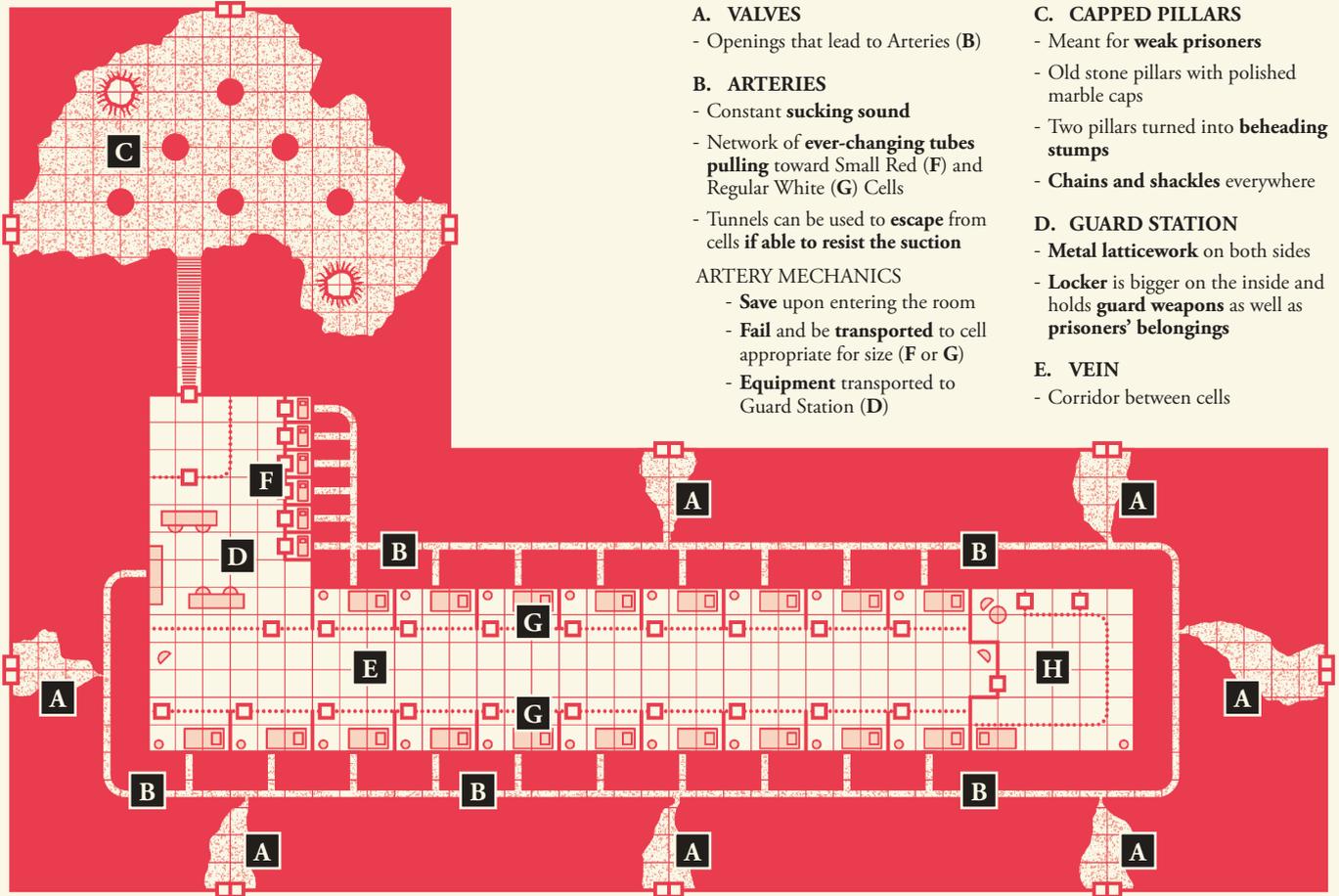
# 3-06 Dungeon

## FIRST IMPRESSIONS

- Damp, cold, and uncomfortable
- Sparse torches cast dim light onto well-worn stonework
- Prisoner noises echo throughout

## BLOCK-SPECIFIC MECHANICS

- Save when entering Block by any way other than the Capped Pillars (C)
- Fail and be sucked into a size-appropriate cell (F or G)



### A. VALVES

- Openings that lead to Arteries (B)

### B. ARTERIES

- Constant **sucking sound**
- Network of **ever-changing tubes pulling toward Small Red (F) and Regular White (G) Cells**
- Tunnels can be used to **escape** from cells if **able to resist the suction**

### ARTERY MECHANICS

- **Save** upon entering the room
- **Fail** and be **transported** to cell appropriate for size (F or G)
- **Equipment** transported to Guard Station (D)

### C. CAPPED PILLARS

- Meant for **weak prisoners**
- Old stone pillars with polished marble caps
- Two pillars turned into **beheading stumps**
- **Chains and shackles** everywhere

### D. GUARD STATION

- **Metal latticework** on both sides
- **Locker** is bigger on the inside and holds **guard weapons** as well as **prisoners' belongings**

### E. VEIN

- Corridor between cells

### F. SMALL RED CELLS

- Meant for prisoners **sized Small and Very Small**
- **Red stone walls with metal mesh** instead of bars
- **Small opening in ceiling** leads to Arteries (B) but always **pulls toward the cell**

### G. REGULAR WHITE CELLS

- Meant for **Average-sized prisoners**
- **White stone walls with metal bars**
- **Opening in ceiling** leads to Arteries (B) but always **pulls toward the cell**

### H. MAXIMUM SECURITY

- No direct access to Arteries
- Each door double locked

## D6 GUARD STATUS

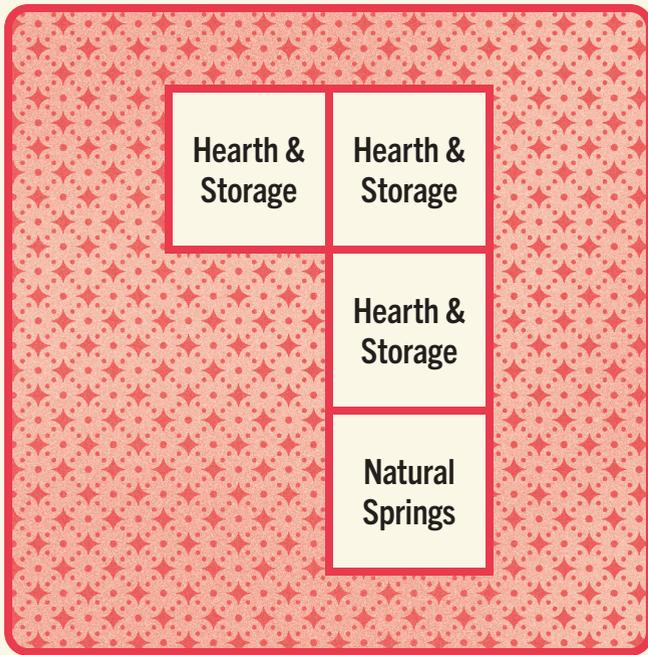
- |   |                            |
|---|----------------------------|
| 1 | Asleep                     |
| 2 | About to change shift      |
| 3 | Distracted (playing games) |
| 4 | Distracted (talking)       |
| 5 | Engaging with a prisoner   |
| 6 | Alert                      |

## LEGEND

- Double Door
- Single Door
- Pillar of Chains
- ⚡ Stairs
- ⋯ Floor-to-Ceiling Bars

# 3-07 Forge

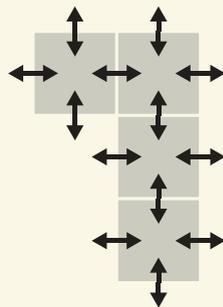
From trowels to trophies, swords to spoons—if it's metal and was made in Wonderland, then it was made here.



The Land

While the Armory is noted for repairing and storing the finest weapons, armor, and accessories in Wonderland, the Forge is where it all begins.

The work is hard and frequently goes unappreciated, so the metalworkers tend to be a little hot-tempered. Disrupting their workbench, altering the heat of their hearth, or eating their lunch is a surefire way to be shown the sharp end of whatever they're working on.



## MOVEMENT

- Enter or exit through any side
- Move freely between Squares

## LOOKING-GLASS DIFFERENCES

- Dangerously cold, speed halved and disadvantage on all physical rolls (where appropriate)
- Strong howling winds
- No fires able to ignite here
- Sharp icicles hang from the ceiling

## D20 ENCOUNTER

1	No Encounter	12-16	Non-Player Character (NPC)
2-5	Block Quirk or Door Quirk	17	Well or Mirror
6	Accident waiting to happen	18-19	Stairs leading up
7-11	Creature	20	Almost Alice or Glass Gorgon

## D4 BLOCK QUIRK

- ♣ Magic darkness for 1 hour
- ♦ Creatures change to their natural size
- ♠ Low gravity for 1 hour
- ♥ Ground covered in soot

## D4 DOOR QUIRK

- ♣ Door opens to Foyer pg. 160
- ♦ Brick wall behind door
- ♠ Plays music while open
- ♥ Jammed (peach)

## D4 ACCIDENT WAITING TO HAPPEN

- ♣ Slick rocks. Single target, save or fall prone and 1D6.
- ♦ Stray embers. Save or single garment on target starts to burn.
- ♠ Wall collapse. First rumbling, then all in 30' line save or 4D6.
- ♥ Stalactite falls. First dust falls, then all in 10' area save or 6D6.

## D12 CREATURE

K	1D8 Dreamons (Minor)
2	3D4 Bats
3	1D10 Grabbers (Chains)
4	3D4 Matchmakers
5	1D4 Imps of the Perverse
6	1 Mockery
7	1D6+1 Mockeries
8	2 Humpty Dumpties
9	1 Spirit
10	1 Dreamon (Major)
J	Reroll 2D10
Q	1D10 Creature + 1D10 NPC

## D12 NPC

K	1D6 House Geckos
2	1D6 Cooks
3	1D10 Flamingos
4	1D8+1 Playing Cards
5	Tweedledee & Tweedledum
6	Lion & Unicorn
7	1D6 Knights
8	1D6 Profits
9	1D4 Executioners
10	1D4 Heart Knives
J	Reroll 2D10
Q	1D10 NPC + 1D10 Creature

## D6 CONFLICT

1	They stole my tools
2	The Dungeon is abandoned
3	I need to get to a mirror
4	You disturbed my fire
5	It fled to the Foyer
6	We love walking up stairs

## D6 LOOT

1	Platinum Tongs
2	Silver Microscope
3	Jewel-Encrusted Lighter
4	Sandalwood Box of Mints
5	Small Silver Lunch Box
6	Enchanted Cufflinks

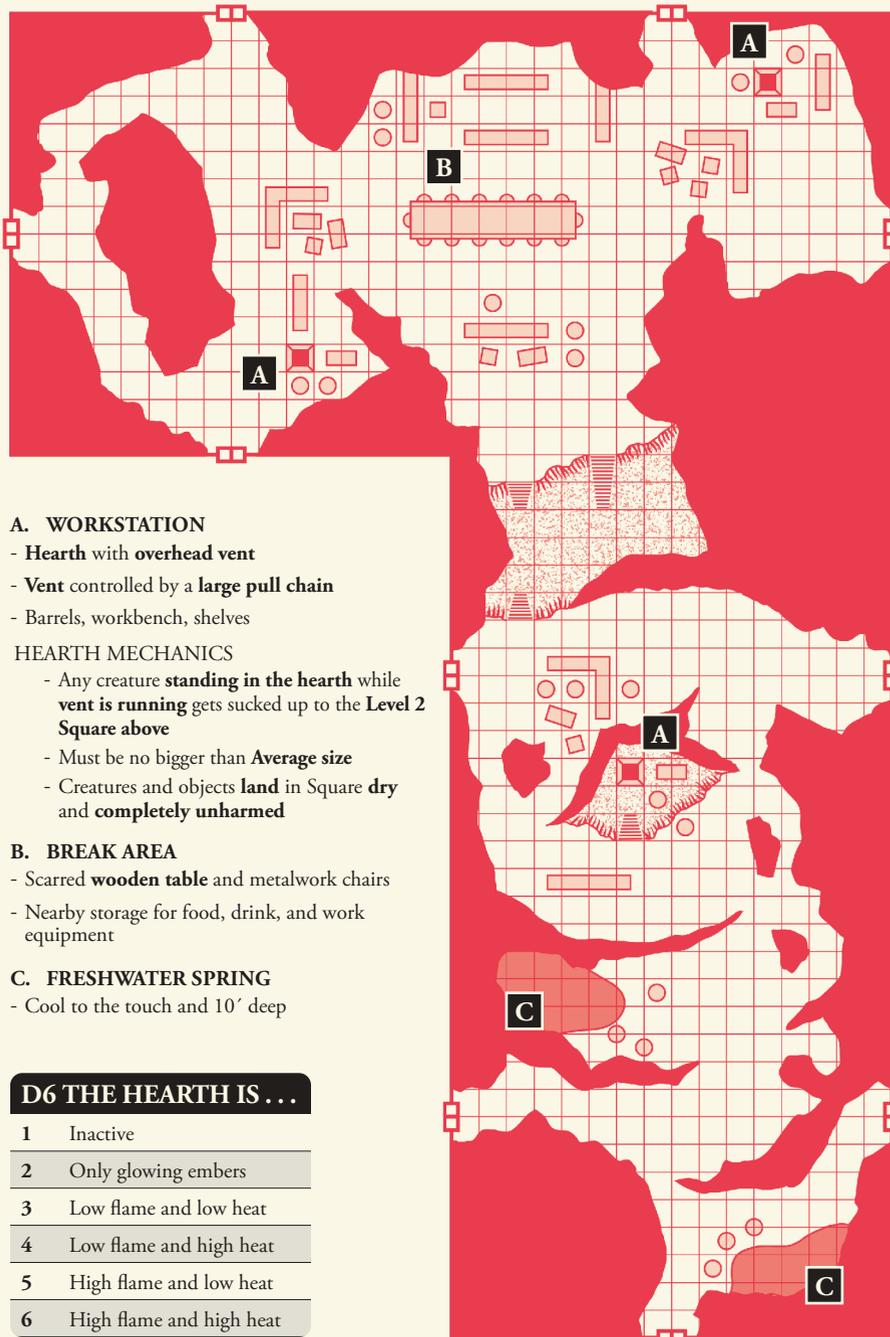
# 3-07 Forge

## FIRST IMPRESSIONS

- Dark cave illuminated by glowing fires
- Air is warm and thick
- Sounds of metalwork ring throughout
- Network of vents hangs from the ceiling

## BLOCK-SPECIFIC MECHANICS

- Any creature standing in a hearth (A) while vent is running gets sucked up to the Level 2 Square above
- Must be no bigger than Average size



### A. WORKSTATION

- **Hearth** with overhead vent
- **Vent** controlled by a **large pull chain**
- Barrels, workbench, shelves

#### HEARTH MECHANICS

- Any creature **standing in the hearth** while **vent is running** gets sucked up to the **Level 2 Square above**
- Must be no bigger than **Average size**
- Creatures and objects **land** in Square **dry** and **completely unharmed**

### B. BREAK AREA

- Scarred **wooden table** and metalwork chairs
- Nearby storage for food, drink, and work equipment

### C. FRESHWATER SPRING

- Cool to the touch and 10' deep

## D6 THE HEARTH IS . . .

1	Inactive
2	Only glowing embers
3	Low flame and low heat
4	Low flame and high heat
5	High flame and low heat
6	High flame and high heat

## D12 METALWORK

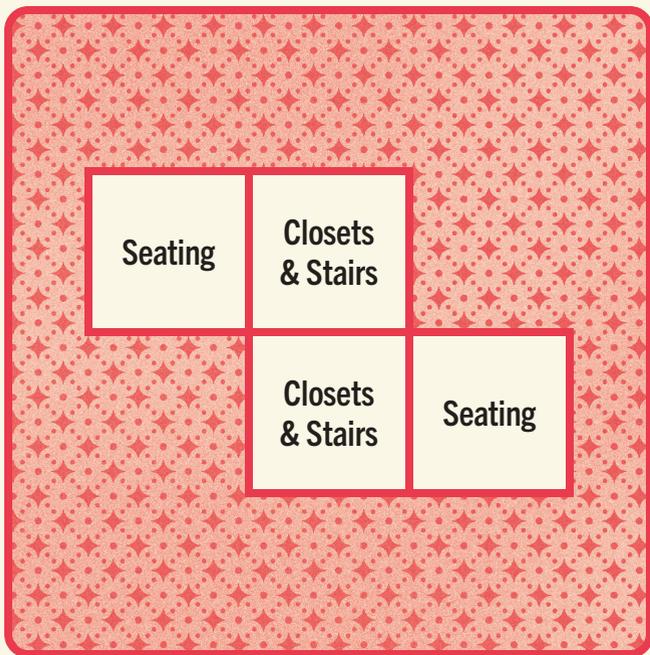
1	Cutlery and kitchenware
2	Gardening tools
3	Garden gates
4	Locks and keys
5	Candlesticks/Candelabras
6	Coins
7	Jewelry
8	Shields and armor
9	Bladed weapons
10	Blunt weapons
11	Ranged weapons
12	Royal attire

## LEGEND

- Double Door
- ▬▬▬▬▬ 10' Ledge
- ▣ Hearth
- ▽ Stairs

## 3-08 Foyer

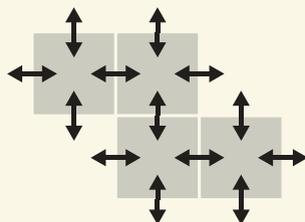
This entrance hall to the Card Castle is so large that many use the space for leisure and recreational activities.



The Land

Nothing says wealth quite like an entryway larger than most homes. It's not necessarily a traveler's first introduction to the Card Castle, but it does leave a lasting first impression. All this space and all these resources dedicated to a waiting room with walk-in closets.

Those looking to increase their social standing across Wonderland would do well to be seen lounging in the Foyer. It signals importance; it signals power; it signals enough free time to sit around and do nothing.



### MOVEMENT

- Enter or exit through any side
- Move freely between Squares

### LOOKING-GLASS DIFFERENCES

- Uncomfortably cold
- Stairs are replaced with gently sloping nonslip ramps
- Closets filled with heavy fur coats and fine leather boots, each with permission slips tucked inside

### D20 ENCOUNTER

1	No Encounter	12-16	Non-Player Character (NPC)
2-5	Block Quirk or Door Quirk	17	Well, Mirror, or Mouse Hole
6	Accident waiting to happen	18-19	Stairs leading up
7-11	Creature	20	Almost Alice or Glass Gorgon

### D4 BLOCK QUIRK

- ♣ All lights go out unless one or more doors are open
- ♦ Magic silence for 1 hour
- ♠ (Roll Creature or NPC) of unusual size
- ♥ Everything covered in dust

### D4 DOOR QUIRK

- ♣ Padlocked (Magical)
- ♦ Door opening is half height
- ♠ Painted wall behind door (looks like adjacent Block)
- ♥ Door opens to Gallery pg. 162

### D4 ACCIDENT WAITING TO HAPPEN

- ♣ Large area rug over 20'-wide pit. Save or fall 20' and take 2D8.
- ♦ Poor column repair. Collapses in 30' line. Save or 4D6.
- ♠ Rusting crossbow stashed in wall. Save for each bolt (6 total) for 1D8.
- ♥ Chandelier falls. First dust falls, then all in 10' area save or 6D6.

### D12 CREATURE

K	2D4 Moths
2	1D6+1 Tearriers
3	1 Mockery
4	1D6+1 Mockeries
5	1D8+2 Custards
6	1D8+2 Jelly Cubes
7	1D4+1 Hall Monitors
8	1D4 Oracles
9	1D4 Snarks
10	1 Shuteye
J	Reroll 2D10
Q	1D10 Creature + 1D10 NPC

### D12 NPC

K	Heart King
2	2D4 House Geckos
3	1D6 Cooks
4	1D8+1 Playing Cards
5	1D4 Footmen
6	Cheshire Cat
7	White Rabbit
8	1D4 Executioners
9	1D4 Knaves
10	Heart Queen
J	Reroll 2D10
Q	1D10 NPC + 1D10 Creature

### D6 CONFLICT

1	White King is lost
2	I left it in the Forge
3	You smell like dirt
4	It's sleeping in the closet
5	We must go to the Gallery
6	They lied to Caterpillar

### D6 LOOT

1	Gold Coat Hanger
2	Small Jade Turtle
3	Sapphire-Handled Spatula
4	Quill in Decorative Box
5	Silk-Lined Hat Box
6	Engraved Silver Teacup

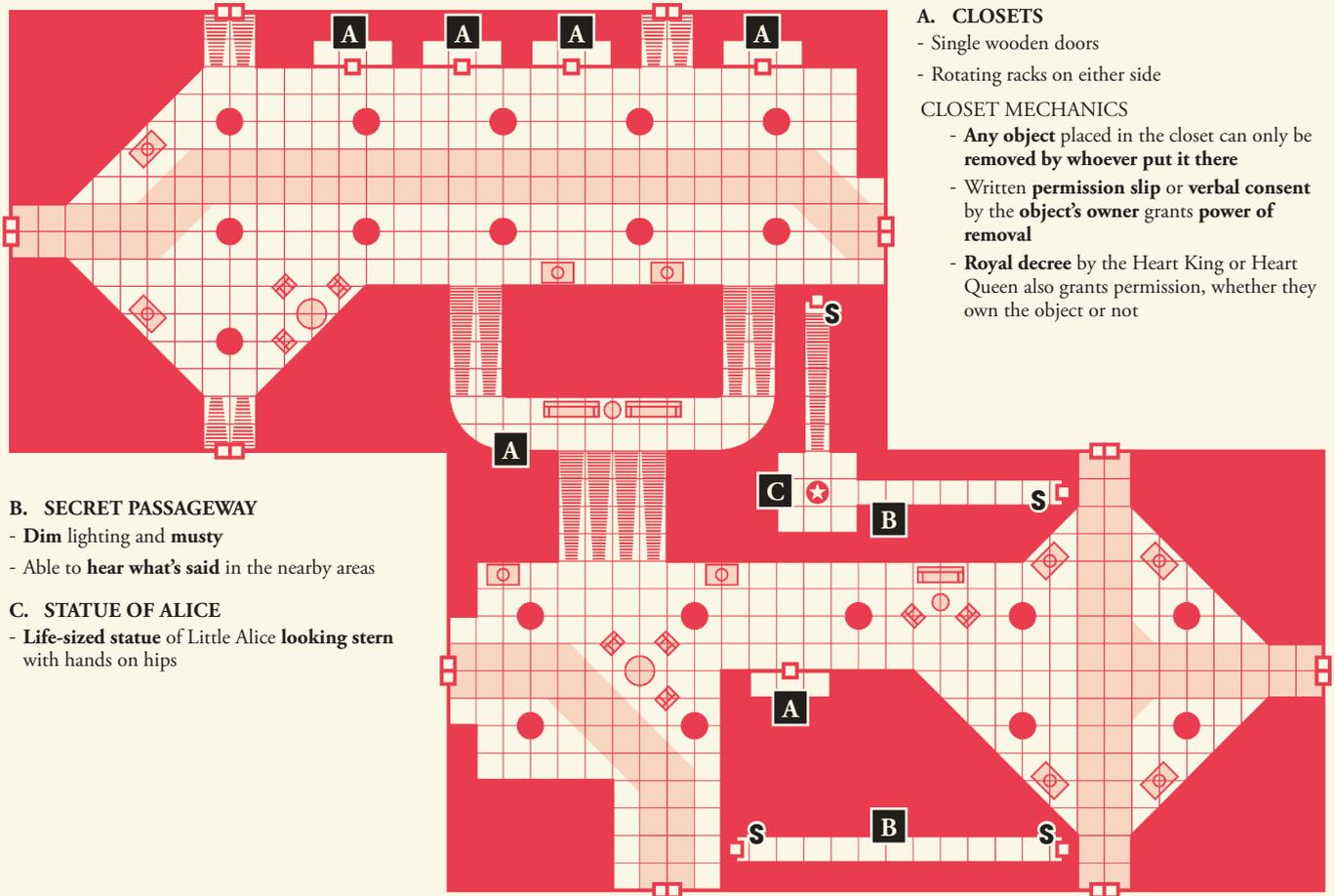
# 3-08 Foyer

## FIRST IMPRESSIONS

- High ceilings held by wooden pillars
- Soft carpet atop checkered flooring
- Clusters of plush seating
- Smell of fresh flowers & musty clothes

## BLOCK-SPECIFIC MECHANICS

- Any object placed in a closet can be removed only by whoever put it there
- Royal decree, permission slip, or verbal consent grants power of removal



### A. CLOSETS

- Single wooden doors
- Rotating racks on either side

### CLOSET MECHANICS

- Any object placed in the closet can only be removed by whoever put it there
- Written **permission slip** or **verbal consent** by the **object's owner** grants **power of removal**
- **Royal decree** by the Heart King or Heart Queen also grants permission, whether they own the object or not

### B. SECRET PASSAGEWAY

- **Dim** lighting and **musty**
- Able to **hear what's said** in the nearby areas

### C. STATUE OF ALICE

- **Life-sized statue** of Little Alice **looking stern** with hands on hips

The Land

## D12 WHAT'S IN THE CLOSET?

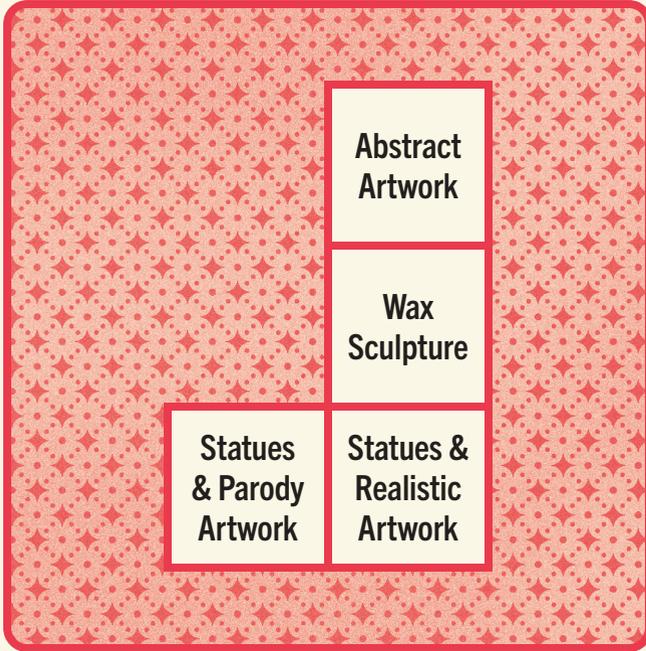
1	Dust, lint, and Tearrier fur	7	Cloaks and masquerade masks
2	Suits, ties, and riding boots	8	Cologne bottles
3	Canes and walking sticks	9	Jeweled leashes and collars
4	Boxes full of fur coats	10	Armor oozing red ichor
5	Silk scarves and cravats	11	Glowing weapons and helmets
6	Casks full of mead and honey	12	Reroll with permission slips

## LEGEND

- Double Door
- Single Door
- Wooden Pillar
- ★ Statue of Alice
- Bouquet on Table
- ▬ Chesterfield
- S Secret Door
- ▽ Stairs

# 3-09 Gallery

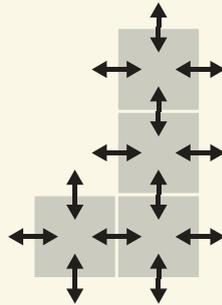
The cold white marble throughout this gallery acts as a blank canvas to complement the vibrant artwork on display.



The Land

Gallery attendees treat a new exhibit as a chance to get creative. Many craft extravagant wardrobes that rival the vibrancy of the artworks they're attending to see.

Hatter is at his most harried right before a big opening, as he has to complete a commission and get it in the client's hands all within an hour's time or the entirety of his work gets undone by the curse. Because of this, those wearing a garment by Hatter will often get more attention than the event's featured artist.



## MOVEMENT

- Enter or exit through any side
- Move freely between Squares
- Within the Gallery, single doors only grant passage in one direction as marked on the map

## D20 ENCOUNTER

1	No Encounter	12-16	Non-Player Character (NPC)
2-5	Block Quirk or Door Quirk	17	Well, Mirror, or Mouse Hole
6	Accident waiting to happen	18-19	Stairs leading up
7-11	Creature	20	Almost Alice or Glass Gorgon

## D4 BLOCK QUIRK

- ♣ Filled with dense fog
- ♦ Creatures shrink to Very Small size
- ♠ Low gravity for 1 hour
- ♥ Flooded (2" of fruit juice)

## D4 DOOR QUIRK

- ♣ Door opens to Hedge Maze pg. 164
- ♦ Blocked by webbing
- ♠ Sentient doorknob
- ♥ Jammed (plum)

## D4 ACCIDENT WAITING TO HAPPEN

- ♣ Freshly polished area. Everyone must save or fall prone and take 1D6.
- ♦ Imbalanced art piece. All in area (size based on piece) save or take 2D8.
- ♠ Sinkhole under marble in a 30' area. Save or fall 40' and take 4D8.
- ♥ Vibrations loosen ceiling tile in a 5' area. Save or take 2D8.

## D12 CREATURE

K	1D8 Dreamons (Minor)
2	2D4 Moths
3	3D4 Matchmakers
4	1D6+1 Tearriers
5	1D6 Mockeries
6	1D8+2 Custards
7	1D8+2 Jelly Cubes
8	1D4 Oracles
9	1D4 Snarks
10	1 Dreamon (Major)
J	Reroll 2D10
Q	1D10 Creature + 1D10 NPC

## D12 NPC

K	Heart King or Bone King
2	1D8 House Geckos
3	1D8+1 Playing Cards
4	Cheshire Cat
5	1D4 Tortoises
6	Duchess
7	1D4 Executioners
8	1D4 Heart Knaves
9	White King + White Queen
10	Heart Queen
J	Reroll 2D10
Q	1D10 NPC + 1D10 Creature

## LOOKING-GLASS DIFFERENCES

- Uncomfortably cold
- Covered in thick ice, speed doubled but must save after every 20' of movement or fall prone
- Stairs are replaced with gently sloping nonslip ramps
- All art uses only shades of blue

## D6 CONFLICT

1	I hate this artwork
2	You upset the Profits
3	It attacked a boat
4	We want to buy this
5	They're lost in Hedge Maze
6	The Hallways are blocked

## D6 LOOT

1	Silver Magnifying Glass
2	Gold Carving Fork
3	Metal Nutcracker
4	Jewel-Encrusted Chalice
5	Purse with Gold Strap
6	Green Crystal Mouse Skull

# 3-09 Gallery

## FIRST IMPRESSIONS

- White marble rooms with bright lights
- Artwork of all types hangs in frames and rests on marble pedestals
- Doors with clear directional signage

## BLOCK-SPECIFIC MECHANICS

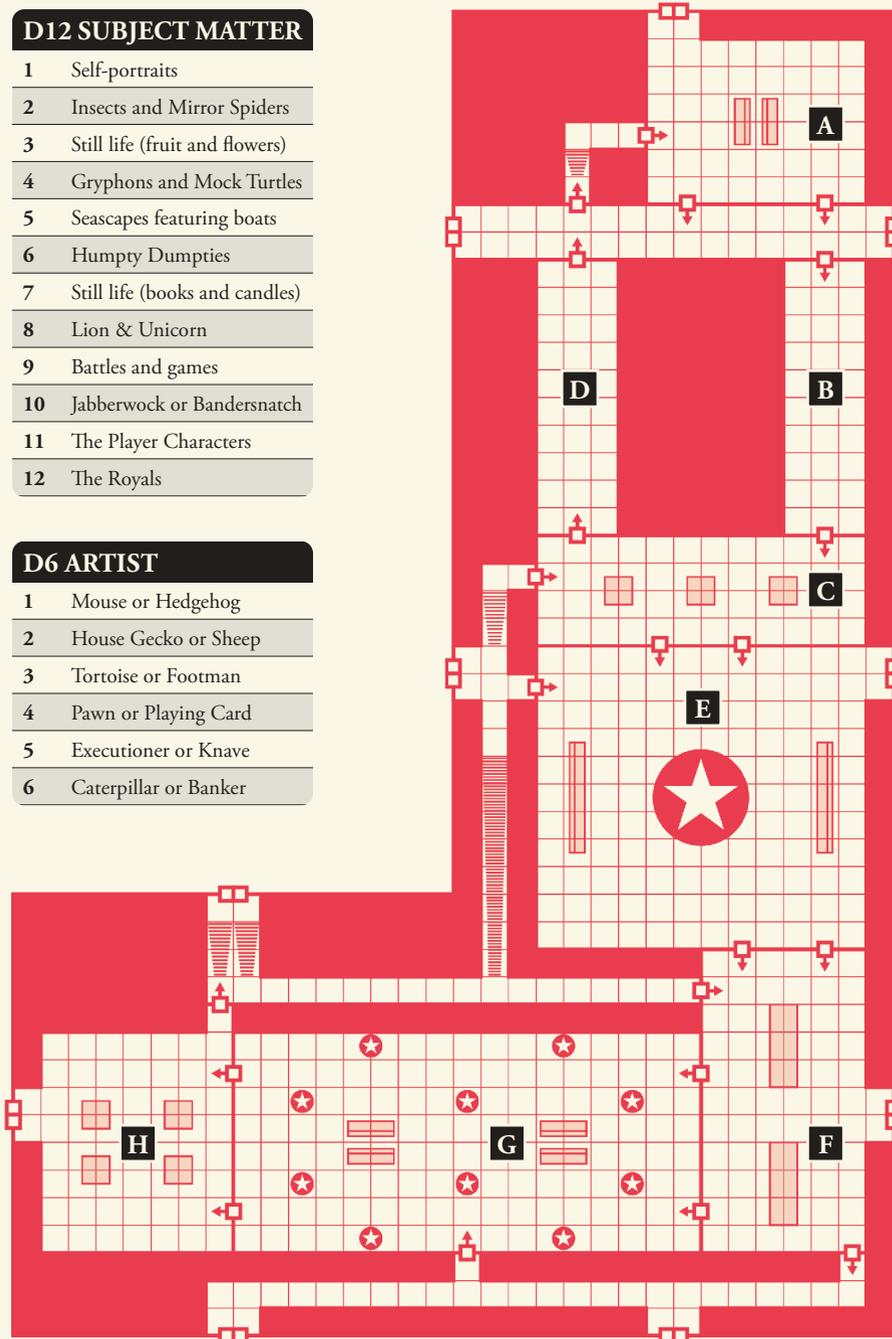
- Any damage to artwork in the Block immediately draws the Almost Alice or Glass Gorgon one step closer
- Can repeat for multiple artworks

### D12 SUBJECT MATTER

1	Self-portraits
2	Insects and Mirror Spiders
3	Still life (fruit and flowers)
4	Gryphons and Mock Turtles
5	Seascapes featuring boats
6	Humpty Dumpties
7	Still life (books and candles)
8	Lion & Unicorn
9	Battles and games
10	Jabberwock or Bandersnatch
11	The Player Characters
12	The Royals

### D6 ARTIST

1	Mouse or Hedgehog
2	House Gecko or Sheep
3	Tortoise or Footman
4	Pawn or Playing Card
5	Executioner or Knave
6	Caterpillar or Banker



### BLOCK MECHANICS

- Any **damage to artwork** in the Block immediately **draws the Almost Alice or Glass Gorgon one step closer**
- Can **repeat for multiple artworks**
- Damaging artwork **outside of the Gallery does not trigger** the encounter
- **Repairing or cleaning** the artwork **does not undo** this

#### A. ABSTRACT PAINTINGS

- **Framed** and **various mediums**

#### B. ENTERING PAINTINGS

- Paintings of **figures entering rooms**
- All figures look toward viewer

#### C. ABSTRACT SCULPTURES

- Resting on pedestals

#### D. EXITING PAINTINGS

- Paintings of **figures exiting rooms**
- All figures turned away from viewer

#### E. WAX SCULPTURE

- Very large with bench seating around it
- Subject matter to be determined by the GM

#### F. REALISTIC SCULPTURES & PAINTINGS

- **Uncanny realism**
- **Paintings framed** and in **various mediums**
- **Sculptures** set on display tables

#### G. STATUE ROOM

- Life-sized with heads intact

#### H. PARODY SCULPTURES & PAINTINGS

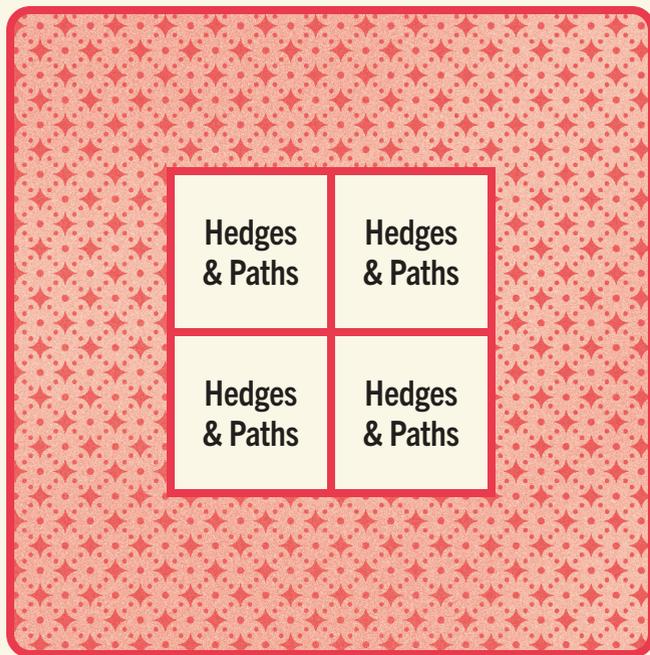
- **Paintings framed** and in **various mediums**
- **Sculptures** set on display tables

### LEGEND

- Double Door
- Single One Way Door
- ▬ Marble Bench
- ★ Statue
- ▱ Stairs

# 3-10 Hedge Maze

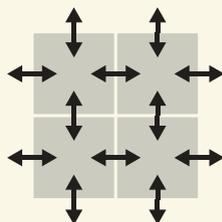
The twists and turns of this intricately planned maze are neatly divided by imposingly tall hedges.



The Land

Careful attention is paid to the hedge maintenance in this maze. Failure to prune the right shrub means a gardener will quickly find their exit growing in behind them.

For some, the main appeal to this garden is the twisting and turning paths. Getting lost and then overcoming such a challenge is an excellent form of physical and mental exercise. For others, it's the many secrets that pull adventurers in. Rumors of strange plants, stranger games, and a forgotten shrine are worth the risk of getting permanently lost.



## MOVEMENT

- Enter through any side
- Movement is determined randomly and ignores the Boardcrawl positioning
- When leaving the maze, GM rolls 1D8 and counts from where the party entered to determine what Square and side they exit
- Wearing a Tweedle's hat negates the random movement and exit
- See page 6 for more detail on Depthcrawl mechanics

## LOOKING-GLASS DIFFERENCES

- Uncomfortably cold
- Blizzard limits visibility to 10'
- Always nighttime, with glowing blue lights
- All local bodies of water are frozen
- Area 23 is warm and safe

## D20 ENCOUNTER

1	No Encounter	12-16	Non-Player Character (NPC)
2-5	Area Quirk or Gate Quirk	17	Well, Mirror, or Mouse Hole
6	Accident waiting to happen	18-19	Stairs leading up
7-11	Creature	20	Almost Alice or Glass Gorgon

## D4 AREA QUIRK

- ♣ Magic darkness for 1 hour
- ♦ Creatures change to their natural size
- ♠ (Roll Creature or NPC) of unusual size
- ♥ Rainstorm for 1 hour

## D4 GATE QUIRK

- ♣ Padlocked (Magical)
- ♦ Gate opening is half width
- ♠ Gate disappears for 1 hour (gate opening still exists)
- ♥ Gate opens to Kitchen & Cellar pg. 166

## D4 ACCIDENT WAITING TO HAPPEN

- ♣ Half-buried rake. Save or 1D8 and blind for 1 minute.
- ♦ Tossed shovel from over hedge (ahead). Save or 2D6.
- ♠ Tossed log from over hedge (behind). Save or 2D6.
- ♥ Stray potted plant (begonias) falls from above. Save or 3D6.

## D12 CREATURE

- K 1D8 Flowers or Weeds
- 2 2D6 Insects or Moths
- 3 1D6 Mock Turtles or Jubjub Birds
- 4 1D10 Grabbers (Branches or Roots)
- 5 1D4 Gryphons or Topiaries
- 6 1D10 Mirror Spiders
- 7 1D8+1 Serpents
- 8 1D4x2 Humpty Dumpties
- 9 Bandersnatch
- 10 Jabberwock
- J Reroll 2D10
- Q 1D10 Creature + 1D10 NPC

## D12 NPC

- K Jester
- 2 2D4 Mice
- 3 1D8+1 Playing Cards
- 4 1 Footman
- 5 Tweedledee & Tweedledum
- 6 1D4 Tortoises
- 7 White Rabbit
- 8 1D6 Knights
- 9 1D4 Executioners
- 10 1D4 Antipathies
- J Reroll 2D10
- Q 1D10 NPC + 1D10 Creature

## D6 CONFLICT

- 1 You look lost
- 2 It's on the back of a painting
- 3 We broke a statue
- 4 They're hiding nearby
- 5 The Cooks are unwell
- 6 I hate the Checkers

## D6 LOOT

- 1 Gold Hand Rake
- 2 Silver Hand Mirror
- 3 1D4+1 Small Gold Frames
- 4 Pewter Inkwell
- 5 Silk & Lace Seed Pouch
- 6 Spinning Bowling Pin

# 3-10 Hedge Maze

## FIRST IMPRESSIONS

- Bright blue sky overhead
- Narrow walkways with wrought iron gates flanked by tall hedges
- Rustling leaves heard all around

## BLOCK-SPECIFIC MECHANICS

- Movement and where the players exit are determined randomly unless a party member is wearing a Tweedle's hat
- See page 6 for Depthcrawl mechanics

## AREAS

### 0. EDGE OF THE MAZE

**White bench** (seats 4) and a stand with a **map of the maze**. The map is constantly shifting but shows a constant circle in the middle.

### 1. BENCHES & TABLES

Fixed to the ground are **4 benches** and **4 tables**, each surrounded by **4 chairs**. **Royals will know** if someone has **slept on the bench** and disapprove.

### 2. LAMP POST

**Wrought iron**. Flame gets brighter when approached. **Snuffing out the flame** causes magic darkness in area and **-2 to next movement roll**.

### 3. TOPIARY HANDS

Large pair of hands. Remain **static unless they hear a question** and will move if able to **answer through hand gestures**.

### 4. FLOWER DRAGON

Large sculpture. **Totally harmless**.

### 5. MAZE EXIT

**Double door gate**. GM rolls 1D8 and counts from where the party entered to determine what side they exit. If party member is wearing a Tweedle's hat, they may choose instead of rolling randomly.

### 6. GAZEBO

Six **stone columns** support the domed roof. **Hidden latch** on one of the columns **drops shutters** from the roof to create a **protected space**.

### 7. MODEL MAZE

Tiny version of the maze under glass. Includes models of the player characters and wandering creatures.

### 8. FLOWER CLOCK

Twenty-four-hour clock. If the **minute and hour hands** are moved to the **same number**, the **next area will be that number**.

### 9. WORD SEARCH MOSAIC

**Floor tiles** each have a letter on them. **First word found** is whatever **appears through the gates**.

### 10. MAZE EXIT

See 5.

### 11. WISHING FOUNTAIN

**Small** with a simple vertical jet. **Heal HP equal to number of coins** thrown into the fountain. Coins **transported to the Vault** (page 178).

### 12. SOLITARY CHAIR

**White iron**. **Sitting on it changes size**. Player rolls 1D4, 1-2: decrease size, 3-4: increase size. Can't change beyond Very Small or Very Big.

### 13. LOOKOUT BRIDGE

**Wooden** and as tall as the hedges. Add **+2 to next movement roll** if used to get a better view.

### 14. HANGMAN GALLOWS

**Single noose**. Guesses are etched on crossbeam. **Bones appear** with every wrong guess. **Lose** and the complete **skeleton follows and attacks with an axe**. **Win** and the **skeleton answers one question** before crumbling to dust.

### 15. MAZE EXIT

See 5.

### 16. GIANT BIRDCAGE

**Gold** and decorative. Easily fit **6 human-sized adults** and there's a 6" gap between bars. Perch and paper lining. Birds can't be harmed inside it.

### 17. SUPPORTIVE ROOTS

**Overgrown** across the ground. Twist to **spell out words of support**. Cutting one causes 6D6 mental damage to the attacker and the roots pull back to reveal a secret.

### 18. NEGLECTED POND

Large, with **artificial waterfall** (not functional). **Water** is putrid, full of algae, and **highly toxic** if consumed. **If cleaned**, the pond's **reflection** will **offer clues** and general guidance.

### 19. STATUE OF ALICE

Life-sized statue of Little Alice holding a map at an angle and looking confused.

### 20. MAZE EXIT

See 5.

### 21. HOLE

**1'-diameter** hole and **doubles in size** every minute. **Sent back to Area 1** after **falling in hole**.

### 22. CROSSWORD TILES

**Ground is marked by a 15' square grid** made of 1' squares. Dozens of 1' tiles, each with a single letter on it, lying around. GM determines whether making words causes anything to happen.

### 23. GREENHOUSE

Modest glass building. Full of seedlings and plants that can't survive outside the maze. Full of gardening equipment.

### 24. SHRINE TO LILITH

**Columns** support an ornately masoned arch over a great **golden statue of Lilith**. **Iron bowls** on the ground light up in flame when approaching the statue.

*Any rolls higher than 24 lead to the Shrine of Lilith.*

## D6 THE HEDGE IS . . .

- |   |                   |
|---|-------------------|
| 1 | Dry & brittle     |
| 2 | Covered in burlap |
| 3 | Recently watered  |
| 4 | In good health    |
| 5 | Freshly painted   |
| 6 | Closing in        |

## D6 WHAT'S ABOVE US?

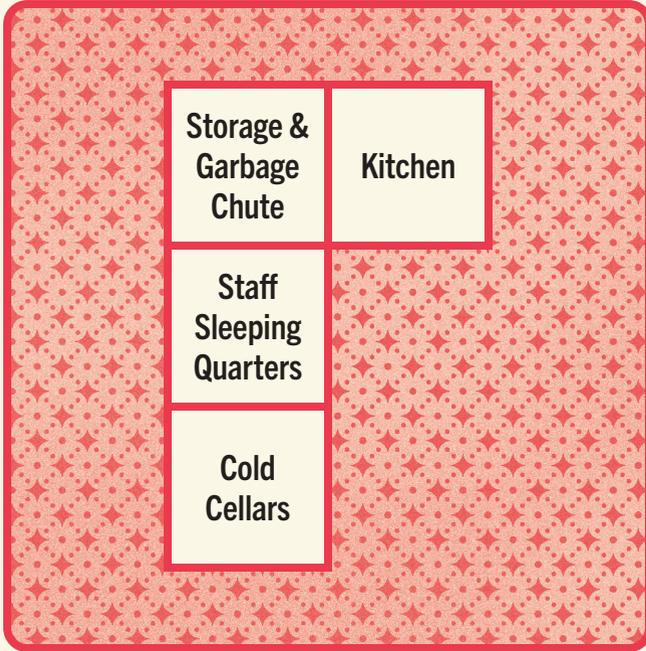
- |   |                         |
|---|-------------------------|
| 1 | Wrought iron arches     |
| 2 | Topiary arches          |
| 3 | Floral arches           |
| 4 | Canopy of dead branches |
| 5 | Canopy of flowers       |
| 6 | Canopy of grape vines   |

## D12 SOUNDS

- |   |                            |    |                               |
|---|----------------------------|----|-------------------------------|
| 1 | Branches snapping          | 7  | Glass shattering              |
| 2 | Small water splashes       | 8  | Creaking wood                 |
| 3 | Ticking clock              | 9  | Footsteps through dead leaves |
| 4 | Tiles smashing like plates | 10 | Thunder                       |
| 5 | Branch pruning             | 11 | Dragon's snarl                |
| 6 | Wailing                    | 12 | Children yelling, "AMAZING"   |

# 3-11 Kitchen & Cellar

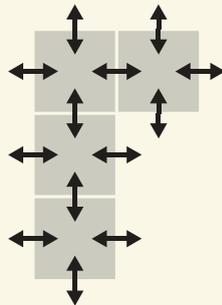
Every meal, snack, and dessert served in the Card Castle was baked, braised, boiled, or broiled here.



The Land

Kitchens have a simple equation: the less time before a meal must be served, the more stress the staff must endure. Voices get a little louder, tempers get a little hotter, and stabbings get a little more likely as mealtime approaches.

Afterward, everyone processes and navigates the experience in their own way. Some vent their complaints in the cold cellar while others grab cured meats and gather in secret rooms to plan for change. Either way, getting information from the staff is a piece of cake after dessert is served.



## MOVEMENT

- Enter or exit through any side
- Move freely between Squares

## LOOKING-GLASS DIFFERENCES

- Uncomfortably cold
- Cellar is dangerously cold, speed halved and disadvantage on all physical rolls (where appropriate)
- Any food or liquid exposed to air immediately freezes

## D20 ENCOUNTER

1	No Encounter	12-16	Non-Player Character (NPC)
2-5	Block Quirk or Door Quirk	17	Well, Mirror, or Mouse Hole
6	Accident waiting to happen	18-19	Stairs leading up
7-11	Creature	20	Almost Alice or Glass Gorgon

## D4 BLOCK QUIRK

- ♣ All lights go out unless one or more doors are open
- ♦ Magic silence for 1 hour
- ♠ Low gravity for 1 hour
- ♥ Flooded (2" of broth)

## D4 DOOR QUIRK

- ♣ Door opens to Parlor pg. 168
- ♦ Brick wall behind door
- ♠ Plays music while open
- ♥ Jammed (prune)

## D4 ACCIDENT WAITING TO HAPPEN

- ♣ Olive oil spill on floor. Single target, save or fall prone and 1D6.
- ♦ Oil-stained wall. Any nearby flame causes it to ignite.
- ♠ Faulty stove. First a hiss, then 30' blast. Take 8D6 or save for half.
- ♥ Pasta drops from ceiling in a 5' area. Save or smell like Kitchen for 1 day.

## D12 CREATURE

K	2D6 Oysters
2	1D8 Mome Raths
3	3D4 Matchmakers
4	1D8 Mockeries
5	2D6 Mirror Spiders
6	1D8+1 Serpents
7	1D8+2 Custards
8	1D8+2 Jelly Cubes
9	1D6 Looking-Glass Creatures
10	1D4x2 Humpty Dumpties
J	Reroll 2D10
Q	1D10 Creature + 1D10 NPC

## D12 NPC

K	Heart King + Heart Queen
2	2D4 Mice
3	1D8 House Geckos
4	1D8 Crabs & Daughters or Lobsters
5	1D8+1 Cooks
6	1 Playing Card
7	1D8+1 Playing Cards
8	1D4 Footmen
9	White Rabbit
10	1D4 Executioners
J	Reroll 2D10
Q	1D10 NPC + 1D10 Creature

## D6 CONFLICT

1	It's eating all the ingredients
2	We can't trim the hedges
3	They attacked the Topiaries
4	A new order just came in
5	I need to get to a Parlor
6	You must get to the Mill

## D6 LOOT

1	Diamond Corkscrew
2	Porcelain Doll with Head
3	Ruby-Encrusted Rolling Pin
4	Lobster-Shaped Cookie Jar
5	Spice Box Full of Mustards
6	1D4+1 Miniature Goblets

# 3-11 Kitchen & Cellar

## FIRST IMPRESSIONS

- Either chaotic or eerily quiet
- Exhausted staff and aggravated management
- Always clean and well stocked

## BLOCK-SPECIFIC MECHANICS

- Anything put into the Garbage Chute (C) is immediately transported to the Wasteland on Level 1 (page 108)
- GM decides which Block and Square

### A. KITCHEN

- Food preparation at top, meal cooking in middle, service area at bottom
- Dishwashing stations in corners
- Doors swing both directions

### B. STORAGE

- Cooler temperature than Kitchen (A)
- Full of disorganized crates, casks, and tins

### C. GARBAGE CHUTE

- Giant pit in corner of the room

#### GARBAGE CHUTE MECHANICS

- Anything put into the chute is **immediately transported** to the Wasteland on Level 1 (page 108)
- GM **decides** which Block and Square
- Creatures and objects **land** in Square **completely unharmed**

### D. DUMBWAITER ROOM

- **Sliding gate** protects the elevator shaft
- Controlled by ropes and pulleys located both **inside and outside** the platform

### E. STAFF LOUNGE

- Unused tables and chairs

### F. PRIVATE SLEEPING QUARTERS

- A reward for exceptional service
- **Locks** from the inside

### G. SHARED SLEEPING QUARTERS

- Personal bed, nightstand, and locked footlocker
- Shared desks
- **Secret door** to Meeting Room (H) hidden **behind desk**

### H. HIDDEN MEETING ROOM

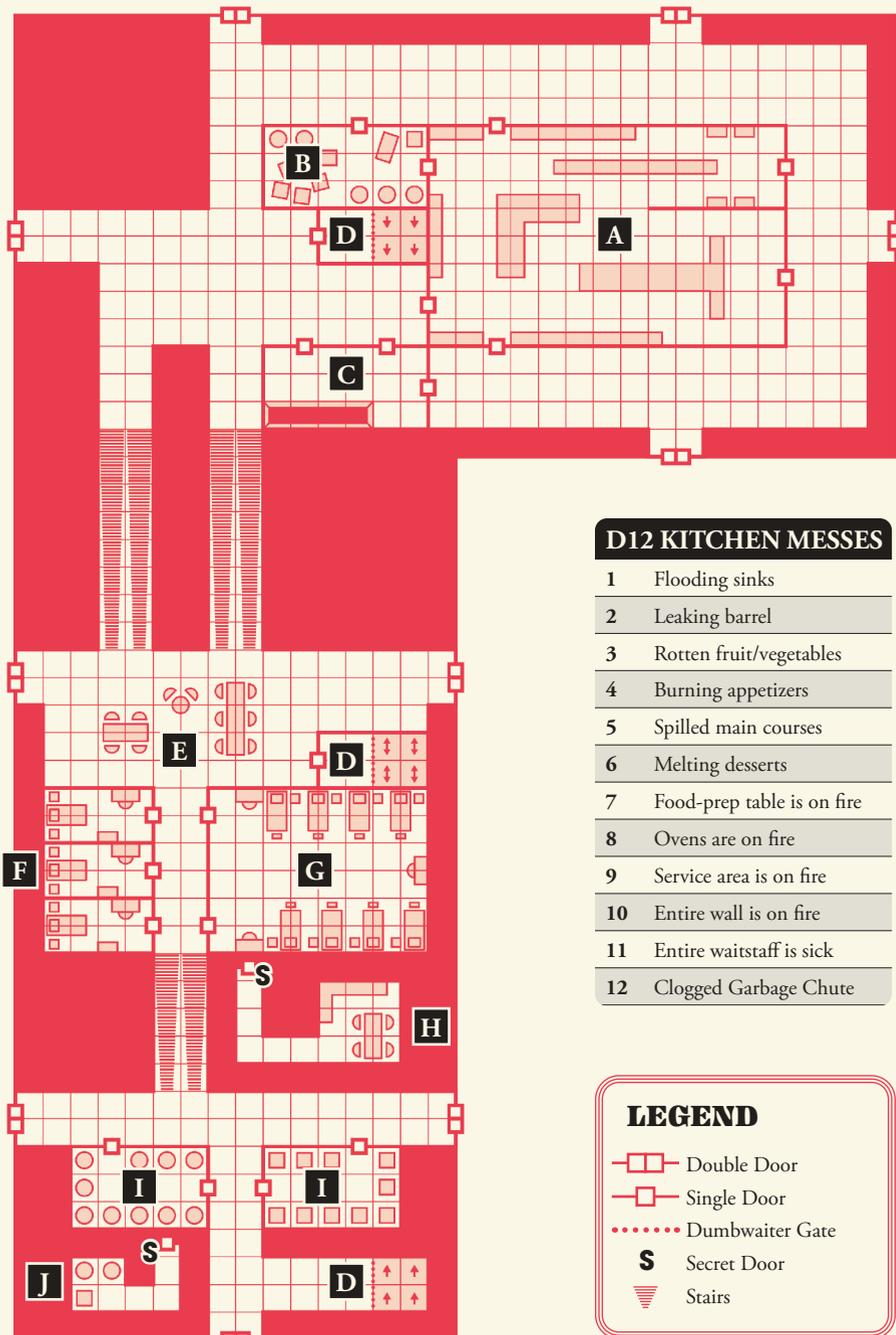
- Shelves with books about strikes and negotiations
- Table covered in strike signs

### I. COLD CELLAR

- Full of casks and barrels or crates and tins
- **Secret door** to Hidden Cellar (J) behind **barrel of sardines**

### J. HIDDEN CELLAR

- Few know of this place
- Dangerous and forgotten vintages



# 3-12 Parlor

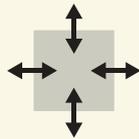
Wonderers seek the cozy atmosphere and attentive bartenders of the Parlors to unwind and openly discuss a wide range of topics.



The Land

No one comes to the Parlors for the food. They may stock peanuts and pretzels behind the bar and are always happy to provide a little toast, but that's all secondary. Wonderers pour into the Parlors to drink or debate.

No matter how impassioned the conversation, it never escalates beyond words. Besides, no one can hurt each other here. At least not physically. And to do so would be impolite. Best to simply suggest the opposition put a cork in it.



## MOVEMENT

- Enter or exit through any side

### D20 ENCOUNTER

1	No Encounter	12-16	Non-Player Character (NPC)
2-5	Block Quirk or Door Quirk	17	Well, Mirror, or Mouse Hole
6	Accident waiting to happen	18-19	Stairs leading up
7-11	Creature	20	Almost Alice or Glass Gorgon

### D4 BLOCK QUIRK

- ♣ Filled with dense fog
- ♦ Creatures shrink to Very Small size
- ♠ (Roll Creature or NPC) of unusual size
- ♥ Everything covered in dust

### D4 DOOR QUIRK

- ♣ Padlocked (Magical)
- ♦ Door opening is half height
- ♠ Painted wall behind door (looks like adjacent Block)
- ♥ Door opens to Playroom pg. 170

### D4 ACCIDENT WAITING TO HAPPEN

- ♣ Small glass shards on floor. Save or shoe punctured (2D4 if barefoot).
- ♦ Poor column repair. Collapses in 30' line. Save or 4D6.
- ♠ Beverage-stained floor. Any nearby flame causes it to ignite.
- ♥ Vibrations loosen ceiling tile in 5' area. Save or take 2D8.

### D12 CREATURE

K	1D8 Dreamons (Minor)
2	2D4 Moths
3	1D6 Borogroves
4	1D4 Imps of the Perverse
5	1D6+1 Tearriers
6	1D8+2 Custards
7	1D8+2 Jelly Cubes
8	1D4 Oracles
9	1D4 Spirits
10	1 Dreamon (Major)
J	Reroll 2D10
Q	1D10 Creature + 1D10 NPC

### D12 NPC

K	Heart King
2	1D6 House Geckos
3	1D4 Gnomes de Plume
4	1D8+1 Playing Cards
5	1D4 Footmen
6	1D4 Kangaroos
7	Duchess
8	3 Tongues
9	White King + White Queen
10	Heart Queen
J	Reroll 2D10
Q	1D10 NPC + 1D10 Creature

### D6 CONFLICT

1	We've run out of drinks
2	They burned all of our toast
3	The Tower is overrun
4	I need to talk to Heart King
5	You're too loud
6	It's lost in the Mustard Mine

### D6 LOOT

1	Crystal Cup & Saucer
2	Map of Bedroom (pg. 148)
3	Carving of Playing Card
4	Miniature Banjo
5	Small Lip-Shaped Purse
6	Windup Toy Dirtworm

## LOOKING-GLASS DIFFERENCES

- Dangerously cold, speed halved and disadvantage on all physical rolls (where appropriate)
- Bottled liquids are significantly colder but not frozen, and they warm the body to a safe temperature

# 3-12 Parlor

## FIRST IMPRESSIONS

- Dim lighting and cozy leather seating
- Well-stocked bar with high stools
- Floor-to-ceiling bookshelves around the perimeter of the Parlor

## BLOCK-SPECIFIC MECHANICS

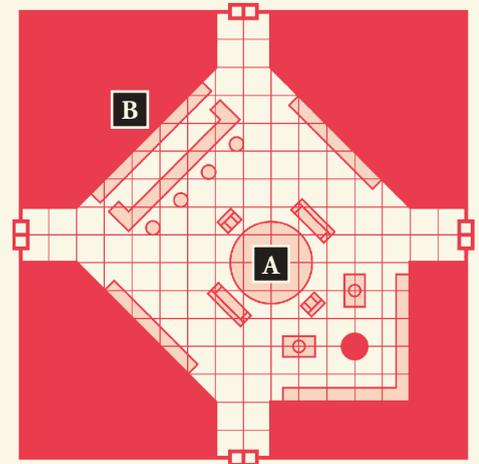
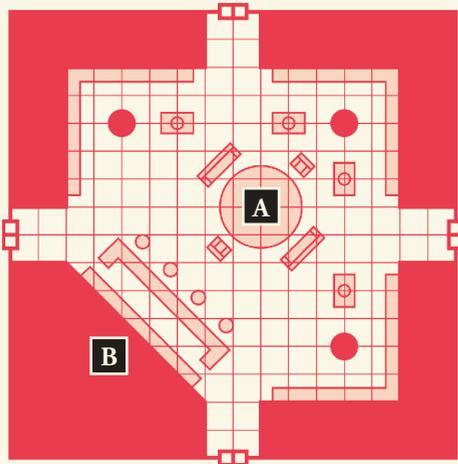
- Only verbal attacks can harm a creature, construct, or animated object
- All other damage to a target is nullified
- The Room can be damaged

### D12 WHAT'S THE BOOK ABOUT?

1	Language book (Moths)	7	Language book (Serpents)
2	How to apologize	8	How to settle arguments
3	Language book (Signing)	9	Language book (Runes)
4	How to throw your voice	10	How to read body language
5	Language book (Hall Monitors)	11	Language book (Figments)
6	How to project when speaking	12	How to hear a lie

### D12 WHAT'S THIS DRINK CALLED?

1	Young Fashioned	7	Dry Heartini
2	Last Word	8	Pickled Pawn
3	Bizarrgarita	9	Crowjito
4	Slippery Slope	10	King's Ransom
5	Banana Quackuiri	11	Gin Rummy
6	Stubbed Toe	12	Wildest Dream



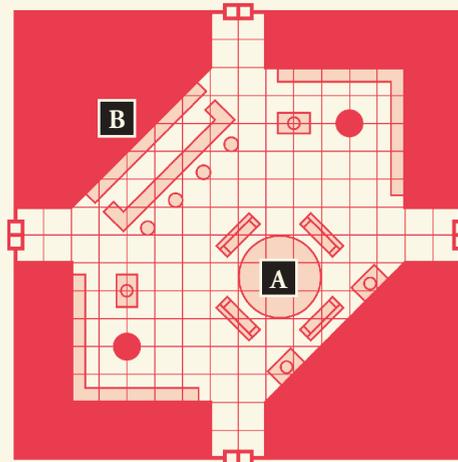
The Land

### BLOCK MECHANICS

- Only verbal-based attacks can harm a creature, construct, or animated object within the Block
- All other damage to a target is nullified
- Nondamaging spells or actions act as normal
- The Room and its contents can be damaged

### A. SITTING AREA

- Round table surrounded by comfortable seating
- Pattern on seating is a mix of mouths and ears



### B. BAR

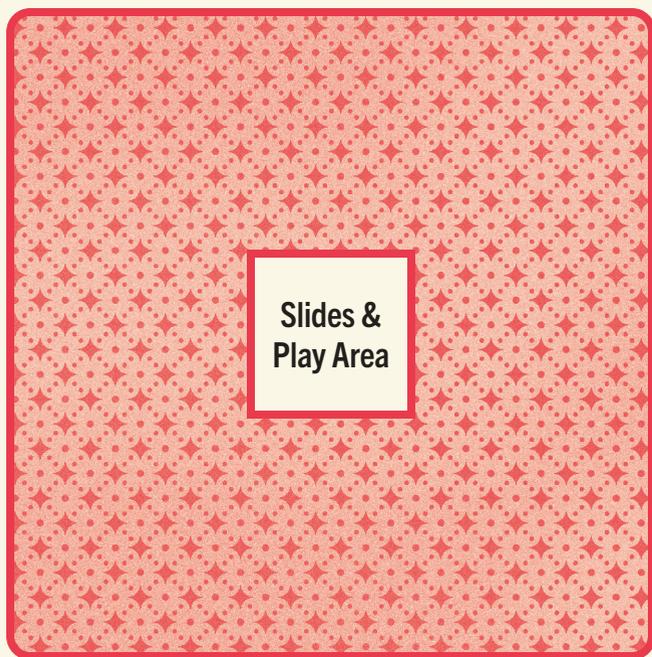
- Long wooden bar top with high stools
- Shelves behind the bar stocked with colorful glass bottles
- Almost none of the bottles are labeled
- Bar top is immune to liquid damage
- Secret floor hatch leads to money box and forbidden bottles

### LEGEND

- □ Double Door
- Wooden Pillar
- ▭ Chesterfield
- Bouquet on Table

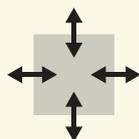
# 3-13 Playroom

The room's abundance of shapes, patterns, and colors creates an atmosphere similar to a toy shop or candy store.



The Land

For the playful, navigating the Card Castle's Playrooms is child's play. The stairs are painted bright colors to be visible in very low light, and the slides can prove to be as useful as they are fun. Going down these covered tubes offers a quick escape, and ambitious climbers can go the wrong way to sneak up on unsuspecting victims at the top.



## MOVEMENT

- Enter or exit through any side

Popular activities in the Playroom include story time, tag, and mock trials where participants play out a pretend court case. This continues until everyone breaks for recess.

## LOOKING-GLASS DIFFERENCES

- Uncomfortably cold
- Stairs are replaced with gently sloping nonslip ramps
- Sharp icicles hang from the ceiling

### D20 ENCOUNTER

1	No Encounter	12-16	Non-Player Character (NPC)
2-5	Block Quirk or Door Quirk	17	Well, Mirror, or Mouse Hole
6	Accident waiting to happen	18-19	Stairs leading up
7-11	Creature	20	Almost Alice or Glass Gorgon

### D4 BLOCK QUIRK

- ♣ Magic darkness for 1 hour
- ♦ Creatures change to their natural size
- ♠ Low gravity for 1 hour
- ♥ Flooded (2" of fruit juice)

### D4 DOOR QUIRK

- ♣ Door opens to Stairway pg. 172
- ♦ Blocked by webbing
- ♠ Locked (Childproof)
- ♥ Jammed (raspberry)

### D4 ACCIDENT WAITING TO HAPPEN

- ♣ Forgotten jump rope on floor. Save or fall prone.
- ♦ Rotting snacks releases 30' toxic cloud. Take 6D6 poison or save for half.
- ♠ Spilled fruit juice on floor in a 5' area. Save or stuck to ground.
- ♥ Vibrations loosen forks stuck in ceiling. Everyone save or 2D6.

### D12 CREATURE

- K 1D8 Dreamons (Minor)
- 2 1D4+1 Headless Dolls
- 3 3D4 Matchmakers
- 4 1D8 Mockeries
- 5 1D4 Gryphons
- 6 1D8+2 Custards
- 7 1D8+2 Jelly Cubes
- 8 1 Oracle
- 9 1D4x2 Lost Soles
- 10 1 Dreamon (Major)
- J Reroll 2D10
- Q 1D10 Creature + 1D10 NPC

### D12 NPC

- K Heart King
- 2 2D4 Mice
- 3 1D8 House Geckos
- 4 1D8+1 Playing Cards
- 5 Cheshire Cat
- 6 Tea Party
- 7 Tweedledee & Tweedledum
- 8 Banker
- 9 1D4 Executioners
- 10 Heart Queen
- J Reroll 2D10
- Q 1D10 NPC + 1D10 Creature

### D6 CONFLICT

- 1 They took my toy
- 2 It's hidden in the Parlor
- 3 I want to see Tower Ruins
- 4 You're playing wrong
- 5 It fell down the stairs
- 6 We broke the telescope

### D6 LOOT

- 1 Silk Backgammon Board
- 2 1D4+1 Pewter Bookends
- 3 Porcelain Doll with Head
- 4 Gold Napkin Holder
- 5 Small Gold Box (Empty)
- 6 Carnival Glass Hedgehog

# 3-13 Playroom

## FIRST IMPRESSIONS

- Walls painted bright colors with murals of flowers, shapes, and numbers
- Carpeted floor covered in pillows
- All furniture has rounded corners

## BLOCK-SPECIFIC MECHANICS

- Creatures shrink to Small size when entering the Block
- Size reverts to creature's original size when leaving the Block

### D6 PIT'S CONTENTS

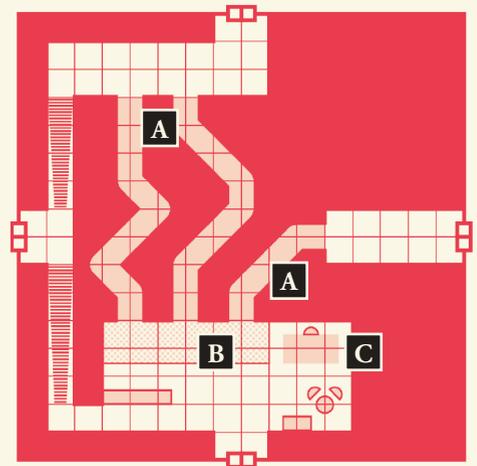
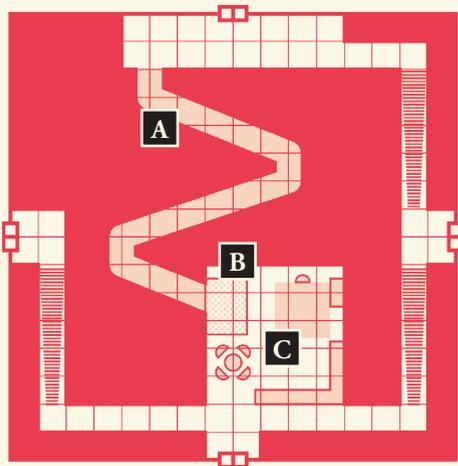
1	Empty
2	Mud
3	Jelly (not yet alive)
4	Foam balls
5	Stuffed animals
6	Gryphon feather pillows

### D6 TOYS

1	Tea set & flatware
2	Building blocks
3	Toy instruments & tools
4	Dollhouses & dolls
5	Wooden animals & boats
6	Clockwork figures & trains

### D12 PICTURE BOOK SUBJECT

1	Basic alphabet book	7	Book of places
2	Counting to 20	8	Naming animals & objects
3	Shapes & colors	9	Book of opposites
4	Good table manners	10	Mazes and puzzles
5	Healthy eating habits	11	Book of feelings
6	Bathing and general hygiene	12	Search-and-find book



The Land

### BLOCK MECHANICS

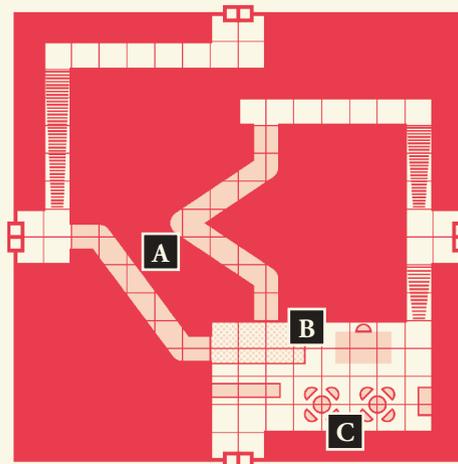
- Creatures **shrink to Small** when **entering the Block**
- Creatures **revert** to original size when **leaving the Block**

#### A. SLIDE

- Brightly colored **tube**
- Easy to descend, difficult to ascend
- **Fully covered** and leads to Landing Pit (B)

#### B. LANDING PIT

- **Raised 1'** above ground and **4'** deep
- Secret **messages** sometimes **written on the bottom**



#### C. PLAY AREA

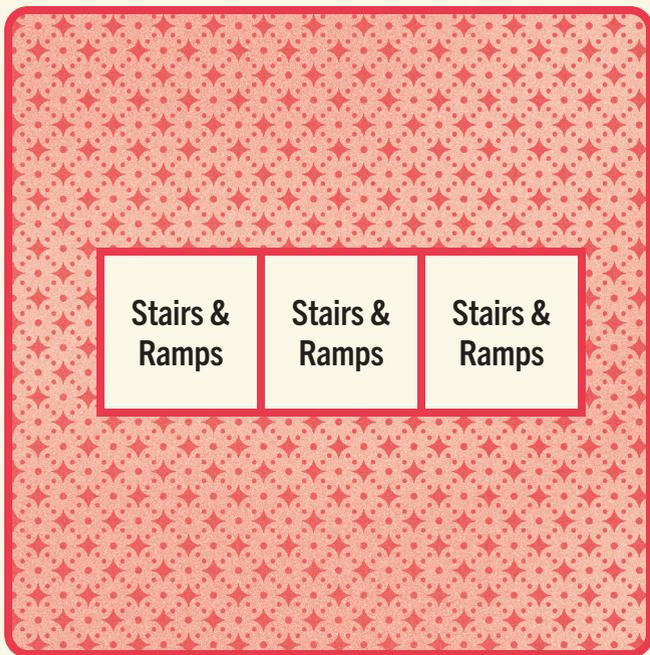
- **Reading chair** in front of **rug**
- **Bookshelf** with well-used books
- Brightly colored tables and chairs
- **Toy chest**

### LEGEND

- Double Door
- Landing Pit
- Stairs

# 3-12 Stairway

Only the Royals seem to enjoy using these hand-crafted stairs and ramps to move through the Card Castle.



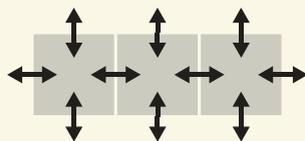
Stairs &  
Ramps

Stairs &  
Ramps

Stairs &  
Ramps

The Land

Life is easier for the Royals, and there's no clearer example of this than the Stairways. Is it magic? Is it some sort of blessing? Are the stairs sentient and paid a wage by the Royals? No one knows. All that matters is that for everyone except the Kings and Queens of Wonderland, the stairs always ascend. Even noble warriors defending the Card Castle will find their journey to be an uphill battle.



## MOVEMENT

- Enter or exit through any side
- Move freely between Squares
- Within Stairway, center Square can be crossed only by first moving to one of the adjacent Squares

The Royals don't even notice this. For them, it's always easy to take the stairs; gravity does half the work.

## LOOKING-GLASS DIFFERENCES

- Uncomfortably cold
- Landings covered in thick ice, speed doubled but must save after every 20' of movement or fall prone
- Flowers and fabrics are frozen and brittle

## D20 ENCOUNTER

1	No Encounter	12-16	Non-Player Character (NPC)
2-5	Block Quirk or Door Quirk	17	Well, Mirror, or Mouse Hole
6	Accident waiting to happen	18-19	Stairs leading up
7-11	Creature	20	Almost Alice or Glass Gorgon

## D4 BLOCK QUIRK

- ♣ All lights go out unless one or more doors are open
- ♦ Magic silence for 1 hour
- ♠ (Roll Creature or NPC) of unusual size
- ♥ Ground covered in salt

## D4 DOOR QUIRK

- ♣ Padlocked (Magical)
- ♦ Door opening is half width
- ♠ Door disappears for 1 hour (door opening still exists)
- ♥ Door opens to Study pg. 174

## D4 ACCIDENT WAITING TO HAPPEN

- ♣ Upturned nail in floor. Save or shoe punctured (2D6 if barefoot).
- ♦ Wall collapse. First rumbling, then all in 30' line save or take 4D6.
- ♠ Large area rug over 20'-wide pit. Save or fall 20' and take 2D8.
- ♥ Vibrations loosen ceiling tile in a 5' area. Save or take 2D8.

## D12 CREATURE

K	1D8 Dreamons (Minor)
2	2D4 Flowers or Weeds
3	2D6 Moths
4	3D4 Matchmakers
5	1D6 Topiaries
6	1D8+2 Custards
7	1D8+2 Jelly Cubes
8	1D4+1 Hall Monitors
9	1D4×2 Lost Soles
10	2 Dreamons (Major)
J	Reroll 2D10
Q	1D10 Creature + 1D10 NPC

## D12 NPC

K	Jester
2	2D4 Mice
3	1D8 House Geckos
4	1D8 Cooks
5	1D8+1 Playing Cards
6	1D4 Footmen
7	Cheshire Cat
8	1D4 Kangaroos
9	1D4 Executioners
10	1D4 Antipathies
J	Reroll 2D10
Q	1D10 NPC + 1D10 Creature

## D6 CONFLICT

1	You made me trip
2	I'm late for story time
3	You're late for your train
4	It fled up the stairs
5	We need to see Banker
6	They all went swimming

## D6 LOOT

1	Iron Brannock Device
2	Gold Microscope
3	Small Painting of Stairs
4	Pewter Jewelry Box
5	Crystal Jar of Foot Cream
6	Glowing Snow Globe

# 3-12 Stairway

## FIRST IMPRESSIONS

- Carpeted landing leads to ornate and frequently used stairways and ramps
- Walls lined with large oil paintings
- Arched ceilings of wood and plaster

## BLOCK-SPECIFIC MECHANICS

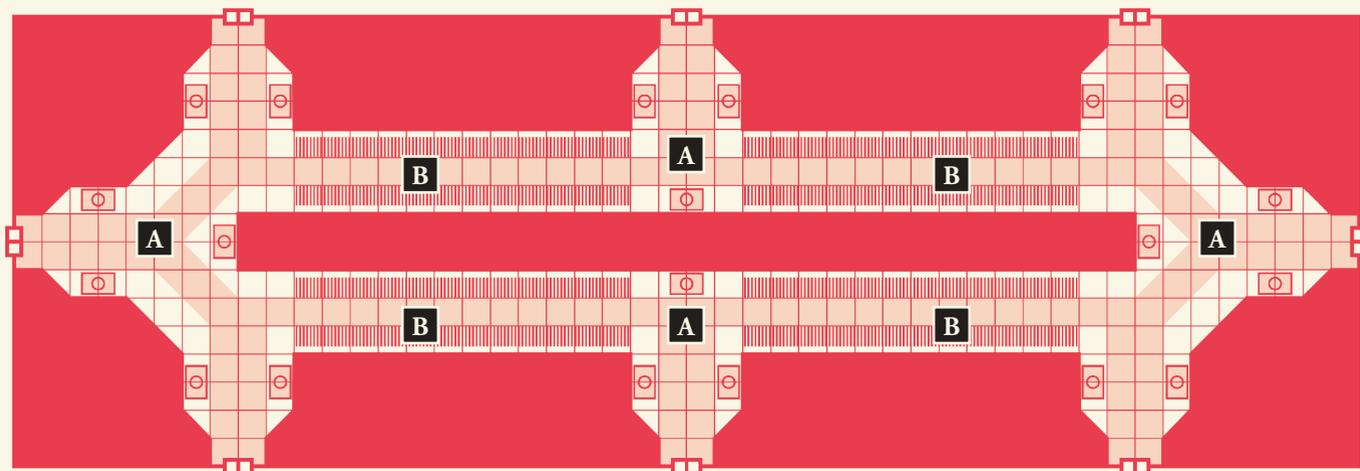
- Upon entry, stairs and ramps ascend for anyone not wearing a crown
- If entering in the middle, both directions ascend

### D12 THE FLOWERS ARE ...

1	Fresh tiger lilies	7	Dried stems with heads cut off
2	Fresh roses	8	Dried daffodils
3	Fresh pansies and tulips	9	Dried roses
4	Growling dandelions	10	Warming sunflowers
5	Growling tiger lilies	11	Singing tulips
6	Laughing daffodils	12	Singing roses

### D12 THE PATTERN ON THE CARPET IS ...

1	Checkerboard	7	Worms eating fruit
2	Houndstooth	8	Moths hiding in flowers
3	Latticework covered in vines	9	Winking eyes
4	Rosebushes	10	Tearriers chasing Birds
5	Twisting ladders	11	Running Playing Cards
6	Intertwined snakes	12	Rolling decapitated heads



#### A. LANDING

- Carpeted
- Lined with bouquets on wooden tables
- Paintings hang on every wall

#### B. STAIRS & RAMPS

- Stairs are wooden
- Ramps are carpeted

#### STAIR & RAMP MECHANICS

- Stairs & ramps **always ascend** from **point of entry**
- If entering in the **middle, both directions ascend**
- If wearing a **crown**, stairs **always descend**

### D6 THE STAIRS ARE ...

1	Dusty
2	Wet
3	Covered in dirt
4	Covered in flour
5	Covered in footprints
6	Freshly stained

### D6 THE RAMPS ARE ...

1	Singed and smoking
2	Slashed and shredded
3	Soaked in oil
4	Soaked in honey
5	Soaked in blood
6	Freshly carpeted

### D6 PAINTING THEMES

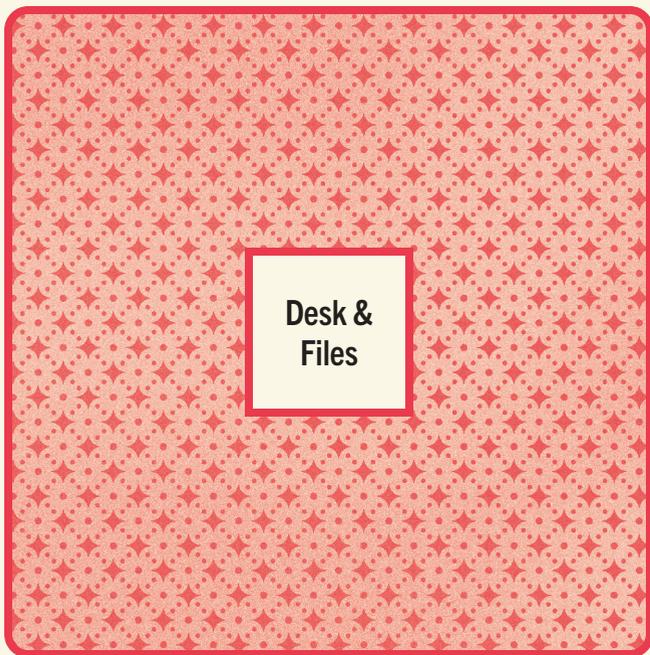
1	Groups standing on stairs
2	Figures eating desserts
3	Figures holding Tearriers
4	Eggs hidden in gardens
5	Still life with snakes
6	Anatomical hearts

## LEGEND

- Double Door
- Bouquet on Table
- Changing Stairs

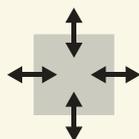
# 3-15 Study

Whether it's filing taxes or paying a ticket, anyone looking for clerical help within Wonderland will eventually end up here.



The Land

Despite the Banker's best efforts, the Study is always in some state of disarray. The ever-changing laws and taxes make it difficult to keep up with the growing piles of paperwork. Does a payment toward the blueberry cobbler tax get filed under "berries" or "baking"? Should a miner's employment records be organized chronologically or geologically?



## MOVEMENT

- Enter or exit through any side
- If adjacent to the Vault (page 178), then can freely move into that Block (into the Cavity)

## LOOKING-GLASS DIFFERENCES

- Cold yet manageable
- Files and folders are frozen and brittle and will shatter if disturbed
- Floor-to-ceiling bars frozen in half-open position

## D20 ENCOUNTER

1	No Encounter	12-16	Non-Player Character (NPC)
2-5	Block Quirk or Door Quirk	17	Well, Mirror, or Mouse Hole
6	Accident waiting to happen	18-19	Stairs leading up
7-11	Creature	20	Almost Alice or Glass Gorgon

## D4 BLOCK QUIRK

- ♣ Filled with dense fog
- ♦ Creatures shrink to Very Small size
- ♠ Low gravity for 1 hour
- ♥ Flooded (2" of ink)

## D4 DOOR QUIRK

- ♣ Door opens to Theatre pg. 176
- ♦ Brick wall behind door
- ♠ Plays music while open
- ♥ Jammed (rhubarb)

## D4 ACCIDENT WAITING TO HAPPEN

- ♣ Upturned nail in floor. Save or shoe punctured (2D6 if barefoot).
- ♦ Old scroll. Blinks for 1 min. before 30' blast. Take 8D6 or save for half.
- ♠ Bookshelf topples from weight. All nearby take 6D6 or save for half.
- ♥ Vibrations loosen ceiling tile in a 5' area. Save or take 2D8.

## D12 CREATURE

K	3D4 Moths
2	3D4 Matchmakers
3	1D6+1 Tearriers
4	1D8 Mockeries
5	1 Shark
6	1D6+1 Custards
7	1D6+2 Jelly Cubes
8	1 Shuteye
9	1 Spirit
10	1 Dreamon (Major)
J	Reroll 2D10
Q	1D10 Creature + 1D10 NPC

## D12 NPC

K	Heart King
2	2D4 Mice
3	1D4 Gnomes de Plume
4	1D8+1 Playing Cards
5	Walrus & Carpenter
6	1D4 Tortoises or Kangaroos
7	Banker or White Rabbit
8	3 Tongues
9	1D4 Heart Knives
10	Heart Queen
J	Reroll 2D10
Q	1D10 NPC + 1D10 Creature

## D6 CONFLICT

1	I'm late on a payment
2	You owe back taxes
3	It's trapped in Tulgey Wood
4	We can't afford these fees
5	They went to the Theatre
6	The Tea Party owes us

## D6 LOOT

1	Gold-Framed Glasses
2	Mother of Pearl Hairbrush
3	Platinum Magnifying Glass
4	Gold Locket (Empty)
5	Engraved Fountain Pen
6	Floating Pincushion

# 3-15 Study

## FIRST IMPRESSIONS

- Narrow entryways lined with paintings of Banker and the Heart King's Profits
- Shelves lined with books, banker boxes, and endless files

## BLOCK-SPECIFIC MECHANICS

- If located beside the Vault (page 178), the joining double doors will open into the Vault's Cavity
- Anyone can enter the Vault in this way

### D12 WHOSE RECORDS ARE THESE?

1	Jester or White Rabbit	7	Executioner or Tortoise
2	Mouse or Dormouse	8	Banker or Profit
3	Hatter or March Hare	9	Walrus & Carpenter
4	Cook or House Gecko	10	Knight or Bishop
5	Sheep or Pawn	11	Duchess or Heart Knave
6	Playing Card or Domino	12	Domino King or White Royal

### D12 WHAT SECRET DOES THE FILE REVEAL?

1	Completely broke	7	More money than they say
2	Less money than they say	8	Leading a double life
3	Stealing collared shirts	9	Running a pyramid scheme
4	Blackmailing a Chess Piece	10	In debt to Jester
5	Gifted a large sum of money	11	In debt to a Royal
6	Donating to others	12	Stealing from a Royal

### BLOCK MECHANICS

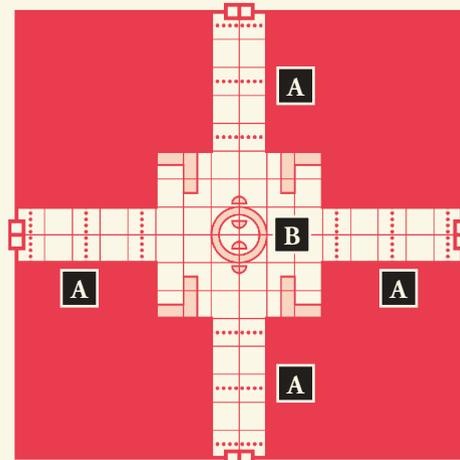
- If the Study is located **beside the Vault** (page 178), the joining double doors will **open into the Vault's Cavity**
- **Anyone can enter** the Vault in this way and they needn't be wearing a Heart Royal's crown

#### A. ENTRYWAY

- **Visible recesses** in the floor
- 3 rows of **floor-to-ceiling bars** emerge or retract if a hidden switch is flipped
- **Switch** located underneath the **Desk (B)**

#### B. THE DESK

- Circular and covered in paperwork
- **2 rolling chairs** in the center
- **Secret switch** under desk can cause entryway bars to emerge or retract



### D12 WHAT'S THE BOOK ABOUT?

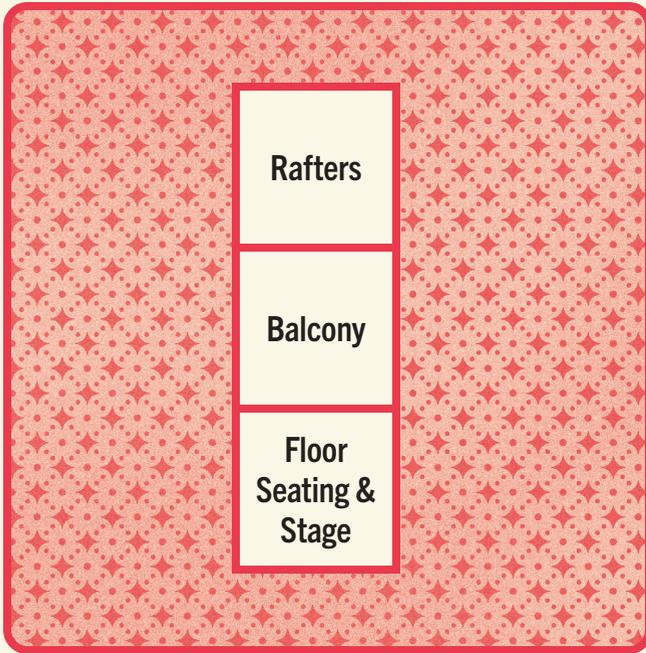
1	Simple mathematics	7	Appraising trinkets and toys
2	How to organize files	8	Appraising jewelry and gems
3	Accounting basics	9	Appraising weapons and armor
4	Investing basics	10	How to wash and dry coins
5	History of currencies	11	How to steal an identity
6	History of fraud	12	How to start a pyramid scheme

### LEGEND

- Double Door
- ..... Floor-to-Ceiling Bars

# 3-16 Theatre

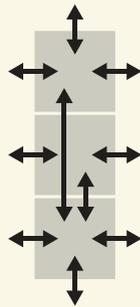
The Card Castle Theatre is renowned for featuring only the most celebrated and revolutionary live performances.



The Land

The Royals and their inner circle may think they're the only ones cultured enough to truly appreciate the Theatre, but this couldn't be further from the truth.

Many of the performances satirize and outright mock the Heart King and Queen, but the insults seem to only connect with the proletariat. It's common for the Royals to sit in silence and miss a joke at their expense while the rest of the Theatre is filled with laughter.



## MOVEMENT

- Enter or exit through any side
- Move freely between Squares
- Within the Theatre, the Rafters (A) can be accessed only via the spiral staircase on either side of the Stage (E)

## LOOKING-GLASS DIFFERENCES

- Uncomfortably cold
- Rafters are covered in thick ice, speed doubled but must save after every 20' of movement or fall prone
- Strong howling winds

## D20 ENCOUNTER

1	No Encounter	12-16	Non-Player Character (NPC)
2-5	Block Quirk or Door Quirk	17	Well, Mirror, or Mouse Hole
6	Accident waiting to happen	18-19	Stairs leading up
7-11	Creature	20	Almost Alice or Glass Gorgon

## D4 BLOCK QUIRK

- ♣ Magic darkness for 1 hour
- ♦ Creatures change to their natural size
- ♠ (Roll Creature or NPC) of unusual size
- ♥ Everything covered in dust

## D4 DOOR QUIRK

- ♣ Padlocked (Magical)
- ♦ Door opening is half height
- ♠ Painted wall behind door (looks like adjacent Block)
- ♥ Door opens to Vault pg. 178

## D4 ACCIDENT WAITING TO HAPPEN

- ♣ Forgotten rope on floor. Save or fall prone.
- ♦ Faulty pyrotechnic. First a hiss, then 30' blast. Take 8D6 or save for half.
- ♠ Stray sandbag falls. Save or fall with it (if level) or 3D6 (if below).
- ♥ Cleaning chemical reaction. Everyone takes 6D6 poison or save for half.

## D12 CREATURE

K	1D8 Dreamons (Minor)
2	1D4+1 Headless Dolls
3	1D10 Grabbers (Ropes)
4	3D4 Matchmakers
5	1D8 Mockeries
6	2D6 Mirror Spiders
7	1D6 Looking-Glass Creatures
8	1 Spirit
9	1D4 Spirits
10	1D4 Dreamons (Major)
J	Reroll 2D10
Q	1D10 Creature + 1D10 NPC

## D12 NPC

K	Heart King
2	1D8 House Geckos
3	3D6 Sheep
4	3D6 Lobsters
5	1D4 Gnomes de Plume
6	1D8+1 Playing Cards
7	1D6 Profits
8	1D4 Executioners
9	1D4 Knaves
10	Heart Queen
J	Reroll 2D10
Q	1D10 NPC + 1D10 Creature

## D6 CONFLICT

1	You're being distracting
2	It's eating all the paperwork
3	We can't find the Tweedles
4	They hate the performance
5	Knaves broke into the Vault
6	I lost it in the Wasteland

## D6 LOOT

1	Gold Opera Glasses
2	Crystal Berry Spoon
3	1D4 Feet of Platinum Chain
4	Small Porcelain Trumpet
5	Makeup Powder Horn
6	Doll of Heart Queen

# 3-16 Theatre

## FIRST IMPRESSIONS

- Dark wood mixed with red velvet
- Gold detailing on seats, banisters, and frames around paintings of actors
- Clean but worn from frequent use

## BLOCK-SPECIFIC MECHANICS

- Falling from the Rafters (A) lands on the Stage (E)
- Falling from the Balcony (B) lands on the Floor Seating (C)

### A. RAFTERS

- Narrow with **thin guardrails**
- Tangle of ropes and sandbags
- **Spiral staircase** on either side leads down to space beside Stage (E)

#### FALLING MECHANICS

- Anything that falls from the Rafters lands on the Stage (E)
- 70' drop

### B. BALCONY

- **Private boxes** have 4 seats
- Center box has 8 seats and private water closet

#### FALLING MECHANICS

- Anything that falls from the Balcony lands on the Floor Seating (C)
- 40' drop

### C. FLOOR SEATING

- Plush seats

### D. THE PIT

- Fits a full **orchestra**

### E. STAGE

- Front and middle curtain
- **Spiral staircase** on either side leads up to Rafters (A)

### F. DRESSING ROOM

- **Mirrored wall** and full of costumes

### G. PRIVATE DRESSING ROOM

- Reserved for the star of the show

### H. STORAGE

- Full of old **costumes and props**

## D6 AUDIENCE IS . . .

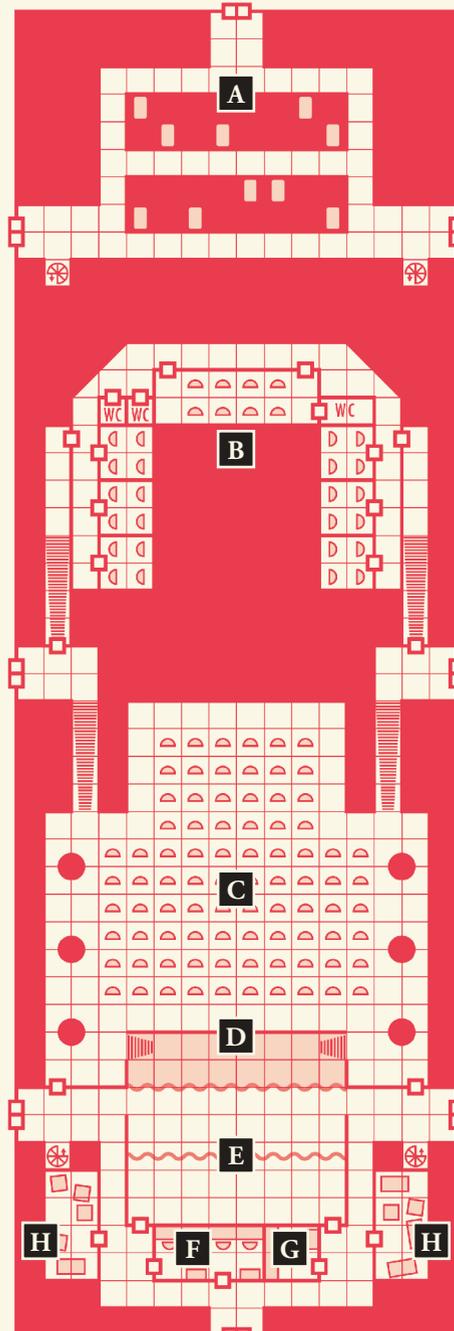
- |   |                             |
|---|-----------------------------|
| 1 | Throwing tomatoes           |
| 2 | Mostly empty but laughing   |
| 3 | Seating half full and bored |
| 4 | Silent and looking scared   |
| 5 | Full house and riveted      |
| 6 | Singing along               |

## D12 THE SHOW IS A . . .

- |    |                         |
|----|-------------------------|
| 1  | Tap dance about battle  |
| 2  | Musical about chess     |
| 3  | Ballet about croquet    |
| 4  | Drama about Flamingos   |
| 5  | Comedy about the Royals |
| 6  | Soloist show about pie  |
| 7  | Tap dance about taxes   |
| 8  | Musical about Footmen   |
| 9  | Ballet about baking     |
| 10 | Drama about the Royals  |
| 11 | Comedy about the PCs    |
| 12 | Reroll and amateurish   |

## D6 PERFORMERS ARE . . .

- |   |                        |
|---|------------------------|
| 1 | Birds (Songbirds)      |
| 2 | Crabs and Lobsters     |
| 3 | Sheep with marionettes |
| 4 | House Geckos           |
| 5 | Playing Cards          |
| 6 | Dominoes               |

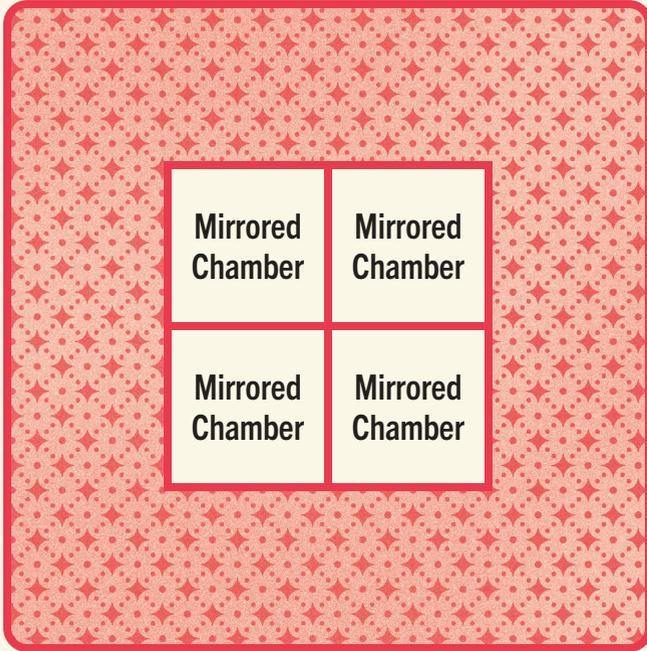


## LEGEND

- Double Door
- Single Door
- Wooden Pillar
- Curtain
- Sandbag
- Spiral Stairs
- Stairs

# 3-17 Vault

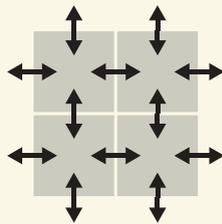
Few know the vault exists, fewer know how to enter its chambers, and even fewer know what is kept inside.



The Land

Finding the Vault is a feat unto itself. Thieves dream of finding their way in, and just when their map shows where it must be, they find themselves somewhere else. It's as if the space doesn't exist.

Anyone able to make it inside will find an abundance of treasure, thriving flora, and the Heart. Only the Heart Queen and King recall the day they discovered and contained it in their Vault, but both refuse to speak of the Figment. Neither know how to get rid of it, so they simply choose to lock it up and throw away the key.



## MOVEMENT

- Enter or exit through any side if wearing a Heart Royal's crown
- Within the Vault, single doors grant passage in only one direction as marked on the map
- Access to Cavity (A) from another Block possible only if wearing a Heart Royal's crown or when entering via the Study (page 174)
- If not wearing a Heart Royal's crown or entering via the Study, double doors open to the Block beyond the Vault

## LOOKING-GLASS DIFFERENCES

- Dangerously cold, speed halved and disadvantage on all physical rolls (where appropriate)
- Blizzard limits visibility to 10'
- Something else lives in the Jar (F)

## D20 ENCOUNTER

1	No Encounter	12-16	Non-Player Character (NPC)
2-5	Block Quirk or Door Quirk	17	Well
6	Accident waiting to happen	18-19	Stairs leading up
7-11	Creature	20	Almost Alice or Glass Gorgon

## D4 BLOCK QUIRK

- ♣ All lights go out unless one or more doors are open
- ♦ Magic silence for 1 hour
- ♠ Low gravity for 1 hour
- ♥ Flooded (2" of ice water)

## D4 DOOR QUIRK

- ♣ Door opens to Armory pg. 146
- ♦ Blocked by webbing
- ♠ Sentient doorknob
- ♥ Jammed (strawberry)

## D4 ACCIDENT WAITING TO HAPPEN

- ♣ Broken glass floor. Save or shoe punctured (2D6 if barefoot).
- ♦ Shelf collapses from rot. Save or 2D8 to anything underneath.
- ♠ Old scroll. Blinks for 1 min. before 30' blast. Take 8D6 or save for half.
- ♥ Thief (Heart Knave) falls through ceiling. Save or 2D8.

## D12 CREATURE

K	1D8 Dreamons (Minor)
2	1D6 Mome Rathes
3	1D4 Matchmakers
4	1D4 Imps of the Perverse
5	1D6+1 Tearriers
6	1D8 Mockeries
7	2D4 Mirror Spiders
8	2D4+1 Looking-Glass Creatures
9	1D4x2 Humpty Dumpties
10	1 Dreamon (Major)
J	Reroll 2D10
Q	1D10 Creature + 1D10 NPC

## D12 NPC

K	Heart King or Jester
2	2D4 Mice
3	1D8+1 Playing Cards
4	Cheshire Cat
5	Walrus & Carpenter
6	Banker
7	1D6+1 Profits
8	1D4 Executioners
9	1D4 Heart Knaves
10	Heart Queen
J	Reroll 2D10
Q	1D10 NPC + 1D10 Creature

## D6 CONFLICT

1	It's gone missing
2	We're late for the Theatre
3	They stole the vegetables
4	The Executioners are unwell
5	I need to get to the Armory
6	Jester is looking for you

## D6 LOOT

1	Jewel-Encrusted Keyring
2	Diamond Pepper Shaker
3	Comically Oversized Gem
4	Sandalwood Bread Box
5	Fine Leather Pocketbook
6	List of Secret Vaults

# 3-17 Vault

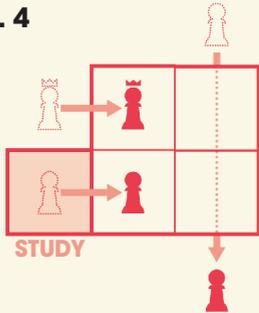
## FIRST IMPRESSIONS

- Mirrored walls and clinical lighting
- Wooden crates, boxes, and chests with intricate hardware
- Giant jar looms in the center of it all

## BLOCK-SPECIFIC MECHANICS

- Double doors leading into Vault instead lead to the Block beyond it
- Wearing a Heart crown or entering via the Study (page 174) negates this

Fig. 4



### BLOCK MECHANICS

- **Double doors** lead to Cavity (A) only when entering via **the Study** (page 174) or while wearing a **Heart Royal's crown**
- If neither conditions are met, double doors open to the Block **beyond the Vault** as if the vault **doesn't exist** (see Fig. 4)

### A. CAVITY

- Hallway of **mirrors**
- **Hidden doors** lead to Left Ventricle (B) and Right Atrium (D)
- **Mirrors on outer edge** open to double doors of **nearest Block**

### B. LEFT VENTRICLE

- **Chests** full of valuables collected from **Fountain** (page 118)

### C. LEFT ATRIUM

- **Artificial lighting** nurtures plants
- Boxes full of valuables collected from taxes

### D. RIGHT ATRIUM

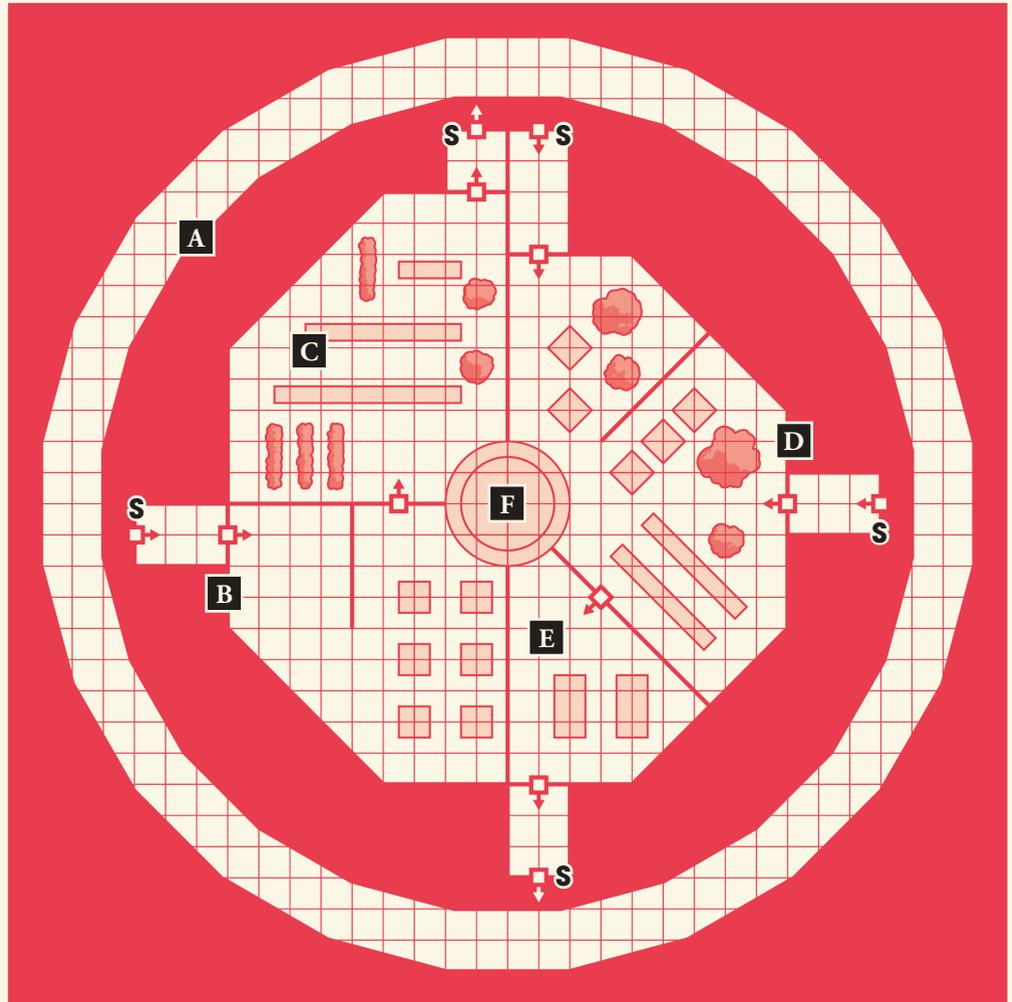
- **Artificial lighting** nurtures plants
- Chests full of valuables collected from **Pay Dirt** (page 126)

### E. RIGHT VENTRICLE

- **Two locked chests** labeled "His" and "Hers"

### F. THE JAR

- Floor-to-ceiling and **thick glass**
- **Dark liquid** and floating inside is **the Heart** (page 40)



The Land

### D12 BOX CONTAINS 1D20×1,000 GP PLUS . . .

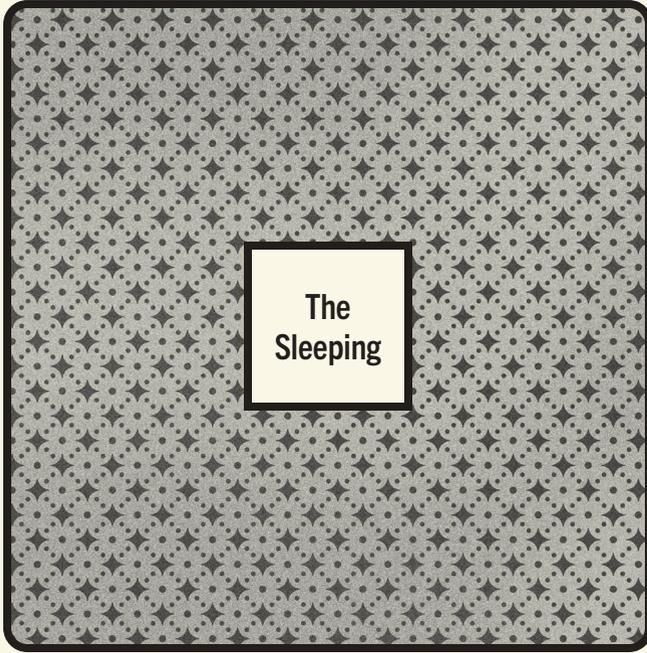
1	Jars full of crystals like honey	7	Bottle full of silver powder
2	Magic embroidered cloak	8	Magic ruffled collar
3	Magnetic shield	9	Magic bow & sentient arrows
4	Flask full of pink liquid	10	Cask full of black sand
5	Glowing pointed helmet	11	Full set of armor
6	Magic collapsible sword	12	Emerald gem on a carved staff

### LEGEND

- Single One-Way Door
- S Secret Mirror Door

# 4-01 The Sleeping's Quarters

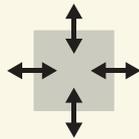
The fourth level feels unlike anywhere else in Wonderland and is beyond describing in a single sentence.



The Sleeping

To describe The Sleeping's quarters is to describe a dream; it's inconsistent, fragmented, and follows its own internal logic. No one who has found the fourth level of Wonderland has been able to effectively describe it to someone who hasn't themselves been there. It's as if the description is forgotten the moment they hear it.

Reading about The Sleeping or the fourth level is no easier. Text warps and evades its reader to become illegible for even the most adept linguists. The only way to truly believe it is to see it.



## MOVEMENT

- How to enter or exit the area to be determined by the GM

## LOOKING-GLASS DIFFERENCES

- Cold yet manageable
- Snow hangs in the air as if frozen in time but falls to the ground when touched

## D20 ENCOUNTER

1	No Encounter	12-16	Non-Player Character (NPC)
2-5	Block Quirk or Door Quirk	17	Empty Well
6	Accident waiting to happen	18-19	Stairs leading up
7-11	Creature	20	Almost Alice or Glass Gorgon

## D4 AREA QUIRK

- ♣ Filled with dense fog
- ♦ Creatures shrink to Very Small size
- ♠ (Roll Creature or NPC) of unusual size
- ♥ Everything covered in sand

## D4 DOOR QUIRK

- ♣ Padlocked (Cursed)
- ♦ Door opening is shrinking
- ♠ Door disappears for 1 hour (door opening still exists)
- ♥ Door opens to Pandæmonium

## D4 ACCIDENT WAITING TO HAPPEN

- ♣ Puddle of memories on floor. Save or fall prone and -2 to WIS or INT.
- ♦ Reality collapse. First snoring, then all in 60' area save or 8D10.
- ♠ Bed frame collapse. Save or 3D6 to any on or under bed.
- ♥ Statue of player character falls. All in 10' area take 8D6 or save for half.

## D12 CREATURE

K	2D6 Dreamons (Minor)
2	1D4+1 Headless Dolls
3	1D4 Imps of the Perverse
4	1D4 Dream Weavers
5	2 Lost Soles
6	1D4 Spirits
7	1 Shuteye
8	The Hand or the Head or the Heart
9	1D4 Dreamons (Major)
10	The Almost Alice or Glass Gorgon
J	Reroll 2D10
Q	1D10 Creature + 1D10 NPC

## D12 NPC

K	Rivals or Jester
2	Cheshire Cat
3	Caterpillar
4	Crow
5	3 Tongues
6	White Rabbit
7	Heart Queen
8	Nobody
9	Time
10	Lilith
J	Reroll 2D10
Q	1D10 NPC + 1D10 Creature

## D6 CONFLICT

1	We can't sleep
2	They're having nightmares
3	We need to get to bed
4	I need your help
5	You can't be here
6	It calls to you

## D6 LOOT

1	Enchanted Music Box
2	Unbreakable Nesting Doll
3	Animated Stuffed Animals
4	Engraved Silver Teapot
5	Ancient Story Book
6	Eldritch Sleeping Gown

# 4-01 The Sleeping's Quarters

## FIRST IMPRESSIONS

- Blurry and hard to see before the space settles into its reality
- At the center and always visible is a bed (or beds)

## BLOCK-SPECIFIC MECHANICS

- Creatures from Pandæmonium cannot affect The Sleeping or the environment
- The Sleeping cannot be harmed but can possibly be woken up

### D12 WHO/WHAT IS THE SLEEPING?

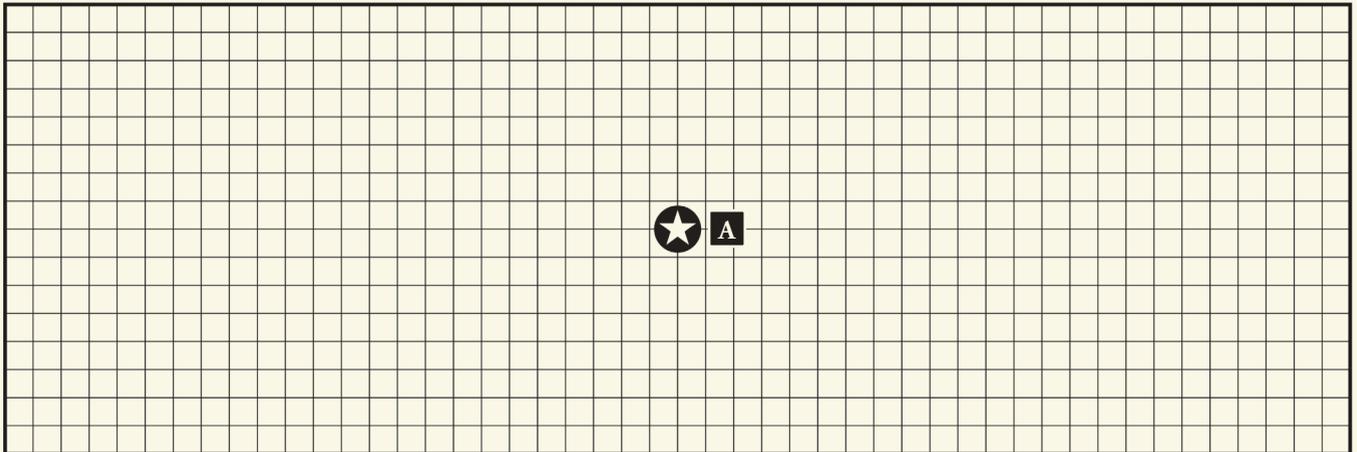
1	Player Characters (younger)	7	Player Characters (skeletons)
2	Little Alice (child)	8	Little Alice (adult woman)
3	Injured rabbit	9	Sentient book (bedtime stories)
4	Player Characters (near-death)	10	Dolls of Player Characters
5	Little Alice (teen)	11	Little Alice (old woman)
6	Mutated Shuteye	12	Reroll and trapped in glass

### D6 BED QUIRK

1	Glowing
2	Surrounded by mirrors
3	Covered in butterflies
4	Floating 6" off the ground
5	Surrounded by flying books
6	Slowly fading away

### D6 THE BLOCK IS A . . .

1	Dark and forgotten cave
2	Sanatorium room
3	Child's bedroom
4	Field of flowers in bloom
5	Treasure room
6	Vast empty void



#### BLOCK MECHANICS

- Creatures from Pandæmonium (Lilith, Dreamons, etc.) **cannot affect The Sleeping** or the environment but can harm player characters

#### A. THE SLEEPING

- **The Sleeping can't be harmed** here but **can be moved**
- **Bed** (or beds) containing The Sleeping (page 60)
- Surrounding area to be determined by the GM

### D12 WHAT WILL WAKE UP THE SLEEPING?

1	The smell of a Cook's soup	7	Jester's bells
2	The crow of Dodo	8	The alarm of a Crocodile's heart
3	Whistle of Tea Party's kettle	9	Recite the Alice Statue poem
4	Destroy what's under the pillow	10	Destroy what's under the bed
5	Whistle of the Train (page 138)	11	Take them out of Wonderland
6	Looking-Glass Land ice water	12	Defeat Lilith

## LEGEND

- ★ The Sleeping



## Chapter 21

# Pandæmonium

**P**andæmonium, The Plane of Dreams and home of the Dreamons, has taken a deep interest in Wonderland. When The Sleeping created Wonderland, it created a sort of bridge between Pandæmonium and The World Above. While Lilith and the other inhabitants don't yet know how to cross this bridge, the fact that it exists means there must be a way. If adventurers are able to cross into Wonderland and survive, then certainly there must be a way for those from Pandæmonium to do the opposite. But how?

Wonderland may shift and move, but there's still an inherent logic to it. It can be mapped, even if those maps will quickly become outdated. Not so with Pandæmonium. It runs on a sort of dreamlike logic where maps act more like guidelines. This contrast means it can be a tonal shift for both Gamemaster (GM) and the players. It's recommended to allow the players to explore Wonderland for a while before introducing Pandæmonium. Let them get comfortable with the weird and nebulous nature of Wonderland before showing them it can get even weirder. This also allows time for the GM to learn about the adventurers and introduce bespoke elements. Perhaps the party has expressed hopes and dreams that can be used as bargaining chips by Dreamons, or maybe they've expressed fears and nightmares that can manifest as literal threats. It's a space that pushes the bounds of creativity. More on how to prepare running Pandæmonium can be found on page 186.

This chapter includes core details about the denizens and locations of The Plane of Dreams but doesn't outline what sort of creatures should be found in each region. There are recommended rulers for the nine circles of Pandæmonium, but this should be in a constant state of dangerous flux. It's an opportunity to show the players what might happen if Dreamons were able to escape into The World Above or perhaps highlight Lilith's current state of rule. Is it in ruin? Are the Dreamons well behaved here? Is anyone other than Lilith fit to rule a domain like this?

It's time to dream big and find out.



## DENIZENS OF PANDÆMONIUM

Learning the culture of Pandæmonium is the quickest way to understanding it, as much as that's even possible. Those that venture into The Plane of Dreams will soon notice a few key differences.

### BEHAVIOR

Anyone who's interacted with creatures from Pandæmonium prior to entering the Plane will notice the inhabitants behave differently at home. Major Dreamons are more interested in internal politics than the whims of adventurers, and Minor Dreamons are far less confrontational. Imps of the Perverse rarely attempt attaching to others and instead fly in large flocks. Both Antipathies and Lost Soles move at a much slower pace (though they're still looking for their match). Dream Weavers continue to behave in the same gentle manner in Pandæmonium as they do elsewhere.

In short, everything is a little more relaxed. All the chaotic scheming, fighting, and playing continues to happen (often all three at the same time), but Lilith's rule provides a sense of stability and peace that is hard to deny.

### DEATH

When a denizen of Pandæmonium is slain in Pandæmonium, they cease to exist for an indeterminable amount of time before reappearing. Some say dreams never truly die. Those not of Pandæmonium are not afforded the same fate.

## READING, BOOKS & MAGIC

Reading simply isn't possible in Pandæmonium. Any text brought in from another plane is illegible. There are certainly plenty of books in The Plane of Dreams, but they only contain pictures, scribbles, and blank pages.

Because text cannot survive in the environment, magic derived from the written word will not work. Spell books and scrolls cease to function, as will magical runes built from languages (contemporary or ancient).

## NAMES

Creatures in Pandæmonium recognize three types of names: what something is called, what it is, and its true name. A creature may be called an "imp" or "devil," but that's different from both what it is (Imp of the Perverse, Major Dreamon) and their true names. Some Minor Dreamons and all Major Dreamons have true names, but there is a risk to this. A name grants power but it also grants power to others. Knowing a Dreamon's true name is very different from knowing the creature is called "The Beheader." Strangers to Pandæmonium would be wise to avoid using their true names with Dreamons. Knowing a Dreamon's name grants power, but that advantage is lost when both parties know each other's name. Here, sharing your name is to share the most personal and vulnerable part of your being.

## THE FOUR COURTS

Dreamons often choose to join a Court out of self-preservation. Being given a title is to be given another false name to use as protection. It's common to hear, "I am called the Prince of Coins," or "You may call me the Shaper of Swords," and while there's risk in receiving any designation, it's not nearly as dangerous as giving out one's true name.

The Courts are not just for honorifics. Each Court has ambitions to expand their domain in and out of Pandæmonium so that they may better share their values:

- **Court of Coins:** values health and wealth
- **Court of Cups:** values emotions and love
- **Court of Swords:** values power and reason
- **Court of Wands:** values creativity and free will



# CONTACTING DREAMONS

While in Pandæmonium, it's easy to find and interact with Dreamons of all rank. An individual need only speak what the creature is called and one will appear. Though if what it is called is generic, there is risk that another might show up.

In Wonderland, contacting a Dreamon is more difficult (and practically impossible in The World Above). However, the Bishops are making great strides in their research and have determined an effective approach: summoning circles.

## SUMMONING CIRCLES

When outside of Pandæmonium, the safest way to interact with a Dreamon is to use a summoning circle. Each summoning circle has two main components: the material and the design.

### MATERIAL

The most important aspect when choosing the material for a summoning circle is contrast against the ground. Salt, sugar, and chalk work well against dark surfaces, while charcoal, ink, and paint will work best against light surfaces. Permanence also matters. If a Dreamon can summon wind, then a circle made of flour will be quickly disturbed, thus freeing the creature.

### DESIGN

A summoning circle's design is made of three core components:

#### INNER RING

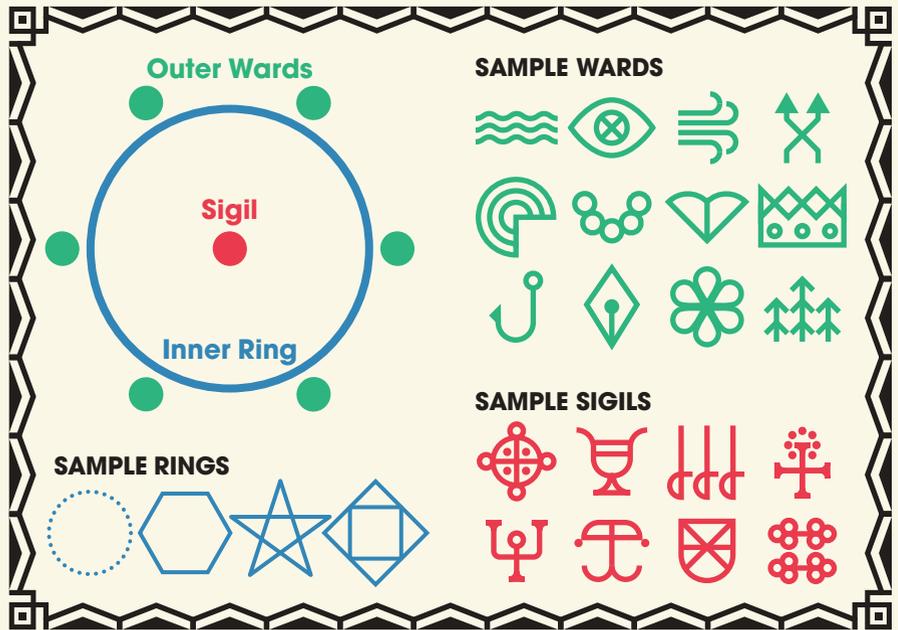
The binding circle. This contains the Dreamon's physical form and mustn't be broken or disturbed in any way while the Dreamon is present.

#### OUTER WARDS

The defense against a Dreamon's intangible power. If a Dreamon is known to charm summoners, then the outer wards should include the appropriate counter symbol. The inner ring can support up to 4 unique wards across 6 positions. The more types of symbols that are included, the weaker each one will be.

#### SIGIL

The mark of identification. A sigil typically relates to one of the four Courts. This is the last component to be drawn, as a Dreamon could potentially arrive the moment the sigil is complete. Summoners should never complete the sigil while standing inside the ring.



## SUMMONING & BANISHING

With the material chosen and the summoning circle drawn, the summoner need only speak a few words and a Dreamon will come. The invocation begins simply with the summoner clearly stating, **"I summon thee, [information about Dreamon]."** The more information the summoner knows about the Dreamon, the more likely they are to get the correct one. An invocation using titles (the Warrior of Wands) and deeds (the slayer of Old Night) will help. Placing objects relating to the Dreamon's appearance or Court within the Inner Ring will also help. Speaking a Dreamon's true name guarantees they're summoned and prevents them from performing any malicious magic or trickery.

Banishing a Dreamon requires an invocation nearly identical to the summoning except it begins, **"I banish thee, [information about Dreamon]."** Note the same information must be used in both summoning and banishment or there's a risk of summoning a second Dreamon into the circle.

A summoner should be careful with Major Dreamons. They are tricky and will often ask, "Am I free to leave?" or "May I go?" after being summoned. Answering "yes" is not the same as banishment and will release them from the circle.



## BINDING CONTRACTS

Major Dreamons love contracts because it gives them an opportunity to read. All formal contracts with a Major Dreamon answer six questions:

- WHO IS INVOLVED?**  
Both the Dreamon and Summoner must offer a name (it needn't be their true name).
- WHAT ARE THE DELIVERABLES?**  
What is the Dreamon charged with doing, and what is payment for the assignment (often the memory of the Dreamon's name is enough)?
- WHAT ARE THE PENALTIES?**  
What will happen to the Dreamon or summoner if they fail to deliver their part?
- WHAT IS THE TIMELINE?**  
How long does each party have to deliver their portion of the contract?
- WHEN DOES THE CONTRACT END?**  
Does the contract terminate upon delivery by each party, or do both agree to collaborate further?
- IS THIS AUTHENTIC?**  
Signatures by both parties are required.

Note that a summoner may put limitations on item 2 to prevent unwanted consequences.

Minor Dreamons do not require contracts and are thus easier to control. If a Minor Dreamon is summoned and they are able to accomplish the task, they will attempt to do so without trickery.



# THE PLANE OF DREAMS

Getting around Pandæmonium requires a flexible perception of reality and an abstracted sense of direction. While it is similar to the structures used in the Mustard Mine, Tulgey Wood, and Hedge Maze, it's recommended that the GM spend a number of sessions in Wonderland before venturing into The Plane of Dreams.

## ENTERING & LEAVING

No one knows how the Dreamons, Antipathies, Lost Soles, and Imps are accessing Wonderland, but they're using a way that doesn't require summoning. It might be that a summoning circle was defaced. Perhaps a Wonderer is endlessly summoning the creatures. Either way, the barrier between Pandæmonium and Wonderland is broken.

It's certainly possible for adventurers and others from The World Above to enter Pandæmonium, but it's not clear if Wonderers can survive the journey. The Dreamons' Court rings, or perhaps reworking a summoning circle, could have the power to transport outsiders to The Plane of Dreams. There might even be other methods.

## TRAVEL

Pandæmonium is separated into nine concentric circles, many ruled by an individual Court or a combination of Courts. Each circle loops around and back onto itself and is home to many creatures and oddities. The player characters always arrive at the Circle of Limbo, the default entrance to Pandæmonium. This is where they will have to make their first decision: go back (up the stairs), stay, or go forward (down the stairs). Note that stairs become ramps if needed.

Unless an alternative method is found, anyone trying to go deeper into Pandæmonium will need to go down the stairs and proceed through each ring until they reach the Circle of Loss.

Each circle changes and can appear differently if visited multiple times, but the theme always stays the same.

## RUNNING PANDÆMONIUM

The Plane of Dreams works much like the Boardcrawl and Depthcrawl levels of play in Wonderland. It is a dreamscape and cannot be mapped in a precise way. Each circle acts more like a vignette without exact details and instead presents elements that can change on a whim. If players wish for specifics, particularly during combat, then a temporary map should be drawn.

While time is more fluid in Pandæmonium, treat each circle like a Block or Area from the Boardcrawl and Depthcrawl, respectively. For more, see THE THREE CRAWLS on page 5.

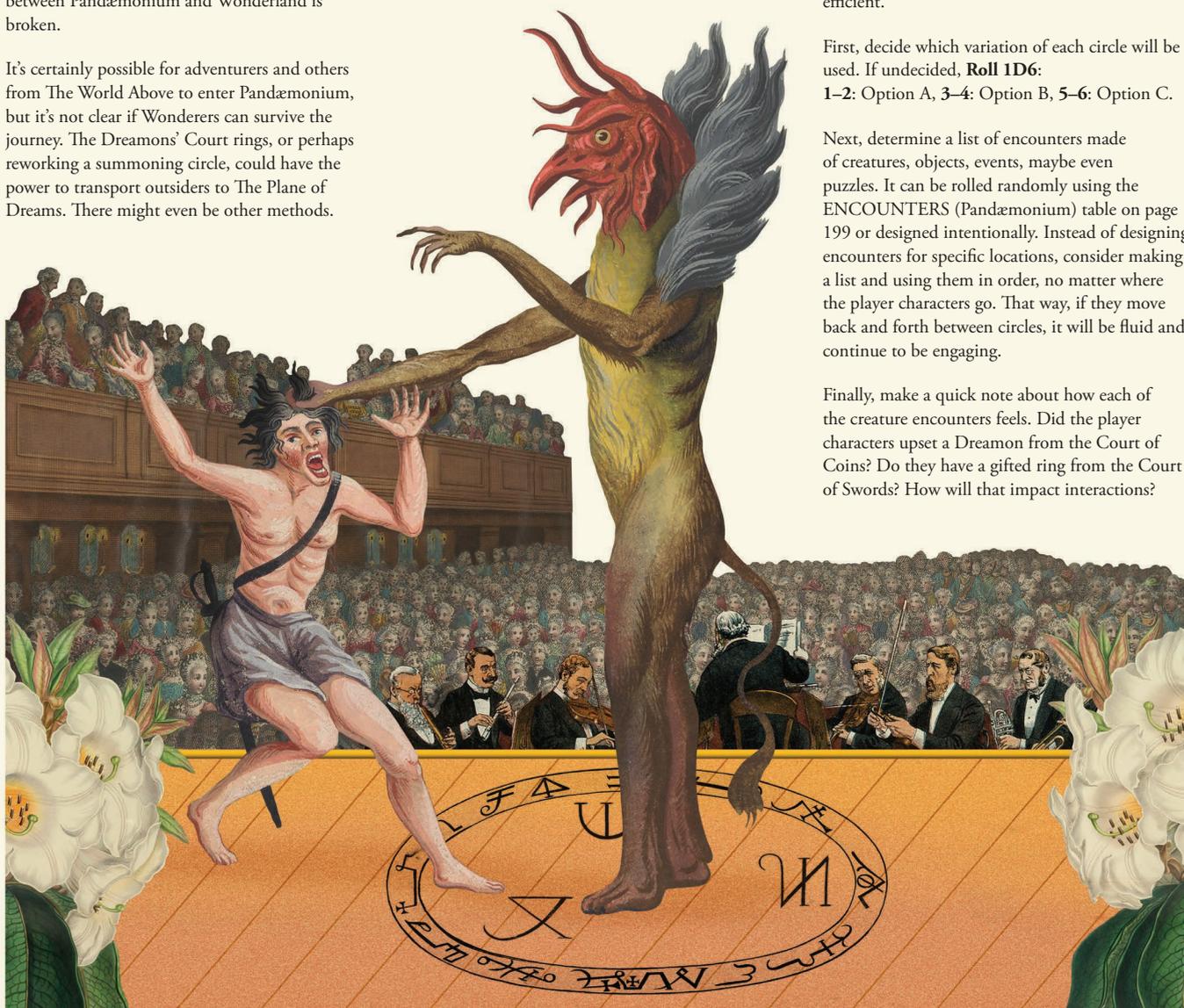
## HOW TO PREPARE

The dreamlike scenes and linear progress through Pandæmonium mean preparation can be fairly efficient.

First, decide which variation of each circle will be used. If undecided, **Roll 1D6**:  
1–2: Option A, 3–4: Option B, 5–6: Option C.

Next, determine a list of encounters made of creatures, objects, events, maybe even puzzles. It can be rolled randomly using the ENCOUNTERS (Pandæmonium) table on page 199 or designed intentionally. Instead of designing encounters for specific locations, consider making a list and using them in order, no matter where the player characters go. That way, if they move back and forth between circles, it will be fluid and continue to be engaging.

Finally, make a quick note about how each of the creature encounters feels. Did the player characters upset a Dreamon from the Court of Coins? Do they have a gifted ring from the Court of Swords? How will that impact interactions?



# THE NINE CIRCLES

Sometimes called rings, loops, or saucers, nine circles make up Pandæmonium. Variations are provided and can be altered by changing the underlined text. Perhaps the adventurers' actions or Lilith's mood affects the various circles. The rulers of each circle, if any, are included in brackets. Lilith rules over them all.

## 1. LIMBO (NONE)

This circle is an endless congregation.

- A. Creatures mingle around short columns that hold light food and drink.
- B. Celebrations happen all around while a conga line twists through the attendees who are busy dancing and singing.
- C. Lines extend around comfortable seating before arriving at tellers that hand out tickets to go through the gates.

### STAIRS UP

Cool stone. Never-ending if unable to leave Pandæmonium.

### STAIRS DOWN

Warm stone. Blocked by a giant wall with sporadic openings. Must pass under the horizontal bar that stretches across each opening to continue down. The bar shifts to help or hinder attempts.

## 2. LONGING (WANDS)

This circle is an endless chase.

- A. Cave with a roaring rainstorm inside. A giant boulder rolls around the ring.
- B. Wolflike shadows chase travelers through a foggy forest.
- C. Familiar figure holding a valuable item remains out of reach in an overgrown garden.

### STAIRS UP

Cool stone. Always accessible but easier to spot when standing still.

### STAIRS DOWN

Warm stone. Always accessible but easier to spot when standing still.

## 3. LUNCHEON (CUPS)

This circle is an endless meal.

- A. Formal dining without any servers. Tables covered in rich and delicious food.
- B. Buffet serving desserts. A small three-headed dog begs for scraps.
- C. Smoky tavern. Long benches and tables made of wood. Barkeep only serves mead and roasted vegetables with fish.

### STAIRS UP

Cool tile. Clearly marked with an exit sign.

### STAIRS DOWN

Warm tile. Hidden behind curtains.

## 4. LUXURY (COINS)

This circle is an endless gallery.

- A. Stark white room with harsh lighting and uncomfortable benches. Exhibit features paintings of geometric shapes.
- B. Classical gallery with ornate features and cozy seating. Exhibit features stone carvings of scenes from a classical myth.
- C. Narrow gallery crowded with attendees and no seating. Exhibit features performers singing about inaccurate ailments and cures.

### STAIRS UP

Cool unknown material. Brightly colored and light up when walked on. Clearly marked with an exit sign.

### STAIRS DOWN

Warm unknown material. Brightly colored and look like a part of the exhibit.

## 5. LAMENTING (SWORDS)

This circle is an endless battle at sea.

- A. Calm waters but giant birds fly overhead. Sailboats carry swordsmen, who try to leap between boats and damage each other's sails.
- B. Stormy waters with lights seen in the depths. Each ship fires cannonballs at each other.
- C. Swampy waters with swimming mermaids. Small rowboats with rowers throwing torches, buckets, and rocks at each other.

### STAIRS UP

Cool and covered in barnacles. Extend out of the water and into the sky.

### STAIRS DOWN

Warm wood. The bottom of each boat has a large hatch that's warm to the touch. Lifting the hatch reveals the stairs.

## 6. LECTURE (COINS & CUPS)

This circle is an endless assembly.

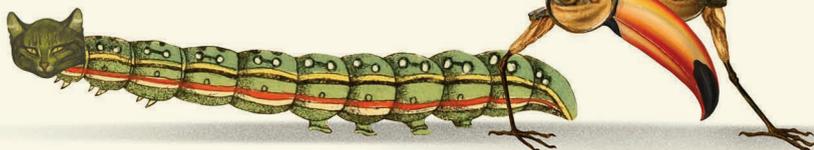
- A. Creatures argue in a columned chamber. Flags and vines hang from the rafters. The debate about Lilith's abilities echoes throughout.
- B. Stadium seating all points toward a talking Dreamon who is giving a presentation on how to look more human. Everyone turns to look at anyone coming in.
- C. Open air at dusk. Groups gather around fires and toss books onto the pyre.

### STAIRS UP

Cool marble. The stairs are always visible, but the player characters will be asked to engage the assembly before they leave.

### STAIRS DOWN

Warm marble. The stairs are always visible, but the player characters will be asked to engage the assembly before they leave.



## 7. LASHING (SWORDS & WANDS)

This circle is an endless battlefield.

- A. Hundreds of harpies fight dozens of golems. Boulders and feathers lie everywhere on the grassy field.
- B. Barbarian frog army fighting wizard rat army on a field of flowers. Evenly matched and the leaders negotiate inside a tattered tent.
- C. Thousands of humans fight a single, giant minotaur on a desert at sunset. Cutting off the creature's horns will slay it.

### STAIRS UP

Cool stone. Ridge appears at the edge of the battle whenever going back is mentioned. An opening with the stairs appears and leads up the ridge.

### STAIRS DOWN

Warm stone. A door appears under a dead body whenever continuing onward is mentioned.

## 8. LIES (NONE)

This circle is an endless graveyard.

- A. Hillside graveyard under a full moon. A dense mist whispers fragments of lies, and the graves are all full. Tombstones can't be read but include the shapes of winged animals, crossed weapons, and geometric objects.
- B. Trenches in barren land of dirt. Burlap and rope wrapped around what look like humans. Opening one reveals only junk.
- C. Groups move toward a single monument. The mourners take turns throwing flowers on each of the open caskets filled with the bodies of the player characters.

### STAIRS UP

Cool wood. A sloped forest appears at the edge of the graveyard whenever going back is mentioned. The steps appear on the slope leading into the forest.

### STAIRS DOWN

Warm stone. An empty grave appears whenever continuing onward is mentioned. Warm air billows out of the grave.

## 9. LOSS (NONE)

This circle is an endless void.

- A. Nothing to see except a wood-burning stove. Logs burn inside and a kettle rests on top.
- B. Nothing around except a fireplace with six chairs circled around it. A portrait hangs on the chimney.
- C. Nothing nearby except a bonfire with four logs around it. Sticks and sausages rest on each log.

### STAIRS UP

Cool glass. Accessible at any time.

### STAIRS DOWN

Do not exist.



## Chapter 5

# Resources



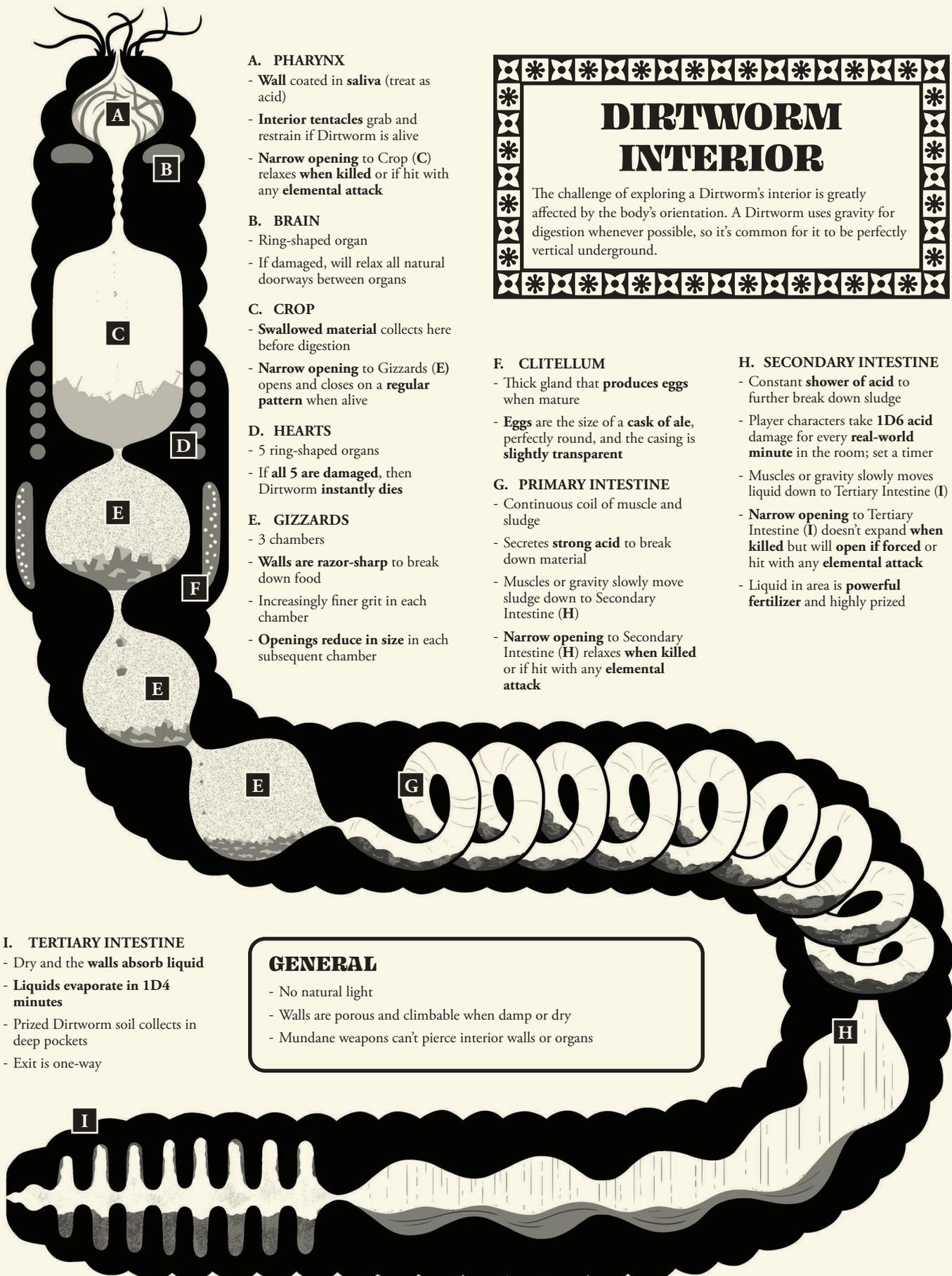
The following pages include maps and random tables that aren't specific to any one area in Wonderland. Instead, they should be able to support and inspire the Gamemaster (GM).

These maps are created the same way as detailed in Chapter 1 (see VERTICAL MAPMAKING on page 12) to complement and contrast the top-down view and mostly horizontal movement of each Block in Chapter 3. Basic information is provided, but they're not populated, so the GM can introduce encounters and challenges as desired.

Making an area feel alive is best achieved through a combination of static and random encounters. Perhaps a room has cut Flowers that can't move and just want to talk. In contrast, there might be a roaming Jelly Cube that the Cook lost and can't seem to track down. Even a simple list of six encounters is enough for an engaging random table. Bigger maps may require a longer list, but a mixture of individual characters, groups of characters, objects, and events makes up the ingredients for a location to feel lived in. Roll 1D6 (or larger if it's a larger list) whenever the PCs do something that draws attention or whenever they get stuck in place. Let the table decide what happens next. All that matters is that there's an element of surprise for both the players and the GM.

Random tables are also good for unexpected adventures. The ADVENTURES (GENERAL) table on page 196 can support the GM when creating detailed and unexpected scenarios. Randomly rolling the adventure of observing the Rivals at the Theatre's balcony raises a number of questions: Who would want them to be observed? What are they doing? Why are they there? Or if the random adventure is to help the White King capture the Almost Alice, the conversation might begin with: Is this even possible? Why does he want it caught? What's the reward?

Using these tables is a direct method to explore the locations and characters in a way that may not immediately come to mind.



# DIRT WORM INTERIOR

The challenge of exploring a Dirtworm's interior is greatly affected by the body's orientation. A Dirtworm uses gravity for digestion whenever possible, so it's common for it to be perfectly vertical underground.

### A. PHARYNX

- Wall coated in **saliva** (treat as acid)
- **Interior tentacles** grab and restrain if Dirtworm is alive
- **Narrow opening** to Crop (C) relaxes **when killed** or if hit with any **elemental attack**

### B. BRAIN

- Ring-shaped organ
- If damaged, will relax all natural doorways between organs

### C. CROP

- **Swallowed material** collects here before digestion
- **Narrow opening** to Gizzards (E) opens and closes on a **regular pattern** when alive

### D. HEARTS

- 5 ring-shaped organs
- If **all 5 are damaged**, then Dirtworm **instantly dies**

### E. GIZZARDS

- 3 chambers
- **Walls are razor-sharp** to break down food
- Increasingly finer grit in each chamber
- **Openings reduce in size** in each subsequent chamber

### F. CLITELLUM

- Thick gland that **produces eggs** when mature
- **Eggs** are the size of a **cask of ale**, perfectly round, and the casing is **slightly transparent**

### G. PRIMARY INTESTINE

- Continuous coil of muscle and sludge
- Secretes **strong acid** to break down material
- Muscles or gravity slowly move sludge down to Secondary Intestine (H)
- **Narrow opening** to Secondary Intestine (H) relaxes **when killed** or if hit with any **elemental attack**

### H. SECONDARY INTESTINE

- Constant **shower of acid** to further break down sludge
- Player characters take **1D6 acid damage** for every **real-world minute** in the room; set a timer
- Muscles or gravity slowly moves liquid down to Tertiary Intestine (I)
- **Narrow opening** to Tertiary Intestine (I) doesn't expand **when killed** but will **open if forced** or hit with any **elemental attack**
- Liquid in area is **powerful fertilizer** and highly prized

### I. TERTIARY INTESTINE

- Dry and the **walls absorb liquid**
- **Liquids evaporate in 1D4 minutes**
- Prized Dirtworm soil collects in deep pockets
- Exit is one-way

### GENERAL

- No natural light
- Walls are porous and climbable when damp or dry
- Mundane weapons can't pierce interior walls or organs

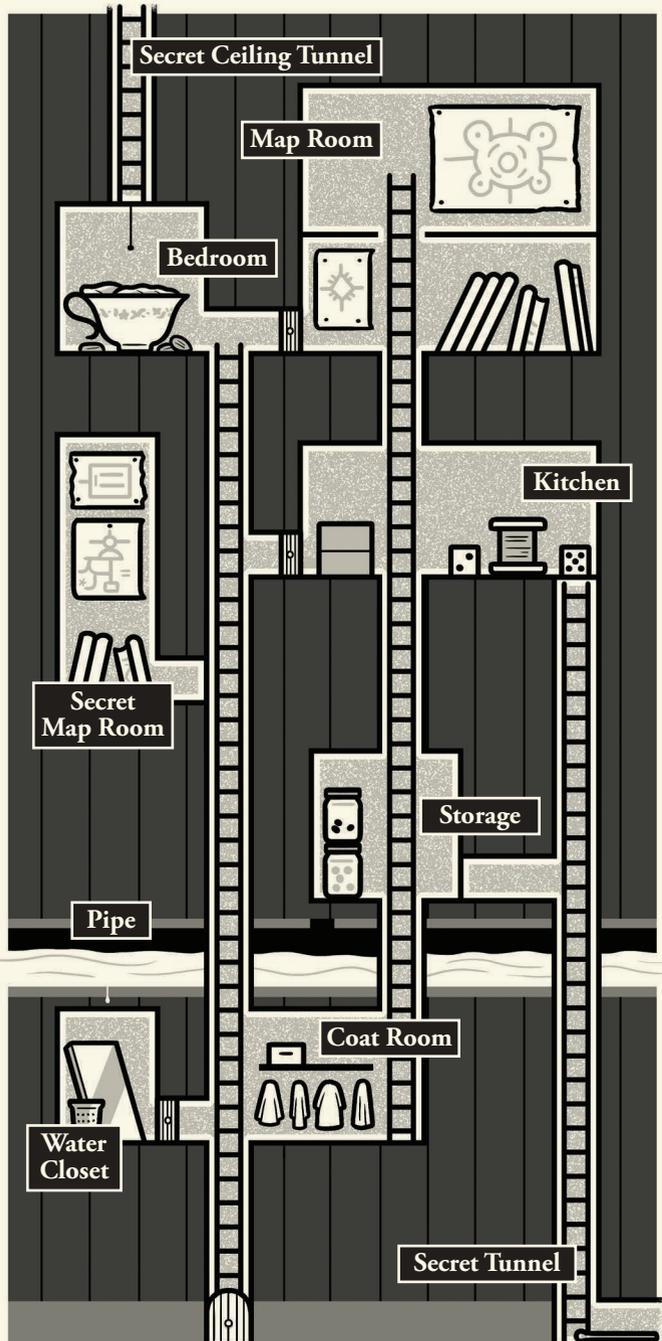
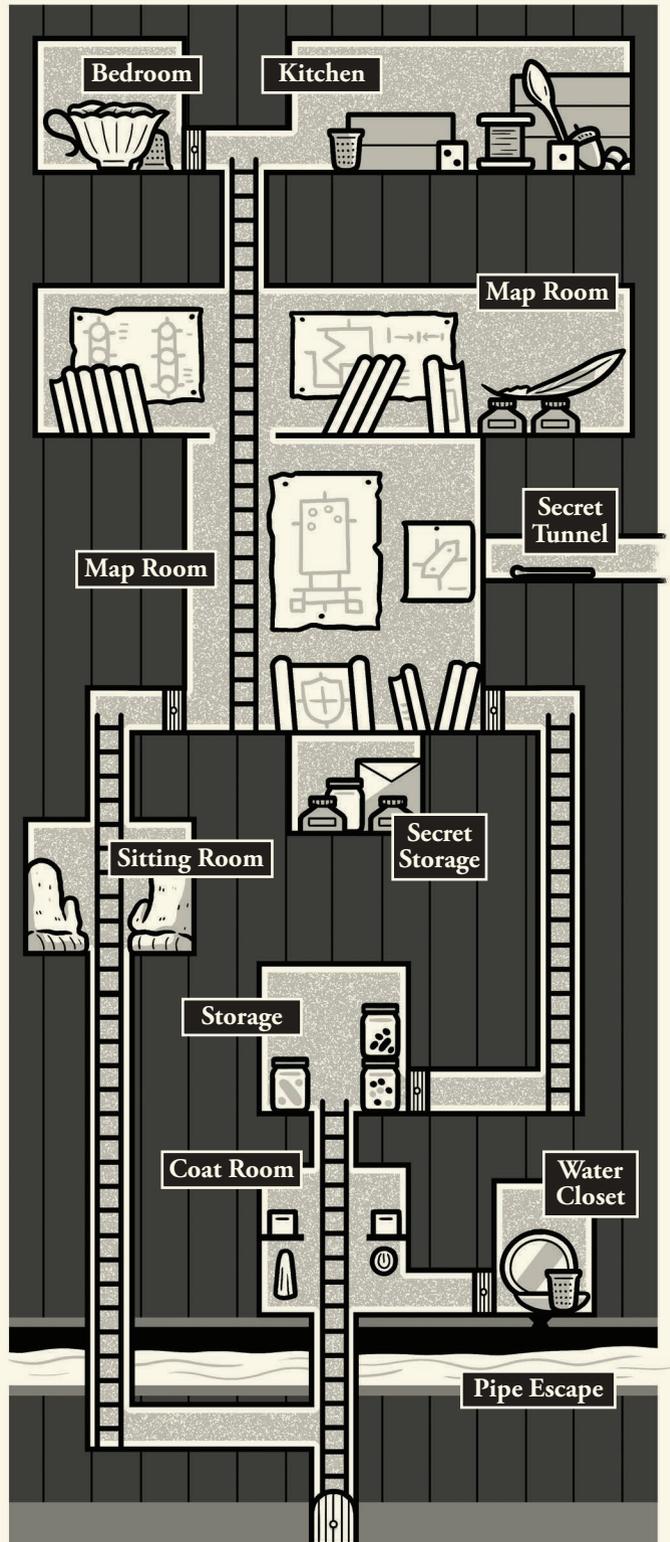
# MOUSE HOLES

The Mice regularly move their homes to avoid getting trapped in the walls by Cleaners doing instincutal repairs.

A Mouse's mapmaking room will always contain the best furniture, the best lighting, and at least one map that reveals a Block's hidden rooms or tunnels.

## GENERAL

- Lighting and water taken from wires and pipes in the walls
- Scraps of wallpaper and dried flowers used to decorate



# ORACLE INTERIOR

An Oracle is as dangerous on its inside as it is on the outside. A strategic attack against the machine's inner workings can tip the scales of battle for those on the outside. One must simply know how to hit it where it hurts.

## GENERAL

- Flickering artificial light in ceilings
- Floors and ceiling are exposed metal; walls are metal covered in wood
- Mundane weapons can't pierce interior walls or break mechanisms

### A. ACCESS HATCH

- **Heavy metal door** automatically swings closed

### B. OIL STORAGE

- **Doors marked** with warnings of flammable contents
- **Drums of oil** feed into pipes that lubricate nearby mechanics

### C. MOVEMENT MECHANICS

- **Save required to move** between mechanics or take 3D12 damage
- **Destroying** one set of **mechanics** halves the Oracle's speed, destroying both drops speed to 0' and **prevents Oracle from using Rolling Ram** attack

### D. FORTUNES

- **Access in and out** of Oracle via slot between mechanics
- **Save required to move** between mechanics or take 3D12 damage
- Mechanics at top of chamber bring paper up from the bottom
- Drums of ink feed into central printing area
- **Destroying mechanics** prevents Oracle from using **Fortune** or **Burning Fortune** attacks

### E. ELECTRICAL HUB

- Safety and wayfinding **signage on walls**
- Web of **electrical cables** on ceiling
- Damaging a cable causes 8D6 to attacker (save for half)
- Damaging 4 or more cables prevents Oracle from using **Shoot Sparks** and **Electric Whirl** attacks

### F. KEYHOLE ACCESS

- Door locked from outside
- Unlocking and opening exposes all of the fortunes (D)

### G. COIN COLLECTION

- **Access in and out** of Oracle via Coin Slot
- Narrow walkway at top of container

### H. SUMMONING ROOM

- **Secret door** behind signage in Electrical Hub (E)
- Circle **no longer active** but gives clues about the Dreamon trapped in the Crystal Ball (I)

### I. CRYSTAL BALL

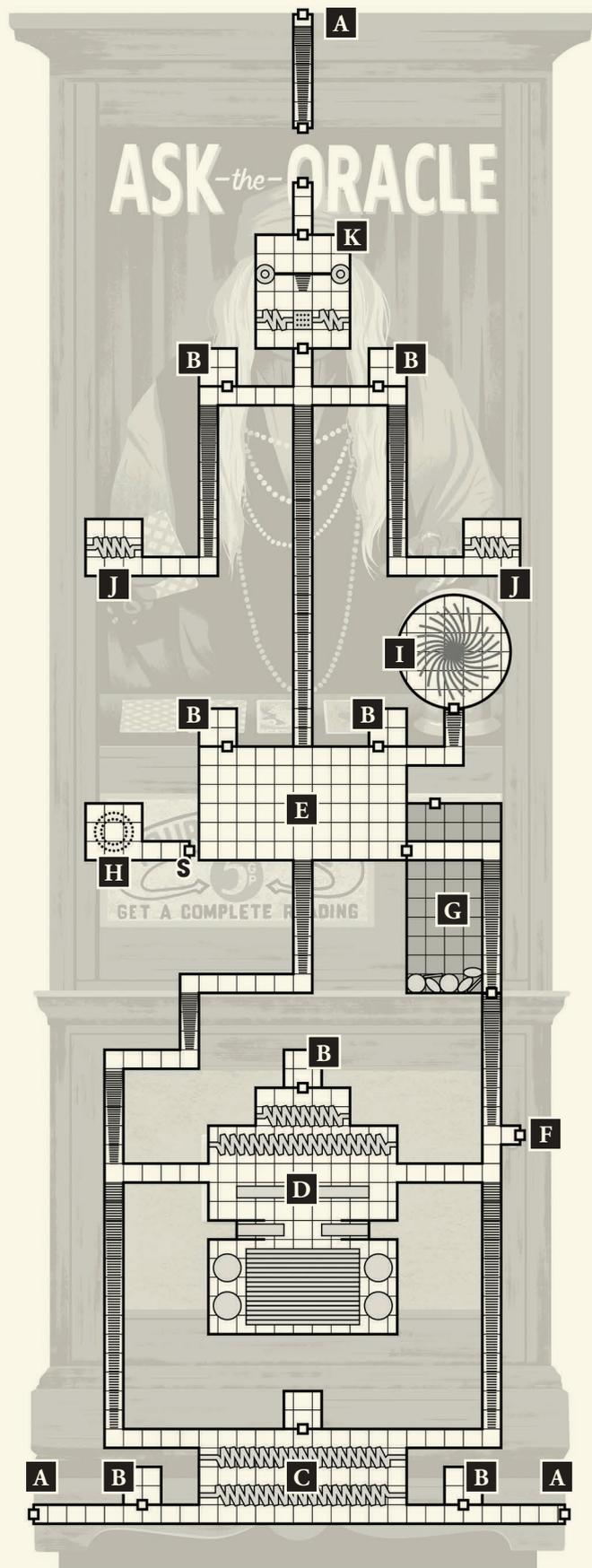
- Door protected by **glyphs and symbols**
- Dreamon powering the Oracle is trapped in here
- **Destroying glass** immediately ends Oracle's current Phase and begins Phase 3

### J. HAND MECHANICS

- **Destroying** one set of **mechanics** halves the number of **Electric Grasp** attacks, destroying both prevents all hand-based attacks

### K. HEAD MECHANICS

- Upper platform houses two circular viewing windows
- Lower platform houses mechanics and voice box
- **Save required to move** between mechanics or take 3D12 damage
- **Destroying mechanics** prevents Oracle from using **Muttering** attack



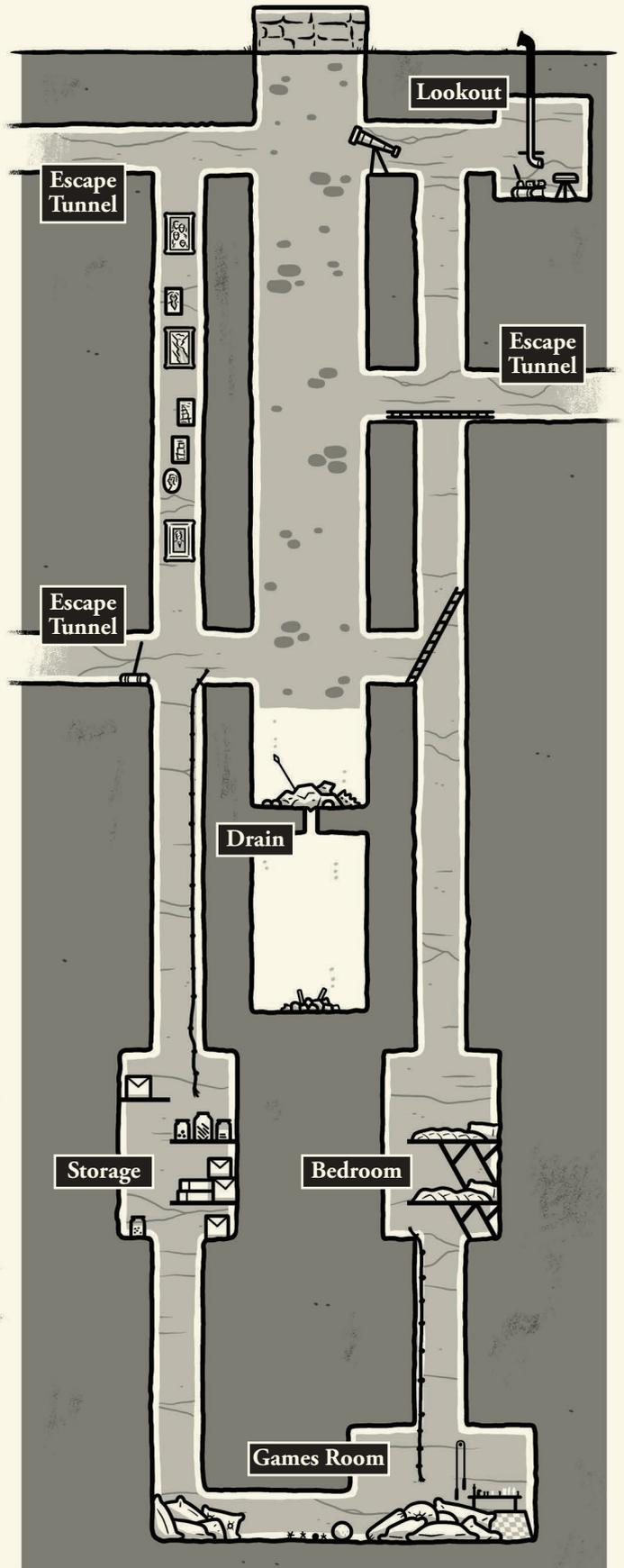
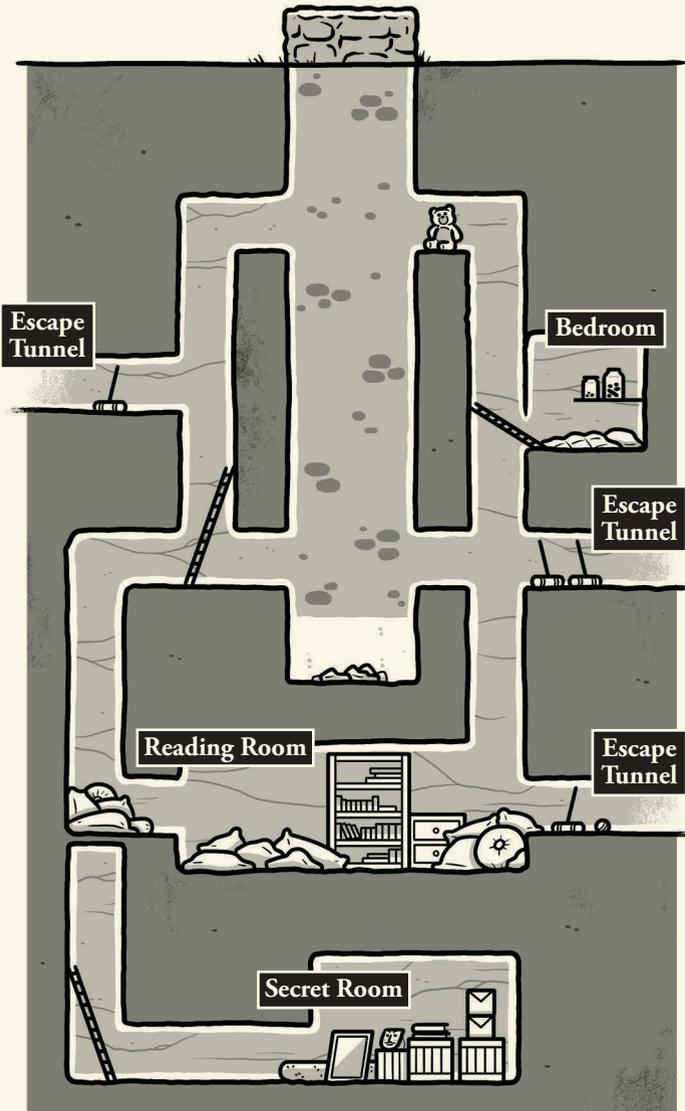
# WELLS

The Children who live in these wells are highly resourceful. They'll use almost anything that falls into the water to their advantage, both structurally and in evading the Almost Alice.

Croquet mallets are particularly popular, as they can both prop up and knock down weak tunnels.

## GENERAL

- Electrical lighting strung throughout and not up to code
- Walls are slippery but have numerous small climbing holes
- Everything covered in snails



## ACCIDENTS (CEILING)

For areas with ceilings. Level 2's gardens may have a lot of open space without obvious ceilings, but that doesn't mean there aren't any dangers from above. Who says the sky can't fall?

### D10 ACCIDENTS WAITING TO HAPPEN (CEILING)

- 1 CEILING FALLS**  
Only a small amount in a small area falls at first (save or 1D6 in 5' area), but after a loud sound and a few moments, 6D6 to a 30' radius; can save for half.
- 2 FAULTY LIGHTING**  
Something in the adventurer's pack causes the lighting to falter, sparks for 1 minute then a proper fire.
- 3 OBJECT FALLS**  
First, save or dust from above causes sneezing. Then a moment later a heavy object (wardrobe, piano, anvil) falls through, 3D8 or save for half.
- 4 ABANDONED LAMP OIL**  
Leaking barrels of oil hidden in the ceiling. First, notice the dripping, and 1D4 minutes later the barrels fall (2D10 for each barrel) and liquid covers a 100' area.
- 5 DEAD CREATURE FALLS**  
Roll on the Creature table for the Block or it's a Hall Monitor (page 37) that got into a space too small to escape. Roll 2D12 for anyone under it when it falls.
- 6 EXPOSED WIRE**  
Very thin exposed wire hangs down. Save or take 2D8 electricity and all lights go out after a loud pop.
- 7 LIVING CREATURE FALLS**  
Save to hear scratching above. Then save or 2D12 from the falling ceiling debris and falling creature. Roll on the Creature table for the Block or it's a Slithy Tove (page 61).
- 8 RUSTED FIXTURE**  
The bolts holding the chandelier are nearly gone. Faint sounds of the crystal moving can be heard for 1 minute before it falls. Anyone under the 10' area takes 4D6 or save for half.
- 9 NPC FALLS**  
Save to hear whispers above. Then save or 6D6 from NPCs falling in a 20' area. Roll on the NPC table for the Block or it's 1D4+1 Pawns (page 56).

- 10 MOLD**  
Feels damp, and any loud noise in the Block is enough to crack the ceiling. Entire area is covered in mold; save every 5 minutes spent in the area or 2D12 poison.

## ACCIDENTS (CHEST)

Accidents waiting to happen when opening a chest or any locked container. Like with any challenge, the bigger the risk there is to opening it, the greater the rewards are found inside.

### D10 ACCIDENTS WAITING TO HAPPEN (CHEST)

- 1 STICKY LOCK**  
Broken jar of honey inside; it's seeped into every crack, tools get stuck and break unless honey is removed.
- 2 OVERFULL**  
Save to notice the pressure of the lid trying to open or an explosion of clothing, shoes, and hair-cutting tools burst out (2D4 or save for half).
- 3 TURNING LOCK**  
Actually an oversized jack-in-the-box; opening causes the spring-loaded clown to burst out (save or 3D4) and carnival-like music starts to play for 1 minute.
- 4 OLD WIRING**  
Wired to light up and play music when opened (it still does), but if the box is left open for more than 1 minute, it sparks and sets its contents on fire.
- 5 LOCK CLEANER**  
Hinges are old but the lock is spotless and still coated in cleaning acid. Save or 1D8 damage and tools or gloves are destroyed.
- 6 WORN WARNING**  
Box has a warning label on it, but it's mostly faded (skull and crossbones). Opening the container releases cracked jars full of chemicals; 3D8 poison within entire Square or save for half.
- 7 CLOCK LOCK**  
Lock shaped like a clock with moving arms; it unlocks, but when open, it rings like an alarm.
- 8 CONTENTS MAY HAVE SHIFTED**  
Save anytime the box is moved to notice the sound of clinking glass inside. Opening the lid stirs two combustible liquids, 6D6 or save for half.
- 9 COMBINATION LOCK**  
Hollow container means the internal clicking echoes too loudly. Easy to open, but each turn sounds like a firecracker; save or lose hearing in one ear.
- 10 GUILLOTINE LID**  
The loose hinges and razor-sharp edges on the lid make for a dangerous combination. When it closes, hands are cut off or save and lose 2D4+2 fingers.

## ACCIDENTS (DOOR)

For those trying to get a foot in the door, no matter how big or small. Applies to both individual doors in Rooms and the double doors that separate Blocks. Doors always swing into the room of the Adventurers on inaccessible hinges.

### D10 ACCIDENTS WAITING TO HAPPEN (DOOR)

- 1 WET PAINT**  
Door painted to look old and weathered; save or leave handprints everywhere until washed off.
- 2 HIGH THRESHOLD**  
Poor construction; save or fall when crossing the threshold into the next area.
- 3 COLLAPSING WALL**  
Closed door is the only thing keeping the crumbling wall in place. Once opened, the wall starts to fall through the door frame and blocks entry; save or take 2D6.
- 4 LADDER**  
Active repair happening on the other side, but the worker is nowhere to be found; save or create a loud noise from knocking over ladder and tools when door opens.
- 5 QUICK CLOSURE**  
Door closes too hard and too quickly; take 2D6 or save and cause a loud slam from the door closing.
- 6 HASTY PAINT**  
Paint on the other side went onto the frame and sealed it shut; it rips open easily, but save or peels off whatever is hanging on the wall on the other side.
- 7 RUSTED HINGES**  
Door is barely hanging on and falls when opened; take 2D8 or save and cause a loud crash when door doesn't land on anyone.
- 8 FAULTY WIRING**  
Somehow the wiring for the lighting is connected to the doorknob; take 3D10 electricity (save for half), and lights turn on or off with every touch after initial damage.
- 9 FLOODING**  
Other side is flooding; lock is wet, but if opened, save or be swept 30' back.
- 10 INCONVENIENT PAINTING**  
Highly detailed painting of the next room left leaning on the other side of the door; moving slowly risks pushing the painting over, and moving quickly risks punching through the painting and taking 1D12 from the hanging wire before falling prone.

## ACCIDENTS (FLOOR)

Accidents waiting to happen to adventurers who walk on the ground. The following should be generic enough to fit most environments, but don't hesitate to adjust to better suit the current location.

### D10 ACCIDENTS WAITING TO HAPPEN (FLOOR)

- 1 GLUE TRAP**  
2' square of wood meant for catching Mice or Moths, but it's covered in debris. Slows speed by half until removed.
- 2 EXPOSED NAIL**  
Sticking up and just long enough to pierce through footwear and injure the foot. Take 1D4 and save or let out a noise from the pain.
- 3 SQUEAKY TOY**  
Rubber chicken forgotten just under the surface and makes an unnaturally loud squeak after it's squeezed. Save to hear the air exhaling, and the squeak begins after pressure is released.
- 4 BEAR-LY VISIBLE TRAP**  
So old that the chain is gone and only the toothed clamp remains. Loud creak and take 1D6 plus 1D6 poison.
- 5 WATER HOLE**  
Pooling water just under the surface has rotted or softened a 5' area; sink and become stuck up to neck or save and sink to calves.
- 6 LOOSE WIRE**  
Snagged piano wire caught on the floor. Loud twang and save or fall and break one carried item (Small or Very Small).
- 7 SLIPPERY WHEN WET**  
Mix of dirt/dust and condensation makes the area deceptively slippery. Take 1D6 from falling and save or one average-sized item breaks.
- 8 MIRROR PIT**  
10' pit filled with pieces of broken mirror covered by an area rug. Take 2D10 or save for half as rug covers most of the shards.
- 9 DUSTY PIT**  
5' pit from abandoned dig site is covered with whatever was nearby. Take 1D6 and 15' radius of mold and dust is released. All in immediate area additional 3D6 poison or save for half.
- 10 COMEDY OF ERRORS**  
Uneven ground shifts from walking target, and a very large object tips and knocks over a series of slightly smaller structures, causing major damage and lots of noise. Save or random objects fall on the party; 1D4+1 targets save or take 3D12.

## ADVENTURES (GENERAL)

Whether it's nudging the players when they're unsure what to do next or simply trying to come up with something other than "kill the villain," nothing beats a randomly rolled adventure. Mix and match the Wonderland and Pandæmonium tables from this chapter to weave more complex narratives.

### D20 GENERAL ADVENTURES

- 1 Find (**Roll Odds & Ends** or **Loot**) at (**Location**) and return to (**Encounter**)
- 2 Observe (**Roll Encounter**) at (**Location**) and note their behavior
- 3 Pay (**Roll Encounter**) for information about (**Location, Loot, or Odds & Ends**)
- 4 Sell (**Roll Odds & Ends** or **Loot**) to (**Encounter**)
- 5 Buy (**Roll Odds & Ends** or **Loot**) from (**Encounter**)
- 6 Steal (**Roll Odds & Ends** or **Loot**) from (**Encounter**)
- 7 Find (**Roll Odds & Ends** or **Encounter**) at (**Location**)
- 8 Persuade (**Roll Encounter**) to go to (**Location**)
- 9 Escort (**Roll Encounter**) to (**Location**)
- 10 Protect (**Roll Encounter**) as they explore (**Location**)
- 11 Deliver (**Roll Odds & Ends** or **Loot**) to (**Location**)
- 12 Capture (**Roll Encounter**) before they get to (**Location**)
- 13 Stop (**Roll Encounter**) from eating (**Odds & Ends** or **Loot**)
- 14 Destroy (**Roll Odds & Ends** or **Loot**) on behalf of (**Encounter**)
- 15 Defend (**Roll Location**) from (**Encounter**)
- 16 Rescue (**Roll Encounter**) from (**Encounter**)
- 17 Help (**Roll Encounter**) capture (**Encounter**)
- 18 Defeat (**Roll Encounter**) at a game
- 19 Ruin the dinner or party held at (**Roll Location**)
- 20 Reroll and make it look like (**Roll Encounter**) did it

## ADVENTURES (SPECIFIC)

If the randomly generated adventures don't offer enough wordplay, consider presenting the adventurers with one of the following quests. If at any point the players acknowledge the theme or directly state the theme of the adventure, they should be appropriately rewarded.

### D10 SPECIFIC ADVENTURES

- 1 **CAT GOT YOUR TONGUE**  
Find out from Cheshire Cat where the missing Tongue (Prima) has gone.
- 2 **A BIRD IN THE HAND . . .**  
Rescue the Birds trapped by the Hand.
- 3 **COOK THE BOOKS**  
Help the Cook destroy the Banker's ledger to hide the evidence of her theft.
- 4 **DIAMOND IN THE ROUGH**  
Find the mysterious singer (a Playing Card) whose song is echoing throughout the Mustard Mines (Level 1).
- 5 **BATS IN THE BELFRY**  
Remove the Bats that nested in the Chapel's belfry (Level 2) that are driving the Bishops mad.
- 6 **EARWYRM**  
Stop the Head from singing the song that other Wonderers can't stop repeating: "Jabberwock they broke their clock and now the dragon will not talk."
- 7 **PIG IN A POKE**  
Rescue Duchess's baby (Pepper the Pig) from Walrus & Carpenter, who are using it for their latest con.
- 8 **MOTH TO A FRAME**  
Stop the Moths from eating all the canvas portraits in the Courthouse (Level 3).
- 9 **SMOKE & MIRRORS**  
Find the source of the smoke in Looking-Glass Land that is fogging up all the mirrors.
- 10 **FIT FOR A KING**  
Hatter wants to surprise the King (GM decides which one) with a new crown, but first he needs their head size. Get Hatter the information and deliver the finished crown to the King once it's completed.





## COUPLETS

What do the Weeds chant to taunt the Playing Cards? What's written in frosting at the scene of the crime? What does the Knight whisper before he dies? Roll to find out. The underlined words can be replaced with other rhymes to better suit the context of the delivery, the nature of the poet, or the adventure in general.

### D20 COUPLETS

- 1 Tiger, tiger burning **bright** / In the forest of the **night**
- 2 Jack is nimble, Jack is **smart** / Jack jumps on the waxwork **heart**
- 3 Fiddle, moon, and laughing **stork** / Dish and spoon and running **fork**
- 4 Little girl with hair of **snow** / Eat your meal of curds and **crow**
- 5 Words on paper, boats of **lead** / Sing your song of sinking **bread**
- 6 Lightning, thunder, fill the **pot** / Soon the rain falls on the **spot**
- 7 Cup of sugar, pinch of **salt** / Baking cookies for the **vault**
- 8 Digging, digging in the **tomb** / Looking for a diamond **broom**
- 9 I saw a snake with eyes so **wide** / But it can't see me or my **pride**
- 10 Clumsy feet can't catch the **time** / But faster hands can hold a **lime**
- 11 Hickory, dickory, **dead** / The mouse ran toward the **bed**
- 12 Twinkle, twinkle little **crab** / How I wonder why you **stab**
- 13 Little squirrel hide the **prize** / Buried in the ground of **flies**
- 14 Market piggy sells a **case** / And then she buys a better **space**
- 15 One, two, four, **eight** / I declare the war is **late**
- 16 Owl, sing a song of **love** / Cat will carve a wooden **glove**
- 17 Mirror, mirror on the **tree** / Who will speak the words of **three**
- 18 Eggy, eggy in your **dish** / Fall and crack and spill your **wish**
- 19 Shake my finger, shake your **foot** / Let our heads fall in the **soot**
- 20 Rich and poor, young and **wise** / Fight the march of golden **eyes**

## CRIMES

The Heart King is constantly inventing new crimes, and the Profits spread the news. Minor offenses are common, as they result in fines to be paid without busying up the courthouse. Tickets are convoluted and full of references to sections and subsections that are not immediately available to review, but it's always clear exactly how much is owed. Payment due upon receipt.

### D12 CRIMES

- 1 LITTERING  
Unfortunately, you let that opportunity go to waste.
- 2 NOISE VIOLATION  
You're expressing yourself loud and clear but at a volume we cannot ignore.
- 3 SPEEDING  
Do you know how fast you were running around in circles?
- 4 BREAK AND ENTER  
I've been told you had a rest before coming here?
- 5 POSSESSION  
We have reason to believe you've been in contact with a Spirit.
- 6 LAUNDERING  
You smell too clean to be innocent.
- 7 FRAUD  
A false alarm AND false modesty? You're lucky I'm only writing you a ticket.
- 8 BLACKMAIL  
I have a letter here and it's not written in blue ink with YOUR name on it. Care to explain?
- 9 THEFT  
You brazenly stole the show in broad limelight. You may return it, but there is a fee.
- 10 ARSON  
If neither party will agree to a ceasefire, then I'll have to write you both up.
- 11 MANSLAUGHTER  
It looks like you gentlemen were unintentionally giggling.
- 12 KIDNAPPING  
There are signs that a child was sleeping here. Or was it a mustard miner?

## DREAMON NAMES

Knowing a Dreamon's name grants the power to summon and control them with ease. Most Minor Dreamons don't have names, but there are special circumstances. Titles are reserved for Major Dreamons, and all names end in "of [Court]" (e.g., "Azula the Dragon of Swords" or "Gorgoloch of Cups").

### 3D20 DREAMON NAME

1	AZ	1	ADDON	1	The Advisor
2	BEL	2	ALECH	2	The Blessing
3	CRIMM	3	ALLA	3	The Caretaker
4	DRAC	4	ATE	4	The Dragon
5	EL	5	EBUB	5	The Element
6	FEN	6	EMOTH	6	The Fiend
7	GORG	7	ERGALL	7	The Ghoul
8	HAB	8	ERITH	8	The Helper
9	ISH	9	ILLA	9	The Inferno
10	JUNK	10	ITH	10	The Jackal
11	KAL	11	ITIAN	11	The Kaleidoscope
12	LOOK	12	IVA	12	The Laughter
13	MARD	13	ODEUS	13	The Memory
14	PROZ	14	OLOCH	14	The Pointer
15	RIMM	15	ORYM	15	The Retinue
16	SINK	16	OTE	16	The Serpent
17	THUD	17	UCK	17	The Templar
18	VIV	18	UNDRIDA	18	The Vocalizer
19	YOW	19	ULA	19	The Wolf
20	ZENN	20	URMO	20	The Zenith

## DREAMON SUMMONING CIRCLES

For randomly generating a summoning circle. A solid line is most common for the inner ring, but that needn't be the case. It can instead be a circle made of smaller shapes. Treat the outer wards and inner sigil as clues to the Dreamon's powers or status: the stronger the Dreamon, the more detailed the circle.

### D12 INNER RING

1	Dotted line
2	Repeating X's
3	Double line
4	Triangles pointing inward
5	Teardrops dropping outward
6	Repeating diamonds
7	Dashed line
8	Repeating O's
9	Double dashed line
10	Triangles pointing outward
11	Teardrops dropping inward
12	Twelve solid lines

### D12 OUTER WARDS

1	Six triangles pointing inward
2	Letters A through F
3	One diamond and five squares
4	Numbers 1 through 4
5	Five X's and one O
6	Six figures holding hands
7	Five-pointed stars on opposite sides
8	Three hearts
9	Five horseshoes and one four-leaf clover
10	Six crescent moons
11	Three open eyes
12	Four arrows

### D12 SIGIL

1	Three concentric diamonds
2	Rectangle made of three squares
3	Four triangles, each with a bell in the middle
4	Three-leaf clover surrounded by three circles
5	Crescent moon with two six-pointed stars inside
6	Heart with three crossed arrows inside
7	Shield around a square made of four triangles
8	Flower with seven petals and a circle in the middle
9	Leaf with five triangles inside
10	Three stacked acorns surrounded by a diamond
11	Sun made of three circles with thirteen rays
12	Rose inside a five-pointed star inside a circle inside a square



## ENCOUNTERS (LEVEL 1)

To be used with the generic adventure table. Results loosely pair an NPC with a creature, but it's not an exact science. When in doubt, roll 1D6.

1–3: First option.

4–6: Second option.

### D20 ENCOUNTERS (WONDERLAND Lvl 1)

1 Jester / Minor Dreamon

2 Cheshire Cat / Bat

3 White Rabbit /  
Matchmaker

4 Mouse / Flower

5 House Gecko / Weed

6 Sheep / Crocodile

7 Bird / Jubjub Bird

8 Domino / Checker

9 Cook / Antipathy

10 Footman / Hall Monitor

11 Crow / Lobster

12 Dodo / Serpent

13 Walrus & Carpenter /  
Oyster

14 Duchess / Jelly Cube

15 Tea Party / Custard

16 Caterpillar / Moth

17 Crab & Daughter /  
Lost Sole

18 3 Tongues / Borogrove

19 Bone King /  
Mirror Spider

20 The Hand / Rivals

## ENCOUNTERS (LEVEL 2)

Mix and match with the tables on page 203 and the generic adventure table to create a quick quest. If unsure which of the two results to use, roll 1D6.

1–3: First option.

4–6: Second option.

### D20 ENCOUNTERS (WONDERLAND Lvl 2)

1 Jester / Minor Dreamon

2 Cheshire Cat / Insect

3 White Rabbit /  
Crocodile

4 Mouse / Flower

5 House Gecko / Weed

6 Sheep / Shark

7 Footman / Grabber

8 Tortoise / Mock Turtle

9 Dodo / Gryphon

10 Caterpillar / Moth

11 Playing Card / Topiary

12 Humpty Dumpty /  
Serpent

13 The Tweedles /  
Jabberwock

14 Lion & Unicorn /  
Mome Rath

15 Pawn / Slithy Tove

16 Knight / Bandersnatch

17 Bishop / Dream Weaver

18 White Queen /  
Looking-Glass Creature

19 White King / Dirtworm

20 The Head /  
Glass Gorgon

## ENCOUNTERS (LEVEL 3)

For deciding what unspeakable horror the adventurers come across in the third level of Wonderland. When deciding between the two entries, roll 1D6.

1–3: First option.

4–6: Second option.

### D20 ENCOUNTERS (WONDERLAND Lvl 3)

1 Jester / Minor Dreamon

2 Cheshire Cat / Spirit

3 White Rabbit /  
Lost Sole

4 Mouse / Flower

5 House Gecko / Weed

6 Sheep / Matchmaker

7 Footman / Hall Monitor

8 Hedgehog /  
Mirror Spider

9 Flamingo / Mockery

10 Kangaroo / Moth

11 Gnome de Plume /  
Mockery

12 Cook / Custard

13 Banker / Jelly Cube

14 Playing Card / Tearrier

15 Profit / Shuteye

16 Executioner /  
Imp of the Perverse

17 Heart Knave / Snark

18 Heart King / Oracle

19 Heart Queen /  
Headless Doll

20 The Heart /  
Almost Alice

## ENCOUNTERS (PANDÆMONIUM)

What do the adventurers encounter while exploring Pandæmonium? Roll once and then roll 1D12 to see how many are present (if possible, since there's only one Lilith) or try rolling 3D20 for a single encounter to really add some variety.

### D20 ENCOUNTERS (PANDÆMONIUM)

1 Imp of the Perverse  
(Angry)

2 Imp of the Perverse  
(Excited)

3 Imp of the Perverse  
(Sad)

4 Imp of the Perverse  
(Scared)

5 Lost Sole

6 Antipathy

7 Minor Dreamon  
(Afraid, Coins)

8 Minor Dreamon  
(Bored, Cups)

9 Minor Dreamon  
(Confused, Swords)

10 Minor Dreamon  
(Disappointed, Wands)

11 Minor Dreamon  
(Exhausted, Coins)

12 Minor Dreamon  
(Frustrated, Cups)

13 Minor Dreamon  
(Gloomy, Swords)

14 Minor Dreamon  
(Helpful, Wands)

15 Dream Weaver

16 Major Dreamon  
(Coins)

17 Major Dreamon  
(Cups)

18 Major Dreamon  
(Swords)

19 Major Dreamon  
(Wands)

20 Lilith

## EVIDENCE

Evidence has a loose definition in Wonderland. The courthouse will find the following items incredibly important, no matter the case. Included is a brief description of how it may be used by either the Crown or the Defense.

### D20 EVIDENCE

- 1 ANCHOVIES**  
They smell and one is missing from the tin; that can only mean one thing.
- 2 BAGPIPES**  
If you would be so kind as to play a note on these, thank you.
- 3 CUCKOO CLOCK**  
The cuckoo will not come out, and please note the time displayed on the clock—coincidence?
- 4 DEGREE**  
A degree in mathematics with no schools or names listed—I should think we all understand what this means.
- 5 ENVELOPES**  
Excellent penmanship on the address, but every single page has been folded. If this isn't conclusive, I don't know what is.
- 6 FLASK**  
If you would please open the flask and tell the court what you smell.
- 7 GARLIC PRESS**  
This press was recently washed but NOT rinsed; I want you to think about what that means.
- 8 HINGES**  
Two hinges, both completely alike in every way except one . . . squeaks! No further comments.
- 9 INKWELL**  
Note the color. Still full and unopened, or is it?
- 10 JUMP ROPE**  
While difficult for many, it's not impossible for some; if you would please show the court how many unassisted jumps you can do.
- 11 KETTLE**  
If you would please show us all how you prepare your tea.
- 12 LAMP**  
The bulb is too bright and the shade is too low; how could this show anything except the logic of my point?
- 13 MENU**  
Look at these prices! And only two dessert options; this of course points to one simple answer.
- 14 NECKTIE**  
A little narrow for my tastes, but what's particularly interesting is the pattern; tiny flying pigs send a very clear message.
- 15 OATMEAL**  
Please bring in the bowl; as you will all see, there is a smile made of cinnamon with raisins for eyes. What else is there to say?
- 16 PADLOCK**  
I can't get it open—can YOU? Let the record reflect this turn of events.
- 17 QUILT**  
It's cozy, but look at the pattern on the fabric! It couldn't be any clearer.
- 18 RIBBONS**  
First and third prize but no second place; it should go without saying what this means.
- 19 SAUSAGE**  
I couldn't get any salami today, but the link remains obvious.
- 20 THERMOMETER**  
If we could just take your temperature. WOW! No further questions.

## EXITS & ENTRANCES

When exiting Wonderland by any means other than the Rabbit Hole. Variations are provided, and whether or not the exit also works as an entrance is up to the GM. Use caution when introducing these.

### D12 EXITS & ENTRANCES

- 1 PILE OF HAY**  
On a moving cart. Back of the stables. Middle of a field.
- 2 BARREL**  
Rain barrel. Tavern basement. At the docks.
- 3 FIREPLACE**  
Tavern. Third floor of a mansion. Blacksmith's shop.
- 4 MUSHROOM CIRCLE**  
Barn roof. Middle of a manicured garden. Growing on abandoned firewood.
- 5 WARDROBE**  
Back room in playhouse. Forgotten room in mansion. Storage room in dressmaker's shop.
- 6 HOLLOW TREE**  
Center of town. Back of orchard. Fallen in forest.
- 7 UNDER BED**  
Largest at the inn. Primary bedroom in mansion. Mayor's home.
- 8 WATERFALL**  
Beside the mill. Middle of the forest. On a wealthy estate.
- 9 ATTIC**  
Above a bookstore. Barkeep's home. Courthouse storage.
- 10 FOUNTAIN**  
Public park. Private gardens. Center of town.
- 11 BEHIND CURTAINS**  
Tailor's changing room. Local stage. Window in mansion.
- 12 VAULT**  
Biggest in the bank. Hidden in mansion. Back of a jeweler's.



## FLEEING WONDERLAND

For use when trying to quickly resolve what happens to the adventurers when fleeing Wonderland.

First, each player rolls the appropriate check (survival, navigation, etc.). A successful pass then rolls 1D4 on the below table; a fail by less than 5 rolls 1D10, and a fail by more than 5 rolls 1D20. Critical success is automatically result 1 on the below table and a critical fail is automatically result 20.

### D20 FLEEING WONDERLAND

- 1 Escape and can help one ally (ally rerolls and takes better roll)
- 2 Escape unharmed
- 3 Escape but lose 25% of treasure
- 4 Escape but lose 50% of treasure
- 5 Escape but lose all treasure
- 6 Escape but lose all treasure and equipment
- 7 Escape but injured (lose an eye or ear)
- 8 Escape but injured (lose a hand)
- 9 Escape but injured (lose an arm or leg)
- 10 Escape but altered (can no longer jump)
- 11 Escape but altered (can no longer run)
- 12 Escape but altered (forget how to use a specific weapon)
- 13 Escape but altered (forget a skill)
- 14 Escape but altered (permanently terrified of a specific creature)
- 15 Lost in Wonderland
- 16 Lost in Looking-Glass Land
- 17 Death by an accident waiting to happen
- 18 Death by creature
- 19 Death by Almost Alice or Glass Gorgon
- 20 Either die sacrificing self to save an ally (ally may reroll and take better roll) OR survive by betraying an ally (trade places with someone who escapes and they reroll 1D20)

## IMPERFECTIONS

Answer the question “What’s wrong?” when looking at a Major Dreamon or perhaps a flawed Looking-Glass Creature. Use one, two, or all three provided options. The more that are included, the more unsettling the creature will be.

### D12 IMPERFECTIONS

- 1 HEAD  
Spinning. Wrong size. Tilted 45 degrees.
- 2 FACE  
Double each feature. Wrong size. Rotated 180 degrees.
- 3 EYES  
Spinning. Wrong size. Always looking forward.
- 4 EARS  
Always wiggling. Wrong size. Flapping like butterfly wings.
- 5 MOUTH  
Never moves. Wrong size. Drooling something.
- 6 NOSE  
Constantly twitching. Wrong size. Leaking something.
- 7 BODY  
Always twisting. Wrong length. Bent at 90 degrees.
- 8 LIMBS  
Reverse joints. Wrong length. Rubbery.
- 9 EXTREMITIES  
Always wiggling. Wrong size. Completely static.
- 10 SOUND  
Completely silent. Echoes. Unnaturally distant.
- 11 VOICE  
Out of sync with body. Always singing. Backward.
- 12 CLOTHING  
Wearing 2 of each item. Wrong size. Frayed on all edges.



## INGREDIENTS

Whether needed for a meal, paint thinner, or ritual sacrifice, there's bound to be a recipe in Wonderland that requires a strange ingredient.

### D20 INGREDIENTS

- 1 Mint Tea Leaves
- 2 Mouse Tail
- 3 Pool of Tears (1-14) Water
- 4 2 Cups of Custard
- 5 Honey Mustard Powder
- 6 Dirtworm Dirt
- 7 Fountain (2-04) Water
- 8 Topiary Leaves (Autumn)
- 9 Tower Ruins (2-13) Brick
- 10 Domino Teeth
- 11 Pillow Feathers
- 12 Headless Doll Stuffing
- 13 Dungeon (3-06) Chains
- 14 Cheshire Cat Hairball
- 15 Forge (3-07) Coals
- 16 Serpent Skin
- 17 Summoning Chalk
- 18 Glass Gorgon saliva
- 19 Book from Pandæmonium
- 20 Jabberwock's Eye

## JESTER'S FEES

Jester is always changing their prices, but they aren't always interested in coin or gem. Sometimes what they desire is as strange as what they sell.

### D20 JESTER'S FEES

- 1 Outrun the Almost Alice 3 times
- 2 2D4 Teeth
- 3 Win a Caucus Race at the Pool of Tears (1-14)
- 4 1D10 Shoes
- 5 Dance with 2 Lobsters
- 6 1D20 Spools of red or yellow thread
- 7 Offend a Knight
- 8 3D10 Buttons
- 9 Steal from Walrus & Carpenter
- 10 3D8 Books
- 11 Eat four square meals on a Distant Hill (2-02)
- 12 2D10 Rings
- 13 Sing on the Theatre (3-16) stage
- 14 2D10 Flower bulbs
- 15 Win a trial
- 16 2D6 Swords
- 17 Win a croquet match
- 18 2D6 Skulls
- 19 An Executioner's axe
- 20 A Wonderer's hat

## KEEP THE DOOR SHUT

Adventurers are bound to prop doors open for various reasons, but Wonderers will have just as many opinions on why the door should be closed.

### D12 KEEP THE DOOR SHUT

- 1 You'll let in a draft
- 2 I'll lose my train of thought
- 3 You don't want anyone to see this
- 4 I'm allergic to the smell over there
- 5 You're letting in too much light
- 6 I don't want all the warm air getting in/out
- 7 You're ruining the decor
- 8 I can't afford the jail time
- 9 You'll ruin my nap
- 10 I could easily escape
- 11 You'll be taxed if you do
- 12 THEY might get in, and no one knows how to get rid of them



## LOCATIONS (LEVEL 1)

Useful for the ADVENTURES (GENERAL) table (page 196), or when picking the next Block to place when mapping Wonderland.

### D20 LOCATIONS (WONDERLAND Lvl 1)

- 1 Closet in Arrival (1-01)
- 2 Birdcage in Aviary (1-02)
- 3 Auction House on Bridge (1-03)
- 4 Green Room in Dance Hall (1-04)
- 5 Workroom in Duchess's Manor (1-05)
- 6 Throne Room in Domino Domain (1-06)
- 7 Crypt in Domino Domain (1-06)
- 8 Staircase in Escherian Stairs (1-07)
- 9 Red Cap Toadstool in Funagl Caves (1-08)
- 10 Closet in Hallway (1-09)
- 11 Rift in King Row (1-10)
- 12 Saltwater Spring in Mill (1-11)
- 13 Basement of the Mill (1-11)
- 14 Old Nest in Mustard Mine (1-12)
- 15 Equatorial Room in Observatory (1-13)
- 16 Forgotten Storage in Observatory (1-13)
- 17 Leisure Pool in Pool of Tears (1-14)
- 18 Cuckoo Clock Thicket in Tea Party (1-15)
- 19 Small Junk Pile in Wasteland (1-16)
- 20 Yard of White Rabbit's Cottage (1-17)

## LOCATIONS (LEVEL 2)

Mix and match with the encounter tables to answer the "who" and "where" of any adventure, or maybe it's where the next clue can be found.

### D20 LOCATIONS (WONDERLAND Lvl 2)

- 1 Nave in Chapel (2-01)
- 2 Top of Second Hill in Distant Hill (2-02)
- 3 Large Flower Bed in Flower Garden (2-03)
- 4 Small Fountain in Fountains (2-04)
- 5 First Floor in Library (2-05)
- 6 Third Floor in Library (2-05)
- 7 Keeper's Quarters in Lighthouse & Beach (2-05)
- 8 Chess Room in Looking-Glass House (2-06)
- 9 Plot of Soil in Pay Dirt (2-08)
- 10 Boat in River of Reeds (2-09)
- 11 Royal Statue in Statue Garden (2-10)
- 12 Open Field in Topiary Garden (2-11)
- 13 Throne Room in Tower (2-12)
- 14 Top of Tree in Tower (2-12)
- 15 Stairs to Nowhere in Tower Ruins (2-13)
- 16 Engine Room in Train (2-14)
- 17 Stumps in Tulgey Wood (2-15)
- 18 Creaky Bridge in Tulgey Wood (2-15)
- 19 Training Area in Tweedles' Cabin (2-16)
- 20 Tool Shed in Vegetable Garden (2-17)

## LOCATIONS (LEVEL 3)

When trying to decide where the Knave might be hidden, or the location of crucial evidence needed to prove an ally's innocence.

### D20 LOCATIONS (WONDERLAND Lvl 3)

- 1 Changing Room in Armory (3-01)
- 2 Under a Bed in Bedroom (3-02)
- 3 Judge's Chambers in Courthouse (3-03)
- 4 Holding Cell in Courthouse (3-03)
- 5 Tent in Croquet Court (3-04)
- 6 Commentator's Box in Croquet Court (3-04)
- 7 Head Table in Dining Hall (3-05)
- 8 Maximum Security in Dungeon (3-06)
- 9 Break Area in Forge (3-07)
- 10 Closet in Foyer (3-08)
- 11 Statue Room in Gallery (3-09)
- 12 Gazebo in Hedge Maze (3-10)
- 13 Kitchen in Kitchen & Cellar (3-11)
- 14 Behind Bar in Parlor (3-12)
- 15 Landing Pit in Playroom (3-13)
- 16 Landing in Stairway (3-14)
- 17 Under the Desk in Study (3-15)
- 18 Dressing Room in Theatre (3-16)
- 19 Balcony in Theatre (3-16)
- 20 Left Atrium in Vault (3-17)

## LOOKING-GLASS REFRACTIONS (MAJOR)

The ongoing hazards of Looking-Glass Land. Major Refractions continue to build as the Party explores (upon entering and every 60 in-game minutes). Refractions affect all player characters and effects end/reset upon leaving.

Result glossary:

**INVERT:** Number sign flips (e.g., +3 becomes -3)

**TRANSPOSE:** Numbers flip (e.g., 15 becomes 51)

### D20 MAJOR REFRACTIONS

- 1 Surroundings get blurrier
- 2 A single physical bonus and all related skill bonuses invert
- 3 Temperature drops 5°C or 10°F
- 4 A single mental bonus and all related skill bonuses invert
- 5 Entire Block rotates 15°
- 6 A single physical bonus and all related skill bonuses invert
- 7 Loose objects change size
- 8 A single mental bonus and all related skill bonuses invert
- 9 Loose objects rest 2' off ground
- 10 A single physical bonus and all related skill bonuses invert
- 11 Doors and their openings move 1' up wall
- 12 A single mental bonus and all related skill bonuses invert
- 13 Doors and their openings change size
- 14 Current HP transposes (can exceed maximum HP)
- 15 Any healing is halved
- 16 Max HP transposes (current HP can exceed maximum)
- 17 Weapon damage is halved
- 18 Armor is halved
- 19 Magic is halved
- 20 Speed is halved

## LOOKING-GLASS REFRACTIONS (MINOR)

The localized hazards of Looking-Glass Land. Minor Refractions affect only a single Block, but a Block can be affected by multiple Minor Refractions. These are in addition to the ongoing Major Refractions and are to be introduced at the GM's discretion.

### D20 MINOR REFRACTIONS

- 1 Ground covered in a thin layer of glass
- 2 Ground covered in a thick layer of glass
- 3 Ground covered in glass marbles
- 4 Ground covered in small glass shards
- 5 Ground splits and shifts 2'
- 6 Large glass shards erupt from ground
- 7 Molten glass bubbles up from the ground
- 8 Glass panes block all other entrances/exits
- 9 Glass wall divides the current Square
- 10 Walls made of thick frosted glass
- 11 Walls made of thick stained glass
- 12 Objects in area all made of glass
- 13 Area filled with glass statues
- 14 Glass marbles rain from above
- 15 Large glass shards rain from above
- 16 Molten glass drips from above
- 17 Molten glass bubbles float throughout the Block
- 18 Molten glass pooling in middle of Block
- 19 Clutches of small glass eggs hidden throughout the Block
- 20 Large glass egg in the middle of the Block

# LOOT

Rummaging through pockets or digging in loose dirt will surely result in discovering something. Replace detailed items after they've been found and consider combining D10s instead of rolling D100 to reflect the challenge and danger. Can also serve as wares available for sale by Jester.

## D100 LOOT

1	Small block of iron pyrite (fool's gold)
2	2 GP stuck together
3	Small gold windup beetle
4	Serpent snakeskin
5	Bag full of marbles and 5 GP
6	Silver lock with no key
7	Gallon jug with 5 GP inside
8	Velvet coin purse with 5 GP
9	1D4 fresh Wonderland eggs
10	Small bag of birdseed and 5 GP
11	Jar of Jelly Cube powder (1 pool)
12	Compact mirror with 5 GP
13	2 cobs of poison corn
14	Legal document (DC20 save or fall asleep while reading)
15	12 wood marching band figures
16	Pouch full of Dirtworm soil
17	Fresh bat eye (glows and points toward invisible creatures/objects for 4 more days)
18	Pepper shaker (always full)
19	Porcelain sculpture of flower basket with false bottom
20	Red pearl earring (maximum damage to a fire spell once)
21	1D4+1 train tickets
22	Candlestick shaped like an imp (candles burn twice as bright)
23	Diamond ring that grants +1 to STR while carrying treasure
24	Roll of 2D6 stamps that guarantee any item is delivered (1 stamp for letters, 3 stamps for packages)
25	Blue bottle with "Drink Me" tag: change size & unstoppable hiccup for 1 hour (3 uses)
26	Stick with chalk on the end
27	Gold boutonniere
28	Coin with lion on one side and sheep on the other
29	Croquet set
30	Permission slip for removing 1D4 items in Arrival closets (1-01, pg. 78)
31	Hand mirror and 30 GP
32	5 magnetic arrowheads
33	Glasses with red-tinted lenses

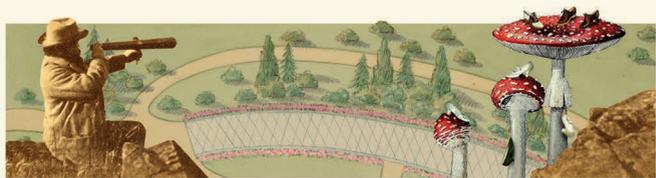
34	Cherry tart with 3 diamonds baked inside
35	Seed packet (grows 2D4 pools of Flowers in 1D4 minutes if planted in soil)
36	Golden egg (hollow) worth 1D4x100 GP
37	Cupcake with "Eat Me" tag: change size & brings current HP to exactly half (2 uses)
38	Tiny wooden staircase that becomes stairs leading up one level when placed on the ground (single use)
39	Butter knife with a sticker on it that says, "Exhibit A"
40	Page from White King's journal with a to-do list on it (speak with Knights, repair mirror, read)
41	Gold-handled fan made of a playing card spread
42	Pop-up book that unfolds to a 3D map of Wonderland (Lvl 1)
43	Animated oil painting of an old man (mostly sleeps and criticizes)
44	Silver egg cup (empty)
45	Key shaped like a bookmark that opens any door in The World Above to the Library (2-05, pg. 120)
46	Welding goggles
47	Red bottle with "Drink Me" tag: change size and cannot lie for 1 hour (3 uses)
48	Set of gold flatware
49	Pearl-handled magnifying glass
50	Book of Wonderland Laws (save or fall asleep while reading)
51	Serious boots that ignore any unnatural gravity
52	Jury summons; all in room are immediately teleported to Courthouse (3-03, pg. 150) to give a verdict on current case
53	Box with 3 stale cookies inside that says "Eat Me": eating one immediately takes all creatures in current Square to the Kitchen & Cellar (3-11, page 166)
54	1D4 Key lime tarts that grant advantage on lock picking for 1 hour after eating
55	Silver gauntlets
56	Fig with a golden wasp inside
57	Key ring with 5 Domino fingers

58	Coin purse that can store 100 lbs. (up to 5,000 GP) of small goods before bursting
59	Tiny spiral staircase that becomes stairs leading down one level when placed on the ground (single use)
60	Glass paperweight (causes Glass Gorgon to sleep for 1D4+2 minutes if she eats it)
61	Magic garden shears (equal to a +1 sword, double damage against plants)
62	Shield that reduces one enemy's attacks per day (3D8 becomes 2D8, 1D6 becomes 1D4, etc.)
63	Red bottle with "Drink Me" tag: change size and 2D12 extra HP for 1 hour (3 uses)
64	Oversized marble head (Frog)
65	Porcelain egg
66	Fire Poker (equal to +2 sword and double damage if target is resistant or immune to fire)
67	Fez hat that removes poison from any liquid poured into it
68	Minor Dreamon trapped in a 4" prism (looks like a shadow)
69	Looking-Glass polish
70	Umbrella that, when opened, deflects non-magic projectiles (Roll 1D6, 1-4: deflects away 5-6: reflects back at attacker)
71	1D6 green eggs, each summons a Mome Rath when cracked
72	Silver perfume bottle filled with Bandersnatch musk
73	Signet ring of the Heart King
74	Bell that summons 1D4+1 Tearriers per day (if on Level 3)
75	Box with brownie that says "Eat Me": change size and completely recovers HP (2 uses)
76	Monocular telescope that transports viewer to their point of view (twice per day)
77	Assassin's teapot with three pouring options (liquid A, liquid B, combination of A+B)
78	Blacksmith tongs (equal to +1 mace and grants holder fire resistance)
79	Ring with heart-shaped diamond, heals 1 HP every time a heart is pulled from the deck (at the table) or wearer goes through double door (in game)
80	Charmed knot of rope that tightens as it's untied
81	Dusty wig (wearer appears to double in age but feels no different, must be worn for 60 minutes after putting on)

82	1D4+1 hall passes for getting past Hall Monitors
83	Blue bottle with "Drink Me" tag: change size and can breathe underwater for 1 hour (3 uses)
84	Reed (instrument mouthpiece) with "900 GP" written on it
85	Tiny golden staircase that becomes stairs leading up or down one level when placed on the ground (single use)
86	Glass eye that, when paired with its match, turns anything they both look at to glass
87	Major Dreamon ring (Court of Cups or Wands)
88	Major Dreamon ring (Court of Coins or Swords)
89	+4 dagger that glows brighter as its surroundings get darker
90	Rose red key with a heart that opens any door directly to the Croquet Court (3-04, pg. 152)
91	+2 sword with "Clubmate" on hilt, double damage to Club Playing Cards and max damage whenever a club is pulled from the deck (at the table) or the wielder attacks within 5' of an ally (in game)
92	+2 sword with "Spadework" on hilt, double damage to Spade Playing Cards and max damage whenever a spade is pulled from the deck (at the table) or the wielder attacks first (in game)
93	+2 sword with "Heart Breaker" on hilt, double damage to Heart Playing Cards and max damage whenever a heart is pulled from the deck (at the table) or the sword is bled upon (in game)
94	+2 sword with "Diamond Cutter" on hilt, double damage to Diamond Playing Cards and max damage whenever a diamond is pulled from the deck (at the table) or the sword is fed 50 GP (in game)
95	Bowl carved with runes and the face of Lilith, traps a Dreamon if placed on its head like a hat
96	Bag with three "marbles" (poisons and curses condensed by the Almost Alice)
97	Locket with an inscription to summon a Major Dreamon
98	Amulet that protects the wearer from one Court of Major Dreamons (Coins, Cups, Swords, or Wands)
99	Partial map to the Vorpall Sword
00	Jar of liquid eraser that, when dumped out, resets the approach of the Almost Alice or Glass Gorgon

# ODDS & ENDS

Mundane objects to be found. Useful for the ADVENTURES (GENERAL) table (page 196), when changing a Dreamon's appearance, or when the party raids a cupboard that doesn't have anything exciting in it. Or these generic objects could be more than they appear.



## D100 ODDS & ENDS

- 1 Candle stub
- 2 Peanut shells
- 3 Serving platter
- 4 Bird nest
- 5 Dried apples
- 6 Wool socks (orange)
- 7 Iron wrench
- 8 Whole watermelon
- 9 Barrel lid
- 10 Painter's easel
- 11 Tarnished candelabra
- 12 Walking stick
- 13 Box of nails
- 14 Pepper grinder
- 15 Soft pretzel
- 16 Suspenders
- 17 Dull hatchet head
- 18 Cloche dome
- 19 Gauze and safety pins
- 20 Jar of pickled radishes
- 21 Gift wrap
- 22 Alphabet blocks (A, B & H)
- 23 Corkscrew and bottle opener
- 24 Green garden gloves

- 25 Two table legs
- 26 Wood shavings
- 27 Clothespins
- 28 Small tin with sewing needles
- 29 Steel spatula
- 30 Ceramic coffee mug
- 31 Sand
- 32 Can of wallpaper glue
- 33 2 quart bottles
- 34 Matchbook with 5 matches remaining
- 35 Silver knife with ivory handle
- 36 Crowbar
- 37 Fish skeletons
- 38 Cactus flower
- 39 Jar of red buttons
- 40 Small iron pipe
- 41 Watering can
- 42 Manila envelopes
- 43 Washcloth & towels
- 44 Burlap sacks (empty)
- 45 Hammer with chipped handle
- 46 Wicker basket
- 47 Two dozen napkins
- 48 Spool of fishing line
- 49 Down-filled pillow

- 50 Hand drill & saw
- 51 Knitted scarves (striped)
- 52 Funnel & measuring cups
- 53 Small anvil
- 54 Tuning fork
- 55 Glass jar full of shells
- 56 Jar of mud
- 57 Knife block (no knives)
- 58 Painted carving of a cat
- 59 Lattice
- 60 Balls of yarn
- 61 Tangerine crates
- 62 Walnuts
- 63 Tablecloth
- 64 Red and silver handkerchief
- 65 Blue floral umbrella
- 66 Upholstered armchair
- 67 Letterbox
- 68 Can of wood stain
- 69 Masquerade masks
- 70 Leather wrapped around 3 paintbrushes
- 71 Piano wire
- 72 Beads shaped like bones
- 73 Wooden picture frame
- 74 Plaid necktie
- 75 Flagpole

- 76 Doilies
- 77 Smiling jack-o'-lantern (no candle)
- 78 Butcher paper
- 79 Wreath of sticks and twine
- 80 Stepladder
- 81 Roll of wallpaper (green and beige)
- 82 Writing desk
- 83 10' of chain
- 84 Sugar
- 85 Lined gloves
- 86 Crutches
- 87 Metal trash bin
- 88 Folding chairs
- 89 Dressmaker's mannequin
- 90 Sled
- 91 Sailcloth
- 92 Wooden wheel
- 93 Knitted turtleneck (blue)
- 94 Saddle
- 95 Three-piece suit
- 96 Longbow (no string)
- 97 Horseshoe magnet
- 98 Salt
- 99 Sword hilt
- 00 Blank book

## PATTERNS

From card backs to jacket linings, wallpaper to intricately painted porcelain, there's always a pattern to describe in Wonderland. Below are some of the most popular designs at the moment.

### D20 PATTERNS

- 1 Scribbles that look like they were drawn by a child in anger
- 2 Ribbons intertwined with the stems of different flowers (Roses, Tulips, and Pansies)
- 3 Constellations and stars that have yet to be charted
- 4 A single peacock with endless tail feathers
- 5 Concentric circles with the largest ones linked like magicians' rings
- 6 Polka dots made of cookies and tarts
- 7 Swirling lines that flow from piercing yellow eyes
- 8 Highly detailed faux wood
- 9 Diamonds filled with illustrations of flying and swimming Gryphons
- 10 Painted eggs with various expressions
- 11 Blue strawberries with orange leaves
- 12 Stripes that look as though they're melting halfway down
- 13 Roses and stems intertwined with cursive letters of the alphabet
- 14 Clouds with hands emerging to point toward other hands
- 15 Tiles with looping knots made out of Dirtworms
- 16 Snakes intertwining with the stems of wineglasses that pour into fountains
- 17 Harshly angled triangles and squares made of purple, blue, and green
- 18 Tiny frames surrounding cameos of the Heart Queen and King
- 19 A dense mosaic depicting Pandæmonium
- 20 Roll 2D20, and it looks like one pattern from one side and another pattern from the other side

## PLOT HOOKS

Why are the adventurers delving into Wonderland? In the table below, 1–10 are monetary goals and 11–20 are social goals. Roll 1D10 for a specific type of hook or 1D20 if it's for the entire party.

### D20 PLOT HOOKS

- 1 Wrongfully imprisoned but that doesn't matter. The only way to be released is to collect 10,000 GP and hand it off to a designated handler. There's no use in attempting escape.
- 2 You pawned off a painting, not realizing there was a land deed hidden in the back. An appraiser is coming in two weeks, but the shop owner will sell it back to you first if you can match the 4,000 GP.
- 3 You've been hired by an anonymous patron to procure as many rare treasures from Wonderland as possible. You get paid 75% of the value, but they will provide magical items after recovering 3,000 GP.
- 4 Indebted to the owner of a nearby gambling den. If you don't pay back the 15,000 GP by the next month, you'll lose a hand and owe 8,000 GP.
- 5 You only have 6 months to live, but a wizard believes they can revive you. They simply need a diamond worth 5,000 GP.
- 6 The boss died on the way here and you're stuck with his horse, cart, and 1,500 GP debt. The grain farmers would sooner kill you than let you leave town.
- 7 After receiving a letter that proves they have incriminating evidence on you, your blackmailer demands you pay 10,000 GP to make it all go away.
- 8 It was an honest mistake. How were you supposed to know it wasn't a prop? And now the church is requiring 1,000 GP repayment or you'll be branded a heretic and punished accordingly.
- 9 A distant relative plans to demolish your childhood home unless you can buy out their share for 8,000 GP.
- 10 Once you've saved up 15,000 GP, you can finally leave this town and prove to your parents that you made something of yourself.
- 11 Your younger sister disappeared a month ago near the field where the Rabbit Hole was discovered. She always was curious.
- 12 As an entomologist, you're enamored with the specimens coming out of Wonderland and would like to collect your own, particularly the brilliantly colored moths.
- 13 After fleeing your captors, you escaped here and they wouldn't dare follow you into Wonderland. The cult is superstitious around rabbits.
- 14 You're a chess prodigy, and after falling asleep during a competition, you woke up knowing the next great strategy lies in Wonderland.
- 15 Your kittens disappeared in the night and you can hear them mewing when you stand near the Rabbit Hole. They sound healthy but distant, and you want to return them to their mother.
- 16 A thief and card sharp, you can't catch a break ever since your last loss. You hallucinated a Jack of Clubs telling you the solution to your problems is hidden in Wonderland. What have you got to lose?
- 17 The courier delivers a blank envelope and somehow knows it's for you. Inside is a personalized invitation to attend the next croquet match. It doesn't say when, but it does say, "Meet me under the topiary elephant."
- 18 The nightmares are getting more disruptive, but they stopped when you napped next to the Rabbit Hole. You think the way to end them permanently lies in Wonderland.
- 19 You've been having conversations with a young woman in your sleep, and while you can barely remember the topics when you wake up, you recall her suggesting you find her in Wonderland.
- 20 Stories of the player characters committing terrible crimes are emerging from others exploring Wonderland. Magic? Impostors? It's time to nip these rumors in the bud.

# RUMORS

What's written in that letter? What's overheard between games? What are the Flowers singing about? Roll to find out. The following rumors may or may not be true, but that's what rumors are for. Half the adventure is discovering their validity.

## D100 RUMORS

1	The 3 Tongues were seen at King Row two nights ago
2	The child has been vigilant lately (Almost Alice)
3	The man walked on his hands, then vanished (Antipathy)
4	The Bandersnatch was seen roaming the Dungeon again
5	Banker is upset with Heart King's latest tax
6	Lanterns are selling out at the River of Reeds thanks to the Bat infestation
7	Word from the Birds is that they have gossip on one of the Royals
8	The Bishops were seen drawing strange symbols in the Chapel
9	The Bone King was seen dancing in the graveyard
10	A Borogrove keeps stealing singing voices and no one can catch them
11	Caterpillar has been asking about White Rabbit, but no one knows why
12	Checkers ruined the latest Tea Party
13	Cheshire Cat attacked another mirror
14	Voices were heard coming from the nearest well (Children)
15	Some recent damage to the Tower was repaired with gold (Cleaners)
16	Cooks keep getting lost in Mustard Mine
17	A Crab's Daughter has gone missing
18	Crocodile tears have gone up in price
19	Crow refuses to speak with Dodo or any of the other Birds
20	A third dessert attacked the cook and slipped away (Custard)
21	Yesterday's picnic was ruined by another Dirtworm
22	Dodo was inquiring about Serpent skins again
23	The Dominoes can talk, but no one can figure out why they don't
24	A strange spider was seen with a Bishop two days ago (Dream Weaver)
25	Duchess sold more of her goods at auction—why?
26	Another executioner was seen beheading statues in the Statue Garden
27	I'm so glad all those pesky Figments are gone!
28	The Flamings are about to raise their rates again
29	The Flowers have been singing again, but the Playing Cards aren't happy
30	Footmen are paid very well, but no one knows how to get the job
31	Mirrors are showing a strange woman with even stranger hair (Glass Gorgon)
32	The latest opera by that Gnome is getting very good reviews
33	Grabbers in the Wasteland caught another Footman on delivery
34	A Gryphon will lead you to Mock Turtles if you ask them politely
35	Hall Monitors have been letting anyone pass, and it's upsetting Heart Queen
36	That giant thing has taken two Cards and another six Dominoes (the Hand)
37	That baby burned up my entire vegetable garden (the Head)
38	Dolls were seen walking around in the Card Castle (Headless Dolls)
39	The Study is charmed against fear and anxiety (the Heart)
40	Another crime is about to be announced by Heart King
41	Three Heart Knaves were seen fleeing the Looking-Glass House
42	Heart Queen is thrilled with how smoothly the Figment control is going
43	Hedgehogs were accused of stealing their employer's equipment
44	The House Geckos can't decide when they're going to strike
45	Humpty Dumpties are in the Topiary Garden, but no one knows how they got there
46	Three more Sheep have been acting strangely (Imps of the Perverse)
47	Bread & Butterflies were spotted swarming the Tower Ruins

48	Rocking-Horse-Flies are dropping dead all over Tulgey Wood
49	There was another Jabberwock attack two nights ago, this time a pair of Pawns
50	No one is willing to clean up after last night's banquet (Jelly Cubes)
51	Jester is offering some incredible deals for the rest of the week
52	That poor Knight keeps getting attacked by Jubjub birds
53	The Kangaroo presiding over tomorrow's case is receiving bribes
54	All the Knights are busy looking for some sort of secret weapon (Vorpal Sword)
55	Lion claims he has more crowns than Unicorn
56	Unicorn claims they have more crowns than Lion
57	The lobsters are molting again
58	Reflections have been acting weirdly (Looking-Glass Creatures)
59	Another pair of shoes were spotted running around in the Playroom (Lost Soles)
60	Those terrible creatures started another fire on the stairs (Matchmakers)
61	The latest maps from the Mice were defective, but they won't offer refunds
62	Spiders were seen in the Vegetable Garden again (Mirror Spiders)
63	Doors have been acting curiously hungry lately (Mockeries)
64	Mock Turtles have crowded the Distant Hills again
65	That green Mome Rath found another diamond in the Mustard Mines
66	The Moths are plotting something
67	Nobody helped me rearrange the furniture (Nobody)
68	That strange machine was accurate with another prediction (Oracles)
69	Another bed of Oysters lay empty last night
70	Two Pawns were talking about a potential promotion with the Bishops
71	A Club abandoned their post yesterday (Playing Card)
72	Two Diamonds were beheaded for discussing the Figments (Playing Cards)
73	Heart Queen isn't happy with the work of her Hearts lately (Playing Cards)
74	The Spades painted the rose bushes yellow this morning
75	The Profits are after the player characters for owed taxes
76	A group of adventurers was asking about the player characters (Rivals)
77	Another dozen eggs were stolen last night (Serpents)
78	A Shark was seen swimming in the Pool of Tears
79	The craftsmanship of the Sheep is really sinking
80	Strange creatures were seen fleeing to the bedrooms in Card Castle (Shuteyes)
81	Another Slithy Tove claw was found in the Paydirt
82	Another Snark was spotted in the Card Castle Foyer
83	Actors are claiming the Theatre is haunted (Spirit)
84	The Mice won't stop talking about Dormouse
85	Hatter finished another hat, but no one has seen it
86	March Hare perfected their cake recipe
87	The Heart Queen's Tearriers bit Heart King again
88	Time was on our side last night (Time)
89	The Topiaries tricked another Pawn last week
90	Tortoises are flocking to the Library as fast as they can
91	Tweedledee and Tweedledum spoke with the White King again
92	Walrus & Carpenter were last seen having tea with the Duchess
93	Weeds keep popping up in the Flower Garden
94	White King and Heart King were seen dining on the Train
95	The White Queen's illness is getting worse and no one knows what to do
96	White Rabbit is somehow traveling beyond Wonderland's borders
97	Reports state the Figment problem is getting worse, but the Heart Queen denies it
98	A strange man has been offering gifts in the Lighthouse (Major Dreamon)
99	I swear that statue of Alice winked at me
00	I had another dream where a woman spoke to me about books I've read (Lilith)

# TAXES

Taxes invented by the Heart King for the Profits to collect. They claim it helps everyone like a trickling stream, but more likely it all sits in the King's Vault. Convoluted forms can be completed to get some (or all) of paid taxes back, but the process is intentionally vague.

## D12 TAXES

- 1 **PAYROLL TAX**  
First, I need to count how many dinner rolls you have, and then I'll determine how much you'll pay.
- 2 **INHERITANCE TAX**  
If you're going to fight to the death, then both parties will need to pay.
- 3 **BACK TAX**  
They may be covered in armor and packs, but I know you have them, and it'll be double if I see you again.
- 4 **PROPERTY TAX**  
You seem to be making yourself at home here—time to pay up.
- 5 **EXPORT TAX**  
I'm sorry, but that ship has sailed and with it, any chance of avoiding taxation.
- 6 **NET WORTH TAX**  
How many nets do you have and how much are they worth? None? That sounds awfully fishy to me.
- 7 **GIFT TAX**  
All of you are present, and thus all of you will need to pay.
- 8 **SEVERANCE TAX**  
Making split decisions like that doesn't come without a cost.
- 9 **CAPITAL TAX**  
Look at these letters. All those paragraphs. And every sentence! This is really going to add up.
- 10 **WITHHOLDING TAX**  
Every secret kept has its price, and thus Wonderland must benefit.
- 11 **GROSS INCOME TAX**  
What you did back there was disgusting and certain fees apply.
- 12 **SALES TAX**  
You sold yourself short back there and we need to collect the difference.

# WHAT'S IT WORTH?

A treasure's value isn't always immediately known. Adventurers may discover something that looks valuable, but goods are worth only as much as someone is willing to pay for them. Below is a simple value table for goods. If the GM is unsure how much something is worth, roll 2D6 to determine the tier (row) and the price (column). If the merchant is flexible, roll 2D6 within a tier to determine their price range.

When haggling, determine the good's value and then provide the players with a copy of the chart so they can make an educated effort when negotiating.

## WHAT'S IT WORTH (IN GP)?

<b>COMMON</b>	10	15	20	25	30	35
<b>UNCOMMON</b>	20	40	60	80	100	120
<b>RARE</b>	60	140	220	300	380	460
<b>VERY RARE</b>	500	1,000	2,000	4,500	6,500	10,000
<b>MONUMENTAL</b>	5,000	10,000	20,000	35,000	50,000	60,000
<b>LEGENDARY</b>	45,000	75,000	95,000	125K	250K	400K



# YEAR OF THE ...

No one in Wonderland can keep track of Time, but that might change if they're unknilled. The following provides 144 possible combinations, and if this isn't sufficient, add more numbers. The year may very well be the Ninth Nazi Gasser or the First Poggled Gigglemug, and this is always declared with an entirely straight face.

## 2D12 YEAR OF THE ...

1 Scroched	1 Gigglemug
2 Nazy	2 Chuckaboo
3 Muddled	3 Foozler
4 Zozzled	4 Gasser
5 Tipsy	5 Wisenheimer
6 Muckibus	6 Katterzem
7 Lushy	7 Hornswoggler
8 Grogged	8 Whooperup
9 Fuddled	9 Blunderbuss
10 Dizzy	10 Flutterbun
11 Poggled	11 Pumblechook
12 Bumpy	12 Fribble

# EXTERNAL & COMPLEMENTARY RESOURCES

The following is a small collection of resources that both influenced and complement this iteration of Wonderland. Some were instrumental in creating the setting as it now exists, while others were discovered later and are simply worth sharing. Either way, the author fully endorses everything listed below.

## ART & ILLUSTRATION

- **Pamela Colman Smith.** If you imagine a tarot card, you're likely thinking of Smith's work. Excellent inspiration for Major Dreamons, and if you have a copy of the deck, consider using the cards at the table during summonings.
- **Akira Toriyama.** While known for creating Dragon Ball, his creature designs for the Dragon Quest series of video games would make great Minor Dreamons. Also, check out his work on another video game, *Chrono Trigger*.

## DIGITAL RESOURCES

- **Chartopia** ([chartopia.d12dev.com](http://chartopia.d12dev.com)). The author has prepared random tables for generating Dreamons, as well as encounters for each Block, found here: [chartopia.d12dev.com/collection/3649](http://chartopia.d12dev.com/collection/3649)

## GAMING MATERIAL

- **Arcane Tools, Treasures & Trinkets** by Mothic Knight. Really fun magic items that feel perfectly at home in Wonderland.
- **Axian Library** by Axian Spice. A great collection of resources that range from new spellcasting mechanics to generating character backstories.
- **Gig Economy** by Hurtleberry. Looking for a retainer or hiring to assist your adventurers on their next delve? This zine has you covered.
- **Old-School Essentials** by Necrotic Gnome. Fifth Edition is a flexible system, but OSE strips everything down and has very comprehensive approaches to Dungeoncrawling and individual carrying capacity.

## READING MATERIAL

- **Automated Alice** by Jeff Noon and **Alice Through the Needle's Eye** by Gilbert Adair. Many adaptations of Carroll's works go dark, but these two books maintain a lighter tone with an emphasis on wordplay and the surreal.
- **Delicious in Dungeon** by Ryoko Kui. I can't say enough good things about this manga series, but for the sake of Wonderland, it has excellent world-building, dungeon design, and recipes for cooking monsters.
- **The Sandman** by Neil Gaiman and countless talented artists. Lilith shares a lot in common with the titular character, and while the entire series is an excellent resource, Volume 2, *The Doll's House*, shows what might happen if Pandemonium and the Major Dreamons were left without a ruler.

## VIEWING MATERIAL

- **Fear of Cold** by Jacob Geller (2022). This forty-five minute YouTube video is a great watch before players explore the frigid dangers of Looking-Glass Land. It offers a good way to think about the cold as its own threat.
- **House/Hausu** (1977) and **Pan's Labyrinth** (2006). Both inspired by the original stories of Lewis Carroll, and each leans into a childlike or fairytale logic. Excellent references for balancing a whimsical and dangerous tone.
- **Labyrinth** (1986). Everything, from the optical illusions to the way characters talk in circles, feels right at home in Wonderland, and the Junk Fields perfectly capture the look of the Wasteland.
- **Time Bandits** (1981). Terry Gilliam's work, at its best, balances silliness with sincerity. Perfect for setting the tone of an all-ages adventure in Wonderland.



## ABOUT THE AUTHOR

Hi, I'm Andrew Kolb, the person who wrote, illustrated, mapped, and just generally designed this setting. The works of Lewis Carroll have always been an inspiration, and it's still incredible to me how elements like "down the rabbit hole" and "through the looking glass" have stayed in the common vernacular. Such specific concepts that have transcended their original works.

I've run adventures in Wonderland before writing this setting, but they were based off of interpretations that never quite fit what I wanted to do. Like the novels and stories based on Carroll's work, they tend to lean dark and moody, and that's not the sort of game I run. I enjoy adventures that feel like you're in playing inside the source material. Sure, they're dangerous and have plenty of moral dilemmas, but I'll always reward undercutting a villain's monologue with a good pun.

After I completed *Neverland*, I knew I wanted to reimagine Wonderland, but also knew I wasn't ready. I'm not sure why, and I'm not sure what changed after completing *Oz*, but I'm glad I waited.

All this is to say that I feel like this is the Wonderland I've always wanted to play in and hope you feel the same way. If not, I fully support taking it apart and putting it back together in a form that better suits your needs. I did that with the books before me and wouldn't be here if not for that.

Thank you for checking out this book and supporting independent authors and creators. No matter what part of Wonderland you use, if it shows up in your game, then please don't hesitate to find me online! I'd love to hear more.

## THANKS

There are so many people who helped take this dream and turn it into a reality.

Thank you to Katie Gould and the entire team at AMU for supporting these books. I'm so lucky to get to work with you, and you make these books even better than I could ever imagine. And thank you to Laurie Abkemeier for being the laces that keep these shoes on; your patience and guidance are both unending.

And endless thanks to all the players who helped me hone my GM skills. To Maximilian Aurelius Casimir Renaud, Nora Lirith, Pigeon Man, Rey Mcsriff, and Vere. To Alger Drake, Haskel Homer, Rolf, Riff Alterare, Skett Dittle, and Tippy Windsor. And thank you to everyone who gave feedback on this and my previous books. I hope I've improved as an illustrator, author, and game designer. If so, it's because of you.

# SKETCHBOOK

The following pages collect sketches, notes, and other material that went into creating this book. Knowing that this section would be included in the book means keeping every scrap of paper, just in case it becomes relevant later. I'd love to say it meant greater organization or more legible writing, but I can't.

*This page:* Highlights of some of the early approaches to mapping Wonderland. From the beginning, I wanted it to be a sprawling dungeon that used the dimensions of a chessboard, but it took a few iterations before finally evolving into its final form.

**(A)**

- 1. **\*DOMINOES**  
- Halls + Caves
- 2. **\*CHESSES**  
- Gardens + forest
- 3. **\*CARDS**  
- Queen's house
- 4. **\*DREAMS**  
- Random?  
or  
**PUSH**

**(B)**

64  
- All one level  
- harder as you go

- easy to run  
- easy to return to place  
- Not as chaotic.  
- reference 1 map.  
↳ what if map is wrong?

**(C)**

- 1. random for each tile
- 2. Same theme but different layout?
- 3.
- 4.

9+9+9+9 = 36  
or  
13+13+13 = 39

- 4 levels
- harder as you go
- new experience each time
- harder to run? → yeah I think so.

**Amalgam (Amalgam!)**

- Static map
- Multiple levels → harder as you go ↓
- 16 + 16 + 16 + ? = 48 blocks
- Each block average ... 3 rooms?  
↳ 144 rooms?  $\sqrt{12}$
- Individual random ~~repeat~~ blocks.  
↳ 1 of 4 possibilities? Rotate?  
↳ flip? **MILD CHAOS**

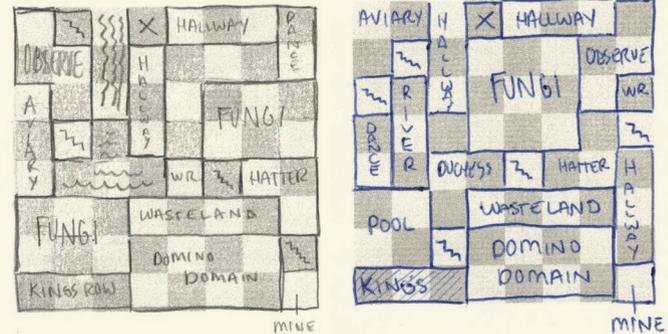
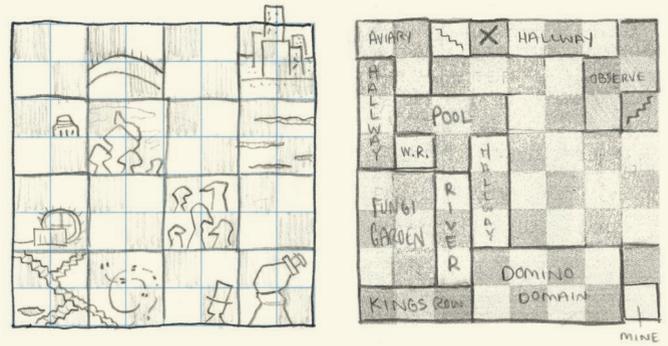
**LIBRARY**

- ↳ maze (hedge)
- ↳ Library
- ↳ gallery
- ↳ garden (statues?)
- ↳ Jail
- ↳ Forest path?

16+16+16+16 = 64  
or  
16+16+16+? = 48+?

- 4 levels  
- Harder as you go ↓

black  
blue  
green  
red  
map?

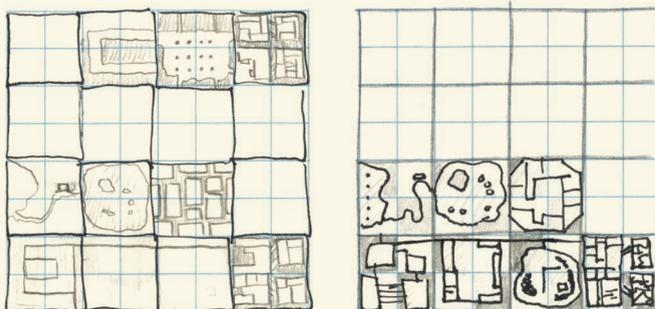


It seems so obvious to me now, but making each location a different shape and size offered both variety and the opportunity for areas to repeat. Plus arranging the levels became a sort of game in itself, like those shape puzzles where you have to fit all the blocks into the container. All that was left to do was create fifty-two unique locations.

The earliest plan was to have one level. Each square of the chessboard would've represented a different area of Wonderland, but sixty-four locations felt like too much.

In moving to a multilevel design, and knowing I wanted four levels (one for each suit in a deck of cards), I then explored a 4x4 grid of locations. It was a more manageable number, but I realized the repetitive size of each location would be difficult to manage in its own way. If every map was the same, then they'd all blend together in the mind or while flipping through the book.

Then it all came together: Tetris.



1 - Rabbit  
2 - Stairs  
3 - Hall  
4 - Observatory  
5 - Aviary  
6 - River Mill  
7 - Dance Hall  
8 - Fungal  
9 - W Rabbit  
10 - Hatter  
11 - Bridge  
12 - WASTELAND  
13 - Kings Row  
14 - WASTELAND  
15 - MINES  
16 - Domino Domain  
17 - Pool of Tears

① **DOMINO DOMAIN**  
BODY

**PEOPLE**

- 3 Tongues
- Automated Alice
- Well Kids
- Dominos
- Domino King
- Duchess
- Footmen
- Hatter
- Heart Knives
- Jester
- March Hare
- W. Rabbit

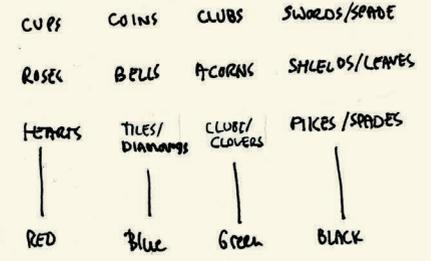
**BEASTS**

- Bats
- Birds
- Caterpillar
- Cheshire Cat
- Cleaners
- Crab + Daughter
- Crocs
- Dormouse
- Butterfly

**PLACES**

- Rabbit hole
- Long hallway
- Pool of tears/race
- W. Rabbit house
- Caterpillar Garden
- March/Hatter/Door House
- Wells
- Mustard mine
- Domino Manor
- Statue Ruins
- Aged man?
- Time?
- Sharks

**SUITS**



② **CHESS DOMAIN**  
MIND (LOGIC)

**PEOPLE**

- Auto Alice
- Bishops
- Footmen
- Heart Knives
- Heart Queen
- Heart King
- Hungry Dumpty
- Jester
- Knights
- Nobody
- Sheep
- Deer + Dum
- Walrus + Corp.

**BEASTS**

- Bandersnatch
- Birds
- 16 Insects
- Cleaners
- Crab + Daughter
- Crows
- Dreamons ↓
- Elephants
- Girdles
- Butterflies

**PLACES**

- Looking Glass house
- Hill gets flatter as closer
- Flower Garden
- Deer/Dum's House
- Railway
- Forest w no name
- Lamb's Shop
- River of reeds
- Dumpty's Wall
- Tulgy Wood
- 4 towers?
- Statue Garden

- W. Rabbit
- W. Queen
- W. King
- W. Pawns

③ **CARD DOMAIN**  
HEART (Emotions)

**PEOPLE**

- Auto Alice
- Cook
- Executioner
- Footmen
- Lizard Staff
- Heart Knives
- Heart King
- Heart Queen
- Hungry Dumpty
- Jester
- Playing Cards

**BEASTS**

- Birds
- Barogrades
- Cheshire Cat
- Dreamon ↑
- Flamboyos
- mice
- Mockeries
- Shark

**PLACES**

- Croquet pitch
- Rose garden
- Courthouse
- Sundryals
- Dungeons

④ **DREAM DOMAIN**  
SPIRIT (CREATIVITY)

**PEOPLE**

- Antipathies
- Alice
- Jester
- W. Rabbit
- Inner Dreamons

**BEASTS**

- Dreamons ↑↑
- Shark

**PLACES**

- Place of rest
- Classroom
- Falling
- Late/no armor/spells
- Teeth
- Flying
- Death
- Recurring
- Real World
- Hall of Statues

**PEOPLE** 32



**CREATURES** 37



02 - 100 ish.  
- 80 unique

♥ Q - CHOLERIC (YELLOW BLUE)

- Aggressive
- Restless
- Changeable
- Quiet
- Pessimistic
- Rigid

♣ Q - SANGUINE (BLOOD)

- Carefree
- Easy going
- Lively
- Even tempered
- Peaceful
- Passive.

♠ K - MELANCHOLIC (BLACK BLUE)

- Quiet
- Pessimistic
- Rigid

*This page:* Developing the levels of Wonderland. After making a list of characters and locations to include, I start distributing them across the levels to see if there are any gaps that need filling. Themes are also developing at this stage and always act as a useful guide when I get stuck.

*Opposite:* Early on I envisioned using symbols to represent how the size of each creature relates to the player characters. With so much iconography to explore, I had a lot of fun thematically tying it back to the setting. Ultimately I realized being clear trumps being clever and determined simple text was the best solution.



Below: The early stages of creating a bestiary of roughly 100 creatures. This list evolved over time, but it helped to have everything in one place, from the number of Hit Dice to which creatures had a hat or combo attack. Working like this helps ensure it all feels cohesive and balanced.

For me, choosing damage dice for attacks is one of the most challenging elements of designing stat blocks. My solution was to create a small table with the average result for each combination of dice so if I wanted an attack to do a specific amount of damage, I knew I could quickly find my options.

**NEVERLAND 100** misc: **HHH**

1 IIII 6 HHHH 11 16 II  
 2 HHHH 7 IIII 12 17 II  
 3 HHHH II 8 HHHH 13 18 III  
 4 HHHH III 9 IIII 14 19  
 5 HHHH IIII 10 HHH 15 IIII 20 IIII

**02 104** misc: **HHH**

1 II 6 HHHH 11 I 16  
 2 HHH II 7 HHH 12 HHH 17 I  
 3 HHHH HHH II 8 HHHH 13 III 18 II  
 4 HHHH III 9 IIII 14 III 19  
 5 HHHH 10 HHH 15 II 20

100 | 104 | 94 + misc

5 | 8 | 19  
 59% 30% 16%

55 | 44 | 37  
 55% 42% 31%

25 | 32 | 38  
 25% 31% 32%

5 | 17 | 13  
 59% 16% 11%

10 | 3 | 18  
 10% 39% 79%

**CHARACTERS**

COMBO — 3 **TONGUES (ALIKE)**  
 NIL **ALMOST ALICE (Smaller)**  
 NIL \* **ANTIPATHIES**

PHASES — 14 **BANDERSNATCH (Bigger)**  
 4 **BANKER HAT (Smaller)**

COMBO — 5 + POOL \* **BATS (Swarm) (Smaller + Bigger)**  
 54 + POOL \* **BIRDS (Flock)**

PHASES — 7 \* **BISHOPS HAT (ALIKE)**  
 13 **BONE KING HAT**  
 3 \* **BOROGROVES**

PHASES — 5 + POOL \* **BREAD AND BUTTERFLIES**  
 1 5 10 **CATERPILLAR (Smaller, Altker, Bigger)**  
 4 \* **CHECKERS**  
 9 **CHESHIRE CAT**  
 2 \* **CHILDREN**

COMBO — 2 + 5 POOL \* **CLEANERS (Swarm) (Smaller)**  
 2 \* **COOKS HAT (ALIKE)**  
 6 \* **CRABS & DAUGHTERS (ALIKE)**  
 7 \* **CROCODILES (Smaller)**  
 5 **GRW**

PHASES — POOL \* **CUSTARDS SCALE**  
 17 \* **DIRT WORMS BIGGER**  
 7 **DODO**  
 SCALE \* **DOMINOS**  
 4 **DORMOUSE**

PHASES — 12 \* **DREAMWEAVERS**  
 5 **DUCHESS HAT**  
 10 \* **EXECUTIONERS HAT**  
 SCALE \* **FIGMENTS**  
 7 \* **FLAMINGOS ALIKE**

PHASES — 5 + POOL \* **FLOWERS Bigger + Smaller**  
 4 \* **FOOTMEN HAT ALIKE**  
 18 **GLASS GORGON**

COMBO — 4 + POOL \* **GNATS**  
 5 \* **GNOMES DE PLUME SMALLER**

PHASES — POOL \* **GRABBERS**  
 6 \* **GRYPHONS**  
 10 \* **HALL MONITORS BIGGER**  
 10 **THE HAND BIGGER**  
 10 or 10 **HATTER HAT**

PHASES — 13 **THE HEAD**  
 PHASES — 3 \* **HEADLESS DOLLS**

PHASES — 15 **THE HEART**  
 PHASES — 13 **HEART KING HAT**  
 8 \* **HEART KNAVES HAT**  
 16 **HEART QUEEN HAT**  
 5 \* **HEDGEHOGS SMALLER**  
 3 \* **HOUSE GECKOS ALIKE**

PHASES — 10 \* **HUMPTY DUMPTIES HAT**  
 20 **JABBERWOCK** **INSECTS Bigger**

PHASES — POOL \* **JELLY CUBES SCALE**  
 7 **JESTER HAT ALIKE**  
 6 \* **JUBJUB BIRDS (ALIKE)**  
 4 \* **KANGAROOS HAT ALIKE**  
 7 \* **KNIGHTS HAT ALIKE**

COMBO — 24 **LILITH**  
 COMBO — 9 + 9 **LION & UNICORN**  
 4 \* **LOBSTERS**

PHASES — 3 6 9 \* **LOOKING-GLASS CREATURES S,M,L**  
 NIL \* **LOST SOLES Smaller**

PHASES — 2 \* **MATCHMAKERS HAT (Smaller)**  
 7 **MARCH HARE**  
 4 + POOL \* **MICE (Smaller Bigger)**  
 9 \* **MIRROR SPIDERS (ALIKE)**  
 9 \* **MOCKERIES**  
 4 \* **MOCK TURTLES (ALIKE)**  
 4 \* **MOME RATHS (ALIKE)**  
 6 + POOL \* **MOTHS**  
 20 **NOBODY HAT**  
 14 \* **ORACLES**

PHASES — 3 \* **OYSTERS**  
 4 \* **PAWNS**  
 SCALE \* **PLAYING CARDS**  
 8 \* **PROFITS**  
 SCALE \* **RIVALS ALIKE**  
 3 + POOL \* **ROCKING HORSE FLIES**  
 8 \* **ROYAL SEALS**  
 6 \* **SERPENTS ALIKE**  
 3 \* **SHARKS BIGGER**  
 4 \* **SHEEP ALIKE**

PHASES — 11 \* **SHUTEYES**  
 NIL **THE SLEEPING**  
 8 + POOL \* **SNAP DRAGONFLY**  
 5 \* **SNARKS**  
 6 \* **SPIRITS**  
 6 \* **TEARIEYS**  
 24 **TIME LARGER**  
 10 \* **TOPIARIES**  
 5 \* **TORTOISES**  
 8 \* **TOVES (ALIKE)**

COMBO — 12 + 12 **TWEEDLEDEE & TWEEDLEDUM HAT**  
 COMBO — 8 + 8 **WALRUS & CARPENTER HAT**  
 5 + POOL \* **WEEDS Smaller + Bigger**

PHASES — 13 **WHITE KING HAT**  
 PHASES — 13 **WHITE QUEEN HAT**  
 5 **WHITE RABBIT Smaller**

1/2 total HP Round

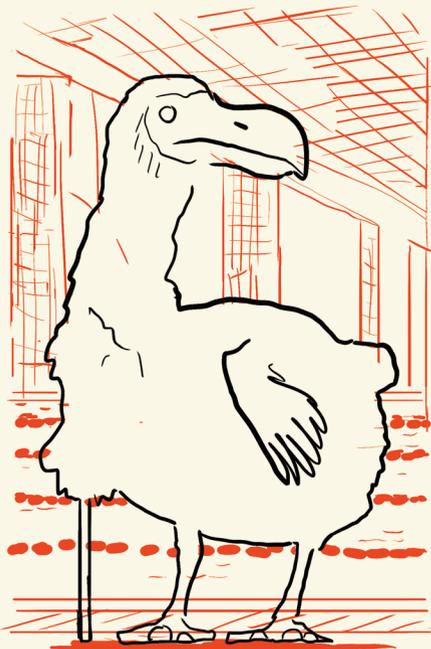
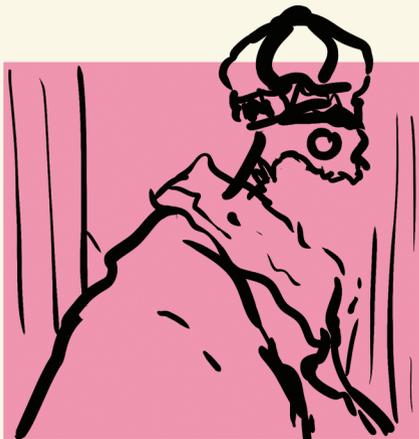
	1	2	3	4	5	6	7	8	9	10
D4	2	5	7	10	12	15	17	20	23	25
D6	3	7	10	14	17	21	24	28	31	35
D8	4	9	13	18	22	27	31	35	40	45
D10	5	11	16	22	27	33	38	44	50	56
D12	6	13	20	26	33	39	45	52	60	66
D20	10	21	30	41	52	63				

CR x5 = DMG BUDGET

	1	5	11	55
2	-10	12	-60	
3	-15	13	-65	
4	-20	14	-70	
5	-25	15	-75	
6	-30	16	-80	
7	-35	17	-85	
8	-40	18	-90	
9	-45	19	-95	
10	-50	20	-100	

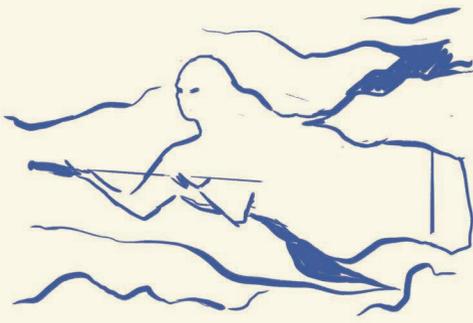
CR x5 = DMG BUDGET

CR	DMG	OTHER DMG
0	1	55
1	2	55
2	3	60
3	4	65
4	5	70
5	6	75
6	7	80
7	8	85
8	9	90
9	10	95
10	11	100

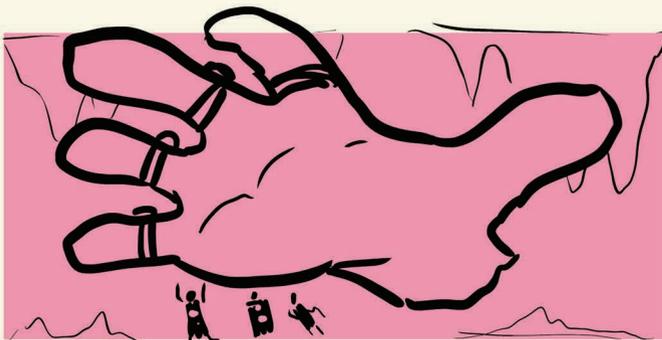
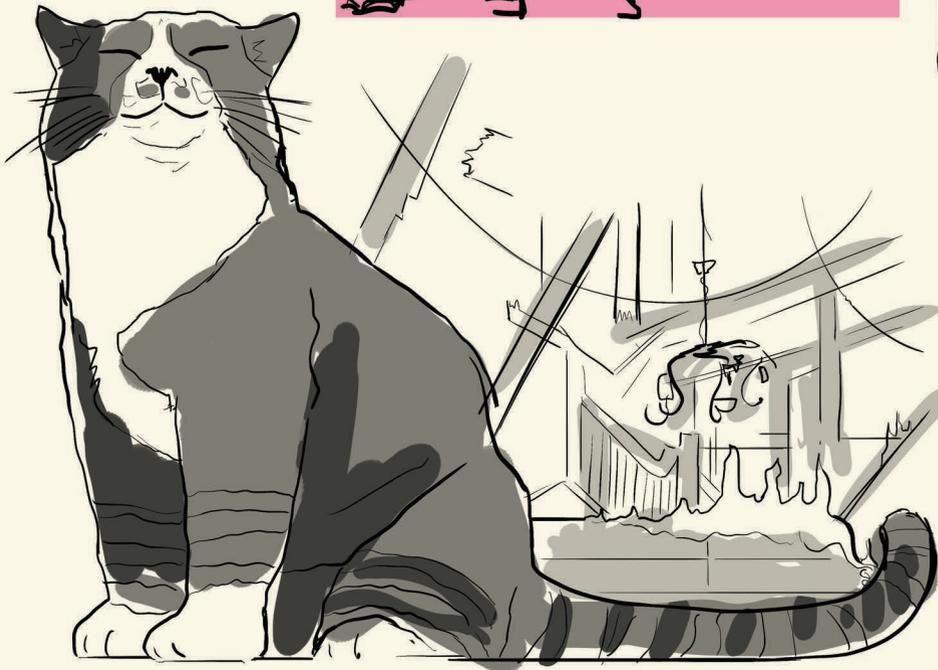
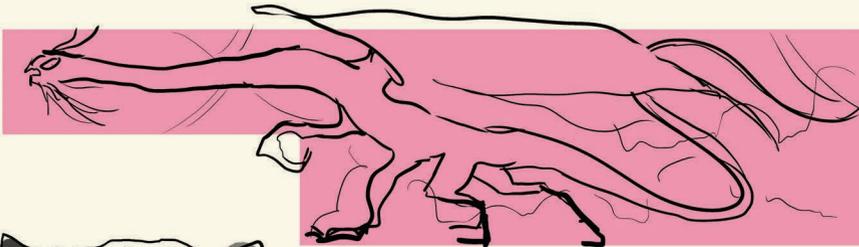


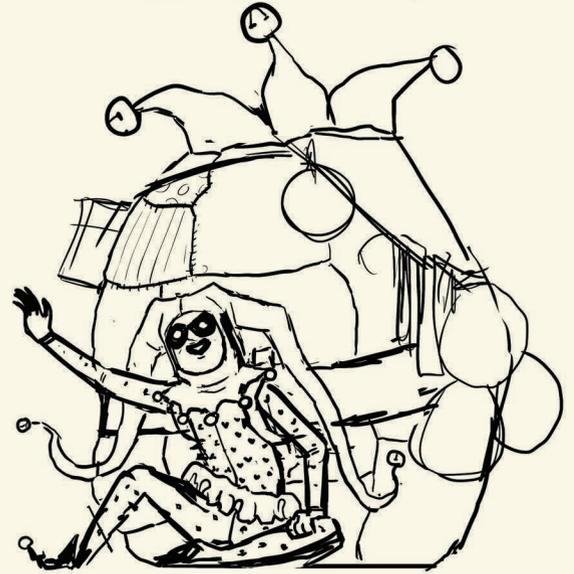
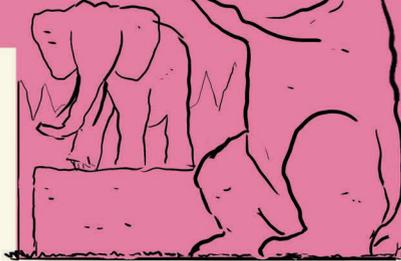
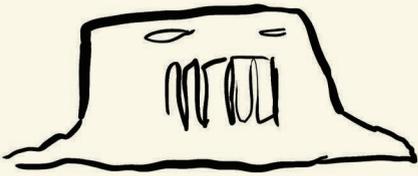
*Above:* Digital sketches. Practically all of the character images in Chapter 2 were sketched on the computer. Some images are immediately clear in my mind and so I only do a loose outline. Others require multiple drafts before proceeding to final. I've worked with the limited grayscale palette long enough that color studies are infrequent.

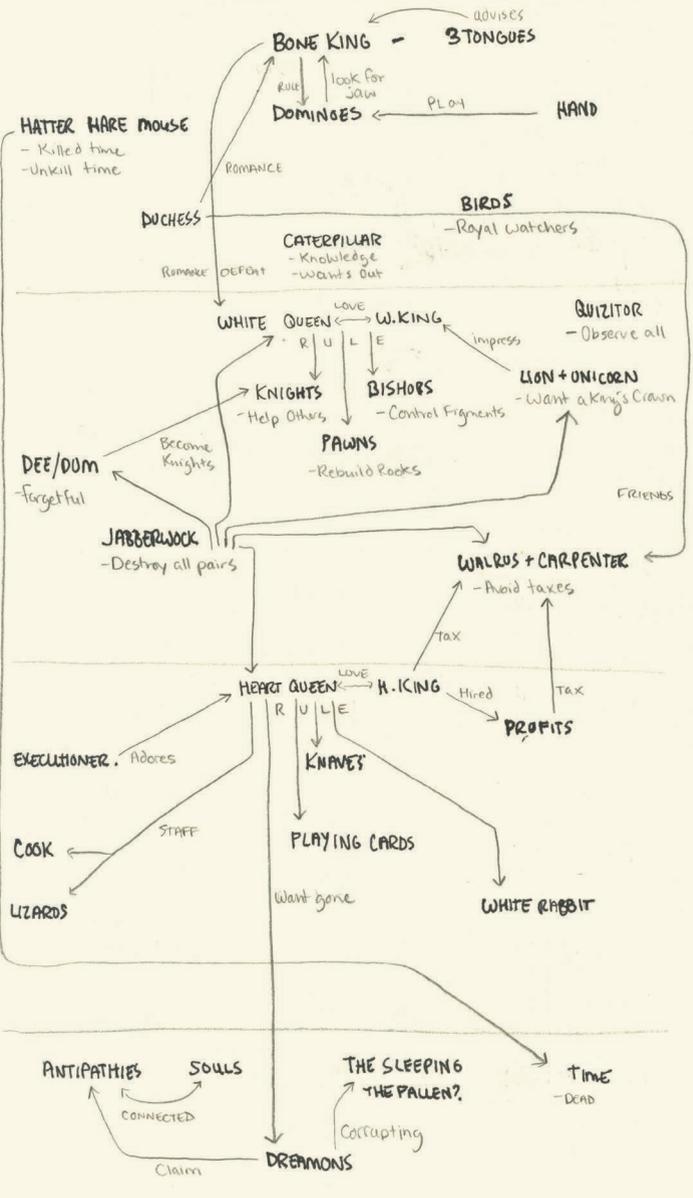
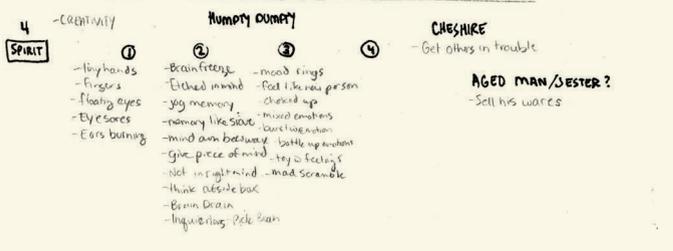
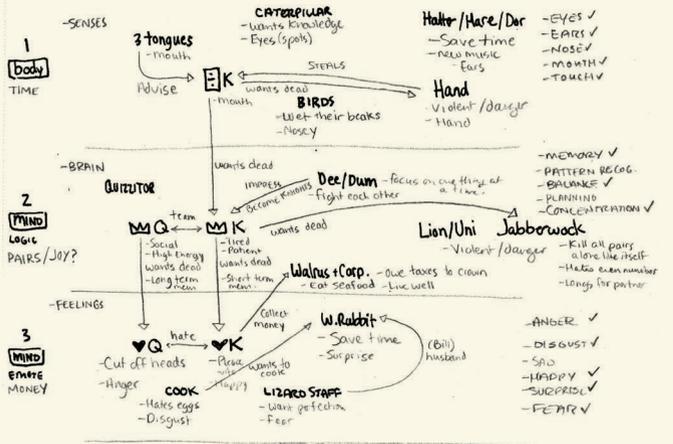
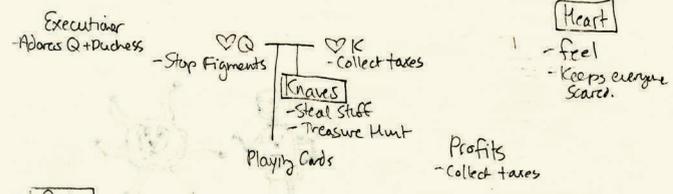
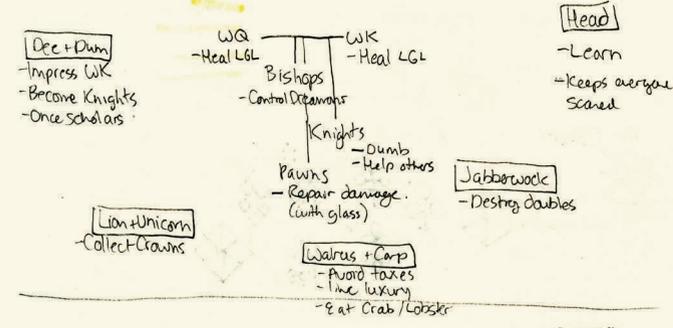
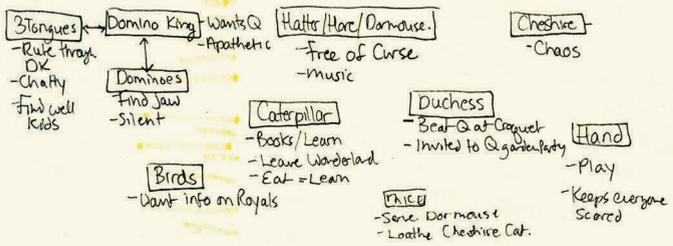
Because the maps of Wonderland are simple, I took every opportunity to include a feature from the land so that the images communicate as much as possible.



*This page and opposite:* More digital sketches. It should be noted that my cat, Bernard, makes a cameo as the Cheshire Cat.



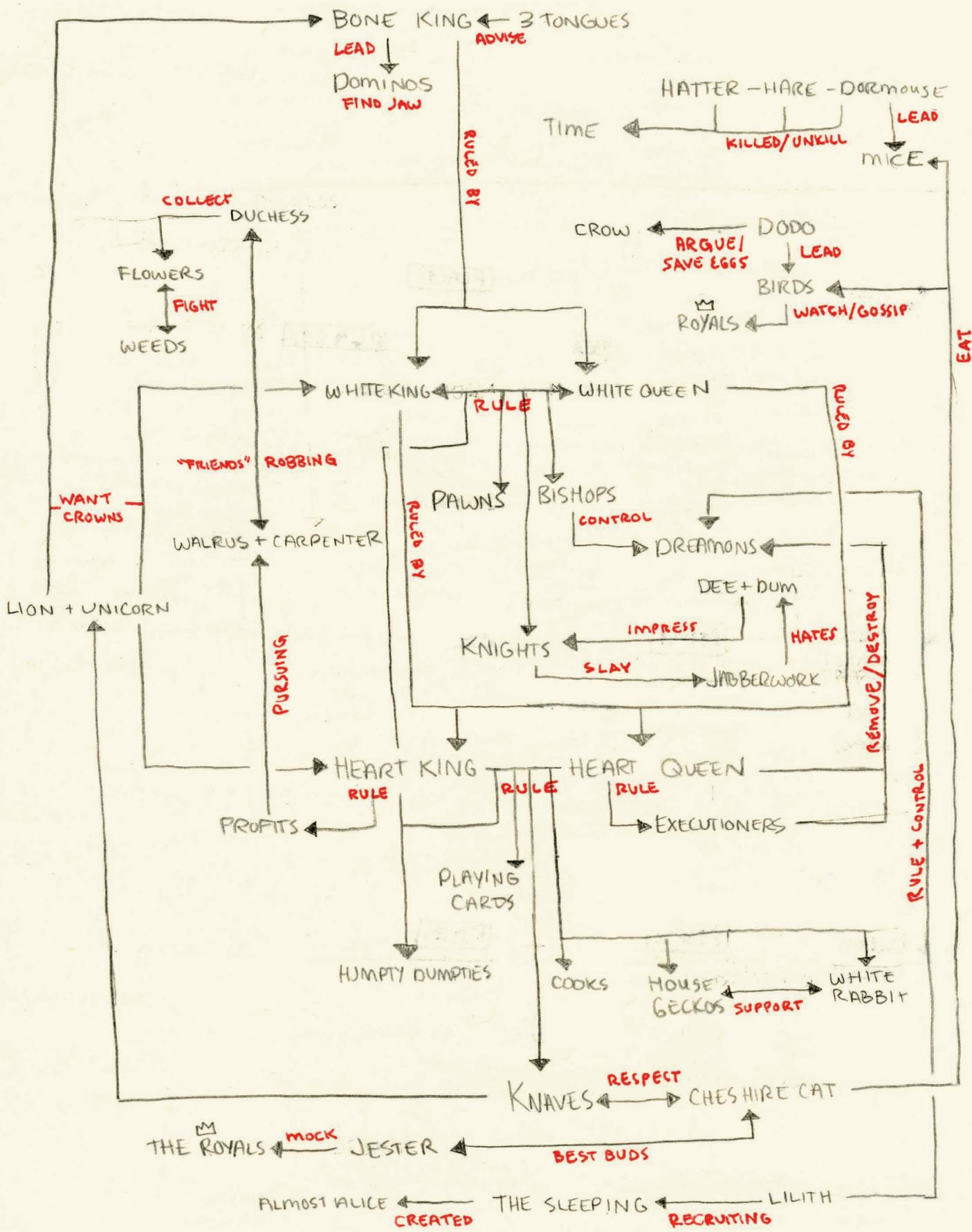




This page: Developing the social flowchart of Wonderland. With many characters to navigate, making charts like these helps me find redundant or isolated characters. As an example, the Duchess's interest in Flowers grew from discovering that the Flowers and Weeds had no other connections. It also becomes clear if there are too many overlapping motivations.

The layout also (loosely) reflects the characters' location within Wonderland so that I could see how the different levels interacted with each other. Seeing it laid out this way helped develop and incorporate each level's motif.

Opposite: While not exhaustive, this was the final flowchart. Some connections are not reflected here, like the Serpents' relationship with the Birds and the Insects' relationship with both the Flowers and Weeds.





*Above:* Some illustrations are complete after only one pass, and I treasure those. Most require at least minor revisions before I consider them done. Then there are those like the Almost Alice. I wanted it to read as both threatening

and doll-like while retaining an element of the uncanny. It turns out striking that balance wasn't easy as I had planned. It took multiple drafts to land on something that read as "adorable doll."



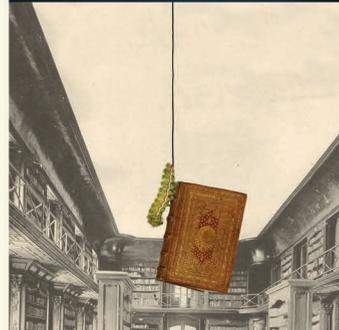
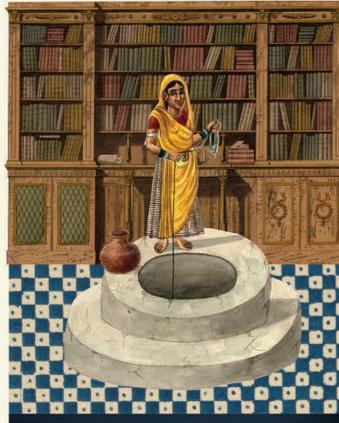
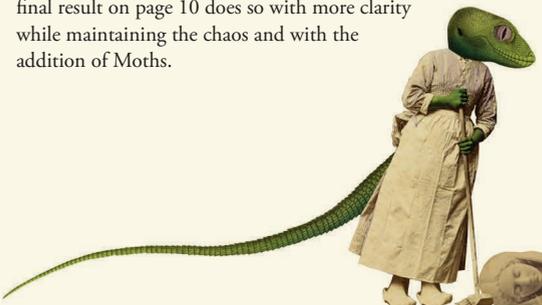
*This page:* Unused or altered artwork. Rarely do I completely abandon a finished image, but sometimes a better idea comes along a month after you finish a piece. The Lobsters worked better as a sequential image, the new Domino illustration mirrors its Looking-Glass Creature counterpart, and the original Imps of the Perverse imagery didn't put enough focus on the Imps. Thus the changes.



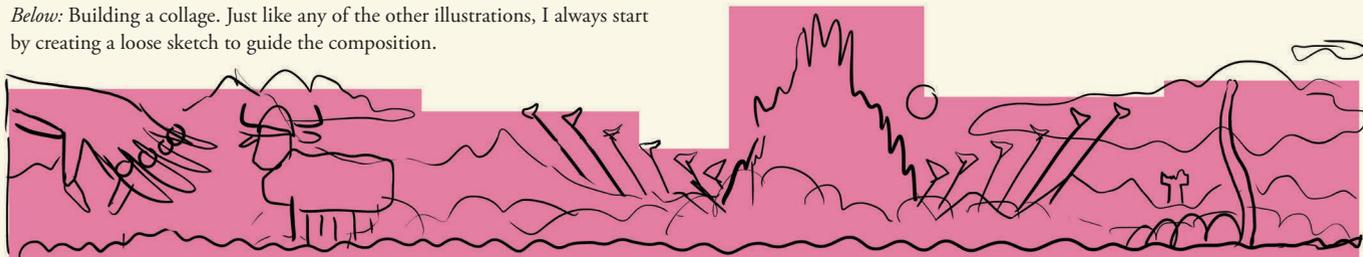
*Above right and below:* More abandoned artwork. The Footmen and House Gecko collages were relatively minor tweaks. Something about the frog eyes and gecko heads just didn't work, and so I continued to explore other directions.

*Right:* Two collages that were completely overhauled. The fishing illustration started as a play on "fishing for compliments," but I could never get the "compliments" part to communicate successfully. This image was eventually replaced by the Hall Monitors hunting on page 37, and the Caterpillar used here was reused in the introductory collage on page 3.

The bar fight collage was meant to contrast a chaotic brawl with a very relaxed White Rabbit, but he got lost in the final image. The goal was to illustrate what it's like for the White Rabbit to move between two worlds. The final result on page 10 does so with more clarity while maintaining the chaos and with the addition of Moths.



Below: Building a collage. Just like any of the other illustrations, I always start by creating a loose sketch to guide the composition.

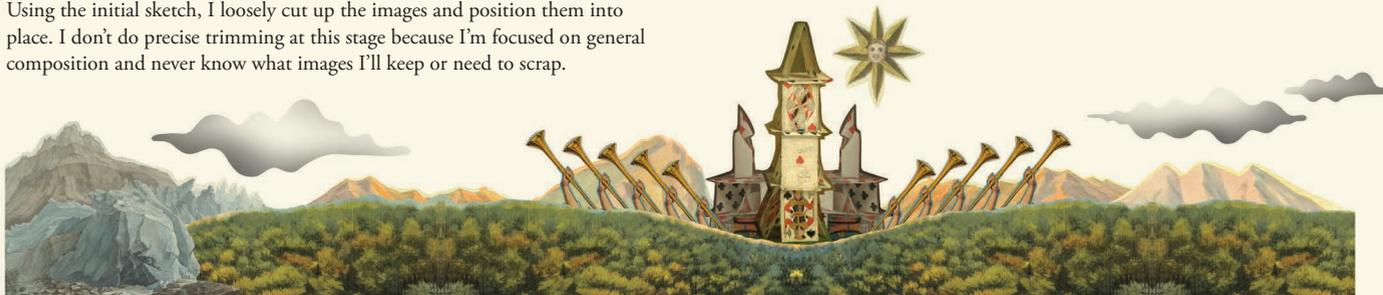


After the basic concept is established, a lot of time goes into finding the right images to use. There are countless online resources for public domain images, but two of my favorites are the New York Public Library and the

Rijksmuseum. I find collage to be improvisational, in that I search for specific visuals but just as often find a striking visual that completely changes the concept. Some collages were built entirely off of “How can I use this image?”



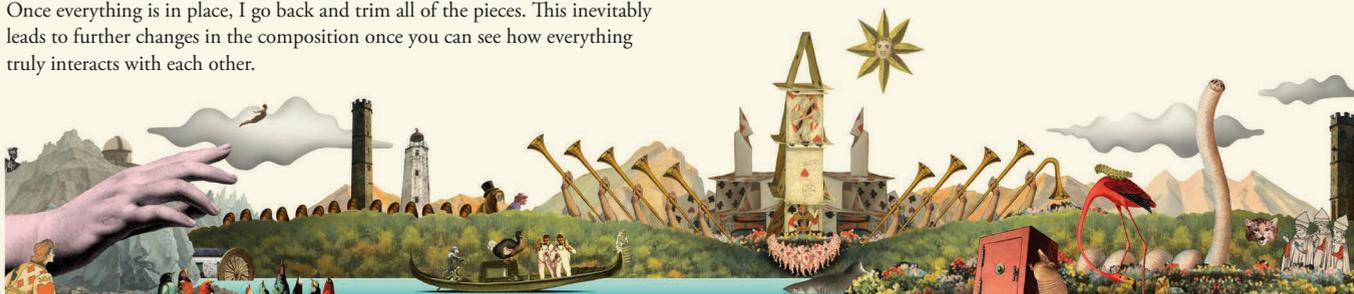
Using the initial sketch, I loosely cut up the images and position them into place. I don't do precise trimming at this stage because I'm focused on general composition and never know what images I'll keep or need to scrap.



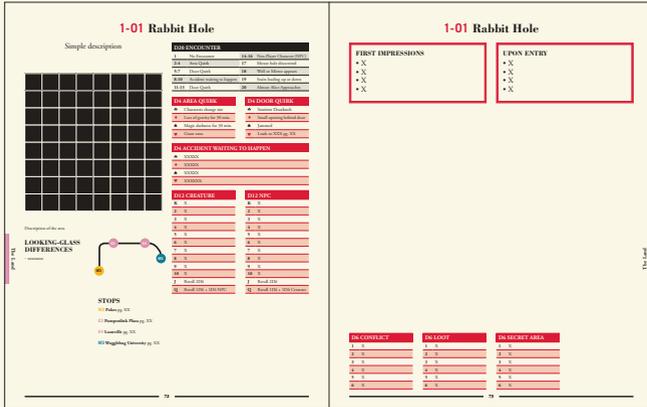
The more complex collages go through a few rounds of sketching, searching for the right images, and placing them into the illustration.



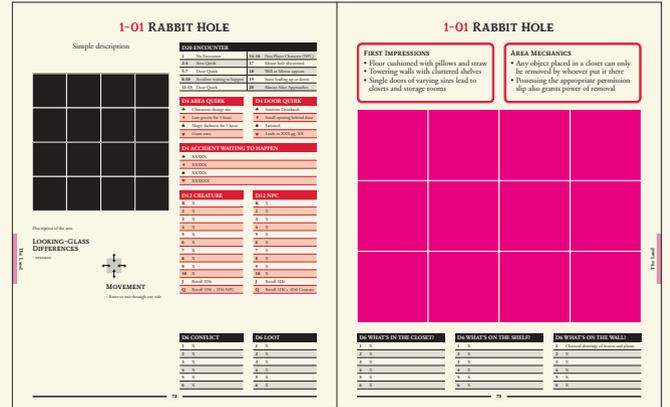
Once everything is in place, I go back and trim all of the pieces. This inevitably leads to further changes in the composition once you can see how everything truly interacts with each other.



Building the layout for Chapter 3. I started by taking apart the layout of Oz so that there's an element of continuity across the books. At this point I was establishing what needed to change and what would remain.

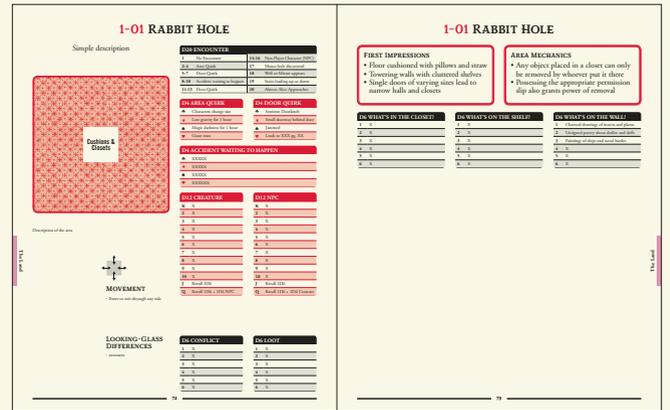
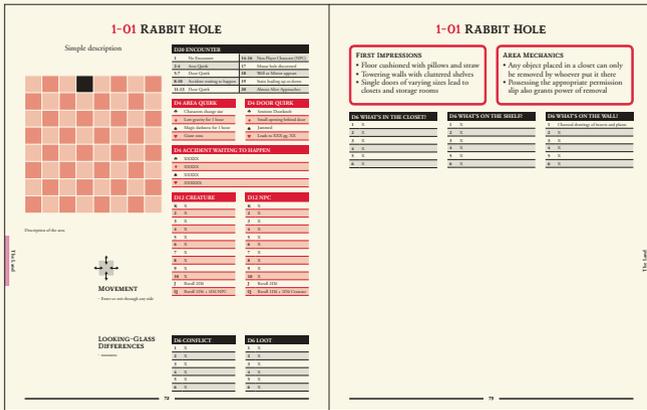


Next, I started exploring where the map and new tables should go, along with introducing the mini map to show movement. I decided early on that the left side would show a sort of chessboard map and the right would show details.



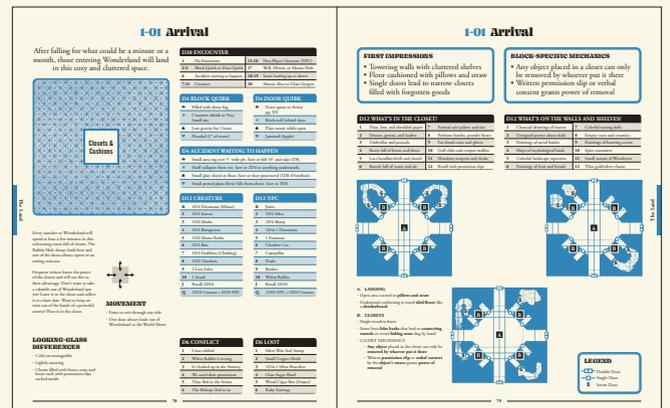
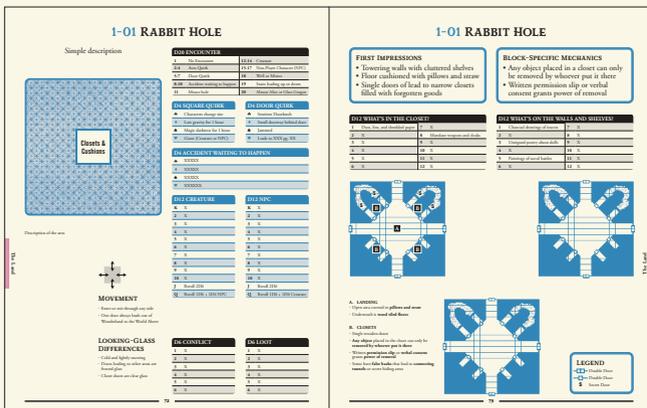
Focusing on the left page of the spread, I figured I'd move the Looking-Glass Differences under the movement map to better use the space. I thought each Block would be in a fixed location, so my approach to the chessboard map was to show where on the board it was located, but this quickly got scrapped as I shifted to a more fluid map of Wonderland.

With the shift to randomly shaped Blocks, I then decided to use the mini map as a way to quickly communicate the core elements of each Square. The background is inspired by the back of an old playing card and reinforces the rounded corners that I introduced to the various tables.



I then drafted some grid-paper maps to make sure it all worked, and this is where I established the legend in the bottom right corner. Level 1 of Wonderland was always going to be blue, but I finally committed to it here.

The final layout. The Looking-Glass Differences returned to the left column, as some Blocks have detailed movement that required more space. Throughout designing this book I'm always reminded that nothing is permanent.



WONDERLAND

WONDERLAND

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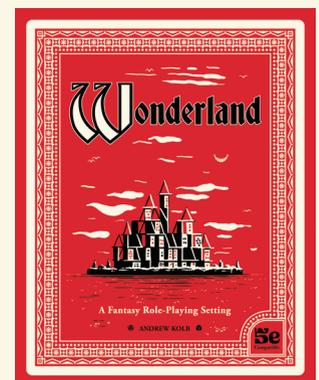
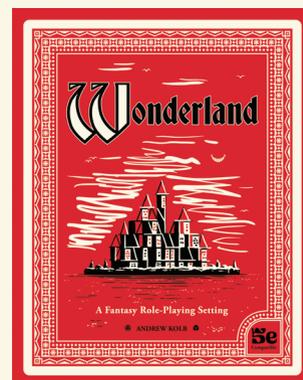
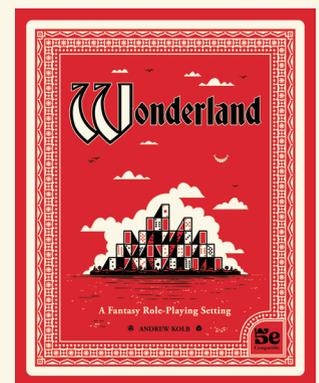
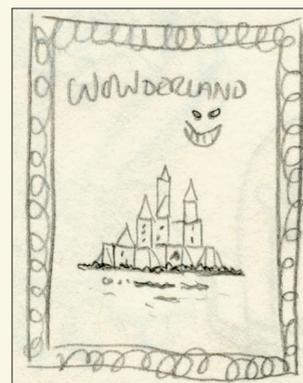
Wonderland

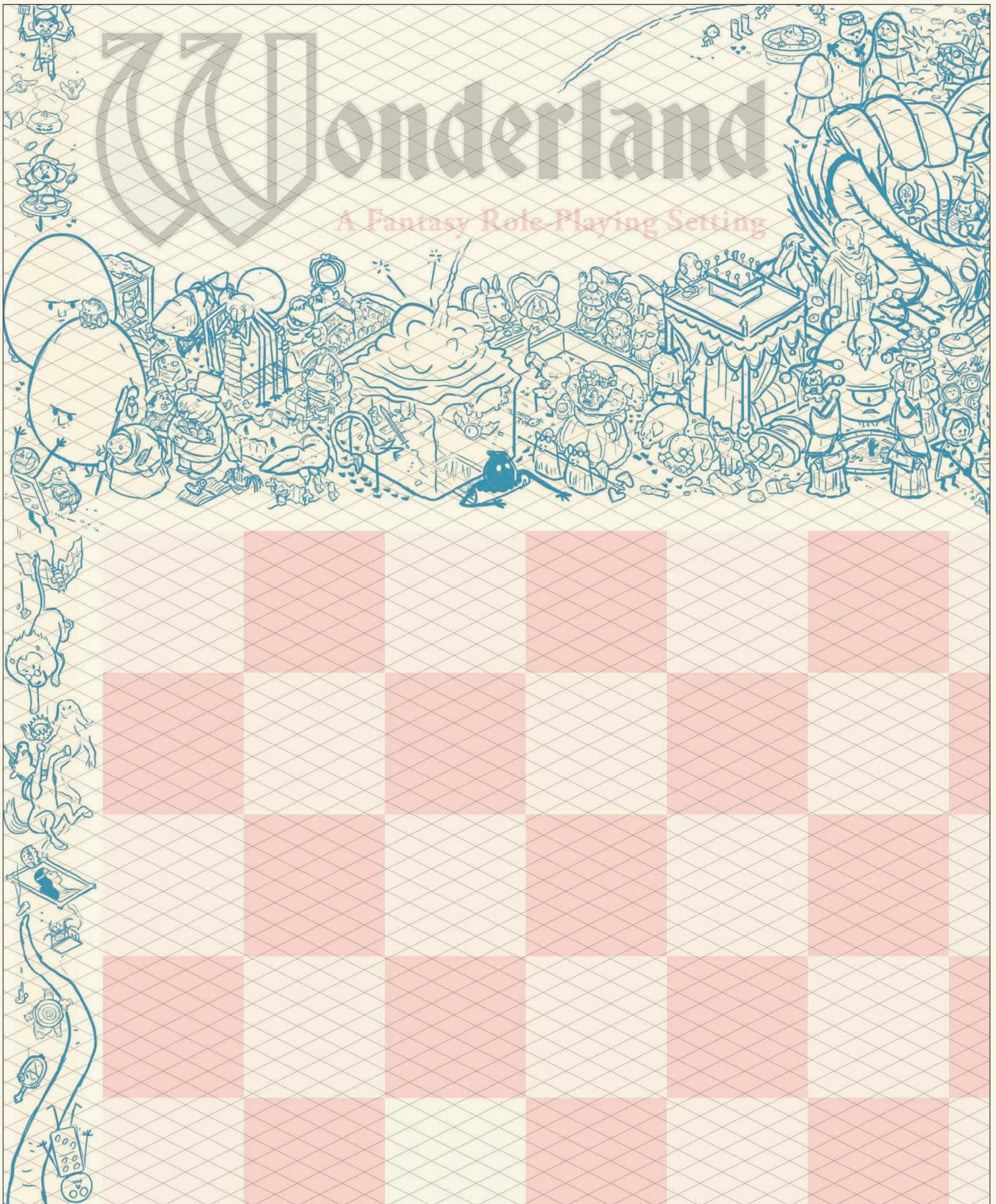
Wonderland

Wonderland

Left and above: Exploring typography for the title treatment. I initially pulled from old Wonderland movie posters and book covers, but none really matched the tone of this interpretation. The final modified typeface was chosen for the negative shapes made within the W resembling a pair of horns.

Below: Cover designs. While the Card Castle went through an early overhaul, the majority of the design was quickly established. The clouds hinted at dreaming, and with the foil they even have a silver lining.





Above: Loose sketch for the illustrated map frame. I originally tried drafting this using pencil and paper, but an image like this, one that includes so many creatures and characters, requires too many edits for that approach.

Resizing, moving, and ensuring consistency of scale was made infinitely easier by illustrating it digitally. For those who are curious, it does include every creature and character (in some form).

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# Wonderland

A Fantasy Role-Playing Setting

Character Name

Player Name

## Human, Druid (Circle of the Forest), 3

Ancestry, Class (Subclass), Level

### Hermit

Background

950

Experience

STR  
**+0**  
11

### PROFICIENCY BONUS

**+2**

### Saving Throws

- +0 Strength
  - +2 Dexterity
  - +2 Constitution
  - +1 Intelligence\*
  - +5 Wisdom\*
  - +1 Charisma
- \*prof. bonus added*

DEX  
**+2**  
14

CON  
**+2**  
15

### Skills

- +2 Acrobatics
  - +3 Animal Handling
  - 1 Arcana
  - +0 Athletics
  - +1 Deception
  - 1 History
  - +3 Insight
  - +1 Intimidation
  - 1 Investigation
  - +5 Medicine\*
  - +1 Nature\*
  - +3 Perception
  - +1 Performance
  - +1 Persuasion
  - +1 Religion\*
  - +2 Sleight of Hand
  - +2 Stealth
  - +5 Survival\*
- \*prof. bonus added*

INT  
**-1**  
9

WIS  
**+3**  
16

CHA  
**+1**  
13

### PASSIVE WISDOM

**13**

### ARMOR

**13**

Leather Armor

### HP

**24**

HD 3D8

### INITIATIVE

**+2**

### SPEED

**30ft**

**LANGUAGES** Common, Druidic

**ALIGNMENT** Lawful Good

**SIZE** Medium

### ACTION

- **Scimitar** melee, +4 to hit, 1D6+2
- **Dagger** melee/ranged, +4 to hit, 1D4+2
- **Shillelagh Club** spell/melee, +5 to hit, 1D8+3 (Cantrip on weapon lasts 1 minute)
- **Cast Spell** see Magic

### MAGIC

- **Spell Attack Modifier** +5
- **Spell Save** DC13
- **SPELLS**
  - **CANTRIPS**
    - Guidance
    - Shillelagh
  - **1ST LEVEL (4 SLOTS)**
    - Cure Wounds
    - Detect Magic
    - Goodberry
  - **2ND LEVEL (2 SLOTS)**
    - Barkskin
    - Enhance Ability
    - Hold Person
    - Locate Animals or Plants
    - Spider Climb

### CLASS FEATURE

- **Ritual Casting**
- **Wild Shape** (2/short or long rest)
  - Maximum CR: 1/4
  - No flying or swimming speed
- **Natural Recovery** Regain spell slots during short rest

### BACKGROUND FEATURE

- **Discovery**

### PROFICIENCIES

- **Armor** light armor, medium armor, shields (nonmetal only)
- **Weapons** club, dagger, dart, javelin, mace, quarterstaff, scimitar, sickle, sling, spear
- **Tools** herbalism kit

## BEAN COUNTER

It was always hard to connect with the other Druids. While you shared a passionate devotion to nurturing nature, you seemed to be alone in wanting to keep meticulous records. How else would you know how the forests and flower fields are faring?

Branching off from your circle, you wish to raise enough funds and explore enough environments to begin your grand ambition: a seed bank.

### PERSONALITY TRAIT

You gravitate toward numbers and records and don't shy away from talking with others about how much something costs.

### IDEAL

Community: many roots make the tree stronger.

### BOND

You'll do anything to protect and expand your collection of seeds.

### FLAW

You must document any newly discovered flora.

### NOTES

### EQUIPMENT

- **Carrying** leather armor, scimitar, club, dagger, sling and 20 stones, herbalism kit (clippers, mortar and pestle, pouches and vials of herbs), set of common clothes, a scroll case stuffed full of personal notes, a winter blanket, 6 pouches of seeds
- **Coins & Gems** 4 gold pieces (GP), 4 gems (each worth 10 GP)

# Wonderland

A Fantasy Role-Playing Setting

Character Name

Player Name

ARMOR

15  
None

HP

24  
HD 3D8

INITIATIVE

+3

SPEED

40ft

## Human, Monk (Way of the Open Hand), 3

Ancestry, Class (Subclass), Level

Hermit

Background

950

Experience

STR

+1  
13

PROFICIENCY  
BONUS

+2

Saving Throws

+3 Strength\*  
+5 Dexterity\*  
+2 Constitution  
+0 Intelligence  
+2 Wisdom  
-1 Charisma  
*\*prof. bonus added*

Skills

+5 Acrobatics\*  
+2 Animal Handling  
+0 Arcana  
+1 Athletics  
-1 Deception  
+2 History\*  
+2 Insight  
-1 Intimidation  
+0 Investigation  
+4 Medicine\*  
+0 Nature  
+2 Perception  
-1 Performance  
-1 Persuasion  
+2 Religion\*  
+3 Sleight of Hand  
+3 Stealth  
+2 Survival  
*\*prof. bonus added*

PASSIVE  
WISDOM

12

CON

+2  
14

INT

+0  
11

WIS

+2  
15

CHA

-1  
9

LANGUAGES Common  
ALIGNMENT Chaotic Good  
SIZE Medium

ACTION

- **Martial Arts** melee, +5 to hit, 1D4+3, can make unarmed strike as bonus action
- **Dart** ranged, +5 to hit, 1D4+3

CLASS FEATURE

- **Ki Energy** 3 ki points to use, recharges after short or long rest
- **Flurry of Blows** 1 ki for 2 extra Punches after first Punch attack (3 punches total) plus add one effect on target
  - DEX save or knocked prone
  - STR save or pushed 15' away
  - Can't take reactions until end of your next turn
- **Patient Defense** 1 ki for Dodge as bonus action
- **Step of the Wind** 1 ki for Disengage or Dash as bonus action, jump distance doubled
- **Martial Arts** 1D4 bonus attack
- **Deflect Missiles** Use reaction to reduce ranged weapon damage by 1D10+3
- **Unarmored Movement** Higher speed

BACKGROUND FEATURE

- **Discovery**

PROFICIENCIES

- **Armor** none
- **Weapons** simple, shortsword
- **Tools** calligrapher's supplies, herbalism kit

EQUIPMENT

- **Carrying** 10 darts, herbalism kit (clippers, mortar and pestle, pouches and vials of herbs), set of common clothes, a scroll case stuffed full of personal notes, a winter blanket
- **Coins & Gems** 2 gold pieces (GP), 4 gems (each worth 10 GP)

## CORNER CUTTER

Life in the monastery isn't for everyone. The elders did their best to teach you patience and serenity, yet you continued to rush through your chores, no matter what. Even the honor of being assigned the most prized duty, trimming the illuminated manuscripts, was wasted on you.

Now, for the first time in your life, you're finally free to explore the world beyond the monastery's walls. Maybe now you'll find your missing twin.

### PERSONALITY TRAIT

You're terribly impatient, but the elders taught you a few breathing exercises to do when others are taking longer than you'd like.

### IDEAL

Efficiency: perfection is the enemy of progress.

### BOND

The elders believe the scar on your side means you were separated from a twin at birth.

### FLAW

You'll always take a shortcut, no matter how risky.

### NOTES

# Wonderland

A Fantasy Role-Playing Setting

Character Name

Player Name

**Human, Wizard (Illusionist), 3**

Ancestry, Class (Subclass), Level

**Sage**

Background

**950**

Experience

**STR**  
**+0**  
11

**PROFICIENCY BONUS**

**+2**

**Saving Throws**

+0 Strength  
+2 Dexterity  
+2 Constitution  
+5 Intelligence\*  
+3 Wisdom\*  
+1 Charisma  
*\*prof. bonus added*

**DEX**  
**+2**  
14

**CON**  
**+2**  
15

**Skills**

+2 Acrobatics  
+1 Animal Handling  
+5 Arcana\*  
+2 Athletics\*  
-1 Deception  
+5 History\*  
+1 Insight  
-1 Intimidation  
+5 Investigation  
+3 Medicine\*  
+3 Nature  
+1 Perception  
-1 Performance  
-1 Persuasion  
+5 Religion\*  
+2 Sleight of Hand  
+2 Stealth  
+1 Survival  
*\*prof. bonus added*

**INT**  
**+3**  
16

**WIS**  
**+1**  
13

**CHA**  
**-1**  
9

**PASSIVE WISDOM**

**11**

**ARMOR**

**12**  
None

**HP**

**20**  
HD 3D6

**INITIATIVE**

**+2**

**SPEED**

**30ft**

**LANGUAGES** Common  
**ALIGNMENT** Lawful Good  
**SIZE** Medium

**ACTION**

- **Quarterstaff** melee, +2 to hit, 1D6+0 (if using two-handed, 1D8+0)
- **Dagger** melee/ranged, +4 to hit, 1D4+2
- **Cast Spell** see Magic

**MAGIC**

- **Spell Attack Modifier** +5
- **Spell Save** DC13
- **SPELLS**
  - **CANTRIPS**
    - Fire Bolt
    - Minor Illusion
    - Prestidigitation
  - **1ST LEVEL (4 SLOTS)**
    - Detect Magic
    - Disguise Self
    - Mage Armor
    - Silent Image
  - **2ND LEVEL (2 SLOTS)**
    - Invisibility
    - Phantasmal Force

**CLASS FEATURE**

- **Ritual Casting**
- **Arcane Recovery** (1/day) regain spell slots totaling 2 levels after short rest
- **Illusion Savant** Copy evocation spells in half the time and half resources
- **Improved Minor Illusion** Minor Illusion cantrip does image and sound simultaneously

**BACKGROUND FEATURE**

- **Researcher**

**PROFICIENCIES**

- **Armor** none
- **Weapons** dagger, dart, light crossbow, quarterstaff, sling
- **Tools** none

## HEAD SCRATCHER

As a wizard's apprentice, you were tasked with all sorts of mundane tasks. Sort the quills, feed the fish, and worst of all: give the old oaf his daily scalp massages. At least he paid well.

But when he disappeared and left you all of his belongings, as well as his debts, you were truly puzzled. You may need to pay off his loans, but what's most intriguing are the magically locked chapters of his spell book.

**PERSONALITY TRAIT**

You tend to hang back and observe others before speaking, but most can tell you're deep in thought by the way you rest your hands on your head.

**IDEAL**

Knowledge: peace only comes from resolution.

**BOND**

You want to find, or find out what happened to, the wizard that employed you.

**FLAW**

You can't ignore a puzzle, riddle, or game.

**NOTES**

**EQUIPMENT**

- **Carrying** 2 daggers, quarterstaff, light crossbow and 20 bolts, belt pouch, set of common clothes, bottle of black ink, quill, small knife, personal papers (records of debts)
- **Coins & Gems** 13 gold pieces (GP), 4 gems (each worth 10 GP)

# Wonderland

A Fantasy Role-Playing Setting

Character Name

Player Name

## Human, Rogue (Thief), 3

Ancestry, Class (Subclass), Level

### Criminal

Background

950

Experience

STR

-1

9

DEX

+3

16

CON

+2

15

INT

+2

14

WIS

+0

11

CHA

+1

13

### PROFICIENCY BONUS

+2

### Saving Throws

- 1 Strength
  - +5 Dexterity\*
  - +2 Constitution
  - +4 Intelligence\*
  - +0 Wisdom
  - +1 Charisma
- \*prof. bonus added*

### Skills

- +3 Acrobatics
  - +0 Animal Handling
  - +2 Arcana
  - +1 Athletics\*
  - +3 Deception\*
  - +2 History
  - +0 Insight
  - +1 Intimidation
  - +4 Investigation\*
  - +0 Medicine
  - +2 Nature
  - +2 Perception\*
  - +1 Performance
  - +1 Persuasion
  - +2 Religion
  - +7 Sleight of Hand\*\*
  - +7 Stealth\*\*
  - +0 Survival
- \*prof. bonus added*

### PASSIVE WISDOM

12

ARMOR

14

Leather Armor

HP

24

HD 3D8

INITIATIVE

+3

SPEED

30ft

LANGUAGES Common, Thieves' Cant

ALIGNMENT Lawful Neutral

SIZE Medium

### ACTION

- **Rapier** melee, +5 to hit, 1D8+3
- **Dagger** melee/ranged, +5 to hit, 1D4+3
- **Shortbow** ranged, +5 to hit, 1D6+3
- **Sneak Attack** See Class Feature

### CLASS FEATURE

- **Sneak Attack** (1/turn)
  - Extra 2D6 to attack
  - Must be advantage with finesse or ranged weapon or if enemy of target is within 5'
- **Cunning Action** Dash, Disengage, or Hide as bonus action
- **Thieves' Cant** Speak in slang and code
- **Fast Hands** Use Cunning Action to make Dexterity Check (Sleight of Hand), use thieves' tools, or use an object
- **Second-Story Work** Fast climb, double jump distance

### BACKGROUND FEATURE

- **Criminal Contact**

### PROFICIENCIES

- **Armor** light
- **Weapons** simple weapons, hand crossbow, longsword, rapier, shortsword
- **Tools** gaming set (dice set), thieves' tools

### EQUIPMENT

- **Carrying** leather armor, rapier, 2 daggers, shortbow and 20 arrows, thieves' tools (lockpicks, small file and pliers, tiny mirror), belt pouch, crowbar, set of dark common clothes with a hood
- **Coins & Gems** 11 gold pieces (GP), 7 gems (each worth 10 GP), 18 pearls (each worth 1 GP), pearl necklace (worth 25 GP)

## PEARL CLUTCHER

The life of a thief is full of rules. Never take more than you can carry, only sell at night, and leave town before anyone can remember your face. But those old ways are being forgotten.

Your only wish is to show fellow criminals that there's a better way to live. You always leave a single pearl at the scene of any theft as a sort of calling card with the hope that it will become a tradition for other like-minded burglars.

### PERSONALITY TRAIT

You love teaching your craft to others with the hopes that it will tip the scales back toward the way thieving once was.

### IDEAL

Tradition: the past must never be forgotten.

### BOND

You never take off the string of pearls that you stole from a guild master when you were a child.

### FLAW

You must always leave behind a pearl after a theft.

### NOTES

# Wonderland

A Fantasy Role-Playing Setting

Character Name

Player Name

**Human, Fighter (Battle Master), 3**

Ancestry, Class (Subclass), Level

**Entertainer**

Background

**950**

Experience

**STR**  
**+3**  
16

**DEX**  
**+2**  
14

**CON**  
**+2**  
15

**INT**  
**-1**  
9

**WIS**  
**+1**  
13

**CHA**  
**+0**  
11

## PROFICIENCY BONUS

**+2**

### Saving Throws

+5 Strength\*

+2 Dexterity

+4 Constitution\*

-1 Intelligence

+1 Wisdom

+0 Charisma

*\*prof. bonus added*

### Skills

+4 Acrobatics\*

+1 Animal Handling

-1 Arcana

+5 Athletics\*

+0 Deception

-1 History

+1 Insight

+0 Intimidation

-1 Investigation

+1 Medicine

-1 Nature

+1 Perception

+2 Performance\*

+0 Persuasion

-1 Religion

+2 Sleight of Hand

+2 Stealth

+3 Survival\*

*\*prof. bonus added*

## PASSIVE WISDOM

**11**

**ARMOR**

**16**

Chain Mail

**HP**

**28**

HD 3D10

**INITIATIVE**

**+2**

**SPEED**

**30ft**

**LANGUAGES** Common  
**ALIGNMENT** Neutral Good  
**SIZE** Medium

### ACTION

- **Two-Handed Greataxe** melee, +5 to hit, 1D12+3
- **Javelin** ranged, +5 to hit, 1D6+3

### CLASS FEATURE

- **Great Weapon Fighting** Reroll any 1s or 2s on weapon attacks using two-handed weapons
- **Second Wind** (1/short or long rest)
  - Use bonus action to regain 1D10+3
- **Action Surge** (1/short)
  - Use bonus action to take 1 additional action
- **Great Weapon Fighting** Reroll any 1s or 2s on weapon attacks using two-handed weapons
- **Combat Superiority**
  - Four 1D8 Superiority Dice per short or long Rest
  - Maneuver SAVE DC13
    - **MANEUVERS**
      - **Feinting Attack** 1 Superiority Dice to use bonus action to gain advantage on attack +1D8 to damage
      - **Riposte** 1 Superiority Dice to attack target if their attack misses +1D8 to damage
      - **Sweeping Attack** 1 Superiority Dice to damage target beside first target if attack would hit and +1D8 damage

### BACKGROUND FEATURE

- **By Popular Demand**

### PROFICIENCIES

- **Armor** light armor, medium armor, heavy armor, shields
- **Weapons** simple, martial
- **Tools** disguise kit, musical instrument (slide whistle)

## SIDE SPLITTER

Sometimes your story is written before you get a chance to read the first page. Your size and strength meant you were always going to work with your hands. Whether it's felling a tree or a monster, the work is easy, but it's not what brings you joy.

For as long as you can remember, you've loved making people laugh. Your jokes can be divisive, but you know the right audience is out there somewhere.

### PERSONALITY TRAIT

Boisterous and sociable, you're quick to jump into a conversation, no matter the environment, situation, or topic.

### IDEAL

Honesty: the funniest comedy comes from truth.

### BOND

You wield your father's axe and protect it as the only remaining piece of him.

### FLAW

You can't pass up a chance to tell a joke.

### NOTES

### EQUIPMENT

- **Carrying** chain mail armor, greataxe, javelin, smith's tools (anvil, hammers, tongs, etc.), belt pouch, set of common clothes, set of costume clothes, a musical instrument, notebook full of jokes
- **Coins & Gems** 13 gold pieces (GP), 3 gems (each worth 10 GP)

# Wonderland

A Fantasy Role-Playing Setting

Character Name

Player Name

**Human, Ranger (Hunter), 3**

Ancestry, Class (Subclass), Level

**Folk Hero**

Background

**950**

Experience

**STR**

**-1**

8

**DEX**

**+2**

15

**CON**

**+1**

13

**INT**

**+0**

10

**WIS**

**+1**

12

**CHA**

**+2**

14

**PROFICIENCY BONUS**

**+2**

**Saving Throws**

+1 Strength\*

+4 Dexterity\*

+1 Constitution

+0 Intelligence

+1 Wisdom

+2 Charisma

*\*prof. bonus added*

**Skills**

+2 Acrobatics

+3 Animal Handling\*

+0 Arcana

-1 Athletics

+2 Deception

+0 History

+3 Insight\*

+2 Intimidation

+0 Investigation

+1 Medicine

+2 Nature\*

+1 Perception

+2 Performance

+2 Persuasion

+0 Religion

+2 Sleight of Hand

+4 Stealth\*

+3 Survival\*

*\*prof. bonus added*

**PASSIVE WISDOM**

**11**

**ARMOR**

**13**

Leather Armor

**HP**

**25**

HD 3D10

**INITIATIVE**

**+2**

**SPEED**

**30ft**

**LANGUAGES** Common  
**ALIGNMENT** Lawful Neutral  
**SIZE** Medium

**ACTION**

- **Shortsword** melee, +4 to hit, 1D6+2

- **Longbow** ranged, +6 to hit, 1D8+2

- **Cast Spell** See Magic

**MAGIC**

- **Spell Attack Modifier** +3

- **Spell Save** DC11

- **SPELLS**

- **1ST LEVEL (4 SLOTS)**

- Animal Friendship

- Detect Magic

- Fog Cloud

**CLASS FEATURE**

- **Favored Enemy** Giants

- Advantage on Survival checks to track and History checks to recall lore

- **Favored Terrain** Forest

- Proficiency bonus doubled making INT & WIS checks relating to the terrain

- Can't become lost unless by magic

- Find twice as much food when foraging

- Learn exact numbers, size, and how long since creatures were present when tracking

- **Primeval Awareness** Use 1 spell slot. Sense creatures in 1 mile or 6 miles in Favored Terrain

- **Hunter's Prey** Giant Killer

- Free attack when Large or Larger enemy attacks you within 5'

**BACKGROUND FEATURE**

- **Rustic Hospitality**

**PROFICIENCIES**

- **Armor** light, medium, shields

- **Weapons** simple, martial

- **Tools** cobbler's tools, vehicles (land craft)

## STRAIGHT SHOOTER

Your tongue is as sharp as your arrows. Growing up among the aristocrats taught you that the right words can do as much harm as a knife's edge. However, the adults around you used this knowledge for selfish reasons.

Now you're old enough to speak your mind, yet young enough to not realize the consequences. After sharing the wrong opinion with the wrong people, you've become both folk hero and outlaw.

### PERSONALITY TRAIT

Your carefree attitude toward life and wealth acts as a mask to hide the fact that you come from nobility.

### IDEAL

Equality: take from the rich and give to the poor.

### BOND

You treat your band of merry thieves as the found family they are.

### FLAW

You can't ignore mistreatment by the upper class.

### NOTES

### EQUIPMENT

- **Carrying** leather armor, 2 shortswords, longbow and 20 arrows, cobbler's tools (shoe forms, cutting and stitching tools, etc.), belt pouch, set of common clothes, iron pot, shovel

- **Coins & Gems** 9 gold pieces (GP), 4 gems (each worth 10 GP)

# Quick References

TYPE OF CRAWL	TIME/TURN	ENCOUNTER
DUNGEONCRAWL	10 minutes	Every other Turn
BOARDCRAWL	30 Minutes	Every Turn
DEPTHCRAWL	30 Minutes	Every Turn

ACTION PACE	TIME/ACTION	EFFECT
QUICKLY	Half	Disadvantage on rolls
NORMAL	Regular	None
SLOWLY	Double	Advantage on rolls
ALREADY VISITED	Half	None

## BLOCKS

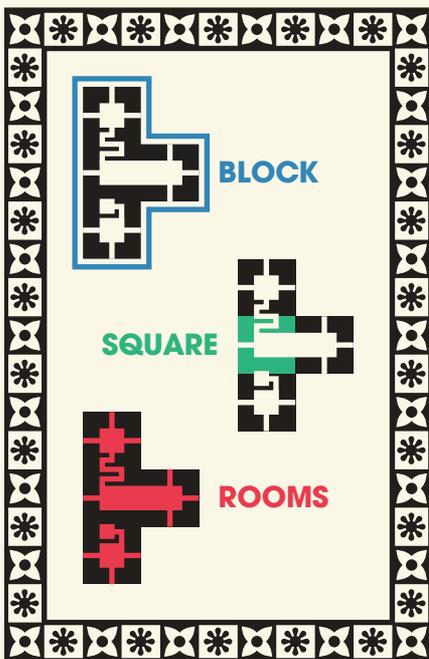
Highest tier of mapping. Can be made of a single or multiple Squares and Rooms.

## SQUARES

Middle tier of mapping. Can make up a part or the entirety of a Block and can have a single or multiple Rooms.

## ROOMS

Smallest and most detailed tier of mapping. Any distinct area in a Square is a Room, whether it's a closet or a hallway or a vast garden.



## SIX IMPOSSIBLE THINGS

### 1. MIRRORS

Spontaneously appear. Lead to Looking-Glass Land.

### 2. WELLS

Randomly appear in strange places. Inhabited by children.

### 3. STAIRCASES

Connect each level of Wonderland. Move and shift at random.

### 4. BEDS

Indestructible, and hiding under the covers protects from external dangers.

### 5. HATS

Each hat made in Wonderland has some sort of power.

### 6. PAINTS

Each color binds a unique category to Wonderland until removed by a solvent.

## CARRYING TREASURE

1 Diamond per Strength bonus. Minimum 1/2 Diamond.

### VERY SMALL ITEMS

Coin purse full of 100 GP, handful of gems, ornate necklace, etc.



Very Small

### SMALL ITEMS

Music box, heavy tome, bejeweled gauntlets, etc.



Small

### AVERAGE ITEMS

Small chest with contents, cask of ale, child-sized statue, etc.



Average

### BIG ITEMS

Handmade wardrobe, Jabberwock skull, crate full of gold, etc.



Big

May carry up to 1/2 diamond beyond capacity but move at half-speed and roll disadvantage on physical checks.

## WHAT'S IT WORTH (IN GP)?

	10	15	20	25	30	35
COMMON	10	15	20	25	30	35
UNCOMMON	20	40	60	80	100	120
RARE	60	140	220	300	380	460
VERY RARE	500	1,000	2,000	4,500	6,500	10,000
MONUMENTAL	5,000	10,000	20,000	35,000	50,000	60,000
LEGENDARY	45,000	75,000	95,000	125K	250K	400K

## SIZES & SIZE IN COMBAT

### VERY SMALL

Mouse to an apple.

### SMALL

Baby to a lamp.

### AVERAGE

Adult human to a folding ladder.

### BIG

African elephant to a train caboose.

### VERY BIG

Blue whale to a windmill.

## GROWING AFFECTS...

**SPEED** Double (maximum 120')

**DAMAGE DICE** Double (not bonuses)

**POOLS** Double or become 1D4 individual creatures

## SHRINKING AFFECTS...

**SPEED** Half (minimum 5')

**DAMAGE DICE** Half (not bonuses, minimum 1 damage)

**POOLS** Half (minimum 1)

## DREAMON COURTS

### COURT OF COINS

Values health and wealth.

### COURT OF CUPS

Values emotions and love.

### COURT OF SWORDS

Values power and reason.

### COURT OF WANDS

Values creativity and free will.

## D100 LOOT

- 1 Small block of iron pyrite (fool's gold)
- 2 2 GP stuck together
- 3 Small gold windup beetle
- 4 Serpent snakeskin
- 5 Bag full of marbles and 5 GP
- 6 Silver lock with no key
- 7 Gallon jug with 5 GP inside
- 8 Velvet coin purse with 5 GP
- 9 1D4 fresh Wonderland eggs
- 10 Small bag of birdseed and 5 GP
- 11 Jar of Jelly Cube powder (1 pool)
- 12 Compact mirror with 5 GP
- 13 2 cobs of poison corn
- 14 Legal document (DC20 save or fall asleep while reading)
- 15 12 wood marching band figures
- 16 Pouch full of Dirtworm soil
- 17 Fresh bat eye (glows and points toward invisible creatures/objects for 4 more days)
- 18 Pepper shaker (always full)
- 19 Porcelain sculpture of flower basket with false bottom
- 20 Red pearl earring (maximum damage to a fire spell once)
- 21 1D4+1 train tickets
- 22 Candlestick shaped like an imp (candles burn twice as bright)
- 23 Diamond ring that grants +1 to STR while carrying treasure
- 24 Roll of 2D6 stamps that guarantee any item is delivered (1 stamp for letters, 3 stamps for packages)
- 25 Blue bottle with "Drink Me" tag; change size & unstoppable hiccups for 1 hour (3 uses)
- 26 Stick with chalk on the end
- 27 Gold boutonniere
- 28 Coin with lion on one side and sheep on the other
- 29 Croquet set
- 30 Permission slip for removing 1D4 items in Arrival closets (1-01, pg. 78)
- 31 Hand mirror and 30 GP
- 32 5 magnetic arrowheads
- 33 Glasses with red-tinted lenses
- 34 Cherry tart with 3 diamonds baked inside

- 35 Seed packet (grows 2D4 pools of Flowers in 1D4 minutes if planted in soil)
- 36 Golden egg (hollow) worth 1D4x100 GP
- 37 Cupcake with "Eat Me" tag; change size & brings current HP to exactly half (2 uses)
- 38 Tiny wooden staircase that becomes stairs leading up one level when placed on the ground (single use)
- 39 Butter knife with a sticker on it that says, "Exhibit A"
- 40 Page from White King's journal with a to-do list on it (speak with Knights, repair mirror, read)
- 41 Gold-handled fan made of a playing card spread
- 42 Pop-up book that unfolds to a 3D map of Wonderland (Lvl 1)
- 43 Animated oil painting of an old man (mostly sleeps and criticizes)
- 44 Silver egg cup (empty)
- 45 Key shaped like a bookmark that opens any door in The World Above to the Library (2-05, pg. 120)
- 46 Welding goggles
- 47 Red bottle with "Drink Me" tag; change size and cannot lie for 1 hour (3 uses)
- 48 Set of gold flatware
- 49 Pearl-handled magnifying glass
- 50 Book of Wonderland Laws (save or fall asleep while reading)
- 51 Serious boots that ignore any unnatural gravity
- 52 Jury summons; all in room are immediately teleported to Courthouse (3-03, pg. 150) to give a verdict on current case
- 53 Box with 3 stale cookies inside that says "Eat Me": eating one immediately takes all creatures in current Square to the Kitchen & Cellar (3-11, page 166)
- 54 1D4 Key lime tarts that grant advantage on lock picking for 1 hour after eating
- 55 Silver gauntlets
- 56 Fig with a golden wasp inside
- 57 Key ring with 5 Domino fingers
- 58 Coin purse that can store 100 lbs. (up to 5,000 GP) of small goods before bursting
- 59 Tiny spiral staircase that becomes stairs leading down one level when placed on the ground (single use)

- 60 Glass paperweight (causes Glass Gorgon to sleep for 1D4+2 minutes if she eats it)
- 61 Magic garden shears (equal to a +1 sword, double damage against plants)
- 62 Shield that reduces one enemy's attacks per day (3D8 becomes 2D8, 1D6 becomes 1D4, etc.)
- 63 Red bottle with "Drink Me" tag; change size and 2D12 extra HP for 1 hour (3 uses)
- 64 Oversized marble head (Frog)
- 65 Porcelain egg
- 66 Fire Poker (equal to +2 sword and double damage if target is resistant or immune to fire)
- 67 Fez hat that removes poison from any liquid poured into it
- 68 Minor Dreamon trapped in a 4" prism (looks like a shadow)
- 69 Looking-Glass polish
- 70 Umbrella that, when opened, deflects non-magic projectiles (Roll 1D6, 1-4: deflects away 5-6: reflects back at attacker)
- 71 1D6 green eggs, each summons a Mome Rath when cracked
- 72 Silver perfume bottle filled with Bandersnatch musk
- 73 Signet ring of the Heart King
- 74 Bell that summons 1D4+1 Tearriers per day (if on Level 3)
- 75 Box with brownie that says "Eat Me": change size and completely recovers HP (2 uses)
- 76 Monocular telescope that transports viewer to their point of view (twice per day)
- 77 Assassin's teapot with three pouring options (liquid A, liquid B, combination of A+B)
- 78 Blacksmith tongs (equal to +1 mace and grants holder fire resistance)
- 79 Ring with heart-shaped diamond, heals 1 HP every time a heart is pulled from the deck (at the table) or wearer goes through a double door (in game)
- 80 Charmed knot of rope that tightens as it's untied
- 81 Dusty wig (wearer appears to double in age but feels no different, must be worn for 60 minutes after putting on)
- 82 1D4+1 hall passes for getting past Hall Monitors

- 83 Blue bottle with "Drink Me" tag; change size and can breathe underwater for 1 hour (3 uses)
- 84 Reed (instrument mouthpiece) with "900 GP" written on it
- 85 Tiny golden staircase that becomes stairs leading up or down one level when placed on the ground (single use)
- 86 Glass eye that, when paired with its match, turns anything they both look at to glass
- 87 Major Dreamon ring (Court of Cups or Wands)
- 88 Major Dreamon ring (Court of Coins or Swords)
- 89 +4 dagger that glows brighter as its surroundings get darker
- 90 Rose red key with a heart that opens any door directly to the Croquet Court (3-04, pg. 152)
- 91 +2 sword with "Clubmate" on hilt, double damage to Club Playing Cards and max damage whenever a club is pulled from the deck (at the table) or the wielder attacks within 5' of an ally (in game)
- 92 +2 sword with "Spadework" on hilt, double damage to Spade Playing Cards and max damage whenever a spade is pulled from the deck (at the table) or the wielder attacks first (in game)
- 93 +2 sword with "Heart Breaker" on hilt, double damage to Heart Playing Cards and max damage whenever a heart is pulled from the deck (at the table) or the sword is bled upon (in game)
- 94 +2 sword with "Diamond Cutter" on hilt, double damage to Diamond Playing Cards and max damage whenever a diamond is pulled from the deck (at the table) or the sword is fed 50 GP (in game)
- 95 Bowl carved with runes and the face of Lilith, traps a Dreamon if placed on its head like a hat
- 96 Bag with three "marbles" (poisons and curses condensed by the Almost Alice)
- 97 Locket with an inscription to summon a Major Dreamon
- 98 Amulet that protects the wearer from one Court of Major Dreamons (Coins, Cups, Swords, or Wands)
- 99 Partial map to the Vorpal Sword
- 00 Jar of liquid eraser that, when dumped out, resets the approach of the Almost Alice or Glass Gorgon

# NAMES

## BISHOPS

Loper, Bispo, Tall Bishop, Alferu, Xanto, Stern Bishop, Leefer, Nebun, Old Bishop, Anaa, Lovec, Mentri, Quick Bishop, Oda, Rikis, Ratha, Tired Bishop, Fil, Biskup, Quiet Bishop

## CHILDREN IN WELLS

Florentine, Hector, Yuze, Luis, Beatriz, Grigory, Elsie, Reginald, Ishida, Booker, Yelena, Marcos, Lacie, Obie, Lorina, Chester, Maude, Pierre, Tillie, Wei

## COOKS

Sue, Galantine, Low Boy, Pâté, Bisque, Ouzo, Dash, Zest, Yakitori, Shoe, Mince, Kipper, Grease Trap, Harissa, Croquette, Julian, Flambe, Whisk, Brine, Dollop

## DOMINOES

Humerus, Muggins, Kicker, Femur, Sternum, Marrow, Rib, Bergen, Cyprus, Fracture, Fives, Artery, Spinner, Lumbar, Mandible, Vertebrae, Cavity, Knock, Sebastopol, Jam

## FLAMINGOS

Porter, Wink, Paige, Link, Percy, Rink, Price, Mink, Pepper, Clink, Pembroke, Slink, Paz, Shrink, Perrin, Drink, Promise, Stink, Pitch

## FLOWERS

Lillian, Rosalie, Meadow, Leilani, Daphne, Fleur, Blanche, Raisa, Garland, Zaynab, Dorothy, Flora Blossom, Laurel, Maryam, Arbor, Primrose, Veronica, Sophia, Ren

## FOOTMEN

Emboss, Bevel, Dip, Lead, Wove, Qalam, Serif, Manila, Bíró, Yousen, Quill, Nori, Brass, Kami, Gloss, Xuan, Vellum, Nib, Blotter, Inkwell

## GNOMES DE PLUME

N. W. Clark, Joan Hancock, Ludwig Dodgson, Francine Ham, Toegye, Hattie Lewes, Boz, Tippi Snodgrass, Theodore Spiegel, Viola Plath, Samuel Longhorn, Edith Van Dime, Otto, Bella Brontë, Jean Moebi, Florio, Victor Kirby, Annabelle Lander, Truth Ogden, T. H. Lane

## HEART KNAVES

Red-Handed Jack, One-Eyed Jackie, Knobby-Knees Jack, Hot-Tempered Jackie, Runny-Nosed Jack, Silver-Tongued Jackie, Two-Timing Jack, Blue-Collared Jackie, Glass-Jawed Jack, Peg-Legged Jackie, Green-Gilled Jack, Quick-Witted Jackie, Wet-Eared Jack, Dim-Witted Jackie, Cold-Footed Jack, Bright-Eyed Jackie

## HEDGEHOGS

Quill, Quinn, Shepherd, Shelby, Quentin, Queenie, Shay, Shamma, Quade, Qi, Shrew, Shuffle, Qadir, Quintessa, Sham, Shield, Quest, Quartz, Shortie, Shabby

## HOUSE GECKOS

Bill, Attic, Bleach, Tub, Philip, Flo, Hose, Pat, Mop, Lobby, Bob, Range, Stain, Broom, Robertson, Wash, Lou, Pantry, Sandy, Sponge

## HUMPY DUMPTIES

Herbert, Diego, Heidi, Dalma, Hugo, Dolph, Hideko, Derry, Hansel, Dover, Huda, Dorla, Holden, Dunbar, Halima, Darby, Hadi, Dutch, Herta, Doris

## KNIGHTS

Sir Jezdec, Dame Ratsu, Grim Knight, Sir Cabalo, Dame Jarumi, Silent Knight, Sir Riddari, Dame Xirma, Pleasant Knight, Sir Mogale, Dame Gurrum, Sleepless Knight, Sir Marchog, Dame Kali, Violent Knight, Sir Ghora, Dame Zalduna, Careless Knight, Sir Ippos, Dame Hussar

## MICE

Sawyer, Saba, Chester, Chinni, Santiago, Sofia, Chiku, Cherry, Sutton, Soma, Chadwick, Chaya, Sanjeev, Sudie, Chidi, Chestnut, Sorry, Sable, Chance, Chickpea

## PAWNS

Tot, Bauer, Newka, Trusting Pawn, Soja, Ushtari, Pedone, Content Pawn, Inquisitive Pawn, Sonci, Bonde, Passive Pawn, Pan, Pidinu, Faithful Pawn, Bia, Pishka, Studious Pawn, Bantu, Huu

## PLAYING CARDS

Neener, Fishhook, Chicane, Sore Spot, Acorn, Pile, Duck, Nickel, Durch, Mord, Pothook, Kibitzer, Ober, Counter, Flush, Ante, Fever, Sharp Top, Lurch, Bid

## RIVALS

The Three Jays; The Thorns; Belle, Brillhante & Buff; Locke, Stock & Carol; Fezz, Vizz & Ingo; The Disciples; Arthur, Merle & Robin; Bruno, Firdos & Demetres

## SHEEP

Woolam, Winnie, Babson, Beatrice, Woolworth, Willow, Bufford, Belen, Wulfram, Wim, Bosley, Barbo, Wednesday, Wilfred, Bedell, Basha, Walden, Wendell, Bergen, Bonnie

## WEEDS

Bud, Zahir, Florian, Jimson, Laurence, Root, Charlie, Jacoby, Blodwyn, Pistil, Fiorello, Clem, Kunal, Hana, Chicory, Stem, Jacek, Sedge, Crisanto, Field

## D100 RUMORS

1	The 3 Tongues were seen at King Row two nights ago
2	The child has been vigilant lately (Almost Alice)
3	The man walked on his hands, then vanished (Antipathy)
4	The Bandersnatch was seen roaming the Dungeon again
5	Banker is upset with Heart King's latest tax
6	Lanterns are selling out at the River of Reeds thanks to the Bat infestation
7	Word from the Birds is that they have gossip on one of the Royals
8	The Bishops were seen drawing strange symbols in the Chapel
9	The Bone King was seen dancing in the graveyard
10	A Borogrove keeps stealing singing voices and no one can catch them
11	Caterpillar has been asking about White Rabbit, but no one knows why
12	Checkers ruined the latest Tea Party
13	Cheshire Cat attacked another mirror
14	Voices were heard coming from the nearest well (Children)
15	Some recent damage to the Tower was repaired with gold (Cleaners)
16	Cooks keep getting lost in Mustard Mine
17	A Crab's Daughter has gone missing
18	Crocodile tears have gone up in price
19	Crow refuses to speak with Dodo or any of the other Birds
20	A third dessert attacked the cook and slipped away (Custard)
21	Yesterday's picnic was ruined by another Dirtworm
22	Dodo was inquiring about Serpent skins again
23	The Dominoes can talk, but no one can figure out why they don't
24	A strange spider was seen with a Bishop two days ago (Dream Weaver)
25	Duchess sold more of her goods at auction—why?
26	Another executioner was seen beheading statues in the Statue Garden
27	I'm so glad all those pesky Figments are gone!
28	The Flamingos are about to raise their rates again
29	The Flowers have been singing again, but the Playing Cards aren't happy
30	Footmen are paid very well, but no one knows how to get the job
31	Mirrors are showing a strange woman with even stranger hair (Glass Gorgon)
32	The latest opera by that Gnome is getting very good reviews
33	Grabbers in the Wasteland caught another Footman on delivery
34	A Gryphon will lead you to Mock Turtles if you ask them politely
35	Hall Monitors have been letting anyone pass, and it's upsetting Heart Queen
36	That giant thing has taken two Cards and another six Dominoes (the Hand)
37	That baby burned up my entire vegetable garden (the Head)
38	Dolls were seen walking around in the Card Castle (Headless Dolls)
39	The Study is charmed against fear and anxiety (the Heart)
40	Another crime is about to be announced by Heart King
41	Three Heart Knaves were seen fleeing the Looking-Glass House
42	Heart Queen is thrilled with how smoothly the Figment control is going
43	Hedgehogs were accused of stealing their employer's equipment
44	The House Geckos can't decide when they're going to strike
45	Humpty Dumpties are in the Topiary Garden, but no one knows how they got there
46	Three more Sheep have been acting strangely (Imps of the Perverse)
47	Bread & Butterflies were spotted swarming the Tower Ruins
48	Rocking-Horse-Flies are dropping dead all over Tulgey Wood
49	There was another Jabberwock attack two nights ago, this time a pair of Pawns

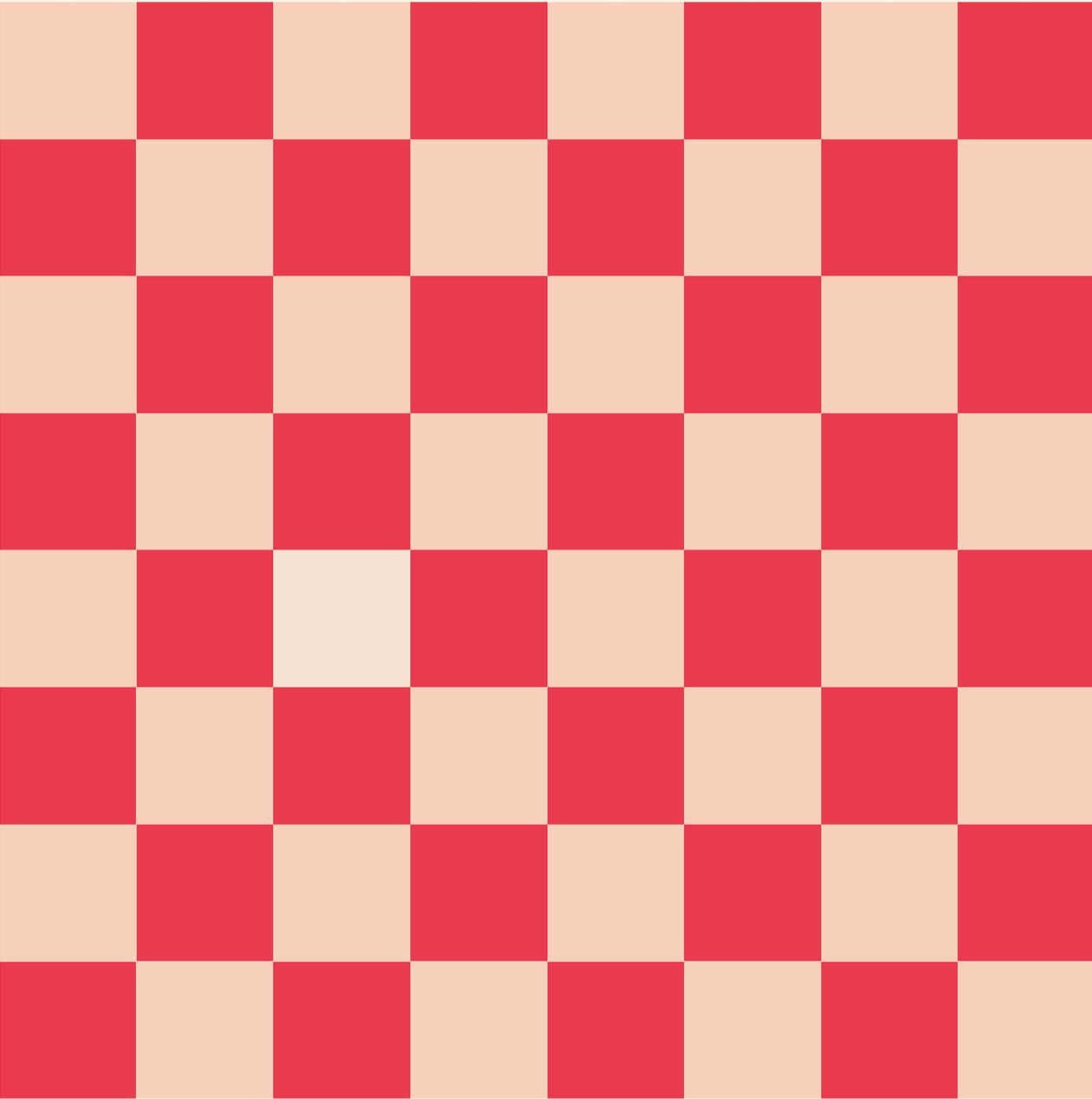
50	No one is willing to clean up after last night's banquet (Jelly Cubes)
51	Jester is offering some incredible deals for the rest of the week
52	That poor Knight keeps getting attacked by Jubjub birds
53	The Kangaroo presiding over tomorrow's case is receiving bribes
54	All the Knights are busy looking for some sort of secret weapon (Vorpal Sword)
55	Lion claims he has more crowns than Unicorn
56	Unicorn claims they have more crowns than Lion
57	The lobsters are molting again
58	Reflections have been acting weirdly (Looking-Glass Creatures)
59	Another pair of shoes were spotted running around in the Playroom (Lost Soles)
60	Those terrible creatures started another fire on the stairs (Matchmakers)
61	The latest maps from the Mice were defective, but they won't offer refunds
62	Spiders were seen in the Vegetable Garden again (Mirror Spiders)
63	Doors have been acting curiously hungry lately (Mockeries)
64	Mock Turtles have crowded the Distant Hills again
65	That green Mome Rath found another diamond in the Mustard Mines
66	The Moths are plotting something
67	Nobody helped me rearrange the furniture (Nobody)
68	That strange machine was accurate with another prediction (Oracles)
69	Another bed of Oysters lay empty last night
70	Two Pawns were talking about a potential promotion with the Bishops
71	A Club abandoned their post yesterday (Playing Card)
72	Two Diamonds were beheaded for discussing the Figments (Playing Cards)
73	Heart Queen isn't happy with the work of her Hearts lately (Playing Cards)
74	The Spades painted the rose bushes yellow this morning
75	The Profits are after the player characters for owed taxes
76	A group of adventurers was asking about the player characters (Rivals)
77	Another dozen eggs were stolen last night (Serpents)
78	A Shark was seen swimming in the Pool of Tears
79	The craftsmanship of the Sheep is really sinking
80	Strange creatures were seen fleeing to the bedrooms in Card Castle (Shuteyes)
81	Another Slithy Tove claw was found in the Paydirt
82	Another Snark was spotted in the Card Castle Foyer
83	Actors are claiming the Theatre is haunted (Spirit)
84	The Mice won't stop talking about Dormouse
85	Hatter finished another hat, but no one has seen it
86	March Hare perfected their cake recipe
87	The Heart Queen's Tearriers bit Heart King again
88	Time was on our side last night (Time)
89	The Topiaries tricked another Pawn last week
90	Tortoises are flocking to the Library as fast as they can
91	Tweedledee and Tweedledum spoke with the White King again
92	Walrus & Carpenter were last seen having tea with the Duchess
93	Weeds keep popping up in the Flower Garden
94	White King and Heart King were seen dining on the Train
95	The White Queen's illness is getting worse and no one knows what to do
96	White Rabbit is somehow traveling beyond Wonderland's borders
97	Reports state the Figment problem is getting worse, but the Heart Queen denies it
98	A strange man has been offering gifts in the Lighthouse (Major Dreamon)
99	I swear that statue of Alice winked at me
00	I had another dream where a woman spoke to me about books I've read (Lilith)

# Wonderland

A Fantasy Role-Playing Setting



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A Fantasy Role-Playing Setting

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