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Version 1.4

By Cataquack Warrior

This is the Wonderland that inspired *Alice's Adventures in Wonderland* and *Through the Looking Glass*. But it is decades later (the 1940s in the real world), and much has changed after Alice came and went from Wonderland.

The King of Hearts has vanished, leaving nobody to rein in the tyrannical Queen of Hearts. The White King has also gone missing, allowing the Red Queen to conquer the looking-glass lands. Cards, Plants, and others have started to explore new ideas thanks to their encounters with Alice, and several religions have even sprung up around her.

This is a dark, wondrous, and mysterious land of nonsense and madness, and not everything is all that it seems. For instance, did Alice ever truly leave? And what lies beyond the impassible Mountains of Division, where some whisper a Queen named Victoria reigns?

Lighthearted or sinister, it's all what you make of it in Wonderland—because we're all mad here. There are marvelous adventures to be had, so have fun, and don't lose your head!

You have +1000 choice points (CP) to start out with – good luck!

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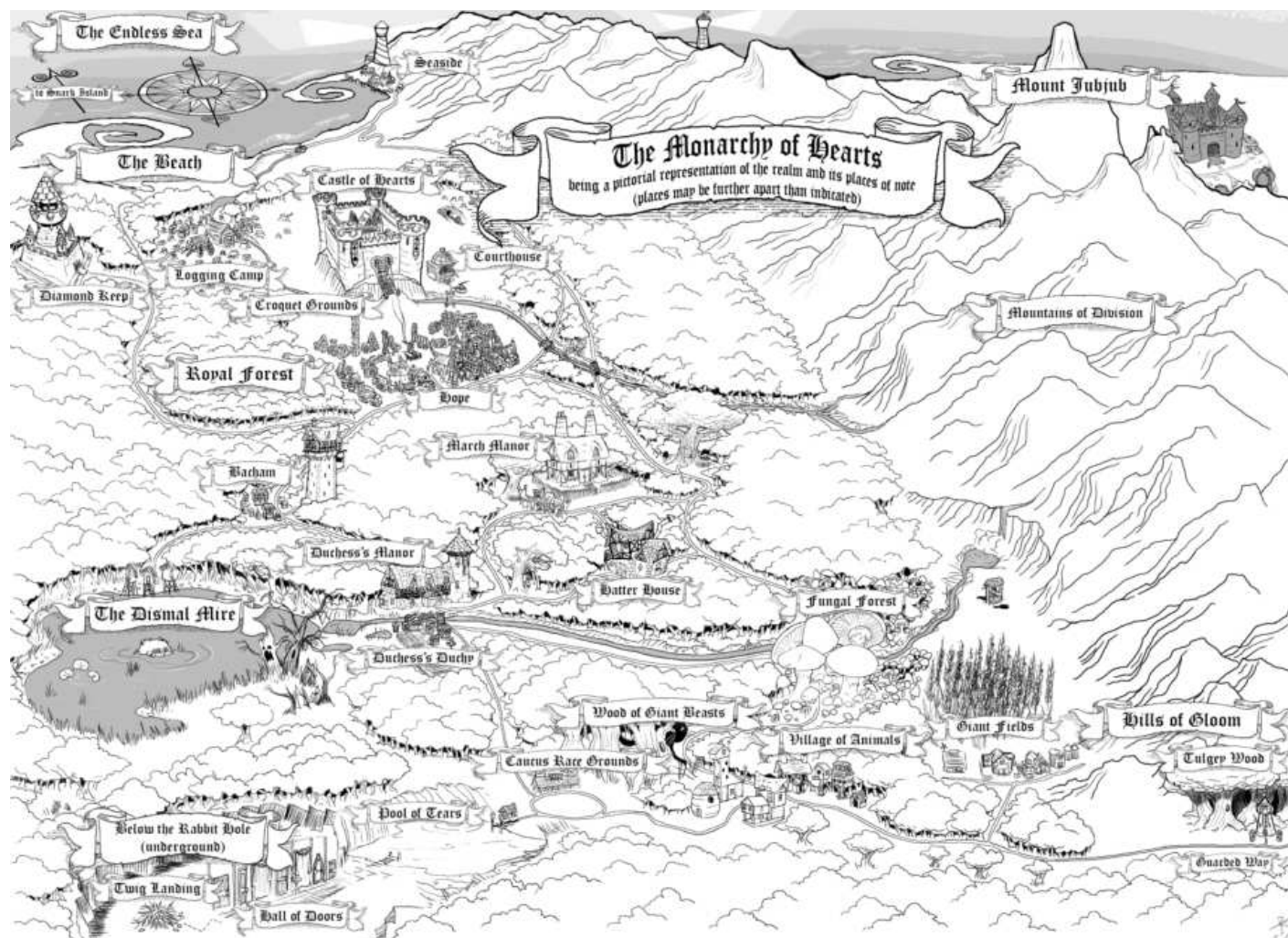
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Chapter 1 ♥ Location

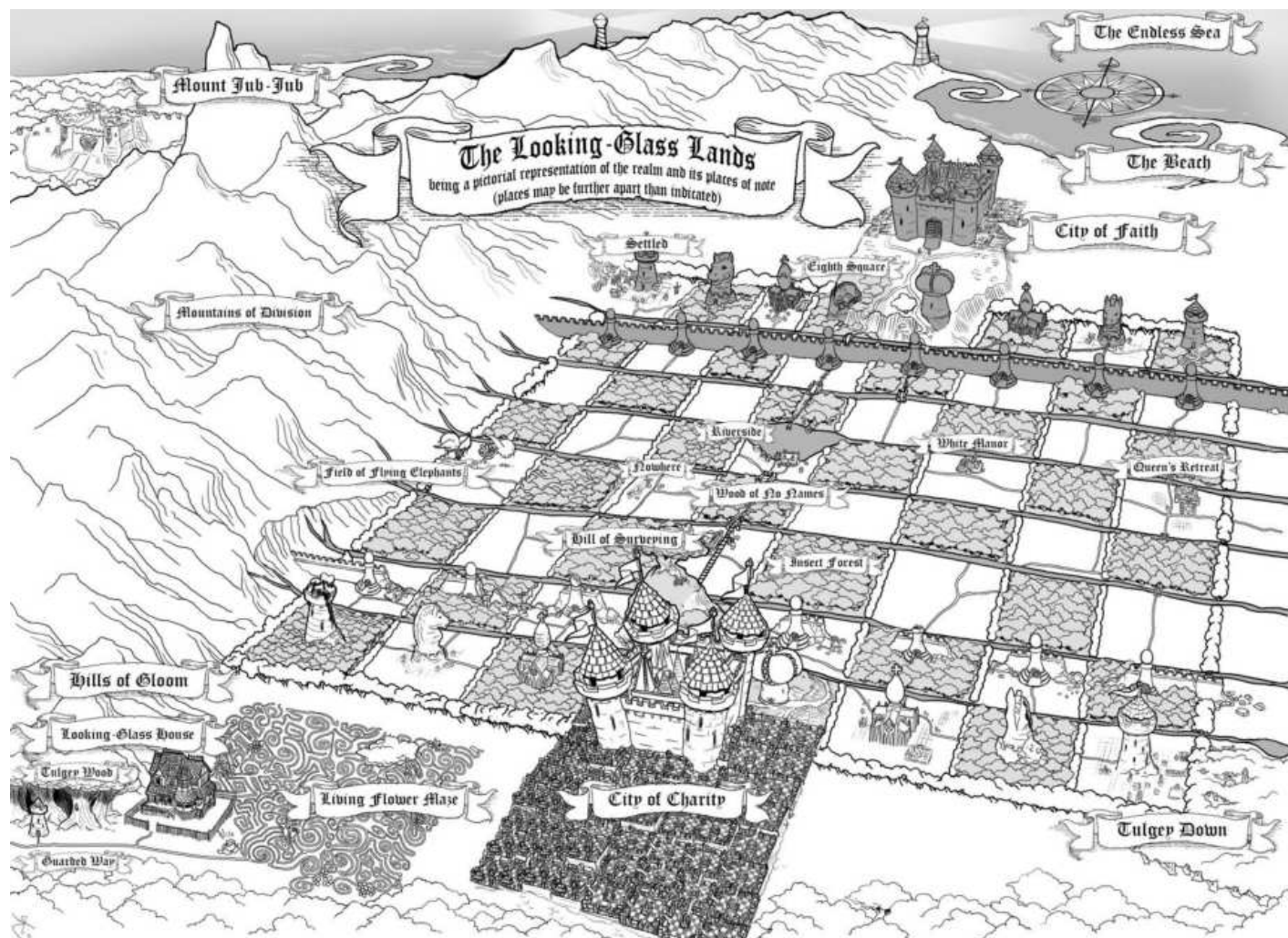
Wonderland is split into two primary areas on the east and west, with the seemingly impassible Mountains of Division wedge somewhat between them from the north; the only way through is via the forever-twilight Hills of Glooms. Go too far east, west, or south, and you'll encounter mysterious woods that will somehow turn you around. There's also the Endless Sea on the northern coasts of both the eastern and western regions, though hardly anyone returns from sailing too far out.



The western half of Wonderland is the Monarchy of Hearts, ruled by the Queen of Hearts. Though having a medieval and largely rural feel, it's technologically and socially parallel to late Victorian England. Aside from the main city of Hope, most other people live scattered between small villages and houses amidst the dense forests, most notably the Village of Animals.



The eastern half of Wonderland consists of the Looking-Glass Lands, where streams and brooks evenly cut up the land into even squares like a chess board. Though the Red and White Chessmen armies continue to feud, the Red Queen has ruled the kingdom as a whole since conquering the White Queen. Though this area is fairly medieval, you'll still see idealized Victorian houses, as well as trains and other technology here and there.



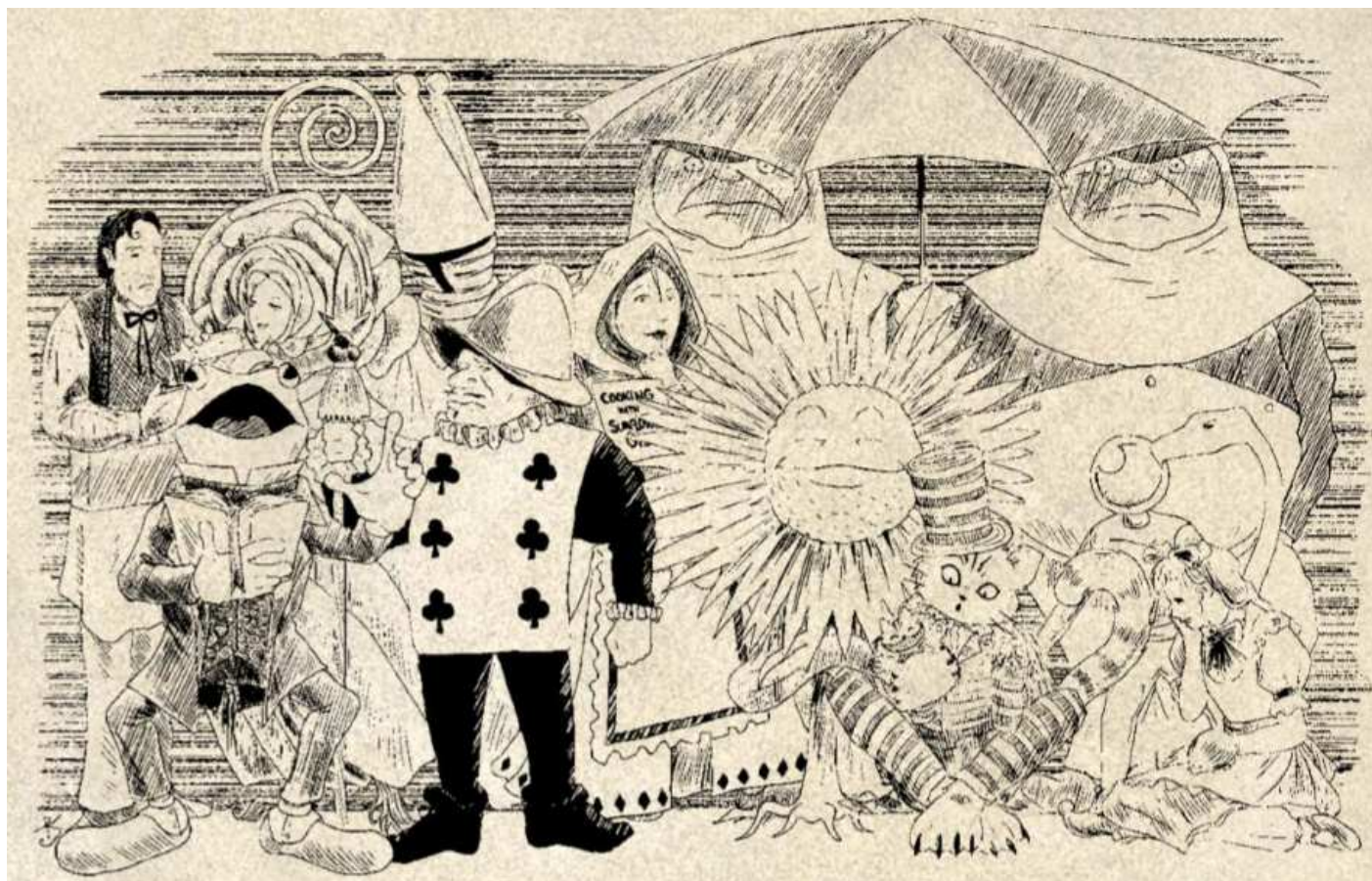
To determine your starting place in Wonderland, roll a 1d12 or pay 50 CP to choose. The first 6 options are for the Monarchy of Hearts, and 7-12 are for the Looking-Glass Lands.

1. **Hall of Doors-** An endless hallway with doors opening up to places all over Wonderland – and even to other worlds. Most are normally locked besides the doors for the Pool of Tears, the Rabbit Hole, the Queen of Hearts' Garden, and the Tree With a Door. Be careful going too far down the hall, for it will give way to a labyrinthine, geometry-and-gravity-defying jumble of doors, stairs, arches, chandeliers, curtains, useless clocks, and little glass tables.
2. **Village of Animals-** Bordering the Wood of Giant Beasts (which is filled with gargantuan versions of normal animals), this town is home to many Animals (non-Animals are welcome to visit but discouraged from settling down).
3. **Bacham-** A small town ruled by a Boar named Lord Bacham, who considers his territory autonomous from the Monarchy of Hearts. The area is particularly renowned for its delicious bacon (no, Lord Bacham sees nothing ironic or morbid about that). It borders

the Dismal Mire, a large, swampy marshland with many small and muddy but solid islands surrounded by a maze of shallow waterways.

4. **Diamond Keep-** A fortress made by the Knave of Diamonds, who has broken from the Queen of Hearts to establish his own duchy as the Duke of Diamonds. War is brewing, and there may be a siege in the near future. He is currently trying to court an alliance with the Knave of Clubs, who has a fondness for Mock Turtle Soup.
5. **Seaside-** Alice's childish vision of a seaside town, it has all the common features like a lighthouse and port. It sits adjacent to the deserted northwestern beaches, where the sea stays at a consistent level due to the lack of tides. The Gryphon and the Mock Turtle often reminisce together beside the seashore.
6. **Hope-** The largest city in all of Wonderland, it sits right by the Queen of Hearts' Castle. Home to the extensive royal families, it has separate districts for the royals, upper class, tradesmen, and poor. Having fallen on hard times due to the Queen of Hearts' harsh recruitment and execution measures, many now (under the breath) call this place Despair.
7. **Living Flower Maze-** The complex labyrinth of gardens surrounding the Looking-Glass House. The maze is bewildering and has an enchantment that makes you change direction unknowingly. Perhaps the flowers, haughty they may be, can help you find your way out. But stay away from the house – dark things are happening in there, and the residents don't want unwelcome visitors.
8. **Charity-** The royal capital of the House of Whitefield, it is named for its residents' spirit of charity, particularly towards the regularly dueling Lion and Unicorn. But with the White army defeated in part due to their Queen's selfishness, many now call their home Greed. The white-hued city is designed in Chessman fashion, with no separate districts but rather identical streets with the same array of houses – and even the houses generally have the same proportions and decorations.
9. **Settled-** A village of Plants who have declared themselves neutral in the Red-White war, earning their peace by acting as healers for both sides.
10. **Riverside-** A small river town that has grown around a single shop. The Sheep's shop has seemingly infinite items lining the walls top to bottom, with a bunch of magic tools mixed in. However, these items are only half-real until bought, and the prices here are exorbitant!
11. **White Manor-** The eccentric White Knight's abode, this is sort of a mix between his home and his workshop for his experiments. The house has changed owners a few times during the chess battles, but he's always reclaimed it in the end. One tower sports an observatory with an oversized telescope, another sports a windmill, and tall, crooked steam pipes and smokestacks stick out every which way.
12. **Faith-** The royal capital of the House of Redfield, named out of determination to finally defeat the Whites one day. Since the Reds' overpowering victory, however, in part due to the White King's absence, many have started to question if their victory was truly right and fair, hence earning the city the new name of Doubt. It has pretty much the same rigid set-up as Charity, only with rose-red colors instead.

Chapter 2 ♠ Background



There are lots of strange things in Wonderland, with their own strengths and weaknesses. Pay 50 CP to choose your age and gender; otherwise, your gender is same as the last jump, and you roll 1d100 +6 to determine your age.

Human- You have several options for this perk. First, you can be a native Human in Wonderland, with a caricatured appearance in the fashion of Tenniel's illustrations. Second, you can be a human in the real world (Earth) who has stumbled via dreams into Wonderland; if you choose this, you can still select a separate Wonderland form for your dream-self, but it won't count on its own as a consistent form you can take with you elsewhere. Third, you can be a Drop-In, coming as you were prior to the jump.

Animal- You are one of the many talking animals found throughout Wonderland. You can be some sort of mundane type of animal (this includes invertebrates as well as extinct animals like the dodo) or something unusual like a unicorn or mock turtle – but not the Jabberwocky, there's only one of those.

Card- You are a living playing card, about 4 feet tall. Your back has the same identical design as other cards. Your head might be sticking out separate from the card body, or your full body might be shown flatly on the front of the card, head and all (you can even style your hair on the card

face); either way, you can wear clothes and armor that fit flatly onto your front. Roll a 1d4 or pay 50 CP to determine your suit: 1 is Clubs (guards/soldiers), 2 is Diamonds (academics/scholars), 3 is Spades (craftsmen/laborers), and 4 is Hearts (courtiers in the royal court). To determine your rank, pay 50 CP (free if you already paid to choose suit) or roll a 1d11: 1 is an Ace (assassin) and 11 is a Knave; if you took the Queen magic specialty, you get to be a Queen. Please note that Cards are rather flammable, and that you become soggy (and less durable) when wet.

Chessman- You are a giant anthropomorphic chess playing piece. Unless you take the Queen or Cleric magic specialties (the latter makes you a Bishop), you start out as a pawn, but you can become a Knight, Rook, or Bishop by reaching the 8th square of the board. Flip a coin to determine your color: White is Heads, Red is Tails, and you'll get Black if your coin lands perfectly on its edge; you can otherwise pay 50 CP to determine your color. Like Cards, Chessmen are flammable, but on the other hand, they are buoyant and easily float in water. Also, you lack vital organs and "heal" through mending and other repair abilities.

Plant- Plants in Wonderland used to be immobile, but after seeing that "ugly-petaled" Alice walk about, they decided to walk around, too. You can be any mundane kind of plant, whether grass, flower, tree or something else, though in Wonderland even normal kinds of plants can be quite unusual – a dandelion might bite and roar like a lion, for instance. In fact, your plant form will often have a special ability based on its type (daffodils boost morale with their mere presence, witch hazels have slightly enhanced magic, flowers are attractive, etc.). Though slow and not the strongest, you'll find that Plants are surprisingly resilient and hardy. Plus, you are immune to all poisons and diseases that do not normally affect plants, though on the flipside you're vulnerable to whatever things can harm a plant. Also, you can gain energy through photosynthesis, though you'll get tired if you're out of the sun too long.

Tweedle- Both of you(?) are a set of fat, adult-sized, identical twin children, with large heads and practically no neck. Your complexion is sickly and pale, with only thin hair (unless you're girls). You can be either a single sibling matched with an original Tweedle, or you can be both Tweedles at once. Either way, you'll find your twins rarely if ever straying far from each other, trying to match each other in every way (though you'll certainly argue with yourself quite a lot for contrary's sake). Though slow and ungainly, you'll find you two can go really fast once you pick up speed. You also have above-average strength, in part due to your large size.

Chapter 3 ♦ Magic Specialty

These are specific kinds of Wonderland-style magic you can choose to specialize in, if you pay 200 CP. As magic in Wonderland is often based on the trappings of your character, this also sort of doubles as a job or status. You can only pay for a single specialty for your character.

Gourmancer (200 CP)- With all the magic foodstuffs scattered throughout Wonderland, Gourmancers have become experts in bringing out the foods' full potential through truly magical recipes.

Haberdasher (200 CP)- Otherwise known as a “Hatter” – and as with everything else in Wonderland, you're sure to be quite Mad! Though you can choose to specialize in another kind of clothing as a seamstress, tailor, cobbler, glover, dressmaker, corsetier, quilter, etc., in which case the spells you can learn for your trade focus around your specialty. You could even have a specialty in a non-clothes crafts art, like painting, poetry, or toymaking.

Queen (200 CP)- Or to be more specific, a Witch Queen. You are now a Queen for whatever species you chose for your background (Card, Chessman, whatever specific type of Animal you chose, etc.). Don't let your raised status inflate your ego too much, though: there are plenty of queens in Wonderland, sometimes more than necessary, and they don't always tolerate rivals for the crown. Being Queen does not change your gender (unless you want it to).

Cleric (200 CP)- Your magic comes from miracles of faith, for you reverently follow one of several religions common in Wonderland. The magic you can perform with this specialization depends on how much you uphold the tenets of your chosen religion. Upholding the tenets of your faith will strengthen your power as a cleric, while performing things considered sins by that religion will inhibit your use of that kind of magic). You can be faithful to one of several religions, including the Church of Alice, which believes that Alice created Wonderland through her imagination. Some people (Chessmen) take a literal view of the scriptures (the Alice books), while Cards and Animals have a more reformed view. Alternatively, you can be a Dinahist (an offshoot sect that reveres Alice's beloved cat as second to only Alice herself), or part of the Cult of the Black Kitten, a death cult that worships the infamous, naughty Black Kitten who caused mischief during Alice's travels through the Looking Glass. The other major religion centers around the Spirit of Conflict, whose scriptures focus on the honor of combat between the Red and White Chessmen.

Chapter 4 ♣ Perks (Background)

All discounts are 50% off.

Fitting In (100 CP, Free Human)- It's believed that despite their caricatured appearances, all Humans in Wonderland originally came from the real world, gradually changing their form to better fit into the mad dream world. You now have a greater knack for assimilating and blending into new worlds, groups, and societies. Over time, this also lets you change your form to better suit the aesthetics of the place you are in. After enough changes have occurred, this will now count as a new form that you can shift to and from accordingly. However, the changes won't go to the point of shifting your species entirely (meaning you couldn't use this to turn from a human into an animal, though it could still make you more animal-like).

Serpent! (200 CP, Discount Human)- It's quite common for Wonderland residents to mistake Humans for their own race, whether it's a Plant, Animal, Chessman, or something else. When you activate this perk, people feel compelled to misidentify you as their own species. Interestingly, the confusion created by the perk actually becomes stronger the more differences there are between your form and the viewer(s)' form. So it's actually easier to be mistook for something you don't look like at all than get mixed up with something that's fairly close to your own appearance.

Otherworld Opportunist (300 CP, Discount Human)- Perhaps you would ordinarily be a mundane person separate from the crazy adventures of Wonderland, not considered a part of the story. But in the real world, things never go so smoothly, and there are many unsavory men who have learned about Wonderland and wish to exploit it. This perk at the very least gives you insights into finding different worlds and passages/methods between in whatever setting you're in. And even if someone else has primary control or access to said otherworld, you are great at researching and understanding said worlds and travel, such that with enough work, you could feasibly find/make your own backdoors to and from those worlds, and in time even usurp control.

Shaken From a Dream (400 CP, Discount Human)- If you are killed and other means of stopping your death or restoring you to life are out (alternatively, you can choose to have this set to activate as soon as you die), you wake up in a healed version of your body somewhere else, feeling as if you just escaped a nightmare. Even after you wake up, however, mental and spiritual effects that you had when you died carry over. Moreover, the level of trauma you suffered when dying determines how long it takes for you to recover. And while any physical damage you had when dying is healed, you'll suffer new damage in your restored body based on how traumatic your death was. Basically, a quick and painless end lacking trauma will be fairly easy to recover from, while an especially stressful end will still leave its mark on you and hinder your recovery. Therefore, it is very possible to die a second time from shock or fright following your resurrection, especially if your first death was especially traumatic. Also, you leave no body behind where you died, and it looks as if you simply vanished; however, sometimes items you were holding will be left behind at the scene of your death. Once the perk is triggered, it won't work again until you give yourself a new chance at life as an unbirthdays present - after all, it's the first day of the rest of your life!

Will of the Dreamer (600 CP, Discount Human)- Your dreams are your own, and you have power to control and shape the very nature of such dreamworlds. For starters, you can maintain and shift between forms in dreams you have, and access whatever powers you'd have in the waking world; you could even change your appearance into something new, though doing so takes a lot of power and could destabilize the dream world. But more than that, you can influence the dream setting. You could potentially dream new beings into existence, though you only provide the general framework; they will become unique individuals, perhaps with things you didn't expect. And anything that was created by the dream can be controlled by you, though it takes direct focus, and it is hard for you to control too many or strong-willed beings at one time. In time, if you put enough thoughts into your dreams, they can coalesce into solid worlds in their own right, ones that you can easily access; however, once the reality of a dream solidifies it becomes harder for you to change or control it, though you still have some power over it.

In addition, you now gain your Wonderland form (assuming you have one) as an alternate form you can transform into at any time; if you already have a Wonderland form, feel free to pick another. In addition, pick from your Wonderland form or any of the other Wonderland forms: now, regardless of form, you have access to all the normal beneficial natural abilities for that race (the ones that come with that form, not jump-fiat perks). Please note that this does not give you any extra discounts for whatever type of Wonderland being you chose.

Caucus-Race (100 CP, Free Animal)- By participating in ridiculous exercises you make up, you and all other participants are cleaned up, relieved of fatigue, and find yourselves physically fitter than before. The absurder the "exercise", the more effective it will be, and the effectiveness will also increase with the number of participants.

Natural Knowledge (200 CP, Discount Animal)- Humans forgot much of their natural abilities from the wild as they became civilized, but the Animals of Wonderland never forgot their natural features and skills (perhaps because sometimes they have trouble identifying they are any different from the common beast). You have an innate knowledge for your forms on whatever natural instincts/skills/physical features your body has, and you are able to effectively use the various natural skills and traits.

What's the Difference? (300 CP, Discount Animal)- Due to the nonsensical "logic" of Wonderland, it's often the case that people have trouble telling animals apart from the wild beasts, such that an arrest warrant for the White Rabbit will bring back a dozen regular rabbits, regardless of size difference, colors, and lack of a voice. When you activate this perk, it becomes very difficult for people to tell you apart from others of the same species. This also makes it easy for them to confuse you with other species that are similar enough to your own (for instance, people might mix up a human and a chimp, or a lizardman and a tiny lizard. It becomes harder for the perk to work the more significant differences there are, but as long as there are enough similarities to justify the confusion on the basis of Wonderland logic, it will be hard for those affected to tell the difference.

Live Weaponry (400 CP, Discount Animal)- Certain creatures in Wonderland like flamingos and hedgehogs make excellent croquet tools – or weapons! You can now be safely used as a live

weapon in combat. Generally, this means being swung like a two-handed club or being launched as a projectile, but it's possible to function as other kinds of general weaponry with enough work. You normally suffer no physical damage when used as a weapon, though mental trauma is possible. Please note that you need someone else to wield you as a weapon for this perk to work.

Almost Human (600 CP, Discount Animal)- In Alice's childish imagination, it seemed perfectly natural for rabbits to carry pocket watches, mice to talk, and lobsters to pretty their hair, and so is the case in Wonderland. Whenever you have a non-human form, you are now able to do any basic action/ability that would be available to an average, mundane human, regardless of whether it would ordinarily conflict with your current physiology. This includes breathing air, standing and walking upright, holding and manipulating objects with appendages, seeing in color, eating people foods/drinks, speaking in human tongues, etc. Yet this perk only brings in beneficial human traits, without interfering with any of your form's beneficial qualities. For instance, a fish could walk on land and breathe air, but it wouldn't lose its ability to breathe underwater despite that not being a human trait.

Trained for the Job (100 CP, Free Card)- Each card suit symbolizes its own class in the Card hierarchy, with its own specialized talents. You now have enhanced skills matching a card suit symbol. Clubs, who serve as guards and soldiers, gain enhanced expertise in fighting, riding, shooting, stealth, and throwing. Diamonds, the scholarly and academic class, gain knowledge in healing, investigating, lockpicking, taunting, and street smarts. Spades are craftsmen and laborers, so they become skilled at boating, repair work, survival, tracking, and sentry duties. Hearts, the favored courtiers due to the Queen of Hearts, become better at gambling, intimidating, persuasion, riding, and leadership. This perk can be purchased up to four times, once for each suit. Card jumpers gain the skills related to their personal suit for free.

Flat...Sort Of (200 CP, Discount Card)- Due to the wonky logic of Wonderland, you qualify as both flat and 3D at the same time, with the benefits of both sides. Essentially, you are able to make yourself flat like a card, offering many advantages like slipping between bars or under doors, or making it harder for attackers to hit you. But on the flipside, even when you are flat, you are still able to do anything a normal three-dimensional person could.

Shuffle (300 CP, Discount Card)- This move was developed by the soldier Clubs to aid one another in battle. You can swap places with any willing creature within five feet of you. This switch happens instantaneously, so opponents do not get any attacks of opportunity in the process. Please note that in the RPG's terms, this perk would actually be slightly above the Improved Shuffle edge.

Luck of the Draw (400 CP, Discount Card)- This perk comes into play whenever you are taking an action that randomly selects between several options (for instance, if you are using a perk where the specific effect is randomly selected from several distinct possibilities, or you are using a magic item that randomly chooses between several different results). Now, for that random selection, there is now an extra option that acts as a "Joker". If the randomly selected effect is the Joker, then you are allowed to pick the specific result from the specific options given. Please note that this does not affect Jumpchain meta like rolling for location in a jump.

Major Arcana (600 CP, Discount Card)- You are actually a Tarot Card, but one of the Major Arcana, which Alice/Victoria herself refused to create out of fear for their greater power and will. If you are a Card, the suit and number you received earlier is in fact your disguise to hide your true identity. If you are not a Card to begin with, then you get the Major Arcana Tarot Card as an extra form; either way, the actual power associated with the card remains with you across forms. As for which Major Arcana you are, roll a D22 (if you are a Card, you can choose the first time but need to roll for subsequent rounds). The perk can be bought multiple times up to once per each card; if you roll the same number again, you get to reroll for free. The cards and effects are as follows:

1. *Magician*- This Tarot Card could be Queen Victoria's greatest boon or enemy in her goal to conquer the real world, for this card overcomes Wonderland's usual weakness to disbelief in the outside world. The power of the Magician lets you fully access and utilize belief-based magics and powers without rationality, disbelief, and the like interfering with the magic. A lack of belief in your setting may still prevent you from accessing bonuses or boosts to your belief-powered magic, but the disbelief won't hurt or neutralize that magic either.
2. *High Priestess*- Whenever you learn something new, your body heals. The thing you learn can be nearly anything, from the secret lore of a forbidden book to fun facts about sloths to seeing a street you've never been to before. The level of healing increases not with how secret the learned knowledge is, but rather the sense of surprise, wonder, and curiosity you get when you learn the new things.
3. *Empress*- Just as a Queen rules over the common folk, so too an Empress rule over royalty. With this perk, even the paranoid Queens in Wonderland will genuinely respect you. This is in essence a charisma perk whose effect increases with the higher status/authority the target has. It makes people more willing to follow you if they have higher ranks. So you'd have better luck convincing a king or president to accept your commands than someone lower.
4. *Emperor*- This perk increases your battle power and charisma based on how many followers you have – but only those who are weaker than you; allies who are equal to or stronger than you won't count towards your boost. You also get a temporary boost whenever you demonstrate your "power" by inflicting pain/damage on others, but only for a limited duration unless you keep attacking.
5. *Hierophant*- You can convert the knowledge/memories you possess into building blocks that protect you like a wall. Individually, the bricks in the wall are weak, but enough of them together can form a formidable barrier. It becomes especially difficult to break apart knowledge blocks that are fused together due to some common link. The pieces of the wall automatically follow you around, and you can direct their formation; however, they can only be used defensively. Also, the process of crystallizing memories of knowledge into those bricks makes you temporarily lose that knowledge from your memories. If the wall blocks are destroyed or dissolve under your command, you regain their associated memories and knowledge.

6. *Lovers*- The backside of your card (or in any case your back) now displays a mirror image of your front side that is fully alive. This second version of you has all memories and power you have access to. Your consciousness is essentially duplicated and linked between your two selves, allowing both of you to effectively coordinate, even deciding which way your body as a whole moves. However, your two selves are literally conjoined and cannot separate; your arms and feet can function separately for both sides, but your backs are stuck together. This also means that when the perk is active, your back pretty much vanishes and is inaccessible; at times, this can be convenient (if your back would normally be a weak point, for instance), but any gear or powers that would have come from on your back won't work as long as you have your mirror self active in place of your back.
7. *Chariot*- Your body essentially functions as a "nexus point" for things that could qualify as either beast/mount or transport. Any animal, vehicle, or other potential form of transport you own/command can be summoned directly out of your body, exiting as if you were a portal. Size is no restriction, though large vehicles and such will cover more of your body when exiting. The transport can exit at whatever speed you wish, so long as it is within its capabilities. The transport(s) can also disappear back inside your body, either being stored within or teleporting to your Warehouse. Alternatively, you can let the mount/vehicle exit "halfway", leaving you partially merged with your ride. However, whatever part of your body acts as the exit point ceases to exist for as long as the vehicle is crossing the portal; while the rest of your body will continue to function normally, the temporary absence of body parts can sometimes be a hindrance.
8. *Justice*- When this perk is active, your vision converts to seeing "justice". The people and things that embody (on the inside, not just how they appear on the outside) your view of justice and goodness become very clear, with their visibility correlating to their level of justice/goodness. On the flipside, things that go against your view of justice/good become less visible. You can also switch things around so that the baddest things stand the most and the goodest things are hidden.
9. *Hermit*- Whenever you destroy something that you personally owned, you gain a temporary boost to your powers (strength, defense, magic, etc.). The level and duration of the boost increases with the cumulative value of the sacrificed item – both the overall value of the item and its personal value to you.
10. *Wheel of Fortune*- When active, a wheel symbol behind you with four spokes spins around before randomly stopping on one of the 4 following options. If the first spoke, Zenith, is at the top, everyone (regardless of affiliation) within 25 feet is gradually healed and cured of status ailments, with a sense of tranquility engulfing everyone. The second spoke, Decline, curses everyone within 25 feet with a melancholy that causes them to gradually weaken, with the strongest weakening the first and fastest; the weakest in turn are strengthened in the process. The third Spoke, Despair, damages everyone within 25 feet, ignoring armor and other defenses, with those currently the strongest suffering the most damage. The fourth spoke, Hope, gives everyone within 25 newfound courage and determination, strengthening their inner spirit/willpower while also increasing their overall luck. The wheel only ever stops for up to ten minutes on a single spoke, though you can

make it restart spinning sooner. The wheel spins and stops randomly, but having the *Luck of the Draw* perk with this lets you choose which option is selected each time.

11. *Strength*- When active, this perk makes your base strength equal the average strength of everyone within a 50-foot radius of you. Ironically, this means that you will become stronger when faced with powerful or numerous foes, and potentially weaker when you would normally overpower someone. Any other strength boosts you have will build off your new base strength accordingly. You can turn this power on and off as you wish.
12. *Hanged Man*- Within a 25-foot radius all directions, you can selectively which directions constitute up and down respectively. If you flip the directions, for instance, you could make yourself “fall” up towards the sky. You could even make up and down horizontal. All people and things within the sphere of control are affected by the direction switch. However, once you go beyond 25 feet from where you first activated the perk, the normal versions of up and down will continue to apply.
13. *Death*- Rather than embodying Death, your special ability instead defies it – temporarily. When you activate the perk, it becomes impossible for anyone within 50 feet of you to die. The physical circumstances that would normally lead to death, however, still occur – death just doesn’t follow. For instance, your head could be chopped off, but your body would still move and your head would still speak. Even someone burnt to ashes would still technically be alive in the charcoal – as long as the perk still affects them. Once the perk stops, Death returns with a vengeance, and all conditions that would trigger death come into play. Likewise, leaving the boundaries of the power likewise cuts off the protection. You can turn your power on and off as you wish multiple times, but you are only allotted 15 minutes’ worth of protection from Death per day; all usage of the perk counts toward that limit, and once your 15 minutes are up, you must wait for a day to pass before defying death again.
14. *Temperance*- You “flip” around to become a mirrored version of yourself – your right foot is now your left foot, you’re right-handed if you were left-handed, etc. Your various attributes and powers are likewise “flipped” in strength – things you were weak in are now strengths, and things you were very powerful in become weaker. Also, while elemental powers stay in their original alignment, they somehow become enhanced with whatever would be the polar opposite of that element (water and fire, light and dark, etc.). Yet these opposite elements somehow become stronger through the fusion without hindering each other. You can turn off this perk when you like.
15. *Devil*- Symbolizing personal desires, this major arcana form increases your luck the more you do things that you personally desire. On the other hand, though, “holy” things – things where the feeling of duty for others surpasses your personal wants – burn devils, and you will have bad luck if you do things that sacrifice your own desires. However, you will still gain good fortune helping others, as long as doing so is based on you doing it because it makes you happy.

16. *Tower*- Your card symbolizes the mythical Tower of Babel and can switch between two effects when active. First, you can make it so that everyone within 25 feet of you can understand each other, no matter the language or other form of communication. Second, you can make it so that nobody can understand each other at all. Please note that you are affected by the rules of this power as well.
17. *Star*- Once per day, you can cause a “star of destiny” (aka comet) to appear above you. Its passing encourages all key destinies/fates in those who see it to become more likely to trigger now, rather than happy in the distant future. Depending on what these critical turning points and destinies are, their early arrival could be a godsend or a terrible doom.
18. *Moon*- Just as the light of the Moon comes from the absence of the Sun, you have a greater affinity for subconsciously sensing/“knowing about” things that are outside your current awareness. Basically, it becomes easier to sense things that are currently outside your other available senses rather than things within your view. For instance, you could perhaps sense a threat or treasure from the other side of the world – maybe even know where specifically, but your awareness of a similar thing close to you would be reduced.
19. *Sun*- By turning this perk on, you make your own luck radiate out to bless all friends and allies within 50 feet of you. Those affected will also receive boosted morale and determination. However, you do not create good fortune, but rather distribute it, at the cost of your own luck and morale, so be careful about overusing this power.
20. *Judgement*- Once awakened, this perk casts immediate “judgement” on everyone, exposing them individually to whatever death they’re most likely to face within the next day. The danger of this perk varies with the kind of death that’s most likely. Even if someone’s death is highly unlikely, the death option with the most likelihood for them will activate. Natural catastrophes like avalanches and floods can be overcome, for instance, and health issues could be remedied if you have medical assistance available. Other potential deaths, however, are much harder to avoid or recover from. Judgment ignores no one, so be wary about accessing this great but deadly power.
21. *World*- Once per day, you can make yourself dissipate to become one with the “living world” around you. Depending on the scope of life, this could range from simply your current world to a larger galaxy or universe. Basically, your existence stretches out to all places where life currently is, while excluding places where life is absent. This also means that you cannot use this in lifeless places/voids. While in this scattered form, you can feasibly see/sense/know anything in the world around you, but your consciousness/understanding becomes more fragmented the farther you are stretched out. While you can’t be attacked while merged with the life around you, you can be spiritually hurt by damage to the world around you; things that wipe out tons of life will deal great damage to your being. Also, you cannot manipulate or alter life or the world while harmonizing with it, you can only observe. After you have merged with the world for over a day, you lose this power until your next unbirthday.

22. *Fool*- In Wonderland, where nonsense dreams eternal, the Fool is most befitting and fortuitous. When the perk is active (it can remain actively perpetually), your luck manifests itself chaotically and whimsically to better aid you in your dreams, so long as you follow the “path” of a carefree wanderer of wonder – someone who does not seek out specific, finite objectives but rather simply exploring and experiences the mercurial beauty of the world around them. As with many stories of Fools, your luck can be overwhelmingly successful, gaining you untold treasure, glory, and more. But since holding onto and coveting something is not the nature of a Fool, your luck with this perk will likely dwindle if you focus for too long on keeping or expanding what you’ve won with your luck.

Wooden Repairs (100 CP, Free Chessman)- Since Chessmen are made from wood, their bodies aren’t healed, but rather “fixed”. Repair-oriented techniques, tools, actions, powers, etc. that are normally intended for non-living items have equivalent healing effects when used on you.

Chessman’s Moves (200 CP, Discount Chessman)- Whenever you move forward in a straight line, your speed is doubled. This also applies for other forms of movement like swimming and flying, but only if you are horizontally parallel to the ground. In addition, you also gain the Knight’s special move: you can leap through the air to the same distance as your normal movement rate both vertically and horizontally; you can even turn a corner while leaping.

Rook’s Defense (300 CP, Discount Chessman)- Rooks strive to defend both themselves and others. Whenever multiple enemies are attacking you as a group, their attack stats/bonuses are reduced. Also, if you are carrying a shield, adjacent allies automatically gain whatever defenses/protections the shield provides, whether or not the shield is actually covering them. These effects can be cumulative and can stack.

Rank Advancement (400 CP, Discount Chessman)- Despite the regimented caste system, chess society offers Pawns the chance to advance if they reach the Eighth Square. This perk guarantees that in a hierarchy, there will always be a legitimate (as in it will be accepted by that group’s rules) way for you to advance in rank to a higher position. You will usually have to meet certain requirements and accomplish certain tasks to do so, but you will always have a general knowledge of what steps to take. Once you meet whatever requirements are necessary, the organization will respect your right to advance to the higher rank. That said, this perk does not let you usurp/monopolize positions. For instance, if you found a way to become a monarch or CEO, your advancement would not displace the persons already there; instead, a second position at the same rank would somehow open up, making you relative equals in authority.

Honorary Chess Ascension (600 CP, Discount Chessman)- When you are a member of a group, club, organization, culture, or the like, you are able to give honorary membership to people of your choice, and as long as said people try to uphold the spirit of the group they are joining, they can freely join regardless of the specific standard requirements for joining (even species restrictions). This perk also lets you gain honorary membership if you befriend those in a group and show an overall loyalty to the group’s ideals/objectives. If membership into the group normally grants members certain benefits or powers, honorary members have an equal chance of gaining those benefits.

Burning Bong (100 CP, Free Plant)- You have the special properties of a rare bong-tree. When you activate this power, any fire that comes close or on to you will be sucked inside you; the fire will not harm you, but it will make your body intensely hot for everyone else. You also have another power you can activate whenever you are close to other trees: anyone approaching you or the other trees will somehow turn around and go the other way; people can still reach you, however, if they purposefully go the opposite way with the intent of reaching you.

Settled Neutrality (200 CP, Discount Plant)- In addition to giving you better skill with healing abilities, this perk lets you and your companions/group gain accepted neutrality from conflicting factions. This includes any territory you claim. As long as you do nothing that directly conflicts with a side, all factions will tolerate your neutral status. If you do conflict directly with a side, that will end your neutrality recognition from that group, but other sides you have not conflicted with will still leave you be.

Wisdom of the Earth (300 CP, Discount Plant)- Plants are actually quite wise due to their long time rooted with nothing better to do but think. Your wisdom and intelligence are enhanced. In addition, you have the ability to “hear” knowledge from the ground you stand (or root) on. Essentially, anything spoken or done on the surface you are listening to can be relayed to you. The ease of hearing this information depends on the hardness/softness of the surface – the harder the ground is, the easier it is to listen to it; the softer the ground is, the more likely that the surface is asleep and won’t be helpful.

Gnarly Graveyard (400 CP, Discount Plant)- You know what they say about trees: their bark is worse than their bite – and in Wonderland, that might actually be worse! You can turn up to 6 corpses existing within 50 feet of you into zombies bound to your will. Also, keep in mind that the what qualifies as a corpse is *very* loose according to Wonderland standards, seeing as cards, chess pieces, flowers, and more count as “living” things; while many things such as items don’t qualify, other things, including plants, robots, ghosts, and artificial constructs like golems all qualify to become zombies. The zombies are generally mindless and just focus on attacking your enemies, but they can still draw on what skills and abilities they had in life to a degree. You can only animate 6 corpses at once; you’ll need to release your power over a corpse to switch out to more. Also, they’ll go back to being normal “corpses” if they go beyond 50 feet of you. That said, your range and number of zombies can increase with enough time and work.

Living Ingredient (600 CP, Discount Plant)- Your body has strange magics to it that make whatever can be safely removed (hair, sweat, snot, nails, drool, etc. – or other parts depending on your form/powers) have magical effects when consumed. These effects and their correspondence to your body parts will be randomly determined, but you could find a wide range of effects, from making the eater constantly leap about to letting the eater let loose a terrifying roar to making you grow or shrink. Please also note that while the magical enchantments won’t normally affect you even though they are technically part of your body, if you consume those “ingredient” parts after they are detached from your body, you can receive the same magical effects.

Like Waxwork (100 CP, Free Tweedle)- You find it easy to stand still and stay silent for long durations. As long as you don’t move or make noise, people seeing you feel a compulsion to view you as simply some sort of inanimate statue/figure. The effect is broken once you move or talk.

Improvised Armory (200 CP, Discount Tweedle)- Tweedles are especially fond of...unusual armaments, like wearing cooking pots and pans for armor or wielding umbrellas in place of swords. You become skilled at utilizing commonplace and unusual items and animals as weapons, armor, or other kinds of items. Just keep in mind that the results might be a mixed bag, with the unusual items having benefits you wouldn't normally have but also having considerable flaws; for instance, kitchen tools can work effectively as armor, but they will often make a loud racket and hinder stealth.

Contrary (300 CP, Discount Tweedle)- Though Tweedles are so alike that each set could be considered like a single character, they are quite contrary and do as they please. Essentially, whenever you have this perk active and are taking an action that challenges you (something that in an RPG would require you to draw a card or roll dice), consider yourself to be attempting the feat twice (though in fact, the action is still only happening once). A failure in the second attempt will count as a penalty to the first attempt, but a success will act as a bonus enhancing the effectiveness of your action/save. The number of attempts increases with each copy, clone or extension of yourself that exists in proximity to you at the time of the action/save.

Corsican Companion (400 CP, Discount Tweedle)- Select someone you feel a "connection" to – this is most often a copy/clone/extension of yourself, but it can also be someone you're close to like a sibling, friend, or lover. As long as the two of you are within 25 feet of each other and have this perk active, effects (both positive and negative) are shared between the two of you. If one of you is healed or hurt, for instance, the other will receive the same healing/damage. If one of you gets some sort of boost, the other will, and if one falls asleep, the other will too. While you have control over who has to share the perk's effect with and can deactivate it as you see fit (it will remain locked on the person of your choice but inactive until you switch it to someone else), the person you are linked to can activate/deactivate the effect too, though they can't switch it to anyone else like you can.

TweedleDeeDum (600 CP, Discount Tweedle)- You can merge with a person of your choice to become a two-headed being with one-half you and one-half your partner. Said fusion is also giant-sized – at least the size of the two of you combined or the size of a small cottage, whichever is larger. You can grow even larger the more you eat in this form. Also, you can stretch out and retract your limbs at will. If you or your fused partner choose, you can deactivate the perk at any time, causing you to separate and go back to your original sizes.

Chapter 5 ♥ Perks (Magic Specialty)

On-The-Fly Cooking (100 CP, Free Gourmancer)- This skill lets you create edible treats quickly from anything in your present surroundings. You'll always find some ingredients to scrounge up and prepare in a hurry, even if your location isn't the best. If you want your food to have a specific sort of effect, you have a higher chance of your concoction having those properties, but otherwise the effects will be fairly random.

Time to Cook (200 CP, Discount Gourmancer)- Wonderland's sense of time is kind of screwy, and it's perfectly reasonable for a chef to go out for a midnight quest to a mountain for an egg and get back before the pot boils over. This perk essentially slows down the progression of time from a narrative standpoint as long as you are focusing on making food – that includes everything from acquiring ingredients to preparing the food to setting the table. This does not slow or freeze the movements of those around you, but it basically means that as long as you are focused on cooking, you'll finish everything on time and nothing will interrupt you. For instance, if you are cooking a special potion to boost your troops in time to stop an invasion, you'll get the potion ready on time even if the siege was just an hour away. When you stop doing food-related things, time returns to its normal pace; spell preparations technically count as “cooking” by Wonderland rules, though.

Ingredients' True Potential (300 CP, Discount Gourmancer)- There are many magical foods throughout Wonderland, but many of them will not show their full potential unless used by a Gourmancer. You now have a natural knack for detecting potential ingredients (this includes living beings as well) you can use and getting a general idea of both their tastiness and what powers they might offer. If said ingredients have potential uses that wouldn't be normally available, you have greater luck at unlocking their full potential.

Food Backlash (400 CP, Discount Gourmancer)- Usually a weakness of Wonderland chefs, you can use the chaotic whimsies of Wonderland to your advantage as a weapon by causing food around you to act...strangely. When the perk is active, food and/or ingredients within 25 feet of you has a high chance of succumbing to Wonderland-style craziness. The food might explode into confetti, object to being eaten by fighting back or running away screaming, etc. Even if the food seems unchanged, its internal properties will chaotically morph, causing it to have unusual effects on eaters. However, while you can selectively determine which foods are affected by the perk, you can't control the actual changes to the food, which are determined randomly.

Cordon Bleu (600 CP, Discount Gourmancer)- Whenever you've fully mastered a recipe, ritual, or spell, you are now able to easily prepare it practically anywhere, regardless of the scarcity of necessary ingredients/tools or the state of the facilities. You will suffer no penalties for the preparation and will only mess things up if there is a critical failure. Please note that you must show that you have a solid understanding and mastery of the given recipe/ritual for it to apply in this perk.

Hat for Every Occasion (100 CP, Free Haberdasher)- You can summon various kinds of hats that represent certain occupations (police officer, jester, engineer, chef, etc.). When worn, the hat slightly enhances the wearer's skills in regard to said hat's related profession. For example, a sailor's hat would improve your nautical skills, while a witch's hat would enhance your magic

skills. The enhancements are lost once the hat is removed. You can place these hats on your head or on other people's heads. One hat that works better as one on an enemy target's head is the dunce's cap, which makes the wearer stupid and cannot be removed by the wearer.

Conjurer (200 CP, Discount Haberdasher)- You can now pull mundane objects out of thin air from within your hat or another clothing of your choice. You can only summon non-magical items, and the strain/drain the spell puts on your magic/energy increases with how expensive said items could normally cost to purchase in a store or such place. Conjured items are temporary and artificial, vanishing after their immediate usefulness is ended. These items have a "fake" nature that perceptive individuals might notice with enough observation, but otherwise they function just as well as their real counterparts would. You can also use this ability to summon an animal of your choice (no larger or stronger than a dire wolf or riding horse). The animal will behave normally but will follow your commands. It will inevitably wander off eventually to "vanish" much in the same way as standard conjured items. The magic cost of an animal summon increases with its size and strength. In addition, you can only summon items and creatures you directly know about – the spell won't fill in any gaps for you; if unable to meet your request, the summon attempt will fail.

Dress Up (300 CP, Discount Haberdasher)- By putting on a hat or other piece of clothing representing a certain kind of person (little girl, animal, king, etc.) and vocally behaving in a stereotypical manner suitable for that role, you will be magically disguised as that sort of person. This perk even affects non-Wonderland people, though people suffering from madness or other mental maladies are more susceptible to the spell's illusion. Certain outfits can even offer more abstract disguise options – for instance, wearing an Easter bonnet makes you appear to be a plant of the same genus as the flowers in your hat. The spell gradually wears off if you stop acting like your disguise and immediately ends if the disguising piece of clothing is removed from you.

Nothing Inside the Hat (400 CP, Discount Haberdasher)- When you use this teleportation ability, you (and any adjacent beings of your choice) can "disappear" into a hat or other piece of clothing. You will then reappear from an equivalent type of clothing (the same kind you chose to vanish into) within 50 feet of your starting location. If you have a specific exit point in mind, you can target that point; otherwise, you'll randomly appear out of an exit point meeting the above requirements. You can also use the ability to forcibly teleport individuals in a similar fashion, even if you yourself don't actually disappear with them. If you also have the *Conjurer* skills, you can additionally make subjects "vanish" with your trick and keep them stored in your hat or another equivalent piece of clothing within range. They will technically not "exist" until you conjure them like you would an item or summon, though after said summons they will not be temporary or necessarily loyal to you. In addition, when made to "vanish" in this fashion, the target is fully able to resist, even when technically nonexistent; if the target successfully resists or the article of clothing they're stored in is destroyed, they will instantly reappear – since they are allowed to resist for as long as they are imprisoned, the likelihood of an enemy reappearing on their own the longer you dawdle on the reappearing act.

Unusual Attire (600 CP, Discount Haberdasher)- Wonderland certainly has some...unique styles of clothes, with some humans preferring clothing made from paper – actual paper, not recycled or mixed with something else! Yet they somehow make it work. You can now make clothes out of

any material or substance you want, even if they would normally not work at all for clothing. These clothes will not harm the wearer even if their properties normally would. Even so, the materials retain their other properties, which may prove detrimental in their own way. For example, a glass ball gown would not be at risk of cutting the wearer (and wouldn't actually be that stiff when worn), but it would still be at risk for shattering if directly struck (and the shattered pieces, no longer counting as clothing, could hurt the subject). Or if you had shoes made out of molten lava, the user wouldn't be burned, but they'd set on fire anything else they touched (and that resulting fire could in turn burn the wearer). On the flipside, though, any positive attributes of the materials will also be retained.

Superior Being (100 CP, Free Queen)- Queens in Wonderland often stand out by being the best (in some ways at least) of the “species” they represent and rule over. Your basic stats are enhanced to be slightly above the average member of your species; any additional boosts to your stats are stacked up on this initial enhancement. In addition, the perk makes those of the same species of your current form more willing to follow and obey you; if you change species between forms, you also change who you affect with your charisma for this perk.

Regal Presence (200 CP, Discount Queen)- You have an aura of power around you that creates strife among your opponents, inhibiting their ability to cooperate against you. Enemies have difficulty ganging up on you and do not receive any bonuses they would normally receive for attacking together.

Royal Rival (300 CP, Discount Queen)- Queens are always feuding with each other in Wonderland, and you can't afford to let your rivals get the best of you. This perk gives you bonuses to your general stats when attacking or defending against a queen or other equivalent member of royalty (king, president, dictator, etc.). The perk also gives you increased insights for manipulating said rulers (and avoiding being manipulated in turn by them).

A Queen's Magic (400 CP, Discount Queen)- A Witch Queen's magic is cast by her displaying the elegance of a queen. Your magic becomes more powerful when you perform actions befitting a monarch (dressing like royalty, sitting on a throne, daintily fanning yourself, reading a royal proclamation, crying “Off with his head!”, etc.). Likewise, your mental attitude (having the persona of an elegant, superior ruler) enhances your magic's effectiveness. You might even discover new spells/powers based on your queenly actions if you embrace them enough.

Dispelled Proclamation (600 CP, Discount Queen)- All ways belong to the queen, so if she says a way is forbidden, that's all there is to it. You may now make a royal proclamation that forbids a specific spell or ability from activating until your next unbirthday (or birthday, whichever is closer). You must specify the spell/ability from the start, meaning you'll have to know of or seen the spell/ability in action. That said, you may immediately make a dispelling proclamation once you witness a spell or other power in action, even if the effect of the spell or power was supposed to be instantaneous, but only if you choose to do so that instant. In addition, you may only dispel a single spell, ability, or power at a time; if you make another proclamation before the first ban runs out, it will undo the previous prohibition. Also, please note that your proclamation forbids the spell or ability entirely, meaning that nobody can use it – even yourself or allies.

Know the Rules (100 CP, Free Cleric)- The various scriptures for the different faiths in Wonderland can be quite complex – especially the code of honor for the Spirit of Conflict – and that can create a problem when breaking one of said rules can make you lose your spiritual power as a cleric. This perk lets you easily memorize all the various rules and expectations for whatever faith, group, organization, or culture you’re following. You’ll also know what the general costs will be for breaking any of those rules, and how you can properly atone for committing those sins.

Size Change (200 CP, Discount Cleric)- When you activate the perk, you can now be between normal, small, and giant versions of your current form. The small and giant forms are essentially a quarter and four times your standard form. Please note that the size changes are based on the normal size of your form, so preexisting size changes to your form will not affect the parameters of your size change with the perk.

Eyes See All (300 CP, Discount Cleric)- You get two related abilities with this perk. First, by saying, “I can see what you’re doing there, young man,” you gain literal (illusory) eyes on the back of your head (or an equivalent position) that not only have your normal eyes’ level of vision but will also detect and see all supernatural things within your normal range of vision, even if they were invisible. On the flipside, if you cover your eyes and say, ““I can’t see you, so you can’t see this,” you stop all magical/supernatural attempts to see you for as long as you keep your eyes covered.

Shape Change (400 CP, Discount Cleric)- You can now “shake yourself” into a creature of your choice (you get to choose each time you transform). This enables transformation into general “species” of creatures rather than specific individuals, but it’s still possible to turn into unique beings that constitute their own “species” (aka a boss monster like the Jabberwocky). You keep your own mental characteristics and powers/skills in addition to whatever special abilities your new form has. To transform, you’ll need to recite some sort of poem or story featuring said animal; the stronger or more magical the transformation is, the more lines you’ll need to recite. You can shake yourself back to your original form at will, but you’ll need to recite more lines to transform again. In addition, this perk also enables you to cancel physical transformations of other individuals by physical grappling and “shaking” the respective target until they revert to their original self; the stronger the transformation, the longer and more firmly you’ll need to shake the target.

Mending (600 CP, Discount Cleric)- This perk allows you to essentially “heal” inanimate objects or constructs (chess pieces, living cards, robots, etc.) through magic. More than that, though, it also lets any healing powers you have that would heal living things have equivalent repair/mending effects on inanimate objects/constructs; the stronger the healing, the stronger the equivalent repair – if you have a resurrection spell, perhaps it could even bring destroyed/killed items “back to life”.

Chapter 6 ♠ Items (Background/Magic Specialty)

There are countless curious things to discover and use in Wonderland. Please note that while you can find many similar items within Wonderland even without a purchase, those you purchase here will have advantages. First, they will not count against the normal Wonderland limits on carrying Magic Foodstuffs (if too many are normally stored together, their magical effects may vanish or distort chaotically). Second, while items with minds of their own will maintain their limited consciousness, they will be fully loyal to the buyer and will not be prone to leaving if they feel underused. Items purchased here may also have extra benefits or ignore additional hazards compared to the items you'll find within the jump. All items, unless otherwise stated, will reappear in full condition in your Warehouse if destroyed or lost.

Father William's Ointment (200 CP, Discount Human)- When applied to the body, the ointment in this jar makes the user more agile, acrobatic, and healthy for anywhere from several hours to half a day. After the jar has been used up (after 8 uses), it will refill in a month's time.

Treacle (400 CP, Discount Human)- A bottle of pure treacle from the Lake of Treacle, where the Not-So-Little Girls Elsie, Lacie, and Tillie live. Consuming the treacle will heal most mundane ailments (pretty much any normal ailment that is not immediately life-threatening); all such ailments qualifying will be healed together with the treacle. Once empty, the bottle refills in a week.

Great Sea Crate (200 CP, Discount Animal)- A box filled with water-impervious books and parchments, this is the great treasure of the Mock Turtle's old school. At the very least, the books tell you great secrets about Wonderland, increasing your knowledge of Wonderland lore significantly. In addition, it gives you various knowledge about seas and wildlife for whatever worlds you travel to (information that aquatic wildlife knows and could share if they were sapient like those in Wonderland). Also, you gain better skill at taunting, investigating, healing, and being stealthy.

Sheep's Shop (400 CP, Discount Animal)- You now own a copy of the Sheep's shop found at Riverside. Despite appearing to be a small shack on the outside, it is actually quite large inside, with full shelves lining every wall from top to bottom. Essentially, the shop automatically fills with any common items that could be sold in whatever world you're in (for instance, any standard equipment/gear available in Wonderland will be present); whenever you enter a new world, all previous goods remain (but aren't necessarily replaced if they aren't common in the new world anymore) and are supplemented with new items to fit with the new world. In addition, whenever a potential customer enters the store and has a conscious or unconscious desire for a certain sort of good that wouldn't normally be there (such as a magical item), said item(s) have a 1-in-3 chance of becoming part of the shop's inventory. So essentially, the shop has nearly everything you could want...if you can find it. And that's not always easy, as the items are all randomly placed amongst the shelves (and shuffled whenever you leave the shop), and all tracking powers and the like are disabled in the shop. In addition, none of the items on the shelves are actually real – not yet, at least. As long as they remain unbought on the shelves, they remain only half-real. They only become real and usable once bought, and even the owner of the shop must pay for purchases for the items to function. Items removed from shelves and the store without payment will quickly

vanish and reappear back on the shelf. And keep in mind that the rarer or more powerful the item, the higher the price; magical items, for instance, often have exorbitant prices that will always tax your resources heavily regardless of your wealth.

Pack of Playing Cards (200 CP, Discount Card)- A set of 30 cards (as in normal, small playing cards, not human-sized Cards). When thrown, the cards come to life and work to aid you in combat, most often by distracting opponents. The cards are quite agile and are hard to hit. After 15 minutes from being activated, a thrown card will become inanimate and cannot be used until a day has passed.

Executioner's Axe (400 CP, Discount Card)- A double-bladed axe with a perpetually sharp edge, engraved with royal card suit designs from the House of Clubs. All attacks made with it automatically home in on the head of a target (the weapon becomes ineffectual if there is no head to hit), and the attack does not suffer from any penalties that would normally occur from such a called shot. Fortunately, this version of the axe does not run the risk of hitting an innocent bystander or its own user; be careful if you find such an axe elsewhere during your time in Wonderland.

Knight's Steed (200 CP, Discount Chessman)- You have a noble steed (a warhorse or equivalent mount) that you can summon with but a whistle, causing the steed to come crashing out of the undergrowth (whether or not there should be undergrowth where you are is unimportant). When you dismiss it, the mount will trot off when no one is looking (and by some coincidence, there will always be such an opportunity). If your steed is slain, you will find another one within 2d6 days.

Drums of Drumming (400 CP, Discount Chessman)- These drums come with a harness, bearing images of the Lion and Unicorn on the heads. Everyone within 50 feet or range of hearing (whichever is farther), with the exception of the drummer, will be filled with incredible fear until the drumming stops. And don't worry, this purchase does not run the risk of the drummer being affected, even if you fumble a bit with it.

Scarecrows (200 CP, Discount Plant)- Animated constructs of sticks bound by vines and a lit pumpkin head, these fiends are clever but ultimately mindless and bound to your will. Immune to fear, diseases, poisons, and even fire, they still have one weakness: if the flame in their pumpkin head is put out, they will fall over and die. You get 6 Scarecrows with this purchase. You will get a replacement for each lost Scarecrow once every blue moon (it will take multiple blue moons to replace more than one Scarecrow).

Living Flower Maze (400 CP, Discount Plant)- A copy of the gardens around the Looking-Glass House, complete with an array of Living Flowers; said flowers can't or won't move about, and they tend to have their nose up toward lesser beings (which is pretty much everyone else). The maze comes with magic enchantments that intermittently activate to make travelers lose their bearings and change their direction – and said effects are timed to activate when the victims are least prepared to notice.

Tweedle Umbrella (200 CP, Discount Tweedle)- A red-white umbrella that is surprisingly as sharp as a sword and quite durable. Whenever the umbrella is opened, you can use it to hide yourself behind it, giving you an increased chance of hiding no matter how large you are.

Ghost Sword (400 CP, Discount Tweedle)- The copy of a sword belonging to the ghost of an unfortunate Chessman general who lost his life to a pair of hungry Tweedles. The sword weighs absolutely nothing, so it has no encumbrance or strength requirement to wield. The sword is nearly invisible, and while you can easily find it, it is hard for others to find it if it's set down. Also, when carrying the sword, your spirit is boosted slightly, and you get a slight boost to fighting skills when fighting Tweedles (or twins, copies, clones, fused beings, or similar things).

Mystery Bottles (200 CP, Discount Gourmancer)- A half-dozen bottles with no label other than "Drink Me". Each bottle contains a random Wonderland drink. For example, Spiced Cordial makes one unfailingly polite and proper (with higher charisma but the inability to taunt or intimidate), Moonbeam Juice makes you take on a monstrous form, and Ginger Ale heals fresh wounds (but also makes you drunk and hiccupy. Generally, whatever the effects, they will wear out after a few hours tops. You will be unable to identify the exact kind of drink until you actually drink it. Once emptied, a bottle refills after your next unbirthday, but the contents are again determined randomly.

Mystery Cakes (400 CP, Discount Gourmancer)- A half-dozen cakes with the words "Eat Me" on each of them. Like the Mystery Bottles, the cakes have random effects that you will not know until you taste them. For instance, an Angel Cake gives you a halo and increases your belief/faith (thus letting you use healing magic even if you have no magic potential or training), an Snow Cake literally makes you frosty and immune to cold, and a Christmas Cake contains a small, non-magical item as a prize. Generally, effects wear off after a few hours. Once a cake is eaten, a new, random cake will replace it following your next unbirthday.

Hatter's Hat (200 CP, Discount Haberdasher)- A fashionable piece of headgear that is suitable for practically every occasion. Wearing it magically boosts your charisma and increases protection to your head (also, if a blow to your head fails to overcome the armor enhancement, the hat will protect you 100%, preventing the blow from having any effects at all on your head).

Painting Book (400 CP, Discount Haberdasher)- A watercolor set (with case, brush and paints) that comes with a couple-dozen-page book full of outlined drawings of various Wonderland beings and landscapes, waiting to be colored in. Once you've fully colored in the picture, the subject "comes to life" just as it was painted, right in front of the painter. These painting creations are fully loyal to the painter, though you can command them to behave like the real-life versions would. Each colored picture is replaced by a new drawing outline in a day (the random pictures all generally depict various things from Wonderland).

Gardener Troupe (200 CP, Discount Queen)- A team of a half-dozen small gardeners loyal to you. They can carry out a variety of different tasks to support you, such as building scaffolding and other barriers, digging tunnels, and mending/healing you or other subjects. They are also decent fighters, armed with gardening shears, but they aren't the most trained in that area. If one

of the gardeners dies, they'll return to normal in a month's time. Unless specifically imported, the troupe does not count as a companion and don't count against companion limits.

Royal Jelly (400 CP, Discount Queen)- A transparent jelly used by Flying Elephants to transform into Queens. Usually, the jelly isn't as effective on other creatures, merely healing wounds (and eating too much at once can make you sick). However, not only does this special version of the jelly offer improved healing without the risks, but it retains the power of queens. When the jelly is fed to a wild(ish) animal, whether sapient or non-sapient, the eater will transform into a "queen" version of the species – an enhanced form that often has greater intelligence, size, power, and charisma over its own kind.

Bottled Curiosity (200 CP, Discount Cleric)- A vial with concentrated, pure curiosity. Anyone exposed to the contents will become utterly curious for the next 24 hours, with their insatiable curiosity trumping common sense. Also, as they say, curiosity killed the cat, and any feline (or being with at least some feline traits) will, unless they manage to resist, suffer a critical wound that could very well prove fatal if untreated. An emptied bottle will refill once in a blue moon.

Shrine of A Lice's Crown (400 CP, Discount Cleric)- A replica of the shrine that lice made for the "Crown of A Lice", which they veneered as a holy relic for their kind. It consists of a cave with a moldy cushion atop an old pillar at the end of the cavern. The shrine is missing its crown (see separate *Crown of Alice* purchase), but the shrine nonetheless enhances the physical strength/defense and magical/spiritual power of all insects within the cave. In addition, the shrine contains four undead louse warriors, one louse priest, and one louse champion warrior. These human-sized lice fight relentlessly to protect the shrine and its belongings from all intruders, though they will stand back if you tell them that certain people are exempted. If you place an item on the pillar's cushion, they will guard the item until you remove it. Other arthropods that enter the cave will feel a compulsion (which they can resist if strong enough) that this is a holy place they should protect as long as they are inside the cave.

Chapter 7 ♦ Items (Other)

Gamer's Pack (50 CP)- A full set of the game books for Wonderland No More, as well as figures, maps, playable cards, and more. You'll also get a full set of the original Alice in Wonderland books.

Tea Tray in the Sky (50 CP)- This peculiar silver tea tray has handles that are stylized to resemble bat wings ... and at an opportune moment, the handles will indeed transform into silver bat wings to skillfully carry the tray and its contents around. The tray carries up to 20 lbs of contents and follows its owner, presenting itself when its owner wishes to retrieve something from or place something upon the tray.

Pocket Watch (50 CP)- An ornate silver watch with an hourglass engraved upon its casing. If you wind back the watch, you will gain enhanced speed/quickness until the watch finishes unwinding or an hour has passed. You can also immediately stop the watch's effect by snapping its case shut.

Walking Stick (50 CP)- A firm stick that has been whittled out to have what looks like a human foot at the bottom. The stick can hop about to keep up with you. As long as you are walking beside the Walking Stick, your speed will increase a little; the Walking Stick's speed will match your increased pace.

White Fan (100 CP)- A small lace fan that, when waved, lets you cast shrinking spells on yourself or an adjacent target of your choice. The shrinking lasts for about an hour.

Gardening Shears (100 CP)- Somehow usable like a sword, it enables you to do extra damage when attacking plants and also gives you a boost when healing plants.

Orange Marmalade Jar (100 CP)- This is a well-known Wonderland remedy for the unpleasantnesses associated with falling large distances. If you gulp down the marmalade while falling, your fall will slow enough so that you will take no damage from the fall. After consumed (there's enough for one use), the jar refills after your unbirthday.

Quarrelsome Crossbow (200 CP)- A warped crossbow that is aimed backwards and shoots insults for projectiles. By shouting insults and taunts at a target while aiming the crossbow, the words will fire at the target, with your accuracy and damage determined by the wit and sharpness of the insults. The weapon has potentially limitless ammunition, but you can't use the same insult twice against a specific target.

Snark Fishing Pole (200 CP)- Fishing rod that has a bonus fighting against and catching snarks and boojums. Essentially, the power of the pole increases with how *little* you know about a creature.

Looking-Glass Portal (300 CP)- A full-length vanity mirror that can nonetheless shrink to fit into bags and pockets easily. It seems to show a hazy reflection, albeit with some errors if you look closely enough. When you rub the mirror, you and all adjacent allies are pulled into the reflection.

You will reappear in a location that is relatively close to being a “mirror image” (appearance-wise) of what had been reflected just before you activated the portal. No matter where you use it, even someplace not as nonsensical as Wonderland, there will be a location that qualifies as a mirror image for the teleportation.

While the new location will be a mirrored copy of your previous location, it does not require the presence of people shown in the reflection (aside from those pulled through with you). Also, while the mirrored location will try to match everything shown in the reflection, that is only regarding the image, from the angle shown in the reflection. Examine your new location, and you may find bigger differences, like the clock that only had its back in the reflection now having a strange face on the front. This means that any especially rare or mystical items that were reflected have a fair possibility of being something entirely if you look closer. After use, the mirror vanishes and will return to you in a week.

Humpty Dumpty’s Potion (400 CP)- A rare potion that Humpty Dumpty painstakingly plotted to create in an attempt to make his fragile egg more impervious to damage. And this one actually works! While drinking the potion gives the user stomach cramps at first, the end result will be immunity to all physical damage to your body (or at least your outer parts). If consumed, you will get another bottle after one year’s worth of unbirthdays; however, drinking the potion again will not grant previous users any further enhancements.

Vorpal Sword (500 CP)- A mighty great sword that requires two hands to use, it has a foot-long hilt and 4-foot blade. The shining grooves of the blade channel whatever it’s cutting away, so it does not drag or get caught. When wielded, it magically enhances your fighting skills slightly. It ignores armor, and it deals mighty blows against Jabberwocks, Jabberkin, and other dragon-like enemies.

Crown of Alice (500 CP Per Piece)- A copy of Alice’s crown after becoming a queen in Through the Looking-Glass, though it has since broken into three pieces. Each purchase gives you a single piece of the crown, each with its own special power (you get to choose which piece for each purchase). If you buy multiple pieces, the crown will start to come together, and you’ll get the cumulative effects of the individual pieces. When all three pieces are bought, the crown is fully restored, and it will now additionally make the wearer immune to all magic that controls them mentally or physically). The individual pieces’ powers are as follows:

1. *1st Segment*- Permanently enhances your “armor” defense for all forms you take.
2. *2nd Segment*- Permanently boosts your spirit for all forms you take.
3. *3rd Segment*- Allows you to better sense magic things around you.

Chapter 8 ♣ Companions

With all the crazy and dangerous shenanigans throughout Wonderland, you should have some friends along for the journey, whether for support or so you can share the madness.

Import (50/400 CP)- You can import or create up to 12 Companions for adventures in Wonderland. It costs 50 CP per Companion and 400 CP for a full pack of 13. They each can have any background and have +400 CP to spend. They can only take drawbacks related to their backgrounds. For 50 CP extra apiece or 200 CP extra for the full pack, your companion(s) will also receive a free magic specialization (otherwise, they will need to pay for one on their own).

Deck (500 CP/Pack)- If 13 isn't enough, you can pay 500 CP to import 13 more companions, following the same rules as above; this time, however, you must pay for a full pack of 13. You can pay for up to 3 extra packs (4 packs of 13 in total) to reach a full deck of 52.

Canon Character (100 CP)- For 100 CP apiece, you can befriend a named character from the gamebooks and take them with you as a companion.

Chapter 9 ♥ Drawbacks

Danger, and strangeness, waits around every bend in Wonderland, so be careful. You can take up to +1000 CP in drawbacks, and you can also get extra CP (which doesn't count towards the limit) from background drawbacks.

A Tale Begun in Other Days (+0 CP)- If you have been to the other Carrollian Alice jumps (Alice's Adventures in Wonderland and/or Through the Looking-Glass), the events and changes that happened in those jumps carry over into this jump.

To V or Not to V (+0 CP)- Some of the gamebooks such as Egg of Seven Parts aren't clear if they're part of the Victoria setting. You can choose whether or not the spoilers revealed in the Victoria endgame campaign apply in the jump. If you decline from including the Victoria material, there will be some changes to the setting accordingly.

Bungling Bard (+50 CP)- A failing raconteur incessantly follows you and composes various ditties to immortalize your glory. Unfortunately, all of his songs are terrible, earning you ridicule wherever you go.

Curious (+50 CP)- You are especially curious, which is not always a good thing in Wonderland, when there are many curious yet risky things to do. Whenever something rouses your curiosity – whether it's something rustling in the bushes, or a cookie with the words "Eat Me", you immediately want to get to the bottom of it.

Gullible (+50 CP)- There's a lot of advice to be found in Wonderland – but that doesn't mean it's all *good* advice. You have an unfortunate susceptibility to advice that is false and quite possibly harmful.

Bad Liar (+50 CP)- You are exceptionally talented at being poor at deceptions, and any attempt at lying, intimidating, or otherwise concealing or bending the truth becomes more likely to fail. Moreover, whenever you do fumble with a lie, you do so in a way that makes the deception fall completely flat on its face.

Arrogant (+50 CP)- You are highly arrogant and overconfident, thinking you're so much better than other people and underestimating their worth/threat to you.

Lobster Quadrille (+50 CP)- Every day, there is a 1/4 chance that everyone around you (and you) will at some point randomly break out into song and dance. All dialogue must be sung, you can only move/fight while dancing, etc.

Extravagant (+100 CP)- You automatically spend two-thirds of all wealth you have at any given time.

I'm Late! (+100 CP)- Wonderland's Time seems to be personally offended by you, and he has cursed you to be constantly late for everything.

Ill-Fortuned (+100 CP)- You are constantly getting caught up in comedic yet destructive accidents, with bad luck that plays out through convoluted, Rube Goldberg-style circumstances.

Argumentative (+100 CP)- You and close companions have a tendency to get into quarrels over the most minor of issues, like putting too little or too much sugar in your tea the other day, or whether pigs have wings. Once you and others start having a row, the argument will keep going until you settle it one way or another, even if it means a duel!

Paranoid (+100 CP)- You are always worried that someone or something is out to get you, causing you to lash out at any perceived or imagined threats.

Greed (+150 CP)- You are very greedy and like to collect and hoard things, even if they weren't yours to begin with. This also makes you rather selfish and unwilling to share your wealth with others.

Doubt (+150 CP)- You are very skeptical of things and of your own strength – and in Wonderland, where Belief is a central force, this is a dangerous weakness.

Despair (+150 CP)- Embittered by the pain around you, you are constantly miserable and gloomy, draining your will to do anything about it.

Pacifist (+200 CP)- You refuse to resort to violence no matter the circumstances, and you also try to convince everyone you meet to convert to your cause.

Escort Exasperation (+200 CP)- You keep getting stuck escorting vulnerable people through dangerous areas. The people you are protecting are not the most cooperative and will often try to leave, argue, or make lots of noise.

Weather Woes (+200 CP)- The weather is always unpredictably changing around you, even by Wonderland standards. Not only does the weather change at random, but it will also do bizarre things, like rain toves and mome raths or have burning-hot snow. To make matters worse, it seems that the crazy weather is whatever's most annoying for you at any given time.

Side Quests (+200 CP)- You are constantly getting roped by bystanders into performing various quests for them – often either highly dangerous or very mundane and annoying. And the rewards you receive for helping out are often rather paltry.

Yandere (+200 CP)- Someone has fallen obsessively in love with you and won't take no for an answer.

Random Encounter (+200 CP)- You have a high likelihood of constantly stumbling into random battles with various foes, whether you're in a shop or out at sea. And the danger never seems noticeable until you're in the thick of it.

Expressive (+200 CP)- You cannot perform any magic or similar powers unless you wave your hands (or paws, leaves, or something similar) – the stronger the spell, the more waving you’ll need to do.

Frail (+200 CP)- For whatever reason (skinny, poor craftsmanship, illness, etc.), your character is physically weak, lowering both your physical attack and physical defense stats.

Glutton (+200 CP)- You now have the insatiable desire to at the very least sample (and most likely gulp down entirely) every food and drink you see. Given the chaotic magic of most Wonderland foods, your careless nibbles could have disastrous consequences. Your mouth will also start to water if you see an appetizing plant or animal; while you can certainly hold back the urge to try just a teensy bit of them, your slips about your appetite will hardly enamor others to you.

You’re In the Army Now (+200 CP)- You have a great likelihood of being forcibly recruited in mercenary groups and armies – and none of the armies tolerate insubordination or desertion.

Going Mad (+300 CP, Human Only)- Everyone’s mad here, but some people have more trouble adjusting than others, and your relation to both the real and dream worlds is tearing at your psyche. You feel an ever-increasing madness and desire to lash out at everything around you. No matter where you go, you cannot escape.

A Beast, Not an Animal (+300 CP, Animal Only)- For some reason, things got quite mixed up when you got your form, and now you are a normal, wild animal rather than a human-sized, intelligent Animal. You’ll be the same species as what you chose, but the non-anthropomorphic sort. You’ll keep your mind, but you are more susceptible to the natural/stereotypical instincts associated with your type of animal (flightiness for rabbits, mischief-making for cats, bloodthirstiness for predators, etc.). In addition, you cannot speak human tongues, and it is especially difficult (though not necessarily impossible) to do human actions. And other Wonderlanders are now more likely to see you as just an animal rather than an Animal; please note that, even among Animals, Wonderlanders have little taboo against cooking and eating animals. If you survive the jump, you can keep both your mundane animal form and the true Animal form you were promised originally.

Pack Loyalty (+300 CP, Card Only)- You are intensely loyal to whoever you consider your “pack” – a group of people you are part of or close to – and find it very hard to go against their consensus. The drawback also increases the likelihood that your group will make choices you wouldn’t normally agree with. And don’t think being alone will help; that just makes you more desperate to find and latch onto any possible comrades you can find.

Play by the Rules (+300 CP, Chessman Only)- You have sworn an oath to follow the entirety of the Accords of the Eighth Square – everything from “Tell the deeds of others before your own” to “Never break your promise” to “Speak in French when you can’t think of the English”. This vow is unbreakable, and you are compelled to obey every single rule in the Accords, no matter what the circumstances. These rules include defending and making personal sacrifices for whichever House – Red or White – you chose for your color.

Rooted (+300 CP, Plant Only)- You are a particularly haughty Plant, with little interest in non-plants or doing anything unplantlike. And since plants are supposed to stay rooted in one place, you become very stubborn at moving – you could if you really wanted to, but why would you, when you have a perfectly nice spot to stay rooted? In fact, you will never move of your own will from the moment you start the jump, rooting wherever you first arrived. Of course, someone could dig you up and transplant you, but unless you approve of that someone (with your flowering pride, that's unlikely), you'll resist all attempts to move you.

Phobia (+300 CP, Tweedle Only)- You (and your twin) each have some sort of common fear of something like blackbirds. The two phobias are separate, but due to your twin synergy, both of you are susceptible for both fears. Whenever either of you even think you see the source of your phobia, both of you will break into uncontrollable panic and run around crazily. It doesn't matter if one of you is not currently exposed to the trigger; once one of you becomes scared, the other automatically freaks out as well. This also means that you will stubbornly refuse to do anything that might expose you to your phobias. Of course, Wonderland being Wonderland, you just know that at some point, the story will bring your fears to forefront, like it or not.

Another Door (+300 CP)- There is an extra door in the Hall of Doors that leads straight into your Warehouse. It's always unlocked, letting anyone stumble inside. Even if you discover and try to block the door, a new door will take its place. The Hall of Doors will also gain a door for every other base or building you own.

Storage Issues (+300 CP)- You can only ever carry 8 items with you at a time. If you try to carry more, there's a 1/3 chance that they'll malfunction/mutate, and a 1/3 chance that they'll simply vanish.

Item Introduction (+300 CP)- Whenever you show an item you have to someone else, there is a 25% chance that the item will suddenly come to life. It will likely return to normal eventually, but until then, it will have a will of its own, so hopefully it won't get upset with you and run off somewhere. It doesn't help that these enchanted items are very possessive and get jealous if they aren't used often.

Up and Down (+300 CP)- You are constantly shrinking and growing at random. Generally, the size changes will correlate to whatever's most inconvenient for you at any given moment.

Scene Change (+300 CP)- You keep suddenly teleporting between places in Wonderland. Even when you're having a conversation, you could suddenly end up talking to someone else somewhere else entirely.

Trouble Magnet (+300 CP)- You need not have your fortune told – it'll come up badly every time. Bad luck just seems to follow you everywhere. When enemies attack and there's an equal chance of them attacking anyone, they'll target you first. Whenever there are spoils in battle or treasure-hunting, you always seem to get the leftovers. Similarly, curses, traps, and other unfortunate and random accidents are much more likely to target you rather than other party members.

Wondering Reality (+400 CP)- Wonderland's dreamlike reality imposes its nonsense rules on those who visit, and things that don't match the setting are dealt with accordingly. Any items you have or make that are above the medieval/Victorian level of tech in Wonderland will be tampered with by Wonderland's reality. At the very least, they might shift into more primitive counterparts (a raygun into a blunderbuss, for instance), and if something is especially beyond Wonderland's set-up like a tank or mech, it might break down entirely.

Golden Afternoon Dreamer (+400 CP)- Your memories of everything before Wonderland and before this jump are exceptionally dreamlike and vague. You might remember briefly when you enter your Warehouse, but after leaving even the memories you had inside the Warehouse will seem blurred.

I'm Alice (+400 CP)- You have an overpowering delusion that you are Alice, and you won't be convinced otherwise no matter the evidence. Given how there are multiple religions founded around Alice, not to mention how Alice is actually back in Wonderland, this belief could get you into a lot of trouble.

Crowning Glory (+400 CP)- Before the end of the jump, you must cross over to the 8th Square and fulfill its tests; otherwise, you will fail the jump. To even get there, you will likely have many strange encounters and challenges. To complete the final test, you must answer the questions given by 13 strange creatures in the ruins. And now the trivia questions aren't about Alice's adventures but your own, so hopefully you've been paying attention.

Dee and Dum (+400 CP)- Tweedledee and Tweedledum have merged into a monstrous, ravenous giant – and they'd love to have you for dinner! They will actively seek you out until dead.

Naughty Kitty (+400 CP)- The evil Cult of the Black Kitten succeeded in summoning an avatar of the Black Kitten (as referenced in the published materials for the *Black Kitten* side-adventure). It grows larger and stronger with every new moon, and the Avatar seems to sense you as a threat. After the next new moon, it will start to actively seek you out, crushing everything in its way.

Haunted (+400/500 CP)- Dreams never die in Wonderland, and some of those dreams come back even when killed. Anyone or anything you kill during the jump will come back as a ghost to haunt and kill you. You can still kill the ghosts with enough work, but it won't be easy. For +500 CP, anything you've killed in other jumps comes back as a ghost, too.

Tasty (+500 CP)- You give off this aura of deliciousness in everything from your appearance to scent, and even polite folk will be tempted to have "just one bite". Also, Gourmancers will automatically sense that they can use you as ingredients for amazing, magical dishes.

Off With Jumper's Head! (+500 CP)- Whether due to directly offending her or the Daffodil Man's manipulations, the Queen of Hearts has issued a massive bounty for your head (rest of the body is unnecessary). And she'll have her Card soldiers out actively hunting you down.

Seeing Red (+500 CP)- The paranoid Red Queen believes that you are a direct threat to her rule, and she has issued decrees to stop you at all costs. Expect the whole Redfield Chessman army after you.

Beware the Man with Daffodils (+500 CP)- The Daffodil Man has found some means to blackmail you into his service. Even if his blackmail fails, he has fed you food that will let him temporarily take control of you.

Jibber-Jabbered (+500 CP)- You have been cursed into the ungainly and horrific form of a Jabberkin. Human-sized and lacking wings but otherwise resembling the terrible Jabberwock, you have a horrible temper and instinctively violent. Even if you try to communicate with someone, you can only speak in burbling whiffles that no one can understand. And as long as you are a Jabberkin, you can only use Wonderland powers (and nothing that overwrites this drawback). You can perhaps find a way to undo the curse if you search Wonderland long enough, but don't dally, or things might get worse. See, there is only ever 1 Jabberwock at a time, and when it dies against a hero, one of its children will take its place – and you're the lucky winner! If the Jabberwock dies during your time as a Jabberkin, you will instantly transform into the Jabberwock, and the curse will be permanent for the course of the jump. And surely a new hero(es) will one day take the Vorpall Sword in hand to seek out their manxome foe. If you somehow survive to the end of the jump, you'll get to keep both your Jabberkin and Jabberwock forms (even if you stayed as a Jabberkin the whole time or broke the curse, you'll get access to both forms afterwards).

Victorious Dream (+600 CP)- Everything in Wonderland is a dream, and though her mindset has changed, Alice (now called Queen Victoria in Wonderland) remains mistress of those dreams – including you. She is aware of your existence and powers and can, with effort, take control of you like she has with other dream beings in Wonderland.

Ride of the Valkyries (+600 CP)- You're too late, arriving in a Wonderland where the Third Reich has taken over the dream world – and used it in turn to expand their conquests in the real world. The Nazis have brought alive the dreams and nightmares of Germanic/Nordic lore, and there is little room for any they don't consider part of their new world order.

Chapter 11 ♠ Fin

It's the end of the story, with all its whimsical adventures and tales. Where will you go now?

Real World- You return to your original Earth. You retain all perks, items, companions, and other things you have acquired during your adventures.

Wonderland- You have chosen to remain in Wonderland, or this setting's version of Earth if that's what you prefer. You keep all perks, items, companions, and other things you acquired in your adventures.

Endless Sea- Your journeys are hardly over, so best to get going. You venture on to your next jump. Who knows what wonders might be in store next?



Chapter 11 ♦ Notes

Resources- The various gamebooks for Wonderland No More campaigns can be found [here](#), with the main book located [here](#).

Alice's Story- The Alice in this world was not actually Alice Liddell but rather someone else entirely, who nonetheless shared versions of her adventures with Lewis Carroll, who published them as in our normal history. Carroll's *The Hunting of the Snark* was in turn inspired by another, nameless dreamer who traveled to Wonderland at some point.

Running away from home, Alice desperately tried to find more portals to Wonderland, to little avail. She found that opium's trances could take her to Wonderland, but this addicted her and made her stays less enjoyable. In addition, she fell onto hard times supporting her addiction.

Gradually disenchanted with Wonderland, Alice learned that she had some control over the dream world's reality, creating things in her mind and bringing them to Wonderland, but they were never as good as she envisioned them mentally. She even started creating new Tarot Cards not beholden to the Queen of Hearts.

Alice tried to forget Wonderland and got married, only for her husband to die in an accident during World War I. Torn by grief, Alice violently forced her way in through the looking-glass. In the process of breaking the mirror, Alice was split into two: her older self returned to the real world and fell into a coma, while the younger Alice explored Wonderland once more.

Yet the painful memories of the real world continued to haunt the younger Alice, until she decided to take drastic measures. Renaming herself Victoria, she asserted her will in Wonderland to alter her appearance so no one would recognize her; she succeeded, though it violently shook the land. Afterwards, she encountered a man called the Daffodil Man, and she used her authority over Wonderland to seize control of him and make him her agent and emissary.

The Daffodil Man, using manipulations and blackmail via kidnapping the King of Hearts, made the Queen of Hearts grow more paranoid and violent. Similarly, he kidnapped the White King and tricked the House of Redfield into attacking and defeating the army of Whitefield.

In addition, Victoria retook the test to become Queen on the 8th Square of the chessboard, and afterwards she destroyed the square so no one else could ascend and challenge her. The dark experiences there further twisted and hardened her heart.

Victoria's plan is to take over Wonderland and gather an army to conquer the real world, which she has come to resent. She gathered up the Tarot Cards she created as well as other Wonderlanders for that final goal.

Furthermore, using mines she's set up in Wonderland, Victoria has been trading with the real world, having seized control of the main portal locations on both sides. She's used the wealth to establish the company Morpheus Research, which creates more advanced guns and other weapons that can decently function in Wonderland.

Victoria has left nothing to chance, and she has both imprisoned the older Alice and actively sought out all descendants of Alice, though some still remain to be found. But she is still childishly naïve and doesn't realize that her forces are not nearly enough to overcome modern armies, much less that the Nazis have become aware of her activities and plan to take control when the time is right.

Wonderland's Reality- Wonderland has its own bizarre rules that often differ from reality, and within Wonderland, its own rules supersede reality. Though items brought through jump fiat are protected from change (unless certain drawbacks are taken), items that don't fit with the technological level seen in Carroll's books tend to be downgraded by Wonderland into compatible forms.

In general, it's best to view Wonderland under the lens of a dream that shaped itself to Alice's childhood beliefs. She saw nothing strange about animals acting like people, so animals can do human things even when it should be physically impossible. She spent most of her time indoors, so the sun and the moon can be up at the same time, and the moon does not create tides.

Also, be very wary of trying to disturb the dream reality of Wonderland, such as by making people wonder about their vague origins in Wonderland. If roused, Wonderland itself will try to change the subject through crazy, surreal distractions like sudden season changes, violent storms, etc.

Wonderland's Narrative Tropes- It's also good to approach Wonderland from a narrative viewpoint, in that the reality shapes itself to fit the flow of the story. Time will generally run smoothly, unless you do something to offend Time himself, but at other times, the narrative flow of time will slow down so your actions fit with the plot. For instance, it's quite possible to go on a mountain quest for a rare ingredient and get back just in time for the pot to boil, or for you to reach a besieged city just before the battle is set to begin. In turn, Wonderlanders tend to unconsciously sense when and where they should be for events, even if a party invitation never mentioned the time or place.

Likewise, the seasons in Wonderland match the usual four seasons, but they aren't ordered and are subject to change at a moment's notice. The seasons match Alice's innocent understanding of them as a child, so they all remain relatively safe – summers are sultry but not hot enough for heatstroke or sunburn, winters are chilly but not life-threatening, etc.

Belief vs. Disbelief- Magic in Wonderland draws on the power of Belief, and strong enough belief can let Wonderlanders create “pocket bubbles” for magic effects in the real world. However, time in the real world also imposes disbelief, which will gradually try to convert everything to mundanity.

Reaching Wonderland- Wonderland can be reached both physically via portals and mentally through dreams.

Normal real-worlders who visit Wonderland typically retain their human forms, though they may gradually shift toward Wonderland-appropriate forms. It is possible to take on other forms in Wonderland via dreams, particularly if you are mentally unhinged.

For the sake of the jump, jumpers are the exception to the above limits, much like the main characters in campaigns were intended to be (since the players were supposed to be Alice's distant descendants). So if you are a Human from the real world, you can still choose a nonhuman Wonderland form in your dream.

Magic Items- Magic items in Wonderland tend to be transitory and self-willed. They'll often spontaneously disappear after enough use, whether that's by shrinking into nothing or misplacing themselves the moment you look away from them. In addition, they want to be used and get upset when you use other tools instead of them. In some cases such as weapons, this could even lead to them defecting to someone they feel can use them better, even if said person is your opponent. The items purchased for this jump are largely exempt from these issues.

Magic Foodstuffs- Magical foods in Wonderland are also transitory and have strange effects when grouped together. If you carry more than generally 8 magic foodstuffs at once, they are subject to random effects like losing their powers, coming to life, gaining different (often volatile) powers, vanishing into thin air, or even temporarily transforming the holder into that food. Gourmancers are exempt to this limit and can safely carry as many magic foodstuffs as they wish. Also, any foods purchased as items for the jump are protected via jump fiat.

Accords of the Eighth Square

Here is a list of some (but not all) of the rules that Chessmen hold each other to (and form the doctrine for Bishops following the Spirit of Conflict as clerics):

- Prowess- Seek excellence in all endeavors, whatever your station in life.
- Justice- Seek always the path of right in accordance with the Accords and your liege.
- Loyalty- Be known for unwavering commitment to the people and ideals of your house.
- Defense- When called upon, it is the duty of every Chessman to defend his House.
- Courage- Be prepared to make personal sacrifices in service of the House and people you serve.
- Faith- Believe only in the Spirit of Conflict; your faith will root you and give you hope.
- Humility- Tell the deeds of others before your own, according them the renown rightfully earned through virtuous deeds.
- Largesse- Be generous in so far as your resources allow; largesse in this way counters gluttony.
- Nobility- Seek great stature of character by holding to the virtues and duties of your House.
- Franchise- Seek to emulate the Accord as sincerely as possible, not for the reason of personal gain but because it is right.
- Be always ready with your armor on, except when you are taking your rest at night.
- Defend the poor and help them that cannot defend themselves.
- Do nothing to hurt or offend anyone else.

- Be prepared to fight in the defense of your house.
- At whatever you are working, try to win honor and a name for honesty.
- Never break your promise.
- Maintain the honor of your house with your life. Rather die honestly than live shamelessly.
- Chivalry requires that youth should be trained to perform the most laborious and humble offices with cheerfulness and grace, and to do good unto others.
- Look up, speak nicely, and don't twiddle your fingers all the time.
- Curtsy while you're thinking what to say; it saves time.
- Open your mouth a LITTLE wider when you speak, and always say, "Your Majesty."
- Speak in French when you can't think of the English for a thing.
- Turn out your toes as you walk—and remember who you are!
- Never send all the horses, because two of them are wanted in the game.
- It isn't respectable to beg.
- You will observe the Rules of Battle.
- Speak when you're spoken to!
- Always speak the truth—think before you speak—and write it down afterwards.
- Queens never make bargains.
- The act of a Chessman disguising himself as a member of the other House is totally against the Accords.

Chapter 12 ♣ Change Log