ALICE: MADNESS RETURNS

V1.0 by Songless

Once, Wonderland was a place of majesty and beauty, of sentient playing cards and mad tea parties. It still is, in a way… but the horrors it's gone through means it's still far away from once again being the kind of place seen in a children's book.

Alice Liddell's descent into madness following her family's death in a tragic fire was only the first of the tragedies that befell her and Wonderland alike. Though she's finally regained a measure of closure, the damage caused by the brutal conflict between Alice's psyche and the manifestations of her survivor's guilt have not been kind to it. It wasn't easy, but Alice mastered her grief with the elimination of the Queen. There was a hope that with the girl's acceptance of her past and her family's death, Wonderland could begin to heal. And it *did*, for a time. The damage began to be repaired, friends and innocents returning home, the Mock Turtle even opened the Looking Glass railway again!

But the past is not so easily forgotten… unless you *choose* to.

One year has passed since Alice's last victory, but Wonderland is no longer safe - or saved. Secrets still remain about that terrible night of the fire, and there is a new, dark influence corrupting Wonderland from within. Alice must once more set out to save Wonderland… and in doing so, save herself not just from her own pain, but from those who would seek to use it to *break* her.

You arrive here in this bizarre realm a short time before Alice's return in the Vale Of Tears. Things still seem somewhat normal, insofar as that word even applies here, but the first touches of the Dollmaker's horrific influence are already being felt. Beautiful trees are sinking into a dark, caustic sludge that bubbles up from underground, the murky depths of the Dollhouse now fester with creatures born of a wholly *different* kind of madness, and Wonderland's residents find themselves under siege… not merely by violence, but by *ideas.*

For the next ten years, Wonderland will be your home. Whether you seek to aid Alice in her attempts to restore her memories and fight the Dollmaker, you seek to claim your own place within the anarchy of a shattered dreamworld, or if you merely try and stay out of the way, surviving however and wherever you can…

Welcome to the mad reality born from a young girl's subconscious. While I'm sure you'll fit in just fine (we're all mad here, after all), that doesn't mean you arrive without at least a little bit of insanity to match the locals…

Here, have these **1000 Crazy Points** to get started.

BACKGROUNDS

Wonderland's a strange and varied place, filled with strange and varied creatures. Do you know what kind you'll be?

Regardless of your chosen Background, you may choose your age and gender for free, insofar as those even apply to your chosen form. You may become any common being in Wonderland, be it (mostly) human, or some of the more bizarre beings like the paper ants, fish folk, madcaps or anything else that feels suitable for the setting. Likewise, you may freely choose if you get the full 'reincarnation' style background, complete with history and experiences in this world, or if you're a Drop-In instead. It's not like one extra hallucinated visitor would make that much of a difference.

Now then, as to *who* you are…

Your first option is to be a **Dreamer**. Much like Alice Liddell herself, you are not *quite* from Wonderland itself, being an individual from the ‘real world’. Sort of, anyway - but regardless of the cause, you’re a visitor to this strange world, rather than a denizen. In a world gone mad, you could be the rare voice of reason… or the well from which all other insanity springs.

Your second choice is to be a **Wonderlander**. Forming a small majority of the denizens of this eccentric realm (at least for now), Wonderlanders are those who remained relatively untouched by the disasters that followed the Dollmaker's arrival. For most, that has been due to hiding or luck rather than open defiance, but even among these strange folk some heroes can be found.

Your third option is to become a **Remnant**. The Red Queen's rule is over, but many in Wonderland still carry the scars from her rule - and regardless of their former allegiance, many of these individuals still possess the willpower and vicious determination to oppose the Ruin and its master. Remember the past. *Fight* for it.

And finally, you may opt to become one of the **Tainted**. The Dollmaker's influence has awakened new ambitions and mad goals in many of Wonderland's inhabitants, twisting many into barely recognisable reflections of the beings they once were. You've felt the touch of the Ruin, and though you might not serve the invader's whims you've certainly gone a *different* kind of mad. You intend to see this conflict through to the bitter end and emerge on top no matter how many lives must be destroyed along the way...

PERKS

DREAMER

- Graceful Landings (100CP, free for Dreamers)

Piles of leaves might have saved you once upon a time (protestations from your behind notwithstanding) but nowadays, when you arrive somewhere from up high, you land in *style*. So long as you can orient yourself in a roughly upright posture and can mentally prepare for your landing, even the longest falls will not pose a danger to you. Shortly before impact, you'll greatly slow down, coming to a near total stop a few inches above the ground. After that, you can step down as easily as if you were stepping off the London Underground.

- Good Things Come In Small Packages (200CP, discounted for Dreamers)

Children see and hear more than most assume - is it any wonder, given they have to look up at everything?
This Perk proves that ‘short-sighted’ is more than a matter of perspective, granting you the same shrinking power that will serve Alice so well during her struggle against the Ruin. With little more than a thought and the occasional hiccup, you can shrink down to about a fourth of your normal size, and similarly return back to full size in a moment. While shrunk, your perceptions are altered such that you'll begin to see what's hidden and see through what's false. Invisible platforms or concealed tunnels become obvious from up close, and you might find some very creative uses for mouse holes and local flora. In addition, while shrunk you'll begin seeing children's sketches as a kind of graffiti, pointing out interesting landmarks, threats or hidden treasures… though deciphering the scratches could be a challenge in its own right.

- Two Times Too Reckless (400CP, discounted for Dreamers

It's such a bother, really. You're over *here*, and you need to be over *there*. What to do? Well, just get moving, and don't stop no matter what common sense might dictate.
This Perk grants you the ability to cross short distances in the blink of an eye, briefly turning into a cloud of butterflies and reforming at your destination. This would let you dodge something hazardous like an incoming attack, for example, but even without using it your overall movement is simply *better*. Your mobility is nothing short of absurd, and you could easily pull off stunts like jumping up then jumping *again* off of thin air, dashing from a standing position several feet forwards or sideways with zero warning, or twirling your dress and floating upwards on even a minor breeze, as though gravity is a pittance and the wind in your skirts is a hurricane. Or you could even combine all those bizarre tricks together in a single, mad journey where your feet forget what the ground feels like. It’s not *quite* flight… but it gets you closer than anyone sane might expect.

- On The Edge Of Madness (600CP, discounted for Dreamers)

Traumas and psychological issues abound, but in the Dreamworld of Wonderland, one stands out for its sheer destructive potential.

Hysteria.

Something far worse than the all too common affliction among London's women, Wonderland's manifestation of this psychotic tantrum is rarely seen and even less frequently survived… and now, you too have been diagnosed with this madness.
Those in the full grip of an episode see the world as though bleached if all color, with only stark whites and blacks remaining… and the vibrant, crimson streaks of freshly spilled blood. Their hallucinatory vision shows themselves broken and bloody, their physical form and even weapons or other items wrapped in tattered bandages, blood weeping from eyes and underneath fingernails as if the world seeks to utterly grind out their last dregs of strength.
Yet in madness, strength is found. While in this form, you can shrug off pain and injuries that would leave saner minds and haler bodies crippled, and the insanity coursing through your veins allows you to lash out at your enemies (real or imagined) with inhuman power. Knife cuts sever limbs with ease, a glancing hit from the Hobby Horse might not break so much as *pulverize* struck foes, and one could be forgiven for thinking you quite literally sustain yourself on the blood of your victims with how easily you wade into the carnage and rend them to pieces.
You can only maintain a Hysteria for thirty seconds at a time, needing ten minutes to recover from each fit... assuming you're healthy. The worse your injuries, the faster you can again descend into madness, to the point that hovering at death's door could see you spend more time in Hysteria than sane.

WONDERLANDER

- Sharp-Tongued (100CP, free for Wonderlanders)

You might be surrounded by half-wits, and that's assuming you're not one yourself, but Wonderland's denizens aren't the kind to let someone get the last word. Like many of the deranged creatures you might run into here, you're a master of the witty… or at least *effective* comeback. Whether it's a sarcastic joke, a loony non-sequitur or a bizarre riddle and a big smile like that damn cat's, you'll be able to instantly come up with whatever response you would have given, had you had time to mull it over.

- Ignorance Is Bliss (200CP, discounted for Wonderlanders)

Sanity's in short supply around these parts, and it's not like the world itself makes much more sense than its denizens. They're a good match, though, and now you are, too.
You can survive and even thrive in places that would otherwise be insane to even consider staying in. The burning heat and white-hot metals of the Hatter's Domain won't burn you unless you touch them directly, nor does the arctic ice if Tundraful give you frostbite. Ash-choked disaster zones enveloped in smoke won't cause so much as a sniffle, and you could take a trip through the Deluded Depths and all the while 'forget' you're not supposed to be able to breathe underwater. So long as you don't draw attention to it, you'll be fine.

- Oracle (400CP, discounted for Wonderlanders)

Knowledge may be power, but wisdom shows us how to *use* said power. Well, sometimes, anyway. You possess a remarkable degree of insight and an at times almost prescient ability to

determine how to help someone or fix problematic situations. However, this wisdom has a rather *eccentric* bend to it, like not actually knowing *how* or *why* your actions might have the results you need because you saw the solution in a (not particularly coherent) dream.
Then again, simply going with the flow rather than struggling against it is its own form of wisdom. Add some esoteric proverbs and incense, and you'll become a wise guru like the mighty Lepidoptera just yet...

- A Light In The Darkness (600CP, discounted for Wonderlanders)

Few have stood against the Ruin and the disasters that have befallen Wonderland. Fewer still survived unscathed, to say nothing of the folly of hoping for victory. But a very rare few *have* found the strength to oppose the Dollmaker, and not only faced the encroaching darkness but *banished* it. Like the mythical Seahorse in the Deluded Depths, your very being now acts as a focal point for all that is still kind and beautiful in the world.
Merely by your presence you can scare off or harm those who would cloud the world in pain and suffering, and everything - and everyone - nearby begins to slowly recover from any unnatural taint that might be inflicted upon them by corruptive or wicked forces. Sometimes, a single glimmer of hope is all one needs to pick themselves up, and you can be that glimmer… potentially literally, as this Perk also allows you to shine with a beautiful, serene light at will.

REMNANT

- Clarity (100CP, free for Remnants)

Befuddled, confused, addled… madness can do awful things to the mind, but yours remains sharp as ever. Your psyche cuts through self-delusions and willful ignorance like a hot knife through butter, *especially* when it comes to knowing what needs to be done but not wanting to accept it. Let none accuse you of wasting time on tea parties or hiding away in some remote locale - like the White King or the Queen Of Hearts herself, you might be mad, but you're not *stupid*.

- Maze Runner (200CP, discounted for Remnants)

It's easy to get turned around, and Wonderland is worse than most worlds when it comes to confusing roads and terrain. You've wandered the maddening realms of Wonderland (to say nothing of the queen's mazes), and as a result you've developed a sense of direction that would make a carrier pigeon green with envy. Furthermore, this sixth sense for where you are is especially potent in places that laugh at such notions as Euclidean geometry - such as Wonderland itself.

- Machined Madness (400CP, discounted for Remnants)

They call you *mad* (and they're right), but nobody will be laughing when their tea's gone… or when you replace their squishy bits with less exuberant but more useful designs. Like the Hatter himself, you have mastered the art of clockwork life - especially when it comes to bizarre cybernetic alterations to someone's physique. Even, and especially, your own.
More than that, your cybernetic intuition doesn't bother with such things as common sense, laws of physics, or biological concerns. Your cyber-modifications are Wonderland 'science', so yes,

you *could* fit three times your bodily volume into your spine, or replace vital organs like your heart or brain with gears and clockwork, and not only get even better performance out of them but also without the need to wind yourself up again! It's insane, but it *works*.

- Unyielding (600CP, discounted for Remnants)

You have suffered and bled, beaten down first by Alice's self-wrought madness and then by the taint of the Ruins and their master… but you will *not yield.* Your physical and mental fortitude allow you to push through hardships that would have broken or killed others, your uncompromising will accepting no alternative but your survival.
Even broken, eviscerated twice over and left to rot like the Queen Of Hearts and her domain, you will still find the power to claw your way back to power, however long it might take. Furthermore, once per jump, you will be able to return from even complete death or annihilation, without such an experience ending your chain.

TAINTED

- Giggling Terror (100CP, free for Tainted)

Why try merely scaring others when your whole *existence* is made from regrets and trauma? Merely by existing you bring fear and pain into the world, and with this Perk you can manifest this as an aura of deep-seated *wrongness.* You could be perfectly pleasant and polite, yet those near you might begin to feel anxious and off balance without knowing why. This insidious bleakness of being is especially effective against children and others of frail mind, though you'll likely need to acquire more *direct* means of terror as well for more immediately damaging results.

- Amoral Assembly (200CP, discounted for Tainted)

Payday for good workers is postponed indefinitely. Payday for bad workers is *cancelled!* After all, what's a few tormented or dead subordinates compared to the realization of your possibly-demented goals? You have the talent to greatly accelerate any kind of large-scale projects and construction work, simply by actively sacrificing the well-being of those forced to work on it. Under your mad management, the train *will* leave on time, no matter how many lives must be crushed or how many bodies thrown into its boilers.

- Oozing Malice (400CP, discounted for Tainted)

Black sludge and broken porcelain - the countenance of a Ruin suggests a pitiful, broken existence… but this is hardly the only truth. The physical manifestations of a foreign influence on Wonderland, Ruins hide tremendous power beneath their twisting exterior. Like the greatest of these entities, you possess incredible physical power, and beneath your skin bubbles the same black ichor that Ruins use to alter physical shape. This material allows you to create terrible attacks, from black, weeping tendrils to lash out at your foes to spraying corrosive ichor over great distances. Your shape shifting even allows you to grow to immense size, towering over small buildings at your full power, provided you can absorb enough raw materials (such as broken dolls, machinery, or corpses) to fuel your growth.

- Marring Nightmare (600CP, discounted for Tainted)

Like a dream turning to horror, your touch has become a warping, corrupting influence on the world around you. Though it need not resemble the black ichor forming the Ruins, you can now leave a kind of 'spiritual poison' on anything you touch that twists whatever is affected by it into a twisted reflection of its original form. Living creatures that were once eccentric but kind hearted might fall to psychotic madness and horrific cruelty, while structures and machines might grow jagged and damaged, rusted spikes and shattered glass seeking to inflict pain and suffering no matter it's original purpose. This toxic influence can be shaped how you wish as you apply it (should you desire that it focuses on a particular kind of horror), but otherwise needs no further attention. This corruptive influence can be resisted or fought off through exceptional willpower, but it's often difficult to recognize the symptoms as outside influence… and that's assuming you don't start with more vulnerable targets, like troubled children or inanimate objects like their dolls.

NON-DISCOUNTED

- Ready For The Slaughter (100CP)

Snicker-snack, that's how it goes. Or perhaps you prefer a dusting of deadly pepper grounds instead? Wonderland is a dangerous place, doubly so with the damage wrought by the Ruins and their hidden master, so you'd better be ready to give it your all.
With this Perk you've got some decent combat talents, enough to ensure you can at least hold your own against the more common threats in Wonderland. Moreover, thus talent is seemingly magnified the stranger your opponents and choice of weaponry become. Fighting cannon-prosthetic-wielding giant crabs with little more than an umbrella and unusually violent teapot has never been so easy… or fun.

- Filled With Wonder (100CP)

Wonderland can be a dangerous and bizarre place, but it's beautiful in its own way regardless. Don't be surprised if you'll want to just stop and enjoy the view from time to time… especially now. This Perk ensures you'll run into far more views to admire, be it hidden forest glades like those in the Vale Of Tears, vast sunlit landscapes and vistas like the views of the Hatter's Domain or the Caterpillar's 'mountain' retreat, or even the gloomy, unearthly beauty of the Deluded Depths. Even ominous ruins like the rotting remains of Queensland have their own eerie kind of beauty, and if you keep your eyes open you'll find plenty to enjoy even in such places.

- Dress Folds And Top Hats (100CP)

Where *do* you keep all those weapons, girl? The suffocating fashion of Victorian England can hide great wonders, but your ability to collect or whip out whatever you need is nothing short of insane. Appropriate, given the madness of Wonderland, but regardless: you now have a small but quite handy 'pocket' reality you can access at any time. It has enough space for a decent number of weapons, bottles, hand mirrors and other knick-knacks, and can be accessed by reaching into your pockets, top hat, under your dress, or any other such possible hiding spot.

Even if your outfit doesn't have any such storage, you can still access it by *pretending* it does. That's half the fun of dreaming, isn't it?
You'll always pull out whatever you're reaching for, so need to fumble about for your time bombs or umbrella while you're dodging crab cannonballs.

- Wonderland Wardrobe (200CP, requires 'Dress Folds And Top Hats')

Oh, forget merely having a *pocket* dimension, this is nothing short of a London shipping warehouse! More specifically, this upgrade not only vastly increases the space available to your 'inventory', it also allows you to grab, deposit or even switch held or worn items in no time at all. Literally. You could replace a classic blue dress like Alice likes to wear with a chess-themed outfit in less time it takes someone to blink… or switch out a carving knife for a massive hammer mid-swing.

- Executioner (200CP)

Might does not make right, but it can certainly make things fun. Much like the queen's champion, you are very good at… well, being big. More precisely, you become disproportionately more powerful the bigger the size difference between you and your enemies. Standing a head taller might make you only a bit stronger and tougher, but by the time you're four times as large you could snap your former peers in half even before considering your physical strength. Tower over people? You could take in a small army and topple buildings with a flick if your finger. Just be careful you don't bully someone even bigger…

- Ivory And Crimson (200CP)

Vicious and unrelenting, you must meet your foes in kind. Much like Hollow Yves, you possess the ability to enhance the lethality of your weapons using the gathered essences of slain enemies - which manifest as *teeth*. The more powerful your vanquished victim, the more teeth you acquire - with enough carnage, you could make London's greatest dentists green with envy at your collection.
Weapons can be repeatedly upgraded, though the cost of each upgrade scales with the (current) power of your weapon.
So spill some blood and collect their Pearly Whites; with enough chompers even pepper mills and butcher knives can be made into weapons of true bloodthirsty madness.

- Thoughtless Serendipity (200CP)

Know yourself and who you should be - or others will decide *for you*. We are defined by our memories and experiences, and without those… well, you still stand a pretty good chance, actually.
Even when your memories have been erased or your mind is otherwise addled beyond natural forgetfulness, you still retain some distant part of yourself. You'll keep your personality and intuitively stay (somewhat) focused on your prior goals, though you might not know why or even consciously realize this is the case. So long as you *act*, remembering why is secondary. Though this Perk won't undo such changes on its own, Alice herself is a shining example of how innocent obliviousness will *not* counter sheer determination…

- Ever Wondrous (variable cost)

The beating heart and soul of what it means to dream of Wonderland, this is a form of imagination few others can boast about. Your subconscious has truly come alive, a rich tapestry of thoughts and emotions, drives and memories that unite to create a Wonderland of your very own - a Wonderland you can enter yourself if you wished by creating a mental 'avatar' of sorts not unlike how Alice seemed to almost physically enter her own realm. You'll have a direct means to experience your hopes and dreams for the future… or face your subconscious fears and worries, and though it won't always be easy, heal such detrimental aspects of your psyche in time. You and your avatar are the same person despite the fact you literally walk through your own mind, though unlike Alice you can effortlessly remain aware of both your 'real' self and Wonderland aspect simultaneously without either distracting the other.

Merely manifesting into your own subconscious is only part of this ability, however. Through this awakening your dreamworld has become an endless font of creativity and imagination, and you'll find within yourself the power to find joy and beauty in even the darkest times. You could become a renowned storyteller or writer, or use your talents to become a gifted therapist - one that helps others, unlike the monstrously cruel Bumby. Regardless, these varied talents all seem to unite when used for one particular goal… to draw others into your own Wonderland, that its sights and adventures may be shared until your listeners or readers feel like they were truly there beside you on your journeys.

This Perk has a base cost of 1000CP. For every option you purchase from this jump that is discounted for Wonderlanders or Remnants, this price is reduced by 100CP.

- Dollmaker (variable cost)

Insidious, corrupting, an unnatural influence that twists all it touches to serve its own needs… you are all of these things and more, a peer to Angus Bumby's monstrous power over Wonderland. You possess a supernatural talent at brainwashing and chaining others to your will, with a nigh unmatched ability to twist the natures of those in your power until they barely resemble their old selves.

In the 'real world', this manifests as the power to break into other people's psyches through ordinary influence. Each person has their own Wonderland, so to speak, and with this Perk you can force your way into these dreamworlds and create avatars similar to the Dollmaker that laid waste to Alice's mind. Your avatar is initially no more powerful than an ordinary human (or the equivalent in your victim's mind), but will grow in power and abilities as your influence over your victim increases.

This usually requires speaking with your victims, possibly gaining their trust, and so on, though the process can become self-sustaining in time - many abused individuals refuse to even *consider* leaving their abusers when sufficiently conditioned, and this situation is no different. With enough effort, your avatar can potentially grow to eclipse all other beings within your victim's own Wonderland - though it need not use the methods (or have the same goals) that the Dollmaker did. With sufficiently cunning methods, your manipulative influence could easily become infectious in a way, until your victim's mind begins to warp itself to your whims without even needing your intervention.

It being an extension of your metaphorical will, you are continually connected to your avatar - you are merely separate parts of a single whole, and there is no divide between where one of

you ends and the other begins. That said, it does not distract you in the 'real world' in any way no matter how many victims you seek to break at once.
This Perk has a base cost of 1000CP. For every option you purchase from this jump that is discounted for Dreamers or Tainted, this price is reduced by 100CP.

ITEMS

You may freely import similar items you possess into purchases here, at no additional cost. Items may likewise be combined; for example, you can combine the lethal 'Snicker Snack' with the defensive power of 'Delicate Cover' to create a weapon similar to the attack-deflecting blades used by the Wasp Daimyos, or merge your 'Pungent Etherealness' purchase with ‘A Mercurial Vista’ to incorporate numerous smoke-based facilities into its operations.

- Wonderland Wardrobe (Free for all)

When you're planning to attend a tea party, you'd better dress for the occasion! This wardrobe contains a seemingly endless supply of… shall we say 'eccentric' outfits. Including a wide range of beautiful if somewhat bizarre dresses as well as a similarly large number of dapper suits (and the occasional straightjacket), it also includes various mundane accessories like belt buckles, hats, and so on. It has everything you need to blend in in Wonderland *and* look good doing so. Or crazy, but that's just as normal here.

- Snicker Snack (50CP)

Swift as Mercury and sharp as a cat's wit, this weapon might not be as strong as some others… but it is so very, very *fast.* Granting its wielder supernatural reflexes and speed in combat, it can cut foes to shreds in moments, each strike flowing into the next like a deadly ballet on fast-forward. It has little effect against heavily armored foes on its own, but there's no faster or more satisfying way to spill the blood of those less well-protected.
The default form for this weapon is the *Vorpal Blade*, the ornate butcher's knife that has become Alice's most dependable weapon in Wonderland.

- Infinite Flavor (50CP)

Fighting can be exhausting, but it likewise saps your weapons as readily as it taxes your own endurance. This weapon, typically a ranged type of some sort, provides a measure of protection against ever 'running out' by replenishing its (likely somewhat bizarre) power source, ammunition, or other such needs shortly after use. You won't be able to use this weapon continually, but taking cover or using a different weapon for about five to ten seconds will see its full capacity restored - assuming you're using something like pepper or yea for combat, anyway. More volatile or dangerous ingredients might take longer to replenish themselves.
The default form for this weapon is the *Pepper Grinder*, the Duchess's gift to Alice and said heroine's primary ranged weapon during her battles against the Dollmaker's corrupting influence.

- Headstrong (100CP)

Abandon all constraint and decorum; raw power brooks no opposition, and with this weapon few will be strong enough to stand in your way.
Though slow to use compared to other options, this monstrous weapon compensates with tremendously powerful strikes. Hitting hard enough to shatter solid stone, to say nothing of more fleshy targets, each hit carries enough power it can blow through even active defenses.
Whether it's Madcaps huddling behind their shields, Ruin covering their vulnerable masks, or Ice Snarks digging underground, a good hit will make them *hurt* - and quite possibly destroy whatever they were using to protect themselves, too.
The default melee form of this weapon is the *Hobby Horse*, a massive sledgehammer masquerading as a girl's toy, while combining this choice with the 'Infinite Flavor' purchase above results in Alice's terrifying *Teapot Cannon* - the closest thing Wonderland has seen to 'handheld artillery' since Alice's arsenal in the last battle with the Queen Of Hearts.

- Oh, Look At The Time! (100CP)

Or maybe don't. Taking a look at this ticking gizmo is one thing, but anyone seeing it up close is in for a nasty surprise. After all, this White Rabbit-styled clock is all about time… what with being a *time bomb*. Strangely, it seems unnaturally interesting to anyone you're hostile to - expect enemies to focus on the bomb over you unless you really force them to deal with you first.
When the machine takes too much damage from enemy attacks, you hit the remote detonator (shaped like a pocket watch, obviously), or the timer simply runs out, the rabbit goes 'pop'. Its actual destructive potential is rather minor, but the almost comically toy-like blast will usually knock nearby enemies on their sorry behinds, leaving them open to other attacks while they recover.
The bomb is about the size of an old child, but still fits in even a small pocket without issue - Wonderland engineering at its finest. The bomb reappears in your pockets (or wherever else you might keep it) the moment it detonates.

- Fever Dreams (100CP)

The horrors of Alice's subconscious might seem like they never stop coming, but neither is there any waking from this nightmare… for you *or* them. With this upgrade, your weapon somehow allows you to keep fighting for longer than you normally could, the madness sustaining your bloodshed in defiance of logic or reality's demands.
The exact nature of this benefit can vary from item to item, but could include (for example) greater ammunition capacity for ranged weapons, the ability to heal some of your wounds with every successful blow, or allowing you to sacrifice some other precious aspect of your being rather than your physical health when struck.

- Delicate Cover (100CP)

Whether it's wind and rain, too much sunshine for your delicate skin, or volleys of burning black sludge thrown by a Menacing Ruin, this cover will see you through your hardships. Defaulting to the appearance of a Victorian era umbrella, you can extend this tool in a split second, and with sufficiently stable footing it allows you to deflect even heavy fire without harm to yourself. Even better, timing its use right allows you to 'reflect' many attacks back at the attacker - often with

spectacular results. After all, who would expect a cannonball to be swatted back at them by an *umbrella*?

- Roses Red As Blood (100CP**)**

Yes, they're beautiful, but be careful - they've got thorns. These magnificent roses are unusual in that they can be easily made into a special kind of red paint. Though functioning much like any other paint - if perhaps always faintly smelling of roses - its true power becomes clear when one paints *themselves* with it. The paint seeps into the skin, and much like spilled blood it never *truly* washes off no matter how hard you scrub. Unlike the consequences of such carnage, though, the rose paint bolsters your physical and mental fortitude rather than draining it. Though a single lick of red only has a minor effect, you can keep painting over and over (up to a maximum of roughly twelve rose bushes per person). Each rose bolsters you sufficiently to survive a glancing hit from a tea-based cannon or a deranged zombified card guard trying to skewer you with a halberd, so with enough dedication you can become pretty damn hard to kill.
You gain a handful of rose bushes, as well as instructions on how to turn them into paint or easily grow more.

- Tiny Hideaways (100CP)

The beautiful, delicate flowers known as Shrinking Violets grow throughout Wonderland, and can be of tremendous benefit to those small enough to use them. Although you'd struggle at a mere one and a half feet tall, anyone entering the flowers will find them closing around them, at which point they'll continually heal injuries to both body and psyche. Just watch out for the stems - they tend to be a bit 'grabby'.
Although they break easily and are hence very difficult to re-use, they could be very valuable for helping little children. Or maybe you could find a way to process these flowers into something more practical, like using them as ingredients in a drink or a cake?
You gain a small patch of Shrinking Violets to make use of, as well as instructions on how to easily grow more.

- Mycelial Takeoff (100CP)

Appearing somewhat spongy, these flat mushrooms can grow to several feet across and come in a variety of brilliant colors. But don't think their size and appearance are the only unusual parts - these are more than your usual Amanita. Anyone (or anything) jumping or landing on a mushroom with enough force will be launched straight into the air, with the maximum height of the jump depending on the mushroom's color. The strongest variants, with a bright blue hue, can launch a young woman hundreds of feet… though do be careful you've got some means to ensure a safe landing, too.
You get a number of these mushrooms, as well as instructions on how to easily grow more and how to alter their... ah, bounciness as appropriate for your needs. Don't try to eat them though - it's not so much that they're poisonous (though they're mildly hallucinogenic), but they *will* keep bouncing around in your stomach with the same enthusiasm they launch people with.

- Eat Me (100CP)

This beautiful and delicious cake is big enough to feed a large family. What do you mean, ‘were they large before or after eating this?’? Well, it's a valid question - this cake is imbued with the power to make anyone who eats it grow in size. If you're hungry enough, you could become nothing short of titanic, towering over even castle walls and other such structures. You’d best take care where you step, or risk leaving great amounts of devastation in your footsteps. Literally, as the case may be. The effects slowly wear off over time, but can be ended immediately by drinking from any reasonably clean source of water.
You gain the recipe to bake more of these cakes, should you wish.

- Porcelain And Pitted Steel (100CP)

This disorganized tangle of rusty nails and screws, splintered wooden planks, staples, numerous old doll parts and other knickknacks isn't particularly useful at first glance… but appearances can be deceiving, and usually are.
This junk has the unique property that it can be 'applied' to living subjects, willing and especially unwilling, strengthening or outright replacing body parts and organs. No matter how much of your subject's body you convert into this nightmarish mishmash of rotting scrap, these alterations will never cause lethal wounds… though they don't protect against inflammation or pain.

- Pungent Etherealness (200CP)

Smoking can be pleasant or disgusting - cigarettes especially - but even if you don't regularly partake of tobacco you should know some blends have rather *peculiar* uses. This particular mixture is designed to be used in a hookah pipe, though it can easily be adjusted for other uses as well. When smoked, the user can exhale the vapor and shape it into temporary, semi-real constructs of their design. Though it can't make living or very mobile objects, the ability to breathe into being a wisp-like floating platform, bridge or geyser should not be underestimated. A single lungful of vapor could create an ethereal stone block roughly the size of a car, which lasts for about five minutes before losing its form and again dissolving into smoke. Larger and more complex forms last shorter, while smaller ones might last longer.
When the blend is not used to make anything specific, or burnt without a 'user' (for example as a form of incense), the smoke simply trails up into the skies where it will form an ethereal display similar to the Aurora Borealis.
You receive a small bag of this tobacco, along with a simple set of instructions for making more or combining it with other ingredients (for if you prefer different scents, for example).

- Lost At Sea (200CP)

Nurse Witless might say the ship’s a waste of a good bottle, but you beg to differ. This old, stoppered wine bottle carries within it a small sailing ship model of exotic design. When the bottle is smashed, the ship is released, growing to its full size in moments and allowing it to be used more conventionally. Well, insofar as that even applies here - much like the *HMS Gryphon* captained by the Mock Turtle, this ship is entirely capable of sailing the oceans… and sailing just as effectively *underwater*. It comes with a modestly powerful cannon, explosive depth charges, and the bizarre ability that it can be used by a single sufficiently motivated sailor without any need for a crew.

- Weeping Stone (200CP)

This beautiful statue, carved from natural Wonderland rock, forms a bust of your own self several dozen feet tall. Expertly capturing your likeness, the statue is locked in a permanent grieving expression, an endless stream running from its eyes. The statue may cry one of three different ways, and may switch between them as you wish. The first makes it cry pure tears, which somehow support and heal all manner of plant life not unlike the Vale Of Tears that formed around the original stream of Alice's tears. The second form is more grim, and causes the statue to weep a stream of blood. The crimson deluge streaming down from its eyes matches your own blood type, and it's somehow uniquely resistant to clotting or drying - or washing it off. The third and final form of this statue is cracked and pitted, and from its broken eyes now spills a constant stream of Ruin, the black ichor seeping into anyone and anything exposed and tainting it with demented madness.

- A Train Of Thought (400CP)

Resembling less an actual vehicle and more a gigantic, ornate chain of moving architecture, this machine could be mistaken for a spiritual manifestation of England's unstoppable industrialization.

Like the Infernal Train used by the Dollmaker to spread its corruptive influence, this enormous transport can travel without rails - even on nothing but air - at tremendous speed. More than that, the machine's operation uses concepts rather than ordinary fuel to heat the boilers, and as a result it generates great amounts of 'spiritual pollution', spreading an invisible smog whose exact impact depends on what is used to power it.

The Dollmaker made sure his train was powered by the broken remains of Alice's personified memories and his own wretched influence, creating a mechanized monstrosity that left incredible destruction to Alice's mental stability and sanity in its wake as it traversed Wonderland. With the right 'fuel' you could achieve similar effects… though you could likewise attempt a different approach and become the conductor of a train that heals or inspires those areas it journeys through. The exact appearance of the train will slowly shift to match the influence it exerts.

- Mystical Miniature (400CP)

This beautiful terrarium might only be a few feet tall, but it's decidedly bigger on the inside. Containing a serene mountain with a multitude of clear waterfalls and springs, as well as a gigantic bonsai tree, the defining feature of this bottled world is the paper ant civilization that calls this place home. With a population of several thousand tiny but dedicated ants, this society is centered around the principles of pacifism and mystical enlightenment. They're remarkably wise and favor debate, meditation and philosophy, though they'll always see you as a symbol of enlightenment to emulate. It's the perfect place to get away from the noise and pollution of London, and you'll be able to visit (and leave) without issue even if you otherwise lack any way to alter your size. You can likewise open it to guests of yours or other visitors as you desire.

- A Mercurial Vista (600CP)

Don't let its eccentric design of clockwork machinery and teapot-shaped structures turn you away; this vast, floating factory-city very much deserves to be called the greatest of the Mad Hatter's creations. A loosely connected system of interlocking, largely automated facilities, this complex has a remarkable amount of industrial power - even when you don't horrifically torture your dodos and other partially-organic workers. It's especially useful for building creations that somehow don't obey conventional laws of physics, engineering or common sense, or are otherwise ‘mad’ in some form or another. It comes with several teapot-style cable cars to enter or leave, which can connect to various groundside stations not unlike a ski lift. Competent management is not included - not that it really needs any.

COMPANIONS & FOLLOWERS

- Animal Motifs And Asylum Inmates (Variable cost)

We're all mad here, and there's no reason not to share the lunacy. You may import an existing Companion or create a new one according to your design for 50CP per individual, or you may pay 200CP for eight at once. Each receives a background and 300CP to spend on purchases, but they may not buy more Companions. They may take Drawbacks for additional points. Alternatively, you may leave purchased Companion 'slots' open, wherein you may recruit existing characters from this setting, like the Cheshire Cat or Alice Liddell herself. They must agree to join you, but you may ask any number of individuals until one accepts. New Companions receive their CP immediately upon joining and may make purchases as normal.

- Curiosity (50CP)

A strange cat with beautiful white fur, it’s unclear if this unusual creature is Snowdrop, the kitten Alice once had, some other cat with similarly white fur… or for that matter if the cat even exists at all or if it’s some sort of persistent hallucination. Whatever the case may be though, you’ll occasionally spot this cat out of the corners of your eyes, giving you just enough time to see where it goes before it runs off around a corner or otherwise hides again. Pursuing it will always lead to adventure somehow, though you’ll never actually be able to catch or trap it no matter how hard you try. Its - possibly - imaginary nature somehow allows it to straddle the divide between the real world and the realms of the mind. Follow, and you’ll have to accept that things might just get… *weird*.

- The Mad, Delusional And Demented (variable cost)

If you’re looking for something less eccentrically unique and more… ah, generically disposable, this option allows you to gain the support of a handful of minions, all of whom are mindlessly loyal (often literally so). Each will be replaced, rebuilt, or otherwise available anew one day after their rather likely demises.
For 25CP, you may receive a sizable number of individually weak allies. Examples include Bolterfy Nests or Ink Stones that produce up to two dozen Bolterflies or Ink Wasps, a dozen Insidious Ruin or Madcaps, or several times that number in Slithering Ruin.
For 50CP, you may receive up to four modestly powerful allies, such as Eyepots, Samurai Wasps or Card Guards.

For 75CP your allies will number up to two fighters of noticeably above-average power, including Menacing Ruin, Shipwreck Sharks, Daimyo Wasps and Doll Girls.
Finally, for 100CP you may gain a single ally of comparable power as the terrifying Colossal Ruin.
You may also mix-and-match the different tiers, and are not limited to just these examples. Wonderland's got a fantastical line-up of crazy - and crazily *useful* - creatures available, so don't be afraid to get something more suited to your tastes (provided it's been shown in Wonderland somewhere).

DRAWBACKS

What's that? This place isn't insane or traumatizing enough for you? Well, I'm sure some proper therapy can solve those self-destructive tendencies you have… but in the meantime, feel free to take Drawbacks for a more challenging (and rewarding) time here.

- A Familiar Madness (+0CP)

Wonderland probably isn't how you remember it… but if you've been here before, at least *some* of it might still be the way you left it. With this toggle, this jump now continues on from your time in the American McGee's Alice jump, retaining whatever consequences your actions caused during your previous visit. The Dollmaker will still seek to break Alice's heart and mind, though depending on how you left it, the abomination might find a *very* different Wonderland to twist to his own goals.

- Twiddle Toes (+100CP)

Whether you just like the feeling of grass against your feet, you hate wearing shoes, or it's a consequence of some deep-seated psychological issues, one thing is clear. You cannot, ever, wear any kind of footwear. Going barefoot in Wonderland might not have been so bad in the past, but with the catastrophe consuming it nowadays, you'll find plenty of jagged rocks and rusted metal underfoot… to say nothing of the black, burning sludge contaminating the worst areas.

- Vexitatious Vocabulariaty (+100CP)

Your oratiorious talents are superbaciously, essentiality grandiosical, thankyouverymuch. As in, you now speak much like the Carpenter, and are physically incapable of letting spelling, good manners or sanity get in the way of an overly verbose and outright *bizarre* speech pattern. Good luck making yourself understood, and especially for getting anyone to ever even listen to you. At least you can still keep a tune, unlike the bottle fish?

- Oozing (+100CP)

The Ruin tainting Wonderland seeps through every crack, pooling in the darkest recesses of the Dreamworld and festering into monstrous creatures. But whether you're trying to eradicate them or use them for your own purposes, the Ruin is not so easily tamed. You'll find *vastly* more Slithering Ruin anywhere you go, to the point that you can hardly break open a box or cross a pool without one of these caustic slugs leaping at you. They're the weakest of the Ruin variants

and some decent reflexes are more than enough to dispatch them… but like London's pollution there's always more filth to wash away.

- Collector (+100CP)

You like having things. Now, ordinarily, that's not such an issue, but this Drawback falls much more on the 'obsessive' side of things. You are a compulsory pig snout hunter, bottle collector, memory snatcher and so on and so forth. If there's something to be found, *especially* something that's part of a collection or series of some sort, you'll find yourself instinctively trying to find them all - at times even if it means delaying other, arguably more important tasks so you can meticulously sift through every nook and cranny in the area. You'll get some respite every time you find a nice new trinket or the like for your gallery, but even so it won't be long before that need starts to make itself heard again...

- Under Construction (+200CP)

You didn't think you could just take the underground, did you? Or the Looking Glass Line, for that matter?
Straight lines are for those unaccustomed to the maze-like environs of Wonderland, and this is doubly true for you. You'll have much more difficulty getting anywhere, detours, 'shortcuts' and solving pointless puzzles being a frequent necessity. Floors and bridges collapsing, new obstacles in your path, doors closing as if suddenly possessed until you find various playing blocks scattered around the area… at least figuring out new paths might be good for your overall fitness and acrobatic aspirations?

- Famine (+200CP)

Life is harsh in London - why would Wonderland be any different? You suffer from a particularly frail constitution, possibly because you simply haven't eaten enough. As a result, you're much more physically weak, and will rapidly tire from even common activities. Pushing yourself too hard can easily result in dizziness or outright fainting; you'd better learn to pace yourself… but sitting down to catch your breath while a Colossal Ruin or vicious swarm of Samurai Wasps is chasing you obviously has its own issues.

- Beyond Broken (+200CP)

Say farewell to a beautiful Wonderland, for you won't get to enjoy the sights very much. Whether it's the lush playfulness of the Vale Of Tears or the ethereal serenity of Tundraful, you won't be seeing such vistas - for with this Drawback, your vision permanently suffers from the bleached and bloody hallucinatory view which Alice sees while in the depths of Hysteria. I hope you weren't planning on enjoying a bright, colorful stay here… and that you're not afraid of the sight - or smell - of blood.

- Treacherous Ground (+200CP)

Watch your step; Wonderland's never been this dangerous to one's feet, and we're not talking about tripping over shoelaces here. Rock paths crumble and give way at a moment's notice, pitfalls and chasms abound where Ruin sludge doesn't cover the ground. And even in less severely tainted areas, there's still dangers like the Queen's half-rotting tentacles, the burning

Kanji around the Samurai Wasp nests or the hazardous machinery of the Hatter's Realm. Walk swiftly but carefully, because even a single misstep can spell disaster.

- Fragmented (+300CP)

The mind is such a delicate thing. So easily broken, yet so hard to piece together. Your memories have been scattered, leaving only the barest shell of your past experiences intact. Though your personality remains unaffected, not knowing who you were - or are - makes it that much easier for others to manipulate you. If you're going to recover your mind, you'll need to track down your missing memories in Wonderland, which now resemble physical objects not unlike the ethereal houses, glasses, pens and so on that contain Alice's suppressed experiences. Each fragment you recover will restore part of your memories, but there's a great many of them, and Wonderland is so very big…

- Indefinite Hospitalization (+300CP)

Wonderland's delightfully crazy at the best of times, but it's worth remembering that it's dreamt up by a girl who's still a victim of Victorian era mental health services… and now, so are you. Once every few days, you'll seemingly wake up from your bizarre adventures in Wonderland, experiencing a brief bout of clarity where you'll find yourself in the tender care of London's best asylum caretakers. Though your lucidity usually lasts maybe a handful of minutes at a time, these dedicated doctors refuse to give up hope and will work hard to restore your sanity with state-of-the-art medical techniques. From electroshock therapy to opiates and leeches to trepanning, they'll do all they can to mend your broken psyche - whether you want it or not. You obviously lack any fantastical powers or other means of escape (the straightjacket is not for show), leaving you with no other option than to endure the experience until the madness reasserts itself and once again pulls you back to the blissful 'safety' of Wonderland.

- Earn Your Keep (+300CP)

There's something… *wrong* with you. Your thoughts are being twisted, slowly but surely - and this madness is *not* of your own making. You have a Wonderland much like Alice Liddell, and it, too, is under siege. You still have time… but the longer you wait to cut out the corruption festering in your subconscious, be it with blade, teapot cannon, or something else entirely, the more dangerous and powerful the taint becomes. Alice can likely help get you to your own dream world if you don't know the way yourself… but while she'll eventually realize the danger of ignoring the plights of others, she can't simply abandon her struggle against the Ruin and their master. You could try to aid her in saving Wonderland and gain a powerful ally, but doing so means being unable to oppose your *own* insidious foes. Is it worth trading your own mental health for help you hope could make a difference down the line, or will you face the darkness on your own?

- Innocent (+300CP)

It's not necessarily that you're *naïve*, but you don't like facing the darker aspects of the human condition. Unfortunately for you, this Drawback eliminates any kind of ignorance, deliberate or otherwise, you might have held regarding Wonderland's subtext, and enforces a strong empathy towards the cruel crimes represented in Alice's dreamworld. Each twisted Ruin is a memory

crushed through horrific brainwashing, every bloodied bed in the Dollhouse the metaphor for a supposedly-safe space tainted by an uncaring rape, every broken doll a young child condemned to a lifetime of human trafficking and molestations… and each time, the realization of what it *means* will hit as hard as though you first made that connection - all over again, and again.

- Wholly Mad (+300CP)

Wonderland's more than crazy enough, Jumper - no need to make it worse with even more insane shenanigans. With this Drawback, you and your Companions (if any) lose all Perks, Items and other advantages you might have brought with you from other jumps. You are effectively reduced to nothing but your Body Mod and whatever you purchased for this jump.

ENDING

Ten years in Wonderland is enough to drive *anyone* mad, but it seems you've made it at last. Now, as usual, there's a choice to be made.

Was the madness too much for you and do you just want to **Go Home**? You retain everything you acquired during your chain and return home to your reality of origin. You might still go mad, but you won't need to worry about Jumping anymore.
This is the only option available to you if your time here resulted in your death.

Alternatively, maybe the eccentricity of Wonderland is just what you've been looking for, and you'd like to **Stay Here**?
You'll spend the rest of your existence in this ever-shifting dreamworld… assuming you don't find a way to visit other people's Wonderlands, anyway.

And finally, there is of course the option to **Move On**. You proceed to your next jump using whatever process your chain employs… and who knows? Maybe Wonderland's brand of madness will be just what you need out there.

As a free 'farewell gift', any lingering traumas, disorders or other such mental issues you've gained during your time here are perfectly healed without any loss of memories or other such detriments. Given Wonderland's current state, you might need that more than you're willing to admit…

NOTES

The train is coming with its shiny cars, with comfy seats and wheels of stars. So hush my little ones have no fear. The man in the moon is the engineer.

Generally speaking, this jump takes place in Wonderland, and you won't have any conventional means to reach the 'real world'. Powers or techniques from other jumps might be a different story, though at least you can take heart in knowing that unless you actually make your way into

London and put her in danger, you won't have to worry about Alice potentially dying (and consequently taking all of Wonderland with her).

All else fails, fanwank responsibly and have fun.