

Alice in WEIRD WORLD

DELUXE TUNNELS & TROLLS + MINI RULES

by Joel Marler



FB-8006



A solitaire adventure
for Tunnels & Trolls
INCLUDES T&T RULES!

Alice's Adventures:

Why does her story continue to resonate, infusing every corner of popular culture?

For over 150 years Lewis Carroll's characters are so memorable they have become stars in their own right – the jittery rabbit always running late, the batty Mad Hatter, the impetuous Queen of Hearts, and the curious girl at the centre of it all. The hero is not a typical man of action but an ordinary girl who is inquisitive and polite, yet willing to speak her mind.

Lewis Carroll had a unique ability to recreate the childhood world, exciting the imagination and making adults feel like children again. Escaping your everyday life and tumbling into a whimsical world of nonsense and mockery has universal appeal. Wonderland is a world of discovery where normal rules do not apply. Despite being a child, Alice is more logical and well-mannered than the adults, turning reality on its head.

Alice helps makes sense of chaos. Consider it a survival guide to a bizarre, topsy-turvy world. Perhaps in our modern times, where news can be stranger than fiction, we need stories about being the only sane person in a mad, mad world.



Solo No. 6

Alice *in* Weirdworld

A Solitaire Adventure for

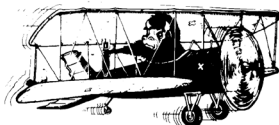
**DELUXE
TUNNELS & TROLLS™**

*Also compatible
with older versions of T&T*

Written by
Joel Marler

Edited by
**Stefan Jones &
Steve Crompton**

Illustrations by
**John Tenniel &
Steve Crompton**



Published by Flying Buffalo

Alice in Weirdworld

Written by **Joel Marler**

Alice in Weirdworld is a *Tunnels & Trolls* solitaire adventure by Joel Marler. Adapted from Lewis Carroll's public domain books *Alice's Adventures in Wonderland* and *Alice Through the Looking Glass*.

Dedicated to Lewis Carroll.



Special thanks to Rick Loomis, Flying Buffalo's founder and the first person to write a T&T solitaire adventure. He shall be missed...

Playtested /Proofed by Mark Wrynn & Paul Wastney

No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording or computerization, or by any information storage and retrieval system, without permission in writing from the publisher.

ISBN: 978-0-9836929-6-6

Product #: FBI-8006

Solo No. 6

First Printing February 2020

All materials Copyright 2020 by Flying Buffalo, 2020. Tunnels & Trolls was originally created by Ken St. Andre. T&T and Tunnels & Trolls are trademarks of Flying Buffalo Inc .

For more info, visit www.flyingbuffalo.com

TUNNELS & TROLLS™

MINI-RULES



By Ken St Andre & Steve Crompton

T&T: AN INTRODUCTION

Tunnels & Trolls is one of the **easiest** Role-Playing Games to play. Once you know how, you can roll up a character in less than 10 minutes. T&T is best known for all its solo adventures that ONE person can play. And like any RPG, you can play it with a group of your friends. We have a series of solitaire & GM (*Game Master*) adventures that you can run.

This **Mini version of the T&T rules** will give you what you need to roll up a character, customize them, get them equipped and ready for adventuring. We'll also give you a little info on how to run an adventure for your friends. Remember that these are mini-rules and in the full *Deluxe T&T Rulebook*, you have many more options and choices. These mini-rules will give you just the basics, but plenty enough to enjoy some fantasy role-playing!

You need a Character sheet

On page 12 & 16 are pre-rolled *player characters* (PCs) that you can use for playing. There are also blank character sheets on page 13, so you can create your own characters. In T&T, characters may be any gender or kindred, and the basic character is presumed to be a Human being. But you can also be an elf, or a hobb. (dT&T has many other options.) Below is what the info on the character sheet means.

Rolling up a character

For creating your character, you need three 6-sided dice (3d6). Roll the three dice and add up the total. Now write that down on a separate piece of paper. Do that 8 times. The 8 numbers you have rolled will be your character's attributes. T&T characters have 8 attributes: 4 physical attributes: **Strength** (STR), **Constitution** (CON), **Dexterity** (DEX) **Speed** (SPD); and 4 mental attributes: **Intelligence** (INT or IQ), **Luck** (LK), **Wizardry** (WIZ), and **Charisma** (CHR). It is best to assign the higher rolls to STR, LK, DEX, and SPD if one is going to be a fighter. If the character is going to rely on magic, it is best to assign the higher values to INT, DEX, WIZ, and CHR. However, you may assign them as you wish.

Super Rare: TRIPLES

When rolling all three dice, if you roll triples (3 dice with the same number) add their total up and roll again. Then add that roll total to the triples you just rolled.

This will make for a more powerful attribute, but it doesn't happen too often.

Each of the attributes is important (more or less so depending on the character type you choose) and may be called upon in the course of play. Attributes also help determine what weapons and armor may be used, or what magical spells are known and can be cast. You'll use these attributes to cast spells, use weapons, and take other actions while you play.

ABOUT DICE: You will see notations like "2d6" or "5d6+2" in these rules. A "D6" is an ordinary, cube-shaped, six-sided die. The first number is the number of dice to roll. Toss that many dice, and add up the spots. The "+2" means to add two to the result of the 5d6 roll."

Choose your Kindred (Human, Elf, Hobbe or Dwarf)

A *kindred* is a race or species such as humans, elves, dwarves, and so forth. Here we'll only talk about 4 kindreds: humans, elves, hobbes and dwarves. (In *Deluxe T&T*, but you can play lots of others including monsters.) What kindred you choose can modify your character's attributes. In dT&T a modifier is what you multiply the base attribute by to get the final initial value. For the mini-rules we'll make the modifiers super easy, so here's what you do to your character's attributes based on what kindred you pick.

Humans: All attributes remain the same as you rolled them, as humans receive no modifiers at all. However, humans get to reroll **saving rolls** a second time (*more about that later.*)

Elves: Add 3 to your IQ, WIZ, DEX and CHR attributes. Subtract 2 from your CON. All other attributes stay the same. (*usually taller than humans*)

Dwarves: Add 10 to your STR and CON. Subtract 4 from LK. All other attributes stay the same. (*shorter*)

Hobbes: Subtract 4 from STR and SPD. Add 5 to CHR. Add 3 to LK and DEX. Add 4 to WIZ. All other attributes stay the same. (*shorter than humans*)

Characters also have physical characteristics such as height, weight, hair color, age, etc. You may choose these without rolling dice, as long as the choice seems reasonable to the game master. Use the pre-rolled character sheet on page 12 & 16 as a guide to the general height/weight of the kindreds you chose. It doesn't matter whether a character's skin or hair is black, white, red, or green - choose whatever you'd like them to have. *Player characters* (PCs) are run by the players. *Non-player characters* (NPCs) are run by the GM.

You also get to decide what their personality is like. Are they serious or playful, shy or outgoing? Do they like to study/read or do they prefer the outdoors? YOU get to decide all this as you Role-Play the character you have created. (In dT&T you get to add *talents* to your character, but we aren't using them in the mini-rules.)

Pick your Character Type

You get to pick what type your character is. Type gives your character additional powers and bonuses while playing. The character types in the T&T mini-rules are Warrior, Wizard and Rogue. The *Deluxe* rules have even more types, but these three are the main ones. Any kindred can be whatever type you want.

Warriors are superb physical combatants, proficient with most weapons, able to use armor better than other character types, and totally **unable** to cast magical spells. Warriors get an extra six-sided dice (d6) for combat with each level they attain. Thus a sword worth 3d6 in combat to most first level characters is worth 4d6 to a first level warrior. (*Character levels are discussed on page 14.*)



Wizards are spellcasters, proficient in the theory and practice of magic. Once a wizard learns a spell, they know it forever. Spells require energy. That comes from the WIZ attribute. They also require a minimum INT & DEX to master. Note that wizards are perfectly able to wear armor and fight with weapons, but due to their lack of training, they do not get to use their combat adds with any weapon worth more than 2d6.



Rogues are characters that can do both—fight and cast magic. Rogues never got the years of training that make warriors so good at combat, nor did they get the magical training that all wizards have. They don't fight as well as warriors, or cast spells as well as wizards, but they can do both. They do not get any of the bonuses that Wizards and Warriors get. People confuse Rogues with thieves, and play them that way, but they usually are just street-wise survivors.



How to do Combat

The heart of any role-playing game is its combat system. T&T has one of the simplest combat systems around, but even it has complications. When judging combat, the basic thing to consider is: *What is reasonable under the circumstances.*

Almost all fights break down into **Us vs. Them** situations. The players (the adventurers) fight their enemies (usually the monsters) as one group vs. the other group. (When more than three characters are in a fight, we call that *Melee* combat.) Both sides have weapons, and weapons are rated with dice. For example: bare hands are worth 1 die, a dagger is worth 2 dice, a sword is worth 3 dice and so forth. We roll our dice and get a total; they roll their dice and they get a total. The hit point totals are compared; the smaller is subtracted from the larger; and the losing party takes the difference in *hit points*. Divide the hit points among the monsters or the party (whichever side lost the round. Hit points reduce a monster's Monster Rating, or a character's Constitution (CON).

Let's do a very simple example: Alice is lost in the forest and gets attacked by Goblin Bugzi. Alice has a dagger worth 2d6. Bugzi has a spear worth 3d6. They fight. Alice rolls a 1 and a 1, so Alice's combat total is 2. Bugzi rolls a 4, 3, and a 2, so his combat total is 9. Bugzi's 9 minus Alice's 2 equals 7, so Alice is going to take 7 hit points of damage. Alice has a CON value of 12. So 12 - 7 is 5. Alice is badly hurt, but she can still fight. Combat round 2: Alice does better, rolling 5, 2 for a total of 7. Bugzi is still the better fighter with a better weapon. He rolls 6, 6, 2 for a total of 14. 14 - 7 = 7. Alice has to take another 7 hits. 3 - 7 = -4. Alice loses and she is out of the fight.

T&T combat can get more complicated, but the basic principle remains the same. You can do groups: say 3 humans vs. 10 goblins. Humans roll a grand total of 30. Goblins roll 45. Humans have to take 15 points of damage. They divide the damage among themselves however they can to avoid being killed.

What are Combat Adds?

Weapons are not the only thing that determines the outcome of combats. One must also consider the basic abilities and strengths of the fighters. These are wrapped up in a number called *combat adds*. Combat



adds are added to the weapon scores. Combat adds are derived from the attributes that make a character better in combat. **Strength**, because the harder you hit, the more damage you do;

Dexterity, because the more skillful you are in landing your blows, the more damage you will do; **Luck**, because well duh; and **Speed**, because the more blows you manage to strike within a time limit, the more damage you will do. Anything **above 12** in those 4 attributes produces combat adds. Strength of 15 produces 3 adds; Dexterity of 16 produces 4 adds; Luck of 12 produces 0 adds and Speed of 13 produces 1 add.

Bearing that in mind, let's do our simple example again. Alice's friend LirenTi is looking for Cassio in the forest and she finds him a few minutes after Bugzi beat Alice up. LirenTi has 9 combat adds, so she is both strong and fast. Bugzi has zero.

LirenTi also has a dagger worth 2 dice. Bugzi has his 3 dice spear. Let's fight! LirenTi rolls 7 and adds 11 for her combat adds for a total of 18. Bugzi rolls 13. The goblin still has the better weapon, but he is no longer the better fighter. Bugzi takes 5 hits on his CON, which was only 8 to begin with. Seeing how this is likely to end, Bugzi gets smart and runs away.

In a T&T combat, both sides have combat adds, even if the value of the adds = zero. The combat totals are determined by the sums of the weapons dice plus the party's combat adds.

Fighting Against Monsters

Instead of attributes, monsters often have a simple *Monster Rating*

(MR). MR shows the amount of damage the monster can take before being defeated, and how well it fights. See the table for how many dice (D6) the monster rolls in combat. Its combat adds are equal to half of its MR; these are reduced as damage suffered reduces the

MONSTER RATING	NUMBER OF DICE
1 - 9	1
10 - 19	2
20 - 29	3
30 - 39	4
40 - 49	5
etc...	etc...

monster's MR. (But combat dice are **not** reduced as the monster suffers damage.) Monsters who only have monster ratings also have weapons and adds. If I tell you that you are attacked by a lion, you should know what the lion's weapons are: teeth and claws. So if the lion has a monster rating of 40 then we know its weapons (teeth and claws) are worth 5d6 and it has 20 combat adds. (*see MR chart on previous page.*)

Combat with monsters work the same way. LirenTi is out walking in the forest when she is attacked by a lion. The lion rolls 4, 3, 2, 2, 1 + 20 combat adds. LirenTi rolls 3, 4 + 6 combat adds. Lion's 32 total – LirenTi's 13 total = -19. LirenTi had a Constitution of 10, but 32 – 13 = -19 hits. Poor LirenTi - eaten by a lion.

Surprise Attacks

There are other factors involved in combat, and they may change the outcome. Surprise happens when one party attacks while the other is helpless, asleep or otherwise unaware that they are being attacked. The surprised party does not get to make a combat roll for the first combat round in this situation. Let's say LirenTi met that lion when it was asleep and decided to attack it. She rolls her dice (poorly) getting 1, 1 plus 6. Lion gets zero. LirenTi wins, inflicting 8 points of damage. Lion's monster rating goes down from 40 to 32. Lion wakes up and fights. It still gets 5 dice because it started as a 5 dice monster, but only gets 16 combat adds (*half its MR rating.*) LirenTi has hurt the lion, but is probably going to die as the combat goes on.



Protective Armor

Armor can affect how combat goes. Armor is protective clothing of any sort that will always stop some of the damage from getting through. Armor is rated in terms of how much damage it can prevent. For example: a small shield can stop 3 points of damage. Leather armor can stop 6 points of damage. Let's do an example: Alice is friend to LirenTi and Devina.

Equipping Your Character

To make things a little easier, let's give your new character **250 gold pieces** (gp) that can be used to buy weapons and armor for adventuring. Usually there are STR and DEX requirements to use certain items, but in the mini-rules we aren't worrying about that. Also for missile weapons like arrows, assume they always hit their target. Below is a very short list of some basic items you can buy. The Deluxe T&T rulebook has hundreds of detailed weapons and armor, if you want to **really** customize your character. *Note: For the Alice in Weirldworld solitaire, you can only bring one weapon that uses up to 3 dice, and 2 pieces of armor that totals up to 3 hits.*

WEAPONS

Weapon Item	Details	Damage	Cost
Dagger	8 inches	2d6	10 gp
Short Sword	28 inches	2d6 +3	35 gp
Samurai Sword	36 inches	3d6	66 gp
Small Spear	4ft long	3d6 +1	50 gp
Small Axe	3lb head	3d6	63 gp
Light Bow	+24 arrows	2d6 +2	40 gp
Throwing Stars	(15 stars)	2d6	30 gp
Magic Wand (<i>Wizards/Rogues</i>)		0	80 gp
Magic Staff (<i>Wizards/Rogues</i>)		2d6	100 gp

ARMOR

Armor Item	Details	Hits	Cost
Metal Gauntlets	Pair	2	30 gp
Small Shield	2ft across	3	25 gp
Medium Shield	3ft across	3	45 gp
Small Helmet	top of head	1	15 gp
Full Helmet	full face	2	25 gp
Leather Cloak	back/head	2	45 gp
Chainmail Shirt	covers torso	3	100 gp
Leather Pinafore	full suit	3	115 gp

GENERAL SUPPLIES

Adventuring Item	Cost
Dry clothing and pack	5 gp
1 day's provisions (<i>food, drink, "matches"</i>)	6 gp
5 ordinary torches (<i>each lasts ten turns</i>)	1 gp
Small hammer & iron spikes	18 gp
20 feet of heavy twine (<i>rope</i>)	2 gp
Adventurers Pack	
<i>Includes chalk, cloth sacks, 3 torches</i>	
<i>5 matches, 20 feet of rope & waterskin</i>	9 gp

Alice knows the forest is home to both goblins and lions, so she carries a sword and shield and wears some leather armor. Her sword is worth 3 dice in combat. One day she runs into two goblins carrying spears and they attack her. Alice has 5 combat adds mostly because she's always been very lucky. Alice rolls her dice getting 6, 4, 5 plus 5 combat adds for a total of **20**. The goblins attack with their spears getting 4, 2, 6 and 2, 3, 1 for a combined total of $12 + 6 = 18$. So the goblins lose the combat round by **2** points. So each goblin take one hit each and Alice is unharmed.

These are some basic examples. Combat can get more advanced with all the different things that can happen in a fight, but the thing to do is just work through it in a logical fashion and simply determine what the numbers are, and what would likely happen next.

What is a Spite Damage?

During combat you or your opponent might roll a 6. Keep track of how many sixes each side rolls. At the end of the combat round, any 6's rolled by the either side adds 1 point of damage to their opponent regardless of their armor or who won the round. This is done to allow for lucky shots and the wearing down of each side.

Is Your Character Ready?

At this point, you should have a basic character rolled up and they should have some equipment. From here, we're going to give you some more information on HOW to use your character in game play, what saving rolls do, where you can spend adventure points and how wizards cast spells...

What is a Saving Roll?

A *saving roll* is the way we check to see if something happens in T&T. Any character can make a saving roll if the Game Master (or the text in a solo adventure) asks or tells them to do it. To make a saving roll, **you roll 2 dice** and get a number. Doubles always add and roll over. For example a roll of 1, 2, which equals 3, is a saving roll — a terrible one that always fails, but a roll of 1, 1 would be doubles. Set the 2 points aside and roll again. Let's say you roll a 5, 3 on your second try. That's $8 + 2$ for a total of 10. Saving rolls are rated by levels of difficulty. (*usually*



a saving roll is made against your character's level.) 1st level is something that could be difficult for the average human as the target number is 20. 2nd level is something that could be very difficult for the

Saving Roll Chart	
Level of Saving Roll	Target Number
1	20
2	25
3	30
4	35
5	40
etc...	etc...

average human as the target number is 25. 3rd level is something that should be impossible for the average human as the target number is 30. The target number goes up by 5 for each additional level of saving roll. However, no saving roll attempt is ever actually impossible in dT&T. They just get increasingly unlikely as the level of difficulty goes up. In T&T, **Doubles Add And Roll Over**. We call this the *DARO rule*.

For example: Devina the Hobb wants to test a treasure chest for traps. She announces that she's checking for traps. The Game Master tells her to make a level one saving roll on her Intelligence to see if she finds any. Devina has an IQ of 16. She rolls 3, 1 on 2 dice. She adds that 4 to her attribute of 16 to get a total of 20. The target number for level one saving rolls is 20. Devina just barely made the saving roll. The G.M. says you found something that indicates a trap of some sort will be set off when you open the lid. Now what do you do? The player might answer, "I want to try and disarm the trap." Now the G.M. asks for a level two saving roll on Dexterity or a level 3 saving roll on Luck. Devina has a DEX of 15. Her target is 25 for level 2. She has a Luck of 14. Her target is 30 for level 3. Devina decides to try for the level 2 saving roll on DEX. She rolls a 4, 2. $15 + 6 = 21$, but her target was 25. The trap goes off. Terrible things happen to Devina!

BUT, suppose Devina had rolled 4, 4 instead of a 4, 2. $15 + 8 = 23$. Did Devina fail? No! Because 4, 4 is a double and that adds and rolls again. On her 2nd roll she gets a 2, 2 and she adds that to her total. That's enough to succeed, but is she done? No. 2, 2 is also a double, so she rolls again getting a 5, 2 at the end. Devina's total roll was $8 + 4 + 7$ for a total of 19. $(15, \text{her DEX}) + (19, \text{her roll total}) = 34$. Devina made a third level saving roll when she was only trying for a second level one. Good job! (*Since her roll was so successful, a GM might allow Devina to remove the trap, so that she could create her own trap.*)

ARE YOU PLAYING A HUMAN? One other thing to keep in mind if you are playing a **human** character - you get a *second attempt at a saving roll* if your *first roll fails*. You do NOT add those two attempts together, the 2nd attempt is treated like a new saving roll. This is a special bonus given just to human characters to reflect their dogged persistence and refusal to give up despite the odds against them.

Saving Rolls & Adventure Points (A.P.)

One way that players are rewarded for their actions during the game is by gaining *adventure points*. Adventure points are awarded for slaying monsters or foes, or for doing or saying something clever or funny during the play of the game, or for solving difficult puzzles and in-game problems, or for SAVING ROLLS. Adventure points have only one purpose in the T&T mini-rules. They help your character improve by increasing their attributes. When the Game Master says "Make a saving roll on (any attribute)," the GM is giving you adventure points.

As you play, keep track of the totals of any numbers you rolled while trying to make a saving roll (whether you made the roll or not). All those totals are adventure points. A Game Master or a solo adventure will also reward you Adventure Points at the end of the game. Add all those numbers together to see how many adventure points you have earned. Now, let's see how you can make your character more powerful by spending these adventure points...

Use Adventure Points to increase your attributes



So what are adventure points (a.p.) good for? They buy attribute points. To raise an attribute by one point costs

10 times the current value of the attribute in a.p. Our heroine Alice has managed to accumulate 152 a.p. She decides this would be a good time to bring her DEX up by 1 point. Alice tells the Game Master that she wants to spend a.p. to increase her DEX. The G.M. sees that Alice has 152 adventure points—just enough. He takes 130 AP away and Alice's DEX goes from 13 to 14. This is a permanent increase and her new base value for that character attribute.

Your Character's Highest Attribute Determines their Level

In T&T, a character's level of power is decided by their highest attribute, Divide that by 10 and ignore remainders.

Alice the Human has a highest attribute of CHR = 15. That makes her a level one character.

Devina the Hobb has a highest attribute of WIZ = 17. That makes her a level one character.

LirenTi the Elf has a highest attribute of DEX = 20. That makes her a level two character.

If you had a character with any attribute of 30 to 39, they would be a 3rd level character. (And so on...)

MAGIC in T&T (And how to use it)

OK, now its time to talk about how to use Magic in T&T. If you are playing a Warrior, you can skip this section and come back to it when you roll up a Wizard or Rogue. GMs should read this section so they know how magic works in the game.

Trollworld is an extremely magical place. The planet produces a force, just like Earth produces magnetism, called *kremm* that the peoples of Trollworld can tap and use to change reality. That's magic! Each spell requires a certain amount of *kremm* energy (WIZ attribute), a certain level of intelligence and dexterity. The spells almost always work (higher magic can sometimes block other magic from working.) You use your WIZ attribute as the amount of magic that you can use to cast a spell. If a spell costs 2 points to cast, you subtract 2 points from your WIZ attribute. Note that you can only cast one spell per combat round. You recover used WIZ at 1 point per 10 minutes of game time.

Since this is the **mini** version of the rules, we're going to give you 11 spells to work with: 4 first level, 4 second level, 2 third level, and 1 fourth level. There are 118 spells available, but if you want to know them all, you're going need the Deluxe Tunnels and Trolls rules.

To keep things simple, wizards know all the spells up through 1st level. So your newly created wizard only knows first level spells. Once you get to second level you have to start learning any new spells. (*See below*)

Rogues can also do magic, but typically they do not know as many spells as wizards do. Rogues get to choose one spell to know per each character level they attain. A first level rogue would know one spell; a third level rogue would know three spells. Remember that Rogues are not able to use magic staffs to help them cast spells. Rogues can learn additional spells though.

Learning Spells: To learn new spells, a Wizard or Rogue needs to find a higher level magic-user (usually a NPC run by the GM) that is willing to teach them a spell. The cost is 1000 gp per level of spell. So a 2nd level spell cost 2000 gp and a 4th level spell costs 4000 gp. Also your character has to have high enough WIZ, INT and DEX to be able to cast the spell. (*The dT&T rulebook describes additional ways to learn spells.*)

Note that all 3 requirements must be met in order to learn or cast a spell. The magician needs to have enough **kremm** (WIZ points), along with a high enough **Intelligence** (INT) and **dexterity**. (DEX).

Mini T&T SPELLBOOK



LEVEL 1:

*Level One Spells require a minimum of
10 points in both INT and DEX*

Detect Magic

Level: 1 **Cost:** 1 WIZ **Duration:** 1 combat turn
Range to cast: 5' per character level
Range of effect: 5' radius per level around cast point.
Power up per level: Doubles range of effect

Description: Detects the presence of magic being

used or stored by objects (not beings), and the type of magic it is. *Trained wizards get a vague sense of something magical in range, even without casting the spell. Casting the spell gives them specifics. Rogues particularly find this spell useful.*

Oh Go Away

Level: 1 **Cost:** 5 WIZ **Duration:** 1 combat turn
Range to Cast: 50' **Range of Effect:** 100' radius
Power up per level: N/A

Description: Causes target to flee in terror from the caster. Target flees only if the Monster Rating of the target is lower than the caster's IQ+LK+CHR total. If target has character attributes, then the caster's IQ+LK+CHR must be higher than the targets attributes. Spell can work on more than one target. Number affected is equal to the caster's level. So a 1st level character can effect 1 target and a 3rd level character could effect 3 targets.

Knock Knock

Level: 1 **Cost:** 3 WIZ **Duration:** Instant
Range to Cast: Touch **Range of Effect:** N/A

Power up per level: Unlocks higher level locks — spell level = lock level (Yes, there can be a 5th level lock that is 5 times as hard to unlock as a first level lock. The world is complicated.)

Description: Unlocks most mechanical locks or magical locks of the same or lower level. Complex mechanical locks may also require higher level spells.

Take that, you Fiend

Level: 1 **Cost:** 6 WIZ **Duration:** Instant
Range to cast: Line of sight up to 200 feet
Range of effect: N/A
Power up per level: Damage X 2

Description: Deals deadly (killing) damage equal to the caster's INT in hit points, but only affects a **single** target.

LEVEL 2:

Level Two Spells require a minimum of 12 points in both INT and DEX

Boom Bomb

Level:2 **Cost:** 7 WIZ

Duration: Item explodes on contact or 10 seconds after being cast, whichever comes first.

Range to cast: 5'

Range of effect: 2 foot blast radius per level.

Power up per level: Damage X 2

Description: Infuses a small rock or pebble with energy such that it explodes on any sharp impact. Does 10 points of damage to all targets within range.

(Suitable as a sling stone or thrown object but not for a bullet—it would blow up in the chamber. The blast radius can affect friendly targets)

Gateyes

Level: 2 **Cost:** 6 WIZ

Duration: 30 minutes (or 15 combat turns)

Range to cast: 10'

Range of effect: Range of good vision - at 40' fades out completely by 60'

Power up per level: Duration X 2.

Description: Gives target the night vision of a nocturnal animal. Does not grant vision in complete darkness or through thick fog.

Poor Baby

Level: 2 **Cost:** 2 WIZ **Duration:** Instant

Range to cast: Touch **Range of effect:** One person

Power up per level: N/A

Description: Restores 1 point of CON lost to wounds or injuries. (Maximum up to original CON. *Has no effect on disease or poisons, only on CON damage.*)

Vorpals Blade

Level: 2 **Cost:** 5 WIZ **Duration:** 1 combat turn

Range to cast: 10'

Range of effect: Affects entire weapon

Power up per level: Duration X 2

Description: Doubles base weapon dice roll for a single weapon. (The weapon must have a blade, i.e. a cutting edge. The spell works on daggers, swords, axes, polearms, spears, but not on clubs, mauls, maces, bullets, etc. It doubles the dice roll, not the number of dice rolled) Takes effect the same round it was cast, doubling effect immediately. It also counts as enchanting a weapon in cases where only magical weapons can do damage.)

LEVEL 3:

Level Three: Spells require a minimum of 14 points in both INT and DEX

Dis - Spell

Level: 3 **Cost:** 11 WIZ

Duration: Instant **Range to cast:** 50'

Range of effect: 10' radius from Target Point

Power up per level: Nullifies higher level magic

Description: Negates and/or banishes magic of the same or lower level. Works on all magic within range (which may include friendly magic)

Fly Me

Level: 3 **Cost:** 7 WIZ **Duration:** 10 minutes

Range to cast: 5' **Range of effect:** 1 being

Power up per level: Duration X 2

Description: Allows the target to fly at normal running speed (or slower). Target may carry up to their own weight. (Spell has no effect on dead or inanimate objects)

LEVEL 4:

Level Four: Spells require a minimum of 16 points in both INT and DEX

Rock - A - Bye

Level: 4 Cost: 11 WIZ

Duration: 1d6 x 10 minutes

Range to cast: 30'

Range of effect: Affects single target

Power up per level: Adds 1d6 duration per level

Description: Causes target to fall asleep for specified time if the casters total of IQ + WIZ + CHR is greater than the target's MR (or IQ + WIZ + CHR).

The Free Wizard's Spell

All wizards can sense magic—think of it as a sense of smell for concentrations of magical energy. It is not smell, but is instead a feeling, a certainty. Most of the time the wizard must touch an object to sense it for magic, but more powerful spells have a greater radius of perception. Generally magic will fall into three classes: beneficial, malevolent, and functional. Most magic is functional—it does stuff. Beneficial helps the person/thing being affected while malevolent magic will always do harm. Rogues may learn the spell called *Detect Magic* that only costs them 1 point of WIZ to cast, but they never reach the point where they can automatically *detect magic*.

Using a Magic Staff

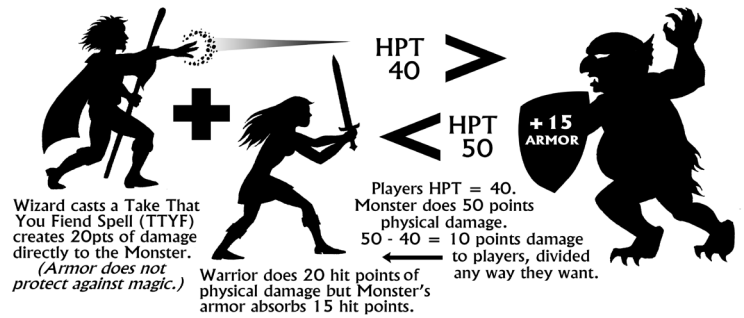
Focus objects—such as magical staffs or wands help make it easier for Wizards to cast a spell. Wizards can have them and use them. Rogues **can't** use them for casting magic, but can use staffs as physical weapons.

How they work: A wand or staff reduces the cost of casting a spell by your character level. Thus a first level wizard using a magic wand can cast a *Take That You Fiend* spell for 5 points of WIZ instead of 6 points. A 3rd level wizard could cast the same spell for only 3 points instead of 6. However wands and staffs can never reduce the cost of the spell below 1. To work magic, at least 1 point of *kremm* energy (WIZ) must be used/expended by the spell caster.

Magic in Combat

COMBAT ROUND EXAMPLE: WIZARD & WARRIOR vs. MONSTER

Wizard & Warrior Hit Point Total (HPT) = 40 Monster HPT = 50



Spells that do damage work the same way as normal combat damage (unless the spell's description states otherwise). The spell is cast and whatever damage it creates goes against the enemy being fought. Only one spell per combat round can be cast by a magic user.

Recovery of Energy/WIZ expended:

Spellcasters naturally recover 1 point of *kremm* energy for every 10 minutes of game time. If a long period of time passes between uses of magic it is easiest to simply let the wizard regenerate all used WIZ points. On the other hand, if the action is happening fast and furious, wizards will not have enough time to recharge all their magical energy. In such cases wizards can and do run out of magic. (They can still engage in regular non-magic combat though).

Running T&T as Game Master

When you're first starting, you want to run simple short adventures that can be finished in 3 hours or less. Do a larger campaign as your players level up.

Let your players do things and shine. Reward them for participation. If they're shy, ask questions to draw them out. Every player should have one or two opportunities to excel in every adventure.

Did your players all lose that last fight horribly? You don't have to kill them. Let them be knocked out and wake up as prisoners somewhere else. Suddenly the adventure takes on a whole new direction.

And remember that you are the Game Master—you are in control of the game. Don't let the game bog down with arguments or rules questions. As GM you can overrule any written rule in T&T. Do this to keep the game fun, interesting, and moving right along.

PRE-ROLLED CHARACTERS YOU CAN USE

Here are the stats of two girl characters. Choose one character from the group to use with a solo adventure. There is an Alice character sheet on page 16. We've also included a blank character sheet on page 13 so you can create your own characters. You can bring the equipment of these characters into the solo adventure.

NAME: DEVINA KINDRED: HOBB DEVINA: THE HOBB

LEVEL: 1 CHARACTER TYPE: WIZARD

GENDER: F HEIGHT: 3'10" WEIGHT: 90LB

AGE: 14 HAIR: BLACK MONEY: 214GP

PRIME ATTRIBUTES

Strength, Constitution, Dexterity, Speed, Luck, Intelligence, Wizardry & Charisma.

STR: 10 CON: 10 DEX: 15 SPD: 12

LK: 14 IQ: 16 WIZ: 17 CHA: 11

Personal Combat Adds: +5

You get one combat add for every point that each of these attributes is over 12: STR, LK, DEX, & SPD.

WT: POSSIBLE: _____ WT: CARRIED: _____

Note: The mini-rules do not worry about how much you can carry.

Adventure Points
25



SPELLS:

SHE CAN DO ALL 1ST
LEVEL SPELLS.
HAS MAGIC STAFF
(2 DICE WEAPON)

NAME: LIRENTI KINDRED: ELF LIRENTI: AN ELF

LEVEL: 1 CHARACTER TYPE: WARRIOR

GENDER: F HEIGHT: 5'3" WEIGHT: 100LB

AGE: 15 HAIR: BROWN MONEY: 316P

PRIME ATTRIBUTES

Strength, Constitution, Dexterity, Speed, Luck, Intelligence, Wizardry & Charisma.

STR: 12 CON: 10 DEX: 17 SPD: 11

LK: 13 IQ: 13 WIZ: 8 CHA: 13

Personal Combat Adds: +6

You get one combat add for every point that each of these attributes is over 12: STR, LK, DEX, & SPD.

WT: POSSIBLE: _____ WT: CARRIED: _____

Note: The mini-rules do not worry about how much you can carry.

Adventure Points
40



WEAPONS & ARMOR:

LIGHT BOW 3 DICE.
24 ARROWS*
CLOAK TAKES 1 HIT

**keep track of how many Arrows you use.*

Create your own T&T CHARACTERS

These blank character sheets can be used to create your own characters for T&T games. Use the other characters on the previous pages as a guide. The T&T mini-rules give you enough information to create some basic character types. The complete Deluxe Tunnels & Trolls rulebook allows you to create characters of many different kindreds and with a large variety of weapons, armor and spells.

NAME: _____ KINDRED: _____

LEVEL: _____ CHARACTER TYPE: _____

GENDER: _____ HEIGHT: _____ WEIGHT: _____

AGE: _____ HAIR: _____ MONEY: _____

PRIME ATTRIBUTES

Strength, Constitution, Dexterity, Speed, Luck, Intelligence, Wizardry & Charisma.

STR: _____ CON: _____ DEX: _____ SPD: _____

LK: _____ IQ: _____ WIZ: _____ CHA: _____

Personal Combat Adds: _____

You get one combat add for every point that each of these attributes is over 12: STR, LK, DEX, & SPD.

WT: POSSIBLE: _____ WT: CARRIED: _____

Adventure
Points

WEAPONS & ARMOR:

NAME: _____ KINDRED: _____

LEVEL: _____ CHARACTER TYPE: _____

GENDER: _____ HEIGHT: _____ WEIGHT: _____

AGE: _____ HAIR: _____ MONEY: _____

PRIME ATTRIBUTES

Strength, Constitution, Dexterity, Speed, Luck, Intelligence, Wizardry & Charisma.

STR: _____ CON: _____ DEX: _____ SPD: _____

LK: _____ IQ: _____ WIZ: _____ CHA: _____

Personal Combat Adds: _____

You get one combat add for every point that each of these attributes is over 12: STR, LK, DEX, & SPD.

WT: POSSIBLE: _____ WT: CARRIED: _____

Adventure
Points

SPELLS: _____

Foreword: Adventures in Weirdworld

by Steve Crompton

Many, years ago (like 1977) Flying Buffalo published *Weirdworld*. It was the sixth solo adventure we ever published, and in all honesty it was not particularly well written or fun to play. We were still learning what worked and what didn't work in a solo back then. So *Weirdworld* was never republished once it went out of print (sometime around 1982.)

I remember there being discussions about completely rewriting it around the same time that Mike Stackpole rewrote *Overkill* and *Dargon's Dungeon*. (two other early T&T solos that needed a rewrite.) Then Mike got busy with the *Mercenaries*, *Spies and Private Eyes* RPG and just never got around to redoing *Weirdworld*. Part of the problem too, was what might one do with something called *Weirdworld* - there were lots of ideas, perhaps too many to settle on any one concept.

As the years passed, people at conventions would often ask "When are you reprinting or making a new *Weirdworld*?" as they wanted to complete their T&T collection. Recently we received a copy of a solo by Joel Marler. He had written a solitaire adventure that took place in the Wonderland books of Lewis Carroll. At the same time it also used some of the creatures from the *Tunnels & Trolls* universe.

That got me thinking, "what if THAT became OUR *Weirdworld*?" It would be a great way to have a strange place and at the same time be something that would be familiar with players of T&T that might want to try a solo with a different setting and set-up. By adding the T&T Mini-Rules, the book would also be a great way to get new players to try *Tunnels & Trolls*.

So Joel did an update on his solo and we did some additional edits, playtesting, added some art and voila, we have *Alice in Weirdworld* - T&T solo #6. Plus - If you've never played T&T, you can learn how to play using the T&T Mini-Rules we've included!

This adventure is made for beginning characters with adds of no more than 5 (or thereabouts). As you play,



you'll run into some familiar characters and locations from Wonderland, but at the same time it's not the same reactions, outcomes and order of the original Alice story by Lewis Carroll. It may be a little darker too, and of course filled with word play. The best part is that as you read, you get to decide Alice's choices as she travels across this *Weirdworld* that is connected to Trollworld in the same way that Wonderland is connected to our Earth.

Good luck, and remember you don't have to play Alice. You can run any low-level character through here. *Even if you play as another character, from time to time you may find yourself filling her shoes and speaking her words. Chalk this up to Weirdworld's hallucinogenic atmosphere.* Note that magic spells you can use are in this solo are limited to just those mentioned in the paragraphs. We recommend playing a female character, but it's not a requirement. Enjoy your visit to this *Weirdworld*!

Steve Crompton - Project Manager/Art Director

Alice *in* Weirdworld

SPECIAL RULES FOR THIS SOLO ADVENTURE

Since this solo is a little different from most of our other solitaire adventures, we thought we'd let you know the best way to play this and to explain some of the special features that are in this book. We'll also give some instructions to first time solo players so you know how they work in general.

The Basics: In order to play this adventure, you will need paper, pencil, several ordinary 6-sided dice, and the rules for *Tunnels & Trolls*. (*Mini T&T Rules* included in this book).

How to Use: This solo is not meant to be read like a regular book. For maximum enjoyment you should only read the paragraphs you are instructed to read, and only when you are instructed to read them. If you play by this rule, you will be able to run characters through this adventure multiple times and it will feel like a new adventure each time depending on the choices you make.

Who to Play: This adventure is made for beginning characters (1st or 2nd level) with adds of no more than 5 (*or thereabouts*) We recommend a female character, but that is not a requirement.

Links: All the paragraphs that you can go to are displayed in Bold like so: go to **300**. Note that there are some paragraphs that end with a "b". Make sure you are at the right paragraph.



Items: All items that you can pick up or use are underlined in the adventure. They can be found at the back of the book in the Appendix. Some items will improve or heal your character attributes - keep track of the items you find and your attributes as they change during the adventure, so write them down.

Talents: in the text "Talents" are referred to. These are meant for players of Deluxe T&T. If you are playing using the mini-rules, ignore the talent references and instead use an appropriate attribute (STR, LK, CON, DEX, WIZ, CHR, SPD, or IQ.)

Weapons & Armor: if you are playing a character other than Alice, you can bring one weapon that uses up to 3 dice, and a piece of armor that takes up to 3 hits. You can have anything that is listed in Alice's, Devina's or LirenTi's character sheets. And of course you can pick up and use any items you find during the adventure.

Magic Users: If you are playing a magic user, you know all the spells that your character knows before the adventure begins, but you can only use the spells listed in the adventure when that option is listed in the paragraph. Every 5 paragraphs you regain 1 point of WIZ. (Note: If you want to use all your spells, choose the paragraph option that best matches the spell you want to use.)



Our Heroine: Pre-rolled Alice Character Sheet

NAME: ALICE KINDRED: HUMAN
 LEVEL: 1 CHARACTER TYPE: ROGUE
 GENDER: F HEIGHT: 4'7" WEIGHT: 86 LBS
 AGE: 11.5 HAIR: BLONDE MONEY: 50GP

ALICE



WEAPONS & ARMOR:
POCKET KNIFE & DICE,
1 HIT CLOTH BODY ARMOR

SPELLS:
KNOCK KNOCK

PRIME ATTRIBUTES

Strength, Constitution, Dexterity, Speed, Luck, Intelligence, Wizardry & Charisma.

STR: 9 CON: 12 DEX: 13 SPD: 13
 LK: 15 IQ: 12 WIZ: 7 CHA: 15

Personal Combat Adds: +5
You get one combat add for every point that each of these attributes is over 12.: STR, LK, DEX, & SPD.

WT: POSSIBLE: _____ WT: CARRIED: _____
Note: The mini-rules do not worry about how much you can carry.

Adventure Points
0

If you prefer to roll up a new character and not play as Alice (or use the other two pre-rolled characters,) go to introduction **A**. *(Note: for every 10 extra combat adds your rolled up character has over 5, give the monsters another 10 MR while you are in combat with them.)* If you are playing as Alice, go to introduction **B**.

Introduction **A**:

Bandaged and bruised, it's you limp into your lodgings at the Blue Frog Tavern. The quarters may not be much - a hardtack mattress, papery, fraying sheets - but it's more than you're used to, as you've travelled across the land to visit relatives for the summer.

It's certainly more than you can afford. You haul yourself into bed, smarting with each movement, and make to snuff out the lamp. Underneath you notice a book. The title is covered in wax; you scrape it off with a dirk. *Alice's Adventures in Weirdworld...* now why's that familiar? Isn't that the place all those delvers went mad?... Sounds entertaining," you think.

The thought of reading a bedtime story during your convalescence is comforting, like eating fairy

noodle soup or taking a scented bath. You make a start on it, but your trials soon get the better of you. The book falls from your hands. As bad as the bed may be, it's not long until you've fallen asleep. Now go to introduction **B**.

Introduction **B**:

You're sitting by riverbank leaning against a large oak tree. It's a beautiful day, but you've had to spend it reading a mathematics text book for school. Your sister has been making sure you've been studying instead of having fun. But she left to get you both lemonade. Now you view the winding river and picturesque countryside for the first time today. But you're bored - bored, bored, bored! You've been bored all your life: bored with the nanny, bored with the governess, bored with Mrs. Crabble's harpsichord lessons, bored with Miss Petticoat's etiquette lessons, bored with the generals who meet with your father, who spend all night drinking and telling bad jokes, and especially bored with, well, well... everything! Why can't something fun and exciting happen for a change?

Introduction B: *continued from page 4*

Suddenly you see a white rabbit, almost the size of a large cat, swimming across the river. On a whim you throw a pebble at it, but miss.

“How dare you! Little girl, what’s the meaning of this? What have I ever done to you?”

If you gasp in amazement at the sound of a rabbit talking, go to **1**; if you tell the rabbit that it’s boring too, go to **10**.

0 - As Lewis Carrol might tell you, “There is no zero paragraph, for zero is nothing and thus there is nothing to see here. It is the only integer (and, in fact, the only real number) that is neither negative nor positive. A number which is not zero is said to be nonzero.”

1 - You drop the next pebble you were planning to fling at the small beast in amazement. “My, a rabbit who speaks perfect English in an Oxbridge accent, no less! I commend you for your elocution, for a rabbit to master our language is truly astounding!” The white rabbit crawls out of the water by your feet and looks at its silver pocket watch in consternation. “And what sterling taste you have in your accoutrements Mister Hare!”

The rabbit slips its watch back into its frilly clothes. “But I’m a female, do you have no eyes? And now, adieu: I’m late, and I haven’t forgiven you for throwing stones at me quite yet!” The rabbit scampers away down a hole large enough for you to crawl.

“Wait Mr. - I mean Mrs. - Rabbit!” you cry, but she pays you no heed. “Wait!” You hitch your dress up and carefully crawl after her, not wishing to dirty the Kasarian lace.

The warren soon splits in two, but the left tunnel is blocked by a locked wooden door. If you cast *Knock Knock*, go to **20**. If you decide to save your *kremm* and continue right, go to **30**.

2 - “Don’t unearth me - I’ve got thorns you know!” cries the well cultivated rose as her roots begin to loosen.

“Tell me where the Queen is or I’ll turn you into perfume!” you shout, roughly shaking the dainty plant from side-to-side.

The flower blanches and begins crying rose water. “The Queen? The Queen of Uruks? Just follow the heart trailer and you’ll be there in no time!” You release the plant and follow the heart-leaved vine up a forested hill.

Eventually you come across a maze of hedges on the slopes of the hill, which seems to be in the shape of a square. To enter go to **22**.

3 - You see the Dodo bird squirming on the sand, ignored by the animals running around the rock. “Uncaring brutes, can’t you see that the poor thing is in pain?” you hypocritically say to them, not remembering that you just left him to slake your curiosity. Take a level one saving roll on charisma to see if you can calm the Dodo. Whether you succeed or not, read on...

Minutes later, Duk’dum and Duk’dée emerge from the tunnel. “Hey, there you are! Don’t think you’re going to get away that easily: we’ve been having a discussion we have, and we’ve decided we don’t care if you’re just a girl!” If you managed to snap the Dodo bird out of his musical paroxysms you may fly away to the 4th paragraph of **95**; if you failed to steady his frazzled nerves go to **75**.



4 - The rose frowns, as far as you can interpret the face of a flower. “Not very good I’m afraid - more practice needed to maintain a proper tremolo.” If you gracefully accept defeat, go to the second paragraph of **27**; if you threaten to pull the rose out by the roots if she doesn’t answer your question, go to **87**.

5 - You manage to hold down your breakfast and stay abreast the cresting waves. After several minutes you see a strange bird sailing close by in a sieve. “Oh, a sailor’s life is the life for me, A rum-tum-dum and a fiddle-dee-dee, There’s nothing like the smell of the sea, It’s the sailor’s life for me, and a Jub-jub bird is me!”

You applaud, and immediately bob under the water for a couple of seconds. You cough up the water once you resurface.

“An audience? In the middle of the sea? I never wanted to be a sailor you know: I always wanted to sing!” The Dodo squawks out a sequence of notes that are fortunately drowned out by the storm.

“You have a powerful voice Mr. Dodo, if a little unrefined! You know, I take lessons from Mrs. Crabble - she’s a very good singer - and I’d be glad to work on that dissonance of yours if you take me to dry land.”

The Dodo lifts you up and puts you on his back. “A rum-tum fiddle-dee-done, my mellifluous girl! All hands on deck! Sails away! Gangways people, gangways! Land ahoy!” And indeed you can see a tiny island in the distance on which several animals run a curious race.

“Mr. Dodo, what are those animals doing? Why are they running in circles? Are they deranged?” The Jub-jub nods his head. “Of course, we all are! They’re running a caucus race.”

You watch the animals run round and round the mulberry bush on the beach. “Surely you mean a carousel race - a carousel goes round and round too, but a caucus has a point!” you say.

The Dodo waddles onto the beach and drops you off. “Silly girl, you’ve got it all mixed up: a carousel ride comes to a stop after a couple of minutes, but a caucus meeting goes on for hours and hours and goes round and round in circles. Now, how about that singing lesson?”



If you teach it a song, write down the name of the song before going to **15**; if you teach “I Feel Like Chicken Tonight” as a joke, go to **137**. If you decide NOT to teach the Dodo bird a song also go to **137**.

6 - You follow the path for fully fifteen minutes, and find an emaciated walrus at the end, wallowing in a shallow pond. “Oooh,” he groans, “why did the carpenter have to leave me? And why’d he have to take all the oysters, and only leave me those useless pearls?”

You perk up immediately. “Pearls? What lovely earrings those would make... if I give you cabbages, will you give me those useless baubles of yours?”

The walrus stares at you wildly. “Of course, of course!” Swap as many cabbages for Darksmoke pearls as you want before leaving the animal to his meal. The hedge corridor eventually splits in two.

If you follow it left, go to **16**; if you follow it right, go to **125**.

7 - You take a bite. The biscuit is sweet and buttery, but unfortunately it makes you shrink to the size of a doorknob!

“Cuisine in this realm is a veritable minefield!” you think to yourself. “How I pine for my mother’s unenchanted scones and magic-free jam!” As the empty house is too large for you to interact with now, you exit and walk back onto the path. The path winds through a forest filled with all manner of queer plants and animals, all of which you find less and less curious and more and more terrifying. You feel like crying. Go to **172**.

8 - The path you follow curves around to your right until you end up at another cross-road. If the white rabbit hasn’t been killed you may go to **173**. Otherwise you either follow the path to your left at **18**, follow the path to your right at **166**, follow the path straight ahead at **38**. You can also go back the way you came at **28** or **94**.

9 - You land on the lip of a dune (and take however much you fail a level one dexterity saving roll by in damage: you weren’t falling that slowly).

You brush yourself off. “My, deserts are rather dull, aren’t they? If I were a lizard man—a lizard lady, I mean—I should certainly look to moving somewhere more lively, even if it meant purchasing a smaller estate. The only thing I can see in this wasteland is sand and... the white rabbit!” The beast scurries ahead in the distance, panting in the heat.

“White rabbit! Oh, white rabbit, wait!” you shout, then stop and watch aghast as the sandy earth heaves around the frilly pest. “I’ll never make it now!” cries the beleaguered creature as a bandersnatch bursts out of the ground and grabs the animal in its claws. If you heroically rescue your friend, go to **151**. If you cravenly abandon your friend in fear, run to **59**.

10 - “You’re nothing to write about either, young rascal! And so, farewell!” The rabbit clambers up the riverbank and scurries down a hole.

The rest of your days are spent in boredom. Of course they are - it’s your point of view that’s the problem, not your situation!

You grow up to be an insolent young woman who plays elven airs with an air of disdain for your suitors’ ears, and you are eventually matched with a well-connected lieutenant at the age of twenty-three. The next fifty years of married life teach you the true meaning of boredom. If you are not playing as Alice, go to the second paragraph of **188** but ignore the adventure point award as you did nothing to earn them.



11 - You cogitate for some time before giving up in exasperation. “I don’t know Mr. Hare: what’s the answer?”

The hare cocks his head at you. “Answer? I was asking you!”

You leave, irritated at yourself for wasting your time with such hare-brained nut jobs. Where to now? If you follow the strains of singing to your left, go to **47**; if you follow the smell of smoke up ahead, go to **57**; if you follow the sounds of a party to your right, go to **67**; if you forage, go to **106**; if you wander about aimlessly, go to **81**.

12 - The flower titters as you strain to unearth it. Then it begins to sing;

*“My roots are deep as the deep blue sea,
As wide and strong as an old oak tree,
So be forewarned if you try to pick me,
I’ll giggle and laugh in malevolent glee!”*

You pull on the flower to no avail. “Ow, my back! Never mind then - I’m leaving!” Take a level one constitution saving roll: take damage equal to however much you failed by, down to a minimum of one. If you make the saving roll you take no damage. You march away, annoyed by the encounter. If you follow the smell of smoke, go to **57**; if you follow the sounds of a party, go to **67**; if you forage, go to **106**; if you wander about aimlessly, go to **81**.

13 - The trolls cower before you. “Whatever you say miss!” they squeak, standing meekly by the sides of the mysterious entrance.

You decide now is the time to make your move and you head for the door. Go to **204**.

14 - You pass through the mirror, your doppelganger eagerly waiting on the other side. You embrace each other and giggle. You and she are the perfect playmates, as you have everything in common. You play, explore, and have an eternity of fun. But the real you in the real world falls into a coma and never recovers. You live on forever within the mirror world and never leave... However your adventure in this book and the world you came from is over.

15 - The Dodo bird particularly likes any song to do with water or flying (even if the lyrics only mention one of the themes in passing). Make a level one Luck saving roll if the song is to his tastes, and a level two Intelligence saving roll if it isn’t. If you pass, go to **45**; if you fail, go to **55**.

16 - The tunnel twists sharply to your left, then continues for a long way straight ahead. After almost half an hour it once again twists sharply to the left, and you continue following the path for about fifteen minutes. Along the way you

find half a mushroom growing next to some moss which says “eat me”, which you take.

At the end of the hedge corridor you find a gryphon and a turtle made of pastry pirouetting around and hurling lobsters into a pond. “Join us, join us in the lobster quadrille!” they cry in time with a jaunty jig you simply can’t hear. If you do so, go to **33**. If you turn back, go to **61**.

17 - Your only means of escape is to eat a carrot biscuit if you have one: do anything else and you’re burnt alive!

If you did eat the biscuit you shrink all the way down to the size of a doorknob. “I’ll never get the hang of this...” you moan as you roll around to put out your dress. “White rabbit, white rabbit, my condolences for what happened to your house!” you shout as you run out of the blazing building. The hunchbacked beast scampers away from the blazing inferno, whimpering uncontrollably; you follow the despairing ex-home owner along the yellow path outside.

The path winds through a forest filled with all manner of queer plants and animals, all of which you find less and less curious and more and more terrifying. “Oh, I’m lost!” you realize, as you rest against an elm tree. Gather your courage, then go to **172**.

18 - You walk a little ways until you find a locked gate in the fence to your right. “Let me in!” you cry to the slithy toves inside, “I’ll help you paint those roses if you want!”

“Shove off, we’re busy! Skilled job anyway, innit!” one of the bestial humanoids shots back, slopping the bush with the paint as he does so. If you have both a food that makes you smaller and a food that makes you larger, or wish to cast *Knock Knock*, go to **48**; if not you may keep following the path to **58** or retrace your steps to **68**.

19 - You land with a splash in the sea below, which squalls in heaves and hurls you up and down. “Oh, I do wish I didn’t suffer from sea-sickness! And who will rescue me in a storm such as this?” Make a level 1 constitution saving roll: if you pass, go to **5**; if you fail, go to **90**.

20 - “Now I see the point to all those magic lessons. Perhaps I should have paid more attention when Archmage Dodgson was instructing me,” you think to yourself as the door swings open. “Still, I shouldn’t expect too much of myself. I’m only eleven-and-a-half...”

You enter a hovel filled with all manner of knick-knacks and trinkets: a cup of kremmatic tea, five cabbages, a locked chest, a small backpack (*which you may take*) and so on. There’s also a message scribbled on the wall, but the handwriting is so atrocious that it would take some time to decipher.

If you drink the tea, go to **152**; If you take the cabbages, go to **158**; if you take the backpack, put it on and make another choice. If you decipher the message, go to **165**; if you cast *Knock Knock* on the chest, go to **180**.

21 - “One has teeth, the other doesn’t?” you say uncertainly. “Wrong again. Too much reason, not enough sense,” says the hare. “The answer, to quip: a hawk has no hands and a handsaw has no eyes.”

You sigh. “That’s very confusing... Poor white rabbit. I wonder where she is now?”

The mad wizard stares around wildly. “White rabbit? I’ll give you a white rabbit,” says the old man, reaching deep into his top hat. Take a level one luck saving roll: if you pass, and the white rabbit hasn’t died, go to **82**; otherwise go to **92**.

22 - You enter a maze of hedges on the slopes of a hill, which seems to be in the shape of a square. “It can’t be too large and complicated, otherwise the gardeners would keep getting lost,” you tell yourself. “I hope the Queen’s taking a walk inside, or that her palace is close to the exit (for surely there’s an exit)... this hay fever will be the end of me if I don’t find her soon!” (Reduce one of your attributes by one for the rest of the adventure for each section you read in the maze.)

Three columns branch out from the entry point: one going to your left, one to your right, and one up ahead. If you walk along the first go to **24**; if you walk along the second go to **34**; if you walk along the third go **44**.



23 - You nudge the trolls in the ribs. “Why do Jub-jub birds sound better by candle-light? Because you can shove the wax in your ears!”

Duk’dum and Duk’dee laugh uproariously. “Hey Duk’dee, why do Jub-jub bird sounds better by moonlight? Cause you can shove da wax in yur ears!”

“Hey Duk’dum, why do Jub-jub fly better by moonlight? Because you can shove da wax in yur ears!”

“No, no, it’s -”

“Hey, hey, Duk’dee, why do Jub-jub fly “round da moon?”

Because... uh...” Duk’dum scratches his ears, as if trying to recall something.

“Wax. In your ears.” You say testily.

“Right! Wow, wat a per-for-mance - no doubt yur da Queen’s jester, no doubt in my mind. Good luck wit da performance... hope dey don’t shove wax in dere ears!” They burst out laughing, so you decide to make your exit and head for the door. Go to **204**.

24 - You follow the hedge path a short way until it twists sharply to your right.

You emerge in a small area in which a mouse is giving a history lesson to his children. He says: "The 27th emperor of the Eagle continent was Baeldor the Bloody. He led the invasion against the gnoles, with the help of the Hazzlotzbattz wargs, but was repulsed with the help of the K'zing-K'zung dwarves. The gnoles then formed an alliance with the dwarves and led a counter-attack against Baeldor's castle at Gala. They were saved when the giant eagles intervened on their behalf, although 2,000 goblins perished in the fighting..."

You yawn as you listen to the never-ending story of warfare, carnage, and intrigue. If you decide to listen on, go to **40**. If you decide to leave, the path you return along soon splits in two: go to **44** if you follow it to the left and **34** if you follow it straight ahead.

25 - "Oh, go away!" you say, flicking your hands at them dismissively. Surprisingly, it works. "Usually father tells *me* to go away and hands me over to the governess. I must say, I do like the shoe being on the other foot," you think to yourself. You make for the door - go to **204**.

26 - You leave the orchard and return the way you came, walking along the hedge corridor until it splits in two. If you walk straight ahead, go to **24**; if you turn right, **44**.

27 - The sphinx bolts away through the underbrush and out of sight, in more ways than one.

Where to now? If you follow the strains of singing to your left, go to **47**; if you follow the smell of smoke up ahead, go to **57**; if you follow the sounds of a party to your right, go to **67**; if you forage, go to **106**; if you wander about aimlessly, go to **81**.

28 - The path you follow curves around to your left until you end up at another crossroads. "I must remember that there's a sculpture of the Queen here. Perhaps that will help me stop walking in circles."

If you follow the left path, go to **169**; if you

follow the right path, go to **38**; if you take the path straight ahead, go to **18**; if you retrace your steps, go to **8**.

29 - You begin to dig the hole, warily eyeing a Jub-jub bird that circles above as you do so. Plucking up courage, the scavenger descends on the rabbit and begins to tear off its flesh in large ribbons. If you try to scare the bird away, go to **69**; if you try to kill the bird, go to **79**.

30 - You crawl and crawl for hours, eventually arriving in a tranquil garden filled with fruit trees, flowers, and a stagnant wishing well. The white rabbit stands next to a particularly lovely patch of rhododendrons, stopping only briefly to smell the flowers.

"White rabbit, oh white rabbit, I do apologize most sincerely!" you cry, brushing the sandy earth off what used to be a white dress.

"Look little girl, I forgive you: just don't hold me up! I'm late, I'm late, for a very important date!"

"What are you late for, white rabbit? A date with your boyfriend?" you ask, your nosiness over-riding her injunction.

"No, an appointment with the Queen of Uruks - if I'm not there by noon she'll have my head!" The rabbit touches her neck, ears twitching in apprehension.

"That's not cricket," you exclaim, "I daresay that's an abuse of the royal power to cut off your head for being late!" Nonetheless, you're very interested in meeting this Queen: even though your father's the commander of a fort, you've never met royalty before.

The rabbit gulps. "She's a card alright: does whatever she wants. Even the King doesn't stop her - guess who wears the pants in that relationship!" The rabbit glances at her watch in panic. "I have to go!" The dishevelled creature scurries down a hole buried among the azaleas. The hole is much too small for you to enter: what will you do? If you munch the peach growing on the tree engraved "eat me", go to **50**; if you munch the crab-apple growing on the tree engraved "bite me", go to **60**; if you drink from the stagnant wishing well, go to **109**; if you throw a coin into the well and wish for good luck on your journey, write down the value of the coin (1-50) before going to **147**.

31 - "I'm not letting some slimy lizardman in my mouth! You probably just want to steal my gold filling. Don't try anything or I'll chew you to pieces!" you cry out. Sssolum leaps out, holds up his middle finger (it must be their people's way of waving goodbye), and slithers out the door.

Unfortunately no one else passes by the house anytime soon. By the next day you have died of thirst. Your trip to Weirdworld is over.

32 - You take a long drag on the rolled tea leaves and immediately feel sharp as a button. Permanently increase your speed by one. Then you cough a lot and decide to never try that again. "I do feel... different somehow," you exclaim, leaning back in your chair. "If only the white rabbit were here ... I'm sure he would like this sort of thing."

"White rabbit? I'll give you a white rabbit," says the old man, reaching deep into his top hat. Take a level one luck saving roll: if you pass, and the white rabbit hasn't died, go to **82**; otherwise go to **92**.

33 - You take a lobster by the hand, but it crushes your hand in its claw, dealing one hit of piercing damage to your CON. You scream and begin spinning around wildly, finally managing to throw the violent crustacean into the pond. "That's the spirit!" says the gryphon, doing likewise.

You all lay panting by the pond once you've finished, your palms and fingers throbbing from the experience. "Well that's that job out of the way," says the pastry turtle, sighing with relief.

"Why did we do that?" you say. "It seemed like a very pointless and painful experience - excuse me for speaking my mind."

"That was not a pointless experience young lady: we're making mock turtle soup! And now for the finishing touch..." The mock turtle runs towards the pond and dive bombs in.

The gryphon begins breathing fire on the water until it's roiling. The lobsters hue sharp red and the mock turtle begins to look noticeably more tender.

"Voila! Have a taste: you helped make it after all." You cup your hands, dip them in, and sip the tasty broth you lift up to your lips: you watch in horror as

a hard shell forms over your body, giving you a base armor of five but halving your charisma. "Oh, what a to-do... my sister will tease me over this exoskeleton so!" All the other creatures who drank also grew a turtle shell.

The gryphon smiles. "Not to worry my dear, our shells will disappear in an hour or two."

You thank the gryphon for the meal and trek back along the corridor until it splits in two. If you follow it straight, go to **125**; if you follow it right, go to **6**.



34 - You follow the path, which twists to your left after several minutes, and emerge in a spacious grove filled with tumtum trees.

Buzzing around the orchard is a massive wasp wearing a wig, which collects the trees' fruit and stores it in its hive. You feel hungry, but taking the insect's fruit for yourself could prove quite dangerous... if you placate it with a jar of marmalade, assuming you have any, go to **140**. If you stride in and ignore the wasp, go to **150**. If you return the way you came, go to **26**.

35 - "I do apologise," you say, "but I grew up in the Queen's court, you see, so I'm only familiar with uruks, not trolls. I'm her human jester - must be getting back," you bluff.

Duk'dee nods. "Dat explains da clothes. Giv' us a show den!"

"Yeah, tell us a funny one!" says Duk'dum. "We like a good laugh we do! Breaks up the tedium, don't it!"

Make a 1st level charisma saving roll. If the total is 25 or more, go to **23**; If the total is 20-24, go to **116**; If you rolled under 20, go to **139**.

36 - You leave the grove behind you and follow the hedge path until it splits in two. Go to **98** if you follow it to your left and **78** if you follow it straight ahead.

37 - As you try to shake the sphinx out of the tree, horrible, disfiguring warts begin to break out all over your body due to your allergic reaction. Take level one strength saving rolls until you pass one: for each check you take, lower your charisma by one for the rest of the adventure.

~~~~~ **FOE: Katras Sphinx** ~~~~~

MR 10. If the Katras Sphinx scores Spite Damage, she casts *Hidey Hole* on herself at the end of this round. and the fight is over as she has vanished.

If you manage to knock the feline out of the tree it lands on your face and begins clawing you. "Argh! Bad cat!" you scream, tearing it off and flinging it into the trunk by its tail. If you survive the fight with the Katras sphinx, she bolts away through the underbrush and out of sight, in more ways than one.

Where to now? If you follow the strains of singing to your left, go to **47**; if you follow the smell of smoke up ahead, go to **57**; if you follow the sounds of a party to your right, go to **67**; if you forage, go to **106**; if you wander about aimlessly, go to **81**.

**38** - Feeling that you're walking in circles, you decide to stick close to the iron fence. You follow the path until it splits to your left and right. Go to **44** if you follow it left, and **84** if you follow it right.

**39** - You spot the white rabbit running down the pathway, her eyes fixated on her pocket watch. "Silly rabbit: you won't make your date faster by checking the time!" you cry out, your inflated voice shaking the contents of the house.

The albino beast looks up and howls in fright. "Argh, a monster!" she exclaims. "Get out, I don't subtlet to your kind!"

"Don't you recognise my voice? I'm the little girl who threw stones at you - which I'm awfully sorry about!" you say. You hear a "plink" against the wall.

"Then take one back! And that! And another!" You worry that the creature will break one of her fine windows in her rage.

You see the Jub-jub bird waddling past the house, singing a song. "Mr. Jub-jub!" you and the white rabbit cry out, "come help!" The bird walks over to the rabbit, staring at you in wonder.

"A whale of a tenant you've got there ol' Rabbit!" the bird says, looking at you without recognition. "I hope you're charging it extra!"

"No, no, it's an intruder, I don't know her! Just help me get her out, before she starts squatting!"

"I think she's doing that now. Got a light? I quit during the last voyage - trying to save my voice."

The rabbit hands the bird a match. "Don't start now: you're still young, and tobacco's only going to go up you know." The Jub-jub strikes the match against the rabbit's nose, then holds it under the hem of your dress. "Don't be daft - I'm going to smoke her out!" And as your clothes catch fire the bird dances around the house singing:

*"Strike the match,  
Watch it glow,  
If it stalls,  
Give a blow,  
Strike the match,  
Hold it out...  
Watch out, watch out!  
We're going to smoke her out!"*

"Nooo, my house! What are you doing?!" cries the white rabbit as you begin to cough.

What are you planning to do? Write down your action before going to **17** and hoping for the best!

**40** - "...Baeldor's fortress was stormed, but the gnomes didn't know how to run it and it soon fell into disorder. They eventually sold it to their dwarven allies, who broke it down to build the Great Wall of K'zung. This proved no defence against the eagles, however, who airlifted Baeldor's goblins into the dwarven capital. The battle that ensued was bloody, earning Baeldor his appellation..."

You've become very drowsy now. Take a level one constitution saving roll: if you pass, go to **46**; if you fail, go to **56** if you're playing as Alice and **188** if you're playing as someone else.

**41** - The lizardman darts down your throat and starts banging around in your stomach. You begin to feel quite queasy. "How much longer will you be, Mr. Lizardman?" you whine.

"Hang on... got it!" Sssolum slithers out of your mouth jubilantly holding two pieces of carrot. "There's the culprits! Those are yours if you want to save them for later." You violently shrink to your former size.

"Oh Thank you Mr. Lizard, I was getting vertigo up there. I'll never forget that you saved my life, Sssssklololum." You exit the house and continue along the path. The path winds through a forest filled with all manner of queer plants and animals, all of which you find less and less curious and more and more terrifying. You begin to feel like crying. Go to **172**.

**42** - You extinguish the rolled tea and unfurl the wrapper and see if it has a spell written on it. You only have time to glance at the spell page before the hare and old man yell "fire! fire!" They throw their cups of tea at the sheet of singed parchment, destroying it irretrievably. Only if you pass both a level one speed and level one intelligence saving roll did you manage to learn the spell *Take That you Fiend*.

"Arsonist!" says the hare, pointing at you with his match. "Next you'll be setting fire to our tea!"

"The girl's mad - mad!" says the wizard with his mouth full, crumbs of saucer flying out with each word. "She's a menace to society... I'll bet this girl is

an anarchist!"

"Leave her to me" comes a tiny voice from inside the teapot. If you smash the teapot with a blunt weapon, go to **52**; if you flee from the tea party, go to **62**; if you tell the unstable trio that you meant them no harm, go to **72**.

**43** - You spin around without warning, audaciously attacking whoever or whatever is behind you. The ebony wizard claps his hands, causing your weapon to shatter into several pieces.

"Enough. I have a task that needs doing, child." You stare at the shards in perturbation.

The sorcerer takes a pinch of colored powder from a pouch and throws it on a nearby cliff-face. "Open sesame!" A small crevice appears in a puff of pink smoke. "As you can see, I'm much too large to crawl inside. I want you to enter and retrieve a lamp for me. You'll also find that the cave's filled with gold: take as much as you want in payment."

If you follow his directions, go to **191**; if you say you're busy, go to **196**.

**44** - You walk straight ahead until a wrought iron fence stops you in your tracks. Through the fence you can see a rose garden, where three slithy toves paint roses red. You can still follow the hedge maze to your left and right however - and you can always retrace your steps. Go to **54** if you walk left, go to **64** if you walk right, and go to **74** if you walk back the way you came.

**45** - The Jub-jub bird claps its wings together. "Marvellous, marvellous! I shall become an opera singer one day!" Gain a +3 talent for singing.

You see the white rabbit running around the mulberry bush. "Oh white rabbit, there you are! But why are you taking part in this fruitless activity - aren't you late, late, for a very important date?"

The rabbit looks at her pocket watch and sprints past the other animals jogging around the bush. "Oh no, I'm later than ever! It'll be snicker-snack for me - Out, out of my way!" she says, shoving the other animals aside. Go to the fourth paragraph of **55**.

**46** - You weather the mouse's lesson and learn a great deal of history in the process. Give yourself a +3 history talent before taking your leave and going back the way you came. The path you return along soon splits in two: go to **44** if you follow it to the left, and **34** if you follow it straight ahead.



**47** - The sound of a beautiful ensemble wafts towards you. As you draw closer you make out the words:

*“Flowers, in the garden,  
Needing love and attention, asking your pardon,  
Growing lovely with your care,  
There’s the scent of music in the spring-bloom air...  
Flowers, in the garden,  
Violet, white, and pink, lovely and fair,  
Forget your potatoes! Forget your common crops!  
Watch and listen to your flowers!”*

“Bravo! Encore!” you cry as you approach the flowerbed. “Blurkk of the Sod Squad Stinkhole couldn’t have sung it better herself!”

The rose headmistress blushes red with pride. “Thank you, my dear: we do try. Girls, bow after you perform in front of an audience!” The pansies droop, then whip back into their upright positions.

“Incidentally, do you know where I could find the Queen of Uruks?”

The rose tisks at the sound of your words. “Very unmusical - surely you can do better than that!”

You warm up by singing a few scales, then belt out your question in d minor. Take a level one dexterity and level one charisma saving roll, adding any singing and music talents to each roll. If you pass both saving rolls, go to **97**; if you fail either SR roll, go to **4**.

**48** - Perhaps you shrink yourself, crawl under the gate, then return to your normal size, or perhaps you simply cheat and use magic like the rogue you are. In any case you’ve made it into the inner rose garden. Well done!

“What you doin’ ere, we’re busy!” one of the slithy toves shouts as he paints the white roses red.

“Yeah,” says another, “plus this is royal land in-nit! How’d you get in anyway?”

If you offer them 20 gold pieces to let you stay and see the Queen, go to **184**; if you tell them that you’re the Duchess and show them the Duchess’ invitation, go to **192**; if you threaten them to keep their traps shut, go to **194**.

**49** - You’re hopelessly stuck, and there’s no sign that the owner of the house is coming back soon. “A little help!” you cry out as the Jub-jub walks past, “I ate something I shouldn’t have!” You feel like this may be your last chance for help.

“Hang on!” cries the bird, and returns with a wheelbarrow from the garden shed. It fills it with yellow bricks pried loose from the path. “Ow! Some gratitude!” you shout in rage as the bird begins to hurl the bricks at you through the window (take one die of damage). “If I weren’t trapped here I should definitely thrash you this time!”

“You’re welcome, little girl... but you owe me a favor now!” says the Jub-jub before departing. Turn the page and go to **49b**.

**49b** - You look down and see that the bricks have turned into cupcakes with yellow buttercream icing and sprinkles. The sprinkles have been carefully arranged to spell out the words "bite me." You eat one of the cupcakes and shrink back to your former size. "What a close call - I'll never eat my vegetables again!"

You pocket the three remaining cupcakes before walking out the house and back onto the vandalized path. The path winds through a forest filled with all manner of queer plants of animals, all of which you find less and less curious and more and more terrifying. You feel like crying. Go to **172**.

**50** - You grow with each bite that you take of the peach until you're a veritable giant. By the time you're sucking on the stone your head is pressed against the ceiling and there's hardly room to move your arms. You've become a hideous giant - and what's worse, you're trapped. You begin to cry at your predicament, your tears gurgling down the small hole buried among the flowers. Make a level one intelligence saving roll: if you pass, go to **70**; if you fail, go to **80**.

**51** - You lurch towards the oasis and flop down next to the water. "It's not a mirage!" you exclaim in delight.

"Blessed be the troll gods for their mercy!"

A tall shadow falls over the water as you lap it up. The air crackles with *kremm* and you sense malevolent intent. If you whip around and attack, go to **43**; if you stop and listen, go to **186**.

**52** - You bring your club crashing down onto the fine china vessel, watching in satisfaction as tea and debris explode onto the faces of the horrified onlookers.

"A fine party this has turned out to be! You, miss, are a vicious gate crasher!" says the mad wizard, wiping tea and debris off of his forehead.

"Twinkles! You never even got to see the light of day..." The hare lays the shards of crockery in a tea cup. "Rest in peace, little friend... in tea you were

born, and in tea you shall remain."

"Hey," says the old man, "you know what hare? I don't like Humphrey anymore. She used to be so much fun, but lately she's become a cold-blooded murderer. I don't like that." "Yes," says the hare, "it's bad to kill people: so says the Book of Verse. We should finish her off before she can finish off anyone else. It's only fair." The two of them leap upon you and you must defend yourself.

~~~~~ **FOE: Mad Duo** ~~~~~

MR 14. If the Mad Duo scores Spite Damage, they swap their adds with the player this turn.

~~~~~  
If you survive the fight with the mad duo you leave the ruined un-birthday party and walk back into the thick of the woods. "What was I thinking to attack the teapot and Twinkles like that? I must get better control of my emotions!" you think to yourself. If you follow the strains of singing to your left, go to **47**; if you follow the smell of smoke up ahead, go to **57**; if you forage, go to **106**; if you wander about aimlessly deeper into the tulgee woods, go to **81**.

**53** - You enter a cottage furnished with well-crafted furniture and a select few objects d'art. "What a charming bungalow: I must ask father to get us one," you tell yourself. "If we flattened that horrid shrine on the lawn and built a pergola - I say we, but I mean the laborers - my sister and I could talk tête-à-tête while we eat scones in the shade! But I'm getting ahead of myself, I must find the white rabbit first. The governess once remarked that I never finish what I begin, and seeing as I'm practically a lady I should at least *try* to be more persistent."

If you enter the bedroom, go to **63**; if you enter the kitchen, go to **73**; if you enter the lounge, go to **83**; if you enter the bathroom, go to **118**; if you enter the cellar, go to **128**; if you enter the loft, go to **138**; if you exit the house and continue along the path, go to the third paragraph of **17**.



**54** - You follow the fence to the left until the path splits in two. Parked in the middle of the fork is a Lamb in a nightcap sitting in the shade of a caravan. She stops fanning herself as you approach and adjusts her shawl. If the rabbit is with you, tell it to lay down and rest for a bit.

“Ah, a customer... welcome to Morfatin’s Emporium.” The creature squints at you. “It’s lucky you ran into me: I was just about to deliver these goods to the Queen herself, but I suppose I could ‘mislay’ the odd trinket... for the right price. We don’t discriminate against the goodkin here... you see, here at Morfatin’s Emporium we recognise that your coin is as acceptable as any. Come inside, look around... that is a pouch hanging off your belt, isn’t it?”

“Uh, yes,” you reply. You may buy anti-poison tablets, potions of peppiness, potions of the protagonist, and soul armor here for their full value, and may also sell any item you have collected to Morfatin for half its value. Make whatever transactions you wish before following the path to your new left at **84** or to your new right at **94**. Whichever path you take, you realize too late that if the zombie rabbit was following you, it has vanished, with no clue as to how or where it went. “This truly is a weird world,” you think to yourself.

**55** - The Jub-jub bird begins convulsively twitching at the sound of your warbling and quickly breaks into a seizure. “Oh dear... I take it you didn’t appreciate my song. Was it the nature of the melody, or was I simply out of tune? Was I so very bad?” you say, as you daintily prod the epileptic bird with the tip of your shoe. “I do wish you’d stop that, the way your beak foams does worry me so.”

Suddenly you see the white rabbit running around the mulberry bush. “Oh white rabbit, there you are! Please help: I fear my high D sung note has destroyed his state of mind!”

“What state of mind? He’ll be fine: you can’t destroy what doesn’t exist!” The rabbit looks at her pocket watch and sprints past the other animals jogging around the bush. “Oh no, I’m later than ever! Out, out of my way!”

“Silly rabbit, you’ll never get anywhere running around in circles. I’m afraid we’re stuck on this island...” But the rabbit ignores you as she continues to run around the mulberry bush. You notice that its footsteps imprint an ever deepening circle in the sand, almost like a moat. “How soft the sand must be!” you cry as the rabbit disappears into her self-made trench. You lean over and peer down; you see the rabbit scurrying far beneath the island, its white shape slipping out of sight. “How far does the rabbit hole go?” you ponder, running after it.

You follow the tunnel for several minutes and eventually reach a door flanked by two fat trolls. “Halt!” they say in unison. “What yur name, and why you wanna enter da Queen of Uruk’s realm?”

You curtsy. “Excuse me good sirs, my name is Alice - glad to make your acquaintance. And with whom do I have the pleasure of speaking?”

The left guard points to his name-tag (which, being a troll’s name-tag, is carved on a flat piece of rock stuck on its chest).

“Oh, so your name is Duk’dum. That’s a curious name for a troll! And your name...Duk’dee. How cute that they rhyme!”

Duk’dum waves his club in your face. “You lucky you a girl, otherwise I’d crack yur noggin!” As you think of a reply go to **55b**.

**55b** - You smile innocently at the troll. “Ah, the benefits of being a member of the fairer sex,” you think to yourself.

You answer, “I apologise if I offended you, Duk’dum and Duk’ddee. Now, may I come through?” You try to push past them, but they block your way.

“Go away, yur lack of cultural a-ware-ness is appallin!” says Duk’ddee. “Yeah: our names are real common for trolls. And it not DUK’dum, it Duk’DUM. Igno... igno, uh... ramus!”

If you cast *Oh Go Away*, go to **25**; if you try to fool them, go to **35**; if you decide to leave, go to **65**; if you attack them, go to **75**; If you suck on a peach stone and try to intimidate them, go to **85**.

**56** - You yawn increasingly frequently and have trouble keeping your eyes open. Before you know it you’ve nodded off where you sit (or were standing as the case may be.)

You wake up by the riverbank and it is now night. “Oh - it was all a dream! But I could swear it was real...” You rummage through your backpack, and indeed anything you acquired during your adventure is still with you.

“I wonder what time it is, Seven o’clock? The grasshoppers are still quite active, so it can’t be so late. Still, I suppose I’ve missed my supper by now. But how strange... I don’t feel quite so hungry as I suppose I should be, as if I really had eaten while I slept. Oh dear, I do hope Marissa has left dessert out for me. I remember her making trifle this morning, and I do like trifle so very much. But perhaps after all I’ve been through - in my dreams? - it’s a trifling matter...”

You collect your thoughts, brush the grass off yourself, and wander back home in search of your sister, who will never believe your fantastic tale.

Gain 300 adventure points for finishing *Alice in Weirdworld!*

**57** - You follow your nose and soon meet a large green Leprechaun perched on a branch sucking a hookah. The stout creature sees you and blows a smoke ring in your face. “Who are you?” it says, blowing another smoke ring in your face (or a smoke triangle, rather). You cough.

“Who, are you, lassie?” it repeats, now blowing a

smoke star at you.

“Stop that please, or I’ll... I’ll break your pipe! Weren’t you brought up with any manners? Cough cough!” you manage to choke out.

The green Leprechaun looks at you sternly. “My mother was eaten by a Jub-jub bird: snatched right out of the tree in front of my eyes! I smoke to forget...” he sucks on his hookah but the water gurgles fruitlessly. “What, nothing left? Already? Oh, what I wouldn’t give for some more of those sweet, sweet poppies!” He hops off the branch and looks around for any poppies growing on the ground, with no luck.



If you think have any poppies to give him, go to **95b**; if you offer to give him therapy, (or at least talk a bit more) go to **77**; otherwise you may follow the strains of singing at **47**; follow the sounds of a party at **67**; forage at **106**; or decide to run off and wander about aimlessly at **81**.

**58** - You keep following the path until it splits directly to your left and right. If you follow it left, go to **78**; if you follow it right, go to **88**; if you want to retrace your steps, go back to **98**.

**59** - You run and run, hoping to get away. "Rather dangerous with those horrible bandersnatches about!" you exclaim. Tears stream down your cheeks with regret as you notice the Jub-jub bird circling overhead from the scene of the rabbit's death.

You of course have no idea *where* you're going and stumble through the desert for many hours, changing direction far more often than you should. "I should have... bought a parasol," you rasp through chapped lips, "it's considered rather common... for a lady to sport a tan." (*It was in the 19th century.*)

Just when you're losing the will to stumble on, you think you see an oasis shimmering in the distance. If you walk towards it, go to **51**; if you keep staggering in the same direction, go to **161**.

**60** - You shrink down to the size of a rabbit once you've finished eating the sour fruit. "It's lucky it was just a small one, or otherwise I may have dwindled to nothing... and then where would I have been?" you think to yourself. "I suppose then I should have had to converse with atoms - and I imagine atoms would have a very small-minded view on life and be very dull indeed. But being this size isn't so bad. I suppose that by the time I'm a lady I shall be almost back to where I was."

You jump down the tiny hole and watch as your dress billows out like a parachute. "Golly, that's fortunate - it appears to be a long way down! I suppose I should have looked before I jumped. My sister wouldn't have approved of my recklessness: if I had fallen and sprained an ankle she would've told me I deserved much worse!" And indeed, you cannot even see the pit's bottom.

You float down at a leisurely pace, passing a jar of marmalade, a spoonful of sugar, a toy slingshot, a white kitten you name Snow Drop, and a hellblade darker than a thousand nightmares sitting on a shelf. Make three saving rolls against Speed to see how many items you can grab. These saving rolls have no level, so simply roll two dice per roll and add your Speed. (Don't forget DARO!) Of the three rolls, keep your best result. If you score 20-24, you grab one item of your choice; 25-29 two items, 30-34 three items, and so on. "This descent takes too long by far," you think to yourself. "I shall fall asleep before I land, and

then awake before then too!" You take the opportunity to practice your arithmetic, attempting to calculate how long you should continue to fall for based on your speed and the distance left to be travelled, but find it awfully difficult without knowing X or Y.

After almost an hour you finally land. Go to **9** if you didn't cry in the garden you and **19** if you did.

**61** - You tell the strange animals that you're allergic to shellfish and trek back along the corridor until it splits in two. If you follow it straight, go to **125**; if you follow it right, go to **6**.

**62** - Take a level one speed saving roll: if you pass you manage to quickly sprint back to the second paragraph of **27**. if you fail the little brown ratling bites your bum: go to the fourth paragraph of **52** if you survive its nibbling teeth and prepare to defend yourself.

~~~~~ **FOE: Little Brown Ratling** ~~~~~  
MR 8. The ratling is too small to be hit with ranged weapons.

63 - The bedroom you enter contains a neatly made pile of straw with a pillow on top. "I suppose an animal must live here. Or a member of the lower working class," you say to yourself. You find a bugle under the pillow, which you can take if you want. (Or if you're feeling nice, leave some other object from your backpack in its place.)

Where to now? If you enter the kitchen, go to **73**; if you enter the lounge, go to **83**; if you enter the bathroom, go to **118**; if you enter the cellar, go to **128**; if you enter the loft, go to **138**; if you exit the house and continue along the path, go to the third paragraph of **17**.

64 - You follow the hedge path alongside the fence, which sharply twists to the left after a short time. Along the way you find half a mushroom next to a patch of moss which says "bite me." You can take it if you want.

At the end of the path (for it's a dead end) is a nest and a treehouse. If you search the nest, go to **66**; if you enter the treehouse, go to **119**; if you turn back, go to **76**.

65 - You storm off in a huff. "I'm not an ignoramus: I can speak common, elvish, and I can even read dwarvish to a 5th grade level! What's a troll ever done in its life? I've never heard of a trollish wizard, nothing but hunks of flesh and rock..."

Soon you return to the island. If you managed to teach the Jub-jub a song, go to **95**; if you managed to send him into a seizure instead, go to **3**.

66 - You rifle through the nest and find an exotic egg shell worth 50 gold coins. "My sister's suitor once gave her an egg shell like this, but sadly he ended up choosing somebody else. At least she got to keep her egg for herself. There must be some symbolism to that," you think to yourself. If you take it, go to **124**. If you replace it with the copper egg you got, go to **135**.

67 - You can hear hysterical laughter and the clinking of cups in this direction. You open a gate (it's not connected to a fence, making it totally useless), and come across a Jepikian hare and a wizard at a tea party. The old man drinks blue tea from a top hat and both sing a mad song about "un-birthdays".

"An un-birthday - now what on Trollworld is that? Too much caffeine I'd wager... it addles the brain!" you think to yourself, getting ready to leave the over-hyped maniacs to their very unspecial occasion.

"Take a seat, Humphrey!" says the hare, pulling out a chair.

Sighing, you take a seat at the tannin-stained table.

"Have some tea, Humphrey!" says the old man, taking a swig from his hat before passing it to you.

"But my name's not Humphrey! I'm Alice: pleased to ah, pleased to make your acquaintance," you say, not wanting to offend the lunatics seated at the table.

You raise the top hat to your lips, but the old man takes it from you and puts it on his head. "Alice, you can't drink tea from a hat: it ruins the fabric!" The hare sprinkles a pinch of tea leaves along the page of a spell book and rolls it, then lights the end and puts it in your mouth. "Tea is better smoked than drunk anyway. Did you know that aromatic tea is an 'erb?" If you smoke the tea leaf cigarette, go to **32**; if you stub out the cigarette and read the spell, go to **42**.

68 - You follow the path until you come across a crossroad. Go to **38** if you follow the path to your left, **28** if you follow it to your right, **8** if you follow it straight ahead, and **18** if you retrace your steps.

69 - "Shoo - go away you horrid beastie!" you say, advancing on it with your weapon.

"Don't hurt me! if I don't eat this dear deceased rabbit, I'll starve!" simpers the crowned Jub-jub bird, looking at you with puppy-bird eyes. If you let it eat the rabbit, go to **89**; if you still want to drive the bird away, go to **79**.



70 - You realize that if the peach made you larger there's no reason why the crab-apple couldn't make you smaller. You pluck the tiny fruit between your fingers, which is no larger than a pea to you in your present condition, and eat it. With a jolt you shrink down, all the way to the size of the crab-apple you ate. "Oh dear! It was so delicious that I couldn't stop!"

Not wishing to return to your father in such a diminutive state you pocket the peach stone and go to the second paragraph of **60**.

71 - "Off with her head!" yells the Queen. "Do you take me for a fool? Do you think a Queen wouldn't know the realm's duchesses by sight?" Her lackeys drag you off to the block to have your head removed from your neck. Make a 2nd level saving roll on STR. If you wrench yourself free from the uruks, go to **155**; if you plead for your life, go to **170**.

72 - Take a level two charisma saving roll: if you pass you manage to calm their nerves and go to **86**; if you fail you must fight the little brown ratling and go to the fourth paragraph of **52** if you survive its nibbling teeth.

~~~~~ **FOE: Little Brown Ratling** ~~~~~

MR 8. The ratling is too small to be hit with ranged weapons.

~~~~~

73 - The kitchen contains shelves full of identical boxes. You open one of them and shake its contents into your hand. "Carrots? An awful lot of carrots to put in one's dinner... one also needs protein to have a balanced diet!" you think to yourself.

The box is emblazoned with the words "eat me": if you do so, go to **93**; if you're a carnivore, you may enter the bedroom at **63**, enter the lounge at **83**, enter the bathroom at **118**, enter the cellar at **128**, enter the loft at **138**, or exit the house and continue along the path at the third paragraph of **17**.

74 - Not wishing to be near such brutish creatures, you walk away from the fenced in rose garden until you've arrived back at the entrance to the maze.

"Oh dear, I'm not making any progress at all!" you think to yourself. "Perhaps I should just give up!" If you follow the corridor to your left, go to **34**; if you follow the corridor to your right, go to **24**; if you retrace your steps, go to **44**; if you exit the maze and continue scaling the hill, go to **134**.



75 - Brave, brash, perhaps even a little foolish, but let the fight begin...

~~~~~ **FOE: Duk'dum and Duk'dee** ~~~~~

MR 20. (10 MR each) If the trolls score any Spite Damage, they roll 1 extra die next round.

~~~~~

If you survive the encounter with Duk'dum and Duk'dee you open the door they were guarding and walk through, emerging on a yellow brick road. "Yellow bricks? Whatever could they be hewn from: Banana stone?" you think to yourself, as you follow the path. It leads towards a house with a white picket fence. "A white picket fence - just like the one at my aunt's cottage in the countryside!" you exclaim, running your hand along the painted slats. If you knock on the door of the house, or just decide to go right in go to **53**; If you decide to continue along the path and plunge into the dark, dark wood, turn to **172**.

76 - You walk back along the path until it splits in two. "This maze is an exercise in frustration!" you cry. "I wish I had a pair of shears so that I could cut my way to the centre... or at least a map!"

The Katras sphinx appears in front of you, grinning inanely. "Perhaps I can give you directions," she purrs, "if you can guess my riddle."

"You're awfully nice to help me after how I treated you before. Very well, I'd like to try." You settle yourself onto a wrought iron bench. The sphinx licks her fur a new color. "What has seas without water, forests without wood, deserts without sand, and houses without brick?" If you think you know the answer, write it down and go to **160**. Otherwise you may take a level one intelligence saving roll: go to **179** if you succeed and **162** if you fail.

77 - You realize that something in the smoke seems to have expanded your mind and you suddenly understand things you never knew about before. Your IQ increases by 1 point. *(Be sure to add that to your character sheet.)*

You gesture towards a bed of leaves. "Lie down, Mr. Leprechaun. Why don't you tell me about your mother..."

The creature hops off the branch and makes himself comfortable. "My mother... Where do I begin? She had the most lustrous green hair, and those pretzels she made - you like pretzels? - I don't know what she put in them, but it sure wasn't just salt. I mean, she put salt and flour in them, you can't make pretzels without flour, but there was just something special about those pretzels. It must've been a family recipe."

You wave your hands in the air. "Mr. Leprechaun, I feel like we're getting off-track. Where's your father in all this?" *(Speaking well beyond your years.)*

The little man grimaces. "I don't want to talk about it. Where's that hookah? He *wink winged* away when I was 68 and left my mother to pick up the pieces. Didn't even send any gold! Wanted to pursue his dream of becoming a wizard he said, but all he could do was cheap tricks. I could've told him that, but he never asked me, did he. I was still a kid in his eyes. Think he ran the children's circuit up in Angos, but I don't know for certain, we didn't keep in touch. Mum and I had to live on pretzels for years, but she

always did the best she could. Great pretzels, but a kid needs more than that once in a while. What can I say, I loved her!"

If you analyze how the leprechaun has dealt with his mother's death, go to **163**; if you analyze his relationship with his mother, go to **177**. If you decide to just run away, go to **81**.

78 - You walk a little way, and quickly find a hedge corridor snaking down to your left. You may follow it at **6**, keep walking ahead to **16**, or turn back to **125**.

79 - Although Jub-jub birds are naturally averse to attacking living creatures, preferring to feast on the deceased as they do, they will defend a particularly juicy cadaver if necessary.

~~~~~ **FOE: Jub-jub Bird** ~~~~~  
MR 10. The Jub-jub bird fights at full strength until fully defeated.

~~~~~  
If you survive the fight with the Jub-jub bird you finish digging the grave and give the rabbit a good, Khoshtian burial. Part of the funeral rites involve burying the corpse with a gift: if you bury her with her favorite pocket watch, go to **181**; if you bury her with a different item, write it down before going to **189**; if you bury her with nothing, go to **198**.

80 - You really can't see any way out, and continue to cry and cry. The small hole eventually becomes filled with your tears, which overflow the cavern you stand in instead. The waterlogged corpse of the white rabbit floats up from the hole and bobs around in the briny water, which rises and rises up to your chin before swallowing you too. A sad way to go in more ways than one! Your journey is at an end...

81 - You strike out wildly through the forest, hoping to run into a lead on the Queen of Uruks. Take a level two luck saving roll: if you pass, go to **22**; if you fail, go to **110**.

82 - Out comes his hand grasping... the white rabbit! "White rabbit! Oh, I'm so glad to see you: I've been searching for you all through the woods! White rabbit, have you ever tried smoking a cup of tea?" You place the cigarette in its mouth and strike a match.

The beast spits out the ciggy and frees herself from the mad wizard's grasp. "I do wish you'd stop doing that Nathaniel! You know I'm late for my date with the Queen!" The rabbit scampers away from the tea party, looking at her pocket watch in horror.

"Wait!" you cry, chasing the white rabbit up a forested hill and into a hedge maze. Go to **22**.

83 - The rancid stench of tallow percolates the lounge you enter. "The owner must have left in a hurry," you say. "Wax is dribbling all over the tablecloths!" You snuff the two candles out and put them in your backpack. A carrot biscuit also lies on a pewter plate engraved "bite me." If you eat the biscuit, go to **7**; if you save it for later, go back to the second paragraph of **53**.

84 - You follow the hedge path and come across a villa. Two fish-faced messengers, wearing wigs, stand by the door. "An invitation to play croquet, addressed to the Duchess, from the Queen!" one messenger cries. "From the Queen, to the Duchess: an invitation to play croquet!" cries the other. If you tell them that you're the Duchess, go to **120**. If you ask them where the Queen is, go to **130**.

85 - You grow as you suck on the stone until you tower over the two trolls by more than a head. "Now, let me through!" you boom, "or I'll pound you into dust and powder my face with you!" Take a level one charisma saving roll. If you pass, go to **13**; if you fail, go to **75**.

86 - "I'm sorry, I didn't mean to make you mad... I just didn't want the spell to go to waste," you say apologetically.

"Why is a raven like a writing desk?" says the old wizard, instantly mollified by your banal pardon - or perhaps forgetting that his small mysterious friend had intended to hurt you in some manner.



"Oh, riddles! Now let's see... a raven... a writing desk... I haven't learnt this one..." you reply.

The hare taps its skull. "Use it or lose it, buster! You can't make lemons without spilling broken eggs!" Take a level 1 intelligence saving roll: if you pass, go to **96**; if you fail, go to **11**.

87 - "Oh you will, will you? Well I'd like to see you try!" You grab the rose by her stalk and pull for all you're worth. Take a level one strength saving roll: if you pass, go to **2**; if you fail, go to **12**.

88 - You follow the path and emerge in a wax sculpture garden. All of the monuments are of the Queen of Uruks, all in a variety of styles. In the hedge wall, on one side of the garden, is an archway leading out of the maze.

"Welcome!" says a man in a beret with a thin moustache. "Have you come to admire my works, mademoiselle?"

"No," you say. "Pardon sir, for although I am an aficionado of the fine arts - I don't have the time to meditate on your works. Could you tell me where to find the Queen?"

The artist looks a little forlorn at your words. "She's playing chess at the moment outside the maze. While you wait for her to finish checkmating her rival, why don't you contribute to my collection?"

If you possess a chisel and a heat source, and you pass a level one intelligence and a level one dexterity saving roll, go to **129**. If you don't, go to **145**.

89 - As you watch the Jub-jub eat his fill, your stomach begins to rumble. "Come to think of it, I haven't eaten since morning tea. If I had an oven and servants here to cook for me, I shouldn't be surprised if I joined in... is that macabre?" The large bird gulps down the last grisly hunk of flesh, then gives a sickly smile.

"Thanks for your understanding, little girl. I'm a slave to my biology, what can I say?" The Jub-jub belches in satisfaction.

"I've never heard a bird burp," you say, as you place the skeleton in the hole you've half-dug. "Or sneeze, or cough... or talk for that matter."

The Jub-jub sniffs. "Well, why shouldn't we, we're human too, right?" he says, ruffling his plumage. You suppose the bird doesn't know so much about biology as he pretends to. The Jub-jub stretches his wings and dips his head in a kind of bow. "Well, I'll be off then. Nice knowing you, little girl." He begins to fly away, but you grab it by the leg.

"Wait - take me with you! I'm so very lost in the middle of this desert, and there's so many bandersnatches about," you cry, presumptuously clambering onto his back.

"Oho - who's begging now!" the Jub-jub smirks. "Well, I suppose you've earned a favour: where do you want a lift to?"

You think about this for a second, then reply: "I want to meet the Queen of Uruks and tell her that the white rabbit won't be able to make her date."

"Your grave!" he says, running along the desert runway. You grip his feathers as he takes off, accidentally pulling several out.

The Jub-jub flies you over the desert, which becomes more and more scrubby over time. Soon you can make out wispy tea trees, then shady cabbage trees, and eventually the curious vegetation all bursts and blends into an opaque canopy. You see an elm spangled hill rising out of the forest, on the summit of which lies a palace surrounded by a maze of hedges.

"I'll take you to the edge of the Queen's garden, but no way am I going any further in! She's issued a bounty on my head for eating her favourite leprechaun!" If you tell the Jub-jub bird it sounds safer to be dropped off in the forest, go to the second paragraph of **27**; if you let the Jub-jub bird drop you off at the edge of the hedge maze, go to **22**.

90 - You retch from the violent movements of the storm and your strength begins to fail. You slip under the water once, twice, and thrice, drifting down, down, and down into fitful slumber. Go to **56** if you're playing as Alice and **188** if you're playing as someone else.



91 - You curtsy. "Your royal majesty, as the Duchess is unfortunately otherwise engaged, due to the ill-timed fact that her villa has fallen over, she has allowed me to represent her and take her place. Sometimes I beat my sister when we play, so I think you'll find that I'm rather good - although not as good as yourself, I'm sure, your majesty. Oh, where are my manners: I go by the name of 'Alice', your ladyship." You curtsy several more times, feeling quite out of your depth.

"Well then," says the Queen, handing you a croquet mallet, "I suppose you'll have to take her place!"

An uruk places a strange, round leather ball in front of the Queen, which she smashes with her mallet. "Your turn," she says as one of her subjects places a strange leather ball in front of you too.

"These new Arma-dillo balls travel much better than Hedgehogs," says the Queen with pride.

Then the Queen notes with fury that her roses are dripping paint, her husband leans over and whispers in your ear: "Just play the game straight and fair, just the way she likes it. She'll make you regret it if you don't, knowing her temper..."

If you protest to the Queen that this isn't croquet as you know it, go to **101**; if you make a show of whacking the Armor-dillo, but really only tap it, go to **107**; if you whack it with as much force as you can muster, go to **121**.

92 - Out comes his hand grasping... an unfamiliar rabbit. "There's a lot of rabbits in this weird world," you think dejectedly.

You thank the mad wizard and the hare for the lovely magic trick and as a parting gift he gives you his Mad Hat. You walk back into the thick of the forest. Where to now? If you follow the strains of singing to your left, go to **47**; if you follow the smell of smoke up ahead, go to **57**; if you forage, go to **106**; if you wander about aimlessly, go to **81**.

93 - The vegetable goes "snick!" as you snap it between your teeth: you take two bites and immediately begin to grow. "I fear a three-bedroom house is too small for me now! I shall have to upsize," you think to yourself as your legs burst out the front and back doors and your arms poke out the windows. "In what room shall I find space to host guests, and where shall the servants be quartered?" you wonder aloud, your booming voice rattling the glass panes.



Go to **100** if you fought the Jub-jub over your song, **39** if you haven't fought the bandersnatch or the Jub-jub, **49** if you have fought the bandersnatch and you flew on the Jub-jub, and **100** if you fought the bandersnatch and the Jub-jub.

94 - You stroll along the path until it splits in three. If you've cured the leprechaun of his addiction you may go to **157**; otherwise you may follow the left path to **8**, the right path to **18**, or the path straight ahead to **28**.

95 - Fortunately the Jub-jub bird is still on the island when you return, perched on the rock and practicing the tune. "Oh Jub-jub, you've got to help me! Two mean trolls guard a door down there, and they won't let me pass!"

The nautically inclined bird stops singing and starts sweating bullets. "Trolls? Stay away from them - they probably work for the Queen!"

"Oh - They're her heavies!" You think back, and do remember that they wore a silly uniform covered of some sort.

The Jub-jub bends down so that you can climb on. "We need to get away - they could come up any minute!" You clamber onto its back and grip onto its feathers as the Jub-jub takes to the skies. You accidentally pull several out as you hold tight.

"Jub-jub, that's cheating! You're meant to be a sailor!" you say as you fly over the weltering sea.

"No time for that now! So, where do you want to go young lady?"

You tell it that you want to go find the white rabbit, who's meant to be meeting the Queen.

"You've got a death wish you do! Out of the frying pan and into the fire, eh? I'll drop you off, but don't expect me to hang around!"

You thank the brave bird for its help. It flies you over a forest of waves, underneath which you can make out a canopy. "An underwater woodland? Queerer and queerer!" Up ahead you see an elm spangled hill rising out of the water, on the summit of which lies a palace surrounded by a maze of hedges.

"I'll take you to the edge of the Queen's garden, but no way am I going in! She's issued a bounty on my head for eating her favorite leprechaun!" If you tell the Jub-jub bird it sounds safer to be dropped off in the forest, go to the second paragraph of **27**; if you let the Jub-jub bird drop you off at the edge of the hedge maze, go to **22**. If you want to just get past those two trolls, get dropped off at **204**.

95b - Make a 1st level saving roll on your Intelligence. If you make the roll, you remember that you have the poppy circlet and you give it to the leprechaun; go to the last paragraph of **163**. If you missed the roll or don't have the poppy circlet, go to the last paragraph of **57** and make another choice.

96 - "Ah! Because they both have quills!"
 "Wrong!" says the mad wizard, "a logical answer!" You frown and puff away at your tea, venting your frustration by venting the smoke out your nose like a little dragon.

"What's the difference between a hawk and a handsaw?" asks the hare.

"Oh dear, I better impress them this time," you think. Take another level one intelligence saving roll: if you pass, go to **21**; if you fail, go to **11**.

97 - The flowers, impressed with your singing, begin to accompany you:

*"Where, or where, could the Queen of Uruks be?
 Tell me where she is if you saw her recently!
 She likely has a palace, likely rather close,
 And she meets with a white rabbit
 who is late and quite morose."*

You end on an F so low and earthy that the flowers around you grow a little. "My dear, that was simply divine! Oh, you must join the choir!"

You curtsy. "Thank you, but I really must decline. I'm looking for the Queen of Uruks, you see."

"Oh, the Queen: I'm sorry dear, I get so caught up in the music that I rarely pay attention to the lyrics! Just follow the heart trailer and you'll be there in no time. And take this before you go: a beautiful voice should be accompanied by a beautiful face." A cluster of poppies entwine themselves into a poppy circlet, which you place on your head. You thank the rose and follow the heart-leaved vine up a forested hill. Eventually you come across a maze of hedges on the slopes of the hill, which seems to be in the shape of a square. To enter the maze go to **22**. To investigate an unusual (yet somewhat appealing) scent, go to **57**.

98 - You walk back along the hedge corridor until you return to the locked gate on your left. "Let me in!" you cry to the slithy toves inside, "I'll help you paint those roses if you want!"

"Shove off, we're busy! Skilled job anyway, innit!" one of the bestial humanoids shots back. If you have both a food that makes you smaller and a food that makes you larger, or wish to cast *Knock Knock*, go to **48**; if not you may retrace your steps to **58** or walk ahead to **68**.

99 - You scrutinize your face in the looking glass. "Curiouser and curiouser: It looks like me, but somehow it's NOT me."

"I could say the same thing, are you me?" Your reflection asks.

"Oh! Are you my reflection or am I yours? Which of us IS me then?" You ask in shock.

"Perhaps we are both me, or contrary-wise maybe neither of us is Alice and she is someone else," your reflection answers cryptically.

You place your hand on the mirror, to make sure it's really there. Your doppelganger does the same, then she says, "The only thing separating us is this glass plane of existence. Come over to my side and we can play together and I'll show you my world."

If you decide to go through the mirror, go to **14**. Or you can go back to the Queen at **202**. Otherwise take a 1st level luck saving roll. If you make it, go to **105**. If you fail the roll, pick another option.

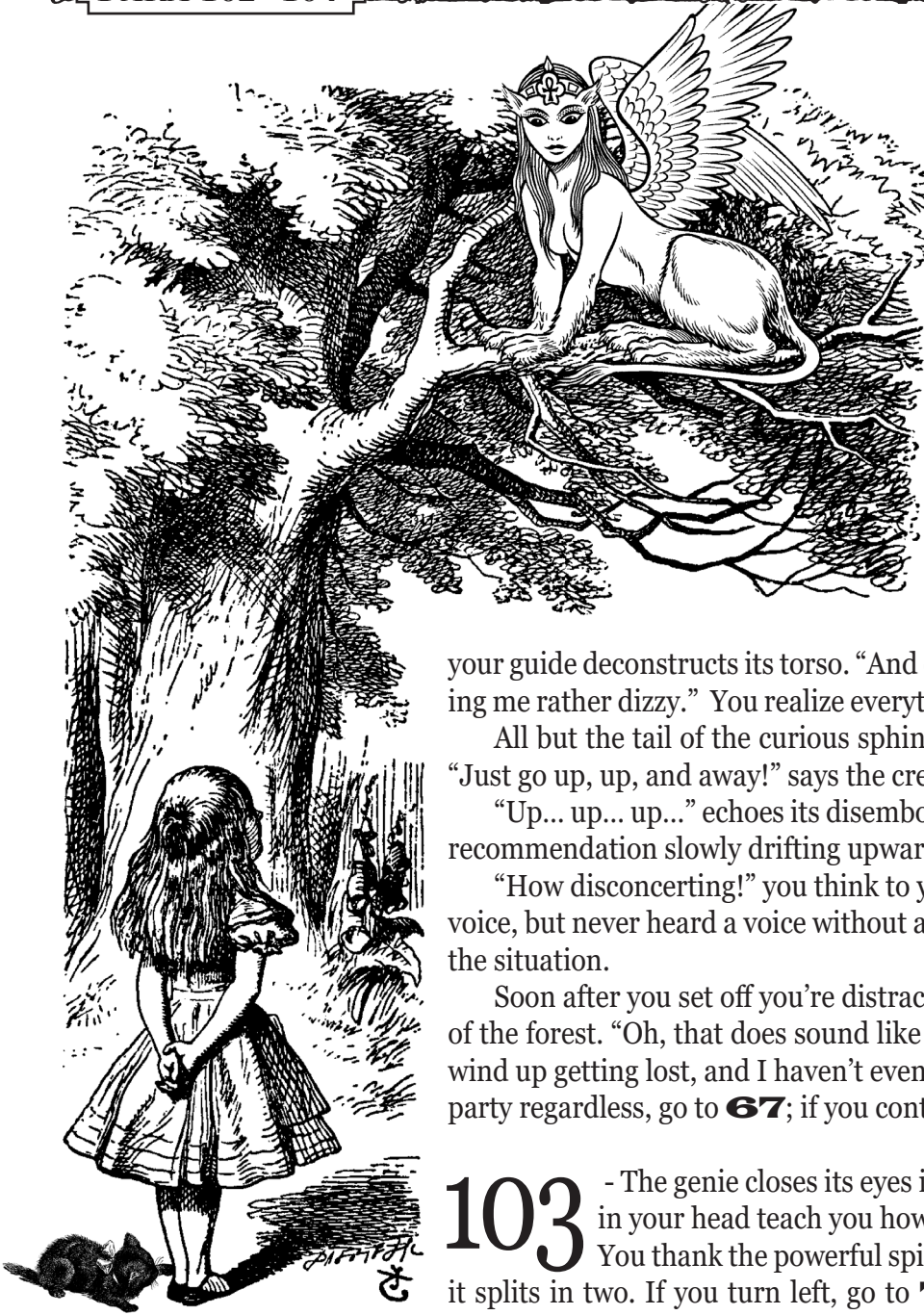
100 - You're hopelessly stuck, and there's no sign that the owner of the house is coming back soon. You're left trapped in the house for two nights and days (and left almost dead from the experience: lower your constitution to one).

"A... little help!" you wheeze out as a lizardman walks past with a ladder, "I ate something... I shouldn't have!"

The lizardman looks at your haggard face and chapped lips in concern. "Ssolum'll help you out, will Ssolum. Don't frown guvnoress, I'll be down the smokestack in a jiffy!" The wiry reptile leans his ladder against the side of the house, flits up, and jumps down the chimney.

Your fork-tongued saviour lands in the fireplace ashes then slithers into your mouth. "Hold on missy, you'll be right in no time!" If you spit him out, go to **31**; if you leave him be, go to **41**.

101 - "Off with her head!" screams the Queen. "Whoever dares criticise my rules criticizes me!" Two of her subject uruks frog march you to the chopping block. Make a 2nd level saving roll on DEX. If you wrench yourself free from the uruks, go to **155**; if not you can plead for your life, go to **170**.



102 - “Oh,” you say, stepping back from the tree. “Well, very well! Thank you Madame Kitty Cat: I was rather alarmed at the prospect of blindly wandering this strange forest without a guide.”

The sphinx grins even more widely. “Tell me, little lost one - where do you want to go? I know the area like the back of my paw.” It rearranges its stripes as it talks, seemingly for its own amusement.

“I’m trying to find the Queen of Uruks: is she close by?” you ask as

your guide deconstructs its torso. “And could you stop doing that? You’re making me rather dizzy.” You realize everything in this weird world has that effect.

All but the tail of the curious sphinx disappears, which points up the hill. “Just go up, up, and away!” says the creature before blinking out of existence.

“Up... up... up...” echoes its disembodied voice around you, the sound of its recommendation slowly drifting upwards.

“How disconcerting!” you think to yourself. “I’ve once seen a cat without a voice, but never heard a voice without a cat!” Snow Drop meows in confusion at the situation.

Soon after you set off you’re distracted by the sound of a party in the thick of the forest. “Oh, that does sound like fun! But I mustn’t investigate: I might wind up getting lost, and I haven’t even been invited!” If you walk towards the party regardless, go to **67**; if you continue up the slope, go to **167**.

103 - The genie closes its eyes in concentration, and you hear its voice in your head teach you how to cast the spell *Take That You Fiend*. You thank the powerful spirit and return back along the path until it splits in two. If you turn left, go to **74**; if you keep going straight, go to **54**. (Remember to add this new spell to your spell list.)

104 - The tunnel widens out into a small limestone cavern. “Are those stalagmites or stalactites? Let’s see... stalagmites might fall, but stalactites hold tight... no, that’s not right... how are stalagmites formed, anyway? Or for that matter, stalactites?”

While you ponder this question a blood bat swoops down and bites your neck. Time to fight back. (If you have the anti-poison tablets you do not need to do combat and are immune to its bite.)

~~~~~ **FOE: Blood Bat** ~~~~~  
 MR 12. If you are fighting without a light source you have no personal adds. If the blood bat gets spite damage against you it is restored to full MR. Gives a vial of vampiric blood if defeated in combat.

~~~~~  
 If you survive the fight you may either crawl out of the tunnel back to the second paragraph of **53** or follow the silent tunnel to **117**.

105 - "I wouldn't do that if I were you." says the sphinx, as she appears on top of the mirror. "I think you need to sleep on it." She casts a *Rock-A-Bye* spell on you. If you are Alice go to **56**. If you are not Alice go to **188**.

106 - You boldly march deeper and deeper into the tulgey woods. "I'm not worried... I'm not worried..." you keep saying to yourself. "All I have to do is keep leaving pieces of bread wherever I walk. That way it's impossible to get lost."

You watch in dismay as a flock of birds swoops down and feasts on the breadcrumbs. "In any case, if I stick to this stream I should be fine: that's something the dwarf told me when he found me on the mountain." The canopy eventually becomes so dense that it blocks out the sun above. If you have a light source, go to **156**; if you don't, go to **172**.

107 - "Off with her head!" screams the Queen. "I have no love of weaklings!" Two of her subject uruks frog march you to the chopping block. If you want to wrench yourself free from the uruks, first make a 2nd level saving roll on STR - if you succeed go to **155**; otherwise you plead for your life and go to **170**.

108 - You spend several hours helping the hobb build the wall as best you can. After much huffing and puffing the bulwark's finally complete.

"But sir, what good is it? It's ever so tiny."

You look down at the foot-high barrier in dismay. Mr. Dumpty points at a caterpillar crawling up the wall. "See that? That's all we're trying to keep out of the Queen's realm. They keep eating her beloved roses." The engineer pretends not to see the larva crawl over the fortification to the other side.

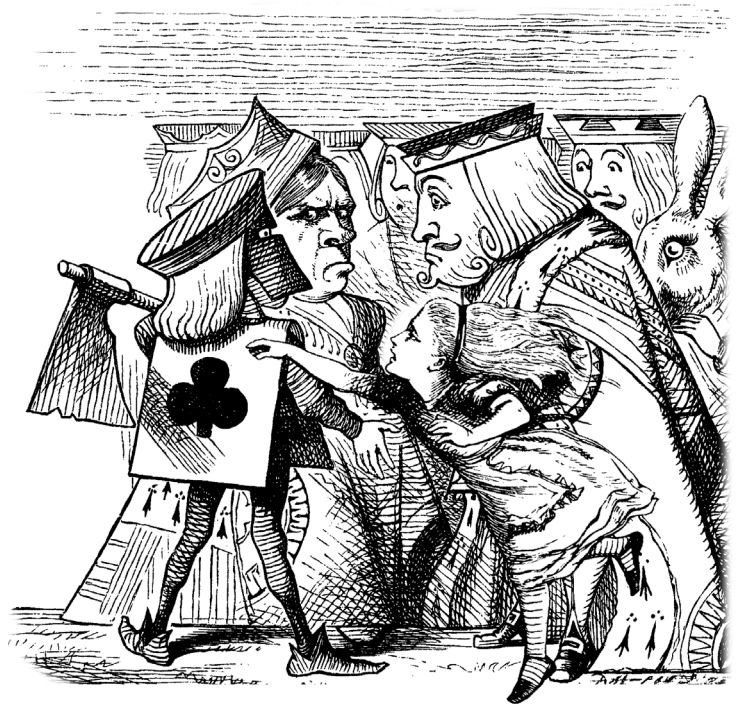
He subtly grinds his shoe on the bug. "Whether it stops them is no concern of mine: orders are orders, especially in this kingdom. I've done my job as long as it's structurally sound. So now, time for the final test..." Mr. Dumpty sits on the small wall, which collapses under his weight. "Oh no: the Queen's horses and men will be here to check on it at any minute!" says the hobb, clutching his hat in alarm. If you high-

tail it out of there, go to **136**; if you stick around to defend Mr. Dumpty, go to **195**.

109 - Thirsty, you decide to drink from the stagnant wishing well. The effect is almost immediate: you're overcome with crippling nausea. Lower your speed for the rest of the adventure by two.

What now? If you munch the peach growing on the tree engraved "eat me", go to **50**; if you munch the crab-apple growing on the tree engraved "bite me", go to **60**; if you throw a coin into the well and wish for good luck on your journey, write down the value of the coin (1-50) before going to **147**.

110 - You spend all day stumbling blindly about the wilderness, but only manage to get yourself hopelessly lost. "Oh fiddle-dee-dee!" you exclaim, "I'll rest tonight and continue tomorrow. What's the rush?" You lay up against a moss-covered tree and drift off to sleep. Go to **56** if you're playing as Alice. Go to **188** if you're playing as someone else.



111 - The Queen of Uruks scowls at you. "A surface dweller, eh? Well then... if our realm isn't good enough for you, begone!" Go to **56** if you're playing as Alice and **188** if you're playing as someone else.

112 - "What, a wildcat?" you sneer, "I think not. I - I'm allergic to sphinxes anyway. Go away!" If you cast *Oh Go Away* on the Katras sphinx or use a toy slingshot on it, go to **27**; if not, go to **37**.

113 - You wade into the red and white brawl, hacking away in a most unlady-like manner. Each round, make 1st Level Strength, Dexterity, and Luck saving rolls, along with two points of spite damage. If you make 9 successful saving rolls before taking enough spite damage to kill you, your valorous efforts begin to turn the tide of the battle in the King of Uruk's favour. It's not long until the dwarven army is routed.

"I admire your strength, pawn," says the Queen of Uruks. "Chess is a game where brawn trumps brains after all." Go to the third paragraph of **144**.

114 - The genie closes his eyes in concentration and transforms into a pouch of 500 gold coins. "I shall be released once you spend me. Let's hope you aren't a miser!" You thank the powerful spirit and return back along the path until it splits in two. If you turn left, go to **74**; if you keep going straight, go to **54**.

115 - You walk along the hedge path for several minutes until it splits in two. "Another fork in the road!" you exclaim in frustration. "Or the maze, rather!" If you follow it left, go to **64**; if you follow it right, go to **171**.

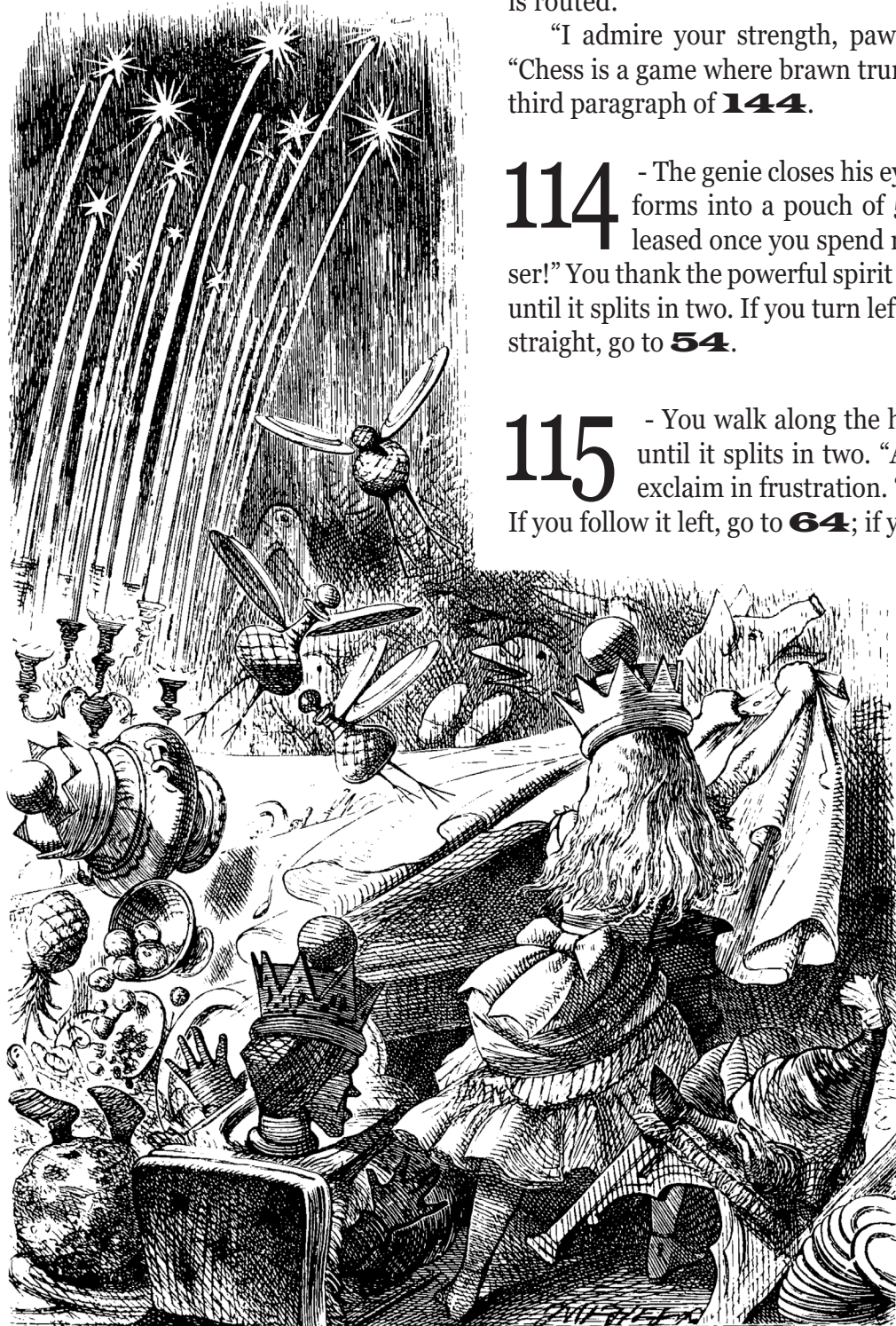
116 - You nudge the trolls in the ribs. "What do kraken like to eat?"

"Whales, I tink," says Duk'dee. "And umans too."

"Well, you're on the right track. Fish... and ships!" you say. The trolls chuckle.

"Not bad, but I can't tell if yur really a jester. Especially da Queen's jester. Sorry."

If you cast *Oh Go Away*, go to **25**; if you decide to leave, go to **65**; if you attack them, go to **75**; If you suck on a peach stone (*if you have one*) and try to intimidate them, go to **85**.



117 - The passage is long and exhausting. After almost an hour it finally twists upwards and outwards of a stump in the middle of a forest filled with all manner of queer plants and animals, all of which you find less and less curious and more and more terrifying. "Oh, I'll never make it out of here..." you say, sobbing into the handkerchief you embroidered last winter.

Where to now? If you follow the strains of singing to your left, go to **47**; if you follow the smell of smoke up ahead, go to **57**; if you follow the sounds of a party to your right, go to **67**; if you forage, go to **106**; if you wander about aimlessly, go to **81**.

118 - Inside the bathroom is a locked glass medicine cabinet and a mirror which almost irresistibly draws your attention. For just a second, your reflection winks at you. If you smash the cabinet open, go to **154**; if you cast *Knock Knock* on the cabinet, go to **164**; if you examine yourself in the looking glass, go to **174**; otherwise you may enter the bedroom at **63**, enter the kitchen at **73**, enter the lounge at **83**, enter the cellar at **128**, enter the loft at **138**, or exit the house and continue along the path at the third paragraph of **17**.

119 - You clamber into the treehouse and find an obese man inside lying on a bed of oyster shells.

"Urghhh..." exclaims the man, rolling on to his side to face you.

"You wouldn't believe how many oysters I've eaten over the past fortnight..."

"Is shellfish quite fattening? I thought it was slimming rather, although... I could be wrong on that," you say, eyeing the morbid man and wondering.

The roly-poly man clutches several of the shells and holds them out to you. "Seven thousand. I ate seven thousand of the buggers and I regret eating the lot... now I'm too fat to get out the door!" You're surprised that the floorboards can even support his weight.

If you tell him to go on a diet, go to **185**; if you tell him to go on a diet and give him a cabbage, go to **176**; if you give him a food which will make him shrink, go to **190**; otherwise you leave and the path you walk back along soon splits in two: if you

turn left, go to **74**; if you keep going straight, go to **54**.

120 - "I accept the invitation. Inform the Queen that I shall attend," you say, gracefully taking the Duchess' invitation from the messenger's hand. You hurriedly leave as the real Duchess opens the door.

You follow the path back until the path splits in two. If you follow it left, go to **94**; if you follow it right, go to **115**.

121 - Make a level one strength saving roll. If you pass, go to **141**; if you fail, go to **107**.

122 - You spend several hours helping the hobb build the wall as best you can. After much huffing and puffing the bulwark's finally complete.

"Well sir, it's finished... but what good is it? It's ever so tiny."

You look down at the foot-high barrier in dismay. Mr. Dumpty points at a caterpillar crawling up the wall. "See that? That's all we're trying to keep out of the Queen's realm.

"They keep eating her beloved roses." The engineer pretends not to see the larva crawl over the fortification to the other side. He subtly grinds his shoe on the bug. "Ahem...Whether it stops them is no concern of mine: orders are orders, especially in this kingdom. I've done my job as long as it's structurally sound. So now, time for the final test..." Mr. Dumpty sits on the small wall, which holds even under his ample weight.

"We've done it! Little girl, take this copper egg from me as a reward for saving my life - with maternal care, I'm sure it'll hatch quickly. The Queen of Uruks would have surely thrown me off a larger wall than this if I had failed!" You thank Mr. Dumpty before walking further into the woods.

Soon all that's left of the desert is a yellow path wending through the forest. You follow it down a valley, passing a barred door carved into the slope, and up the other side, passing a house with a white picket fence. Something causes you to pause as the house reminds you of something. Go to **53**.

123 - You sprint around the raging melee and make straight for the final brook. "Go mate, go! C'mon! Bloody gorgeous, ya bloody legend!" cries out the King of Uruks as you dive across the little stream.

With blinding speed the rook of dwarves tackles you mid-air and pins you to the ground. Take a level one strength saving roll: if you fail, go to **133**; if you pass, go to **143**.

124 - As you gingerly wrap the precious egg-shell in leaves, and place it in your backpack, you hear the sound of a large bird-like creature.

"Serpent! Serpent!" screeches the lory as it alights on the tree. "Get away from my babies - eat them and I'll peck your eyes out!"

"What's there to eat you mad monster, they've all hatched! And I'm not a serpent, I'm a little girl named Alice - pleased to make your acquaintance." Even in times of crisis you make sure to mind your manners.

"Serpent! Serpent! Lies: serpents always tell lies! I've seen little girls before, and they don't go stealing eggs from nests... they play with their dollies, and curtsy, and say 'how do you do?' Serpent!" The gharrian lory dive bombs you.

~~~~~ **FOE: Gharrian Lory** ~~~~~  
 MR 10. Melee weapons roll one less dice against this foe. (*ignore melee instruction if using the mini-rules*)

~~~~~  
 If you survive the fight you may enter the treehouse at **119** or turn back to **76**. If you don't survive the fight, your adventure ends here.

125 - The hedge path quickly splits in two. If you follow it straight, go to **88**; if you follow it right, go to **98**; if you turn back the way you came, go to **78**.

126 - You have decided to run away from the Queen as you suspect her plans for you are likely to be fatal. As you wander in the woods you come across a large framed mirror partially covered by vines. To investigate the mirror, go to **99**. To return to the Queen go to **202**.

127 - The genie melds into your body and empowers you with his spiritual energy: one of your attributes is raised by two. You thank the powerful spirit and return back along the path until it splits in two. If you turn left, go to **74**; if you keep going straight, go to **54**.



128 - You enter an ill-lit cellar carved from stone. "So many bottles of *vin du pays*, just like father's. They say that a good bottle of Xhenxen claret is worth more than a good work of art. Or a bad work of art, for that matter."

As you taste test the wine with increasing fervor (increase your strength by two and decrease your intelligence by two), you hear the skittering of moonrats, (*or is it mome raths, you think.*) Either way, a swarm of the creatures is upon you.

~~~~~ **FOE: Moon Rats** ~~~~~  
 MR 8. If you are fighting without a light source you have no personal adds.

~~~~~  
 Although they are no larger than average they seem gargantuan if you are in your shrunken state.

If you survive the fight you may either return to the second paragraph of **53** or crawl through the mouse hole - or rather rat hole - to **148**.

129 - You tell him that you'll do your best, and warm some nearby wax with your heat source so that you may roughly shape it into a human figure. Once you have done this, you deftly chisel away the wax until you have a pretty good likeness of the Queen within your hands.

"Marvellous for one as young as yourself! I see a budding career opening up in front of you, young girl - take this semiprecious stone, and practice your sculpting on it!" You thank the artist as you take the Veldtian ruby, then take your leave and either return the way you came to **36**, or exit the maze to **134**.

130 - The messengers point towards the rose garden with their fins.

"The Queen will play croquet in an hour in the rose garden," one messenger says.

"In the rose garden, in an hour, the Queen will play croquet," says the other.

"Just follow the path to the left, then follow the path to the right," says the first messenger.

"And to return, just follow the path to the right, then follow the path to the left," says the other.

You thank them and follow the path back until it splits in two. If you follow it left, go to **94**; if you follow it right, go to **115**.

131 - The genie closes his eyes in concentration, and drifts under the earth. Moments later the ground beneath your feet trembles. You jump aside, and watch in horror as the white rabbit clambors out of the hole, bloodied and already decaying.

"Mmmmarshter... mmmmarshter tried to shave me... from the bandersnatch... my eternal thankshh... to mmmmarshter..." the rabbit gargles.

"I'm sure he'll make a loyal ally," says the genie, from inside the dishevelled beast. The zombie rabbit clasps its head in pain.

"Saaave me, mmmmarshter! The voishes... the voishes in my head! They make me do thingshhh..." Seemingly fighting with itself, the rabbit jerks its limbs in a grotesque dance. Though you were hoping for the rabbit to be more 'alive' you thank the genie and command the zombie rabbit to follow you along the path. Soon the path splits in two: if you turn left, go to **44**; if you keep going straight, go to **54**.



132 - You spend several hours helping the hobb build the wall as best you can. After much huffing and puffing the bulwark's finally complete.

"Well sir, it's finished... but what good is it? It's ever so tiny." You look down at the foot-high barrier in dismay.

Mr. Dumpty points at a caterpillar crawling up the wall. "See that? That's all we're trying to keep out of the Queen's realm.

"They keep eating her beloved roses." The engineer pretends not to see the larva crawl over the fortification to the other side. He subtly grinds his shoe on the bug. "Whether it stops them is no concern of mine: orders are orders, especially in this kingdom. I've done my job as long as it's structurally sound. So now, time for the final test..." Mr. Dumpty sits on the small wall, which collapses under his weight.

"Oh no: the Queen's horses and men will be here to check on it at any minute!" says the hobb, clutching his hat in alarm. If you hightail it out of there, go to **136**; if you decide to stick around to help defend Mr. Dumpty, go to **195**.

133 - You fruitlessly struggle to escape the rook's grasp. "This is quite useless..." you think to yourself. "How can a eleven and-a-half year old girl overcome a dwarf?"

"Off with her head!" screams the Queen. "I have no love of milksops and softies!" Two of her subject uruks frog march you to the chopping block. If you try to wrench yourself free from the uruks, make a 1st level saving roll on DEX. If you make it, go to **155**; if you instead plead for your life, go to **170**.

134 - "I was beginning to think I should never find my way out of that confusing labyrinth. If I ever return there I shall carry with me a ball of twine, like that hero in Deathtrap Dungeon. What was his name, Oxuul or Oxuum? They sound so similar, but I'm sure one was an adventurer and the other was a cobbler... my sister shall not be pleased I've forgotten her history lesson already."

You plod along a path that wends further up the hill, recounting the plot of the myth as you go. You can make out what look like farmers tilling small, square plots of land in the distance, each separated by trilling brooks.

Upon getting closer, however, you realize that you're actually looking at a giant chessboard on which the forces of the King of Uruks and the King of Dwarves battle each other.

"Ah, fresh reinforcements!" shouts the Queen of Uruks to her beleaguered husband. "Take any square on the second rank."

"Men," she says, addressing all her pawns, "let's fight a hard game! Last one to the eighth rank's a rotten egg!" Her army cheers and rushes forwards.

"This is not quite how I normally play," you think to yourself, watching the pieces hack and slash at each other with their weapons in a giant scrummage*. "The stakes are certainly higher. I hope I don't wind up being sacrificed in a gamble."

"Pawn!" shouts the King of Uruks, "you heard the Queen - advance!" If you join the scrummage, go to **113**. If you run around the group and make for the eighth rank, which is defended by a dwarven rook, go to **123**. If you run towards the King of Dwarves, who is defended by two knights, go to **144**.

(*A *scrummage* is a tightly packed and disorderly group.)

135 - As you gingerly wrap the precious eggshell in leaves, and place it in your backpack, you hear the sound of a bird ahead.

You place the copper egg in the nest and hide behind a tree. A Gharrian lory alights on the edge of the tree, hops into its nest, and nestles itself on the metal egg. After several seconds you hear the sound of cracking, and see a colorful smoke waft from the broken cocoon.

The bird rubs its eyes in disbelief as the cloud of smoke begins to take form: to take form in the shape of a genie! "What mortal hast freed me from mine encasement? Reveal thine self, speak your desire, and watch in wonder as it is brought to bear!"

You eagerly stride out from behind the tumtum trunk. "Hello, hello, I'm the mortal, your saviour: three more wishes please!"

The genie looks it you in scorn. "Oh, yeah, like I hath not heard that one before in all mine cycles of imprisonment. I'm a minor djinni: tone it down, wilst thou? I can grant you one wish and one wish only..."

You apologize for what you thought was a witty scheme. And think about what to wish for. If you wish for a magic artefact, go to **142**; if you wish for an ancient spell, go to **103**; if you wish for fabulous riches, go to **114**; if you wish for raw power, go to **127**; if the white rabbit has died and you wish it to be brought back to life, go to **131**; if you wish to be restored to perfect health, go to **149**; if you wish to return home and you are Alice, go to **56**. If you wish to return home and you are not Alice, go to **188**.

136 - "It sounds like you're in a dire plight, but I must be off. Good luck, Mr. Dump-ty." The hobb curses you as you walk away further into the woods.

Soon all that's left of the desert is the yellow path wending through the forest. You follow it down a valley, passing a barred door carved into the slope, and up the other side, passing a cottage with a white picket fence. Something draws you to the cottage so you decide to take a look. Go to **53**.

137 - The Dodo glares at you in fury and disbelief. "I feel like chicken tonight? And I suppose you think that's funny, do you? (NOTE if you did NOT teach the Dodo a song, it also attacks you.) After I saved your life, saved you from drowning, you think it's a bit of laugh to joke about eating us birds? Well I'll shut you up, you ungrateful girl!" The Dodo attacks you in a rage.

~~~~~ **FOE: Dodo** ~~~~~

The Dodo has an MR 10 and can fly.

~~~~~  
If you lose the fight, you have died in Weirdworld and wake up where you started this adventure. If you survive the fight, the Dodo bird flies away when its MR reaches two. You then notice the white rabbit running around the mulberry bush.

"Oh white rabbit, there you are! But why are you taking part in this fruitless activity - aren't you late, late, for a very important date?"

The rabbit looks at her pocket watch and sprints past the other animals jogging around the bush. "Oh no, I'm later than ever! Time is like a blade! Out, out of my way!" she says shoving them aside. Go to the fourth paragraph of **55**.



138 - You clamber up into a dark, musty loft. "Achoo! Look at all this junk... no wonder the rest of the cottage looks so tidy, the owner uses this space as a rubbish tip!" Nonetheless, you can't help rummaging through it. Behind a rack of livery you find a bookshelf. If you have a light source you may take a level one luck and a level one intelligence saving roll: if you pass both checks you find and learn the spell *Poor Baby* in one of the tomes.

Where to now? If you enter the bedroom, go to **63**; if you enter the kitchen, go to **73**; if you enter the lounge, go to **83**; if you enter the bathroom, go to **118**; if you enter the cellar, go to **128**; if you exit the house and continue along the path, go to the third paragraph of **17**.

139 - You nudge the trolls in the ribs. "Better for a troll to remain silent and be thought a fool than open his mouth and remove all doubt."

"You call us fools? We fight you!"

~~~~~ **FOE: Duk'dum and Duk'dee** ~~~~~

MR 20. (10 MR each) If the trolls score any Spite Damage, they roll 1 extra die next round.

~~~~~  
If you survive the fight with Duk'dum and Duk'dee go to the second paragraph of **13**.

140 - The wasp hums with pleasure as it cleans out the marmalade. You walk past it into the orchard. You pick one of the fuchsia fruit and stuff it in your mouth. "Hmm, no growth spurts this time! I do feel rather funny though. I hope I'm not fructose intolerant." You may swap any two attributes.

Now feeling full, you leave the orchard and return the way you came, walking along the hedge corridor until it splits in two. If you walk straight ahead, go to **24**; if you turn right, go to **44**.

141 - Your Armor-dillo bounces even more dramatically than the Queen's. "Very good!" says the amused monarch. "You're clearly an expert in the fine art of croquet! Walk with me child and we shall chat." Go with the queen to **202** or run away to **126**.

142 - The genie closes his eyes in concentration, and transforms into an incorporeal mantle. "I shall protect until you perish or sell me, whichever comes first!" You thank the powerful spirit and return back along the path until it splits in two. If you turn left, go to **74**; if you keep going straight, go to **54**.

143 - Grunting in a most unlady-like manner, you throw the rook off you and begin to pummel him.

~~~~~ **FOE: Dwarven Rook** ~~~~~

MR 18, 8 hits.

~~~~~  
 "Foul!" cries the King of Dwarves, "red card!"
 "Over-ruled!" says the King of Uruks, watching the fight with interest.

If you lose, you die. If you survive the fight with the dwarven rook, your simple day frock transforms into a gold-laced dress and a sceptre of healing materializes in your hands. You also find that you've gained the ability to run extraordinarily quickly. (Increase your Speed by 3 points.) "Very good, sister!" says the Queen of Uruks. "You're clearly an expert in the fine art of chess!"

You curtsy and explain that you practice often with your father, although you do play according to Oxford rules, which are a trifle different. "*Tres bien, tres bien. C'est la vie. Dien Bien Phu,*" she says. "No need to curtsy anymore. You're a queen now too." You curtsy once again and thank her for the promotion. You ask what else is on the agenda today, and

suggest a game of bridge. "That's a game I play with my sister," you explain. "I play chess with my father and bridge with my sister. My father's a commander, but my sister prefers the social games, you see."

The Queen smiles, then gasps in horror. You turn around and see the King of Uruks run down by the King of Dwarves. The King's head rolls to your feet. He looks up at you and tries to say something but is unable to. The sight of it all is too much and you begin to feel your legs go wobbly. You start to fall.

"Get up and defend me you impudent wench!" screams the distraught Queen.

Go to **56** if you're playing as Alice and **188** if you're playing as someone else.

144 - You charge towards the King, and are met with the dwarven knights' lance. If you survive the fight you decapitate the cowering monarch with ease.

~~~~~ **FOE: Dwarven Knight** ~~~~~

MR 12. Has double adds during the first round of combat.

~~~~~  
 "Very good!" says the Queen of Uruks. "You're clearly an expert in the fine art of chess! Walk with me and we shall discuss various matters." Go to **202**.

145 - You tell the sculptor that art is your worst subject and thank him for the information about the Queen. You take your leave and either return the way you came to **36** or exit the maze to **134**.

146 - "How could I possibly ignore your plight? Mr. Dumpty, pass me a brick!" you say, pulling up the sleeves of your dress. The hobb eagerly places a rock in your hand, which is so heavy you almost drop it.

"The first thing we need to figure out is how to build this wall. Should we put the largest rocks at the bottom and the smallest at the top, make the wall have an even thickness at all heights, or cap the top with the largest rocks?" Go to **146b**.



146b - "I thought you're the chief engineer!" you say to the embarrassed fellow.

"I AM the chief engineer, it's true! It's just... I don't hold any qualifications or experience. I'm the Knave's friend, you see..."

You look at the barrow of rocks sadly. "Well Mr. Dumpty, your guess how to build the wall is as good as mine."

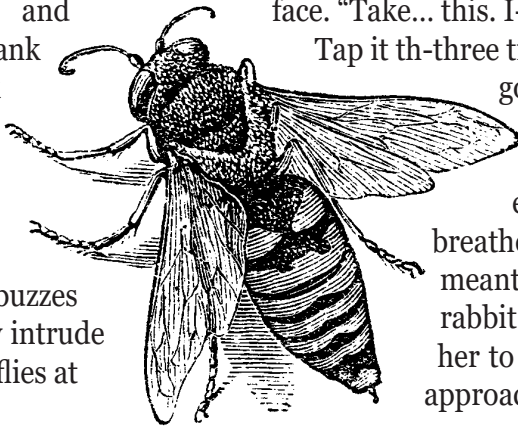
"Then guess! At least I might not be blamed if it all falls down," he says impatiently. If you put the largest rocks at the bottom of the wall, go to **108**; if you put the largest rocks at the top of the wall, go to **122**; if you intersperse the large rocks throughout the wall, go to **132**.

147 - Make a level nine Luck saving roll (60) and add the value of the coin you threw to your roll: if you pass 60 your Luck is permanently raised by one. If you have already been here you get no Luck increase. What now? If you munch the peach growing on the tree engraved "eat me", go to **50**; if you munch the crab-apple growing on the tree engraved "bite me", go to **60**; if you drink from the stagnant wishing well, go to **109**.

148 - You fall down to your knees and shuffle into the dark tunnel. The tunnel soon splits in two: the flapping of wings can be heard from the left passage, and nothing can be heard from the right. If you follow the left passage, go to **104**; if you follow the right, go to **117**.

149 - The genie melds into your body and totally reinvigorates you: all of your attributes are restored and your hay fever disappears. You thank the powerful spirit and return back along the path until it splits in two. If you turn left, go to **74**; if you keep going straight, go to **54**.

150 - The wigged wasp buzzes angrily as you brazenly intrude upon its territory, and flies at you as you near its tumtums.



~~~~~ **FOE: Wigged Wasp** ~~~~~  
 MR 16. If the wasp scores Spite Damage, you are stung and your combat adds are halved for the rest of the combat. Gives a waspish wig if defeated.

~~~~~  
 If you survive the fight with the selfish bug you pick one of the fuchsia fruit and stuff it in your mouth. "Hmm, no growth spurts this time! I do feel rather funny though. I hope I'm not allergic to fruit now." What you realize is that the fruit allows you to swap any two attributes with each other. Now feeling full, you leave the orchard and return the way you came, walking along the hedge corridor until it splits in two. If you walk straight ahead, go to **24**; if you turn right, go to **44**.

151 - You bravely dash towards the repulsive beast, fully intending to save your new friend.

~~~~~ **FOE: Bandersnatch** ~~~~~  
 MR 10 If the bandersnatch scores any spite damage on you, it steals half your gold each time it rolls a 6.

~~~~~  
 However, even if you survive your battle with the devious creature you realize that there's little hope for the would-be morsel.

"Must... be going..." splutters the now dying rabbit in your arms, her eyes glazing over as she speaks. You stroke her head. "Mrs. Rabbit, you're too mangled and bloody to go gallivanting! At least rest awhile. Tell me where to find the doctor for this part of the countryside - I'll carry you there," you say as you watch tumbleweeds roll past.

The rabbit looks at her pocket watch one last time, her bloody paw leaving violent streaks on the crystal face. "Take... this. I-It can summon the blade..."

Tap it th-three times...Tell the Queen... I'm not... going... to make... our date."

"I promise," you reply sadly. You take the rabbit's pocket watch and cradle her as she breathes her last. You wonder what she meant about the watch. If you dig the rabbit a grave, go to **29**; if you leave her to the wild animals that are slowly approaching, go to **59**.

152 - You gulp down the concoction and immediately feel energized. Restore your wizardry and permanently raise it by one. *(This only works on your first visit this location.)*

“Kremmatic tea! I’ve always wanted to try it, but father says it’s much too strong for children. I personally think the taste is rather subtle, like owlflowers or whisperfruit” you say to no-one in particular. You also pick up the backpack; you think it will be useful.

As you linger in the room you notice the walking sticks leaning against the wall begin to twitch. If you take the cabbages, go to **158**; if you decipher the message, go to **165**; if you cast *Knock Knock* on the chest, go to **180**; if you hightail it out of there, go to **30**; if this isn’t the first time you’ve noticed the sticks twitch, go to **175**.

153 - “Well then,” says the Queen of Uruks, handing you a croquet mallet, “I suppose you’ll have to take her place!” An uruk places a round, leather ball in front of the Queen, which she smashes with her mallet. “Your turn,” she says as one of her subjects places a strange, leather ball in front of you too.

While the Queen notes with fury that her roses are dripping paint, her husband leans over and whispers in your ear: “Just play the game



straight and fair, just the way she likes it. She’ll make you regret it if you don’t, knowing her temper...”

Suddenly the ball in front of you unrolls itself and starts to scamper about! “Oh my ball - It’s alive! What is it?” The 4-legged creature sniffs at your feet, you impulsively pick it up for a closer look.

The Queen huffs, “Its an Armor-dillo my dear and quite indestructible. I thought you’d played croquet before?” she asks suspiciously. You stand there holding the creature, as they place another rolled up one at your feet. You put the other one of the ground and it hops, then scampers away.

“Well I...” If you protest to the Queen that this isn’t croquet as you know it, go to **101**; if you make a show of whacking the Armor-dillo, but really only tap it, go to **107**; if you whack it with as much force as you can muster, go to **121**.

154 - You punch the glass cabinet causing shards to fly everywhere. “That was rather silly of me!” you exclaim, as your hand bleeds out on the floor. “I hope there’s a needle and thread in this cottage for I shall have to stitch myself up. It’s lucky Miss Petticoat taught me how to embroider.” Take one die of damage to your CON.

Inside the cabinet lie all sorts of jars and bottles. “The owner of this abode must be very ill - or some kind of poor addict,” you say looking at a bottle of cod liver oil and a jar of anti-poison tablets.

If you examine yourself in the mirror, go to **174**; otherwise you may enter the bedroom at **63**, enter the kitchen at **73**, enter the lounge at **83**, enter the cellar at **128**, enter the loft at **138**, or exit the house and continue along the path at the third paragraph of **17**.

155 - With desperate strength you wrench yourself free from the uruk lackeys, seemingly taking them by surprise. You’ve just enough time to grab your weapon to defend yourself.

~~~~~ **FOE: Uruk Lackeys** ~~~~~  
MR 18. The uruks don’t lose adds if they are hurt.

~~~~~  
If you survive, the Queen begins to clap. “A marvellous performance, simply marvellous. I think you’re the champion I’ve been searching for; forget the croquet game, come walk with me.” Go to **202**.

156 - You follow the brook until you hit upon a glade. An ancient cabbage tree towers in the middle of the clearing, hogging the light for itself. "But cabbages don't grow on trees" you think to yourself, "they're delivered by Farmer Thompson on a Friday!" You may harvest one die roll of cabbages from the tree before trekking back along the stream.

Where to now? If you follow the strains of singing to your left, go to **47**; if you follow the smell of smoke up ahead, go to **57**; if you follow the sounds of a party to your right, go to **67**; if you wander about aimlessly, go to **81**.

157 - You see the leprechaun strolling towards you. He's now sporting an egregious number of ruffs and grasping a teak walking cane (which is also adorned with several ruffs, each frillier than the last).

The ridiculous creature holds its arms out wide as if bumping into an old schoolfellow. "My dear girl, what a pleasure to bump into you again! Did you manage to meet with her majesty, the Queen?"

You shake your head. "I'm horribly lost Mr. Leprechaun, I fear I'll never see her at this rate. But sir, what happened to you? You looked so shabby before, and now you look so... dapper!"

The little green man puffs up his tiny chest (which is already quite puffy to begin with). "I've really cleaned up my act since you told me to stop smoking opium. I've gone back to my old job as Her Excellency's treasurer: I'm in charge of all the gold!"

He leans in closer. "And between you and me, I'm even able to take some on the side..." He rubs his hands gleefully. "As for you being lost, never fret my girl." He points to the right with his cane. "The rose garden is just a short distance that way: her excellency the Queen is expected to be there soon. Good luck staying on her good side... she's a little... ill tempered." And indeed, he does more than just wish you good luck - he permanently increases your luck by one and casts *Better Lucky Than Good* spell on you before sauntering away. This spell allows you to use your luck attribute instead of any other for one Saving Roll.

The path splits in three. If you follow the left path, go to **8**; if you follow the right path, go to **18**; if you follow the path straight ahead, go to **28**.

158 - You furtively stuff the five cabbages into the backpack that was lying there. "Vegetables: I prefer brioche, but these will have to do. Perhaps I can wrap them in pastry somehow. Miss Petticoat tells me to always be thankful, so thank you Mr. Stranger for your hospitality."

As you linger in the room you notice the walking sticks leaning against the wall begin to twitch. If you drink the tea, go to **152**; if you decipher the message, go to **165**; if you cast *Knock Knock* on the chest, go to **180**; if you hightail it out of there, go to **30**; if this isn't the first time you've noticed the sticks twitch, go to **175**.



159 - Since a kiss is supposed to wake her up, you can only hope that a kiss from you will have the same effect as the kiss of a prince. You bend over her and give her a kiss like the ones you've seen your sister give to her beau. You turn back to the Queen, "Although this may seem quite unorthodox, your majesty, perhaps it will work to wake her."

The princess begins to toss and turn in the coffin before sitting up and saying: "Where am I? Did someone just kiss me?"

"Success!" you cry.

"Excellent!" says the Queen of Uruks. "However my dear, I neglected to say that the sleep spell now falls upon you instead of my daughter."

"What? Oh, I do feel rather..." You suddenly begin to get very tired as everything goes black and you feel yourself falling. Go to **56** if you're playing as Alice and **188** if you're playing as someone else.

160 - Was your answer “a map”? If it was, go to **179**. If it wasn't, go to **162**.

161 - Either eat a nice juicy cabbage or take one die of damage from the desert heat. You lean next to a cactus with rubber thorns, unable to go further for the day, despondent about your situation yet not entirely put out. “I must take heart from this cactus,” you say to yourself, carefully patting one of its branches, “for it not only provides nourishment, but also marks that things are growing in this part of this desert. Perhaps I'll find an oasis tomorrow.” You end your pep talk to greedily suck sap from its trunk.

Settling down you try to sleep, but even though you are exhausted, you're kept up by the heat even at night. Make a level one luck saving roll when you wake up and begin walking once again. If you pass, read on; if you fail, go to the beginning of this paragraph and walk the desert for **another** day.

The next day you continue hobbling through the desert, pleased to find that the vegetation does indeed become more abundant as you go. By lunchtime the trees are so numerous that their boughs twine into a near-contiguous canopy. You hear a squeaky wheel in the distance, and hopefully go to **201**.

162 - You think about it for several long minutes, but nothing springs to mind. The Katras sphinx eventually grows bored and winks out of existence limb by limb.

“Hmm... she wasn't really very helpful, even though she pretends to be. I think she may be taunting me,” you exclaim angrily. If you turn left, go to **171**; if you keep going straight, go to **54**.

163 - “Ah” you say, holding up your finger, “now we're getting somewhere. Notice how you asked for your hookah when I asked about your male parent figure? The hookah represents your mother. Now, when I ask about your father, you feel threatened (this is typical), so you seek the warmth of a maternal embrace - or the opium pipe, if you will. The opium pipe soothes you, doesn't it, Mr. Leprechaun?”

The little man frowns. “Of course it soothes me, lassie. It's full of opium.”



You nod knowingly. “Yes, opium... or in your case, ‘mother's milk.’ But Mr. Leprechaun you must grow past your addiction to ‘opium.’ You see, the process of growing older involves inculcating a certain distance between one's parents, aloofness, even hauteur. Now, you are halfway there - your father's abandoned you, that's a step in the right direction - but to truly develop as a leprechaun you must give up the hookah. It is my belief that this will help you move on from the memory of your mother's unfortunate demise. Trust me on this: I'm eleven-and-a-half you know.”

The leprechaun blinks in amazement. “So you're saying that because I've been using opium to forget about my mother I've come to associate the drug with her? That using it rekindles my memory of her, so I need to quit my habit to truly forget?”

You smile. “Indubitably.”

The little green man jumps up and hands you a copper egg in thanks. “You've cured me! Further sessions won't be necessary - how can I thank you?”

You ask how to find the Queen of Uruks.

“Oh, that's easy. Just follow the heart trailer and you'll be there in no time!” You thank the leprechaun and follow the heart-leaved vine up a forested hill. You'll come across a maze of hedges which seems to be in the shape of a square. To enter the maze go to **22**. Your expanded mind returns and you've forgotten all the psychological knowledge you had.

164 - The cabinet swings open, revealing all sorts of jars and bottles. "The owner of this abode must be very ill - or some kind of poor addict," you say as you pick up a bottle of cod liver oil and a jar of anti-poison tablets.

If you examine yourself in the mirror, go to **174**; otherwise you may enter the bedroom at **63**, enter the kitchen at **73**, enter the lounge at **83**, enter the cellar at **128**, enter the loft at **138**, or exit the house and continue along the path to the third paragraph of **17**.

165 - "If you bite without eating you'll stunt and grow small; if you eat without biting you'll glut and grow tall" you read on the hovel's wall. "Eat what - the dirt through which I've been crawling? What nonsense, I shall pay it no heed... at least for now."

As you linger in the room, you think you notice the walking sticks leaning against the wall begin to twitch. You also pick up the backpack as you suspect it'll be useful later. If you drink the tea, go to **152**; if you take the cabbages, go to **158**; if you cast *Knock Knock* on the chest, go to **180**; if you high-tail it out of there, go to **30**; if this isn't the first time you've noticed the sticks twitch, go to **175**.

166 - The path you follow curves around to your right until you end up at another crossroad. "*De ja vu*" you think to yourself. "That's must be Elvish for "already seen."

If you follow the path to your left, go to **18**; if you follow it to your right, go to **8**; if you follow it straight ahead, go to **38**; if you come back the way you came, go to **28**.

167 - You follow the riddling sphinx's recommendation and continue trekking up the slope. "Don't worry Snow Drop, soon we'll be safe and sound in the palace!" you exclaim, stroking the kitten in your arms and picking the leaves out of its glossy coat.

The diminutive feline purrs at your purring words as you emerge from the brush and stumble across a large hedge maze. Now stumble on to **22**.



168 - "This patient is most certainly comatose," you say as you pluck a Jub-jub feather from her hair. You begin to tickle her under the chin. "Although my solution may seem unorthodox, your majesty, there is a method to my madness." The princess begins to toss and turn in the coffin before leaping up and you tidy her up.

"Success!" cries the Queen, "Wheel her away!" The four uruks shove the princess back into the coffin and shuffle off. The King looks rather crestfallen.

"Now may I play, your excellency?" you inquire. The Queen hands you a croquet mallet. "The white rabbit was meant to be joining, but she hasn't showed up yet. I suppose you can take her place."

An uruk places a strange, leather ball in front of the Queen, which she smashes with her mallet. "These new Arma-dillo balls travel much better than Hedgehogs," she says as one of her subjects places one of the same balls in front of you too.

While the Queen notes with fury that her roses are dripping paint, her husband leans over and whispers in your ear: "Just play the game straight and fair, just the way she likes it. She'll make you regret it if you don't, knowing her temper..."

If you protest to the Queen that this isn't croquet as you know it, go to **101**; if you make a show of whacking the Armor-dillo ball, but really only tap it, go to **107**; if you whack it with as much force as you can muster, go to **121**.

169 - The path you follow curves around to your left until you end up at another crossroads. "There's that sculpture of the Queen again... oh dear, I really am walking in circles! Still, at least I can recognise when I'm lost. Father once rode out to another kingdom and refused to acknowledge he'd gone in the wrong direction until he reached the sea."

If you follow the left path, go to **28**; if you follow the right path, go to **38**; if you take the path straight ahead, go to **18**; if you retrace your steps, go to **8**.

170 - Suddenly you feel like you are in court and on trial. "Please noble sirs, clemency would befit you at the present juncture," you say as the uruks don executioner's hoods. "I think you will find, upon further consideration, that I am not a base vagabond deserving of a fate such as this but merely a little girl who did the wrong thing. We all make mistakes in life - I once used a steak knife to eat coq au vin, although I was only four years of age at the time. Does not Lerotra'h argue for mercy in all things? Or is that mercilessness in all things? I do hope it's mercy, that would suit me rather well..."

The Queen of Uruks is apoplectic with rage. "Mercy? Weakness will not be tolerated! Guards, be done with the wretch!" What happens next is too gory to recount: please close the book so that I can spare you the details. I'm afraid your adventure ends here.

171 - You walk along the path until you've arrived back at the entrance to the maze.

"Oh dear, I'm not making any progress at all!" you think to yourself. "Perhaps I should just give up!"

If you follow the corridor to your left, go to **34**; if you follow the corridor to your right, go to **24**; if you retrace your steps, go to **44**; if you exit the maze and continue scaling the hill, go to **134**.

172 - You galumph around blindly, knocking into trees and tripping over roots. "Oh, I'll never make it out of here..." you say, sobbing into the handkerchief you embroidered last winter. "And I can't even hear the brook. I'll probably die of thirst at this rate." You're certainly becoming very hungry. Either eat a cabbage or take one die of damage.

A set of teeth grin at you from the bough of a tree. "Lost?" they ask, "or found?" A purple sphinx fades into view.

"It's rude to smile at my misfortune..."

"No, I'm happy for you!" says the sphinx, clinging to the branch. "I can help!" Go to **102** if Snow Drop is with you, and **112** if she isn't.



173 - You see the white rabbit scampering along the path to your left towards the crossroads. You intercept her.

“White rabbit, oh white rabbit! It’s been such a while since we’ve last seen each other - it is so good to catch up! Did you make your date with the Queen?”

The rabbit looks at her pocket watch in alarm. “Egads, it’s almost noon! No, I haven’t yet: those idiotic slithy toves won’t open the gate for me, and now I really am going to be late! See this beautiful noggin of mine? Well, at this rate you can kiss it goodbye!” The rabbit begins shivering uncontrollably.

You admire her watch. “I’ll go talk some sense or try to distract those slithy toves for you if you give me your pocket watch,” you propose, “A trinket like that is hardly worth your life, is it?”

The rabbit looks you in the eye, “It’s worth more than you know, but it’s as much a burden as a prize.”

Take a level one charisma saving roll. If you pass, the white rabbit begrudgingly gives you her pocket watch. “Tap it three times when the time comes,” before scurrying away. If you fail the roll, the white rabbit glares at you in disgust and hops off.

“Where to now,” you wonder. If you follow the path to your left, go to **18**; if you follow it to your right, go to **166**; if you follow the path straight ahead, go to **38**; if you come back the way you came, go to **28**.

174 - You scrutinize your face in the looking glass. “Curiouser and curiouser: It looks like me, but somehow it’s NOT me.”

“I could say the same thing, are you me?” your reflection asks.

“Oh my! Are you my reflection or am I yours? Which of us IS me then?” you ask in shock.

“It’s rather hard to say; perhaps we are both me or contrary-wise maybe neither of us is Alice and she is someone else,” your reflection answers cryptically.

You place your hand on the mirror, to make sure it’s really there. Your doppelganger does the same,

then she says, “The only thing separating us is this glass plane of existence. Come over to my side and we can play together and I’ll show you my world.”

“I give myself very good advice, but seldom ever follow it... I’m already in a weird world, but it could be fun to see what’s on the other side of the mirror.”

If you decide you want to go through mirror, go to **14**. Otherwise take a level one wizardry saving roll. If you pass, return to the second paragraph of **53**. If you fail, go to **56**.

175 - You freeze as one of the sticks bends and warps into a magic serpent. It begins hissing venomously.

“I knew I should have knocked!” you exclaim as the snake flares up. “And it’s very impolite to enter another’s home without a gift!”

~~~~~ **FOE: Magic Serpent** ~~~~~

MR 9. Poison: Any spite damage it deals to you is taken again on each succeeding combat turn.

~~~~~

If you survive the battle with the arcane serpent you may either continue to explore the hovel at the third paragraph of **20** or hightail it out of there and go to **30**. If you’ve been in this room before, you still have to fight a serpent as there are many here.



176 - You hand the glutton a cabbage. “When my sister gained a little weight, she would only eat vegetables until I’d slimmed back down. I think she called it a ‘vegetabletarian’ diet. Why don’t you try it?”

The rotund man holds the cabbage in bewilderment. “You mean you can eat these things? I thought they were weeds. Well, at this point I’m willing to try it: thank you little girl.” He wolfs it down. “A little rubbery, but not too bad. You know, I used to be a carpenter: why don’t you take my chisel? I don’t think I’m going to be using it for a while.”

You take the implement, climb down the tree trunk, and jump onto the grass below. “That vegetable diet should do wonders for his physique. I did forget to mention that he must drink plenty of coconut oil though while thinking positive thoughts. I’m sure he’ll work it out for himself, it’s simply common sense... or uncommon sense perhaps.”

The path you walk back along soon splits in two: if you turn left, go to **74**; if you keep going straight, go to **54**.

177 - “Ah,” you say, holding up your finger, “now we’re getting somewhere. What you’re saying is that, with your mother’s lover gone, you began to love her yourself, partly for her lustrous green hair, partly for her pretzels: but as her son you had to repress your feelings, had to, if you will, sublimate them, and that’s why you began to take narcotics. Do go on, Mr. Leprechaun.” You settle back on your stump triumphantly.

The little being stands up and shakes his fist at you.

“What’re you saying about me, you quack! Take this! and get lost!” The leprechaun casts *Curse You*, lowering an attribute of your choice by one die until you are cured. You flee back into the thick of the forest and your expanded knowledge fades back to your normal state.

Where to now? If you follow the strains of singing, go to **47**; if you follow the sounds of a party, go to **67**; if you forage, go to **106**; if you wander about aimlessly, go to **81**.

178 - You curtsy. “Your royal majesty, although I don’t have an ‘invitation’ per se I would so like to join your game of cro-

quet. Sometimes I beat my sister when we play, even though she’s almost sixteen years of age, so I think you’ll find that I’m rather good - although not as good as yourself, I’m sure, your highness. Oh, where are my manners: I go by the name of ‘Alice’, your lordship. I also know how to play badminton, squash, and several card games, if you would prefer something different, your excellency. Although, as the Queen, what game we play is ultimately your decision, my liege.” You curtsy several more times, feeling quite out of your depth.



The Queen of Uruks snarls. “I don’t let just any commoner play croquet with me: you must first prove your worth. Men, wheel out my daughter!” Four of her subjects march off and return several minutes later bearing a coffin.

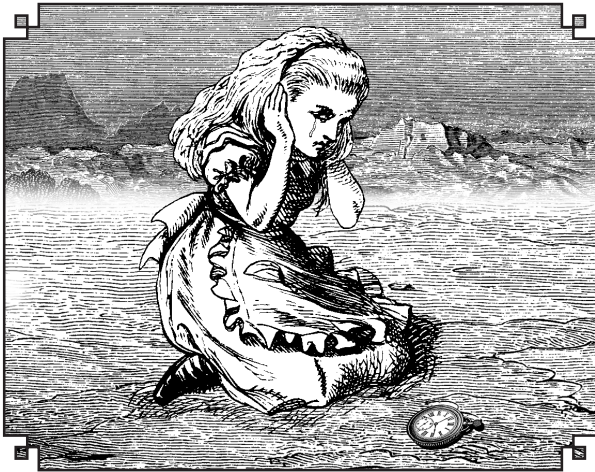
You open the casket and find a pale uruk inside. “She’s dead. There’s nothing I can do to help” you say as you feel her pulse. “Time of death, 11:58 a.m.”

“She’s asleep, you idiot!” snaps the Queen. “A witch enchanted her to slumber until a handsome prince kisses her on the lips. Unfortunately though there’s no handsome princes left: I’ve butchered them all for refusing to marry me. That’s why that simp over there is my current husband.” The King of Uruks sighs resignedly.

“Find a way to wake her and I’ll let you play croquet. Or I’ll have your head!” If you decide to kiss the princess, go to **159**; if you try tickling the princess, go to **168**.

179 - "A map!" you exclaim. "My father's asked me that one before, so I already know I'm right." The Katras sphinx looks a little put out. "Well done... I suppose. If you want to see the Queen just go straight, right, then right again." The feline winks out of existence limb by limb. If you turn left, go to **171**; if you keep going straight, go to **54**.

180 - "I'm rather good at this" you think to yourself as the chest unlatches. "I can see why thieves and rogues break and enter - it's rather thrilling!" Inside you find a shooping wand. (the Shooping Wand contains an *Oh Go Away* spell you can learn and use.) As you linger in the room, you think you notice the walking sticks leaning against the wall twitch. You also pick up the backpack as you suspect it may be useful. If you drink the tea, go to **152**; If you take the cabbages, go to **158**; if you decipher the message, go to **165**; if you hightail it out of there, go to **30**; if this isn't the first time you've noticed the sticks twitch, go to **175**.



181 - You place the pocket watch on the rabbit and sprinkle her with sand. "Oh rabbit, sweet rabbit, although I hardly knew you I felt like I knew you so well. You were rather like a sister to me, or at least a second cousin. My second cousin also passed away, so I feel that's an apt description. In any case, I wish you luck in the afterlife. Does it exist? I hope it does, otherwise I'm just rambling on to myself."

A wizard god from near Khosht is impressed with your piety: permanently increase either your luck or wizardry by two.

"Well, no use standing around. Rather dangerous with those sneaky bandersnatches about!" you reflect. You walk away from the dead animal, blessing it one last time. You of course have no idea where you're going and stumble through the desert for many hours, changing direction far more often than you should. "I should have... bought a parasol," you rasp through chapped lips, "It's considered rather common for a lady to sport a tan, or at least it used to be..."

Just when you're losing the will to stumble on, you think you see an oasis shimmering in the distance. If you walk towards it, go to **51**; if you keep staggering in the same direction, go to **161**.

182 - You meekly give him the lamp. He laughs. "Foolish little wretch! You've just consigned this realm to the rule of Maximilian the Magnificent!" The sorcerer throws another pinch of powder at the crevice. "Close sesame!" The crack rumbles shut.

You begin to cry. "I'm sure I didn't deserve that!" you whimper to yourself. "And all over a dirty old lamp!" If you cast *Knock Knock* on the crevice, go to **187**; if you try to clear the blocked tunnel deep in the cave, go to **197**; if you've exhausted your other options to escape, go to **199**.

183 - "I shall do my best. But do remember, I'm a lesser djinni" intones the apparition before dispersing throughout the cave.

Your surroundings swirl and metamorphose, giving you a splitting headache. You are transported to a cottage furnished with well-crafted furniture and a select few objets d'art. "What a charming bungalow: I must ask father to purchase it" you tell yourself. "If we flattened that horrid shrine on the lawn and built a pergola - my sister and I could talk tête-à-tête while we eat scones in the shade! But I'm getting ahead of myself, I must find the white rabbit first. The governess once remarked that I never finish what I begin, so I'll take a look around." If you enter the bedroom, go to **63**; if you enter the kitchen, go to **73**; if you enter the lounge, go to **83**; if you enter the bathroom, go to **118**; if you enter the cellar, go to **128**; if you enter the loft, go to **138**; if you exit the house and continue along the path, go to the third paragraph of **17**.

184 - “Hey, now you’re talkin’ turkey” says one of the workmen as he pockets the dough. “I ain’t seen nothin’ ‘ere. Wink wink nudge nudge an’ all that.” The slithy toves pack up their paintbrushes and leave you to your business. Wait for the Queen at **184b**.

184b - You admire the roses for several minutes until the Queen of Uruks enters the garden with her retinue, carrying a long-handled mallet in her hand.

“And who is this? Have you been invited to play croquet?” the Queen demands as she catches sight of you, standing among her roses.

If you tell the Queen that you’re the Duchess and hand her the Duchess’ invitation, go to **71**; if you tell her you’re filling in for the Duchess and hand her the Duchess’ invitation, go to **91**; if you tell her you’re filling in for the white rabbit and hand her the pocket watch as proof, go to **153**; if you tell her that you haven’t been invited to play but you’d like to anyway, go to **178**; if you tell her that you’re awfully lost and that you just wish to return to the surface, go to **111**.

185 - You stare at the glutton with derision. “When I gained a little weight, my sister forced me to only eat vegetables until I’d slimmed back down. She called it a ‘vegetabletarian’ diet. Why don’t you try it?” The rotund man glares at you. “Do you think I haven’t thought of that? Get out, out!” He begins to throw oyster shells at you: take one die of damage if you fail a level one dexterity saving roll. Time to leave.

You climb down the tree trunk and jump onto the grass below. “That vegetable diet should do wonders for his physique if he takes my advice. I did forget to mention that he must drink plenty of coconut oil though and rub himself with chia seeds while thinking positive thoughts. I’m sure he’ll work it out for himself, it’s simply common sense. Or at least uncommon sense, I suppose.”

The path you walk back along soon splits in two: if you turn left, go to **74**; if you keep going straight, go to **54**.

186 - Not wishing to antagonise such a powerful being, you freeze in place like a gazelle becoming aware of a nearby lion.

“Turn, child. I have a task that needs doing.” You swivel around and see an ebony wizard looming over you. The sorcerer takes a pinch of coloured powder from a pouch and throws in on a nearby cliff-face.

“Open sesame!” A small crevice appears in a puff of pink smoke. “As you can see, I’m much too large to crawl inside. I want you to enter and retrieve a lamp for me. You’ll also find that the cave’s filled with gold: take as much as you want in payment.”

If you follow his directions, go to **191**; if you say you’re rather busy, go to **196**.

187 - “Open sesame!” you say, gesturing for the crevice to open once again. Fortunately, it does. You manage to squirm out and continue trekking through the desert. You’re pleased to find that the vegetation becomes more abundant over the course of the day. By lunchtime the trees are so numerous that their boughs twine into a near-contiguous canopy. You’ve seen no one, but now you see someone approaching go to **201**.

188 - You yawn increasingly frequently and have trouble keeping your eyes open. (It has been a busy day!) Before you know it you’ve nodded off where you sit.

You wake up in your bed at the Blue Frog Tavern; the sun has risen long ago. “Checkout’s at nine!” the owner shouts as he bangs on the door, “and I ain’t extendin’ it for that sham bit you gave me, you lousy cheapskate!” Hopefully he didn’t call the guards. You don’t feel like you got much sleep.

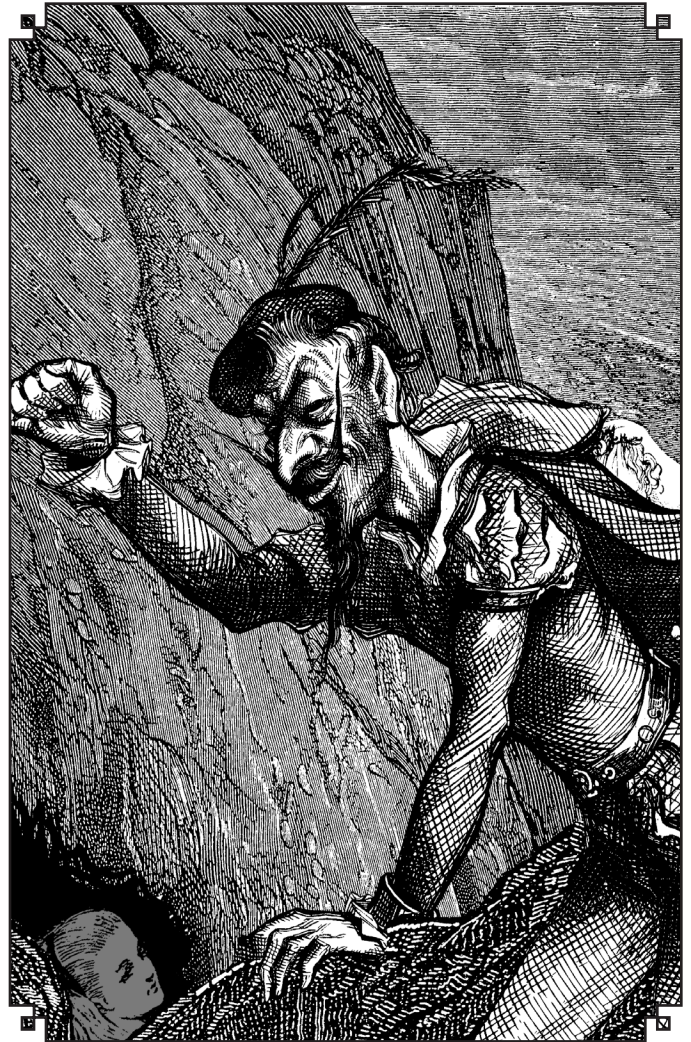
As you hurriedly cram your backpack, you’re pleased to discover that anything you acquired during your adventure is still with you. You shrug your shoulders: stranger things have happened after all.

“I’m chargin’ for another day, you rapskallion,” mutters the landlord. You consider escaping out the window, but you’ve had enough adventuring for one night. You smile, knowing that you travelled to another realm and survived. Gain 300 adventure points for finishing *Alice in Weirldworld!*

189 - You place the item on the rabbit and sprinkle her with sand. "Oh rabbit, sweet rabbit, although I hardly knew you I felt like I knew you so well. You were rather like a sister to me, or at least a second cousin. My second cousin also passed away, so I feel that's an apt description. In any case, I wish you luck in the afterlife. Does it exist? No-one can really say, can they. I hope it does, otherwise I'm just rambling on to myself." If the item you placed on the beast is worth one gold or more, a wizard god from near Khosht is impressed with your piety: permanently increase either your luck or wizardry by one.

You hear a howl in the distance. "Well, best be going. Rather dangerous with those sneaky bandersnatches about," you reflect. You walk away from the deceased rabbit, blessing it one last time.

Of course have no idea where you're going and stumble through the desert for many hours, changing direction far more often than you should. "I should have... bought a parasol," you rasp through chapped lips, "It's considered rather common... for a lady to sport a tan." Just when you're losing the will to stumble on, you think you see an oasis shimmering in the distance. If you walk towards it, go to **51**; if you keep staggering in the same direction, go to **161**.



190 - You hand the glutton a piece of enchanted food. "When I gained a little weight, my sister forced me to only eat vegetables until I'd slimmed back down. She called it a 'vegetabletarian' diet; it was a rather testing experience. Why don't you eat this instead?"

The rotund man wolfs down the food and shrinks down to the size of a pea. "By Gristlegrim's beard, I shouldn't have eaten it so fast! Looks like carpentering is off the table now, unless I want to make tables for ants. You may as well have my chisel, little girl - er, young lady. As for me, I may as well stay put. This hut is practically a palace now."

You take the implement, climb down the tree trunk, and jump onto the grass below. The path you walk back along soon splits in two: if you turn left, go to **74**; if you keep going straight, go to **54**.

191 - "It's awfully dusty in here," you moan as you cover your mouth with a handkerchief, "I sincerely regret not staying put by the river, even if it was rather dull! This is all certainly rather an adventure, but you can have too much of a good thing. That's what the governess says when I eat a second slice of pixie bread for my tea and begin to feel queasy. As Pluto... or Plato once opined, one must always listen to one's elders, even if the sense they talk seems rather senseless." You crawl around the cavern, which is indeed strewn with treasure (gain 100 gold pieces).

You quickly find the lamp and return to the fissure's opening, but you can't manage to wriggle through.

"Hand me the lamp!" shouts the wizard. "Then I'll pull you out." If you do as he says, go to **182**; if you ask to be pulled out before giving him the lamp, go to **200**.

192 - "Oh, yur royal highness! We're righ' sorry for grillin' ya, but we ain't work enough wiv royalty to recognise 'em on sight."

"C'mon lads, give the Duchess 'er space!" The slithy toves pack up their gnollhair paintbrushes and leave you to your business. Wait for the arrival of the Queen at **184b**.

193 - "It shall be so," intones the apparition before dispersing throughout the cave. Take a wizardry saving roll on your level and multiply the result by ten: you gain the result as APs and may spend them immediately. Unfortunately you now appear to be imprisoned in the cavern. If you cast *Knock Knock* on the crevice, go to **187**; if you try to clear the blocked tunnel deep in the cave, go to **197**; if you've exhausted your other options to escape, go to **199**.



194 - "You better let me stay if you know what's good for you," you growl, pointing your weapon at them menacingly. "I eat fellows like you for breakfast, so back away." Unfortunately, the three slithy toves are too dim to be intimidated. They place their gnollhair brushes down and attack you like the brutes they are.

~~~~~ **FOE: Slithy Toves** ~~~~~  
 MR 12, 3 hits. Find a buckler and three hatchets if you defeat the slithy toves. Hatchet: 3d, STR 5, DEX 5.~~~

If you survive the fight go to **184b**. If you don't survive, your visit to Weirdworld is over.

**195** - "It sounds like you're in a dire plight, Mr. Dumpty. Don't worry, I'll take the blame for you if it helps keep you your job."

The hobb is voluminous in his thanks. After several minutes an uruk riding a warg appears from the forest, slashing through the vines with his sabre. "Just stay calm," says Mr. Dumpty as the creature dismounts and marches towards you both.

"This was meant to be finished yesterday: who's responsible for this?" asks the uruk testily.

The hobb jabs his finger at you. "It was her!" You shoot Mr. Dumpty a dark look.

"Me? I was just trying to help you!"

The uruk rider unsheathes his blade. "The Queen will demand a head for this failure. It may as well be yours." He advances on you, raising his sword menacingly. Make a first level saving roll on SPD (or DEX) to see if you can run into the forest and hide before he catches you. If you fail, you must fight him. If you lose the fight go to **199**.

~~~~~ **FOE: Uruk Rider** ~~~~~  
 MR 13. If the rider scores any Spite Damage on you, he takes advantage of your dismay and flees the battle if he has suffered any damage so far. Gives a potion of the protagonist if he is killed.

If you win or escape, you flee from the scene of the battle. Soon all that's left of the desert is a yellow path wending through the forest. You follow it down a valley and up the other side, passing a house with a white picket fence. Deciding you need a safe place to rest, you head for the cottage. Go to **53**.

196 - "I'm sorry Mr. Wizard, but I'm otherwise engaged at the present moment. You see, I'm trying to find the Queen of Uruks. Have you seen her?" The wizard points at your face and moves his finger through the air. You feel a deep cut magically form across your countenance: take one die of damage and permanently lower your charisma by one.

"Do not cross me again, child. You're lucky I need your services." He roughly shoves you into the fissure.

"I'll never be allowed in polite society ever again!" you snivel, gingerly feeling your bloody scar. You crawl around the cavern, which is indeed strewn with treasure (gain 100 gold pieces). You quickly find the lamp and return to the fissure's opening, but you can't manage to wriggle through.

"Hand me the lamp" shouts the wizard, "then I'll pull you out!" If you do as he says, go to **182**; if you ask to be pulled out before giving him the lamp, go to **200**.

197 - Several large rocks obstruct your way, but they could be shifted with a bit of effort. "Ugh, physical labor. It's most fortunate nobody's here to witness what I've stooped to," you mutter to yourself. Take a level one strength saving roll. If you pass, go to **117**. If you fail, you may cast *Knock Knock* on the crevice at **187** if you have the *kremm*. If you can't do that either, go to **199**.

198 - You sprinkle the rabbit with sand. "Oh rabbit, sweet rabbit, although I hardly knew you I felt like I knew you so well. You were rather like a sister to me, or at least a second cousin."

"My second cousin also passed away, so I feel that's an apt description. In any case, I wish you luck in the afterlife. Does it exist? No-one can really say, can they. I hope it does, otherwise I'm just rambling on to myself."

A wizard god from near Khosht is angered that you have buried the rabbit without any gift: he afflicts you with the *Dum Dum* spell, reducing your IQ to 3 for the rest of the adventure. (*Your IQ can be increased by any other potions or spells that you might find along the way.*)

"Should go," you say. "Heat. Hot. Find shade.

Find Queen. Long talk. Good talk." You march off in a random direction.

You of course have no idea where you're going and stumble through the desert for many hours, changing course far more often than you should. "I hurt," you rasp through chapped lips, "skin hurt. Sun. Sun hot. Sun burn. Bad, bad sun." You glare menacingly at the sun, damaging your eyes. Permanently lower your dexterity by one.

Just when you're losing the will to stumble on, you think you see an oasis shimmering in the distance. If you walk towards it, go to **51**; if you keep staggering in the same direction, go to **161**.

199 - You are trapped and then you are dead. Close this book and hang your head in shame. You do not wake up...



200 - "Impertinent child! No-one makes demands of Maximilian the Magnificent!" The sorcerer throws another pinch of powder at the crevice. "Close sesame!" The crack rumbles shut.

You begin to cry. "I'm sure I didn't deserve that!" you whimper to yourself. "And all over a dirty old lamp!" You start to wipe it clean.

Kaleidoscopic mist billows and whirls out of the lamp's aperture, condensing into a lesser djinni. "My thanks for freeing me, human. It is my obligation to grant you one wish. what shall it be?"

You drop the lamp in shock. If you wish to be transported to the palace, go to **183**; if you wish for raw power, go to **193**. If you wish to leave Weirldworld and go home, go to Introduction **A** or **B** on page 3. Perhaps you can try to visit again.

201 - After some time you meet a swarthy, bald hobb walking through the forest, pushing a large wheelbarrow through the verdant ramblage. You peer inside the small cart and see that it's filled with large stones.

"Good afternoon Mr. Hobb: what are you up to?" you say, taking one of the rocks from his wheelbarrow and examining it with curiosity.

"Don't touch that unless you plan to help! I'm Mr. Dumpty, chief engineer of the Queen of Uruks, and I've got to finish this wall by nightfall or she'll have my head!"

"What wall, I don't see one," you say, looking around in confusion.

"Exactly! So lend me a hand, for Dargon's sake!" If you help out, go to **146**; if you leave him to his fate, go to **136**.

202 - "I must say young lady that I am impressed by your quick actions and determination," says the Queen.

You curtsy once again and thank her for the compliment as your croquet mallet transforms into a flamingo. "Oh my, things do change so quickly here!" You exclaim. *Delete the croquet mallet from your list.*

"Things always change my dear, you need to get used to that," the Queen adds with a knowing smile.

The flamingo runs off, and you ask what else is on the agenda today, and suggest a game of bridge. "That's a game I play with my sister," you explain. "I play chess with my father and bridge with my sister. My father's a commander, but my sister prefers the social games, you see."

The Queen begins massaging your delicate shoulders. "An amusing pastime, to be sure, but no; no, I have **other** plans for you! The chess and croquet were but a test: a test to find my next champion. The winner - who I thought would've been the white rabbit, but no matter - shall attempt to rid the realm of the Jabberwock, once and for all! And that winner my dear is YOU."

You hear a piercing screech from above, and jolt you head upwards. You spot the fulsome beast sun-dering the sky like black lightning, mawaul-ling and cribcaullering like the wroppflim brout it is.

"It's the Jabberwock!" you cry, pointing your



weapon at the winged demon. Your nemesis, perhaps from intuition, perhaps from experience, perhaps even understanding English, recognizes you as this year's foe. It lands in front of you, burbling as it comes. The time for combat has arrived!

~~~~~ **FOE: Jabberwock** ~~~~~  
MR 25, 3 hits. Immune to magic. If the Jabberwock scores Spite Damage, make a L1SR-DEX; if you fail its poison claws do 3 additional points directly to your CON, and the beast destroys an equipped item of your choice.

~~~~~  
When you first engage the Jabberwock make a L1SR on DEX. If you miss, you are scratched by its poison claws and take 3 hits directly to your CON (unless you have the anti-poison pills.) Before you fight, if you have the pocket watch go to **203**.

If you do not have it, go to **202b**.

"Beware the Jabberwock, my dear! The jaws that bite, the claws that catch!" Says the Queen.



202b - Continue your combat with the Jabberwock. If you lose, you die here and in the world you came from. If you survive the fight, the hideous creature drops dead at your feet and the Queen of Uruks curtsies to you! You have done it!

“The realm is saved, and the damsel in distress rescued - that’s me - thank you child. As a boon, take any one artefact from my treasury before you depart, for yes, I recognise you as a stranger to my realm.”

You allow yourself to be escorted to the palace, and root and rifle through the cavernous room. The prime choices you find are:

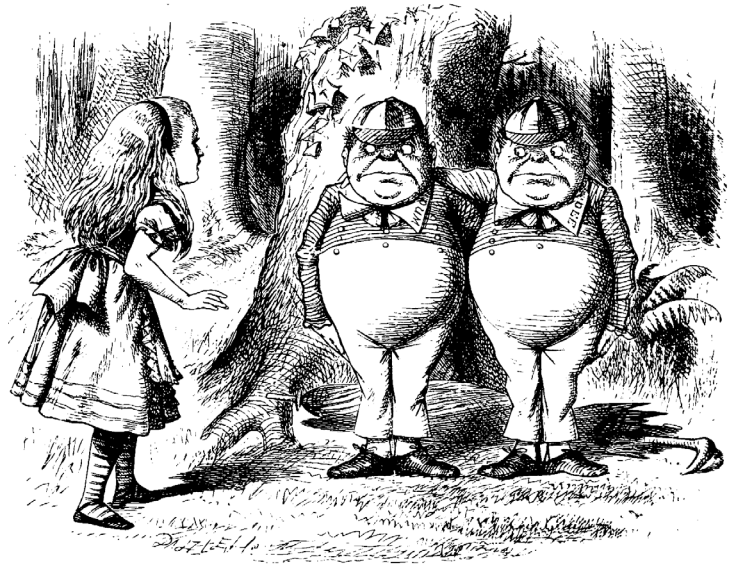
- a Club of flying foes;
- a Lump of Sonan Ie jade;
- a Spade of digging; or
- a High Society dress.

Once you’ve taken your reward you’re overwhelmed with fatigue from your adventures. Go to **56** if you’re playing with Alice, and **188** if you’re playing as someone else.

203 - You look at the stop watch and see that the button on the top is flashing. Make a level 1 IQ roll to see if you remember the rabbit telling you to press it three times. If you fail the roll or do not have the stop watch, go back to **202b** and fight with what weapons you have. If you succeed the roll, you press the stopwatch button three times and the watch turns into the Vorpall Blade. Now is the time to wield it and go snicker-snack! This mithral sword is worth 5 dice+5 hit points in combat. it will return back to being a stop watch if you defeat the Jabberwock, or you are killed by the creature. Now go back to **202b** and continue your battle.

204 - You are now past the trolls and walk along, emerging on a yellow brick road. “Yellow bricks? Whatever could they be hewn from: Banana stone?” you think, following the path with curiosity. It leads towards a house with a wooden fence. “A white picket fence - that reminds me of home!” you exclaim, running your hand along the painted paling. If you knock on the door of the house, or just enter go to **53**; if you continue along the path go to the third paragraph of **17**.

Weirdworld Item Appendix:



These are things you can find and use in Weirdworld.

Anti-Poison Tablets: Makes the player immune to allergies or poison. Worth 20 gold coins.

Backpack of Many Items: This small backpack has the ability to hold all your items and only weights 2lbs, due to its magical properties.

Buckler: 3 hits. Requires 3 strength and 8 dexterity to use. Worth 15 gold coins.

Bugle: Gives the owner a +3 talent for music. Worth 20 gold coins.

Cabbage: Worth one copper coin each cabbage.

Candle: Provides a small amount of light for five turns. Worth one silver coin.

Carrot Biscuit: A carrot biscuit. Casts a 10th level *Smaller is Smarter* spell if eaten, as if you had rolled a one. No cash value.

Chisel: Worth one gold coin.

Cloth: 1 hit. Requires 1 strength to use. Worth one gold coin.

Club of Flying Foes: 4d+0. If the wielder of this two-handed weapon wins a round of combat she sends a foe flying, dealing an extra four dice of damage. Requires 5 strength and 11 dexterity to use. Worth 1000 gold coins.

Cod Liver Oil: Each millilitre of oil you consume restores one lost constitution and wizardry. The bottle contains 10 millilitres of oil. Worth 5 gold coins per millilitre.

Copper Egg: Worth 10 gold coins.

Croquet Mallet: 4d-4. Your minimum total combat roll with this weapon is equal to your strength. Requires 5 strength and 11 dexterity to use. Worth 300 gold coins.

Cupcake: Casts a 10th level *Smaller is Smarter* spell if eaten, as if you had rolled a one. No cash value.

Darksmoke Pearl: Worth 30 gold coins.

Duchess' Invitation: An unopened envelope addressed to the duchess, the contents of which apparently invite the duchess to play croquet with the queen. The envelope is scented with rose perfume. No cash value.

Gold-Laced Dress: Increases your charisma by two. Precludes wearing any form of body armor for aesthetic reasons. Worth 200 gold coins.

Half a Mushroom: If it grew next to moss which said "bite me" it will cast a 10th level *Smaller is Smarter* spell if eaten, as if you had rolled a one. If it grew next to moss which said "eat me" it will cast a 10th level *Bigger is Better* spell if eaten, as if you had rolled a one. No cash value.

Hatchet: 3d+0. Requires 5 strength and 5 dexterity to use. Worth 33 gold coins.

Hellblade: X+Y, where X is your level and Y is your current wizardry. Requires 5 strength and 11 dexterity to use. Worth 300 gold coins.

High Society Dress: Gain a +7 talent for persuasion while wearing this dress. Precludes wearing any form of body armor for aesthetic reasons. Worth 1000 gold coins.

Incorporeal Mantle: Allows the wearer to blink out of existence once per day for up to five seconds. Worth 300 gold coins.

Jar of Marmalade: If eaten just before taking a check involving your voice you may double your roll. There's only a little jam stuck under the lip of the jar, so you'll only be able to use it once. Worth 10 gold.

Kremmatic Tea: If drunk, restores 3 points of WIZ.

Mad Hat: Increases all your attributes by 2 while worn, but you must pick your paragraphs at **random**. Worth 300 gold coins.

Peach Stone: Casts a 10th level *Bigger is Better* spell if sucked on, as if you had rolled a one. Can be sucked on once before losing its potency. No cash value.

Piece of Carrot: Casts a 10th level *Bigger is Better* spell if eaten. No cash value.



Pocket Watch: An ornate contraption made of solid mithril. If you know how to use it, this vorpal watch might just save your life. It can only be used once in this adventure but you must use it at the perfect time. Worth 300 gold pieces.

Pocket Knife: 2d+0. Requires 1 strength and 2 dexterity to use. Worth 10 gold coins.

Poppy Circlet: Increases your Charisma by one when worn. Can also be smoked, which restores any lost wizardry (this destroys the circlet). Worth 100 gold coins.

Potion of Peppiness: Restores all of your attributes to their maximum level except Constitution and Wizardry. Worth 100 gold coins. One use.

Potion of the Protagonist: Reroll your combat roll this round. Worth 100 gold coins. One use.

Sceptre of Healing: 2d+0. Allows the wielder to cast the spell *Poor Baby*, even if they don't have the required dexterity and intelligence. Requires 5 Strength and 10 Dexterity to use. Worth 300 gold.



Shooing Wand: Allows the wielder to cast *Oh Go Away* spell three times for free. Worth 100 gold.

Snow Drop: (a cat) Gives you an additional die in combat. Worth 15 gold.

Sonan Je Jade: An exotic green stone. Worth 1,500 gold coins.

Soul Armor: 10 hits. Lowers the wearer's constitution by five. Worth 300 gold coins.

Spade of Digging: This spade is capable of cutting through any material. Worth 1000 gold coins.

Spoonful of Sugar: Fully restores your Constitution and Wizardry when eaten. Too delicate to be held in your backpack: must be carried in one of your hands instead. Worth 30 gold coins.

Toy Slingshot: Comes with 10 magic pebbles. If you score a hit (which requires a second level Dexterity saving roll) it deals 10 points of damage directly to your foe. Two-handed. Requires 5 Strength and 11 Dexterity to use. Worth 300 gold coins.

Vampiric Blood: pore the vial onto your open hand give it this effect: Restores Constitution equal to your level. You may only use this item once. Worth 100 gold coins.

Veldtian Ruby: A semi-precious stone. Worth 400 gold coins.

Vorpal Blade: Use this weapon to snicker-snack against the Jabberwock. 5 dice+5 hit points in combat. Turns back into the stopwatch if the holder of the sword or the Jabberwock is defeated.

Waspish Wig: A fine wig made of durable wasp fur. Provides one hit. Worth 2 gold coins.

Wax: A handful of wax. No cash value.

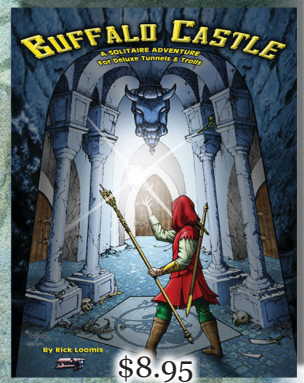
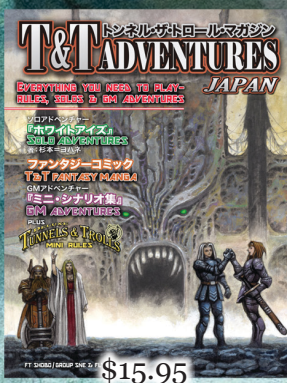
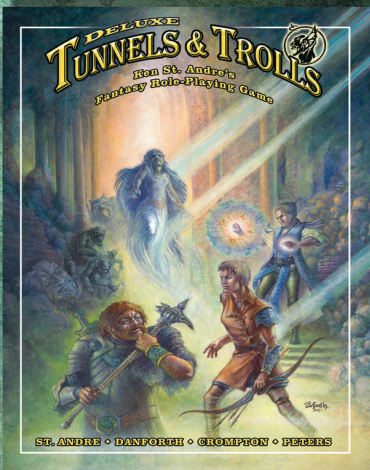
Zombie Rabbit: It feeds... it grows! Increase your Strength by one every time you win a combat on the first round, while the zombie rabbit is present.

THE END! ■

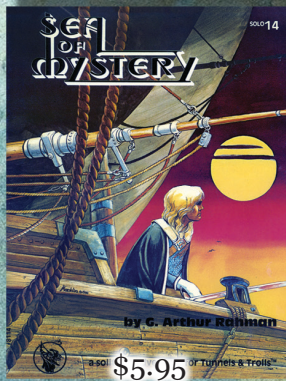
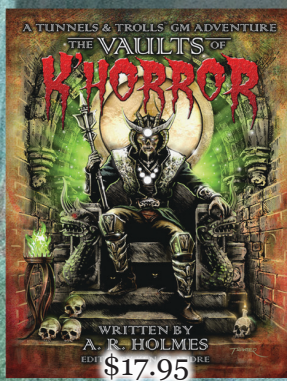
**IF YOU
LIKED
THIS
SOLO
TRY...**

DELUXE TUNNELS & TROLLS™

**Over 25 Adventures
for group or solo play!**



**I'm curiuser
and curiuser!**



See all our available T&T books at your local gamestore or go to www.flyingbuffalo.com

Please add \$5 shipping on all orders within the USA. For orders outside the USA: \$19 for Canada, \$22 for Europe, and \$27 for Japan or Australia. You can paypal your order total to:
postmaster@flyingbuffalo.com

Remember to include your mailing address and list the items you are ordering. You can also mail check or money order to:
Flying Buffalo P.O. Box 8467, Scottsdale, AZ 85252

Many of our books are also available as PDF's at www.DrivethruRPG.com



Alice in WEIRD WORLD

**SEARCH FOR THE RABBIT!
CONFRONT THE QUEEN!
FIGHT THE JABBERWOCK!
AND LEARN HOW TO PLAY:**

**THE
PERFECT
INTRO TO
T&T
RPG!**

TUNNELS & TROLLSTM MINI-RULES

Included in this book!

As you play, you'll run into some familiar characters and locations from Wonderland, but you'll also explore other weirder and darker paths...

Play Alice or a character of your own creation as you travel across Weirdworld. This book also includes a mini version of the T&T rules and pre-rolled characters!

**Play it now -
Don't be late!**



Play Alice in this
Wild Solitaire
Adventure!



Flying Buffalo Inc.
Product # FBI-8006

ISBN 978-0-9836929-6-6



9 780983 692966

Over 60 pages of adventure and includes over 30 of the original Alice in Wonderland illustrations by Sir John Tenniel. This adventure is made for beginning characters with no more than 5 adds.

