



A STICKY SITUATION

BEING A SHORT TALE IN WONDERLAND GONE WRONG

— by —

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Inspired by the works of Mr Lewis Carroll



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WONDERLAND NO MORE

A STICKY SITUATION

BACKGROUND

This is a short scenario for the Savage World's system for the Wonderland No More setting. This scenario draws upon the so called 'missing chapter' from Alice in Wonderland - A Wasp in a Wig.

A Wasp in a Wig:

<http://www.alice-in-wonderland.net/alice4.html>

INTRODUCTION

It had seemed such a simple thing when you offered to help the distressed Wasp you encountered in the woods to recover his missing wig. Tracking down the wasp Exploring Party, one of whom had "borrowed" the Wasp's wig, seemed such an easy task. Now as you gaze over the Lake of Treacle, the goal of the Exploring Party, the whole quest seems so much harder.

THE LAKE OF TREACLE

The lake is composed of a thick and viscous 'liquid' – almost solid but not quite. Anyone venturing in soon becomes stuck and can only be freed by a raise on a Strength roll or by removing any apparel on the stuck limb.

Swarms of insects live around the lake and are not averse to supplementing their sweet diet with blood when they can. Two Swarms attack the heroes as they contemplate how to proceed.

Successful Notice or Tracking rolls spot strange groove like marks upon the shore, following the tracks leads to a dark mouse hole.

THE MOUSE HOLE

The Mouse Hole is home to a large mouse, which having had its home disrupted once by the Exploring Party is none too happy to see the heroes.

The hole is empty aside from a large pile of torn rags and a few chunks of cheese. The plaster on one wall has been chipped away and some of the wooden laths beneath have been broken off and removed. Inventive heroes think of the same idea as the Exploring Party – building a raft from laths bound together with rags. Such a raft takes an hour to build with a successful Repair roll; failure sees the whole thing collapse requiring the heroes to start again.



CROSSING THE LAKE

The heroes may pole themselves across the lake on a raft although the going will be slow.

Midway across the lake the treacle abruptly rises up in a syrupy mound as four Muchness and a Much of a Muchness slowly rise from beneath it.

While crossing the lake the heroes may notice several lumps floating in it, one for each successful Notice roll (2 for a raise). These are sugar lumps which a Knowledge roll will reveal as being valuable to The Exploring Party.

On the far side of the lake the treacle oozes into a thin stream that winds through a crack in the wall and for some distance before dropping in a treacle fall to the bottom of a well.



THE WELL

Three girls, Elsie, Lacie, and Tillie have lived in the well for some time in the hope that the treacle will cure their ills. Elsie saw the Exploring Party arrive on their raft and disliking wasps immediately caught them in a bottle which rests on the far side of the well. There are six Wasps in the bottle, one of which is still wearing a slightly battered wig.

At the edge of the treacle pool is a small collection of broken wood and rags – the remains of the Exploring Party's raft. As the heroes pole towards it a tremor can be felt through the treacle. Successful Notice rolls see a huge hand, holding an equally huge bottle, sweeping towards them. To avoid being swept up in the bottle requires a successful Agility roll, those who fail are in the bottle as it is righted. Climbing out of the bottle before Elsie pushes the cork in requires a raise on a Climbing roll as the glass is slippery, successes indicates the hero throws himself clear as the cork is shoved home – a fall causing d6+5 damage.

IMPRISONED

Freeing captured heroes and the Exploring party is not an easy challenge; the following notes give some details for those attempting it:

Bottle corks – these are too heavy to push out from inside a bottle, if a bottle is tipped over it requires a raise on a Strength roll to remove.

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Tipping a bottle – from the inside requires a raise on a Strength roll, from outside just a Strength roll; in both case two people are required.

Breaking a bottle – roll damage (with no aceing) against the bottles Toughness of 12, the bottle is cracked on a Shaken result, broken with a wound. Two cracks also break it.

Bribing the girls - Elsie, Lacie, and Tillie are particularly fond of sugar lumps despite living on a diet of treacle. For a sugar lump each they will release the 'horrid insects' in one of the bottles.

Attacking the girls – the heroes are the size of wasps to the girls, their attacks will do no effective damage. The girls have a Fighting skill of d4 but do not get a wild die, they have a penalty of -6 to hit the heroes, and a single hit will kill a hero outright!

FREEDOM

Escaping from the well involves a daunting climb up the rocky walls; it requires three Climbing rolls (+2 bonus of each). Alternatively if the Exploring Party has been freed they will offer to fly the heroes out.

STATISTICS

BREAD AND BUTTERFLY SWARM

Attributes: Agility d10, Smarts d4(A), Spirit d12, Strength d8, Vigor d10

Skills: Notice d6

Pace: 10; **Parry:** 4; **Toughness:** 9

Special Abilities:

- **Bite:** Swarms inflict hundreds of tiny bites every round to their victims, hitting automatically and causing 2d4 damage to everyone in a medium burst template.
- **Buttery:** The swarm continually drips a butter substance making footing treacherous, each round attacking heroes must succeed in an Agility roll or fall and be Shaken.
- **Swarm:** Parry +2; because the swarm is composed of scores of creatures, cutting and piercing weapons do no real damage. Area-effect weapons work normally, and a character can stomp to inflict his damage in Strength each round.

MOUSE, ENORMOUS

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d10, Vigor d10

Skills: Fighting d6, Guts d6, Notice d8

Pace: 10; **Parry:** 5; **Toughness:** 12

Special Abilities:

- **Bite:** Strength + d4.
- **Size:** +5 (small elephant).



- **Hardy:** 2 Shaken results do not cause a wound.
- **Large:** Opponents have a +2 bonus to hit.

MUCH OF A MUCHNESS

A Wild Card Muchness!

MUCHNESS

"...did you ever see such a thing as a drawing of a muchness!" the Dormouse, Alice in Wonderland.

A Muchness is a large creature with an indistinct form that tends to lurk beneath other things – lakes, mounds of leaves, moss etc. It's true shape is never seen as it is always covered in whatever it was lurking under and dissolves away to nothing within seconds of dying.

Attributes: Agility d6, Smarts d6 (A), Spirit d8, Strength d10, Vigor d10

Skills: Fighting d8, Guts d6 Notice d10, Stealth d12

Pace: 8; **Parry:** 6; **Toughness:** 9 (2)

Special Abilities:

- **Armor +2:** Whatever is covering the Muchness' body gives it a two points of armor.
- **Club:** A Muchness has club like paws that inflict Str + d6 damage.
- **Engulp:** With a raise on its Fighting roll, the Muchness has swallowed its target whole. Those swallowed take 2d6 damage each round against their base Toughness. While inside a hero can try to cut their way free with a dagger or knife by making an Agility roll at -2 (instead of using Fighting); roll damage against Toughness 7. If the hero does at least one wound, they have sliced a hole big enough to slip free. If the Muchness is killed, any swallowed victim can be freed in a single round.
- **Large:** Opponents have a +2 bonus to hit.

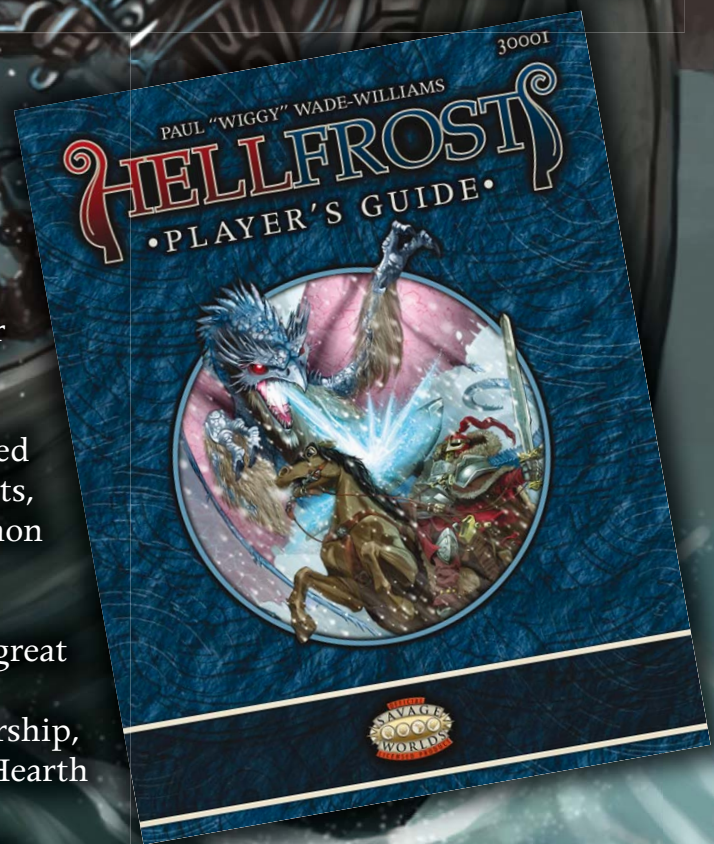
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