

Alice's Adventures in Looking Land

A Tunnels & Trolls Solitaire Adventure

Written by Joel Marler

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Information:

Alice's Adventures in Looking Land, 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*. Published by Joel Marler Games, 2017. Tunnels & Trolls was originally created by Ken St Andre. T&T and Tunnels & Trolls are trademarks of Flying Buffalo Inc and are used with permission. Visit <http://www.flyingbuffalo.com> for more information.

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Dedicated to Lewis Carroll, an absurdist writer who I'm sure has influenced me greatly.

A solo campaign for a female character with up to five adds.

Character sheets can be found at the bottom of the book. Creature, item, and spell appendixes can also be found there. All italicised creatures, items, and spells in the adventure are included in the appendixes. Do not reference creatures to help you decide whether to fight them (unless you cast the spell *Know Your Foe*): reference them while you fight them instead.

This adventure is loosely based on the free abridged rulebook with the following **rule additions/clarifications/assumptions**:

- 1) All items that have a wizardry requirement are also additive in their requirement, just as non-magical items are in their strength and dexterity requirements. For instance, to use an *amulet of rubber*, which requires 10 wizardry to equip, and a *dancing dagger*, which requires three wizardry to equip, your character would need at least 13 wizardry in total.
- 2) I assume players are playing with magic resistance (remember it goes down as you and the opponent spend wizardry).
- 3) The level that you may cast spells at is capped by your overall level.
- 4) *Take That You Fiend!* does damage multiplied by the level it's cast at instead of being doubled each level.
- 5) You may carry kilograms of weight equal to your strength quintupled. Any item that hasn't been given a weight is basically weightless.
- 6) The dice and adds an opponent gets is reduced along with its MR.
- 7) If you know a spell or have a talent or item that should let you solve a problem in your own way,

you can adjudicate it yourself. I can't account for everything! For example, let's say that you need to swim through a lake filled with poisonous sea snakes: if you know the spell *fly me* you should let yourself fly over the sea snakes and get to the new section unharmed.

If the abridged rulebook is too long for your tastes use the **abridged abridged rulebook** instead:

1) Roll three dice eight times. These determine your starting strength, constitution, dexterity, speed, intelligence, wizardry, luck, and charisma in that order.

2) To increase one of your eight attributes multiply that attribute by 10. It costs that many adventure points (APs) to increase the attribute by one. If your character has 12 luck, for instance, it would cost 120 adventure points to increase your luck to 13. You can do this anytime.

3) Divide your intelligence by three. You begin the game with that many spells. You can choose your initial spells from the following: *Detect Magic*, *It's Elementary*, *Knock Knock*, *Know Your Foe*, *Lock Tight*, *Oh Go Away*, *Oh There It Is*, and *Will-o-Wisp*. You can learn new spells for 1000 gold pieces per level of the spell learnt between adventures. A level five spell would cost 5,000 gold pieces, for instance. All but the last digit of your wizardry must be at least as high as the level of the spell to be able to cast it. To cast a level five spell you would need a wizardry level of at least 50, for instance. You can cast each spell you know once. They recharge when you sleep.

4) You need to roll a 13 to pass a check plus the level of the check times five (a level zero check needs a roll of 13 to pass; a level two check needs a roll of 23 to pass). You roll two dice and add the relevant attribute to see if you pass. So for a level one luck check you would roll two dice, add your luck attribute to the roll, and pass the check with a combined roll of 18.

5) To win a fight you need to pass a level zero strength, dexterity, or wizardry check. Look at all but the last digit of your combined foes' MR (or all but the last digit of each foe's strength, dexterity, and wizardry combined): take that away from the number you roll. If you lose the fight you die...

6) Your constitution is also your life total. When you take damage it goes down by that amount. When you sleep it's restored.

An **example**:

You roll three dice eight times, rolling an eight, seven, eleven, thirteen, fourteen, nine, nine, and ten. This means your character has eight strength, seven constitution, eleven dexterity, thirteen speed, fourteen intelligence, nine wizardry, nine luck, and ten charisma. You divide your intelligence by three to get four: this means you get to choose four spells to begin with. You choose *Take That You Fiend*, *Will-o-Wisp*, *Knock Knock*, and *Detect Magic*. All but the last digit of your wizardry needs to be at least as high as the level of these level one spells to cast them, so as your wizardry is only nine at the moment you will need to raise your wizardry to 10 to be able to cast anything (you don't have any digits preceding the final digit of your wizardry attribute as your wizardry attribute's currently a single digit!)

You begin your adventure by needing to push to one side the boulder blocking the entrance to a cave. You are asked to make a level one strength check. You roll two dice which add up to 11, then add your strength to this dice roll for a total of 19. As this is at least 18, which was the level one check target, you pass the check and are able to enter the cave.

Inside is an MR 20 cave bear. You need to pass a level zero strength, dexterity, or wizardry check to defeat it. You roll two dice which add up to seven, add your dexterity to the roll, which is 11, and take away all but the final digit of the foe's MR, which is two, leaving a total roll of 16. As this is at least 13, which was the level zero check target, you pass the check and defeat the bear.

You're awarded 100 adventure points for doing this and decide to spend 90 of those points to

increase your wizardry from nine to 10. Now that all but the last digit of your wizardry level is at least one you can cast level one spells. You cast *Will-o-Wisp* to create light, revealing a passage leading deeper into the cave. Do you enter? You can see your surroundings now but you won't be able to recast *Will-o-Wisp* until you sleep...

Introduction:

You kick your shoes off before you kick back on the riverbank. You're bored - bored, bored, bored! You've been bored all your life: bored with the nanny, bored with the governess, bored with Ms 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 good port and playing bad cards, and especially bored with, well, well... everything! You tear out a handful of daisies and watch the exposed grasshoppers skip away with interest. You don't care about daisies; you want adventure!

A white rabbit swims across the river: you throw a pebble at it. '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 the rabbit go to **1**; if you tell the rabbit you're not impressed with the fact it can talk and that it's boring go to **10**.

1 - You drop the next pebble you were planning to flick at the small beast in amazement. 'My, a bunny who speaks English: perfect English in an Oxbridge accent, no less! I commend you for your distinguished elocution, rabbit: for a common vermin to master our clipped consonants is no mean feat!' 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! Why, if you were a human, and I were of age, I'd marry you in a heartbeat!'

The rabbit slips its watch back into its frilly clothes. 'But I'm a female, forward wench: 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 bounds away down a hole large enough for you to crawl through.

'Wait Mr - I mean Mrs - Rabbit!' you cry, but she pays you no heed. 'Wait!' You hitch your dress up and crawl after her.

If you have a light source go to **20**. If you don't, go to **30**.

2 - 'Don't kill me, you common weed - I've got thorns you know!' cries the elegant flower as you rend it from the soil.

'Tell me where the queen is, or I'll tear out your petals and turn you into perfume!' you shout, roughly shaking the dainty plant from side-to-side.

The well-cultivated vegetation begins crying rose water, which perfumes your clothes in the most delightful way. 'The queen? The queen of hearts? Just follow the heart trailer and you'll be there in no time!' You throw the helpful flower to the forest floor and lift a vine covered in heart-shaped leaves from beneath the litter. You walk with it in your hands to **22**.

3 - You see the dodo squirming on the sand, ignored by the animals running around the rock. 'Uncaring brutes, can't you see that a fellow being is in pain?' you hypocritically say to them, not remembering that you just left him to slake your curiosity. Take a level one intelligence or charisma check to see if you can calm him.

Minutes later, *Tweedledum* and *Tweedledee* 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 out of his musical paroxysms you may fly away to the final paragraph of **95**; if you failed to steady his frazzled nerves go to the second paragraph of **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.' You leave to the tittering of the daisies and return to the second paragraph of **27**.

5 - You manage to hold down your breakfast and stay abreast the crests. After several minutes you see a dodo sailing close-by.

'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 meeeee!'

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 above the rumbling thunder and snapping lightening.

'You have a powerful voice Mr Dodo, if a little unrefined! I took singing lessons from Ms Crabble when I was younger, and I'd be glad to work on your talent 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 decks on hands! Sails away! Gangways people, gangways! Land ahoy!' And indeed you can see a tiny island in the distance, on which several animals engage in a curious running race.

'Mr Dodo, what are those animals doing? Why are they running in circles? Are they deranged, sir?' The dodo nods his head. 'Of course, we all are! They're running a caucus race.'

You watch the animals run around and around the boulder on the beach. 'Mr Dodo, surely you mean a carousel race - a carousel goes around and around too, but a caucus has a point!' The dodo waddles onto the beach and drops you off. 'Silly girl, you've got it all mixed up: a carousel ride stops after a couple of minutes, but a caucus meeting goes on for hours and goes around in circles. Now, how about that singing lesson?'

If you teach 'Here We Go Round the Mulberry Bush' go to **15**; if you teach 'My Bonnie Lies Over the Ocean' go to **25**; if you teach 'Bean, Beans, the Magical Fruit' go to **35**; if you teach 'I Feel Like Chicken Tonight' 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 as you want, the exchange rate being one cabbage for *pearls* equal to the charisma check you make plus one, before returning back along the hedge corridor.

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. Go to the third paragraph of **17**.

8 - The path you follow curves around to your right until you end up at another crossroads. 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**.

9 - You land on a wide expanse of sandy earth (and take however much you fail a level one dexterity check by in damage: you weren't falling *that* slowly).

'What a barren wasteland - in fact, it's barren even of waste, and waste is very easy to come by due to the dawning industrialisation of Trollworld. The only thing I can see is... the white rabbit!' The bunny leaps ahead in the distance towards a hill capped with a boulder.

'White rabbit! Oh, white rabbit, wait!' you shout out, but then stop and watch in horror as the sandy earth heaves around the frilly pest. 'I'll never make it now!' cries the beleaguered creature as a giant *sand wurm* bursts out of the ground and grabs the tiny animal in its maw.

You heroically dash towards the repulsive beast, fully intending to save your new friend. However, even if you survive your battle with the hulking monstrosity you realise that there's little hope for the would-be morsel.

'Must... be going...' splutters the red rabbit in your arms, her eyes glazing over as he speaks.

You stroke her head. 'Mrs rabbit, you're too mangled and bloody to go galavanting who-knows-where! At least rest awhile, or tell me where to find the doctor for this part of the countryside' you say, watching the tumbleweeds roll by around you.

The white rabbit looks at her pocket watch one last time, her bloody paw leaving violent streaks on the crystal face. 'My grandfather's. He never had a son. I was like one, I suppose. I suppose I'll never have one of my own now... a rabbit, and not even one son! Tell the Queen... that I'm not... going to make... our date.' You cradle the rabbit in your arms as she breathes her last, then take her *pocket watch* once you're sure she's dead.

If you have a digging implement, and you dig the rabbit a grave, go to **29**. If you leave her to the wild animals go to **59**.

10 - 'And I'm not impressed with you, young rascal! And so, farewell!' You throw a pebble at the creature which downs and drowns it.

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 preludes as badly as your attitude, and who waits for one of your father's knights in shining armour to whisk you away to a more exciting life. They're all turned off by the way you roll your eyes at their half-baked quips though, and you're left pining in your tower night after night.

11 - You cogitate for some time before giving up in exasperation. 'I don't know sir: what's the answer?'

The hare cocks his head at you. 'Answer? I was asking you!' You leave, irritated at yourself for wasting such time with such nut cases, and go back to the second paragraph of **27**.

12 - The flowers laugh at you as you strain to pick the flower. Lower your strength by one dice for the rest of the adventure due to the strenuous activity, then walk back wheezing to the second

paragraph of **27**.

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

You open the door and walk through, emerging on a yellow brick road. 'Yellow bricks? Whatever could they be hewn from: sandstone?' you think to yourself, following the path with curiosity. It leads towards a house with a white picket fence.

'A white picket fence - but surely that's from a different era!' you exclaim, running your hand along the painted paling. If you knock on the door of the house go to **53**; if you continue along the path go to the third paragraph of **17**.

14 - It's clear to me that you either didn't follow the vine with the heart-shaped leaves, or you pretended you had opium when you don't. Close the book, cheater, even though I know you'll backtrack to where you were before (if you want to compromise, lose any adventure points you've saved up so far and go back to the second paragraph of **27**.)

15 - Make a level one dexterity and luck check. If you pass both, go to **45**; if you fail either, 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.'

At the end of the hedge corridor you find a gryphon and a turtle made of polystyrene 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 and run out of the blazing building. 'White rabbit, white rabbit, my condolences for what happened to your house!' you shout, as the bunny bounds 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 of 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.

A set of teeth grin at you from the bough of a tree, and a purple cat materialises into view. 'Lost?' asks the disturbing feline, 'or found?'

'How rude to smile at my misfortune!' you say, walking over to the elm to shake it.

'No, I'm happy for you!' says the cat, clinging to the branch. 'I can help!'

Go to **102** if *Snow Drop* is with you, and **112** if she isn't.

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 hobgoblins inside, 'I'll help you paint those roses if you want!'

'Piss 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 a have both a food that makes you smaller and a food that makes you larger, or know *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 you, 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?' Take a level zero constitution check: if you pass, go to **5**; if you fail, go to **90**.

20 - '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 tunnel walls. 'Eat what - the dirt through which I burrow? What nonsense, I shall pay it no heed!' You blithely crawl onwards to **30**.

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 can always use a rabbit, but a rabbit can't use a handsaw.'

You sigh. 'Poor white rabbit. I wonder where she is now?'

The old man stares around wildly. Go to the third paragraph of **32**.

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 think to 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! (reduce one attribute 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 - The trolls appear less self-assured than they once were, but decide to attack before you grow any larger. Go to the second paragraph of **75**.

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 gives a history lesson to its children. He says:

'The 27th emperor of the Kraken continent was Baeldor the Bloody. He led the invasion against the manikans, with the help of the jungle trolls, but was repulsed with the help of the DingleDell dwarves. The manikans then formed an alliance with the dwarves, and led a counter-attack against Baeldor's castle at Lostreld. They were saved when the giant eagles intervened on their behalf, although 2,000 men perished in the fighting...'

You yawn as you listen to the never-ending story of warfare, carnage, and intrigue. Take a level zero constitution check: if you pass, go to **46**; if you fail, go to **56**.

25 - Make a level two dexterity and a level one luck check. If you pass both, go to **45**; if you fail either, go to **55**.

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, go to **44**.

27 - The cat 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 to your left until you hit another crossroads. Go to **28** if you follow it left, **38** if you follow it right, **18** if you take the path up ahead, and **8** if you retrace your steps.

29 - You begin to dig the hole, eyeing a dodo that circles above warily 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 away the bird go to **69**; if you try to kill the bird go to **79**.

30 - You crawl and crawl for hours, and eventually arrive in a beautiful 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, white rabbit, I do apologise 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 hearts - and if I'm not there in half an hour she'll have my head!' The rabbit touches its neck, its whiskers twitching in apprehension.

'That's not cricket!' you exclaim, 'I daresay that's an abuse of the royal prerogative!' 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 his watch in panic. 'I have to go!' The fluffy bunny hops down a small hole buried among the azaleas.

The hole is much too small for you to enter: what will you do? If you crawl back the way you came to the surface, go to **40**; 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 finding the queen, go to **139**.

31 - Out of hunger and distrust, with a dash of simple malice, you begin to grind your molars together as he speaks and spit his mangled corpse out once you've chewed 32 times. Unfortunately, no one else passes by the house anytime soon, and by the next day you have died of thirst.

32 - You take a long drag on the fag, and immediately feel sharp as a button. Permanently increase your speed by one.

'By jolly, you're on to something!' you exclaim, leaning back in your chair. 'If only the white rabbit were here to share this smooth blend with us!'

'White rabbit? I'll give you a white rabbit' says the old man, reaching deep into his top hat. Take a level one luck check: if you pass, and you haven't fought the *sand wurm*, 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 piercing damage. 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 plastic 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 its roiling. The lobsters hue sharp red and the mock turtle melts into a misshapen blob. '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 armour of five but halving your charisma. 'Oh, what a to-do... my sister will tease me over this exoskeleton so!' 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. Taking the insect's fruit for yourself could prove quite dangerous... go to **140** if you placate it with a *jar of marmalade*, **150** if you stride in and ignore it, and **26** if you return the way you came.

35 - Make a level zero dexterity, a level one charisma, and a level one luck check. If you pass all three, go to **45**; if you fail any, go to **55**.

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 cat out of the tree, horrible, disfiguring warts begin to break out all over your body due to your allergic reaction. Take level two strength checks until you pass one: for each check you take, lower your charisma by one for the rest of the adventure.

If you manage to knock the cat out of the tree it lands on your face and begins clawing you (dealing one dice of piercing damage in the process). 'Argh! Bad cat!' you exclaim, tearing it off and flinging it into the trunk by its tail. If you survive the fight with the *cheshire cat* go to **27**.

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, his eyes fixated on his 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 rabbit looks up, and positively jumps 10 feet into the air. 'Argh, a monster!' it exclaims. 'Get out, I don't subtlet to your kind!'

'Don't you recognise my voice, white rabbit? 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 bunny will break one of his fine windows in his rage.

You see the dodo waddling past the house, singing a song. 'Mr Dodo!' you and the white rabbit cry out, 'come help!' The dodo walks over to the bunny, staring at you in wonder.

'A whale of a tenant you've got there Jeremiah!' the moribund 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!'

'Got a match? 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 dodo strikes the match against the rabbit's nose, and 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 dodo dances around the house singing:

'Strike the match,
Watch it glow,
If it stalls,
Give a blow,
Strike the match,
Hold it ouuuuuuuut...
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 going to do? Write down your action before going to **17**.

40 - Unable to follow the white rabbit any further, you return to the surface. Although this adventure has drawn to a close, gain 100 adventure points for discovering the secret garden.

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

'Hang on... got it!' At his words you relax yourself and violently projectile vomit the lizard out of your body and right up the chimney. You see him fall down to the ground outside with a sickening crunch, a piece of carrot clasped in each hand.

You begin to shrink, and soon return to your prior size. 'Thanks Mr Lizard!' you say as you exit the house, but Jacob doesn't answer you. He's dead. You take the two *pieces of carrot* from his hands before continuing along the 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. 'Oh, I'll never make it out of here...' you say, sobbing into the handkerchief you embroidered last winter.

A set of teeth grin at you from the bough of a tree, and a purple cat materialises into view. 'How rude to smile at my misfortune!' you say, walking over to the elm to shake it.

'No, I'm happy for you!' says the cat, clinging to the branch. 'I can help!'

'What, a wildcat? I think not! I hate cats anyway, I'm allergic. Go away!' If you cast *oh go away* on the cheshire cat, go to **27**; if not, go to **37**.

42 - You extinguish the fag and unfurl it, but 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 a level one speed and intelligence check did you manage to learn the spell *caffeine rush*.

'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 old man with his mouth full, crumbs of saucer flying out with each word. 'She's a menace to society - I'll bet she's 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 see your pack resting against the tree, and check inside to make sure everything's there. You're perplexed to see any items you found during your bizarre fantasy inside. 'I suppose dreams do come true... literally!' you think to yourself as you sling the bag onto your back and walk back to your father's fort. End of *Helena's Adventures in Looking Land*.

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 hobgoblins 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 dodo claps its wings together. 'Marvellous, marvellous! I shall become an opera singer one day!' Gain a talent for singing.

You see the white rabbit running around the boulder. '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 his pocket watch and sprints past the other animals jogging around the boulder. 'Oh no, I'm later than ever! Out, out of my way!'

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 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, and as you draw closer you can 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 say as you approach the flowerbed, wolf whistling as best you can.

‘Thank you: we do try. Girls, bow after you perform in front of an audience!’ The flowers droop, then whip back into their upright positions.

‘Incidentally, do you know where I could find the queen of hearts?’

The rose headmistress tisks at the sound of your words. ‘Very unmusical - surely you can do better than that!’ If you try and sing your question, go to **77**; if you tell the flower you’ll pull her out by the roots if she doesn’t answer your question, go to **87**.

48 - Perhaps you shrink yourself, crawl under the gate, then make yourself larger; perhaps you grow larger, walk over the gate, then make yourself smaller; perhaps you cheat and cast a spell like the wizard you are. In any case you’ve made it into the inner rose garden. Well done!

‘Get the f*** out of here, we’re busy mate!’ the three *hobgoblins* shout as they paint the white roses red. They place their horsehair brushes down and attack you like the brutes they are.

If you survive the fight you admire the roses for several minutes until the queen of hearts enters the garden with her retinue, carrying a long-handled hammer in her hand.

‘And who are you? Have you been invited to play crochet?’ she asks as she enters. If you tell her you’re the duchess, and hand her the *duchess’ invitation*, go to **71**; if you tell her you’re the duchess’ maid, and hand her the *duchess’ invitation*, or if you tell her that the white rabbit has been eaten by the monstrous wurm, and that she asked you to pass on the news of her demise, go to **91**; if you tell her that you’re awfully lost, and that you just wish to return to the surface, go to **111**.

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 dodo walks past, ‘I ate something I shouldn’t have!’

‘Hang on!’ cries the dodo, and returns with a wheelbarrow from the garden shed. He fills it with yellow bricks pried loose from the path.

‘Ow! Some gratitude!’ you shout in rage as he begins to hurl the bricks at you through the window (take one dice of damage). ‘If I weren’t trapped here I should definitely kill you this time!’

‘You’re welcome, little girl... but you owe me a favour now!’ says the dodo before departing. 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 vandalised 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. ‘Oh, I’ll never make it out of here...’ you say, sobbing into the handkerchief you embroidered last winter.

A set of teeth grin at you from the bough of a tree, and a purple cat materialises into view. ‘How rude to smile at my misfortune!’ you say, walking over to the elm to shake it.

‘No, I’m happy for you!’ says the cat, clinging to the branch. ‘I can help!’

‘What, a wildcat? I think not! I hate cats anyway, I’m allergic. Go away!’ If you cast *oh go away* on the cheshire cat, go to **27**; if not, go to **37**.

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. Take a level zero intelligence check: if you pass, go to **70**; if you fail, go to **80**.

51 - You had rested your backpack against a tree while you slept, but sadly it seems to have been stolen during your watery slumber. 'Everything I own taken... what will my father say when he finds out?' You trudge back to your father's fort, dreading the shouting and reprimands to come. End of *Helena's Adventures in Looking Land*.

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

'A fine party this has turned out to be! You, miss, are a gate crusher par excellence!' says the old man, wiping his friend's tiny intestines off 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 Alice 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 kill her before she can kill anyone else. You can't brew tea without killing the plant!'

If you survive the fight with the *mad hatter* and the *march hare*, leave the ruined un-birthday party by walking back to the second paragraph of **27**.

53 - You break down the door and enter a tastefully furnished home.

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 basement, 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 iron fence to the left until the path splits in two. If you follow the path to your new left, go to **84**; if you follow the path to your new right, go to **94**.

55 - The dodo begins twitching convulsively at the sound of your warbling, and breaks into a seizure. 'Oh dear... I take it you didn't like my song. Was it the song, or was it the tenor of my voice? Was I so very bad?' you say, as you daintily prod the convulsing bird with the tip of your shoe. 'I do wish you'd stop that, the way your beak foams does worry me so.' You see the white rabbit running around the boulder. 'Oh white rabbit, there you are! Please help: I fear my high D 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 boulder. '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, and continues to run around the boulder. 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 bunny bouncing far beneath the island, its white shape bounding out of sight. 'How far does the rabbit hole go?' you say, 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, 'who wishes to enter the queen of heart's realm?'

You curtsy. 'Excuse me good sirs, my name is Helena - 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 slate of rock). 'Oh, so your name is Tweedledum. That's a curious name for a troll! And your name... Tweedledee. How cute that they rhyme!' Tweedledum waves his club in your face. 'You're lucky you're a girl, otherwise I'd crack your noggin!' You smile innocently at the troll. 'Ah, the benefits of being a member of the weaker sex' you think to yourself.

'I apologise if I offended you, Tweedledum and Tweedledee. Now, may I come through?' You try to push past them, but they block your way.

'Go away little girl, your lack of cultural awareness is appalling!' says Tweedledee. 'Yeah: our names are very common ones for trolls. And it's not TweedleDUM, it's TweeDLEdum. Ignoramus!'

If you decide to walk away, go to **65**. If you attack them, go to **75**. If you do something else, write down what it is before going 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.

You wake up by the riverbank in the middle of the 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 to your father's fort. Gain 100 adventure points for finishing *Helena's Adventures in Looking Land!*

57 - You follow your nose, and meet a caterpillar on a leaf sucking on a hookah. The spindly insect sees you, and blows a smoke ring in your face.

'What a lazy bug: it hasn't even bothered to eat the leaf it lies on. It's never going to become a butterfly at the rate it's going' you think to yourself. 'It probably hasn't done a decent day's work in its life.'

'Who are you?' it says, blowing another smoke ring in your face (or a smoke triangle, rather). You cough.

'Who are you?' it repeats, blowing a smoke star at you. 'Stop that,' you say, 'or I'll break your pipe! Weren't you brought up with any manners?'

The caterpillar looks at you sternly. 'My mother was eaten by a dodo: 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!' If you have any poppies to give him, go to **14**; if not, you leave him to wallow in his

sobriety by walking back to the second paragraph of **27**.

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 retrace your steps, go to **98**.

59 - 'Well, no use standing around. Rather dangerous with those hulking wurms about!' you reflect. You walk away from the dead animal, eyeing the dodo that circles it overhead as you go.

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. If you don't have a day's worth of *provisions* take a level one constitution check: if you fail take one dice of piercing damage from the desert heat.

You lean next to a cabbage tree once you can go no further for the day, despondent about your situation yet not entirely put out. 'I must take heart from this cabbage tree' you think to yourself, patting its leafy trunk, 'for it not only provides nourishment (you may stuff as many cabbages in your backpack as you wish, which you may eat later as *provisions*), 'but it marks a progressive greening of this desert, and so suggests salvation is in sight.' You settle down and try to sleep but, even though you are exhausted, you're kept up by the needling blisters forming on your soles.

Take a level one intelligence or luck check when you wake up and begin walking once again. If you pass, read on; if you fail, go to the second paragraph of this section.

You continue hobbling through the desert the next day, and 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.

After some time you meet a man with an egg for a torso 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 Egg: 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 hearts, and I've got to finish this wall by nightfall or she'll have my head!'

'What wall?' you say, looking around in confusion. 'And what head?' you think to yourself, for Mr Dumpty's face is painted on his torso's shell.

'Exactly! So lend me a hand, for Pete's sake!' If you help out, go to **146**; if you leave him to his fate, go to **136**.

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, for 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 - atoms were discovered by Damocles - and I imagine atoms would have a very narrow 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 young lady I shall be almost back to where I was.'

You jump down the small hole nestled among the rhododendrons 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 bottom of the hole.

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 *vorpal blade* darker than a thousand nightmares along the way (take a level two speed check for each item: you manage to dart out your hand and take it if successful.) 'This descent takes too long by far' you think to yourself. 'I shall fall asleep before I land, and then awake before so 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 above 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 strength check: if you pass you manage to quickly sprint back to the second paragraph of **27**; if you fail the *little brown dormouse* gets a free attack on you as it bites your bum: go to the fourth paragraph of **52** if you survive its nibbling teeth.

63 - You find a *lucky rabbit's foot* under the pillow and a *bugle* lying on the bedside table. You swipe both items before returning to the second paragraph of **53**.

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'.

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 and return to the island. If you managed to teach the dodo 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 a beautiful empty egg shell worth 50 gold coins. If you take it, go to **124**. If you replace it with a *copper egg*, go to **135**.

67 - You can hear the sounds of singing in this direction, although it's not nearly as measured as that drifting from the opposite direction. You open a gate (although it's connected to no fence, making it totally useless), and come across a hare and an old man at a tea party. The old man drinks earl grey 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 overhyped maniacs to their very un-special occasion.

'Take a seat, Alice!' says the hare, pulling out a chair. Sighing, you place your posterior on the tannin-stained foldout.

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

'But my name's not Alice! I'm Helena: pleased to ah, pleased to make your acquaintance' you say, not wanting to offend the lunatics as their meds obviously aren't all too effective.

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 distributes a pinch of tea leaves in the page of a spell book and rolls it, then lights it and puts it in your mouth. 'Tea is better smoked than drunk anyway. It's an aromatic 'erb is tea!' 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 cross-roads. 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! I can't help my diet: if I don't eat this dear rabbit, I'll starve!' simpers the dodo in reply, 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 realise 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 really 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! But it was rather delicious!' 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 head.

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

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... is the owner of this house a vegetarian?' 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, white, red, and blue, go back to the second paragraph of **53**.

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. 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**.

75 - Brave, brash, perhaps even a little foolish...

If you survive the fight with *Tweedledum* and *Tweedledee* go to the second paragraph of **13**.

76 - You walk back along the path until it splits in two. If you turn left, go to **74**; if you keep going straight, go to **54**.

77 - You warm up by singing a few scales, then belt out your question in d minor. Take a level two dexterity check and a level one charisma check, and add any singing and music talents to your roll. If you pass both checks, go to **97**; if you fail either check, go to **4**.

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 dodos 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. If you survive the fight with the *dodo* you finish digging the grave, give the rabbit a good, christian burial, and walk away from the gristly scene to the second paragraph of **59**.

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. A sad way to go in more ways than one!

81 - You strike out wildly through the forest, hoping to run into a lead on the queen of hearts. Take a level two luck check: 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 pat it on the head.

The bemused bunny spits out the ciggy and frees herself from the old man's grasp. 'I do wish you'd stop doing that Nathaniel! You know I'm late for my date with the queen!' The rabbit bounds away from the tea party, looking at her pocket watch in horror.

'Wait!' you cry, chasing the white rabbit through the forest to **22**.

33 - Curious to discover who occupies this elegant McMansion, you rap your knuckles against the door. Nobody answers. If you leave the house, go to **43**; if break in, go to **53**.

83 - You swipe a *carrot biscuit* which says 'bite me' from off the plate, and three *candles* from the dining table. If you eat the biscuit, go to **7**; if you don't feel peckish, 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 crochet, addressed to the duchess, from the queen!' one messenger cries. 'From the queen, to the duchess: an invitation to play crochet!' 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 - I hope you decided to suck on that *peach stone* you pocketed earlier: if that wasn't what you did go back to the paragraph you were at before (if you cast *know your foe* on the trolls you may look up *Tweedledum* and *Tweedledee* in the creature appendix before returning there).

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 say. Take a level three charisma check, and add your augmented personal adds to the roll: if you pass, go to **13**; if you fail, go to **23**.

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 man, 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...'

The hare taps its skull. 'Use it or lose it!' Take a level zero intelligence check: 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 three strength check: 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 hearts, 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, but I'm no aficionado of the fine arts - I'm just a lost little girl. 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, and I expect she'll play crochet in the rose garden afterwards. While you wait for her to finish checkmating her rival queen, why don't you contribute to my collection?'

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

89 - As you watch the dodo 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, 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 dodo burps 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 dodo sniffs. 'Well, why shouldn't we: we're human too, aren't we?' You suppose the bird doesn't know so much about biology as he pretends to.

The dodo stretches his wings, and dips his head in a kind of bow. 'Well, I'll be off then. Nice knowing you, little girl.' The dodo 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 giant worms about' you say, presumptuously clambering onto his back.

'Oho - who's begging now!' the dodo 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 hearts and tell her that the rabbit won't be able to make her date.'

'Your gravel!' he says, running along the desert runway. You grip his rough plumage as he takes off.

He 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. Up ahead 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 butterfly!' The dodo glides down and deposits you at **99** before hurriedly taking back to the skies.

90 - You retch from the violent movements of the storm, and your strength begins to fail you. You slip under the water once, twice, and thrice, drifting down, down, and down into fitful slumber.

You wake up in the river where you first saw the white rabbit. 'Oh, I see: I must have fallen asleep and rolled down into the water!' You walk onto the bank and wring out your clothes before you catch a cold.

Take a level one luck check. If you pass, go to **43**; if you fail, go to **51**.

91 - 'Well then', says the queen of hearts, handing you a crochet hammer, 'I suppose you'll have to take her place!'

An ogre places a hedgehog in front of the queen, and she smashes it with her hammer. 'Your turn' she says as one of her subjects places a quivering hedgehog 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, 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 crochet as you know it, go to **101**; if you make a show of whacking the poor hedgehog, 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 white rabbit.

'I there's a lot of white rabbits in the world' you think dejectedly. 'Especially considering how they breed like goblins.'

You thank the old man and the hare for the lovely magic trick and walk back to the second sentence of **27**.

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!' you think to yourself as your legs burst out the front and back doors and your arms poke out the windows. 'In what room will I find space to host guests?' you wonder aloud, your booming voice rattling the glass panes.

Go to **100** if you fought the *dodo* over your song, **39** if you haven't fought a *sand wurm* or the *dodo*, **49** if you have fought the *sand wurm* and you flew on the *dodo*, and **100** if you fought the *sand wurm* and the *dodo*.

94 - You stroll along the path until it splits in three: if you follow it to the left, go to **8**; if you follow it to the right, go to **18**; if you follow it straight, go to **28**.

95 - Fortunately the dodo is still on the island when you return, perched on the rock and practicing the tune. 'Mr Dodo, 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 work for the queen!' You think back, and do remember that they wore a silly uniform covered in hearts.

The dodo bends down so that you can climb on. 'We gotta get outta here - they could come up any minute!' You clamber onto his back and grip onto his feathers as he takes to the skies.

'Mr Dodo, that's cheating! You're meant to be a sailor!' you say as you fly over the weltering sea. 'No time for that now! Now, where do you want to go? You tell him 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 his help.

He 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 a 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 any further in! She's issued a bounty on my head for eating her favourite butterfly!' The dodo glides down and deposits you at **22** before hurriedly taking back to the skies.

96 - 'Ah!' you say, 'because they both have quills!'

'Wrong!' says the old man, 'a logical answer!' You frown and puff away at your tea, blowing the smoke out your nose like a little dragon.

'What's the difference between a hawk and a handsaw?' says the hare. 'Oh dear, I better impress them this time!' you say. Take another level zero intelligence check: 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 hearts 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 which 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 miss flower, but I really must decline - I'm looking for the queen of hearts, 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 lift a vine covered in heart-shaped leaves from beneath the litter. You walk with it in your hands to **22**.

98 - You walk back along the hedge corridor until you come back across the locked gate on your left. If you have something that makes you shrink and something that makes you grow, go to **48**; if you don't you may retrace your steps back to **58**, or walk ahead to **68**.

99 - You enter a maze of hedges on the slopes of a hill, which seems to be in the shape of a square. 'I suppose this maze can't be too complicated, otherwise the gardeners would always get lost' you think to yourself. 'I hope I get to the palace quickly, or maybe even run into the queen along the way... this hay fever will be the end of me if I don't (reduce one attribute 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**.

100 - You're hopelessly stuck, and there's no sign that the owner of the house is coming back soon. You're left stuck in the house for two night and days (and left almost dead from the

experience: permanently lower your strength and constitution by one each).

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

The lizard looks at your haggard face and chapped lips in concern. 'Jacob'll help you out, will jacob. 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 start chewing him, go to **31**; if you leave him be, go to **41**.

101 - 'Off with her head!' screams the queen. 'Who dares criticise my home brewed rules?' Two of her subject trolls frog march you to the chopping block and model the game for you by bringing down their cudgels upon your head.

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

The cat 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 hearts: is she close by?' you ask, almost drowned out by the cacophony of wild birds and beasts lurking around you. 'And could you stop doing that? You're making me rather dizzy.'

All but the tail of the curious cat disappears, which points up the hill. 'Just go up, up, and away!' says the mouser before completely 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 disjunctive situation.

You follow the perplexing cat's recommendation and trek up the slope. 'Don't worry Snow Drop, soon we'll be safe and sound in the palace!' you say, 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. Go to **22**.

103 - The genie closes its eyes in concentration, and you hear its voice in your head teach you how to cast the spell *enervation*. You thank the powerful spirit and return back along the path to **76**.

104 - At the end of the tunnel you find a *mother rat* guarding a clutch of a dozen *rat eggs*. If you survive the fight you crawl out of the tunnel and walk back to the second paragraph of **53**.

105 - 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**.

106 - Take a luck check: if you pass at level one you find a cabbage tree, and if you pass at level two you also find a tumtum tree. Harvest as many *cabbages* and *pliable fruit* from the respective trees you find before returning to the second paragraph of **27**.

107 - 'Off with her head!' screams the queen. 'I have no love of weaklings!' Two of her subject trolls frog march you to the chopping block and model the game for you by bringing down their cudgels upon your head.

108 - You spend several hours helping the egg-man build the wall as best you both can. After much

huffing and puffing the bulwark's finally finished.

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

Mr Dumpty winks, crouches, and points at a little caterpillar trying to climb the wall. 'See that? That's all we're trying to keep out of the queen of heart's realm. Not invading armies, not goblins, orcs, or trolls, just those. She hates them!'

'But won't they just crawl around the wall, sir? After all, the wall's only a few feet long.' To demonstrate your point you begin to circle the childlike fortification.

The egg-man jabs at the caterpillar with his finger. 'Is that one going around? Bugs are stupid, they won't think of that!' He looks at you triumphantly.

'It's fine, 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 egg-man, holding the tip of his torso in alarm. Go to **136**.

109 - Thirsty, you decide to drink from the stagnant wishing well. The effect is almost immediate: you're overcome with severe nausea. Lower your strength and constitution by two each for the rest of the adventure before returning to the final paragraph of **30**.

110 - You spend all day stumbling blindly about, but only manage to get yourself hopelessly lost. 'Oh well', you think to yourself, 'I'll rest tonight and continue tomorrow. What's the rush?' You lean against a moss-covered rock and go to **56**.

111 - The queen of hearts smiles kindly at you. 'A surface dweller, eh? Well then... if our realm isn't good enough for you, begone!' Go to the second paragraph of **56**.

112 - 'What, a wildcat?' you sneer, 'I think not! I hate cats anyway, I'm allergic. Go away!' If you cast *oh go away* on the cheshire cat, 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, take a strength, dexterity, and luck check, along with two spite damage. Once you've passed 10 levels worth of checks, go to **126**.

114 - The genie closes his eyes in concentration, and transforms into a pouch of 500 gold coins. 'I shall be released once you spends me. Let us hope you aren't a miser!' You thank the powerful spirit and return back along the path to **76**.

115 - You walk along the hedge path for several minutes until it splits in two. If you follow it left, go to **64**; if you follow it right, go to **74**; if you turn back, go to **54**.

116 - You indeed feel lucky: your luck is permanently raised by one. Return to the final paragraph of **30**.

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. Go to the second paragraph of **27**.

118 - Inside the bathroom is a medicine cabinet containing all sorts of jars and bottles, such as *aspirin*, *cod liver oil*, and *anti-histamine tablets*. You swipe it all before examining yourself in the looking glass mounted on the cabinet door...

Take a level one wizardry check. If you pass, return to the second paragraph of **53**. If you fail, go to **56**.

119 - You climb into the treehouse, and find an obese man inside lying on a bed of shells under a ceiling covered in wax stalactites.

'Urghhh...' exclaims the man, rolling onto 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, especially when it's off and you're forced to heave your meal' you say, eyeing the morbid man with no small measure of disgust.

The roly-poly man clutches several of the shells, and holds them under your nose. 'Seven thousand. I ate seven thousand of the buggers, and I regret eating the lot... now I'm too fat to even chisel off all that earwax I've flicked onto the ceiling.'

'The glutton really is rather gross' you opine to yourself. 'If I were to clean your roof, what would you give me?' you say to him, your avariciousness trumping your judgemental attitude.

The bloated figure points to a *magic saw* and a *chisel* in the corner of the room. 'I used to be a carpenter, but I'm too glandular for such physical labour now' he says lugubriously. 'Take my tools once you've finished the job... along with the valuable *wax*, of course.'

You scrape off the ear wax, then thank the carpenter and take your leave. Go to **76**.

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 hurry back to **105** as the real duchess opens the door.

121 - Take a level zero strength check. If you pass, go to **141**; if you fail, go to **107**.

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

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

Mr Dumpty winks, crouches, and points at a little caterpillar trying to climb the wall. 'See that? That's all we're trying to keep out of the queen of heart's realm. Not invading armies, not goblins, orcs, or trolls, just those. She hates them!'

'But won't they just crawl around the wall, sir? After all, the wall's only a few feet long.' To demonstrate your point you begin to circle the childlike fortification.

The egg-man jabs at the caterpillar with his finger. 'Is that one going around? Bugs are stupid, they won't think of that!' He looks at you triumphantly.

'It's fine, 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 hearts would have surely thrown me off a larger wall than this if I had failed!' You thank Mr Dumpty and continue on to the second paragraph of **136**.

123 - You sprint around the raging melee and make straight for the final brook. 'Go mate, go!

C'mon! Bloody gorgeous, ya bloody bastard!' cries out the king of hearts as you dive across the little stream.

With blinding speed the rook of diamonds tackles you mid-air and pins you to the ground, dealing one dice of damage. Take a level one strength check: if you fail, go to **133**; if you pass, go to **143**.

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

'Serpent! Serpent!' squawks the bird 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 finch, they've all hatched! And I'm not a serpent, I'm a little girl named Helena - pleased to meet you.' Even in times of crisis you make sure to remember 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 *maternal finch* dive bombs you from the tree. If you survive the fight go to the second paragraph of **64**.

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 - Your valorous efforts slowly turn the tide of the battle in the king of heart's favour, until the diamond army is eventually routed.

'I admire your strength, pawn' says the red queen. 'Chess is a game where brawn trumps brains after all.' Go to the fourth paragraph of **144**.

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 to **76**.

128 - You hear the skittering of *rats* after entering the basement, and soon two dice of the creatures are upon you. Although they are no bigger than the average specimen, they seem positively gargantuan to you in your present 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 your 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 semi-precious stone, and practice your sculpting skills on it!' You thank the artist as you take the *mountain tooth*, 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 crochet in an hour in the rose garden' one messenger says. 'In the rose garden, in an hour, the queen will play crochet' says the other. You thank them and turn back to **105**.

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

clambers out of the hole, bloodied and already decaying.

‘Mmmmarshter... mmmmarshter tried to shave me... from the wurm... my eternal thankshhh... to mmmmarshter...’ the rabbit growls.

‘I’m sure we’ll make a loyal ally’ says the genie, from inside the dishevelled pest. ‘I will serve you until my host body perishes, then *adieu!*’ The bunny clasps its head in pain.

‘Shave 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.

You thank the genie and command the *zombie rabbit* to follow you. You return back along the path to **76**.

132 - You spend several hours helping the egg-man build the wall as best you both can. After much huffing and puffing the bulwark’s finally finished.

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

Mr Dumpty winks, crouches, and points at a little caterpillar trying to climb the wall. ‘See that? That’s all we’re trying to keep out of the queen of heart’s realm. Not invading armies, not goblins, orcs, or trolls, just those. She hates them!’

‘But won’t they just crawl around the wall, sir? After all, the wall’s only a few feet long.’ To demonstrate your point you begin to circle the childlike fortification.

The egg-man jabs at the caterpillar with his finger. ‘Is that one going around? Bugs are stupid, they won’t think of that!’ He looks at you triumphantly.

‘It’s fine, 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 egg-man, holding the tip of his torso in alarm. Go to **136**.

133 - You fruitlessly struggle to escape the rook’s grasp. ‘This is quite useless...’ you think to yourself. ‘How can a 10 year old girl resist a man made of bricks and diamonds?’ Go to **107**.

134 - ‘Well, I was beginning to think I should never find my way out of that verdant labyrinth. If I ever return there I shall carry with me a ball of twine, like that hero in the minotaur’s maze. What was his name, was it Perseus or Odysseus? They sound so similar... 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 Iliad 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 realise that you’re actually looking at a giant chessboard on which the forces of the king of hearts and the king of diamonds battle each other.

‘Ah, fresh reinforcements!’ shouts the red queen 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 scrum. ‘The stakes are certainly higher. I hope I don’t wind

up being sacrificed in a gamble.'

'Pawn!' shouts the king of hearts, 'advance!' If you join the scrum, go to **113**. If you run around the scrum and make for the eighth rank, which is defended by a rook, go to **123**. If you run towards the king of diamonds, which is defended by two knights, go to **144**.

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 finch 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 colourful smoke waft from the broken cocoon.

The finch 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, will thou?' You apologise for what you thought was a witty scheme.

If you instead 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 you wish for the white rabbit 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, go to **56**.

136 - 'It sounds like you're in a dire plight, but I must be off. Good luck, Mr Dumpty.' The giant egg curses you as you walk away 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.

'A white picket fence - but surely that's from a different era!' you exclaim, running your hand along the painted paling. If you knock on the door of the house, go to **53**; if you continue along the path, go to the third paragraph of **17**.

137 - The dodo glares at you in fury and disbelief. 'And I suppose that's funny, do you? After I saved your life, saved you from drowning, I suppose you think's a bit of a laugh to joke about eating us birds? Well I'll shut you up, you ungrateful girl!' The *dodo* attacks you in a rage.

If you survive the fight, you see the white rabbit running around the boulder. '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 his pocket watch and sprints past the other animals jogging around the boulder. 'Oh no, I'm later than ever! Out, out of my way!'

Go to the fourth paragraph of **55**.

138 - You poke around the basement, and find a bookshelf filled with tomes. Take a level one luck and intelligence check. If you pass both checks you find and learn the spell *insidious hip shot* in one of the books. Return to the second paragraph of **53**.

139 - Coins come in all sorts of sizes and values. Write down the value of the coin you throw into the well before going to **147**.

140 - The wasp hums with pleasure as it cleans out the sweet spread. You walk past it into the orchard.

You pick one of the fuchsia fruit, and notice that it's malleable to your touch. You break off two pieces and stick them up your nose, which blocks out the scent of the garden and cures you of your hay fever.

Harvest as many of the *pliable fruit* as you wish before returning the way you came to **26**.

141 - The hedgehog splatters even more dramatically than the queen's. 'Very good!' says the amused monarch. 'You're clearly an expert in the fine art of crochet!'

You curtsy and explain that you practice often with your sister, although you do play according to the French rules, which are a trifle different. '*Tres bien, tres bien. C'est la vie. Dien Bien Phu*' says the queen of hearts. 'Then keep your *crochet mallet*.' You curtsy once again and heft the hammer to your shoulder.

You ask what else is on the agenda today, and suggest a game of bridge. 'That's another game I play with my sister' you explain. 'We play crochet when it's sunny and bridge when it rains.'

The queen begins massaging your delicate shoulders. 'An amusing pastime, to be sure, but no; no, I have other plans for you! The crochet match was 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 jabberwocky, once and for all!' You gulp, and grip the hammer tightly.

You hear a piercing screech from above, and jolt your head upwards. You spot the fulsome beast sundering the sky like black lightning, mawaultering and cribcaullering like the wroppflim brout it is.

'Jabberwock!' you cry, pointing the heave of the hammer at the winged demon, 'I challenge you to a duel!' Your nemesis, perhaps from intuition, perhaps from experience, perhaps even understanding English, recognises you as this year's foe. It lands in front of you, burbling as it comes.

If you survive the fight with the *jabberwocky* the queen of hearts curtsies to you! 'The realm is saved, and the damsel in distress - that's me - thanks you. 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 *large diamond*;
- a *spade of digging*;
- and *warbling heart lipstick*.

Once you've taken your reward you're overwhelmed with fatigue from your adventures. Go to **56**.

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 to **76**.

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

'Foul!' cries the king of diamonds, 'red card!'

'Over-ruled!' says the king of hearts, watching the fight with interest.

If you survive the fight with the *rook of diamonds*, your simple dress transforms into a *gold-laced dress* and a *royal sceptre* materialises in your hands. You also find that you've gained the ability to run extraordinarily quickly, at fully twice the pace you were able to run before.

'Very good, sister!' says the queen of hearts. '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 the French 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 hearts run down by the king of diamonds.

'But I thought that was impossible' you say as the king's head rolls to your feet. 'Don't they have to keep a distance to stay out of check?'

'Go away you impudent wench! Go!' screams the distraught monarch. Go to **56**.

144 - You charge towards the king, and are met with the two *knight of diamonds*' lances. If you survive the fight you decapitate the cowering monarch with ease.

Very good!' says the queen of hearts. '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 the French rules, which are a trifle different. '*Tres bien, tres bien. C'est la vie. Dien Bien Phu*' says the monarch. 'It's no mean feat for a pawn to catch a king.' You curtsy once again and thank her for the compliment.

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 match was 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 jabberwocky, once and for all!'

You hear a piercing screech from above, and jolt your head upwards. You spot the fulsome beast sundering the sky like black lightning, mawaultering and cribicaultering like the wroppflim brout it is.

'Jabberwock!' you cry, pointing your weapon at the winged demon, 'I challenge you to a duel!' Your nemesis, perhaps from intuition, perhaps from experience, perhaps even understanding English, recognises you as this year's foe. It lands in front of you, burbling as it comes.

If you survive the fight with the *jabberwocky* the queen of hearts curtsies to you! 'The realm is saved, and the damsel in distress - that's me - thanks you. 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 *large diamond*;
- a *spade of digging*;
- and *warbling heart lipstick*.

Once you've taken your reward you're overwhelmed with fatigue from your adventures. Go to **56**.

145 - You tell the sculptor that art is your worst subject at school, 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 egg-man 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?'

'I thought you're the chief engineer. A liar, rather!' you say to the embarrassed foodstuff.

'I AM the chief engineer, it's true! It's just... I don't really hold any qualifications or experience. I look like an egg-head, and I was most probably hired on that basis if I'm honest to myself.' Long have you heard it said that the interview process is built on a base of bluffs, superficial impressions, and lies.

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 it won't be my responsibility 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 - Take a level nine luck check, and add the value of the coin you threw into the well to your roll. If you pass the check, go to **116**; if you fail the check, return to the final paragraph of **30**.

148 - You fall down to your knees and shuffle into the dark tunnel. The tunnel soon splits in two: sniffing and scuffling 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 passage, go to **117**.

149 - The genie melds into your body and totally reinvigorates you. Not only is your constitution restored but all of your other attributes too, along with your hay fever. You thank the powerful spirit and return back along the path to **76**.

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

If you survive the fight with the selfish bug you pick one of the fuchsia fruit, and notice that it's malleable to your touch. You break off two pieces and stick them up your nose, which blocks out the scent of the garden and cures you of your hay fever.

Harvest as many of the *pliable fruit* as you wish before returning the way you came to **26**.

Creature Appendix:

Cheshire Cat: MR nine. *Invisible*.

Dodo: MR 22. *Coward*.

Hobgoblin: MR five, armour three. Equipped with a *buckler* and a *short sword*.

Jabberwocky: MR 20, three armour. *Regenerating*, *magic resistant*. 1/ piercing screech: Reduces your armour by four for the rest of the combat (your armour can become negative).

Knight of Diamonds: MR 15, three armour. *Charge!*

Little Brown Dormouse: MR four. You must pass a level three dexterity or speed check to hit the rodent (your combat rolls still count when determining how much damage the mouse does), and you may only fight the little pest with your bare hands as it runs over your body. *Piercing*.

Mad Hatter: MR 20. Instead of attacking, he pulls a *rabbit* out of his hat each turn. Equipped with a *magic top hat*.

March Hare: MR 15. Attacks by throwing scalding hot tea at you each turn, which functions as a 1-5 ranged weapon.

Maternal Finch: MR 18. *Relentless*. Can only be damaged by melee attacks if you pass a level one dexterity check.

Mother Rat: MR 24. *Bumbling*. Summons a *rat* at the end of each turn for each dice it rolled.

Rabbit: MR five.

Rat: MR two.

Rook of Diamonds: MR 24, 15 armour. *Charge!*

Sand Wurm: MR 50. *Bumbling*. If you pass a level zero speed check you dodge its attack entirely, and it gets no combat roll for that turn.

Snow Drop: MR eight. Deals two spite damage to any rodent it fights each turn. Makes for a loyal ally.

Tweedledum: MR 26. *Bumbling*, *regenerating*. Equipped with a *bludgeon*.

Tweedledee: MR 18. *Regenerating*. Equipped with a *bludgeon*.

Wigged Wasp: MR 30. 1/ Poison sting: halves your combat adds for the rest of the combat. Equipped with a *bandersnatch wig*.

Zombie Rabbit: MR 15. *Regenerating*. Cannot be poisoned. Every foe it defeats and consumes increases its MR by two.

Item Appendix:

Anti-histamine Tablets: Each tablet restores any attributes you've lost due to allergies. The jar contains two tablets, which each take one round to consume. Worth 30 gold coins.

Aspirin: Each pill you consume provides one armour until you next rest. 10 pills are left in the jar, which each take one round to consume. Worth 100 gold coins.

Bandersnatch Wig: A fine wig made of durable bandersnatch hair. Provides one armour. Worth 50 gold coins.

Bludgeon: 3+0. Requires five strength and two dexterity to use. Weighs five kgs. Worth 15 gold coins.

Buckler: Provides three armour. Requires four strength to use. Weighs five kgs. Worth 10 gold coins.

Bugle: Gives the owner a talent for music. Requires 12 intelligence and eight strength to use. Weighs five kgs. Worth 20 gold coins.

Cabbage: Equal to one day's worth of provisions. Weighs five kgs. Worthless.

Candle: Provides a small amount of light. Worth five gold coins.

Carrot Biscuit: A carrot biscuit. Casts *Smaller is Smarter* if eaten, as if you had rolled a one. Worthless.

Chisel: Worth five gold coins.

Club of Flying Foes: 4+0. If the wielder of this two-handed weapon manages to win a round of combat he sends one of his foes flying back several metres, removing them from the fight for the next round as they pick themselves up. During the turn which the foe recovers you can still attack using magic (but not with the club as they are a little distance away). Requires 18 strength and 10 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 100 gold coins.

Copper Egg: Worth 50 gold coins.

Crochet Mallet: Deals damage equal to your strength. Requires 15 strength and 12 dexterity to use. Weighs 30 kgs. Worth 300 gold coins.

Cupcake: Casts *smaller is smarter* if eaten, as if you had rolled a one. Worthless.

Duchess' Invitation: An unopened envelope addressed to the duchess, the contents of which apparently invite the duchess to play crochet with the queen. The envelope is scented with rose perfume. Worthless.

Gold-Laced Dress: Weighs five kgs. Worth 200 gold coins.

Half a Mushroom: If it grew next to moss which said 'bite me' it will cast *Smaller is Smarter* if eaten, as if you had rolled a one. If it grew next to moss which said 'eat me' it will cast *Bigger is Better* if eaten, as if you had rolled a one. Worthless.

Incorporeal Mantle: Allows the wearer to blink out of existence once per day, for up to five seconds at a time. Requires eight wizardry to use. 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 50 gold coins.

Large Diamond: Worth 1,500 gold coins.

Lucky Rabbit's Foot: By tying this dismembered foot with twine you manage to fashion an amulet from it. Increases the wearer's luck by one when worn, and scares away any rabbit the wearer would otherwise need to fight (including the *march hare*). Requires three wizardry to use. Worth 100 gold coins.

Magic Saw: Capable of cutting through anything. Weighs five kgs. Worth 150 gold coins.

Magic Top Hat: You may spend a combat turn pulling a *rabbit* out of this hat, which lasts for one hour. Requires 10 wizardry to use. Worth 500 gold coins.

Mountain Tooth: A semi-precious stone. Worth 400 gold coins.

Peach Stone: Casts *Bigger is Better* if sucked on, as if you had rolled a one. Can be sucked on once before losing its potency.

Pearl: Worth 30 gold coins.

Piece of Carrot: Casts *Bigger is Better* if eaten, as if you had rolled a one. Worthless.

Pliable Fruit: Can be shaped like putty. Can also be eaten as a day's worth of *provisions*. Weighs five kgs. Worthless.

Pocket Watch: An ornate contraption made of solid mithril. The player can spend a turn winding the clock back to return to the riverbank and end the adventure. Worth 40 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.

Provisions: Contains enough food and drink for one day. Weighs five kgs. Worth five gold coins.

Rat Egg: You may throw a handful of rat eggs onto the ground as your action for a turn, and summon *rats* equal to the number of eggs you throw. Worth 20 gold coins each.

Royal Sceptre: 2+0. Any allies and summoned creatures you control have the *relentless* talent. Requires two strength, eight dexterity, and 10 wizardry to use. Worth 500 gold coins.

Short Sword: 3+0. Requires seven strength and three dexterity to use. Weighs five kgs. Worth 35 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 your hand instead. Worth 30 gold coins.

Toy Slingshot: When a normal pebble is fired from this slingshot, it's enchanted with a *boom bomb* spell. Requires seven strength and 12 dexterity to use. Worth 150 gold coins.

Vorpal Blade: X+Y, where X is your level and Y is your wizardry. Requires 12 strength and 11 dexterity to use. Weighs 30 kgs. Worth 300 gold coins.

Warbling Heart Lipstick: When applied to the user's lips, they become irresistible to members of the opposite sex. There's enough lipstick inside for five applications. Worth 1000 gold coins.

Wax: A handful of wax. Worthless.

Spell Appendix:

Caffeine Rush (5): A level one spell. Increases the target's speed by one dice for each level the spell is cast at. If the target gains more speed than he has constitution, the target takes the difference in piercing damage. Lasts 10 minutes.

Detect Magic (1): A level one spell. Detects the presence of magic being used or stored by objects (not humans).

Enervation (x): A level one spell. Reduce an opponent's combat adds by the amount of wizardry used to cast this spell.

Insidious Hip Shot (x): A level one spell. Allows any spells you cast next turn to ignore your foe's magic resistance. The cost of this spell is equal to your the difference between your foe's and your own wizardry.

It's Elementary (4): A level one spell. Caster must specify fire (small flame), water (splash), ice (icy gust), earth (pebble) or wind (puff of air). Each is capable of 1 point of damage depending on use.

Knock Knock (3): A level one spell. Unlocks most mechanical locks, or magical locks of same or lower level.

Know Your Foe (5): A level one spell. Determine MR or attribute total of any one target.

Lock Tight (3): A level one spell. Creates a level one lock that holds a door tight for ten minutes.

Oh Go Away (5): A level one spell. Target(s) flee if their individual MR is less than the caster's intelligence, luck, and charisma combined (rated foes flee if their intelligence, luck, and charisma is less than the caster's)

If the spell fails for any reason the target concentrates its attack exclusively on the caster for one combat turn.

Oh There It Is (4): A level one spell. Causes all invisible items, doors, or beings to glow with a soft purple radiance.

Will-o-Wisp (2): A level one spell. Summons a tiny light elemental that emits up to one candlepower of cool blue light per caster's level. Lasts 10 minutes.

Boom Bomb (7): A level two spell. Infuses a small rock or pebble with energy such that it explodes on any sharp impact. Does 10 points damage split among targets within range. Spell fades after 24 hours. Two foot blast radius.

Smaller is Smarter (50): A level ten spell. Shrinks a target creature or object. Divide target's height and weight by $(1d6 + 1)$. If the target is a sentient being, also divide its STR and CON by that number. If a monster, divide its MR by that amount. If an object of value, divide its perceived value by that amount. Lasts 24 hours.

Bigger is Better (75): A level eleven spell. Increases the size of target creature or object. Multiply target's height and weight by $(1d6 + 1)$. If the target is a sentient being, also multiply its STR and CON by that number. If a monster, multiply its MR by that amount. If an object of value, multiply its perceived value by that amount. Lasts 24 hours.

Talent Appendix:

The number in each bracket is how many adventure points the talent costs in addition to taking up

a talent slot. Talents worth a negative number of adventure points give APs instead. Not all talents in this list can be bought.

Bumbling (-3,000): The being gets no combat adds. Can be bought.

Charge! (2,000): The being doubles its adds during the first round of combat. Can be bought.

Coward (-3,000): Whenever the being loses a round of combat and takes damage it takes a charisma check, the level of which is equal to all but the last digit of its opponents' adds (so zero if their opponents' adds are between zero and nine, one if their opponents' adds are between 10 and 19, and so on). If the being fails the check it flees to the paragraph it was at previously (and is cut down if it can't). Monsters simply run away. Can be bought.

Invisible (5000): The being can only be hit on a successful level two speed check. If *oh there it is* is cast, the foe can be seen as normal for the rest of the battle. Cannot be bought.

Magic Resistant (5000): The being has a minimum magic resistance equal to its MR (or its constitution and wizardry combined). Cannot be bought.

Piercing (2000): The being ignores armour. Cannot be bought.

Regenerating: (4,000): The being regenerates one MR at the end of each round for each dice it rolled. Cannot be bought.

Relentless (2,000): The being doesn't lose dice or adds as it loses MR. Cannot be bought.