

CABBAGES AND KINGS

A d20 System Campaign
By Davin Perry

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Introduction:

Cabbages and Kings is synthesis of the works of Lewis Carroll, the steam-punk genre, and the Dungeons and Dragons campaign. This campaign has a unique perspective on each core class and redefines their role in an emerging industrial civilization. The strict English culture of the Victorian era that “Alice in Wonderland” is based upon affects race, labor, arcane science, religious, and family interactions. The juxtaposition of magic and industrialization in economics, philosophy, and government is the basis of the campaign. New forms of transportation like the steam locomotive, paddlewheel, and the

zeppelin are revolutionizing trade and travel. New ideas and inventions surface, mutate, and spread worldwide by telegraph lines and printing presses. Wondrous innovations draw many to city luxuries and city jobs. The employment of craftsmen and day laborers is challenged by metal constructs that can perform the work faster and cheaper than any mortal creature..

In this new age anything seems possible. The phrase “Only in Wonderland” becomes a ubiquitous slogan and catchphrase. Many look at the growth of knowledge and raw power of the industrialization emerging and regard this as a golden age for mankind. Others look at the labor exploitation, the pollution of coal driven factories, and the rapidly forming economic monopolies and see the end of innocence. Statecraft now turns to the motivation of the city workers. Economics the investment of capital in future innovations. Patriotism becomes the building of an infrastructure to support the birth of an industrialized nation. War is forever changed by the introduction of the cannon and musket than can tear down the greatest castles and kill the noblest knight. Science now contests with magic in the production of miracles and many explore the blending of both.

In “Cabbages and Kings”, The world of Wonderland shaped like a coin. The topside of Wonderland is composed of a multitude of continents and islands afloat in a briny sea. The four largest continents are Cardonia, Brillig, Margrave, and Chessex. Toppers live in the air, in the sea, on land, and even underground. The underside of Wonderland is dank and dreary. In everyway it is the opposite of the topside. Instead of seas it has endless bogs. Instead of sunny days and starlit nights it is always shrouded in eternal fogs. Topside mountains are Underland canyons, grasslands are desserts, and forests are composed of petrified wood. Additionally, Underland is plagued by the undead. Spartan survival is all that can be achieved by living creatures in Underland.

The populous of Wonderland comes from four Great Clans, each named after a suit of playing cards. The Hearts are Elves and Half Elves. The Spades are the Dwarven races. The Diamonds are the brilliant Gnomes and nomadic Halfling races. Finally, the Clubs include all Goblinoids, Orcs, and Half Orcs. Some believe humans are the forefathers of the Great Suites while others believe they are the result of “mongrelization” between the Suites.

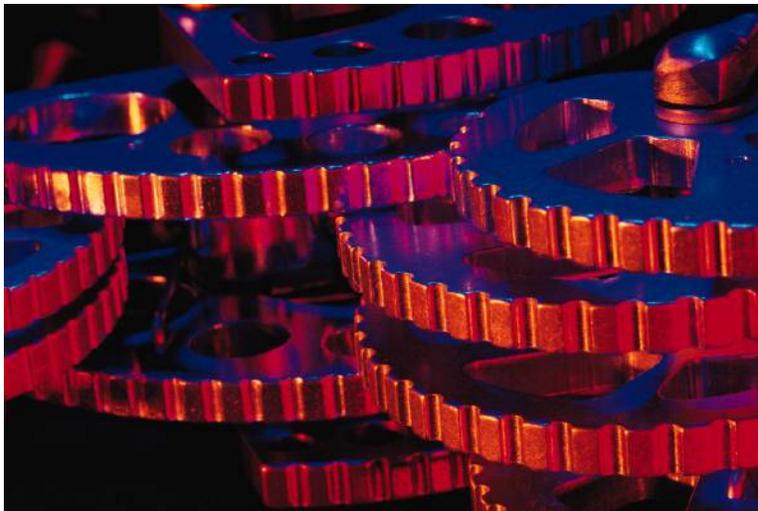
Each Clan is split apart by the politics of the Color Parties. The White Party is the crown loyalists that support the rights of the aristocracy. The Red Party wants a free hand to capitalize on the new industries and economic opportunities of this new age of industry. The leaders of the Red Party value wealth and social status. The Black Party is sick and tired of being the stepping stones of nobility and promotes radical

political change. Their goal is to abolish the aristocracy, and create a “Meritocracy”. Black Party supporters are often the unwashed laborers in city factories and sweatshops as well as impoverished tenant farmers. Their leaders are selected by their might or cleverness rather than wealth or birth. Each party struggles for more power in the House of Lords, the House of Commons, and in the Judicial Court. Beneath the contempt of all three parties are the Wilds that reject modernization, caste society, and the state religion of the Church of the Patron.

Party color divides every Clan into four branches: White, Red, Black, and Green (Wilds). Each branch has developed its own unique skills and abilities that differentiate it from each other. Children with a mixed heritage can develop lesser abilities known as “Heritage Feats” that replicate a minor ability common to their father’s clan. Examples would include a broad shouldered Heart with a stone cunning (Elf/Dwarf), a green skinned Diamond with unusually quiet footfalls (Gnome/Goblin), or a beardless half sized Spade (Dwarf/Halfling).

New forms of magic are also emerging in this new world. Arcane Specialists are creating new schools of magic. Mesmirrorism is based on the dynamics of reflective glass. Chronometromancy is based on clockwork mechanics and the manipulation of time. The new wondrous devices called steam engines have revolutionized secular and religious thought. Alchemy has evolved into an industrial process involving the mass production of hundreds of gallons of alchemical fluids daily. A way has been found to tap into the elemental power of the storm to create electrical devices like the Lightning Wire (telegraph), the Storm Blade (an electrified sword), and the Dynamo (a steam driven magnetic field). The Black Hearts have found ways to tap into the power of elemental shadow which has made them a force both respected and feared.

Wonderland is a world of contrariness. It is darkness and light, sorcery and science, poverty and wealth, politics and idealism, enlightenment and superstition, and childhood fantasy paired with grim realities.



Nuts and Bolts of the Wonderland Campaign

Allowable PC Races:

Humans
Dwarves
Elves
Half Elves
Gnomes
Goblinoids
Halflings
Kobolds
Orcs
Half-orcs

Allowable Classes

Any of the core classes (*Druids are called Hermits and lack the Druid language*) plus Jack-of-All-Trades, Grenadiers (Modified Fighters), and any others you see fit to include in a Steam-Punk Setting.

Allowable Prestige Classes

Any PRC not tied to a specific campaign world (DM decision). New PrCs include the Black Zealot, Red Falcon, Knight of the White Rose, and Wild Mage.

Useful and Inexpensive Supplemental PDFs.

- *Cityworks* and *Sorcery and Steam* (Legends & Lairs series by [Fantasy Flight Games](#)).

- *Chaositech, Iron Might, and Eldritch Might Books I & II* (by [Malhavoc Press](#))
- *Magic, Monsters, and Wild* (by [AEG](#))
- *Arms and Armor Guide* (by [WOTC](#))

Optional New Core Classes

Jack Of All Trades: (JOAT)

A JOAT is a character that is talented in a wide variety of endeavors, but master of none. The class skill set of the JOAT defines its role in the party, but in a pinch the JOAT can fill in for any other class.

Class Level	BAB	Primary Save	Secondary Saves	Beginner's Luck (Skill Check Bonus)	Special	Masterpiece
1	+0	+2	+0	+0 Luck Bonus	Jack of All Trades	0
2	+1	+3	+0	+0 Luck Bonus	Vocational Advancement	300gp
3	+2	+3	+1	+0 Luck Bonus		600gp
4	+3	+4	+1	+1 Luck Bonus	Vocational Advancement	900gp
5	+3	+4	+1	+1 Luck Bonus		1200gp
6	+4	+5	+2	+1 Luck Bonus		1500gp
7	+5	+5	+2	+1 Luck Bonus	Vocational Advancement	1800gp
8	+6/+1	+6	+2	+2 Luck Bonus		2100gp
9	+6/+1	+6	+3	+2 Luck Bonus		2400gp
10	+7/+2	+7	+3	+2 Luck Bonus	Vocational Advancement	2700gp
11	+8/+3	+7	+3	+2 Luck Bonus		3000gp
12	+9/+4	+8	+4	+3 Luck Bonus		3300gp
13	+9/+4	+8	+4	+3 Luck Bonus	Vocational Advancement	3500gp
14	+10/+5	+9	+4	+3 Luck Bonus		3800gp
15	+11/+6/+1	+9	+5	+3 Luck Bonus		4100gp
16	+12/+7/+2	+10	+5	+4 Luck Bonus	Vocational Advancement	4500gp
17	+12/+7/+2	+10	+5	+4 Luck Bonus		5000gp
18	+13/+8/+3	+11	+6	+4 Luck Bonus		6000gp
19	+14/+9/+4	+11	+6	+4 Luck Bonus	Vocational Advancement	8000gp
20	+15/+10/+5	+12	+6	+5 Luck Bonus	Skill Mastery	10,000gp

- **Hit Dice:** d8
- **Base Saving Throws:** Pick ONE primary and TWO Secondary
- **Class Skills:** Choose any twelve skills as class skills, plus Craft (any) and Profession (any).
- **Initial Skill Points:** (8+INT modifier) x 4.
- **Additional Skill Points:** 8 + INT modifier are gained each additional class level.
- **Weapon and Armor Proficiencies:** You are proficient with all simple weapons, three martial weapons of choice, and one exotic weapon proficiency of choice. The JOAT starts with proficiency with light armor only.
- **Starting Wealth:** 3d4x10gp

Class Features:

- **Beginner's Luck:** The JOAT gains a +1 luck bonus to all his skill rolls at levels 4, 8, 16, and 20
- **Jack of All Trades:** The JOAT gains the "Jack of all Trades" feat even if she does not meet the prerequisites of the feat. With this feat, the JOAT has at least a half rank point (plus any Attribute Modifier) in all skills that exist in the campaign.
- **Vocational Advancement:** The JOAT can pick any single "general" feat for which she qualifies or she can choose any 0 or 1st level spell available in the game which she casts as a spell-like ability once per day. This spell is cast at a casting level equal to one half the class level of the JOAT.
- **Masterpiece:** This is cash that can be applied to the creation of a masterwork or magical object. This extra money is lost if not spent before the character advances to the next class level. When creating a magic item the JOAT has a caster level equal to one half her class level, but usually requires reading off a spell scroll to meet the spell requirements of the item.
- **Skill Mastery:** Skill Mastery (Ex): The JOAT gains a +10 bonus to two of her JOAT class skills.
- **Epic Levels:** The JOAT can acquire a "general" or "epic" feat every four epic levels gained beyond 20th level.

New Magic:

Arcane Path of Mesmirrorism (MESS-meer-ROAR-izm): written by myself plus 6 spells from the Book of Eldritch I.

Arcane Path of Chronometry (CROW-no-me-TRON-o-me): written by myself.

Optional Paths: Shadow Magic, Madness Magic, and Elementalism: See Magic

Steam Domain: See Sorcery and Steam.

New Monsters:

“Jabberwocky” creatures (taken from the poems of Lewis Carroll)

Amber Grease

Bamboo Snake Construct

Clockwork Construct Template (mechanical artificial life)

Mock Animal Template

Gear Head Half-Golem Template

Wonderland Vermin

Zombie Template

PLAYING TO THE THEME

**Core Classes:**

The core classes are relatively unchanged, but these are my suggestions to tie each class closer to the theme of this campaign.

Barbarians:

Most of Wonderland is divided into parcels of private land that are fiercely protected by the local nobility. The nomadic society of the classic barbarian has been eradicated in Wonderland. Instead, a character is drawn to this class through two routes, mental illness or the rejection of civilization. Any

PC who pursues the Barbarian class is given the title *Mad*. The title Mad becomes part of their name such as Mad Marvin or Duke Rico the Mad.

Many Wonderland Barbarians are the violently crazy. Many are escaped or released prisoners, shell shocked soldiers, or simply born crazy. Their minds are unable to grasp the skills and codes of society and concentrate instead on survival and physical training. Many of the Mad find places for themselves as militia men, sports stars, gangsters, or ruthless despots if highly born.

Other Wonderland Barbarians are the result of philosophical and political movements. The idea of the ‘Noble Savage’ has a great appeal to idealists and many liberals. Some radical leaders encourage their followers to discard material goods and live as close to

nature as possible. The most common of these groups are the Luddites, the Levelers, and the Flower Children.

Luddites: Believe only muscle driven tools are blessed by the Patron.

Levelers: Believe the entire color and caste system must be destroyed along with all of the current nobility.

Flower Children: Wish to live in isolated communities, called *Flower Gardens*, and view all others as undesirable “*Weeds*”.

Bards:

Bards are extremely common in all the color parties. Often they act as envoys, diplomats, interrogators, and spies. The most successful Bards become members of the royal court and act as the personal representatives of the throne or party. Bards and Rogues are the most common class of ambitious nobles, artisans, professional musicians, and social climbers.

Clerics:

Clerics are called Bishops in the color parties, but Wilds can pick their own title and spell domains. In the color parties, Bishops hold tremendous influence and power. They legitimize the crown and provide most of the magical hardware of the Knight armies. Wild Clerics are often scorned by the people and persecuted by the Church of the Patron.

Fighters:

Fighters in Wonderland Mercenaries, and act as the attend regional in their color as guards perform in taverns and veterans of the

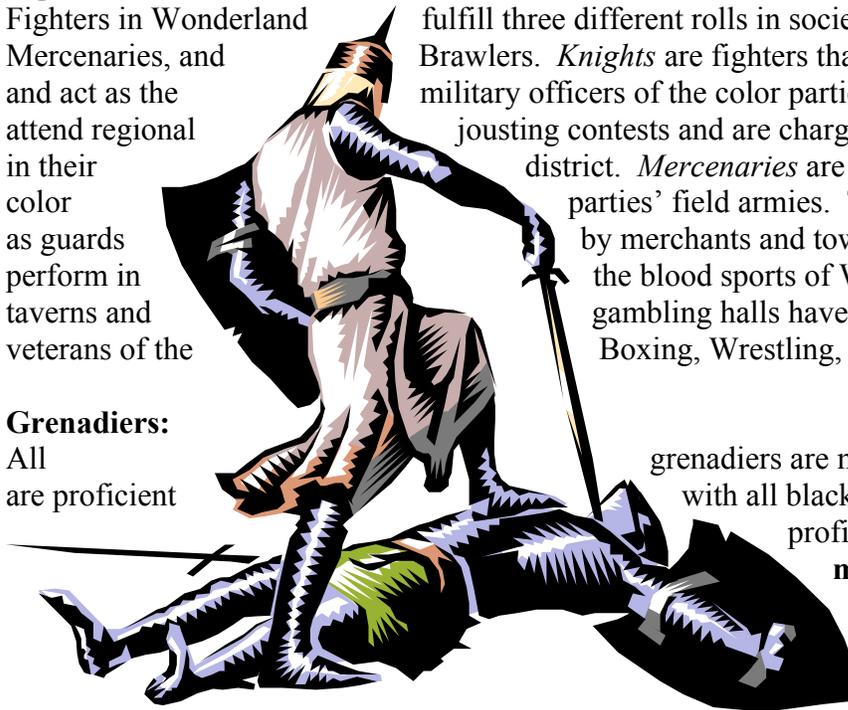
fulfill three different rolls in society; Knights, Brawlers. *Knights* are fighters that are always mounted military officers of the color parties. They regularly jousting contests and are charge with law enforcement district. *Mercenaries* are the backbone of the parties’ field armies. They are also employed by merchants and townships. *Brawlers* the blood sports of Wonderland. Most gambling halls have regular events for the Boxing, Wrestling, and Dueling Rings.

Grenadiers:

All are proficient

grenadiers are modified “fighters” who with all black powder weapon proficiencies (**pistol, musket, rocket, and cannon**). They are have no proficiency with any type of martial weapon,

heavy armor, or any proficiency with any type of shield. Craft (alchemy) and Profession (siege engineer) are also part of their class skills. The most important attribute for grenadiers is dexterity. Additionally a high intelligence aids in the manufacture and



repair of firearms. A high wisdom attribute increases their skill when firing cannons or rockets indirectly (i.e. Profession {siege engineer}).

Hermits:

Druids are known as Hermits in Wonderland. Hermits have no common religious rituals or secret language unique to their class, and prefer to live in isolation and solitude away from the regimented countryside of Wonderland. Some few Hermits maintain ties to their color party or family, but most are Wild.

Monks:

In Wonderland, Monks are members of secret societies that use their skills and abilities to shape events. Some groups want right wrongs (LG), some want a stable land (LN), others want more power (LE). Many monks pose as traveling performers, merchants, mercenaries, or herbalists. Any monk who reveals the secrets of their society faces death.

Paladins:

Paladins are heroes of the underclass, but are viewed with alarm by the nobility in general. They offend the White Party by pointing out injustice, prejudice, and government malfeasance. They offend the Red Party by supporting labor reform and wage increases. And they offend the Black Party by consistently standing up for the weak.



Rangers:

Rangers in Wonderland follow one of three professions; gamekeeper, poacher, or bounty hunter. *Gamekeepers* guard and maintain the royal game preserves. *Poachers* steal from the royal game preserves. *Bounty Hunters* track down criminals and marauding monsters.

Rogues:

Rogues are equally split between commoners and courtiers. Many are honest businessmen while others are opportunists and hucksters. Many rogues become professional gamblers.

Sorcerers:

Sorcerers are the most common spell casters in Wonderland. Many NPC's are multi-class sorcerers to give themselves a magical edge in their trade. Many sorcerers view their spells as part of their heritage, since the same spells tend to be passed from one generation to the next.

Wizards:

Wizards are often labeled as book worms and intellectual boors, and are regarded poorly by the majority of society. The Church of the Patron supplies most of the scrolls, potions, and magical hardware used by the color courts. Wizards are viewed by the Church as upstarts or even heretics who don't follow their god given caste and seek magical powers they were not given by birth. Since anyone with a disciplined mind can

become a wizard, the court sorcerers feel threatened by them. Even commoners view wizards with distaste and fear. Wizard Colleges are rare and secretive so most wizards gain new spells by plunder rather than trade. The occasional wizardry duel has led to the death of many innocent commoners who got in the way of a misdirected fireball. Two new forms of specialist wizards are Chronometrologist and the Mesmirrorist.



The Political Caste System of Wonderland

The Wonderland world is composed of three rival political factions; the White (who are mostly lawful), the Red (who are mostly neutral) and the Black (who are mostly chaotic). Each group has a feudal caste structure based on chess pieces. A Queen and King lead the party; but they are not necessarily married to each other (the royal spouse is called the Consort). Bishops represent the official clergy of the party with a membership numbering in the hundreds. Bishops have their own internal ranking system, but to outsiders they are identified by region (i.e. Bishop of Greensward). Knights are the military officers of the party. Rooks are the bureaucrats of the party and hold government positions from mayor to dog catcher.

Pawns are the landowners in the party. Any one below pawn (has no land or office) has no official ranking in the party and has no official voting rights. King, Queen, Bishop, Knight, Rook, and Pawn are titles inherited from parent to child for the most part. Rarely is a pawn able to advance up in caste.

The **White Party** is mostly elves and half-elves and currently dominates the government of Wonderland. They are conservative fiscally and politically. The Whites want to continue the feudal government of Wonderland, and the lesser races should continue to labor for the nobility. Half elves never become "kings" or "queens", but are very common since pure blood elves are known for their low birth rates. Whites commonly dress in Elizabethan clothes or in Roman togas.

The **Red Party** is the wealthy merchant princes of the realm. Most of them are dwarves and gnomes, but some of the more mercenary elves and humans are also part of this party. Many people regard the Red with distaste since they are known to pander their support to either the White or the Black based on which is more to their advantage. Reds favor of Victorian period clothes of tailored uncomfortable suits and heavy all concealing dresses. Oriental robes are also fashionable and many reds have adopted this style.

The **Black Party** is the assembly of the angry, the displaced, and the dissatisfied. Their leaders often promise democracy and equality for all, but rarely act on these principles. The party's chaotic nature is that while they have adopted chess rankings, the party titles have no validity. At any one time there can be a dozen Kings or Queens, Bishops are rarely religious figures, and many claim the title of Duke, Grand Vizier, and even Pharaoh. The Black Party favors full body costumes that resemble animals such as birds, mammals, fish, or even crustaceans. The Black Party is very fond of masked balls since it is official policy that true equality exists when no one can recognize anyone else.

Wild Cards Φ

A character that does choose a party will be known as **Wild**, and is likely to be greeted with hostility and suspicion by everyone, even other Wilds, for their contrariness. Dress among Wilds varies dramatically. Some dress to fit in. Others, such as "Flower Children", dress to resemble plant life. Luddites wear grey, homespun wool and unbleached cotton. Levelers tend to dress in shades of green to mark themselves as dangerous radicals. Most Wild humanoid tribes wear very little clothing at all.



THE FOUR CLANS

In addition to political caste, people are divided by race and blood purity. The four clans are the Hearts, the Clubs, the Spades, and the Diamonds. The head of any clan is called the King or Queen of their color suite. The Jack (or Jill if female) is the child of a King or Queen, and is generally the heir apparent. After the Jacks come the relations based on blood ties to the royal family. The direct descendants of Kings and Queens are "Tens" and are considered noble blood. The child of a Ten and a lesser number is a "Nine"; and so on, until you end up with Aces. Aces are the bottom rung.

To sum up, a person is identified either by their caste (chess piece) or their blood rank (number) and racial clan (suite) depending on the situation. Rather than say elf or dwarf, a person is described as a Heart or Spade and their race is understood. For example, the landowning quarter elf niece of the White Queen would be a **White Pawn, Eight of Hearts**. If she gains favor in court or financial success she can advance to knight, bishop, or rook, but she will always be an Eight of Hearts.

HEARTS ♥

Heart families are known for their long lives and terrible tempers. Most are part of the White Party and vie for the White Queen's favor. Red Hearts tend to be entertainers and mercenary magicians more concerned with gaining wealth than social status. The Black Hearts are a rebel group that has contested the royal succession for millennia and chooses to live underground where they pursue their love of jewelry and entomology. Every family that claims elven heritage is part of the Hearts Clan.

SPADES ♠

Spades are known as hard workers and industrialists. White Spades have commanded the White Armies for generations. Red Spades that don't take up mining are the most respected mercenary troops in Wonderland. Black Spades are extremely clannish and rarely trust people outside their family. Every family that claims dwarf blood is part of the Spade Clan.

DIAMONDS ♦

Diamonds are known as flashy and exuberant peoples. They tend to be adventurous and sometimes greedy. White Diamonds are the social secretaries, artisans, and musicians of the Royal Capital. Red Diamonds are the merchant princes and arcane industrialists of the Red Party. Black Diamonds often are often involved in propaganda campaigns, espionage, and dangerous research projects. Black Diamonds reject any restrictions on their freedoms and intellectual pursuits. Any family that has Gnome or Halfling relatives is related to the Diamond Clan.

CLUBS ♣

Clubs are often regarded as dumb brutes or thugs. They tend to practice the lowest professions that require the least education. White Clubs are the soldiers and servants of the Royal Armies. Red Clubs are the factory workers and labor leaders of the Red Party. Black Clubs are the largest group and cling to the remnants of their tribal identity and traditional lifestyle. Black Clubs lack the stable structure of the other color parties and are constantly at war with one another even though they are all active members the Black Party Militia. Anyone who possesses orc or goblinoid features is part of the Club family.

HUMANS !

No one really knows the origins of the human race. Many say that humans are the result of breeding between the Four Families. Others say that humans are the base stock from which the Four Clans evolved.

No one really knows and only the philosophers care. Humans can be part of any of the Four Families and they are the common racial thread that runs through all three political parties.



OTHER RACES

All other sentient creatures are not recognized as part of any of the four families. Most humanoid are often called “joker-born” or “wilds” and are considered an aberration of the natural order and are shunned by the majority. Intelligent beasts such as dragons and unicorns are still beasts and have none of the rights that belong to “civilized” races.

The Hearts Clan

The Hearts Clan includes all elves, half elves, and human relations in the White, Red, Black, or Wild Parties.

White Hearts ♡: White Hearts have been the nobles of Wonderland since the creation of the White Party. The Queen of Hearts herself is the leader of the White Party and all other positions of rank are filled by her relatives. White Hearts are known for their snobbery, arrogance, and conservatism. Wizardry is a common

profession and supported by the Court as a way to combat the size of the other color parties with individual arcane skill. The White Hearts are very sensitive over their infertility. Even though many take human mistresses and quietly adopt half elves into their families, true bloods never let them forget their inferiority. The White branch of the clan is commonly albino from frequent inbreeding.

- **Unique Skills:** The White Hearts know the secret of creating **Faerie Foods**. Faerie foods are potions made into a cakes, cookies, or candy. Unlike fluid potions, faerie foods can not spill; instead they will spoil after a week unless magically preserved. When a White Heart takes **Brew Potion** they are also skilled in cooking faerie foods.

Red Hearts♥: Red Hearts are the merchants, craftsmen, bankers, and robber barons of the Hearts Clan. With their long lifespan, they can amass massive fortunes. They are the “new money” families and are prone to flaunting their wealth and living beyond their means. This branch of the clan often marries outside their race, and so; they have no specific physical features beyond pointed ears.

- **Unique Skills:** Red Hearts train their children early to always be punctual. Wherever a Red Heart is, he or she can always determine what time it is with a successful INT or WIS check (DC: 15 -5 if the sun is in sight).

Black Hearts♥: Black Hearts are the “black sheep” of the clan. They are the misfits and idealists that reject the confines of traditional Heart society. They are known for produce avant-garde artists, musicians, jewelers, and radical activists. Often they are the first to protest the violation a group’s freedom, but rarely stick with a political cause for long. The one exception is the elven succession of King Leopard IV. Black Hearts claim that their family is the true inheritors of the Heart Throne. This is the reason they joined the Black Party two thousand years ago during the effort to call a Constitutional Convention to shift the crown out of White Party hands. The most common occupations of Black Hearts are jeweler, bard, scholar, and wizard. Most of their wizards become obsessed with shadows and so many specialize in shadow based illusions. Black Hearts often wear face paint, tattoos, and multiple ear studs. Many also have their skin and eyes magically changed to their favorite colors. Since many have lived underground for generations, they have developed dark vision instead of low light vision.

- **Unique Skills:** Black Hearts breed vermin like the surface world breeds domestic animals. Over the years, they have achieved remarkable results in crafting vermin as artworks, tools, and servants. Craft (vermin) mimics alchemy in producing bugs that have wondrous properties (DC: 15 to 20). They also produce vermin clothes and jewelry but this is only valuable to other Black Hearts.

Examples:

1. Beetle Nuts: Eating one is equivalent to a trail ration. W: 0. Cost: 1gp
2. Candle Moth: This burning moth circles the user and lasts as long as a normal candle: W: 0. Cost: 1gp
3. Carpentry Ants: One pound of these ants will chew away 5 hit points of wood (ignore hardness) per round for 6 rounds. The ants can be spread upon a 5ftx5ft area to carve or destroy it. Craft (carpentry) is still required to make a wooden object but it is carved in a fraction of the time (reduce by 80%). Cost: 50gp
4. Crane Fly: A crane fly is a sticky wad of gum with wings. Each fly will lift 10lbs up to 5ft high for 10 rounds. Multiple flies can work together. Cost: 30gp
5. Fiddle Cricket: A fiddle cricket will play any single tune it has heard. After one song it dies (Usually 1d4 minutes). Bards gain a +5 Perform Bonus for any one song by using one. Cost: 100gp.
6. Living Carpet: A living carpet looks like a real carpet but is composed of hundreds of tiny vermin. By unrolling the carpet and placing a weight on it you activate it. Once activated the 5ftx5ft carpet will carry up to 300lbs for 10 rounds at a speed of 10ft per round (20ft/round downhill). Multiple carpets can only be used on very large objects. Cost: 300gp
7. Silk Worm Armor: Silk worm armor is lighter and more flexible than normal padded armor (Light, +1 bonus, +10 DEX, +0 check, 3% arcane failure, 3lbs) Cost: 50gp
8. War Vermin: A Large or Huge Vermin is bred to accept a Black Heart rider. Since the insect must be controlled by brute force, the any Ride skill is reduced by

half, rounding down any fractions. The most common mounts are Centipedes, Beetles, Grasshoppers, Moths, and Snails.

♥**Wild Hearts:** Most Wild Hearts are Hermits (i.e. Druids) that prefer to live solitary lives. Others are criminals so vile or infamous that no color party can tolerate them.



The Spade Clan

The Spade Clan includes all dwarves and human relations in Wonderland with a tradition of military service. It is also infamous for their feud with the Club Clan (Goblinoids & Orcs). A racial bonus versus these enemies reflects the traditional combat training given to Spade Clan members. The members of the Spade Clan compose the majority of the color party armies. Those not on the frontline work to support their brethren by providing the weapons and armor required for war. Spades are known for their loyalty and industry.

White Spades ♠: This family has pledged their loyalty to the White Party. They form the backbone of the White officer core. In battle White Spades wear the heaviest armors and employ square tower shields marked with their birth rank (i.e. ‘#’ of Spades). White armies are heavily regimented and fight in a checkerboard pattern of 50ft-by-50ft tercios (“battle squares”) of a hundred men each. White Spades generally are slightly taller than other dwarves, have blonde or blue hair, and clear blue eyes.

- **Weapon Familiarity:** Instead of the urgrosh, the “racial” double weapon of White Spades is the tschehouta. This double pointed spear is made with heavy wood and has a heavy weight at each end, just beneath each large spade shaped spear point.
- **TSHEHOUTA:** Size: Med. or Large, W: 3 or 7lbs., 1d6/1d6 or 1d8/1d8, x2, Slashing., Cost: 90gp.

Red Spades ♠: Red Spades are interested in amassing wealth and power for their families. Many are mine workers and craftsmen, but the majority work as mercenaries for their own color party or any other wealthy patron. The quality of each mercenary troop widely varies, but they are considered superior to any other racial group.

Additionally Spade mercenaries have a reputation for holding up their end of any contract. Red Spades are famous for their braided hair and the *herebra*. Some even attach blades to braided hair or beards as a weapon. A herebra is a heavy tear shaped double edged sword that has all the same traits as a bastard sword. Red Spades always have red hair and swarthy skin.

- **Weapon Familiarity:** Instead of the dwarven war axe, Red Spades prefer the herebra (Bastard Sword). Additionally, the Red Spades have an additional “racial” proficiency with Braid Blades. The wielder will split her or his hair or beard in two large braids and attach a tiny tear shaped blade. As the wielder spins he or she can make one additional attack each round with one blade at their highest base attack bonus. Unfortunately all attacks suffer a -2 penalty to hit when a braid blade is used.
- **BRAID BLADES:** Tiny, 0.5lbs, 1d3, x2, Slashing, Cost: 1gp per blade.

Black Spades ♠: The rest of the Spade Clan feels that Black Spades have no political loyalty or national pride. A Black Spade will say that your family should be first in your heart and mind. Black Spades hold the welfare of their families greater any other priority. Often they are considered unreliable and prone to nepotism, but wise employers never force them to choose between business and family. Black Spades generally work only for relatives and prefer keep all business dealings within family than to depend on outsiders. Family secrets are fiercely kept and family feuds are passed from one generation to the next. The armies of the Black party tend to be broken into Club Tribes and Spade Family units. Cooperation between Black army units is rare and brief.

- **Weapon Familiarity:** Black Spades have a “racial” proficiency with the iron targe instead of the dwarven urgrosh. This targe is a round metal shield with a bronze rim and decorated enamel center. Although it is heavy, it has been balanced perfectly for throwing.
- **IRON TARGE:** Size: Small or Large, AC: +1 or +2, W: 5 or 10lbs, Throwing Damage: 1d6 or 1d8, x2, Range Incr.: 10ft, Bludgeoning, Cost: 25 or 40gp.



Wild Spades ♠: Wild Spades have no families. Most are feral Barbarians, but others have been cast out from their families due to crimes against party or clan.

The Diamond Clan

The Diamond Clan includes all Gnomes, Halflings, and human relations. They have a reputation for imagination, cleverness, greed, and garishness. All diamonds prefer

to dress in their finest clothes so that others think they are more successful than they truly are. Most Diamonds are social butterflies and have a true love of parties and games. Many are compulsive gamblers, con artists, and daredevils. Most bards and rogues claim to be Diamonds or related to Diamonds since they are considered the entertainment elite.

White Diamonds ◇: White Diamonds are the decorators, performers, and craftsmen of the White party. They follow all types of artistic vocation and mostly cater to the wealthy Elven nobility of the White party. They have become indispensable to the Crown by providing the White party with its glamour and creative innovations. White diamonds often paint their faces and dye their hair to match their clothes. They always dress in patchwork colors; silver & gold, copper & steel, yellow & blue, orange & purple, etc.

· Unique Trait: White Diamonds are natural performers, and can always take the Perform skill as a class skill.

Red Diamonds ◆: Red Diamonds are entrepreneurs and arcane industrialists. They chafe at the restrictions and tariffs imposed by the White Heart Crown and seek to convert the nation to a true capitalist economy. Many have been forces of good by providing employment for the impoverished, while others have taken advantage of the poor by poisoning their land and bodies by their unrestrained factory wastes. Red Diamonds also engage in espionage through magic or skill and sell their information to the highest bidder, even though most mechanical innovations are the designs of Red Diamond inventors. Red Diamonds have a fetish for dressing in red. Many color their nails, hair, and teeth red as well.

· Unique Skills: Red Diamonds have an intuitive feel for magical devices. All of them have Use Magic Device as a class skill regardless of their core class.

Black Diamonds ◆: Black Diamonds are the adventures and scholars of their party. They are always seeking new knowledge or hidden treasures. Many are opportunists seeking power, fame, or wealth through discovery. Others believe that the only way to throw off the repressive government of the White Party is by radical new ideas, inventions, and political philosophies. Like most Blacks, they believe in their own righteousness and reject any compromise or correction. Many Black Diamonds suffer from paranoia and commonly encrypt their notes and spell books to prevent theft and spying. Black Diamonds like all Black Party members favor anthropomorphic costumes like rabbit ear hats, rat tail coats, and cloven hoof shoes. Theatrical make-up and illusion enhancements are also considered extremely fashionable. Anyone not wearing party costume is likely to be considered uncommitted to Black Party ideals.

· Unique Skills: Disguise is a class skill and fashion necessity for Black Diamonds.

Wild Diamonds ◆: Wild Diamonds are commonly terrorists, cultists, and demagogues that use their natural charisma to manipulate others for personal gain or enjoyment.



The Club Clan

The Clan of Clubs includes all goblinoids, orcs, half-orcs, and their human relatives. The clan is portrayed as malevolent, but they are no more evil than any other clan. The majority of Clubs are part of the Black party and live most of their lives underground. Since most Clubs are strong, but aren't as clever or socially adept as the other clans, they pursue careers as soldiers, factory workers, and migrant laborers in Wonderland. For the most part, Clubs are on the bottom rung of society just above "Wilds", but because of an instinctive pack mentality they will follow a

leader that displays strength and marginal goodwill. Egalitarianism is foreign to a Club's understanding of social order and his natural instincts.

White Clubs ♣: White Clubs have been the servants and cannon fodder of the White party for generations. Most have accepted their role as the servants and foot soldiers except for the few who seek promotion to noncommissioned officers (i.e. sergeants) and labor overseers. The few nonconformists are encouraged to change party allegiance as soon as they reach maturity before they have given their allegiance oath. This is seen as an excellent way to avoid trouble in the future. The White Party leaders are aware that too much oppression will alienate their Clubs so they employ a "carrot and stick" regime. Loyal Clubs will gain wealth and power over their fellows while mutineers are executed. White Clubs always wear a tabard decorated with the coat of arms of their master or commanding officer.

- **Unique Tactics:** White party military doctrine emphasizes group tactics. As a part of basic training, all White Clubs can link shields and increase their shield bonus by +1 AC, but their speed is reduced by half. This tactic is called the "turtle" and requires all its members to ready a heavy shield or tower shield in self defense. A group of four is the smallest number of White Clubs that can employ this tactic.

Red Clubs ♣: Most Red Clubs come for the new jobs available from industrial growth. They work in the factories and the sweat shops for small wages, but for most this is an

improvement over the poverty they fled. Many Red Clubs also join mercenary outfits. These outfits are considered second tier to Spade mercenaries so they must take meager or lethal contracts. The most desperate or malevolent join organized crime rings as bookies, leg breakers, thieves, and smugglers. A new rising class of Red Clubs is the Union Organizer (a.k.a. the Unionist). A Unionist tries to organize laborers to stand up for better working conditions and better pay. Frequently, these disputes with management dissolve into street riots so a Unionist must be as skilled in combat as propaganda. Red Clubs dress according to their wealth, but most favor pin strip suits and dresses.

- Unique Tactics: Red Clubs can quickly improvise weapons out of the objects around him or her, and only take a -2 attack roll penalty when fighting with one. Improvised weapon damage depends on the object's size, and the throwing range increment is limited to 10ft.
- Diminutive (vial, inkwell, pebble, nail): 1 point.
- Tiny (mug, dungeon key, soup ladle, fist sized rock): 1d2
- Small (bottle, vase, candlestick, encyclopedia): 1d3
- Medium (stool, brick, knapsack, manacles, coal bucket): 1d4
- Large (dust bin, mandolin, chair, fire iron, ball and chain): 1d6
- Huge (10ft ladder, mailbox, oil barrel, bench, sawhorse): 1d8
- Gargantuan (desk, cabinet, large sofa, horse buggy, office safe): 2d6
- Colossal (one ton boulder, telegraph pole, streetlamp): 2d8

Black Clubs♣: In the Black Party, Clubs have a true opportunity to rise in rank, since the vast majority of all Black Party members are Black Clubs. Unfortunately, they lack any of the unity of the other color parties. Each Black Club tribe acts for their own advantage, and any call to arms by the party will summon less than a third of the total Black Club militia. In spite of this, several of the Black Kings have been Clubs including the current party ruler. If the Black King could ever mobilize all of his subjects, he would have no trouble take the Wonderland throne by either election by the House of Lords or military coup. Unfortunately, Black Clubs are prone to infighting and petty jealousies. Like all other Clubs, Black Clubs come in a variety of sizes and shapes and are considered the originators of animal costume fashion.

- Unique Skills: Proficiency with a "Club" is a status symbol among Black Clubs. Often non-lethal combat with a club is considered an art form and a sport. Any Black Club wielding a club can inflict either lethal or subdual damage without any attack penalty.

Wild Clubs♣: Wild Clubs are the most numerous type of "Wild" in Wonderland. Wild Clubs are almost always barbarian tribes that have not yet been integrated into Wonderland social order. Unlike most Wilds, these groups aren't scorned so much as pitied by society for their ignorance. They are often the targets of missionaries of the Church of the Patron and many are successfully converted to the faith. Clubs are hardly ever rejected by the Black party as a whole because the Black party is so factionalized.

Wonderland Pantheon

The Church of the Patron

Wonderland does not have the pantheon typical of most D&D campaigns. Instead all three political parties worship the same god, known as the **Patron**, but each worships in their own way. Each form of worship provides access to different domains. Another major difference is the image used to represent the party's faith. The White uses a prancing unicorn, the Black use a roaring lion, and the Red use an emblem of red roses crossed over a checkerboard shield.

White Bishop Domains

Nobility ("Book of the Divine")
 Death
 Law
 Protection
 Strength

Red Bishop Domains

Knowledge or Artifice ("BOTD")
 Luck
 Magic
 Travel
 Trickery

Black Bishop Domains

Steam ("Sorcery & Steam")
 Animal
 Chaos
 Destruction
 War

The Sanctity of Nature

Instead of directly worshipping the Patron, some rural practitioners worship nature as a more direct force in their lives and the lives of their flock. They do not reject the guidance of the Church, but their congregations are largely farmers, fishermen, and trappers that have more interest in the weather than art, science, or politics.

Nature Domains

Air, Earth, Fire, Plant, Sun, Water, and Weather (BOTD)

Disciple of the Joker

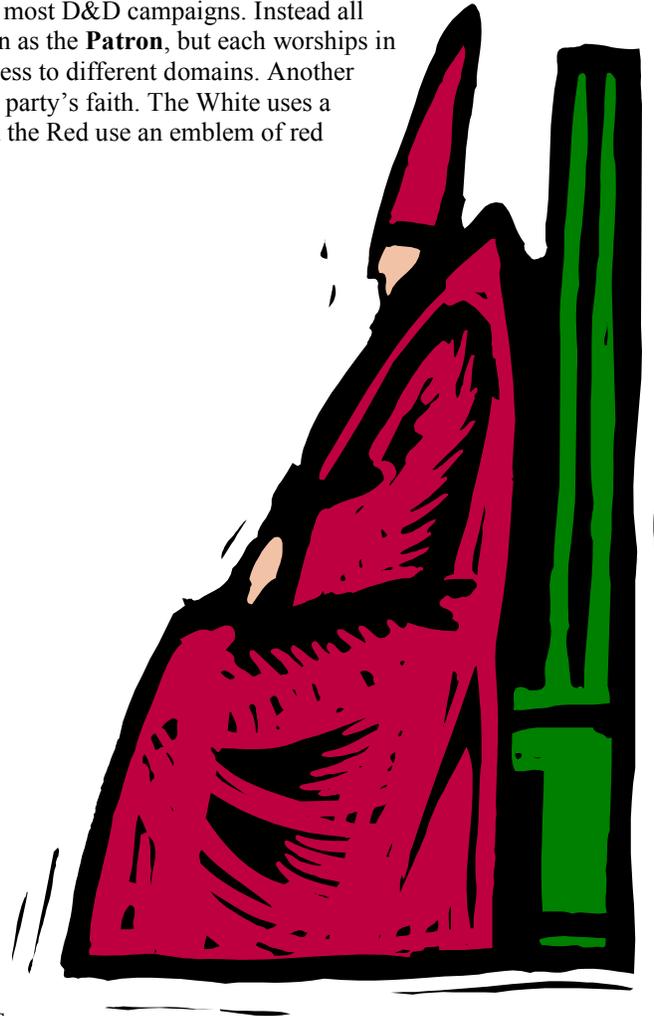
The Joker is the antithesis of the Patron, and is worshipped by clerics that reject all that the Church of the Patron represents regarding clan devotion, social propriety, duty to your color party, and respect for



religious dogma. The Joker is seen as the source of all of society's ills by upright Bishops, and the rumor that he is the son of the Patron is utter blasphemy. All "Wild" clerics worship the Joker. A wide spectrum worships the Joker for freedom, love, magical power, or vengeance. Some evil clerics have a taste for sadism, darkness, monsters, gluttony, madness, and grisly humor.

Joker Domains (Book of the Divine)

Charm, Creation, Darkness, Glory, Liberation, Madness, Rune, and Scalykind



Games and Sports



Card Gambling



Skill Roll: Most card gambling results can be quickly obtained by a Profession (Gambler) skill check roll.

Cardonians have a passion for gambling and card games. Cheating on any wager, if proven, is a death sentence in Wonderland. Any type of card game you can imagine is played in Wonderland. **Decks of Illusion** are often used in games like stud poker, blackjack, and gin rummy. Also in game similar to “faro”, this deck is used for illusionary combat between each card drawn from a player’s deck.

The winner is the one who wins the most rounds of play. Faro is often played as a tournament with the winner of each duel advancing up a dueling pyramid. A very high stakes game is played by the nobility with a **Deck of Many Things**. Being challenged to such a game is the same as being challenged to a duel and play continues until one side can no longer draw.

Chess

Skill Roll: The game of chess can either be played by the player and DM or the skill check Knowledge (Chess) can be used.

Clockwork Chess: The pieces of this chessboard are controlled by a mechanical intelligence. Generally one side of the board is occupied by a mechanical construct solely devoted to chess play.

Tri-corner Chess: The most popular form of chess in Wonderland evolves a three sides board that allows three people to play at once. The usual colors of the pieces are red, black, and white. Two, Four, and Five player chess are less common.



Battle Chess: Most towns have a battle chess team that plays other teams in a Battle Chess League. The most common match ups are two opposing teams, but three team and four team match ups are common. Each chess piece is an actual person that must fight other pieces to win a square. Subduing or forcing your opponent out of a square is will win the battle and remove him from play.

The playing field is generally a checkerboard with each square measuring 10ftx10ft. Sometimes both teams are allowed to set up an equal number of magical traps in any unoccupied square at the beginning of the chess match. Anyone can play any piece but the traditional movements of each piece are strictly enforced. Generally the sponsor or coach of each team is the king and knights are mounted on a flying or leaping mount.

Death Chess or War Chess: This game is played the same as Battle Chess but almost always between two teams. Unlike battle chess this game is played to the death. Generally this game is used as a substitute for actual war and to settle legal feuds. As a rule, the pieces are limited to certain core classes. The Kings are the chief disputants or clan heads. The Queens are the only arcane magic users allowed in play. The

bishops are the only divine magic users allowed. The knights are the only mounted troops allowed and are usually paladins, rangers, or fighters. Rooks can be armored fighter, rogues, or monks. The pawns are common warriors designed the use of armor. Each team plays its pieces the same as normal chess. War chess is strictly monitored by a third party (usually the crown or deputy of the crown) and cheating will result in a forfeit and likely a death sentence for the offender.

Equipment for each piece can be anything that doesn't violate any of the above restrictions. The board can be any shape but checkerboards with each square measuring 5ftx5ft are most common. Unlike Battle Chess, the Queen can cast a spell on any single piece instead of moving for that turn; no area effect spells such as *fireball* are allowed.



Checkerboard Battlefield
 ■ 5ft Square

Blood Sports

Wonderland has a variety of blood sports that are watched and played both legally and illegally by all races.

Polo: Both Water Polo and Mounted Polo are played by commoners and royalty. Injuries and fatalities are common in this game since no rules are applied to this game except for those agreed to by the competitors. Unusual Polo mounts include ponies, elephants, ostriches, dire beasts, dinosaurs, undead, giant sea horses, and construct mounts. Intelligent mounts such as giants and unicorns are uncommon and generally only perform in grand melees where

the first team to score wins with the cash prize split between riders and the ridden.

Bloody Cricket: This is an utterly bizarre game with truly bewildering rules. No race or party admits to creating it since only the truly suicidal will play it. The deadliness of this game makes it a crowd pleaser even among the jaded Wonderland populous. A cricket playing field is an ellipse. The foci of the ellipse are two points called wickets that are 60ft apart. In this game a enchanted spheroid ball is thrown by a "bowler" to try to hit his opponent's "wicket". A batter defends his wicket and tries to hit the ball with a paddle shaped bat. If the ball hits a wicket it detonates the spell stored inside the wicket. The most common wicket spell is a *fireball* but any area effect spell can be used. In most versions each team assigns a batter to defend its wicket and any team player that catches a fly ball can throw it at the opponent's wicket from no closer than 60ft. If the player crosses the bowler crease the ball will detonate releasing a *shocking grasp* or any other touch spell. If the ball hits the ground before the bowler's team catches it, then the batter can attack his opponent's batter. While outside the bowlers crease the batter is vulnerable to a hit from the ball which will inflict its touch spell on him. Most cricket teams consist of 11 players and game can last for days until one team is completely eliminated. Some mundane variants of cricket employ alchemy, use clockwork devices, or wield cast iron kits.

Croquet: Many types of croquet are played including variants that use living creatures as the ball and mallets. Goblin Croquet uses a severed head as the ball and a war hammer as the mallet. The gates are often hostile constructs or undead lashed into oversized arches. In this battle version, all the players play at once and are free to strike at one another during play. The first player to push his severed goblin head through all

the gates is the winner.

Caucus Race: The Caucus Race is a run on an oval track. Each runner must complete a certain number of circuits, lap all his opponents twice, or be the only runner still mobile to win the race. This game often matches up the quick and agile and the slow and powerful as competitors. All players must continue forward and can't wait in place for runners to come by them. Often the track is equipped with traps to keep the runners moving or to delay them instead. A moving wall of fire is commonly used to motivate runners while a series of pools, often containing crabs or crocodiles, is a common obstacle.

Chariot Racing: This sport has the same basic rules as a Caucus Race except that every one drives a two horse chariot. The race track varies in length but most are wide enough to allow two to three chariots to travel abreast. Common obstacles placed on the track are water hazards, fences, stone columns, archways, and narrow bridges. The chariot racing team has two forms. One consists of one person who takes a penalty to fight with his whip or other range weapon and drive at the same time or a two person team in which one drives and the other fights with a pole arm or bow. Horses are the most common draft animals used, but any willing creature can be employed. Hippogriffs are trained for aerial races where a team must fly through levitating hoops to win the race. Giant Sharks are used for submarine races that pit enclosed bubble cars against each other. Chariot Racing skills and feats are covered in depth in the "Sword & Fist" supplement book.



JOUSTING

Skill Roll: Ride is the essential skill in all jousting attempts. The joust is resolved the same as a normal trip attack except that the defender may use his Ride skill in place of his Dexterity or Strength check. If you fail your opponent can make a Strength or ride check against you to knock you from your saddle. Additionally the velocity and size of your mount adds a bonus to your trip attack. Divide the mounts speed by 10 (round down) and add this to your trip check. If your mount is of a different size level than your opponent's mount add or subtract 4 to the trip check every size level in difference (larger or smaller).

Tourneys: Jousting in Wonderland has the same form as in Medieval Europe. Knights travel from tourney to tourney and participate in jousting, grand melees, and archery contests. The main difference is the type of mount used by the Knight. The spectacle of odd mounts is not lost on the crowd and many Knights are more famous for their choice of mounts than their success on the field. Aerial mounts and an increased level of danger to a joust, but most knights wear rings of feather falling to prevent falling to their deaths. Aquatic mounts are only attractive to water breathers and are rarely widely followed. Besides the traditional tourney joust two variants are also practiced.

Carpe Cortina: All the mounted competitors are positioned at the bottom of a large hill or at the edge of a valley. The first to capture the brass ring in the center of the field is the winner of the race. The challenge is that the ring is very small and must be taken on the end of the rider's lance. The armor class of the target ring is at least 15, and the ring is sometimes augmented by magic to be even more difficult to hit. If a rider is unhorsed before he captures the ring he is eliminated from the contest.

Crunch: The rules to crunch are very simple. If you or your mount leaves the battle ring or if you lose your seat for any reason, you lose the match. The Crunch ring can be any size and hold any number of mounted contestants. Some Crunch players ride inside their mounts. Common mounts are clockwork constructs, steam driven vehicles, and big mouth monsters. The gelatinous cube can be a Crunch mount but it requires special magic control reins, a necklace of adaptation, and a ring of acid resistance.



UNIQUE WONDERLAND FEATS

BLACK POWDER WEAPON PROFICIENCY

There are three types of black powder weapon proficiencies. Each counts as a exotic weapon proficiency. Without proficiency the wielder suffers a -4 on any attack roll.

Pistol: A character can fire all types of one handed black powder pistols.

Musket: A character can fire all types of two handed black powder musketry.

Siege Cannon: A character can participate in the loading and firing of field artillery.

Rockets: A character can safely fire rockets and fireworks.

Frankly, I think D&D is overloaded with feats. If you consider all the supplement material Wizards. has published, it is overwhelming, even ignoring the third party contributions. The following feats are pure flavor and entirely optional.

RACIAL HERITAGE FEAT

Not all mixed heritage characters have a dramatic expression of their ancestry (such as the Half-Elf and Half-Orc). Racial Heritage Feats are only available as the “initial” feats (1 or 2) of the character at creation. Each provides a minor ability of an ancestor or a unique improvement through genetic blending. Additionally, any person with one of these feats is likely to have physical traits that correspond with it. Pointed ears, sharpened canines, oddly colored eyes, heavy facial hair, or odd skin color would all be indications of a mixed heritage. A character with one of these feats is still considered to be her base race in regards to race and magic effects.

Fearless

Requirements: 1st level of exp. Benefits: +2 to save versus any fear effect

Fey-Blood

Requirements: 1st level of exp., WIS: 12+

Benefits: Choose any three cantrips. Each is cast once per day as a Sorcerer (1st Level).

Large Stature

Requirements: 1st level of exp. Benefits: Size level increase by one category

Night Runner

Requirements: 1st level of exp.

Benefits: Gains low light vision or his racial night vision is triple instead of double range.

Pitch Black

Requirements: 1st level of exp.

Benefits: Gains Dark Vision (60ft) or adds sixty feet to his normal range.

Sharp Ears:

Requirements: 1st level of exp.

Benefit: +2 to all Listening Checks and can hear high pitch sounds like a dog whistle.

Sharp Eyes:

Requirement: 1st level of exp.

Benefit: +2 to Search Checks and can notice secret passages if he passes within 5ft.

Sharp Nose:

Requirements: 1st level of exp.

Benefit: +2 to Alchemy Checks and can purchase the Scent Feat if his WIS is 13+.

Silent Feet:

Requirements: 1st level of exp. Benefit: +2 racial bonus to Move Silently.

Small Stature:

Requirements: 1st level of exp. Benefits: Reduce size level by one step.

Steel Soul

Requirements: 1st level of exp. Benefits: +2 to save versus any Enchantment spell

Stone Heart

Requirements: 1st level of exp. Benefits: Character gains the *stone-cunning* ability or increases the bonuses he possesses to +3.

**Madness Feats:**

Insanity is extremely common in Wonderland. The cause is unknown, but many find strength and refuge in madness in a world they have little influence over or protection from. Insanity provides a release from unbearable wounds of the spirit and body. Of course, some illnesses are self-inflicted from guilt or narcotic additions.

Dementia

It is said that the Patron watches over mad men and fools.

Requirements: None

Benefits: The character gains a +1 luck bonus to all her saving throws.

Penalties: Suffers from an extreme phobia. Every time the character confronts her fear she must attempt Will save versus a DC of 10 plus the CR of the creature(s) or be *panicked* for 1d4 rounds. Roll 1d20 to determine her phobia type.

1. Dismorphophobia: Fear of Aberrations
2. Zoophobia: Fear of Animals
3. Automatonophobia: Fear of Constructs
4. Dracophobia: Fear of Dragons
5. Elementophobia: Fear of Elementals
6. Caligynophobia: Fear of Fey
7. Megalophobia: Fear of Giants
8. Androphobia: Fear of male humans
9. Gynophobia: Fear of female humans
10. Microphobia: Fear of "small" Humanoids (Halflings, Gnomes, etc.)
11. Geronotophobia: Fear of old Humanoids (Elves, Dwarves, etc.)
12. Bogypophobia: Fear of Bogeymen (Goblinoids, Orcs, Gnolls, etc.)
13. Mythophobia: Fear of Magical Beasts
14. Cacophobia: Fear of Monstrous Humanoids and ugly Humanoids
15. Blennophobia: Fear of Oozes
16. Xenophobia: Fear of Outsiders
17. Botanophobia: Fear of Plants
18. Morphophobia: Fear of Shapechangers and changing shape.

19. Necrophobia: Fear of the Undead
 20. Arachnophobia: Fear of Vermin (specifically spiders)

Hyperactive:

The character is always fidgeting and impatient. She has greater agility at the expense of patience. The feat is in constant effect

Requirements: Dementia Feat, Tumble: 6, Balance: 6.

Bonuses: +4 to all Tumble and Balance Checks.

Penalty: -2 to all Listen and Search checks.

Hysterical:

The character is capable of great feats of strength and agility at the cost of wisdom for a limited time by indulging in utter panic and desperation.

Requirements: Dementia Feat

Effect: Once per day, the character can add +2 to STR and +2 to DEX at the expense of -4 to WIS for her CON modifier plus one round (minimum of one round). After this the character is fatigued for 1d6 rounds. While fatigued the WIS penalty remains but no bonus is given to STR and DEX.

Manic Focus:

The character blocks everything else out of her mind, to increase the chance of successfully completing a spell or skill.

Requirements: Dementia Feat, Combat Casting

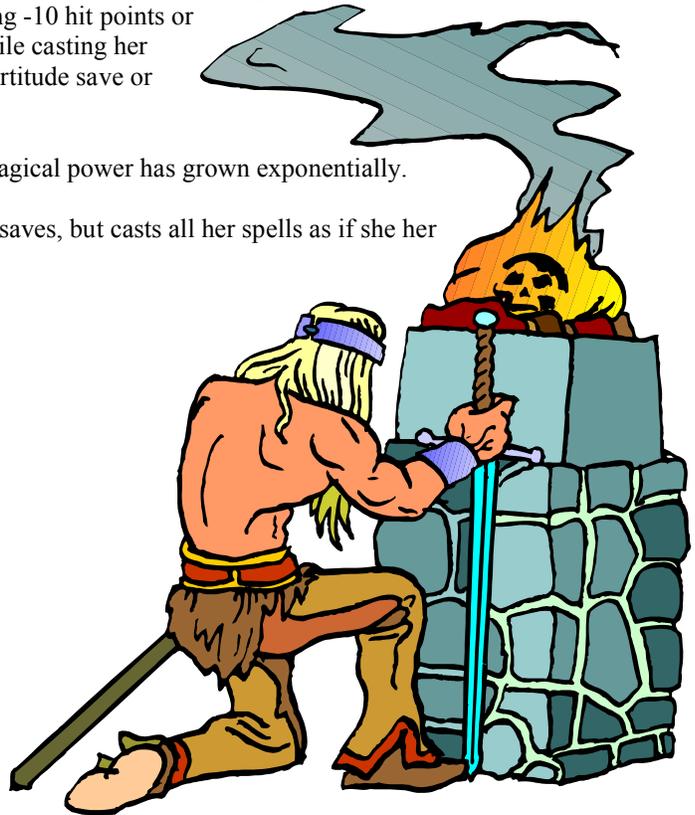
Effect: The caster can ignore the effects of death from massive damage and having less the zero hit points until her spell is completed. This effect only applies to attacks used to disrupt a spell casting and does not prevent death from having -10 hit points or more. If the caster is struck by massive damage while casting her spell, after the spell is cast she still must make a Fortitude save or die as normal.

Flawed Soul:

The character has lost touch with reality, but her magical power has grown exponentially.

Requirements: Dementia Feat, cast spells

Effect: The character takes a -2 penalty on all **Will** saves, but casts all her spells as if she her experience level was two levels higher.





New Optional Weapons of Wonderland

Battle Dart

This weapon is a solid metal version of a simple dart. It inflicts more damage from the weight of the metal.

Martial Weapon

Size: Tiny

Damage: 1d6 (x2)

Throwing Range: 15ft

Type: Piercing

Weight: 1lb.

Cost: 1gp each.

Bellows Blowgun

This is a set of bellows that fires a dart when compressed. Unlike traditional breath driven blowguns, the wielder can add her STR Modifier as a damage bonus. Reloading the bellows is a move equivalent action. Pumping the bellows requires two hands. Instead of darts a specially designed alchemical grenade can be attached but that reduces the RI to 20ft. It cost an additional 10gp to buy an alchemical grenade that can be launched by the bellows or a Craft (Glass) check (DC:15) and a hot fire to reshape the grenade.

Assassins and snipers often ply this weapon because it is so quiet when fired. This weapon inflicts a -2 Listen penalty for anyone to detect it's faint hiss when shot.

Exotic Weapon

Size: Medium

Damage: 1d4 (18-20/x2)

Range: 40ft RI

Type: Piercing

Weight: 4lbs.

Cost: 100gp and 1gp for 10 darts.



Bladefist Dagger

Exotic Weapon

This crescent shaped weapon has three blades that project in three different directions. One blade will puncture the target with each punch.

Size: Tiny

Damage: 1d4 (x2) Piercing

Bonus: This damage will stack with the wielder's unarmed damage if the weapon is used while punching in an **unarmed attack**.

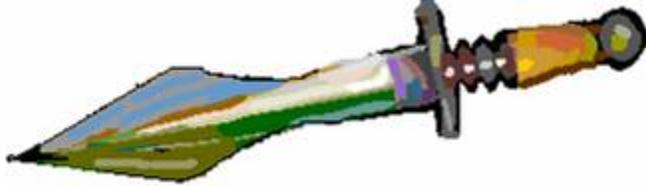
Thrown: No Weight: 2lbs Cost: 20gp

Bosom Knife

This knife is designed to rest comfortably in the bosom of most Renaissance ball gowns. Its tapered shape also allows it to be thrown farther than an ordinary dagger, but inflicts a -1 AB penalty when used as a melee weapon. When properly concealed, this weapon inflicts an additional -4 penalty to Spot/Search checks to detect the weapon.

Martial Weapon

Size: Tiny
 Damage: 1d4 (x2)
 Throwing Range: 20ft
 Type: Piercing
 Weight: 1lb.
 Cost: 4gp

**Chain Sword***Exotic Weapon*

Size: Large (2 handed weapon)

Two Forms: This weapon can shift from a two handed sword into a length of razor edged chain links once per round as a free action.

Damage:

Sword: 2d6/x2

Chain: 2d4/x2, Reach Weapon: 10ft, can make disarm attacks and trip attacks.

Type: Slashing

Weight: 15 lbs

Cost: 140gp

Cyclone Throwing Blade*Exotic Weapon*

This razor edged disc can be thrown for tremendous distances. Only one disc can be thrown one at a time.

Size: Small Damage: 1d6(x2)
 Type: Slashing Range: 30ft
 Weight: 2lbs. Cost: 10gp



Armed with a
 Grinning Skull Blade
 and a Pantera

Double Hidden Sword*Combination Martial Weapon*

This is a pair of long swords that sheath into one another. When both are sheathed it can be used as a quarterstaff. As a quarterstaff the weapon is six feet, so each sword blade is 3 ft long from tip to quillion.

Size: Large staff or two medium swords

Damage: 1d6/1d6 (x2), 1d8 (19-20/x2)

Type: Bludgeoning or Slashing

Weight: 20lbs.

Cost: 80gp

Grinning Skull Blade*Exotic Weapon*

This skull silhouette has five curved tines radiating out from it, and can be used as a melee or throwing weapon.

Size: Small Damage: 2d4 (x2)
 Type: Slashing or Piercing Thrown: 10ft
 Weight: 3 lbs Cost: 30gp

Pantera*Exotic Weapon*

This weapon was inspired by a panther claw. Four blades project over the hand of the wielder.

Size: Small

Damage: 1d6 (x2)

Bonuses: Can be used as a monk martial art weapon, and provides a +2 to attempts to disarm others.

Type: Slashing

Weight: 3lbs

Cost: 50gp.

Royal Flush Throwing Cards*Exotic Weapon*

These playing cards have a steel back that allows them to be thrown for slashing damage.

Size: Tiny Damage: 1d3(x2)

Type: Slashing Range: 5 ft.

Weight: 1/2 lb. Cost: 5gp for a set of five.

**Snake Sword**

This sword has an elastic cord running through it that allows the user to alter it from a shorts sword to a whip dagger with a flick of the wrist.

Exotic Weapon

Cost: 70gp

Damage: 1d6 (19-20/x2)

Range: As a whip the snake sword can strike targets up to 15ft away.

Change Form: The snake sword can change from a short sword to a whip-dagger once per round as a free action. If used as a whip ranged attack, adjacent targets always get an AOO unless the user has the close combat ability (Lasher PRC from "Sword & Fist").

Weight: 3lbs.



This character is wielding Sickle Sword and Scorpion Long Sword

Sickle Sword (Khopesh)

The hooked shape of the khopesh allows the inside edge to be used for tripping attacks and the outside curve strikes similar to an axe.

Exotic Weapon

Size: Medium

Damage: 1d8 (x3)

Type: Slashing

Weight: 3lbs

Cost: 20gp.

Scorpion Blades

Simple and Martial Weapons

These weapons are sculpted by a magically polymorphed living scorpion. As a result this weapon injects a dose of scorpion venom into anyone it wounds once per combat encounter. The game mechanics of

each is the same as the standard weapon. Only the power of the injected poison is shown and cost.

Daggers inflict 1d2 STR (DC:11) Cost: 4000gp

Short Swords inflict 1d3 STR (DC:11) Cost: 8000gp

Long Swords inflict 1d4 STR (DC:15) Cost: 18000gp

Great Swords inflict 1d6 STR (DC:18) Cost: 32000gp



Sword Baton

This sword is shaped like a nightstick (or tonfa) since the blade is held by a small handle that projects perpendicular to the blade. Monks can use this weapon with their more favorable number of attacks (including flurry of blows). This weapon was used by the zombie clockwork in the "Hellboy" movie.

Exotic Weapon

Size: Small Damage: 1d6 (19-20/x2)
 Type: Piercing Weight: 3lbs
 Cost: 15gp

Sacrificial Dagger

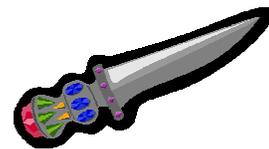
This dagger is often employed for blood sacrifices and religious assassinations. Wounds inflicted with this weapon bleed profusely. The victim will be drained of 1 hp per round until the wound is closed or bound either by a healing spell or

a heal check (DC: 10).

Exotic Weapon

Size: Tiny
 Throwing Range: None
 Weight: 2lbs

Damage: 1d4 (x3)
 Type: Piercing
 Cost: 300gp

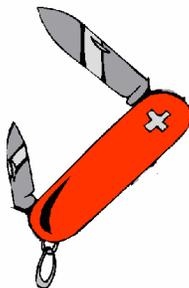
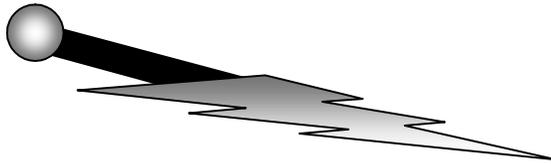


Lighting Bolt Sword

This weapon possesses a jagged edge that when used correctly inflicts jagged wounds on opponents. Magical variants of this weapon often are imbued with electrical effects or store lightning bolt spells. The heavy blade of this weapon requires two hands to wield unless it is taken as an "exotic weapon" proficiency. On a critical hit the lightning sword rips a bleeding wound that drains 1 hp every round for 2d4 rounds or until it is "healed" (By healing spell or skill check: 15 DC).

Martial Weapon

Size: Medium
 Damage: 2d4 (x3)
 Type: Slashing
 Weight: 10 lbs
 Cost: 40gp



Twin Lock Dagger

This weapon has a folding blade at each end. When both are released the wielder can attack with either end. Magical versions of this weapon often incorporate different magic properties for each blade. Assassins employ this dagger since it can hold a dose of poison on each blade.

Simple Weapon

Size: Tiny Damage: 1d3 (19-20/x2)
 Throwing Range: None
 Type: Piercing Weight: 2lbs. Cost: 6gp

Wooden Swords

Any sword can be converted to a wooden replica. This is commonly done for sword practice use so someone won't accidentally lop off an arm or leg.

Changes to Sword Statistics:

Hardness: Reduce to 5 points

Damage: Same

Type: Bludgeoning

Weight: Same

Cost: 1/4 the cost of a steel blade.

Common Household Weapons

These weapons are not reinforced like traditional weapons and will break whenever the attacker rolls a “1” on his attack roll.

Cleaver

The cleaver is commonly found in the kitchen or butcher shop and is used to break bones and chop up livestock into sellable meat cuts.

Simple Weapon

Size: Small	Damage: 1d6 (x2)	Type: Slashing
Weight: 2lbs	Cost: 1gp	

Skewer

A skewer is a long steel spike with a wooden handle that is used to cook kabobs. An awl, a screw driver, a shiv, and an ice pick have the exact same properties.

Simple Weapon

Size: Small	Damage: 1d4 (x3)	Type: Piercing
Weight: 1 lb.	Cost: 1sp.	

Claw Hammer

The claw hammer, meat tenderizer, and fire iron all have the same properties. Each is a heavy tool with a metal head and a wood handle used to pound things.

Simple Weapon

Size: Small	Damage: 1d4 (19-20/x2)	Type: Bludgeoning or Piercing
Weight: 3lbs	Cost: 5sp	

Garden Tool

A garden tool can be a shovel, rake, hoe, or spade. Any of them can be used as a weapon.

Simple Weapon

Size: Large	Damage: 1d8 (x2)	Type: Bludgeoning or Piercing
Weight: 5lbs	Cost: 2gp	

Steel Harpoon

Whaling ships are commonly armed normal ballistae equipped with a steel harpoon. When fired the harpoon is launched for enormous distances a trails a rope lead that can be used to winch in anything it hits. Instead of a harpoons, grappling hooks are sometimes substituted during castle sieges and carried by **War Cogs**. Removing a harpoon takes a full round action and causes the same damage receiving it inflicted because of the barbed head of the harpoon unless a Heal Check (DC 15) is successful.

Exotic Weapon

Size: Large	Type: Piercing	Weight: 15lbs	Cost: 20gp
Damage:		Range:	
*Thrown: 1d10 (x3)		*Thrown: 20ft	
*Ballista: Same as standard ballista bolt (2d6 to 4d6 (x3))	*Ballista: 100ft		

Wonderland Black Powder Weapon Rules

Wonderland Flintlocks

The flintlock firearm has three main parts. The flintlock’s barrel holds the main powder charge and the

bullet and requires a full round to reload. The reloading time can be increased by the **Powder Drill** feat to a standard action. The flintlock also has a flash pan that holds a priming powder charge that feeds into the barrel. The hammer of the flintlock holds a piece of flint that will throw sparks into the flash pan when the trigger is pulled.



Barrel Fouling and Wet Powder prevent the firing of a flintlock. Whenever a “1” is rolled on the D20 for an attack roll, the shooter suffers a critical miss. On a critical miss the barrel jams and the shooter needs 1d4 full rounds to clear the barrel. Additionally moisture and rain affect the guns performance. In the rain the gun only works 50% of the time (roll every shot). If the gun is ever submerged in water the powder becomes wet. If the powder becomes wet by rain or water the gun must be reloaded in order to use with fresh ‘dry’ powder.

Flintlock Stats:

Light Pistol: Light one-handed, Cost: 90gp, Damage: 1d10, Crit.: x3, Range Incr.: 60 ft, Weight: 4 lbs

Heavy Pistol: One-handed, Cost: 120gp, Damage: 1d12, Crit: x3, Range Incr.: 80ft, Weight: 6 lbs

Double Barrel Pistol: One-handed, Cost: 200gp, Damage: 1d10 or 2d10, Crit.: x3, Range Incr.: 60ft, Weight: 8lbs

Musket: Two-handed, Cost: 180gp, Damage: 2d8, Crit: x3, Range Incr.: 100ft, W: 15lbs.

Double Barrel Musket: Two-handed, Cost: 360gp, Damage: 2d8 or 4d8, Crit.: x3, Range Incr.: 100ft, Weight: 18lbs

Modified Flintlocks:

Bayonet

When a flintlock is used as a melee weapon with a bayonet attached is treated the same as a ‘Long Spear’ for a musket, or as a ‘Short Spear’ if attached to a pistol. A musket and pistol without a bayonet is treated as a quarterstaff or club respectively. Neither a bayonet nor a flintlock can be thrown properly.

Cost: 20gp

Category: Light one-handed when detached

Damage: 1d6 CRIT: 20/x2 piercing when detached

Weight: +2lbs.

The Cannon Shield

This is a combination of a flintlock and a shield. Instead of using the shield defensively, the wielder can fire the short barreled cannon built into center of the shield. A light shield can carry the equivalent of a light pistol and a heavy shield or tower shield can carry the equivalent of a musket charge. On the negative side all armor check penalties for the shield are doubled since the shield’s weight has increased. Bucklers can not be turned into cannon shields.

Cost: Shield cost plus cost of a pistol or musket.

Size: Light or Heavy Shield.

Damage: Varies according to creature size and type of firearm used.

Weight: Double the normal weight of the shield.

The Duck Foot Pistol

This gun has three barrels which fan off the main firing chamber in the shape of a duck foot. Shooting this gun affects the first three adjacent squares in front of the shooter, and radiates out from those squares in a direct line.

Shooter suffers a -4 attack penalty on all three rolls to hit anything along the path of the bullets.

Cost: 250gp

Size: Medium

Damage: 1d10 each

Crit: x3

Range Increment: 60 ft.

Weight: 9lbs

The Pepperbox Holdout

This gun fires four shots all at once but is extremely short ranged.

Cost: 300gp

Size: Small

Damage: 4d10

Crit: x3

Range: 5ft/10ft/15ft

Weight: 4lbs

The Four Barrel Flintlock

The four barrel flintlock is early version of the revolver or repeating rifle. Each barrel is individually loaded with powder and ball and all four barrels are welded into a ring in front of a flintlock trigger. As each ball is fired the barrels are rotated by a hand crank (Move Equivalent Action) to place a loaded barrel in front of the hammer. After all four shots are fired the barrels must be reloaded individually. A rotary pistol or musket would cost five times the standard price. A four barrel gun always requires two hands to fire.

Stats: Same as standard

Cost: Standard price times five

Weight: Add 6 lbs to a light pistol and 10 lbs to a musket.

Puckle Gun

The brass and iron, tripod-mounted flintlock Puckle Gun, also known as the "Defense" employs a single barrel fed by a hand crank that turns a cylinder magazine with nine loaded chambers. Each chamber is filled with a with a lead ball and a black powder charge. By turning the hand crank each round can be

consecutively fired. It requires two medium people or one large creature to carry the puckle gun or reload it.

The gun's crew can replace an empty cylinder magazine with a loaded one in 30 seconds (5 full rounds) on a successful Craft (firearms) check (DC:15). Loading a empty nine shot cylinder itself requires 2 full rounds per shot.



Cost: 1000gp

Size: Oversized Weapon (Two Handed for a Large Gunner)

Damage: 2d8, Crit: x3

Range Incr.: 100ft

Weight: Loaded Puckle Gun: 35 lbs., Cylinder

Magazine: 5lbs.

The Gun Sword

Building a pistol into the hilt of a sword inflicts a -1AB to both ranged and melee attacks since the weapon tends to be heavy and awkward to wield even with exotic weapon proficiency unless the wielder has a STR of 13 or higher. In Wonderland most of these weapons are a doubled barreled flintlock attached to a single edged saber with the gun barrels parallel to the sword's spine. Once the pistol is fired; the wielder attacks with the saber. Only wealthy soldiers can afford these weapons. In war, they are often worn by cavalry.

As a special combat move, the wielder of the gun sword can wait until he strikes is target before shooting his opponent by applying a -2 to his BAB for the duration of the round. If used this way the gun sword

wielder gains a free additional attack at his highest Attack Bonus, but risks misfire (50% chance) from the jarring impact. If the gun misfires, the barrel must be cleared (full round action) before it can be fired again. These are the two most common weapon variants

Pistol Gun-sword

This exotic weapon is commonly employed by small creatures and urban rogues. This weapon can be used with the "Weapon Finesse" feat.

Exotic Weapon

Size: Small (or in 3.5 terms: A light one handed weapon)

Damage:

*Light Pistol: 1d10 (x3)

*Light Saber: 1d6 (x3)

Range: 60ft

Type: Piercing or Slashing

Weight: 5lbs.

Cost: 120gp

Double Barrel Gun-sword

Size: Medium (or in 3.5 terms: A one handed weapon)

Damage:

*Double Barrel Pistol: 1d10 or 2d10 (x3)

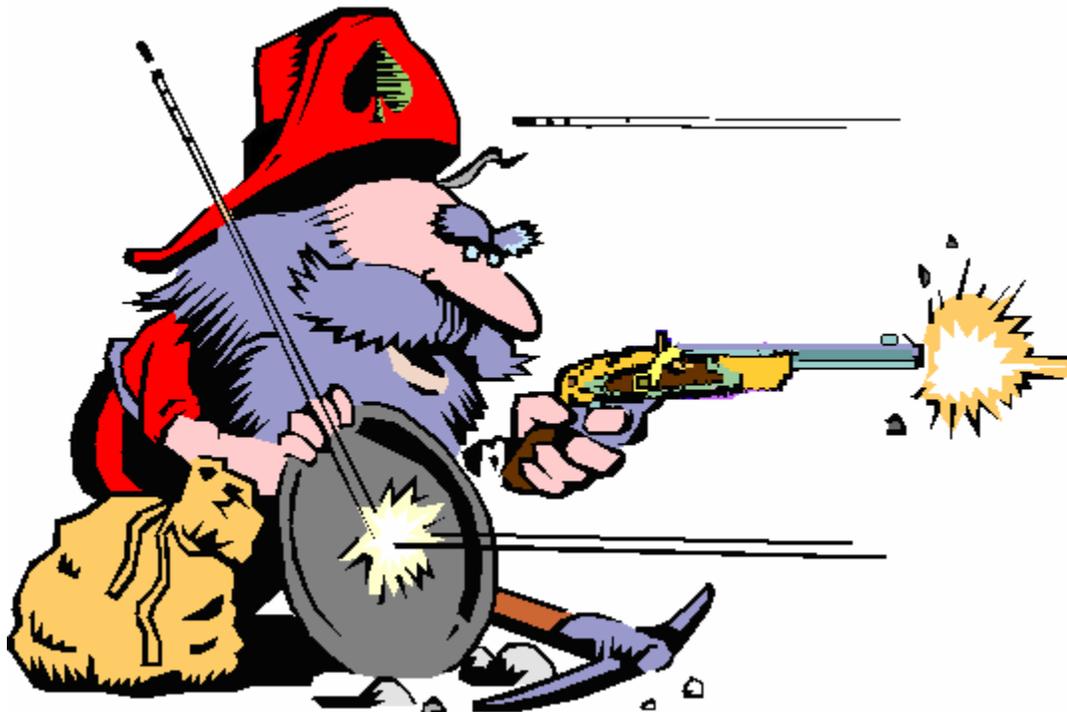
*Heavy Saber: 1d8 (x3)

Range: 60ft

Type: Piercing or Slashing

Weight: 10lbs

Cost: 250gp



Single Shot Feats:

One of the greatest imbalances between a rifleman and an archer is while the BAB of both increases every level, a flintlock user will be limited to a single attack every round by reloading time. Archers, on the other

hand, have access to Rapid Shot and Multi-shot feats and free action reloading. These two feats are built upon the single shot limitation of the marksman.

- Sharpshooter: (Req.: Precise Shot): While using a full attack action, the sharpshooter can sacrifice her attacks to refine her aim. Each attack used for aiming increase the threat of the projectile by one.
- Kill Shot: (Req.: Sharpshooter, Heal: 10 ranks): Any creature that suffers a critical shot from the sharpshooter must make a Fort. Save vs. $10 + \text{one half the character's experience level} + \text{any INT modifier}$ or she dies. This attack does not work on creatures invulnerable to critical attacks.

Additional Gunpowder Feats: (optional)

- Clip the Target: (Req.: Precise Shot, Expertise, DEX: 13+)
Benefit: The shooter can fire a range weapon to injure rather than kill his opponent. Change the damage to subdual with out attack bonus penalty.
- Cool Under Fire: (Req.: Iron Will, Leadership.)
Benefit: Your leadership inspires the troops under your command. All troops within a 30ft radius of you are +2 to all of their fear saves while they are carrying out your commands.
- Duel of Honor: (Req.: Intimidate: 5)
Benefit: Your icy demeanor under fire is impressive. Use your Intimidate skill to attempt to shake your opponent's nerve. Subtract the difference between your Intimidation Roll and your targets Will save. Penalties apply to you, and bonuses apply to your opponents initiative bonus. Only works on opponent not immune to fear. If both have "Duel of Honor" they compare Intimidation rolls
- Fire Prone: (Req.: Any Flintlock Proficiency)
Benefit: The wielder can fire his flintlock with no penalty while lying on the ground. Additionally, lying prone provides him with 50% cover from ranged attacks as long as an opponent is not adjacent or above him.
- Great Barrage: (Req.: Cool under Fire, CHA:13+.)
Benefit: All troops under your command will fire as a unit. All troops will respond to the sound of your voice so that you can use a "readied action" with all of their attacks.
- Hip Shot: (Req.: Improved Initiative, Quick Draw, EWP: Any Firearm Weapon)
Benefit: With a successful Sense Motive roll, this character automatically gains the initiative over one of his opponents and can shoot that target with a pistol shot "flat footed": 1st attack only. Success for the roll is resisted by the opponent's Bluff or Sense Motive skill roll; whichever is higher.
- Leading Shot: (Req.: Precise Shot)
Benefit: Negate any penalty for hitting a moving target with a ranged weapon.
- Massed Fire: (Req.: Great Barrage, Precise Fire, CHA:14+.)
Benefit: All troops listening to your commands will target the same point on the enemy (or 5ft space), increasing their chance of hitting the target. Treat their all their attacks as one roll with the AB as the average of all of them plus one.
- Overcharge Barrel: (Req.: EWP: B.P. Weapon, Alchemy: 8+)
Benefit: Increase the critical multiplier by one on black powder weapons for a cost of double the normal powder charge.
- Paired Pistols: (Req.: Dex:15+, EWP: any flintlock.)
Benefit: You are skilled with using two single handed pistols (or hand/light crossbows) at once. Both pistols are fired at a -2 AB penalty. You will need two free hands to reload any flintlock pistol requiring you to holster or drop one pistol.

- **Pin Point Aim:** (Req.: Precise Shot)
Benefit: The wielder can add his DEX modifier instead of his STR modifier to his projectiles. This bonus can also be used on crossbows and firearms that provide no STR modifier. This feat only works on creatures vulnerable to critical hits.
- **Powder Drill:** (Req.: Weapon Focus {B.P. Firearms})
Benefit: Reduce the time to reload a black powder weapon by half ("round up").
- **Ricochet Shot:** (Req.: DEX:19+, Precise Shot, Weapon Focus: Firearms, Expert Tactician (S&F).)
Benefit: Shoot a firearm is so that the bullet bounces of a "hard" wall (i.e. stone, metal, etc.) and strike a target within 20ft of the wall hit as long as the target isn't adjacent to it. The target is treated as flat footed for this attack (i.e. no DEX bonus and possible sneak attack).
- **Shoot Rifle One-Handed:** (Req.: STR:13+, +3BAB, W. Focus: Any firearm) Benefit: Shoot the weapon focus firearm of one size category larger than the wielder as a one handed weapon. Accuracy of the shot is reduce

Mechanical Crafts:



In Wonderland, craftsmen that specialize in clockworks, gunsmithing, steamworks, and electrics are called “Gadgetteers”. Gadgetteers can be from any class and any race. Their skills in Craft: clockworks, Craft: steamworks, Craft: gunsmithing, and Craft: electrics are the common thread that binds them together.

Craft: Clockworks (INT)

Benefit: This skill can be used to build clocks and repair them. It is also used to build the famous clockwork constructs of Wonderland as well as a multitude of devices that seem almost magical in nature.

Craft: Gunsmithing (INT)

Benefit: Gunsmithing in Wonderlands includes the construction and repair of all flintlocks, cannons, munitions, and all types of gunpowder explosive devices. Gunpowder itself is a chemical product created through alchemy.

Craft: Steamworks (INT)

Benefit: Building the massive boilers and pistons of the steam engine requires specialized skill. A person with this craft can build and repair the engines of the steam locomotives, factories, lumber mills, and paddlewheels of Wonderland. The buildings and vehicles that house these engines require the skills of engineering and ship building to create.

Craft: Electrics (INT)

Benefit: Man made lightning is a new craft in Wonderland. The uninitiated confuse it with magic, but this is a new craft that designs and repairs the limited telegraph services of the Crown. Additionally, electricians are developing new mundane weapons and devices powered by crude dynamos and capacitors.

Crafts:

Item	Craft	DC
Simple clockwork (wind-up toy, egg timer)	clockworks	20
Typical clockwork (clock, heavy torque motor)	clockworks	25
Complex clockwork (multiple clocks/motors)	clockworks	30
Flintlock Rifle or Pistol, Fuse Grenade	gunsmithing	20
Exotic Flintlock, Wheel lock, Breechloader	gunsmithing	25
Cannon, Landmine, Booby Trap	gunsmithing	30
Simple steam engine (hand tool motor)	steamworks	20
Typical steam engine (vehicle motor)	steamworks	25
Complex steam engine (multiple belt motor)	steamworks	30
Simple electrical device (lighter, magnet)	electrics	20
Typical electrical device (telegraph, fan)	electrics	25
Complex electrical device (fence, taser, light bulb)	electrics	30

Modifiers:

Masterwork +10 DC (Effect = Add one the hardness of any device)



Mechanical Devices

CLOCKWORK DEVICES:

Death Spinner: A heavy spring is tightened inside a razor finned gyro. When is device is released, it rapidly spins inflicting 1d4 slashing damage on impact and 1d4 in every square it travels through. Treat this device as a grenade-like weapon. It scatters from it landing point by 1d6 squares in a random direction. Rewinding this clockwork grenade takes two minutes. Craft DC: 25, Cost: 50gp, Weight: 4lbs, Range Incr.: 10ft.

PAWS: The Pressure Allocation Walking System (PAWS) is a pair of spring loaded footwear that spreads the character's weight over a set of large metal plates to fool pressure triggers. Unfortunately, wearing PAWS reduces the speed of the character by the same amount as heavy armor.

Craft DC: 20, Cost: 100gp, Weight: 3lbs per pair.

Clockwork Heliotrope: A large metal cylinder is connected to a spring powered propeller that will lift a 200lb. object 50ft straight up for up to one minute. This device is

excellent for lifting, dropping, and hovering. Rewinding this device takes one hour. Craft DC: 25, Cost: 400gp, Weight: 20lbs.

Pinwheel Parasol: This device resembles an ordinary umbrella made of metal, but when opened during a fall the device will negate damage to any creature lighter than 300lbs in weight. Craft DC: 20, Cost: 200gp, Weight: 10lbs.

Spring Driven Roller Skates: Each roller skate has a mainspring wound with a key. The mechanical advantage given by the spring increases the “run” multiplier by one for five minutes. In addition, even muscle driven these skates add 20 to the ground speed of the wearer. Craft DC: 25, Cost: 80gp, Weight: 8lbs per pair.

Steel Siren: When activated, the mainspring turns a flywheel that creates an ear-splitting screech. Everyone within a 20ft radius must make a Concentration Check (DC: 15) to perform a skill. The effect lasts for one minute. Craft DC: 25, Cost: 30gp, Weight: 3lbs.



STEAMWORK DEVICES:

Steam Engine Backpack: This device is used to power all types of hand portable steam tools. The backpack can hold up to five pounds of coal in its firebox and provide power for up to an hour. The boiler takes ten minutes to build to operational pressure when the firebox is first ignited. Craft DC: 20, Cost: 100gp, Weight: 50lbs

Steam Tools: Many powered tools can be attached to a backpack steam engine. Using a steam tool accurately in combat requires an exotic weapon proficiency feat. Craft DC: 25

- Buzz-Saw: Large, Damage: 2d8, x3,

Slashing, Weight: 10lbs, Cost: 50gp

- Power-Drill: Large, Damage: 2d6, x4, Piercing, Weight: 10lbs, Cost: 50gp
- Piston-Hammer: Large, 2d10, x2, Bludgeoning, Weight: 20lbs, Cost: 50gp
- Steam-Cannon: Large, 1d8, x3, Fire Damage, Range: 15ft cone, 10lbs, 25gp

Ramming Engine: The ramming engine is an augmented portable ram designed to knock down doors and gates. While powered by a steam engine backpack this device gives a +20 bonus to “break down doors”.

Pneumatic Tower: This device lifts heavy objects by steam pressure. When the steam engine backpack is attached to this steel box it telescopes apart. The maximum load of 2000lbs is lifted 5ft. Every five additional feet a load is raised, the maximum weight of the load is drops by half. The max height of the device is 25ft of a 125 pound payload.

Hydraulic Lock: The movement of fluid reservoirs built into this lock opens and closes it. Instead of a key, this door has a small cube of steel tubes that channels high pressure steam into the valves that operate the door. Each lock has a unique tube cube. Unlike normal doors, it is unaffected by the Open Lock skill and *knock* spell. A steam engine backpack must be attached to the tube cube to open or close the lock. Cost: 1000gp for the lock (20lbs), 20gp for the tube cube (5lbs)

ELECTRIC DEVICES

Storm Weapon: Any metal weapon can be modified to carry and high voltage current. A successful attack with a storm weapon inflicts a non-magical damage bonus. Inside its insulated handle is an alchemical battery that powers the weapon. Electrical Damage Bonus: +1d12, Battery (50gp): 50 charges. Cost: Add 8000gp to the cost of a masterwork weapon.

Copper Coil Magnet: The copper coil magnet is has a 30 STR grip when activated. It can be use for a variety of purposes including sealing steel doors, grapple iron constructs, maglev rails, and sea mines. Duration: One hour, Cost: 13000gp plus 50gp for the battery.

GUNSMITHING DEVICES:

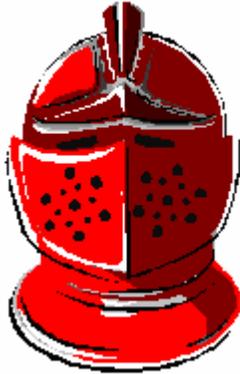
Blasting Pike: The blasting pike is a metal staff that has a grenade with an impact blasting charge attached. This weapon is treated like a long spear, but only requires a touch attack to detonate the attached grenade. Any gunpowder or alchemy grenade can be modified to be used with this weapon. The user can replace the explosive pike head with a move equivalent action. Craft DC: 25, Cost: **Pike:** 10gp, **Pike Heads:** Grenade cost plus 5gp blasting charge.



Fuse Bomb: This is a standard alchemical grenade modified with a timed fuse that allows the grenade to detonate on a delay and the splash range of the grenade is doubled. After the fuse is ignited, the grenade will detonate in 1d3+1 rounds. This grenade increases the weight of the alchemical grenade by half a pound. The throwing range and damage is unaffected. Size: As grenade, Craft DC: 20, Damage: As grenade, Splash: 2 square radius, Range Incr.: Same, Weight: +0.5 lb., Cost: +20gp to cost of the grenade.

Rocket Tube: The rocket tube is a single use device that launches a explosive gunpowder warhead as either a direct or indirect ranged touch attack. Size: Medium, Craft DC: 30, Dam: direct: 2d6 (x2) /splash: 1d4, Type: Fire, RI: 50ft, 15lbs, Cost: 250gp

Timed Detonator: A clockwork timer is attached to a small powder charge for detonating a larger explosive. The timer can be set for up to a 24 hour delay with a +/- 5% variation. Craft DC: Clockwork & Gunsmithing 20, Damage: 1d3, W: 1 lbs, Cost: 50gp



Clockwork Armor

Clockwork armor is created by Craft: Clockwork and Craft: Armorsmith. Similar to magical armor, clockwork armor has a maximum bonus of +10. Unlike magic armor it is unaffected by anti-magic spells and abilities. Unfortunately, clockwork armor must be wound-up, a ten minute process, for one hour of activity. Many wear their armor inert until combat is imminent. If magic is combined with clockwork armor the total bonus still can't exceed +10. All clockwork armor starts as a masterwork plate armor. Clockwork modifications are riveted onto this platform. While the armor is inert or unwound the armor is treated as mundane masterwork plate armor. War Cog armor is the exception to this rule. Any type of War Cog armor can gain any of these powers, but each suit of War Cog armor must be custom designed for each War Cog. Also, any clockwork armor features are in effect until the construct is

destroyed.

Clockwork Armor Properties

PROPERTY:	COST:
Full Plate Armor:	1650gp
Extra Plating:	+1 to +5
Oxygen Canister:	+1
Climbing Winch:	+2
Tight Grip:	+2
Water Propulsion:	+2
Attribute Enhancement	+3
Mechanical Advantage:	+3
Spring Jump:	+3
Auto-gyro:	+4
Construct Mind:	+4
Additional Clock-spring:	+5
Fortification:	up to +5

Extra Plating: Spring cushioning and pressure plates are added to the suit and increases the AC of the armor. The AC bonus equals the clockwork cost bonus.

Oxygen Canister: The suit is made air-tight and provides one hour of air for its wearer.

Climbing Winch: A climbing winch is loaded with a 50ft rope or chain. The retraction of the line is rapid and powerful. The wearer is lifted at a rate of 20ft per round.

Tight Grip: The Tight Grip modification has the same effect as a *locked gauntlet* with weapons. While grappling, a Tight Grip provides a DC:30 (or +10 DC: whichever is higher) for strength checks to break and for Escape Artist checks to slip loose.

Water Propulsion: This modification includes swim fins and a clockwork propeller. While active this modification provides as speed of 30ft underwater to a depth of 100ft.

Attribute Enhancement: Add a bonus of +3 to Strength or Dexterity (pick one) while the armor is active.

Mechanical Advantage: The maximum lift and carry weights are doubled while the armor is active.

Spring Jump: Hydraulic jack in the boots of the armor provide a +30 jump skill bonus and negates any height limits.

Auto-gyro: Similar to a helicopter, the armor provides flight at Speed: 30ft (clumsy).

Construct Mind: This ability is basically the same as a "Dancing" Weapon. The wear puts his armor on autopilot for 4 rounds and it attacks a single opponent with the same attack bonuses as the wearer. While the armor is on autopilot the wearer *can't* take any actions that have "somatic" components.

Additional Clock-spring: The suit has an additional mainspring which adds an additional hour to the duration of the clockwork armor's activity.

Fortification: Fortification is the same as Magical Fortification. This power is provided by tight seams and mechanical joints.



Alchemy Inventory				
Item	Effect	Weight	DC	GP
Acid	1d6 acid, 5ft splash: 1pt, 10ft RI	1.25	15	10
Acid, Organic	Same as normal acid but is harmless to minerals and metals	1.25	20	20
Alchemist's Fire	1d6, 5ft splash: 1pt, 10ft RI	1.25	20	20
Angel/Demon Dust	This powder is made from ground outsider bones and alters the user's aura to LG or CE to overcome alignment abjuration spells for 1D4 rounds. Takes one full round to apply.	NA	25	250
Antitoxin	+5 save vs. poisons for 1 hour	1	25	50
Black Powder	Used in guns and in crude explosives. As a loose powder it illuminates a 30ft rad. for 1 round per ounce. Trace metals change color.	2 (one oz. per shot)	25	35
Blasting Pellet	1d6 sonic, 5ft splash: 1pt, 10ft RI or by sling	1	20	20
Bug Repellent incense	Creates a ten foot radius incense cloud that drives away FINE vermin (Fort 16): 1D3 hrs.	NA	15	5
Cleansing Solution	A mixed solution that removes stains, toxins, and any diseases from an area. Covers one 5ft square per dose.	2	15	10
Clear stone	Creates one pound of transparent stone resin	1	25	30
Disappearing Ink	Revealed with heat. DC 20 to Search or Spot	NA	15	5
Drain clog	Blocks up a two inch diameter pipe	2	20	20
Eggshell Grenade, Flash Powder	RI 5ft, Must be thrown into a fire, Blind 10ft radius vs. Fort DC: 10 for 1D4 rounds.	NA	25	60

Eggshell Grenade, Poison Smoke	RI 5ft; Must be thrown into a fire, Stinking Cloud (Move Actions only) 10ft radius vs. Fort DC: 13 for 1D4+1 rounds.	NA	25	150
Eggshell Grenade, Pepper	RI 5ft, Target only: Stunned (No action, No DEX AC, Enemies gain +2 to hit): 1 round.	NA	20	10
Eggshell Grenade, Dust	RI 5ft; Blind (50% miss): Direct: 1D4 rnds, Splash: Fort DC: 10 or blind for 1 round.	NA	20	10
Flash Paper	Rubbing this rice paper ignites it in a bright flash. Fort DC: 10 or -1AB for 1 minute.	NA	15	5
Flash Pellet	Dazzle 10ft radius (Ref DC 15). -1 AB for 1 min., 10ft RI	NA	25	50
Fool's Gold	Looks like gold. Lasts 1D4 rounds if handled	NA	20	15
Gilding Solution	This silver solution covers one metal melee weapon or 10 arrow heads and lasts long enough for a single strike. The cost is twice as much for gold but the plated metal is will not rust on contact (such as striking a rust monster). Application take one full round.	NA	20	5
Glow Powder	Adds +2 to Spot and Search checks. Makes invisible objects 50% visible. Lasts for 1 minute. Weapon: 10ft cone or cover five 5ft squares (Full round action covers one square)	NA	20	50
Gremlin Powder	Grenade (10ft RI): On a direct hit adheres to magic items and causes them to fail 50% of the time. Lasts until washed off.	1.25	25	100
Healing Salve	Full round action: cures 1d8 hp.	NA	25	50
Jade Powder	A coated weapon will overcome any Oni DR for a single strike per application. It takes a full round action to apply and provokes an AOO.	NA	15	100
Liquid Smoke	Smoke fills a 10ft cube for 1 round, Half concealment at 5ft, Full at 10ft.	NA	20	20
Mercury	Used in a variety of gear and devices.	0.25	20	30
Phantom Ink	Reveled only by a specific form of light	NA	20	10
Quick thaw	Melts 10lbs of ice per vial.	1	25	60

Scent Breaker	Lose Scent Feat: Grenade: Save. Fort DC: 18, 5ft splash Fort DC: 15, 10ft RI, <u>Damage</u> : Initial: 1 min, Secondary: 1 hour	1.25	15	5
Skunk Juice	A victim hit with this fluid is easier to track. Add a +4 bonus to track target by scent. Grenade: 20 DC Ref save to avoid, Direct Hit: 1D4 hours, Splash: 1 hour, 10ft RI.	1.25	20	30
Sleeping Fire	Heat sensitive alchemist's fire. Ignites at a touch for 1d3/round for 2 rounds. Full round action to extinguish burning clothes/hair. Used for traps.	1	20	40
Smokestick	10ft cube of smoke when ignited for 1 round	1	20	20
Sunrod	Illuminates 30ft radius for 6 hours	1	25	2
Suregrip	+2 skill checks for traction and add +2 to all grappling and disarming rolls. Lasts 10 min.	NA	20	20
Tanglefoot Bag	-2 AB, -4 Dex., Concentration (DC 15). To avoid immobility Ref save (DC 15): half speed, Break Free (Str DC 27), Lasts 10 min. 10ft RI	4	25	50
Thief Powder	Dyes the skin of whoever touches it red for 1D6 days. Covers one 5ft square. "Cleanse" spell will remove it.	NA	20	20
Thunder stone	Deafen 10ft rad. (Fort DC: 15): -4 Init, 20% miscast verbal spells	1	25	30
Tindertwig	Standard action to ignite object	NA	20	1
Waterproof	Lasts for 1d4 weeks or 24 hrs underwater	1	15	10

Necromantic Elixirs				
Items	Effect	Weight	DC	Cost
Bile Bloat	The Zombie swells with corrosive juices. The first piercing or slashing attack requires all adjacent creatures roll a Ref check (DC: 15) vs. 1D6 acid dam.	1	25	60
Bone Lacquer	Any medium skeleton gains +1 to natural armor. Can't be combined with Brittle Bone.	1	25	50

Necromantic Elixirs				
Bone Bond	Adds +1 hp per HD to any skeleton. A bottle contains enough for 10 HD.	1	25	50
Bone Dye	Stains bone or ivory the color of the dye.	NA	15	2
Fossil Fuel	Converts 10lbs of organic matter instantly into a pound of coal useful for burning. It has no effect on the living or undead.	1	30	200
Brittle bone	When applied to a skeleton, this fluid reduces it's natural armor by 2 to a minimum of 0. When the skeleton is destroyed, it explodes into bone shards inflicting 1 pt piercing damage per HD. Reflex Save (DC 15) to halve damage.	1	20	30
Embalming Fire	The Zombie is soaked in an arcane combustible. When it is struck for any damage at all, it bursts into blue flame and adds 1D6 fire damage to all its unarmed attacks, but loses 1hp per round.	1	20	50
Liquid Night	This oily fluid protects the undead from sun damage for one hour. If exposed to a spell that inflicts daylight based damage, no extra damage is inflicted from that spell, but the fluid is burnt away immediately.	1	25	150
Quick Rot	Decompose medium copse in a 1d8 days	1	20	30
Sweet Blood	This powder keeps one gallon of blood from spoiling for 1D20 days	NA	25	40

Alchemical Gunpowder				
Item	Effect	Weight (lbs.)	Craft DC	Cost (GP)
Burning Powder	Adds 1D4 fire damage to each shot. Price/shot.	1/16	30	5
Deathbane Powder	Ghost Touch effect on each shot	1/16	30	10
Charging Powder	Adds 1d4 electrical damage to a shot	1/16	30	5
Merfolk's Revenge	Works when wet or underwater	1/16	30	3

Alchemical Gunpowder				
Outsider's Dust	Overcomes DR of any outsider. Comes for +1/+2/+3/+4/+5 resistance.	1/16	30	5/10/ 20/ 40/ 80.

Sources: My own designs, Oriental Adventures, Sorcery and Steam, Core Book I, Tome & Blood, Dragon Magazine #303

CHRONOMETROMANCY (a.k.a.: Clock Magic)



Chronometrology is used by specialist wizards that have become captivated by clockwork devices and time theory. Like mesmirrorism, clock magic is considered a special school of magic. Casting clock spells requires utter dedication. A clock magic wizard can not cast **Enchantments and Illusions**. She gains a DC bonus and a bonus spell per day with all Clock Magic spells. These specialists are called Clock Wizards, but are also know as Clock Stoppers, Timekeepers, and Gear Freaks. Often the familiar of a Time Wizard is a clockwork construct creation.

Definition of Terms

“Temporal”: All clock spells have a “temporal” descriptor and are affected by abjurations that block temporal effects.

Timeline: The universe has infinite planes and each plane has infinite timelines. Since the beginning of time, every time a choice is made a new timeline has formed. Just like a flow chart, each timeline is a branch down a different temporal path. This continual diverging has produced an infinite variation on existence from divergence on monumental points of history. Like a different plane any creature not native to a timeline is considered an Outsider in regards to all spell effects.

Time Field: Surrounding every object is a time field. It is similar to an aura and is a signature of ones age and native timeline.

Transcendental Magic: Clock Magic and Mirror Magic are unique paths of magic only available to specialist clock and mirror wizards that overlap the classic 7 schools of magic. Sorcerers can learn Clock or Mirror Magic spells if they wish.

List of clock magic spells by level

(Note: All the following spells have a **temporal** signature)

Cantrips

Disrupt Clockworks (Evoc): Temporal ray that damages clockwork devices.

Gear Loose (Conj): A cog is fired inflicting 1d3 slashing damage

Sense Time (Div): Sense all clock magic spells and temporal creatures and devices

Stop the Clock (Trans): Stop any clock or timepiece from working.

View Time Field (Div): Similar to see aura only it applies to age and proper timeline.

1st:

Detect Clocks (Div): Detect all clockwork constructs and devices within XXX

Discern Timeline (Div): The spell caster can determine the original timeline of an object.

Expeditious Retreat (1st, Trans): Alters time field to increase speed.

Feather Fall (1st, Trans): Alters time field to slow a fall.

Grinding Gears (Trans): Turns a broken watch into a time bomb.

Internal Chronometer (Div): Knows the exact time of day for the duration of the spell.

2nd

Alter Age (Necro): Change age to any from youth to elderly for 1hr per level.

Blur (3th level, Trans): Alters personal time field to Blur image

Deathwatch (2nd, Necro)

Weight of the Ages (Evoc): 1d6/lvl impact on a target 25ft +5ft/2lvls away.

3rd

Bestow Curse: Decay (Necro): All food and drink the character touches becomes spoiled.

Continual Flame (3rd, Trans)

Death Knell (3rd, Necro)

Sands of Time (Evoc): All in 25ft +5ft/2lvls cone are aged: -1d6/lvl hp damage.

Swinging Pendulum (Conj): Creates a hanging pendulum used as a weapon or obstacle.

4th

Displacement (4th, Trans): Alters his time field to show where he was.

Rusting Grasp (4th, Trans)

Temporal Anchor (Abjur): Creature can not travel through time or alter his Time Field

Time Ward (Abjur): +8 vs all time effecting spells for 10 min/level.

5th

Contact Other Plane (Temporal Plane or the Mechanical Plane) (5th, Div.)

Golden Age (Abjur): Impervious to spoilage, evaporating, congealing, and rusting.

Historical Lore (5th, Div): Same as Legend Lore but only covers past events.

Seize Gears (Trans): Paralyze any clockwork. *Grease* spell negates

6th

Disintegrate (6th, Trans)

Flesh to Stone (6th, Trans): Fossilization of target

Temporal Forbiddance (6th, Abjur): Affects all time hexes and timeline aliens.

Cog Barrier (6th, Conj): Same as effect as Blade Barrier. Expensive Comp.: (300gp).

7th

Control Clockworks (7th, Trans): Control the actions of clockwork constructs & devices.

Simulacrum (7th, Conj): Duplicates a copy drawn from another timeline.

Temporal Vanish (7th, Trans): Object travels through time not space.

Vision (7th, Div)

8th

Fast Forward (8th, Trans): Character can jump ahead in his own timeline for 4d12 hours.

Horrid Wilting (8th, Necro): Rapidly age all creature in the area of effect

Time Burst (8th, Evoc): The burst will daze (1rnd) and inflict 3d6hp to everyone within 10ft radius, Range: Long, Clockwork Dam: 1d6/lvl, ST: Reflex partial.

Time Loop (Conj): Same as a *maze* spell except the victim is force to repeat his actions of the last few minutes until he can break free by the force of his own intellect.

9th

Ride the Time Stream (Trans {Teleport}): Jump into the future of a timeline.

Temporal Stasis (9th, Trans)

Time Gate: (Conj) Creates a physical gate into other timelines, but anyone in a different timeline than their own gains the Outsider subtype.

Time Stop (9th, Trans)

New Spells:

Disrupt Clockworks (Evocation {Temporal Energy})

Level 0

Components: V, S

Casting Time: 1 action

Range: Close (25ft +5ft per 2 levels)

Effect: Ray attack that inflicts 1d6hp of damage on all clockworks

Duration: Instant

Saving Throw: Fortitude negates

Spell Resistance: Yes

You direct a shockwave of temporal energy that disrupts the delicate instrumentation of clockwork machines. This spell affects a construct (or any device) with clockwork parts.

Gear Loose (Conjuration)

Level 0

Components: V, S, M (metal cog)

Casting Time: 1 action

Range: Close (25ft +5ft per 2 levels)

Effect: 1d3 slashing missile

Duration: Instant

Saving Throw: Reflex negates

Spell Resistance: No

This spell flings a small metal gear at an enemy inflicting 1d3 slashing damage.

Sense Time (Divination)

Level 0

Components: V, S

Casting Time: 1 action

Range: 120ft radius

Effect: Detects all active time magic spells and devices.

Duration: 1min/lvl

Saving Throw: None

Spell Resistance: No

This spell will detect all active temporal spells and any temporal spell devices within a 120ft radius. This spell will identify the type of spell, number, and location of every source in range.

Stop the Clock (Transmutation)

Level 0

Components: V, S, M (drop of tree sap)

Casting Time: 1 action

Range: Touch

Effect: Stop the ticking of any clock

Duration: 1 round/level.

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell prevents mundane clocks from running. Clockwork constructs suffer -2 to their Dexterity scores. This spell is extremely useful against clockwork traps and time bombs.

View Time Field (Divination)

Level 0

Components: V, S, M (Crystal Monocle)

Casting Time: 1 action

Range: 60ft

Effect: View an objects time field.

Duration: 1 min/level

Saving Throw: None

Spell Resistance: No

Each time field is unique for every object. It displays the object's age and its timeline of origin. This spell is useful for identifying objects and creatures from alien timelines and it can penetrate some types of illusions by revealing the true age of a creature.

Detect Clocks (Divination)

Level 1

Components: V, S, M (clock hand)

Casting Time: 1 action

Range: Medium (100ft +10ft/level)

Effect: Detect all clock and clockwork constructs

Duration: 10 min/level
Saving Throw: None
Spell Resistance: No

This spell will give the approximate number (one, few {2 to 4}, many) and direction of the clock or clockwork.

Discern Timeline (Divination)

Level 1
Components: V, S, M (small sundial)
Casting Time: 1 action
Range: Touch
Duration: Instant
Saving Throw: None
Spell Resistance: No

This spell can be used to identify an object from an alien timeline. In addition the spell caster knows exactly which timeline it belongs to and can use it as a key to traveling to that timeline without error.

Grinding Gears (Transmutation)

Level 1
Components: V, S, M (broken pocket watch: 50gp)
Range: Touch (20ft radius burst)
Effect: 1D4 piercing damage (5d4 max) burst.
Duration: Special
Saving Throw: Reflex partial (half damage)
Spell Resistance: No

This spell turns a broken pocket watch into a fragmentation bomb. The watch bomb can be thrown like a grenade-like weapon (10ft range inc.) or it can be set to explode in 2d6 x10 rounds (delay is always random).

Internal Chronometer (Divination)

Level 1
Components: V, S, M (tiny pendulum)
Casting Time: 1 action
Range: Personal
Duration: 24hrs per level
Saving Throw: None
Spell Resistance: No

For the duration the spell, the caster knows the what exact time it is. This spell is very useful underground and to spell casters with tight schedules.

Alter Age (Necromancy)

Level 2

Components: V, S, M (tiny fossil)

Casting Time: 1 action

Range: Touch

Duration: 1hr per level

Saving Throw: Fortitude negates

Spell Resistance: Yes

With this spell, the mage can alter the age of the target to Young, Middle Aged, Old Aged, or Venerable. As the age of the target increases STR, DEX, and CON drop, but INT, WIS, and CHA increase.

Weight of the Ages (Evocation {Temporal})

Level 2

Components: V, S, M

Casting Time: 1 action

Range: Close (25ft +5ft per two levels)

Effect: Ray inflicts 1d6 damage per level

Duration: Instant

Saving Throw: Reflex negates

Spell Resistance: Yes

The Weight of Ages spell is a temporal energy ray that ages the target and inflicts 1D6 damage to its target. This spell is a ranged touch attack.

Bestow Curse: Decay (Necromantic)

Level 3

Components: V, S, M (hourglass filled with the ashes of a vampire)

Casting Time: 1 action

Range: Close (25ft +5ft per 2 levels)

Effect: All food and water it touches become putrid

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: No

Any food or water touched by the cursed subject becomes putrid. It still can be eaten but the victim must make a fortitude save (DC: 25) or the victim become nauseous. Only Remove Curse will lift the curse, but Purify Food and Drink will protect a single meal.

Sands of Time (Evocation {Temporal})

Level 3

Components: V, S, M (bit of sand)

Casting Time: 1 action

Range: Cone (25ft +5ft per two levels)

Effect: Inflicts 1d6 damage to all in area of effect.

Duration: Instant

Saving Throw: Reflex (half damage)
Spell Resistance: Yes

The Sands of Time are an area effect attack of temporal energy.

Swinging Pendulum (Conjuration)

Level 3

Components: V, S, M (gold pendulum: 150gp)

Casting Time: 1 action

Range: Close (25ft +5ft per 2 levels)

Duration: 10 min/level

Saving Throw: Reflex negates

Spell Resistance: No

This spell creates a giant pendulum directed by the mage that has a 30ft radius of swing. This spell inflicts 3d10 bludgeoning damage and a bull rush at 20 STR. Each attack with the pendulum counts as an attack by the spell caster with the same attack bonus as his ranged attacks. Alternatively the pendulum can be set swinging in front of a door or gate and requires a reflex save to avoid for anyone who wishes to pass through.

Temporal Anchor (Abjuration)

Level 4

Components: V, S, M (sundial)

Casting Time: 1 action

Range: Medium (100ft +10ft/level)

Effect: Ray

Duration: 1 min/level

Saving Throw: None

Spell Resistance: No

This spell prevents the target from traveling to other timelines or casting time spells on herself.

Time Ward (Abjuration)

Level 4

Components: V, S

Casting Time: 1 action

Range: Touch

Effect: Adds a +8 vs. all Clock Magic spells and temporal effects.

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

Golden Age (Abjuration)

Level 5

Components: V, S, M (chips of amber)

Casting Time: 1 action
Range: Touch
Effect: Impervious to spoilage, evaporating, congealing, and rusting.
Duration: 1 hour/level
Saving Throw: None
Spell Resistance: No

This spell will prevent a single object or a group of objects that weigh 10lbs per level from spoilage, evaporating, congealing, and rusting. This includes spells and mundane damage. Mostly used to protect rations on long marches.

Seize Gears (Transmutation)

Level 5
Components: V, S, M (rusty gear)
Casting Time: 1 action
Range: Medium
Effect: Hold clockworks
Duration: 10 min/level
Saving Throw: Fortitude negates
Spell Resistance: Yes.

This spell will completely freeze mundane clock and cause any clockwork construct to halt in its tracks. The grease spell will negate the effect of this spell.

Temporal Forbiddance (Abjuration)

Level 6
Components: V, S, M (Large Water Clock: 1000gp)
Casting Time: One hour ritual
Range: Medium (100ft +10ft per level)
Effect: Affects a 60ft cube per level
Duration: Permanent until the Water Clock is destroyed
Saving Throw: Will negates
Spell Resistance: Yes

While the water clock is working an area is protected the same as a Forbiddance spell that only effects clock magic and outsiders from alien timelines.

Control Clockworks (Transmutation)

Level 7
Components: V, S, M (bits of clockwork)
Casting Time: 1 action
Range: Close (25ft +5ft per 2 levels)
Effect: Up to 2 HD per level
Duration: 1 min/level
Saving Throw: Will negates
Spell Resistance: Yes

You can control the actions of clockwork constructs for the duration of the spell.

Temporal Vanish (Transmutation {Teleport})

Level 7

Components: V, M (Grandfather Clock: 1000gp)

Casting Time: 1 action

Range: Touch

Duration: Instant

Saving Throw: None

Spell Resistance: No

By placing an object into a wooden clock container can be sent into any point into the future. The object must be non-living and can't weigh more than 50lbs per level.

Fast Forward (Transmutation {Teleport})

Level 8

Components: V, S, M (Hourglass: 25gp)

Casting Time: 1 action

Range: Personal

Effect: Travel forward up 2D12 weeks into the future.

Duration: Spends 24 hours in the future

Saving Throw: None

Spell Resistance: No

The spell caster can travel into the future of the timeline he is in. This does not provide him with absolute certainty of future events, but he interacts a possible future. The spell caster has no control over the exact point he will land in the future. It will be some point 2d12 weeks into the future. He can take all his possessions with him into the future but any left behind are lost.

Time Burst (Evocation {Temporal})

Level 8

Components: V, S, M (coiled spring)

Casting Time: 1 action

Range: Long (400ft +40ft/level)

Effect: Burst

Duration: Instant

Saving Throw: Reflex (half damage)

Spell Resistance: Yes

Time Burst generates a burst of temporal energy that will daze (1 round) and inflict 3d6 points of damage on all living creatures in its radius. Clockwork constructs suffer 1d6 per level from the burst. Undead are impervious to this spell.

Ride the Time Stream (Transmutation {Teleport})

Level 9

Components: V, S, M

Casting Time:

Range: Personal

Effect: Jump into the future of a timeline

Duration: Permanent

Saving Throw: None

Spell Resistance: No

The mage can jump a ride on the time stream and be carried to any point into the future. This is a one way journey and the mage can not use this spell to travel back.

Time Gate (Conjuration)

Level 9

Components: V, S, MF (clockwork arch: 5000gp)

Casting Time: 1 hour

Range: Touch

Effect: Create a 10ft by 10ft portal

Duration: 10 min/level

Saving Throw: None

Spell Resistance: No

Unlike the typical gate spell, a Time Gate is a mechanical portal that can open onto any timeline known to the spell caster. This alternate timeline can be slightly or radically different than the native timeline of the spell caster depending upon the what key event are changed. Often this gate is used to pursue other time travelers into other timelines by obtaining an artifact of the timeline the thief can from or is traveling to. People who jump through time or from one timeline to another to loot and plunder are called Time Pirates. They are hunted by a Clock Magic Guild called the Timekeepers who have the support of the royal families of Wonderland and all three of the color parties.



Mesmirrorism



Similar to Clock Wizards, Mirror Magic Wizards are specialist in magic based on mirrors. Mirror mages can

cast any mirror magic spell and any *standard* spell other than **Evocation Spells**. Abjurations designed to block or negate magic will affect mirror magic. These wizards are also called Reflectionists, Looking Glass Adepts, and Vanity Mages. Sorcerers can learn Clock or Mirror Magic spells if they wish. No wizard other than a mirror wizard can learn mesmirrorism spells. The same is true for clock mages and clock magic.

LIST OF SPELLS

0 LEVEL

False Reflection (Illus): A mirror will display any image the caster chooses.

Memorandum (Illus): A ten word sentence will be displayed by a mirror when triggered by the target's reflection.

Mirror Shard (Conj): A sliver of glass deals 1d3 piercing damage.

No Reflection (Trans): The mage does not reflect in mirrors for a number of hours.

1ST LEVEL

Deflect Probes (Abjur): The spell caster gains a +4 save bonus on any divination spell cast on her or her possessions.

Detect Mirrors (Div): The spell caster can locate any mirrors within detection range

Manipulate Reflection (Illus): The target's reflection will be any image chosen by the caster.

Vanity Fair (Illus): An enchanted mirror will improve the attitude of anyone to "helpful".

2ND LEVEL

Chrome Skin (Trans): Target gains +2 natural armor bonus and a +10 Escape Artist bonus.

Mirror Image (Illus)

Shatter (Trans)

Solar Lenses (Abjur): Protects against blindness from intense light.

3RD LEVEL

Dark Reflection (Illus): Confusion is caused in intelligent creatures by reflecting their negative self image.

Magic Mirror (Div): Meticulously examine any object or creature placed before the mirror.

Mirrored Gaze (Trans): The spell grants a re-roll versus any gaze attacks

Mirror Jump (Conj): Step in one mirror and out another similar to 'dimensional door'.

4TH LEVEL

Dead Likeness (Necro): The victim is drained when he sees his own reflection as a corpse.

Deflect Spell (Abjur): The spell caster can use a mirror to deflect a spell targeted directly at her.

Freeze Frame (Trans): Permanently copy a reflected image on the surface of the mirror.

Mirror Wall (Conj): Creates a one-way mirror wall or hemisphere that blocks all light and gaze based attacks and provides a full concealment screen.

5TH LEVEL

Magic Jar (Necro): Uses mirror as the focus of the possession spell

Man in the Mirror (Trans): Hide within a mirror as if it was a dimensional pocket.

Mirror Dance (Div): Gain insight into your opponents movements

Shard Burst (Conj): 1d6 piercing damage /level and 1d6 bleeding damage per round /level to all within a 20ft radius burst

6TH LEVEL

Madness Mirror (Necro): Anyone reflected in this mirror is afflicted by the equivalent of the "eyebite" spell.

Shard Servant (Conj): A temporary construct is created out of animated shards of broken glass.

7TH LEVEL

Similacrum (Necro)

Spell Turning (Abjur)

8TH LEVEL

Animate Mirror (Trans): A mirror is bestowed with intelligence and the ability to communicate by showing any image it has reflected in the past.

Maze (Conj): Creates a maze of mirrors.

9TH LEVEL

Mirror Conduit (Conj): This spell creates a permanent passage form one mirror to another.

Prism of Oblivion (Conj): The body and soul of the victim are placed within this black mirror in timeless captivity.

SPELL DESCRIPTIONS

False Reflection

Illusion (Glamer)

Level 0

Components: V, M (scrap of wool)

Casting Time: One standard action

Range: Touch

Duration: Mage Concentration

Effect: Minor visual glamer

Saving Throw: None

SR: No

This spell will create any image that the caster wishes on any mirror that she holds in her hands. The spell will last as long as the spell caster concentrates on the spell.

Memorandum

Illusion (Figment)

Level 0

Components: V, S, M (fresh blood)

Casting Time: One standard action

Range: Touch

Duration: Permanent until triggered, Lasts 1 round per level (5 max)

Effect: Displays a written message or drawing.

Saving Throw: None

SR: No

This spell requires the caster to draw or scribe a message in fresh blood on a mirror. The image becomes visible when triggered by the reflection of the target in the mirror. The target of the spell can be a specific person, race, or anyone passing in front of the mirror.

Mirror Shard

Conjuration

Level 0

Components: V, S

Casting Time: One standard action

Range: Close 25ft +5ft/lvl

Duration: Instantaneous

Effect: 1d3 piercing damage ranged touch attack

Saving Throw: None

Spell Resistance: No

A sliver of mirror is conjured and hurled at the victim of this spell.

No Reflection

Necromancy (Death)

Level 0

Components: V, S, M (grave dust)

Casting Time: One standard action

Range: Personal

Duration: 1 round per level

Effect: Casts no reflection

Saving Throw: None
 Spell Resistance: No

Like a vampire, the spell caster casts no reflection in mirrors. This spell is very useful in defeating many mirror spell that require the target to be reflected in a mirror.

Deflect Probes

Abjuration
 Level 1
 Components: V, S, M (small mirror stuck to forehead)
 Casting Time: One standard action
 Range: Personal
 Duration: One round per level
 Effect: +4 save vs. divination spells
 Saving Throw: None
 Spell Resistance: No

The Deflect Probes spell increases the mage's saving throws versus divination spells by +4. This spell affects both the caster and all the objects she is carrying.

Detect Mirrors

Divination
 Level 1
 Components: V, S
 Casting Time: One standard action
 Range: Long (400 +40ft /lvl)
 Duration: 1 min per level
 Effect: Number and location of all mirrors in range.
 Saving Throw: None
 Spell Resistance: No
 This spell reveals the number and location of all mirrors in range.

Manipulate Reflection

Illusion (Glamer)
 Level 1
 Casting Time: One standard action
 Range: Touch
 Duration: One round per level
 Effect: Change victim's mirror reflection.
 Saving Throw: Will negates (harmless)
 Spell Resistance: Yes (harmless)

The illusion is tied to a person and changes the all mirror reflection of the target to look like anything the caster desires. This spell is used to embarrass or fool others and remove curse will negate the spell.

Vanity Fair

Illusion (Pattern)
 Level 1
 Components: V, M (small mirror)
 Casting Time: One standard action
 Range: Close (25ft +5ft/ 2 lvls)
 Duration: 1 round per level
 Effect: Any humanoid that gazes into the mirror becomes "helpful" in attitude. The victim must make a Will save to intentionally look away from the mirror. If the target or the mirror is attacked the spell is negated. If the target is not gazing into the mirror her attitude returns to normal.
 Saving Throw: Will negates

Spell Resistance: Yes

The spell caster points the enchanted mirror at a humanoid target. For the duration of the spell, the target is helpful to the spell caster; but after the spell wears off, a hostile humanoid is likely to seek revenge for being be-spelled.

Chrome Skin

Transmutation

Level 2

Components: V, M (drop of quicksilver)

Casting Time: One standard action

Range: Touch

Duration: 10 min per level

Effect: The body of the caster resembles chromed steel

Saving Throw: Fort Negates (harmless)

Spell Resistance: Yes (harmless)

This transmutation coats the target in a slick, shiny, metal skin. Target of the spell gains a +10 bonus to escape artist and a +2 natural armor bonus.

Mirror Image (Illusion): Same as the standard spell

Shatter (Transmutation): Same as the standard spell but now a transmutation spell.

Solar Lenses

Abjuration

Level 2

Components: V, M (polished brass disc)

Casting Time: One standard action

Range: Touch

Duration: 1 minute/level

Effect: +4 versus blindness from intense light

Saving Throw: None

Spell Resistance: No

The “solar lenses” spell filters light to reduce the chance of blindness from intense glare both magical and mundane.

Dark Reflection

Enchantment

Level 3

Components: V, S, M (a sprig of hemlock)

Casting Time: One standard action

Range: Close (25ft +5ft/ 2 levels), 15 ft radius.

Duration: 1d4 rounds

Effect: Any creature within the radius of effect is confused

Saving Throw: Will Negates

Spell Resistance: Yes

The victims of this enchantment are plagued by self doubt. As a result any creature who fails their saving throw is confused. Roll 1d10 for each round of the spell’s duration: 1: wander away for 1 minute, 2 to 6: do nothing for one round, 7 to 9: attack the creature nearest them for 1 round, 10: act normally for one round.

Magic Mirror

Divination

Level 3

Components: V, S, M (Gold backed mirror worth 200gp)

Casting Time: One standard action

Range: 60 ft

Duration: 10 min per level

Effect: Provides information about any object or creature in the mirror's range.

Saving Throw: Opposed Will versus spell craft check to reveal specific information.

Spell Resistance: No

While an object or creature is in front of the enchanted mirror, the spell caster can attempt spell craft check versus the targets will save (if any) plus a 1d20 roll to answer a specific question about it. If the caster succeeds then their question is answered truthfully. Each spell craft check requires one minute of examination.

Mirrored Gaze

Transmutation

Level 3

Components: V, S, M (eye drops)

Casting Time: One standard action

Range: Touch

Duration: 1 hour per level

Effect: Re-roll any saving throw versus gaze attacks.

Saving Throw: None

Spell Resistance: No

The caster's eyes resemble small mirrors and grant a re-roll on any failed saves versus gaze attacks for the duration of the spell.

Mirror Jump

Conjuration

Level 3

Components: V, M (Two mirrored surfaces)

Casting Time: One standard action

Range: Long (400ft +40ft pel)

Duration: Instantaneous

Effect: Travel between two mirrored surfaces

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

Similar to *Dimensional Door* the mage can travel between any to mirrored surfaces within range of each other. She brings any willing companions she touches with her.

Dead Likeness

Necromancy (Death)

Level 4

Components: V, S, M (tiny glass coffin)

Casting Time: One standard action

Range: Medium (100ft +10ft pel)

Duration: Instantaneous

Effect: Lose 1d6 hp per caster level (15d6 max)

Saving Throw: Fortitude negates

Spell Resistance: Yes

The victim faces a replica of himself as a corpse and is drained of 1d6 hp per caster level from the experience.

Deflect Spells

Abjuration

Level 4

Components: V, S, M (small steel mirror)

Casting Time: One standard action

Range: Personal

Duration: 1 round per level

Effect: Turn 3rd level evocations

Saving Throw: as turned spell

Spell Resistance: as turned spell

By enchanting a small steel mirror, the caster can attempt to strike her opponent with his own evocations. This spell only affects 3rd level evocations and requires the caster to make an attack roll as if she cast the evocation. This spell has no effect on area effect spells.

Mirror Wall

Evocation (Force)

Level 4

Components: V, S, M (silver leaf paper)

Casting Time: One standard action

Range: 30ft radius centered on the caster

Duration: 10 min per level

Effect: Creates a one way reflective screen.

Saving Throw: None

Spell Resistance: No

The caster creates a one way reflective screen that blocks all light and gaze attacks and provides full concealment against any one outside the radius of effect. The mirror wall has no physical substance and the caster can use her own spells unimpaired.

Magic Jar (Necromancy): Uses a mirror as the focus of the spell

Man in the Mirror

Transmutation

Level 5

Components: V, S

Casting Time: One standard action

Range: Medium (100 +10ft/ level)

Duration: 10 min/ level

Effect: Provides 100% cover and undetectable to divination spells

Saving Throw: None

Spell Resistance: No

With this spell, the target can hide inside any mirror and watch what happen in front of it. When the character is inside the mirror no one can see him and he is undetectable to any spell. Unfortunately, if his mirror is shattered then the character loses half his current hit points and he is ejected. Additionally, while inside a mirror the target can't speak or hear and exists as a two dimensional being.

Mirror Dance

Divination

Level 5

Components: V, S, M (scrap of silk)

Casting Time: One standard action

Range: 60ft radius

Duration: 1 min per level

Effect: Gain a +1 morale bonus per 2 levels on all rolls versus any one opponent.

Saving Throw: Will negates

Spell Resistance: Yes

The caster can target a single opponent with this spell. As long as she remains within 60 feet of the target the caster gains a morale bonus equal to half his caster level (+15 max) on all rolls against that opponent.

Shard Burst

Conjuration

Level 5

Components: V, S, M (sliver of glass)

Casting Time: One standard action

Range: Medium (100ft +10ft /level), 20ft radius

Duration: Bleeds for 1 round /level (15 rounds max)

Effect: 1d6 piercing /level (15d6 max) and 1d6 bleeding per round

Saving Throw: Reflex negates

Spell Resistance: Yes

A shard burst affects all targets within a 20ft radius. Each victim must make a reflex save or suffer 1d6 piercing damage per caster level and 1d6 bleeding damage every round for a number of rounds equal to the spell casters level. Bleeding damage can be halted with a *cure wounds* spell or a successful Heal skill check (DC: Spell Level + 10). A successful Reflex save will prevent any damage at all.

Madness Mirror

Necromancy (Evil)

Level 6

Components: V, S, M (400gp of diamond dust)

Casting Time: One full round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 round per three levels; see text

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell turns a mirror into a magical trap. The first living creature to be reflected in the enchanted mirror is afflicted with "eyebite".

<i>HD</i>	<i>Effect</i>
10 or more	Sickened
5–9	Panicked, sickened
4 or less	Comatose, panicked, sickened

Shard Servant

Conjuration

Level 6

Components: V, S, M (mirror shard)

Casting Time: One full round

Range: Close (25ft +5ft /level)

Duration: 1 round /level

Effect: Summons a large construct made of glass shards

Saving Throw: None

Spell Resistance: No

A summoned Shard Servant resembles a whirlwind of glass and is perfectly obedient.

Large Construct**Hit Dice:** 6d10 (33 hp)**Initiative:** +0**Speed:** 30ft**AC:** 16**Attacks:** Slam +10 melee**Face/Reach:** 5ft by 5ft / 10ft**Special Attacks:** Improve Grab, Swallow Whole (slashing damage)**Special Qualities:** DR: 10/+2.**Saves:** Fort: +3, Ref: +1, Will: -2.**Abilities:** STR: 22, DEX: 10, CON: NA, INT: NA, WIS: 1, CHA: 1.

Simulacrum (Necromancy): It is the same as the standard spell, but requires a full length mirror and the creature's true reflection rather than snow and hair.

Spell Turning (Abjuration): Same as the standard spell

Animate Mirror

Transmutation

Level 8

Components: V, S, M, XP (drop of the spell caster's blood)**Casting Time:** One full round**Range:** Touch**Duration:** 10 minutes per level (D)**Effect:** Grants sentience to a mundane mirror.**Saving Throw:** None**Spell Resistance:** No

The mirror is granted the mental attributes (INT, WIS, CHA) and alignment of the spell caster. The mirror can not communicate verbally, but I can display images it has reflected in the past at will. **XP Cost:** 150 or 1500 for permanency.

Maze (Conjuration): This spell created maze is made of mirrors.

Mirror Conduit

Conjuring (Travel)

Level 9

Components: V, S, M, XP (requires two full length mirrors)**Casting Time:** 10 minutes**Range:** 0 ft.**Effect:** Mirror teleports those who touch it**Duration:** Permanent**Saving Throw:** None**Spell Resistance:** Yes

The Mirror Conduit can be set up as a way to travel from one enchanted mirror and to another enchanted mirror or it can be a trap that will transport any object that touches the mirror. **XP Cost:** 4500 points.

Prism of Oblivion

Conjuration

Level 9

Components: V, S, M (Crystal mirror worth at least 1,000gp per HD trapped)**Casting Time:** One hour**Range:** Close (25ft +5ft per /2 levels)**Duration:** Permanent until destroyed**Effect:** Trap creatures up to a certain amount of hit dice.

Saving Throw: Will negates
Spell Resistance: Yes

The caster uses a dark crystal mirror to capture creatures until no more room is available in the mirror. A mirror costs 1000gp for each HD it can hold. Trapped creatures can only be released by smashing the crystal mirror. The saving throw roll of the victim can be reduced by two by inscribing the true name of the creature on the back of the mirror.



The Northern Hemisphere of Wonderland

THE WORLD OF WONDERLAND

Wonderland has three continents. Cardonia lies north of the Equator and is portrayed in its entirety on the map above. Cardonia is very similar to Western Europe. It has a wide range of climates and habitats from frigid mountain passes to temperate swamps. North of Cardonia lies the continent of Chessex. Most of Chessex is covered by ice during the year. A massive glacier called the Frozen Wastes covers the entire top of the globe. South of Cardonia is the continent of Margrave. The explored parts of Margrave are arid grasslands, burning hard clay deserts, and a massive mountain range called the Granite Teeth. The only exceptions are the northern tip of margrave is a temperate coniferous forest and the Frost Ferns which is a unique tropical jungle of giant blue green ferns that are covered with a white frost patina and are dangerously frigid to the touch. The major islands closest to Cardonia are Onyx Isle named for its deposits of obsidian, the Sandwich Islands, and Brillig which lies across the equator. What lies below the equator is unknown.

Map of Wonderland

Legend

- GOLD FOREST
- MOUNTAINS
- WARM FOREST
- WARM DESERT
- TEMP. HILLS
- WARM MARSH
- WARM PLAINS



ICY SEA

ONYX

INDIGO OCEAN

BRINY OCEAN

SEA OF TEARS

FINCH ISLES

MARGRAVE

SANDWITCH ISLES

BRILLIG

FROZEN WASTES

CHESEX

ONYX

WHITECASTLE ISLAND

WHITECASTLE BAY

SOFTBAY

NORWEGIAN BAY

GREAT NORTH

COBLET PLAINS

MIRRA LAGOON

GREEN WOOD

WINDY WOODS

BLACK STRAIGHTS

BLACK HEAD

FINGERS

PUTTON ISLAND

GALLEON ISLAND

FROST BEACH

ICEBITE

NAVEN WOOD

INDIGO BAY

BLACK STRAIGHTS

BLACK HEAD

FINGERS

FINGERS

CROSSWELL CHANNEL

BONE COAST

BRAN WOODS

WHITE MARCH

TRORY RIVER

OAK RIVER

WHITE RIVER

GAIRFIELD FOREST

COLOR PLAINS

BLOOD FEUD BAY

BLOOD ROCK ATOL

CRAB ISLAND

COLOR PLAINS

PAINTED DESERT

BLACK RIVER

LOBSTER ISLAND

REDWOOD

IRON WOOD

CHEKED FIELDS

MUD BAY

MUD RIVERS

FROST FIRMS

CLAY DESERT

CHEKED FIELDS

WONDERLAND CREATURES

JABBERWOCKY

'Twas brillig, and the slithy toves
Did gyre and gimble in the wabe;
All mimsy were the borogoves,
And the mome raths outgrabe.

'Beware the Jabberwock, my son!
The jaws that bite, the claws that catch!
Beware the Jubjub bird, and shun
The frumious Bandersnatch!

He took his vorpal sword in hand:
Long time the manxome foe he sought--

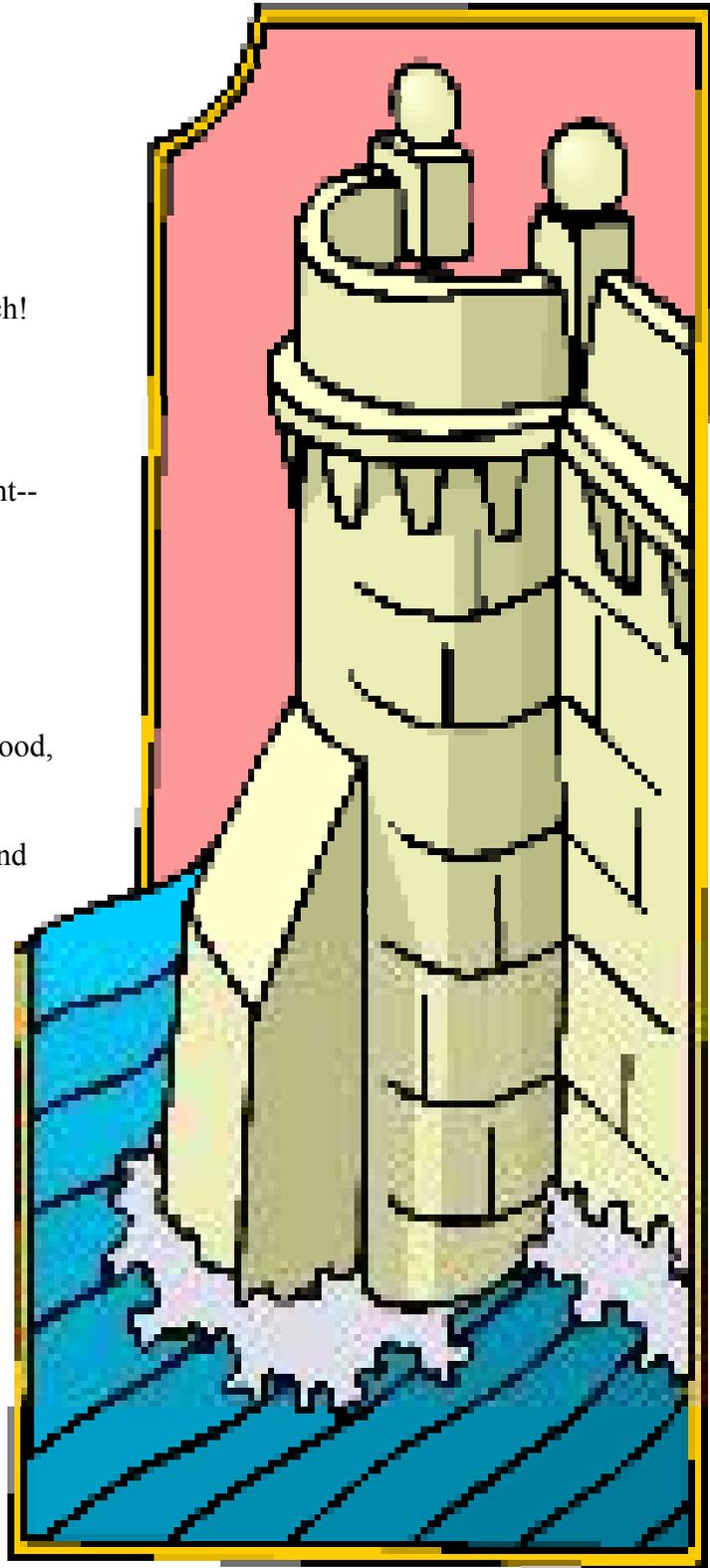
So rested he by the Tumtum tree,
And stood awhile in thought.

And as in uffish thought he stood,
The Jabberwock, with eyes of flame,
Came whiffling through the tulgey wood,
And burbled as it came!

One, two! One, two! And through and
through
The vorpal blade went snicker-
snack!
He left it dead, and with its head
He went galumphing back.

'And has thou slain the
Jabberwock?
Come to my arms, my beamish
boy!
O frabjous day! Callooh! Callay!
He chortled in his joy.

'Twas brillig, and the slithy toves
Did gyre and gimble in the wabe;
All mimsy were the borogoves,
And the mome raths outgrabe.



AMBER GREASE

Colossal Ooze

Hit Dice: 32d10+296 (472 hp avg.)

Initiative: -2

Speed: 10ft, swim 10ft

Defense: 6, touch 0, flat-footed 6 (-8 size, -2 Dex, +6 natural armor)

Attack: Slam +37 or Grapple +53

Full Attack: Slam: +37/+32/+27/+22 melee

Damage: Slam: 2d8+19 plus 1d6 acid, Grapple: 1d6 acid per round

Face/Reach: 30ftx30ft /15ft

Special Attacks: Sticky Goop, Stench

Special Qualities: Ooze traits, Blind Sight (60ft), Fire Vulnerability: x2 damage

Saves: Fort +18, Ref +8, Will +5

Abilities: Str 44, Dex 6, Con 26, Int —, Wis 1, Cha 1.

Skills: +8 to Hide in water (camouflage).

Feats: None

Climate/Terrain: Coastal areas

Organization: Solitary

Challenge Rating: 16

Treasure: Perfume Extract: 20gp per HD

Alignment: True Neutral

Advancement: 33 to 56 HD (colossal)

Description: Amber Grease is an enormous translucent yellow ooze that often attacks fishing boats and coastal towns. It feeds on any thing it can catch and often attacks at night. Sometimes the only warning of an attack is the terrible stench that the ooze emits when above water. Some fishermen hunt these oozes because if their flesh is boiled down it can be sold as a perfume extract. Amber Grease oil is worth 20gp per HD of the creature.

Special Attacks:

Sticky Goop (Ex): Any creature that takes damage from an Amber Grease's slam attack will lose mobility since the sticky goop of the ooze will bind the victim's limbs together if the victim fails a Reflex roll equal to the damage inflicted by the slam. The sticky goop reduces the victim's mobility dealing two points of DEX damage per round for 1d4 rounds as it dries. The DEX penalty will remain until the goop is washed with at least 1 pint of heated water and soap (or some other cleaning solution).

Stench (Ex): The first time a creature comes within 10ft of the ooze, it must make a FORT save (DC= HD of Amber Grease) or suffer a -1 attack penalty for one round. This only affects creatures capable of smell.

Special Qualities:

Ooze Traits (Ex): Amber Grease has the ooze traits and immunities.

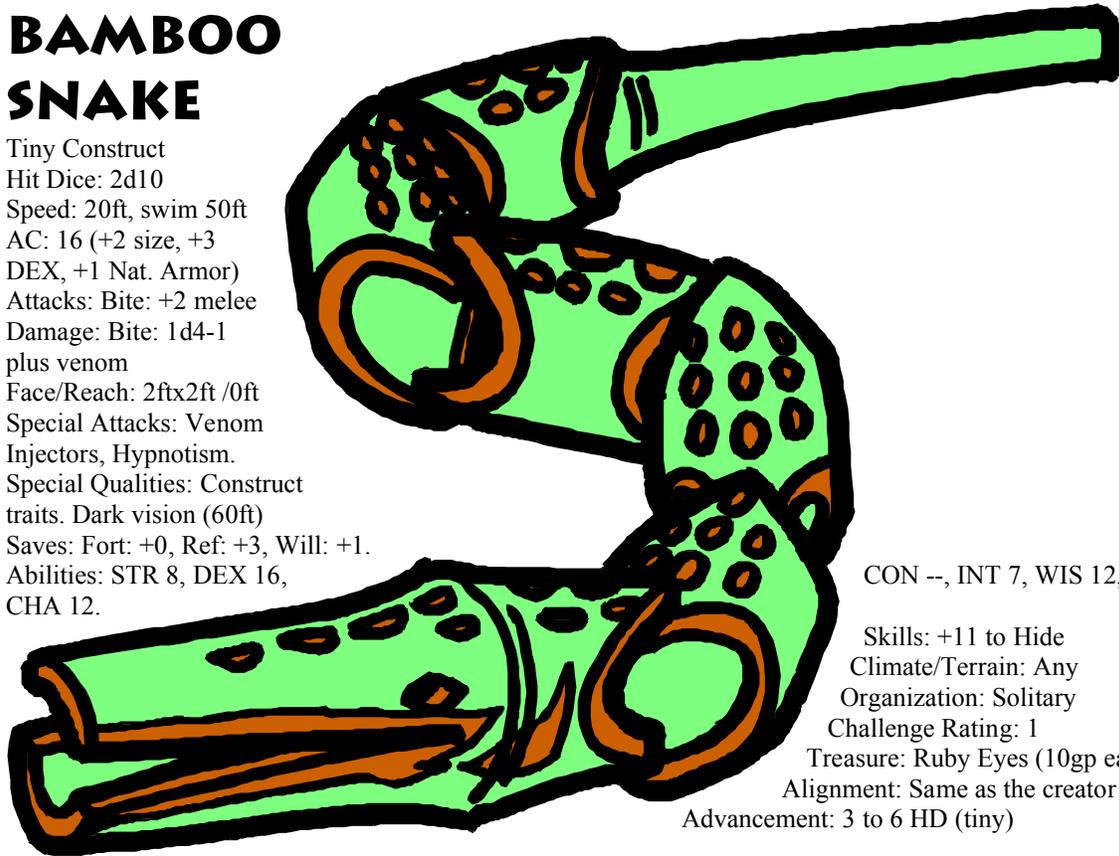
Immunities (Ex): Amber Grease is immune to ballistic and piercing weapons.

Vulnerabilities (Ex): Amber Grease takes double damage from attacks that deal heat or fire-based damage.

Immersion in fire deals 50 points of damage to the creature each round.

BAMBOO SNAKE

Tiny Construct
 Hit Dice: 2d10
 Speed: 20ft, swim 50ft
 AC: 16 (+2 size, +3
 DEX, +1 Nat. Armor)
 Attacks: Bite: +2 melee
 Damage: Bite: 1d4-1
 plus venom
 Face/Reach: 2ftx2ft /0ft
 Special Attacks: Venom
 Injectors, Hypnotism.
 Special Qualities: Construct
 traits. Dark vision (60ft)
 Saves: Fort: +0, Ref: +3, Will: +1.
 Abilities: STR 8, DEX 16,
 CHA 12.



CON --, INT 7, WIS 12,

Skills: +11 to Hide
 Climate/Terrain: Any
 Organization: Solitary
 Challenge Rating: 1

Treasure: Ruby Eyes (10gp ea)

Alignment: Same as the creator

Advancement: 3 to 6 HD (tiny)

The Bamboo Snake is a toy like servant created by a sorcerer. Similar homunculus and the bogun, the bamboo snake is an embodiment of the sorcerers personal magnetism. It has the same alignment as the sorcerer and completely under his control.

A bamboo snake is made of several short sections of painted bamboo. Each piece is connected by a pin to that acts as axle for lateral movement. As it swings from left to right its movement looks surprisingly serpentine. Its size and weight is determined during creation, but most bamboo snakes are 18 inches long and weight less than two pounds. The eyes, scales, and color are painted on by the sorcerer and no two look alike.

The bamboo snake is generally use as secret guardian, spy, and courier by its owner. It will perform any simple task to the best of its ability, and will carry out its instructions unless ordered to stop. It is literal minded however and is likely to misinterpret a poorly worded command. The snake cannot speak and must stay within 2000ft feet of its creator or it goes dormant. As long as the snake is within 2000ft all it sees and hears is conveyed to its sorcerer.

Any attack that destroys the snake inflicts 2d10 hit point damage on its creator. The creature is not vulnerable to bleeding, comas, or massive damage, but if reduced to 0 hit points it is unconditionally destroy.

COMBAT

The bamboo snake it not intended for head-to-head combat, but it is employed in ambushes and decoy attacks. Its main function is to enhance the sorcerer's senses and generally only fights in self-defense until it can flee for high grass or water.

Venom Injectors (Ex): The fangs of the bamboo snake can be loaded with a dose of any type of contact or injury poison. On a successful strike the poison is depleted until reloaded by the sorcerer.

Hypnotism (Su): Using its ruby eyes, the bamboo snake can cast *hypnotism* as a spell like ability on a single target for as long as it concentrates and takes no other action.

Construct Traits: The bamboo snake has all the common traits of a construct.

CONSTRUCTION

The Bamboo Snake must be crafted from bamboo wood, hand painted, and the drops of blood given for eyes transmute into ruby chips worth 10gp each. The creator must be at least a 7th level sorcerer to engage in a magic ritual that requires a week of fasting. At the end of the week the sorcerer must make a Fortitude save (DC: 20) or suffer 1d4 CON points of temporary damage from starvation.

Creating the body of the snake requires a Craft (Carpentry) check versus a DC of 12. Then the sorcerer must paint the body with the skill Craft (Painting or Drawing) (DC 12) and allow it to dry. Intricate patterns of inks or paints are used to channel the arcane energies that give the snake life. Every design is unique and distinctive of the sorcerer.

After the body is finished the sorcerer fasts and meditates at least 8 hours a day for a week in order to form a spiritual link between him and his creation. He also must sacrifice a single 1st level spell slot to vitalize the construct. This spell slot is unavailable to him while the creature exists. The final act of the ritual is placing two drops of blood upon the snake's eyes to bring it to life.

IMPROVED FAMILIAR

The sorcerer can take his bamboo snake as his new familiar as long as he doesn't already possess one. The sorcerer must be a 7th level spell caster and possess the Improved Familiar Feat.

Wonderland Animal Trophies

In Wonderland, Bamboo Snakes are often concealed as walking sticks and umbrella handles. Owning a Bamboo Snake is a sign of magical proficiency and artistic merit. Snake staffs and viper rods are less common, but are also used in the same manner.

People without magical skill often purchase furniture and artwork incorporating animated animal carvings, undead taxidermy, or creature constructs. Lion doorknockers that roar, aggressive clawed table legs, lively trophy heads, animated merry-go-rounds, and toy constructs are common and wildly popular among the wealthy and fashionable.

Undead fur coats, animal skin rugs, and fur bed spreads are on the way out since many consider it morbid and too dangerous, but many still wear and use these items. One famous incident, involving an undead lion skin, strangled and gored an entire family while they slept beneath it during the night.

The Black Party is well known for using animal designs in its armor and weaponry including Rhino Hide armor, the Lion's Shield, and the Trident of Fish Command.



Bandersnatch

Large Monstrous Humanoid
Hit Dice: 4d8 +4 (22 hp)
Armor Class: 16 (-1 size, +1 DEX, +6 Nat.)
Initiative: +1
Speed: 40ft
Attacks: Gore: +8, 2 Claw: +7
Damage: Gore: 1d8 +5. Claw: 1d6+5
Face/Reach: 5ft x 5ft/ 10ft
Special Attacks: Rage, Pounce
Special Qualities: Low-Light Vision, Scent
Saving Throw: +2 Fort, +5 Ref, +6 Will.
Abilities: STR: 20, DEX: 12, CON: 12, INT: 14, WIS: 14, CHA: 4
Skills: Climb: +11, Jump: + 11, Listen: +8, Move Silently: +7, Spot: +8, Wilderness Lore: + 6.
Feat: Multi-attack, Power Attack, Cleave, Great Cleave.

Climate/Terrain: Woodlands, Swamps.

Organization: Solitary hunter

CR: 5

Treasure: Standard

Alignment: Any (mostly CE)

Advancement: By character class

Description: The Bandersnatch is a fiercely territorial creature known for its cannibal tendencies. The Bandersnatch hunts in the woodlands using its sense of smell to seek out prey and rival humanoids. It has extensive natural weapons with its horns and claws, and rarely employs others. Most view it as a dangerous and unpredictable foe.

Special Attacks: **Rage (Ex):** A Bandersnatch that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 to Strength, +4 to Constitution, and -2 to Armor Class. The creature cannot end its rage voluntarily.

Pounce (Ex): During the first round of combat, the bandersnatch can make a charging gore attack and still make two claw attacks.

Special Qualities: **Low-Light Vision (Ex):** Sees twice as far as normal in dim light.

Scent (Ex): The Bandersnatch makes a Wisdom check to follow a scent trail.

Bandersnatch Characters

A bandersnatch's favored class is barbarian. The race is also well known for its sorcerer/fighters. A bandersnatch PC's effective character level (ECL) is equal to its class level plus 6; thus, a 1st level bandersnatch barbarian has an ECL of 7 and is a ninth level character.



Borogove

Small Magical Beast
Hit Dice: 1d10 (6 hp)
Armor Class: 14 (10 +1 size +3 DEX)
Initiative: +3
Speed: Fly: 30ft (good)
Attacks: One beak: +4 AB
Damage: Beak: 1d4 -2
Face/Reach: 5ftx5ft/5ft.
Special Attacks: Strength Drain (1 pt, ST: Fort 10)
Special Qualities: Low Light Vision, SR: 10 plus HD number.

Saving Throws: +2 Fort, +5 Ref, +0 Will

Abilities: STR: 6, DEX: 16, CON: 10, INT: 2, WIS: 10, CHA: 10.

Skills: Hide: 4, Listen: 4.

Feat: Weapon Finesse (Beak)

Climate/Terrain: Forest

Organization: solitary or flocks of 5 to 10.

CR: 1

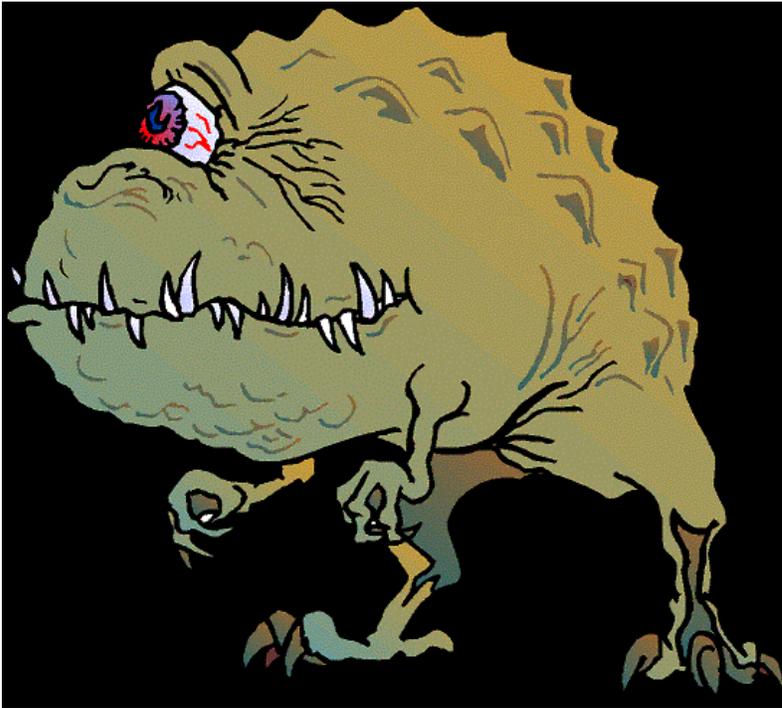
Treasure: None

Alignment: Chaotic Neutral

Advancement: 2 to 3 HD (Medium)

Description: A Borogove is a carnivorous bird that preys upon the weak and wounded animals of the forest. From beak to tail, a Borogrove is four feet long and weighs ten pounds and has brightly colored plumage on its breast. The Borogove will use its strength draining ability to weaken its target for the kill, but most of its meals are already dead. It often hunts in large flocks to increase the chance of a successful kill and to chase off other predators from their kills. The Borogove has a natural resistance to spells that helps him against the magical hazards of its environment.

Special Attacks: Every attack by a Borogove has a chance of temporarily draining one point of Strength. The victim of a successful strike must roll a Fort Save of 10 plus ½ the HD number plus any CHA modifier.



Boojum

Medium Aberration

Hit Dice: 6d8 +24 (51 hp)

Armor Class: 16 (+3

DEX, +3 Nat.)

Initiative: +7

Speed: 30ft

Attacks: 1 Bite: +8

Damage: bite: 2d8 +4

Face/Reach: 5ft x 5ft/ 5ft.

Special Attacks:

Disintegration Gaze (Ex)

Special Qualities: Low

Light Vision

Saving Throws: +6 Fort,

+5 Ref, +7 Will.

Abilities: STR: 18, DEX:

16, CON: 18, INT: 12,

WIS: 14, CHA: 14

Skills: +9 Hide, +9 Move Silently, +8 Spot, +8 Listen, +6 Search.

Feat: Improved Initiative

Climate/Terrain: Any land

Organization: Solitary

CR: 3

Treasure: Standard

Alignment: Chaotic Evil

Advancement: 7 to 10 HD (Large),

Description: The boojum is a much more dangerous mutation of the common snark. Of every litter of ten snarks there is one boojum. Its single eye can disintegrate a creature by looking into its eyes as a spell-like ability. It's favorite tactic its to surprise its prey alone. It instinctive greed makes it attack well equipped groups to steal any magic or treasure they have. Boojums have stunted legs and arms, a single eye, and a huge maw.

Special Attacks: **Disintegration Gaze (Su):** Once per day the boojum can cast a Disintegration Spell (As a 10th level sorcerer) as a gaze attack.

Special Qualities: **Low Light Vision (Ex):** Double normal vision range in dim light.



Jabberwocky

Huge Dragon

Hit Dice: 20d12 + 100
(230 hp)

Armor Class: 17 (-2 size, +1 DEX, +8 natural)

Initiative: +5

Speed: 20 ft, Flight 40 ft (average).

Attacks: bite: +14, 2 claw: +9

Damage: Bite: 2d8+8, Claw: 2d4+8

Face/Reach: 10ft x 20ft/10ft

Special Attacks:

Frightful Presence (Ex), Breath Weapon (Su)

Special Qualities: Dark vision 60ft, Low-Light Vision, Sleep and Paralysis Immunity, Poison Immunity.

Saving Throws: Fort

+16, Ref +12, Will +14.

Abilities: STR 26, DEX 12, CON 20, INT 4, WIS 16, CHA 12.

Skills: +23 Listen, +23 Spot, +23 Wild. Survival

Feats: Improved Initiative, Dodge, Mobility.

Climate/Terrain: Any forest

Organization: Solitary Hunter

CR: 18

Treasure: None

Alignment: CN

Advancement: 21 to 30 (Huge), 31 to 40 (Gargantuan), 41+ (Colossal).

Description: The jabberwocky is a nocturnal predator that lurks in forest canopies. Its snake-like tail wraps around trees and rocks to provide the jabberwocky with sure footing. The jabberwocky's long agile neck can reach around corners and through branches. Its bat-like wings allow it to fly in open areas. Its hands and teeth are its main weapons and its ability to frighten its victims.

Special Attacks: **Frightful Presence (Ex):** As a full round action the jabberwocky roar to terrify all within 30ft of it. Anyone within 30ft that hears the roar must make a Will

check against a DC of 10 + CHA mod + ½ the hit dice of the jabberwocky or the victim will be ‘panicked’ for 5d6 rounds.

Breath Weapon (Su): As a standard action, the jabberwocky can breath a cloud of poisonous gas over a 30ftx30ftx30ft area. All who breathe within the area must make a Fort Save (DC=10 + ½ HD of jabberwocky) or lose 1d4 temporary CON points.



Jubjub Bird

Large Animal
Hit Dice: 2d8 +6
 (15 hp)
Armor Class: 16 (-1 size, +1 DEX, +6 Nat.)
Initiative: +1
Speed: 40ft
Attacks: Bite: +5, 2
 Claw: +0
Damage: Bite: 1d6 +4, Claw: 1d4+4
Face/Reach: 5ft x 5ft/ 10ft
Special Attacks: Improved Grab, Rake
Special Qualities:

Blind-sight (60ft)

Saving Throws: Fort +6, Ref: +1, Will: +1

Abilities: STR 18, DEX 13, CON 17, INT 2, WIS 12, CHA 15.

Skills: +6 Spot, +6 Listen, +5 Hide (+4 Nat. Camo., -4 size)

Feats: None

Climate/Terrain: Any land

Organization: Solitary or Flocks of 3 to 12.

CR: 2

Treasure: None

Alignment: Neutral

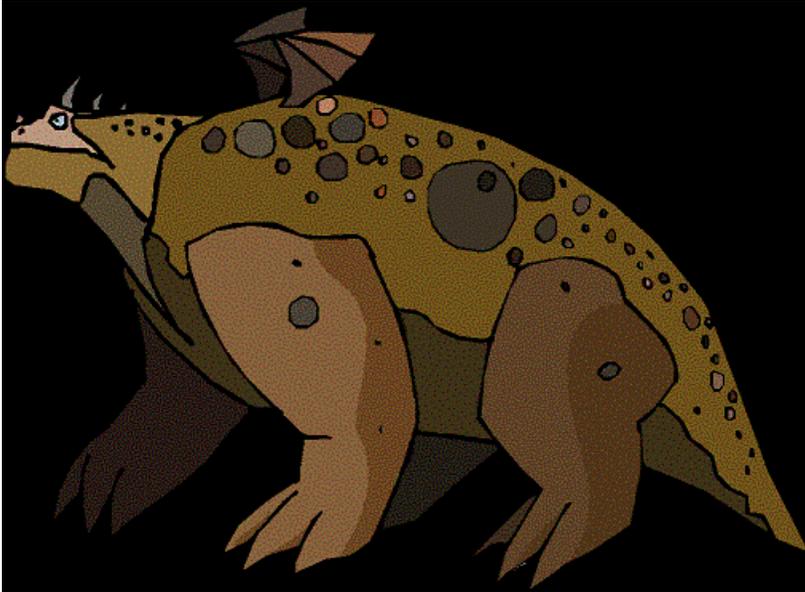
Advancement: 3 to 5 (Large), 6 to 16 (Huge)

Description: The jubjub is a blind, flightless bird that uses its shrieking voice to find its victims. The jubjub’s skin is colored to match its environment and most hunt in packs like wolves. The most dangerous ability of the jubjub is its shrieking call that can daze any one who hears it.

Special Attacks: Improved Grab (Ex): To use this ability, a jubjub must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Rake (Ex): Attack bonus +5 melee, damage 1d4+4.

Special Qualities: Blind-sight (Ex): The jubjub can “see” by echo-location up to 60ft.



Mome Rath

Small Fey

Hit Dice: 1d6 (3 hp)

Armor Class: 18 (+1 size, +3 DEX, +4 Nat. Armor)

Initiative: +3 (DEX)

Speed: 20ft, flight: 60ft (poor)

Attacks: Bite: +3 or by weapon.

Damage: Bite: 1d3-1 or by weapon.

Face/Reach: 5ftx5ft/5ft

Special Attacks: Spell-

like abilities

Special Qualities: Low-Light Vision, Fast Healing, SR: 16

Saving Throws: Fort: +0, Ref: +5, Will: +3

Abilities: STR 8, DEX 16, CON 10, INT 12, WIS 12, CHA: 16

Skills: +7 Bluff, +4 Concentration, +5 Herbalist, +5 Knowledge (Nature), +11 Hide, +7 Escape Artist, +7 Move Silently, +5 Listen, +5 Spot

Feats: Weapon Finesse (Bite), Flyby Attack.

Climate/Terrain: Temperate Forests

Organization: Solitary but it often lives near other faeries.

CR: 4

Treasure: No coins, standard goods, standard items (no scrolls)

Alignment: Always Neutral

Advancement: 2 to 3 (Small).

The mome rath is a Wonderland fey that resembles a small green warthog with tiny bat wings. Most consider the creature a hideously ugly fey but a mome rath is very vain about its appearance and likes to dress up in finery and jewelry. It lives in woodland meadows because it loves morning dew and it can hide in trees with its bark textured skin. A mome rath is very territorial but it rather chase away intruders than fight them. Its main weapons are its teeth and spells, but it can also use weapons with hoof-like hands. The mome rath is very skilled in herb lore and it often trades its herbs or gossip for jewelry, silk scarves, or candies.

Special Attacks: Spell-Like Abilities (Su): 1/day: *dancing lights, ghost sound, mage hand, obscuring mist, ventriloquism, scare, sound burst, poison.* The mome rath casts spell-like abilities like a 8th level sorcerer.

Special Qualities: Low Light Vision (Ex): Double normal range of vision at twilight.
Fast Healing (Su): The mome rath recovers 1 hit point every round.



Slithy Tove

Large Shapechanger
Hit Dice: 4d8
Armor Class: 14 (size: -1, DEX: +1, Nat.
 Armor: +4)
Initiative: +4
Speed: 30ft, swim: 30ft, flight: 30ft (poor).
Attacks: Bite: +8, 2
 Claw: +6, Tail Slam: +6
Damage: Bite: 1d8+5, Claw: 1d8+5, Tail Slam: 1d6+5 or Weapon.
Face/Reach: 5ftx5ft/10ft

Special Attacks: Spell-like abilities, Partial Polymorph.

Special Qualities: Adapt To Any Environment, Immune to Poisons, Dark Vision (60ft), DR: 5/silver.

Saving Throws: Fort +7, Ref +4, Will +4.

Abilities: STR 21, DEX 12, CON 16, INT 10, WIS 10, CHA 16

Skills: +10 Intimidate, +10 Use Magic Device, +10 Climb, +9 Jump.

Feats: Multiattack, Improved Initiative

Climate/Terrain: Anywhere

Organization: Usually solitary

CR: 6

Treasure: Standard

Alignment: Any chaotic

Advancement: As character

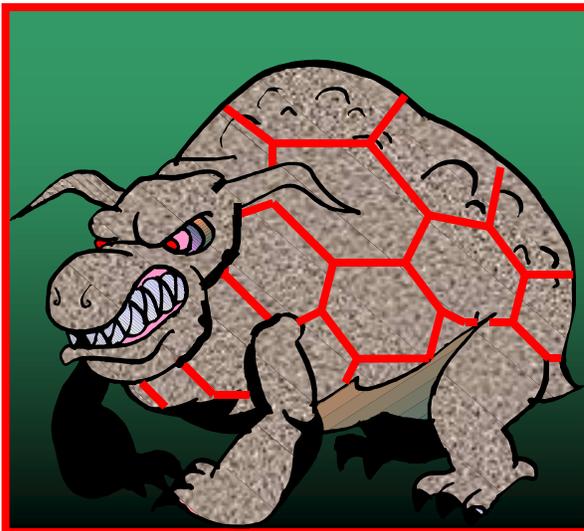
The slithy toves were once described as 'they're something like badgers--they're something like lizards--and they're something like corkscrews.' In truth, a slithy tove is always in transition from one form to another. It is unable to impersonate a specific creature, but it can imitate the isolated organs of other creatures. Its mastery of partial polymorphing also provides it with some spell-like abilities.

Special Attacks: Spell-like Abilities (Su): 1/day each- *jump, spider climb, web, greater magic fang, poison, rusting grasp*. These spell-like abilities are cast like an 6th level sorcerer.

Partial Polymorph (Su): For 1d6 rounds, the slithy tove can transform one of his limbs into any “large” mundane weapon with the same damage and reach (i.e. halberds, great clubs, great flails, etc) or part of its body into any animal. Transforming part of its body into an animal allows the tove to substitute one of its feats for the tove's **Multiattack** feat. Example combos would be the squid & improved grab, constrictor & constrict, boar & ferocity, and the wolf & trip. No animal species can be mimicked more than once per 24 hours.

Special Qualities: Adapt to Any Environment (Su): The slithy tove can alter his internal organs so that it can survive in any environment. The effect is the same as a *Necklace of Adaptation*. This also includes growing crude wings or fins providing Speed: 30ft (poor).

Immune to Poisons (Su): The tove can metabolize all poisons.



Snark

Medium Elemental (Fire, Earth)

Hit Dice: 4d8 +4 (22hp)

Armor Class: 17 (10 +7 Nat. Armor)

Initiative: +0

Speed: 30ft

Attacks: Bite: +4

Damage: Bite: 1d6+1

Face/Reach: 5ft x 5ft/ 5ft

Special Attacks: Sand Blast (Su)

Special Qualities: Immune to Fire/Acid, Double Cold/Lightning Damage, Immune to Sleep, Paralysis, and stunning. Dark Vision: 60ft.

S. Throws: Fort: +4, Ref: +2, Will: +2

Abilities: STR 13, DEX 11, CON 12, INT 14, WIS 12, CHA 10.

Skills: +9 Climb, +11 Jump, +10 Tumble, +8 Listen, +8 Spot, +7 Hide (+10 bonus to hide in sand: Natural Camouflage).

Feats: Power Attack, Improved Bull Rush

Climate/Terrain: Coastal beaches and deserts.

Organization: Solitary

CR: 3

Treasure: None

Alignment: True Neutral

Advancement: Large (5 to 8 HD), .

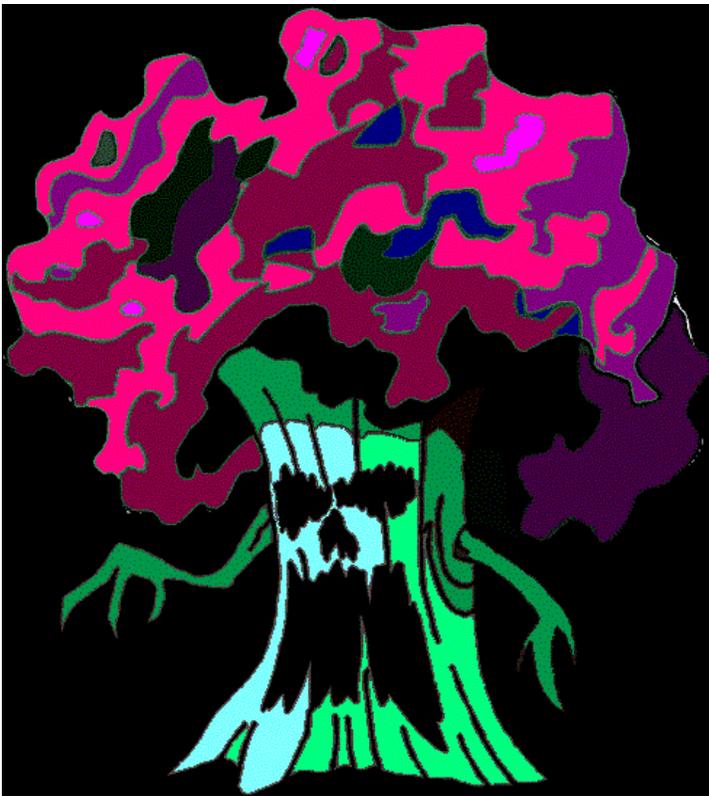
The snark is a dog-like sand elemental that has both fire and earth properties. Like a trout, a snark travels to its birth place on the prime material plane to nest. The snark has to

incubate its eggs for a year till they hatch into adult snarks. The entire snark family then travel back to its home plane till it reproduces again. Snarks have no interest in creature of the material plane since they feed on sunlight, but will attack if their nest is threatened. Unfortunately, at least one of the eggs will mutate into a boojum. The boojum is so destructive that snarks and snark nests are actively hunt. "The Great Snark Hunt" is an annual event sponsored by the crown that awards prizes by the number of snark eggs collected. A common maxim for the death of a hunter from this hunt or any excursion is "the hunter caught a boojum."

Special Attacks: Sand Blast (Su): As a standard action, the snark can breathe a 15ft cone that inflicts 1d4+ number of hit dice in non-lethal damage to all in the area of effect.

Victims can reduce the damage by half by making a Reflex Save (DC: 15 + # of HD).

Special Qualities: Dark Vision (Su): 60ft range, Elemental Traits: The snark has all the immunities and vulnerabilities of the Fire and Earth elemental. It is native to both planes.



The Tumtum Tree

Huge Plant

Hit Dice: 16d10 + 80 (168hp avg.)

Armor Class: 13 (10 -2 Size, -1 DEX, +6 Natural)

Initiative: -1

Speed: 30ft

Attacks: 2 Claw: +21 , Slam: +16

Damage: Claw: 2d4 +9, Slam: 2d6 +9

Face/Reach: 15ft x 15ft, 10ft

Special Attacks: Rend (Ex).

Special Qualities: Fast Healing (Su), Rooted Feet (Su).

Saving Throws: Fort: +15, Ref: +4, Will: +5.

Abilities: STR 28, DEX 8, CON 20, INT: 2,

Skills: +15 natural Hide bonus

in forested areas.

Feats: None

Climate/Terrain: Forests

CR: 15

Treasure: None

Alignment: CN

Advancement: Gargantuan (17 to 32 HD).

The Tumtum tree is a carnivorous plant that mimics the trees around it to surprise its prey. It is a predator and lacks the skills and intelligence of sentient creatures. It

instinctively attacks prey when it comes in reach but otherwise imitates the plants around it. Its most unique characteristic is that it has anthropomorphic features. On a successful Spot Check (DC: 15 plus d20 roll.), the victim will notice its tree bark “face” and arm like branches.

Special Attacks: Rend (Ex): If the Tumtum Tree hits an opponent with both claw attacks, it latches onto the victim and tears its flesh. This attack automatically inflicts an additional 2d4 +9 damage.

Special Qualities: Fast Healing (Su): The plant recovers 1 hit point per round.
Rooted Feet (Su): The plant’s roots prevent the tree from falling down or tripping



Animal, Mock Template

A mock animal is a partial polymorph of two different normal animals that has attributes of both. Some scholars believe these magical animals are created by an unknown natural phenomenon, while others think they are failed experiments that have escaped into the wild. No known Mock Animal is capable of breeding. The Mock Turtle would be an example of a turtle and donkey cross.

Magical Creature

Size: Equal to the larger creature

Hit Dice: Equal to the higher creature value

Initiative: DEX Modifier

Speed: Highest value of both. Reduce Swim, Climb, Burrow or Fly speed by half unless both creatures are capable of that type of movement.

Defense: Equal to the higher creature value modified by size.

Attack/Full Attack/Damage: Pick one attack from each creature with bonus and damage modified by size. Rarely possesses more than two types (bite, hoof, slam, gore, etc.).

Face/Reach: Determined by size.

Special Attacks: All

Special Qualities: All

Saves: Equal to the highest of each creature

Abilities: Select the highest value from each creature.

Skills: All, but duplicate skills do not stack

Feats: All

Climate/Terrain: Both

Organization: Solitary

Challenge Rating: Select the highest CR and add +1.

Treasure: Usually none

Alignment: Chaotic Neutral

Advancement: Determined by size.



Zoombie Template

Modifications:

Special Qualities: Turn Resistance (+2), Fast Healing, Jelly Incubator.

CR: +2 to any zombie.

Zoombies are zombies created by the brain jelly parasite. The brain jelly infects a creature with spores that germinate killing the victim and turning it into a zombie. The zombie host is used to grow new brain jellies.

Special Qualities: **TURN RESISTANCE (+2) {Ex}**:

The undead creature is treated as having +2 HD more for the purposes of turning and rebuking.

FAST HEALING {Ex}: The zoombie recovers one hit point every round.

JELLY INCUBATOR {Ex}: When the zoombie is destroyed, 1d4+1 adult brain jellies are released.

Brain Jelly

Tiny Ooze

Hit Dice: 1d10 +1 (5 hp)

Armor Class: 14 (Size: +2,

Initiative: +1

Speed: 10ft

Attacks: Slam: +2, Grapple: -6.

Damage: Slam: 1d3

Face/Reach: 2ft x 2ft/ 0ft

Special Attacks: Invasion

Special Qualities: Ooze Traits, Blindsight (90ft), Fast Healing.

Saving Throws: Fort: +1, Ref: +1, Will: +1

Abilities: STR 10, DEX 12, CON 12, INT 0, WIS 12, CHA 0.

Skills: +15 Hide (+8 size, +1 DEX, +6 Natural Camouflage)

Feats: None

Climate/Terrain: Any

Organization: Solitary

CR: 4

Treasure: None

Alignment: CN

Advancement: None

The brain jelly is a parasite that turns people into zombies. The ooze generally preys on sleeping creatures. The ooze is a clear jelly that easily blends into its environment which it uses to surprise its victims. The ooze reproduces by infecting its host with spores that will kill the creature and turn it into a zombie. If this zombie is destroyed it releases 1d4+1 new brain jellies.

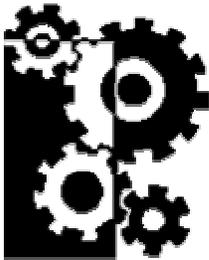
Special Attacks: INVASION (Ex): Invasion automatic attack by the brain jelly on any creature it successfully wounds. The ooze attempts to infect the target with disease spores. The invasion disease has a incubation time of one week (Fort DC: 15) and inflicts 1d2 CON per day. If the disease kills the subject it becomes a zombie.

Special Qualities: OOZE TRAITS (Ex): Immune to poison, sleep, paralysis, stunning, and polymorph. Flanking and critical hits have no effect on them, and are impervious to mind effecting spells.

BLINDVISION (Ex): The brain jelly senses vibration and movement within 90ft.

FAST HEALING (Ex): The brain jelly recovers 1 hit point of damage per round.

Clockwork Construct (Template)



A Clockwork Construct is a mechanical copy of any corporeal creature. Different than a golem, this construct has an independent intelligence and can make its own decisions. Its actions and abilities reflect the duplicated creature, but it lacks any of the innate magic or supernatural abilities of the species. Instead the construct is equipped with alchemical substitutes that must be refilled. For example, a clockwork giant spider lacks the venom and silk of an organic spider, but possesses a hypodermic poison and a tangle-foot dispenser. Each alchemical substitute has a number of uses equal to its CON modifier or at least one dose.

A Clockwork Construct has all the traits common to constructs including the inability to heal. Instead the construct can be repaired. A Craft (clockwork) roll versus a 20 DC will repair 1D10 hp per hour. Magic can also repair the machine: Mending repairs 1 hp, Fabricate replaces 5D8+5 hit points, and Iron Body restores all lost hit points.

All Clockwork Construct with a commercial use are given a Prime Directive. This feature affects the machine the same as a *Geas* or *Quest* spell.

Create a Clockwork Construct costs 50,000 gp plus 1000 gp per Hit Die of the creature duplicated. Crafting the body requires a Craft (clockwork) skill roll (DC= 20 plus the HD of the creature). One third of the creation cost is for precious metals, one third if for its gemstone eyes, and one third is used during the creation ritual. The creator does not have to be a spellcaster to create a clockwork construct.

Size: As base creature

Hit Dice: As base creature, but converted to D10

Initiative: As base creature

Speed: As base creature

AC: As base creature.

Attacks: As base creature

Damage: As base creature

Face/Reach: As base creature

Special Attacks: Alchemical Substitute
 Special Qualities: Acid Resistance: 5, Construct Traits, Darkvision 60ft, Alchemical Substitute
 Special Vulnerabilities: Spell Vulnerability
 Saves: As base creature
 Attributes: As base creature
 Skills: As base creature
 Feats: As base creature
 Climate: Any
 Organization: As base creature
 CR: As base creature
 Treasure: 50% metals, 50% gems
 Alignment: Always neutral
 Advancement: By class only

Alchemical Substitute: Any natural spell-like abilities or special abilities are mimicked by an alchemical solution. These substitutes are limited to a number of uses equal to its CON modifier or at least one dose.

Acid Resistance: The metal skin of the construct provides an Acid Resistance of 5 since their metal hides are less vulnerable to corrosives. This energy resistance does not stack with any energy resistance the creature already possesses.

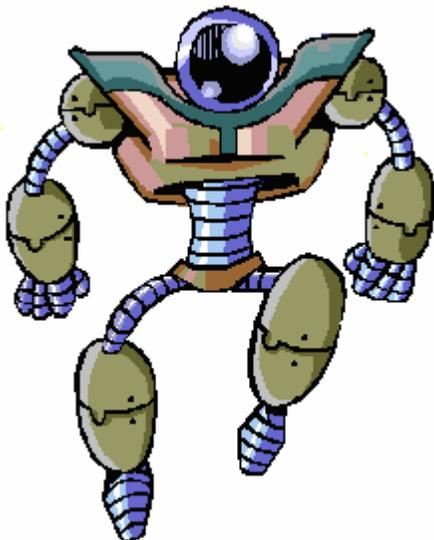
Construct Traits: A clockwork construct has all the properties common to a construct. Except that the clockwork is vulnerable to mental and emotional attacks, and the clockwork has a CON trait so it is vulnerable to critical hits and ability damage. A clockwork construct does not gain a Hit Point bonus due to size. The clockwork can not use potions, ointments, or magical foods.

Darkvision: All constructs have darkvision up to 60ft.

Physical Vulnerabilities: The construct can't use potions. It can not swim unless imitating an aquatic creature. Healing spells and positive energy has no effect on them. The clockwork can not be raised from the dead and is completely destroyed when reduced below zero hit points. The clockwork tires according to their CON attribute. The clockwork does not need to sleep but must rest for four hours every day to rewind. The clockwork does not need to eat or drink, but must ingest a pint of oil each day to maintain its normal performance. A clockwork construct deprived of oil suffers all the symptoms of starvation.

Spell Vulnerabilities: The clockwork is vulnerable to all spells that effect constructs. *Heat Metal* and *Chill Metal* inflict hit point damage to the construct. *Rusting* effects also damage the construct as if it was a "Iron Golem". The only spells that have no effect on clockwork are "poisoning" and "disease" and "negative energy or death" spells.

Clockwork Characters



A clockwork construct of any PC race has all the abilities and attribute modifiers of that race except magical abilities are converted to alchemical substitutes that must be restocked after use. Additionally regardless of the stated favored class of the imitated race the clockworks favored class is Rogue. The ECL of the imitated race also applies to the construct. The hit dice of the character is by its class rather than the construct standard (D10).

Examples:

Clockwork Troll

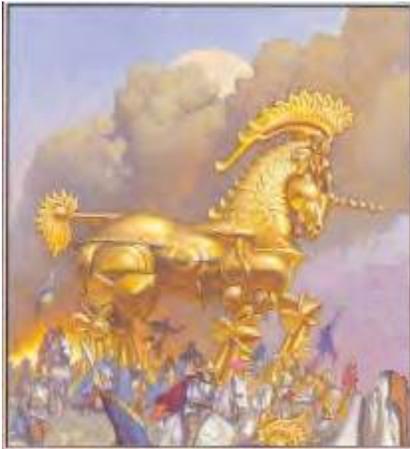
Large Giant Construct
 HD: 6D10 +36
 Initiative: +2 (Dex)

Speed: 30ft
 AC: 18, Touch 11, Flat Footed 17
 Attacks: 2 claw +9 melee, bite +4 melee
 Damage: Claw 1D6+6, bite 1D6+3
 Face/Reach: 5ft x 5ft/ 10ft
 Special Attacks: Rend 2d6 +9
 Special Qualities: Darkvision: 60ft, Construct Traits, Acid Resistance 5, Scent, Regeneration 5
 Saves: Fort +11, Ref +4, Will +3
 Attributes: Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6
 Skills: Listen +5, Spot +5
 Feats: Alertness, Iron Will
 Climate: Any
 Organization: Solitary
 CR: 5
 Treasure: 50% metal, 50% gems
 Alignment: Neutral

Rend: If both claw attacks hit, it can automatically deal an additional 2D6+9 hp of damage.

Scent: Installed in the cranium of the robot is an alchemical olfactory analyzer that will allow the tracking of five different specific scents before it becomes desensitized

Regeneration: Each part of the machine is magnetized by the action of an alchemical battery. If a body part is smashed, the magnetic polarity of its parts will restore the limb to function in 3D6 minutes unless destroyed by fire and acid. This ability is available five times before the voltaic cells are drained.



Clockwork Unicorn

Large Construct
 HD: 4D10+20
 Init: +3 (Dex)
 Speed: 60ft
 AC: 18 (-1 size, +3 Dex, +6 natural)
 Attacks: Horn +11, 2 hooves +3
 Damage: Horn 1D8+8, hoof 1D4+2
 Face/Reach: 5ftx10ft/5ft (10ft with horn)
 Special Qualities: Adamantine Horn, Cloud of Smoke, Signal Whistle, Construct Traits, Darkvision: 60ft, Acid Resistance: 5, Spell Vulnerability
 Saves: Fort +9, Ref +7, Will +6
 Abilities: Str 20, Dex 17, Con 21, Int 10, Wis 21, Cha 24

Skills: Listen +11, Move Silently +9, Spot +11, Perform +11, Sense Motive +9

Feats: Alertness

Climate: Any land

Organization: Solitary

CR: 3

Treasure: 50% metal, 50% gems

Alignment: Lawful Neutral

Advancement: By class

Clockwork Unicorns are designed to show off the craftsman's art and are generally heavily decorated. Ownership of one is a coveted status symbol, and the unicorn serves as both a mount and bodyguard. The Prime Directive of most clockwork unicorns is to protect its rider.

Adamantine Horn: The Clockwork Unicorn's horn is a blend of adamantine and palladium and is a +3 non-magical weapon. The horn can also spray "healing salve", cures 1D8 hp, five times until refilled.

Additionally the horn can inject a single dose of a "universal antidote" that negates any non magical poison. Instead of salve the horn can be loaded with acid or alchemist's fire and inflict 1D6 damage as a touch attack.

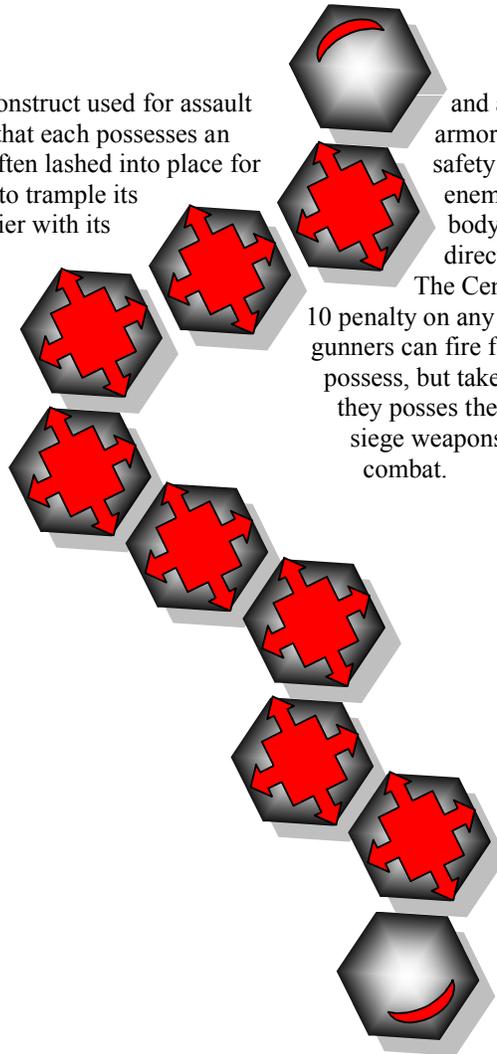
Cloud of Smoke: An internal burner can create a black cloud of coal smoke as a free action. The smoke cloud provides total concealment to all within a 10ft radius of the machine.

Signal Whistle: A special signal whistle inaudible to anything else can be heard by the unicorn up to a mile away. Generally this whistle is used to call the machine to its owner.

Centi-Cog

The Centi-cog is a sixty foot long clockwork construct used for assault transportation. It is divided into ten segments that each possesses an armored gun port. Cargo or troopers ride atop the construct and often lashed into place for safety. When attacked, the Centi-cog pilot directs his mount to trample its head-to-tail to create a 10ft radius circular barrier with its body. The pilot of the Centi-cog rides within the head cavity and directs the actions of the Centi-cog using his Ride (DEX) skill. The Centi-cog is notoriously difficult to control and creates a -10 penalty on any "Ride" skill checks. The pilot and any of its possible nine gunners can fire from the Centi-cogs gun ports any range weapons they possess, but takes the full movement penalty on their attack rolls unless they rely on steel mandibles in close combat.

and armored gun port. When enemies or curl body. The pilot of directs the actions The Centi-cog is 10 penalty on any "Ride" skill gunners can fire from the possess, but takes the full they posses the "Mounted siege weapons. Instead combat.



Centi-Cog

Gargantuan Vermin Construct (clockwork)
 Hit Dice: 16d10 (88hp)
 Init: +2 (DEX)
 Speed: 40 ft
 AC: 18 (-4 size, +2 Dex, +10 nat.)
 Attacks: Bite: +13
 Damage: Bite 2d8+7
 Face/Reach: 15ft x60ft/10ft
 Special Attacks: Trample (Ex)
 Special Qualities: Construct Traits,
 DR: 5/Bludgeoning, 7 gun ports.
 Saves: Fort +10, Ref +7, Will +5
 Str 21, Dex 15, Con 10, Int--, Wis 10, Cha 2
 Climb +13, Hide -3, Spot +7
 CR: 6
 Alignment: Neutral
 Advancement: None

Description: The Centi-cog resembles a enormous steel centipede of ten half sphere sections. It is generally painted with the color of the party and marked with the units badge. Each section acts like a metal bunker that provides 9/10th cover to the single occupant inside. An iron door to each section is barred from within to prevent entrance. Its statistics are Hardness: 10, Hit Points: 60, Pick Locks DC: 28, Break DC: 28. Up to a ton of cargo can be carried strapped to the back of the construct.

War Cog

A War Cog is a giant clockwork construct designed for the battlefield. Unlike most constructs they are designed to carry siege equipment. War Cogs are at least "Large: in size but many are "Huge" or

“Gargantuan”. The size of the War Cog determines how many passengers it can carry, the power of its arsenal, and the strength of its armor.

Gun Ports: Gun Ports are armored arrow slits and gun hoops. Each gun port consists of a gunnery chair and provides 9/10 cover from attacks. Each gunner can fire any ranged weapon or spell he possesses, but suffers an attack penalty if she does not have Mounted Archery or Shot-On-The-Run feat. Gun Ports can be placed in the body, head, hands and arms, and legs or feet of the construct: Large constructs can have one gun port, Huge have 3 max, Gargantuan may have 1 on each limb, 2 in the torso, 1 within the head. The cost of each gun port is 200gp.

Cog Weapons: All constructs have the natural weapons of the creature they imitate. War Cog can replace a hand or an entire limb with a Siege Weapon. Unlike normal siege weapons the War Cog’s weapons reload automatically from a limited ammo supply carried within the limb. Cost of the weapon is in gold pieces.

COG WEAPON:	SIZE	DAM*	CRIT	RNG INC.	PAYLOAD	COST
Ballista, Light	Lrg.	2d6	x3	120ft	5	600
Ballista, Heavy	Huge	3d6	x3	120ft	5	800
Ballista, Siege	Gar.	4d6	x3	120ft	5	1000
Buzz Saw, Light	Lrg.	3d6	x3	Melee	NA	5000
Buzz Saw, Heavy	Huge	4d6	x3	Melee	NA	10000
Buzz Saw, Siege	Gar.	5d6	x3	Melee	NA	20000
Catapult 5lbs	Lrg.	3d6	x2	200ft	6	5000
Catapult 10lbs	Huge	4d6	x2	200ft	6	7500
Catapult 20lbs	Gar.	5d6	x2	200ft	6	10000
Spewer, Light	Lrg.	5d6	x2	30ft Cone	3 (90fl.)	5000
Spewer, Heavy	Huge	5d6	x2	40ft Cone	3 (180fl.)	7500
Spewer, Siege	Gar.	5d6	x2	60ft Cone	3 (360fl.)	10000
Ram Arm, Light	Lrg.	2d8	x3	Melee	1/round	1000
Ram Arm, Heavy	Huge	4d8	x3	Melee	1/rnd	2000
Ram Arm, Siege	Gar.	6d8	x3	Melee	1/rnd	4000

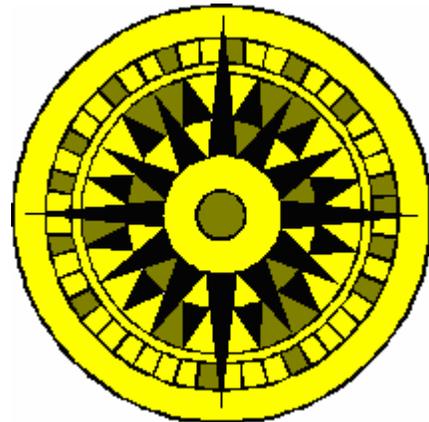
*Damage: This damage does not include explosive rounds.

Ballista: Similar to an oversized repeating crossbow, the ballista replaces the War Cog’s forearm and can be fired once per round. It reloads automatically. Any bonus provided to a crossbow can be applied to this weapon. The payload is limited to 5 shots.

Catapult: A catapult arm replaces one of the construct’s limbs. In a scorpion design, the tail is replaced with a catapult. This weapon can be fired once per round. The standard ammunition of these catapults is 5, 10, and 20 pound stone balls and gunpowder kegs. Gunpowder inflicts 1d6 fire damage per pound to a 1ft radius per pound. A reflex save (DC:10 +lbs. of gunpowder) will reduce the gunpowder damage by half. The cost of the gunpowder catapult keg is 15gp per pound.

Spewer: Spewers are commonly loaded with Alchemist Fire and spew streams of flame in a 60ft cone. A spewer has a three shot storage tank. A light spewer holds the equivalent of 90 flasks, a heavy = 180, and siege = 360. Holy Water, Acid, and or Tanglefoot fluid can be loaded into the spewer instead of fire. All within the cone of effect take damage equal to a direct hit from 5 flasks of alchemical solution. The victim of the weapon can attempt a REFLEX save (DC: 20) for half damage.

Buzz Saw: This is a circular saw that replaces the limb of a War Cog. The saw is very powerful and adds a +2 damage bonus when it is used with the *Cleave* or *Great Cleave* feats. Unfortunately a Buzz Saw is

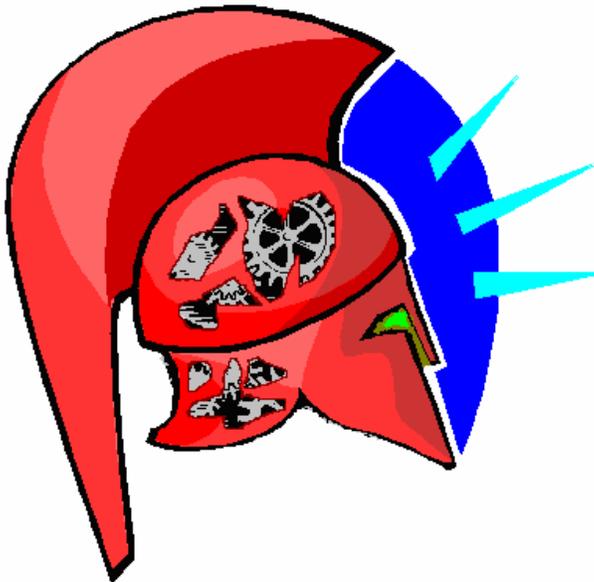


vulnerability to jamming. On any natural "1" attack roll with the buzz saw, the drive chain will snap and the weapon will be useless until repaired.

Ram Arm: A ram arm has an oversized closed fist or iron weight instead of the normal hand or tail. The weight is so heavy that it may only be used once per round even with an BAB of +6.

Cog Armor: The cog can be equipped with armor. This armor is riveted on to the surface of the cog. All armor bonuses and penalties remain the same. Only the cost and weight increase according to size; Large: Double Weight, Huge: x4 weight, Gargantuan: x8 weight.

ARMOR TYPE	LARGE	HUGE	GARGANTUAN
Padded	10gp	20gp	40gp
Leather	20gp	40gp	80gp
Studded L.	50gp	100gp	200gp
Scale Mail	100gp	200gp	400gp
Chain Mail	300gp	600gp	1200gp
Banded Mail	500gp	1000gp	2000gp
Half Plate	1200gp	2400gp	4800gp



Gear Head Template

Partial Clockwork Golem

Size: Unchanged

Hit Dice: Unchanged

Initiative: Unchanged

Speed: Unchanged

AC: +10 natural armor

Attacks: Unchanged

Damage: Unchanged

Face/Reach: Unchanged

Special Attacks: Mechanical

Upgrade.

Special Qualities: Armor

Modification, DR 5/bludgeoning,
Mechanical Advantage.

Saves: Gains a +2 to all Fortitude
saves.

Attributes: +8 to Strength, +4 CON, INT -6, WIS +0, CHA -6.

Skills: Unchanged

Feats: Unchanged

CR: +3 to previous CR.

ECL: +5

Advancement: By class

Description:

A Gear Head is a person who decides to augment their body with clockwork parts. Most people are repulsed by this change since the clockwork parts are bulky and disfiguring. Generally, half the body is replaced by copper, steel, and brass machine parts. These limbs are vulnerable to damage that must be repaired and rusting. Each limb has a hardness of 10 and 30 hit points for a hand or foot, 50 for an arm or leg. Like other Half-Golems the character must make a Will save (DC= 10 +5 per each mechanical limb and mechanical upgrade added) or the character becomes a clockwork construct. As a clockwork construct the character is instantly destroyed if reduced below 0 HP, can't be brought back to life, can't use potions, can't swim, and can't be healed by positive energy.

Special Attacks

Mechanical Upgrade (Pick One only):

Additional upgrades can be installed instead of an attribute bonus at 4th level and every four experience levels attained thereafter.

Adrenalin Boost: A vial of artificial adrenalin is encased in a metal collar surgically implanted into the Gear Head's neck. As a free action, the Gear Head can activate this collar and gain the equivalent of the rage class ability once per day. This modification stacks with any rage or frenzy abilities the Gear Head may possess.

All Seeing Eye: The eye of the Gear Head is replaced by a series of glass lenses that provide the character with telescopic sight, dark vision (60ft), and a +10 mechanical bonus to Search Checks.

Can Opener: A mechanical claw is attached instead of a hand to the Gear Head. The character can no longer use that hand to hold weapons or shields and suffers a -2 on any skill that requires the use of its hands (such as Craft, Disable Device, Pick Locks, etc.). As weapon, the claw inflicts 1d8 (x3) or 1d6 (x3) for "small" Gear Heads. If it is used for a sundering attack, it ignores 5 points of hardness for any damage rolls. During grappling it can be locked shut after a successful grapple hold, and causes a -5 Escape Artist check penalty. A "Can Opener" is an exotic weapon in which the Gear Head automatically proficient. Any weapon feat other than weapon finesse can be applied to the claw.

Climbing Claws: This attachment to hands and feet allows a Gear Head to climb as quickly as the character can walk. In addition, his unarmed attacks now inflict lethal damage and the character must take a -2 AB to inflict non-lethal damage.

Clockwork Heart: The clockwork heart makes the Gear Head invulnerable to "sleep" effects and allows the character to remain conscious even when below 0 hit points.

Greased Lightning: The skin of the Gear Head is always shiny with lubrication. It gains a +4 mechanical bonus to any Escape Artist and Tumbling checks whenever he or she is not wearing armor.

Iron Mask: This gruesome modification replaces the face and skull of the character with one of metal. This prevents anyone from reading the expressions of the Gear Head making the character more frightening. Add a +2 mechanical bonus to Bluff, Intimidate, and Sense Motive. The metal skull also adds an additional +1 AC armor bonus to the character. Finally, the Gear Head can use the iron mask as a bludgeoning simple weapon (Small: 1d4 (x2)/Med: 1d6 (x2) and double damage on a charge attack).

Ironsides: Every inch of the Gear Head's skin is now covered with metal. This property boosts its damage resistance from DR:5 (bludgeoning) to DR:10 (bludgeoning). Unfortunately, the Gear Head loses much of its sense of touch and suffers a -4 penalty on all skill checks that require a sense of touch (such as Craft, Pick Locks, Disable Device, etc.)

Mechanical Bull: A pair of steel horns can be added to the characters forehead for an animalistic or devilish appearance. This horns can be used as weapons (Small: 1d4 (x2), Med.: 1d6 (x2)) and stack with the damage inflicted by the metal skull. Unfortunately, any character with this modification can't wear any sort of hat or helmet.

Nerves of Steel: The Gear Head gains a +4 bonus versus any fear effect.

Piston Legs: The legs of the Gear Head have been replaced with a mechanical version that is faster and more powerful. Add +10ft to the character's Speed and a +10 mechanical bonus to Jump checks.

Sculpted Beauty: This modification provides the Gear Head with an exquisite mechanically enhanced body. Anyone of the same race as the Gear Head will find him or her beautiful. This modification provides the Gear Head with a +2 bonus on Gather Information and Diplomacy check, and the initial attitude of an NPC will be one step closer to friendly. Unfortunately, beauty is subjective and these bonuses do not apply to creatures that aren't the same race as the Gear Head.

Steel Fist: This mechanical hand is larger than normal and can always be used as a club (i.e. simple weapon). In addition the modified hand and arm are strong enough to wield two-handed weapons one handed such as a Great Sword or Great Axe with no AB penalty. If the Gear Head wishes to use his iron fist defensively, he treats it the same as a small steel shield (+1AC). Unfortunately the arm is so large, it permanently throws off the character's balance and inflicts a -1 penalty to all "athletic" skill rolls (i.e. Climb, Tumble, etc.).

Spine of Steel: With the Gear Head's reinforced spine, it can ignore any skill check penalties from carrying a medium (-3) or heavy (-6) load. Unfortunately, an iron spine renders the Gear Head less limber and he loses two points of his or her Dexterity Attribute permanently.

Tin Ear: This device confers a +2 mechanical bonus to all Listening checks, Perform (any music) checks, and Lock Picking checks. It also provides limited sonar, which is treated as Blindsight (5ft range)

Wound Too Tight: The Gear Head reacts quickly to danger and gains a +4 mechanical bonus to initiative and a +2 to Reflex Saves, but suffers a -4 to all concentration checks.

Special Qualities

Armor Modification: All armor worn by the Gear Head must be modified to fit around the character's clockwork parts. This requires a Craft (Armorsmith) check (DC is the same as building a new suit of armor) and costs 1/10 the value of the armor.

Mechanical Advantage: The character fatigues at half his normal rate because so many of his parts are clockwork. In addition, a Gear Head only needs half as much sleep as a normal creature. On the negative side half of any damage taken by the Gear Head is inflicted on his mechanical parts and must be *repaired* rather than *healed*. A successful Craft (clockworks) check (DC: 20) will repair 1d10 hit points for every 10gp spend on replacement parts.

PC Option:

A character can choose to become a clockwork cyborg, but he must find someone able to perform the surgery and build the parts. This is not an easy task since the White Party has branded all who perform or possess clockwork upgrades as criminals and terrorists.

In addition, the player character must permanently sacrifice one experience level much as if he was resurrected because of the grueling recovery from such massive surgical reconstruction. The PC must also fund the project. Including clockwork parts, labor, and hospital expenses, this modification costs 20,000 gold pieces.

Optional Mechanical Augmentations for GEAR HEAD Template.

Each of these will cost a PC gear head one of his experience level given feats. These augments are not as powerful as Mechanical Upgrades and have greater penalties for usage.

Aquanaut

Gain: With this upgrade an air breathing creature can breathe underwater indefinitely. The inverse of this upgrade, **Aeronaut**, does the same for water breathers. Additionally the Gear Head is provided with clockwork locomotion for this new environment; 10ft Swim Speed in water (or land for the Aeronaut).

Lose: The Aquanaut is less agile in his native environment and is 10ft slower due to this modification.

Clockwork Graft: (Take only once)

Gain: Grafted to the Gear Head is part of the body of another clockwork construct. The most common forms of a clockwork graft are an additional arm, a tentacle, a pair of jaws, or an eye. If the graft is damaged it can be rebuilt for 10gp per hit point. Each has the following stats.

Hit Points: 10 Hardness: 10 AC: Same as Gear Head BAB: Same as Gear Head

Attacks: Varies Attributes: STR: 10, DEX: 10, CON: na, INT: na, WIS: 10, CHA: 1.

Saves: Same as the Gear Head Special Qualities: Unique to form of graft.

THIRD ARM: Adds an extra attack to the Gear Head's full attack action at the Gear Head's BAB. It can only strike with weapons it can hold one handed or unarmed attacks (Med: 1d3 or Small: 1d2).

TENTACLE: Can be used instead of other arms for reach attacks (double normal reach).

TORSO JAWS: May inflict an additional 1d8 (1d6 for "small" Gear Heads) piercing damage on successfully grappled opponents. Attack Bonus is equal to the Gear Heads BAB.

EYE IN THE BACK OF YOUR HEAD: The Gear Head can see attackers sneaking up from behind.

Lose: The character's body no longer reacts instinctively and suffers a -2 penalty of all initiative checks.

Dragon Breath:

Gain: The clockwork can breath a stream heated steam as a full round action. This modification can only be used once every day. The "fire" damage inflicted is 1d6 plus his CON modifier to a 15ft cone in front of the Gear Head. By rolling a Reflex save (DC:1d20 +CON Modifier +BAB of the Gear Head) any victim will avoid "fire" damage.

Lose: This modification make talking difficult an inflicts a -2 penalty for Diplomacy, Gather Information, and Bluffing as well as a Concentration check (DC:15) for each spoken spell.

Flailing Arm:

Gain: This upgrade places the Gear Head's hands on the end of retractable chains hooked to a clockwork motors. All creatures adjacent to the Gear Head must make a Reflex save (DC: 10+BAB of the Gear Head) or be struck by an unarmed attack as its hand revolves around the character. Using this device is a full round action for the Gear Head, and it can only be used once per combat encounter since it needs to be rewound after each use. If the Gear Head also possesses Iron Fist or Can Opener the character can use those weapons instead for the spinning attack.

Lose: The Gear Head must drop any objects it is hand-carrying to use this attack.

Gilded Wings:

Gain: A pair of mechanical wings extends form the Gear Heads back. Most wings are designed to resemble those of a bat, bird, moth, or dragonfly. As long as the total weight supported is not greater than double the character's weight, the Gear Head possesses a constant "feather fall" ability.

Lose: A creature with wings can not wear physical armor heavier than "light".

Palm Gun:

Gain: A palm gun is a concealed light pistol built into the arm of the Gear Head. In all respects, this weapon is treated just like any other light pistol flintlock.

Lose: The palm gun takes twice as long to reload.

Nine Inch Nails

Gain: The original skin and bone natural weapon is replaced with a hydraulically driven, forged steel replica that is stronger than the original. Pick any **one** of the creature's natural attacks and increase the damage die size by one step. This upgrade will stack with "Climbing Claws" and can be taken only once. This augment not only includes claws, but bites, gores, slams, and tail swats as well.

Lose: If the attack caused poison damage or disease infection that ability is lost.

Rocket Pack:

Gain: Provides a +20 mechanical bonus to Jump Checks to a number of jumps equal to the CON Modifier of the Gear Head or at least once per day. This upgrade stacks with the Piston Legs bonus.

Lose: The Gear Head can no longer wear heavy armor.

Weapon Arm:

Gain: By sacrificing a hand, the Gear Head can use a "one-handed" or any "oversized" light weapon (increase the damage die one step) as a light one handed weapon at no additional penalty. The weapon arm is usually a melee weapon but range weapons other than bows can also be used.

Lose: The loss of a hand inflicts a -4 penalty to all Craft, Pick Lock, Climb, Tumble, Swim, and Disable Device checks. Also the character can only lift half as much at a time, but his carrying capacity is unchanged.

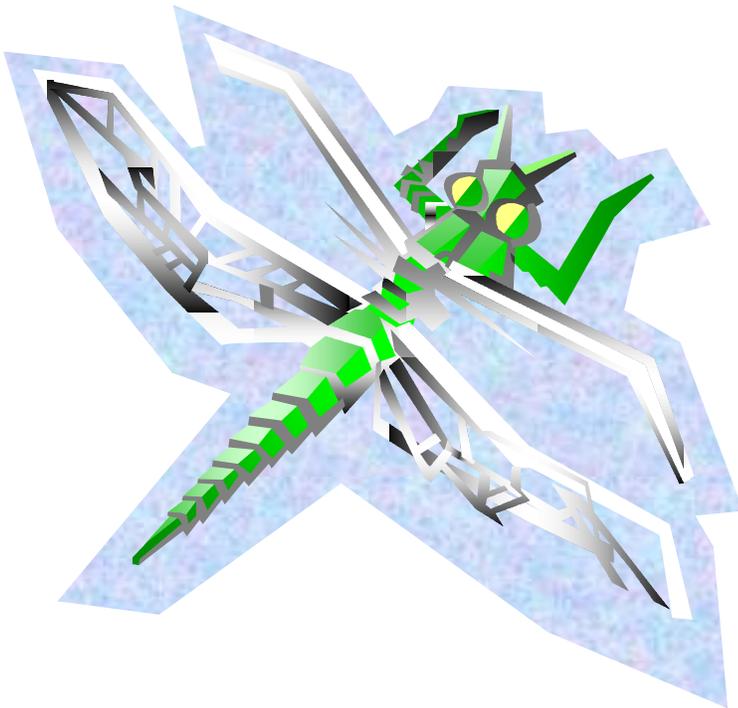
Wonderland Vermin

GIANT GRASSHOPPER

Huge Vermin
 Hit Dice: 10d8 -10 (35 hp)
 Initiative: +4
 Speed: 30ft, fly 60ft (poor)
 AC: 18 (-2 size, +4 DEX, +4 N.A.)
 Attacks: Bite: +13
 Damage: Slam: Bite: 1d6+8
 Face/Reach: 10ftx20ft/10ft
 Special Attacks: None
 Special Qualities: Vermin Traits, Dark Vision (60ft)
 Saving Throws: Fort +11, Ref +7,
 Abilities: STR 26, DEX 18, CON 8, WIS 10, CHA 10
 Skills: +20 Jump, +10 Hide (+5 Nat. Camouflage)
 Habitat: Light Forests and Plains
 Organization: Solitary or Swarms (10 to 60)



Challenge Rating: 10
 Alignment: True Neutral
 Advancement Range: 11 to 16 HD (Huge)



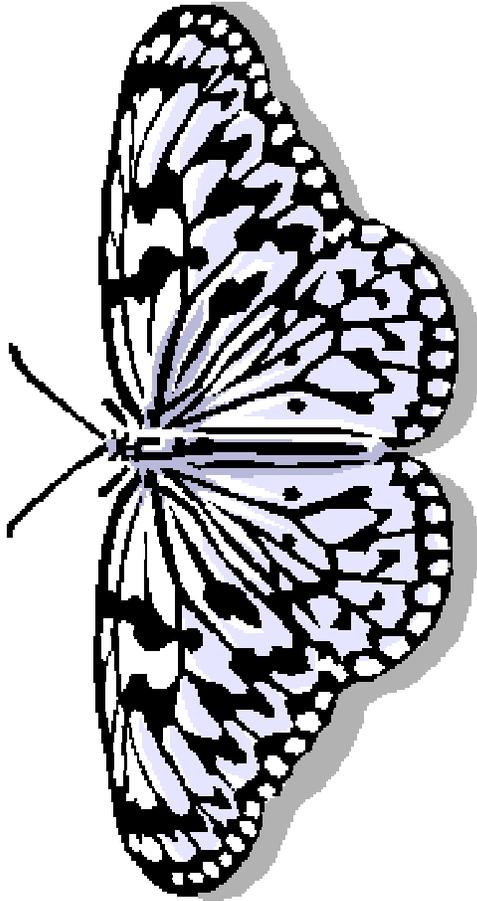
GIANT DRAGONFLY

Huge Vermin
 Hit Dice: 8d8 +48 (84 hp)
 Initiative: +1

While a single giant grasshopper is a curiosity, a swarm is a plague that devourers hundred of acres. Giant Crickets and locusts are virtually identical except that crickets live underground and locusts live near deserts.

Speed: 10ft, fly 60ft (perfect)
 Armor Class: 11 (-2 size, +1 DEX)
 Attacks: Bite: +8, 2 Claw: +3
 Damage: Bite: 1d8, Claw: 1d6
 Face/Reach: 15ftx15ft/10ft
 Special Qualities: Vermin Traits, Dark Vision (60ft)
 ST: Fort: +12, Ref: +3, Will: +3
 Abilities: STR 18, DEX 12, CON 22, INT 0, WIS 12, CHA 12
 Skills: +12 Spot
 Climate: Swamps
 Organization: Solitary
 Challenge Rating: 18
 Alignment: True Neutral
 Advancement: 9 to 12 HD (huge)

The giant dragonfly is an opportunistic predator that will eat anything it can catch. Smaller versions commonly are bred as pets for their colorful wings and carapaces.



GREAT WHITE MOTH

Large Vermin (Cold)
 Hit Dice: 3d8 -3
 Initiative: +1
 Speed: 10ft, fly 60ft (good)
 Armor Class: 10 (-1 size, +1 DEX)
 Attacks: 2 Touch: +4 (ignore armor)
 Damage: 2 Touch: 1d6 plus -1 STR (Fort DC 12)
 Face/Reach: 15ft x 15ft, 10ft.
 Special Attacks: Chill Touch (Su): Fort DC: 12.
 Special Qualities: Vermin Traits, Dark Vision (60ft)
 Saving Throws: Fort +2, Ref: +2, and Will: +3
 Abilities: STR 14, DEX 12, CON 8, WIS 15, CHA 13.
 Skills: +14 Listen
 Organization: Solitary or clouds of 1 to 6.
 Challenge Rating: 3
 Treasure: None
 Alignment: True Neutral
 Advancement Range: 4 to 10 HD (Huge)

A great white moth is a black and white nocturnal insect. It is often called a moon moth or winter moth. Unlike most vermin, the great moth has a magical nature that renders it immune to cold and a touch of its antennae inflict an effect identical to the chill touch spell (Fort DC: 12).

IMPERIAL PURPLE

Medium Vermin
 Hit Dice: 1d8
 Initiative: +1
 Speed: 10ft, fly 40ft (good)
 Armor Class: 11 (+1 DEX)
 Attacks: Slam: -1
 Damage: Slam: 1d3-1
 Face/Reach: 5ftx5ft/5ft
 Special Attacks: Sleep
 Special Qualities: Vermin Traits, Dark Vision (60ft)
 Saving Throws: Fort +2, Ref +1, Will +1
 Abilities: STR 8, DEX 12, CON 10, WIS 12, CHA 14
 Skills: +11 Spot
 Organization: Solitary or flocks of 1 to 4.
 Challenge Rating: 3
 Treasure: None
 Alignment: True Neutral
 Advancement Range: 2 to 3 HD (Large)

The imperial purple is a giant butterfly bred by the hearts family and guard animals. They use



their sleep spell-like ability to incapacitate creatures that trespass on White, Red, and Black Heart property. Breeding shows and hunting competitions are common for these insects.
Sleep (Su): This creature can cast sleep as a full round action at the same power as a 4th level sorcerer.

INFERNO BEETLE

Gargantuan Vermin (Fire)
 Hit Dice: 20d8 +120 (210hp avg.)
 Initiative: -3
 Speed: 60ft, burrow 20ft
 AC: 24 (-3size, -3DEX, +20 N Armor)
 Attacks: Gore: +25
 Damage: Gore: 2d8 +13 plus Burn.
 Face/Reach:
 Special Attacks: Burn, Frightful Presence, Trample.
 Special Qualities: Vermin Traits, Dark Vision (60ft), Fire Subtype.
 Saving Throws: Fort: +12, Ref: +3, Will: +7
 Abilities: STR 36, DEX 4, CON 22, WIS 12, CHA 10
 Skills: Spot 11
 Organization: Solitary
 Challenge Rating: 23
 Treasure: None
 Alignment: Chaotic Neutral
 Advancement Range: 21 to 31 (Gargantuan), 32 to 40 (colossal)



The legendary Inferno Beetle rises every hundred years and sets fire to all it touches. Entomologists believe that they breed in volcano and an eruption is the sign of one breaking free of its stone hive. The Church of the Patron claims that they are spawn of the Joker and are his way of tormenting mortals and entertaining himself. Luckily, they stay dormant for generations leading many to believe them mythical.

Burn (Su): Anything that touches the beetle must make a Ref save (DC: 30) or burns for 1d4 rounds.

Frightful Presence (Ex): The appearance of an Inferno Beetle inspires terror in everyone. A Will save (DC: 20) or anyone looking at the beetle will be *shaken* for 5d6 rounds (-2 morale penalty on all rolls).

Trample (Ex): As a standard action the beetle can trample a Huge or smaller creature. This attack inflicts 3d8 +19 points of bludgeoning damage plus fire damage. A trampled opponent can attempt an attack of opportunity at a -4 penalty or attempt a Reflex save (DC: 35) for half damage from the attack.

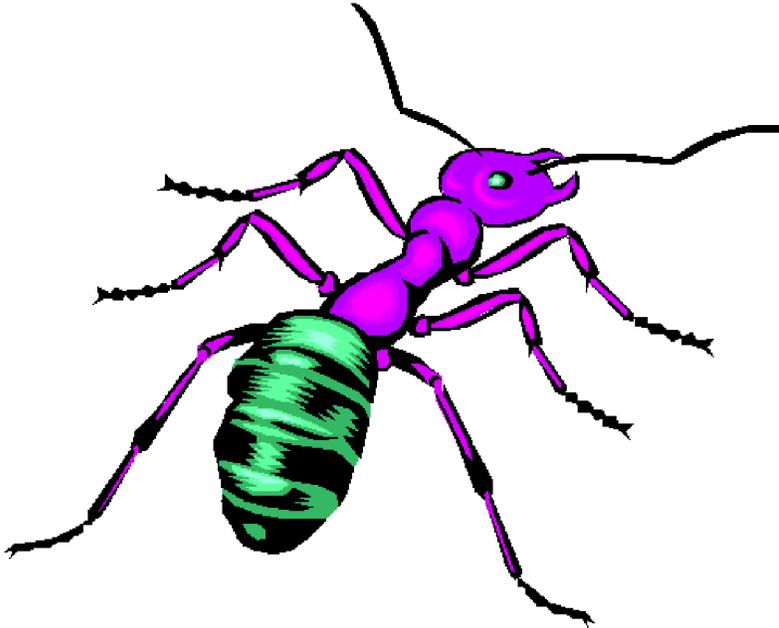
WAR SNAIL

.Large Vermin
 Hit Dice: 4d8 +12 (30 hp)
 Initiative: -1 (DEX)
 Speed: 20ft, climb 20ft
 Armor Class: 18 (+10 N. Armor)
 Attacks: Bite: +6
 Damage: Bite: 1d6+6
 Face/Reach: 5ftx10ft/5ft
 Special Attacks: Envelope, Slime
 Special Qualities: Vermin Traits, Dark Vision (60ft), Shell Up, Scent
 S. Throws: Fort +7, Ref +0, Will +1
 Abilities: STR 19, DEX 8, CON 16, INT --, WIS 10, CHA 1
 Skills: +12 Move Silently, +12 Climb
 Organization: Solitary, Colony (2-10)
 Challenge Rating: 6
 Alignment: Always neutral
 Advancement Range: 5 to 15 HD (Large)



The War Snail is a vermin bred by the Black Hearts as a war mount. They are extremely useful in caves where they can climb up, down, and upside-down. Wild snails are common and very dangerous.

Envelope (Ex): As a standard action the snail will attempt to envelope an opponent. The victim must make a Reflex save (DC: 10 +0.5HD + STR Mod) or the snail automatically grapples and suffocates its victim.
Slime (Ex): The slime trail a snail leaves behind it has the same effect as a grease spell for a full round.
Shell Up (Ex): The snail can completely retract behind its shell as a full round action. This gives the snail 9/10 cover but it can't make attacks. A common tactic is for the rider to use the closed up snail as cover.



WARREN ANT

Tiny Vermin
 Hit Dice: 1/8 d8 (1hp)
 Initiative:
 Speed: 15ft, climb 15ft
 AC: 13 (+2size, +1DEX)
 Attacks: Bite
 Damage: Bite:
 Face/Reach:
 Special Attacks: Caustic
 Special Qualities: Vermin
 Traits, Sense Gold (60ft)
 ST: Fort +2, Ref+1
 Abilities: STR 3, DEX 12,
 CON 10, WIS 10, CHA 1.
 Skills: Hide +11, Climb +11
 Organization: Solitary scout or
 hive (100 to 1000)
 Challenge Rating: 1/4
 Treasure: Stan. (gold & gems)
 Alignment: Always neutral

Advancement Range: ¼ HD (Small queen)

Warren Ants are rabbit sized vermin that create massive tunnel networks and are filled with acid. These ants are also called hoard ants or treasure ants because they gather precious metals and gems stones. They do this to build small gold basins for pools of acid to hatch their larvae. They can be dangerous to wealthy travelers because they have the ability to sense gold coins and jewelry from 60 feet away and won't hesitate to steal it.

Caustic (Ex): Killing an ant has the same effect as smashing a flask of acid. Any creature sharing space with the ant suffers 1d6 acid damage. All adjacent targets suffer 1hp of splash "acid" damage.



Larval Template

Apply the following modifications
Size Level: Reduce by two categories
Speed: 30ft, climb 20ft (suction cup)
Hit Dice: Reduce by half
AC: Remove any natural armor
Special Qualities: Spin Thread, Toxic

Skills: +8 Use Rope and Climb modifiers

Challenge Rating: Reduce by half

Many vermin hatch into an immature larval form before they take their full adult shape. As a larva most creatures are significantly weaker and lack all natural armor. Many live underground or with the trees.
Spin Thread (Ex): Many larva can spin silk. With the ability, the vermin has an infinite supply of silk rope.

Prestige Classes

BLACK ZEALOT

The Black Zealot is a revolutionary member of the Black Parties. He is not happy with the glacial advance of the Black Party's policies and what change immediately, and will pursue any means to get it. Officially the Black Party disavows any support or knowledge of Black Zealots, but many party leaders have discreet ties to small zealot camps scattered through out Wonderland. The most infamous of the zealot camps is the *Tea Party Movement*, but others exist such as the Aprilists, the Black Toms, the Hallow's Eve Congress, and the Blue Meanies.



All black zealots are skilled in creating incendiaries, black powder bombs, and poisons. Additionally, they are often charismatic speakers that can seduce a crowd into riot and mayhem with their bombastic rhetoric.

Most black zealots start as rogues or bards, but many barbarians, fighters, and sorcerers take this path for the sake of revenge.

Black Zealot (BlZe)

Requirements: Alignment: never Good, Iron Will, Leadership feat or CHA: 13+, Craft (Alchemy): 10 ranks, Craft (Poison): 10 ranks

Hit Dice: 1d6

Skills: Bluff, Craft (Any), Disguise, Gather Information, Hide, Intimidate, Move Silently, Sense Motive.

Skill Points: 4 +INT Mod. per level

Proficiencies: All simple weapons, All black powder weapons.

	BAB	Fort	Ref	Will	Abilities
1.	+0	+0	+2	+2	Spell casting, Use Poison
2.	+1	+0	+3	+3	Rage (1/day)
3.	+2	+1	+3	+3	Bomber
4.	+3	+1	+4	+4	Mob Rage (1/day)
5.	+3	+1	+4	+4	Closed Mind

Abilities

Spell casting: The Black Zealot has access to limited selection of spells that he or she can cast as a sorcerer of a level equal to this PrC similar to the Assassin.

Class Level	Spells Known (1 st /2 nd)	Spells per Day (1 st /2 nd)
1.	1/0	2/0
2.	1/0	3/0
3.	2/0	4/0
4.	2/1	5/2
5.	3/1	5/3

Available Spells:

Level One: *Alarm, Grease, Obscuring Mist, Detect Secret Doors, True Strike, Hypnotism, Change Self, Undetectable Aura, Cause Fear, Expeditious Retreat, Feather Fall, Jump, Message*

Level Two: *Obscure Object, Darkness, Shatter, Blur, Mirror Image, Misdirection, Blindness/Deafness, Cat's Grace, Dark-vision, Knock, Pyrotechnics, Whispering Wind*

Use Poison: The Black Zealot can use poison without risk.

Rage: Same as the first level barbarian's ability, the zealot's rage stacks with any other rages per day.

Bomber: Add a +1d6 damage to any incendiary or explosive attacks by the Black Zealot.

Mob Rage: The zealot can provide "rage" to all his followers that are within 90ft of him or her once per day.

Closed Mind: As a measure of security, the zealot is taught techniques to prevent anyone or thing from reading his thoughts or emotions. He is impervious to the "Detect Thoughts" spell and any related spell or ability.

CRAFT: POISON

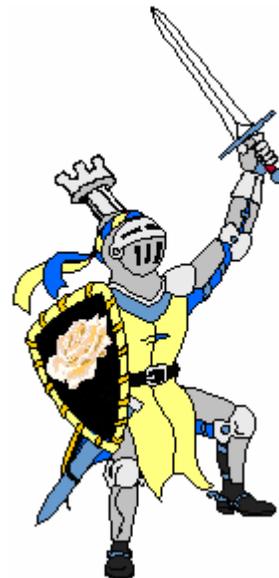
In Wonderland, in addition to poison zealots craft a variety of elixirs specifically for their followers. These elixirs must be ingested and initially provide enhancement for an hour. After an hour the negative secondary effects attack the user. Anyone may choose to fail the first saving throw, but he automatically fails the second as well. Repeated use of zealot elixirs may result in addiction. Every use of an elixir has a cumulative 10% chance of addiction. Addicts require a dose every week or suffer a -2 penalty to all their attributes (STR, DEX, CON, INT, WIS, and CHA) for 4d6 weeks as they "dry-out". The Fortitude save versus all these drugs is DC 15 by an unwilling user

Name	Cost	Initial Effect	Secondary Effect
Vigor-Aid	500gp	+2 STR/DEX/CON	-4 STR/DEX/CON
Wake Up	500gp	Immune to Sleep	-1D6 WIS
Rocket	500gp	Double Speed	-1D6 DEX
Psycho	2000gp	DR: 5/-	-2D6 CON
Mentat	500gp	+2 INT/WIS/CHA	-4 INT/WIS/CHA
Stim	1000gp	+10 Extra HP	-3D6 HP

Knight of the White Rose

*On a field of green,
knight falls and robes of purest
white change to blood red*

A Knight of the White Rose has sworn to defend the White Party Royal Family. Only elves and half elves become knights and most were wizards or sorcerers until they were adopted by the order.



Unlike traditional knights, a Knight of the White Rose depends upon his spells to provide him with his or her mount, magic weapon, and armor. Most have no physical equipment at all and create what they need with their spells on the field of battle.

Knight of the White Rose (KnWR)

Requirements: Elf or Half Elf, Must be able to cast *mage armor*, *mount*, and *magic weapon* spells, Still Spell, Combat Casting, Ride: 5 ranks, Spell craft: 5 ranks.

Special Requirement: Must be bound to obey the White Throne by *Geas* spell.

Hit Dice: 1d6

Skills: Climb, Concentration, Jump, Knowledge (any), Profession (any), Ride, Spell Craft.

Skill Points: 2 +INT Modifier per level

Weapon & Armor Proficiencies: All simple and martial weapons, All shields.

	BAB	Fort	Ref	Will	Abilities
1.	+0	+2	+2	+2	Spell casting, Mystic Armaments
2.	+1	+3	+3	+3	Still Spell Mastery(I)
3.	+2	+3	+3	+3	Improved Combat Casting
4.	+3	+4	+4	+4	Still Spell Mastery(II)
5.	+3	+4	+4	+4	Eldritch Armaments

Abilities

Spell casting: The knight gains a effective spell casting level for one of his spell casting classes every odd level of PrC advancement (1, 3, and 5).

Mystic Armaments: Knights of the White Rose specialize in using their spells to equip them for battle. From this point on *mage armor*, *mount*, and *magic weapon* first level spells have double their normal duration at no additional cost.

Still Spell Mastery: Similar to Spell Mastery, the knight can cast a number of spells equal to his INT modifier as "still" spells at no additional spell cost. The choices are limited to spells the knight already possesses. This choice is available at second and fourth levels.

Improved Combat Casting: The bonus to any concentration checks during combat is increased to +8 by this ability.

Eldritch Armaments: The knight's mystic armaments become even more powerful. The *mount* spell doubles in speed and the *mage armor* and *magic weapon* spell double their normal bonuses (increase to +8 armor and +2 weapon). These spells stay at the same cost for the spell caster.



Red Falcon

The Red Falcons are an exclusive group of mercenaries that specialize in aerial combat. They often work for the Red Party as military scouts and commandos, but can be hired by anyone with sufficient wealth.

To be part of the Red Falcons, you must be invited to join. They are very selective over who they initiate into their army, and will not pick anyone

with too many biases or a strict ethical code. Also any new member must be able to fly. Most use Wings of Flying or a Cloak of the Bat while others use spells or are natural flyers. The standard uniform is heavy armor painted in a pattern called "fire camouflage".

Red Falcon (RdFlc)

Requirements: Flight (natural, spell, or equipment), BAB: +5, DEX: 13 or higher, Tumble: 4 ranks.

Hit Points: 1d8

Skills: Bluff, Climb, Craft (Any), Jump, Profession (any), Swim, Tumble.

Skill Points: 2 +INT Modifier per level

Weapon & Armor Proficiencies: No new proficiencies.

	BAB	Fort	Ref	Will	Abilities
1.	+1	+2	+2	+0	Hover (MM2)
2.	+2	+3	+3	+0	Flyby Attack (MM2)
3.	+3	+3	+3	+1	Wingover (MM2)
4.	+4	+4	+4	+1	Dive Bomb
5.	+5	+4	+4	+1	Dog Tail

Abilities:

Dive Bomb: Dive Bomb has the same effect as the Spirited Charge feat, but only works while flying.

Dog Tail: A successful Dog Tail keeps you behind your opponent so that he is less capable of attacking you. Each combatant must make a DEX roll plus any levels in Tumble, Pilot, or Ride if applicable. The person with the highest total can either achieve a dog tail or escape an established dog tail. While in a dog tail, the aggressor is treated as having one half concealment from any attacks from his victim until the Dog Tail is negated. Similar to a "combat feint", this skill requires a standard action to attempt. Only characters with the Dog Tail feat can attempt to gain a dog tail on his opponents. Victims with perfect mobility in flight are immune to dog tails.

WILD WARLOCK



The Wild Warlock is a despised class of magic user who takes dangerous shortcuts to power that undermines his health and sanity. Any magic user found to be following this path is thrown out of society for his or her corruption and hazard to the public. A wild warlock can be any type of spell user but most come from the ranks of wizards. A clerical Wild Warlock is likely to worship the Joker since this is a path of worship he approves and finds highly amusing.

Wild Warlock (WW)

Requirements: Cast magic spells, Great Fortitude, Concentration: 8 ranks.

Hit Dice: 1d6

Skills: Concentration, Craft (Any), Knowledge (Any), Spell

craft, Wilderness Lore.

Skill Points: 2 +INT Modifier per level.

Weapon & Armor Proficiencies: No new proficiencies.

Level	BAB	Fort	Ref	Will	Abilities
1 st	+0	+2	+0	+0	Spell casting, Power Surge (I)

2 nd	+1	+3	+0	+0	Madness Feat
3 rd	+1	+3	+1	+1	Power Surge (II)
4 th	+2	+4	+1	+1	Madness Feat
5 th	+2	+4	+1	+1	Power Surge (III)

Class Abilities

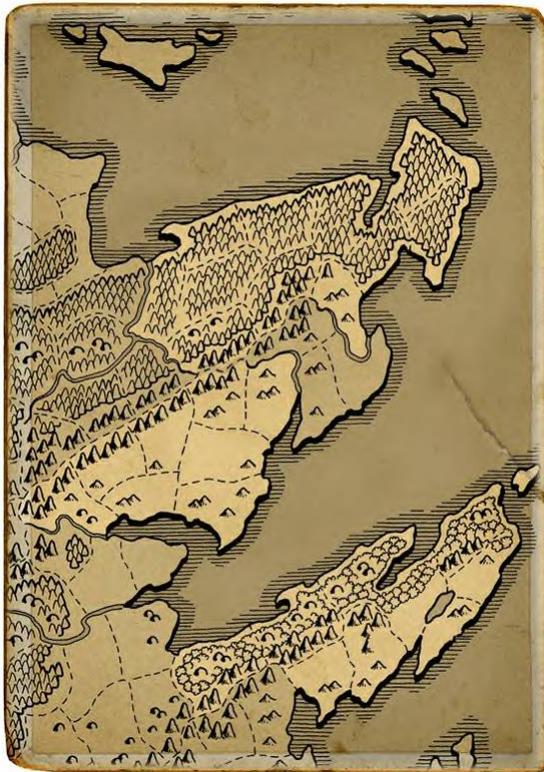
Spell casting: Every level gained in of the Wild Warlock class allows the character to add one level to a the effective spell casting level of one of his or her magic user core classes.

Power Surge: This ability provides the spell caster with the option of increasing his spell casting level on any spell he can cast. A first level Wild Warlock can cast a spell one effective level higher than normal, 2 at third level, and 3 as a fifth level Wild Warlock. Even metamagic spells can be enhanced this way.

While casting at this inflated level, the magic worker risks personal harm. The spell caster must make a Fortitude save (DC: 10 + {Effective spell caster level x2}) or suffers the effective spell caster level in hit point damage.

For example, a Wiz5/WW3 could power surge a *fireball* spell and throw a 10D6 fireball (rather than is normal 8D6), but he must make a DC 30 Fortitude save or suffer 10 HP of damage from arcane energy feedback.

Madness Feat: A wild warlocks contact with unrestrained magical energies has inflicted insanity on the magic worker. At levels two and four, the wild warlock must pick a madness feat in addition to any he or she may already possess.



THE LANDSCAPE OF WONDERLAND

Tulgey Wood

The Tulgey Wood is a forked peninsula of forest and marsh. It is lightly populated by humanoid races since it is the habitat of many dangerous species. Often unarmed criminals are driven into the area as punishment to meet their fate in the belly of some beast.

The Tulgey Wood peninsula forms a “V” shape since the Bay of Tears cuts through the center of it. The edges of the forest turn into a salt water marsh around the bay. The marsh is riddled with hundreds of small canals canopied by cypress and

weeping willows. Four rivers flow out of the Tugley Wood and into the Bay of Tears. From north to south these are the Dream Stream, the Crocodile’s Tail, Swine Creek, and the Crymea River.

The spine of the Tulgey Wood is composed of a range of oak covered mountains that parallel the bay on both sides. This mountain range is only 2000ft at its highest point. Heavy rain and fog on these hills create enough waterfall to feed a multitude of creeks and rivers. The largest of these rivers is the Misery River that flows north where it is joined by the Folly River and out into the Ocean of Memory.

The two main areas of heavy forest are the pine forest on the north side of the northern peninsula fork and the oak forest on the northern edge of the southern fork.

The local wildlife of the Tulgey Wood is diverse and numerous given the wide range of habitats within the Tulgey Wood and includes creature common to both swamps and forests. Additionally the wood is divided into minor fiefdoms controlled by local nobles, farming granges, and barbaric communes.

Mad Hatter

Human Barbarian (Level 8)

Size: Medium

HP: 77

AC: 15 (10 +3 (DEX) +2 (shield))

BAB: +8/+3

Initiative: +3

Weight: 170

Height: 5' 8"

Age: 63

Speed: 40 ft

Abilities: STR 15, DEX 16, CON 14, INT 9, WIS 11, CHA 7

Saving Throws: Fort +8, Ref +5, Will +2

Skills: Climb: 12, Craft (Haberdashery): 3, Intimidate: 8,

Listen: 10, Wilderness Lore: 10

Feats: Combat Reflexes, Power Attack, Imp. Bull Rush, Run

Languages: Common

Class Features: Rage (x3/day), Fast Movement, Uncanny Dodge, Barbarian Proficiencies.

Weapons: Oversized Meat Cleaver (Battleaxe +3): Melee Bonus: +13/+8, Damage:

1d8+3, Crit: x3, W: 6 lbs, Slashing.

Gear: Everburning Torch, Ioun Stone (Dull Gray), Feather Token (Anchor), Ring of Force Shield (+2 AC), Tent, Flint + Steel, Ragged Red Suit with a Red Top Hat, Whetstone, Sack, Grappling Hook, Rope (silk): 50ft.

Hair Color: White *Eye Color:* Blue *Skin Color:* Pale, sickly yellow.

Apparel: The Mad Hatter wears a ragged red velveteen suit with his big red top hat.

Mannerisms: Nervous, Jerky movements, Shifty eyes, always tense.

Distinguishing marks: He has a facial scar over his right eye from forehead to cheek.

Residence: The Mad Hatter bases his revolution movement in the Tulgey Woods.

Phobias: The Mad Hatter is terrified of growing old or being poisoned.

Friends: March Hare, Tea Party Movement, and many members of the Black Party.



Enemies: Queen of Hearts, the White Party, the Red Party.

The Mad Hatter and his Tea Party Movement is a terrorist group that attempts to supplant the other parties. Its goal is to take the political and economic powers of the White and Red parties for the Black Party. The Tea Party is officially sanctioned by the Black Party, and they are publicly castigated for their violent acts by Black Party leaders. The public disavowal conceals the private backing for terrorist operations from the Black radical fringe. Tea Party operations include assassinations, bombings, vandalism, and blackmail.

The Mad Hatter has a personal vendetta with the Queen of Hearts for the death of his father that he has fought for 47 years. He is obsessed with killing her in revenge, but is afraid he may die of old age before he does. His fear of growing old causes even greater resentment for the agelessness of the Heart Family, and he is in search of a fountain of youth for himself. A near death experience has made the Mad Hatter terrified of poison. At formal dinners, he often demands that the people around him switch places with him through out the meal.

March Hare

Halfling Hermit (Druid) 8th level

Size: Small

HP: 67

AC: 18 (10 +4 (DEX), +1 (Size), +3 (Armor))

BAB: +6/+1

Initiative: +4

Weight: 37 lbs

Height: 3'3"

Age: 50

Speed: 20 ft

Abilities: STR: 10, DEX: 18, CON: 16, INT: 14, WIS: 18, CHA: 10

Saving Throws: Fort: +10, Ref: +7, Will: +11, Additionally gains a +2 vs. Fear and +4 vs. Fey Magic.

Skills: Handle Animals 6, Profession (Apothecary) 14, Profession (Herbalist) 14, Heal 14, Knowledge (Nature) 12, Spell Craft 12, Wilderness Lore 14

Bonus Skills: +18 Hide, +16 Climb, +16 Move Silently, +8 Listen, +2 Jump.

Feats: Point Blank Shot, Rapid Shot, Weapon Focus: Sling

Languages: Common, Elven, Gnome, Halfling

Animal Companion: Wolf (Padfoot): HD 2

Weapons: Sling +2, Range Bonus: +12/+7, Range Inc.: 50 ft, Damage: 1d4+1, Ammo: 10

Gear: Bag of Tricks (Rust), Bead of Force (2), Shadow and Silent Leather Armor +1, Potion of Love, Potion of Spider Climb, Ring of Climbing, Bag of Sling Bullets.



Hair: Brown Top Knot *Eyes:* One brown, one blue *Skin:* Nut Brown
Apparel: The March Hare copies the Black Party fashion and his black leather armor is topped with a false pair of brown rabbit ears.
Mannerisms: He repeats what's said to him and he is always wringing his hands.
Distinguishing Marks: The March Hare is addicted to hallucinogenic mushrooms.
Residence: He lives in the Tulgey Wood.
Phobia: He is very superstitious about the number 13.
Friends: The March Hare is part of the Mad Hatter's Tea Party
Enemies: The March Hare has a vendetta with the Red Party.

The March Hare is a hermit living in the Tulgey Wood. He provides the Tea Party with poisons, healing, and magic in order to fight the Red Party. He believes that if the Mad Hatter gains enough influence that he will provide his supporters with wealth and status.

The March Hare is addicted to the hallucinogenic mushrooms that grow in the forest. This makes him unpredictable and unreliable in a fight. For most Tea Party missions his role is limited to support and medical aid. The March Hair only cares about himself, but has become a valued member of the Tea Party to the Mad Hatter for his holistic medicine and his magical spells.

The Tea Party

The Tea Party is a terrorist organization dedicated to overturning the current Wonderland government. Most of the members of the Tea Party have suffered from the actions of the White or Red parties and wish revenge. The Black Party publicly disavows them but a minority within party leadership quietly funnels cash and supplies to them to assist them in their goals. In return for this support, the Tea Party will occasionally act against targets chosen for them.

The leadership of the Tea Party is based in Tulgey Wood, but it is broken into cells scattered throughout Wonderland. Most cells are extremely small, usually one to six members, and all communication between cells is done through a series of blind drops. In effect the Mad Hatter can provide information, resources, and orders to his cells, but the individual cells determine their targets, tactics, and timing. This loose format prevents any one cell from betraying another since they have no idea who or where they are.

Vice is a major weapon in the Tea Party's arsenal. The Tea Party has strong ties to the black market and many members moonlight as smugglers and thieves. Many attempt to manipulate party officials by bribing them with illegal goods and services. Once the official has taken a bribe from them they can keep a tight hold on him or her through blackmail. This is due to the high moral standards of the White and Red Parties require of their officials. Additionally, the White Queen's ruthlessness on crime has had the opposite of her intended effect. Her draconian policies of royal executions for misdemeanors and public flogging for minor offenses make many desperate to conceal wrongdoing and graft. The black market also supplies the majority of the narcotics of

Wonderland to the idle rich and the working poor. Addicts can unwittingly supply information and opportunity for the next Tea Party attack.

Hallucinogenic Mushrooms: All are highly addictive (Will DC: 10 +# eaten). An addict will require another dose every week until a *remove curse* spell is used on him.

Black Shroud: Ingested, Save DC: 16, 1st Dam: Feign death (1d6 hrs.), 2nd Dam: -1 STR.

Happy Feet: Ingested, Save DC: 15, 1st Dam: *expeditious retreat* (4th level sorcerer), 2nd Dam: -1d4 DEX

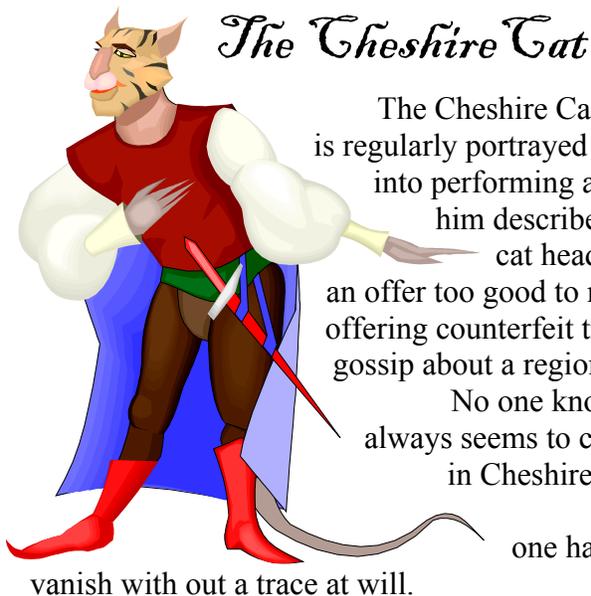
Gold Cap: Ingested, Save DC: 13, 1st Damage: *guidance* (4th level druid), 2nd Dam: -1 CHA

Blood Lust: Ingested, Save DC: 17, 1st Damage: +1d4 STR and CON (1d6 rounds), but attacks the nearest creature to him. 2nd Damage: -1d4 STR and -1d4 CON.

Nirvana: Ingested, Save DC: 18, 1st Dam: Pleasantly dazed (lasts 1d6 min.), 2nd Dam: -1d4 CON.

Purple Spots: Ingested, Save DC: 12, 1st Dam: *charm person* (4th level sorcerer), 2nd Dam: -1 INT

False Courage: Ingested, Save DC: 14, 1st Dam: +4 vs. fear effects, 2nd Dam: -1d4 WIS.



The Cheshire Cat

The Cheshire Cat is a figure of legend and hearth stories. He is regularly portrayed a villain and a trickster that fool the unwary into performing acts of evil and cruelty. Many folktales about him describe him as a well dressed man with a grinning cat head that presents travelers and adventurers with an offer too good to refuse. He has lured many to their deaths by offering counterfeit treasure maps, false testimony, and spiteful gossip about a region or person for hundreds of years.

No one knows the true purpose of his actions but he always seems to come out ahead. He is most often encountered in Cheshire County hence his name.

There is a bounty placed on his head, but no one has yet claimed it since he seems to be able to vanish with out a trace at will.

Cheshire Cat

Rakshasa Sorcerer

Medium Outsider (Native)

Hit Dice: 7d8+21 plus 5d4 (65 hp)

Initiative: +6

Speed: 40 ft. (8 squares)

Armor Class: 21 (+2 Dex, +9 natural), touch 12, flat-footed 19

Base Attack/Grapple: +7/+8

Attack: Claw +8 melee (1d4+1)

Full Attack: 2 claws +8 melee (1d4+1) and bite +3 melee (1d6)

Space/Reach: 5 ft./5 ft.

Special Attacks: Detect thoughts, spells

Special Qualities: Change shape, damage reduction 15/good alignment and piercing, darkvision 60ft ft., spell resistance 27

Saves: Fort +9, Ref +8, Will +10

Abilities: Str 12, Dex 14, Con 16, Int 13, Wis 13, Cha 19

Skills: Bluff +18*, Concentration +13, Diplomacy +7, Disguise +18 (+20 acting)*, Intimidate +5, Listen +13, Move Silently +13, Perform (oratory) +14, Sense Motive +11, Spellcraft +12, Spot +11, Knowledge (Arcane) +12, Forgery +6

Feats: Alertness, Combat Casting, Dodge, Improved Initiative, Spell Penetration.

Environment: Warm marshes

Organization: Solitary

Challenge Rating: 15

Treasure: Standard coins; double goods; standard items

Alignment: Always lawful evil

Spells: The Cheshire Cat casts spells as a 12th-level sorcerer.

Typical Sorcerer Spells Known (6/7/7/7/5/3; save DC 16 + spell level): 0—dancing lights, detect magic, detect poison, light, mage hand, message, read magic, resistance, touch of fatigue; 1st—charm person, mage armor, magic missile, shield, silent image; 2nd—bear's endurance, invisibility, acid arrow, Tasha's hideous laughter, magic mouth, misdirection; 3rd—dispel magic, haste, suggestion, tongues; 4th—Evard's black tentacles, dimensional door, solid fog; 5th—shadow evocation, nightmare; 6th—programmed image

A closer look at a rakshasa reveals that the palms of its hands are where the backs of the hands would be on a human.

A rakshasa is about the same height and weight as a human.

Rakshasas speak Common, Infernal, and Undercommon.

COMBAT

In close combat, which a rakshasa disdains as ignoble, it employs its sharp claws and powerful bite.

Whenever possible, it uses its other abilities to make such encounters unnecessary.

Detect Thoughts (Su): A rakshasa can continuously use detect thoughts as the spell (caster level 18th; Will DC 15 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

Change Shape (Su): A rakshasa can assume any humanoid form, or revert to its own form, as a standard action. In humanoid form, a rakshasa loses its claw and bite attacks (although it often equips itself with weapons and armor instead). A rakshasa remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, but the rakshasa reverts to its natural form when killed. A *true seeing* spell reveals its natural form.

Skills: A rakshasa has a +4 racial bonus on Bluff and Disguise checks. *When using change shape, a rakshasa gains an additional +10 circumstance bonus on Disguise checks. If reading an opponent's mind, its circumstance bonus on Bluff and Disguise checks increases by a further +4.

Treasure and Equipment:

Bag of holding (bag 3): 4000gp, 1200pp

Dust of appearance

Chime of opening

Glove of storing: holds a **Wand of Web**.

Lens of detection

Portable Hole: Blue Diamond (5000gp), 5 Bloodstones (50gp ea), Star Sapphire (1000gp), Lion and Unicorn Painting (1400gp), Marble Stag Statue (5000gp), Gold Music Box (1800gp), Chest of Royal Clothes (3000gp).

Daern's Instant Fortress

The Grinning Fools

The Grinning Fools is a cult devoted to the Jester. It is unknown if this group was started by him or some other priest, but it has been utilized by the Cheshire Cat for generations. The Grinning Fools view the Cheshire Cat as a champion of the Jester. They believe that helping him grants them divine favor in their ventures and fortunes. The bulk of this cult is clandestine Black Party worshipers, but others are drawn from addicts, gamblers, and the hopelessly naïve.

Prayer to the Jester is supposed to grant the worshiper luck in gambling and love, increase his yearly revenue, and ward off illness. More importantly, his prayers can inflict suffering, misfortune, and even death on his enemies. Most join the cult for vengeance on enemies real or perceived and a true enjoyment of watching others suffer.

The clergy of the Grinning Fool can have access to the domains of Luck, Destruction, and Trickery. Many are evil psychopaths and make religious ceremonies out of their sadism, debauchery, and gluttony.

Death Grin Poison: Death Grin Poison is an herbal contact poison that first “confuses” the victim and then attacks his constitution. It is often used to cover a glove, playing card, or dueling weapon. Effects: Contact, Save DC: 16, Initial Damage: *Confused* for 1d10 minutes (See Condition Summary in DMG), Secondary Damage: 2d6 CON, Cost: 1800gp.

BILL THE CHIMNEYSWEEP

Cleaning chimneys is a filthy, dark, dangerous task. This labor attracts only the low caste workers. Bill is a kobold known for his proficiency as a chimneysweep, but few know his true trade as a cat burglar. By day he cleans the chimneys of the wealthy, and by night he cleans them out. He is part of the Chimneysweep Guild (RECHDWOG)

Bill the Chimneysweep (Alignment: Neutral Evil)
Small Kobold Rogue (Level 2)

Hit Points: 11

AC: 16

Initiative: +6

BAB: +1

Weapons:

- Masterwork Silver Dagger: +1 (Damage: 1d4-1 19-20/x2)
- Masterwork Hand Crossbow with 20 MW bolts: +5 (30ft, Damage: 1d4 19-20/x2)

F/R/W: +1/+6/+0

Skills: +12 Hide, +8 M. Silently, +8 Tumble, +10 O. Lock, Listen, Spot, +8 Search, +10 Appraise, +10 D. Device, +4 UMD, Craft (Traps): +4, Prof. (Miner): +2.

Abilities: STR 8, DEX 17, CON 13, INT 14, WIS 10, CHA 8

Feats: Imp. Initiative

Class Features: Sneak Attack: +1d6, Evasion

Armor: Masterwork studded leather (+3, DEX Mod.: +5, AC: +0, W: 10lbs)

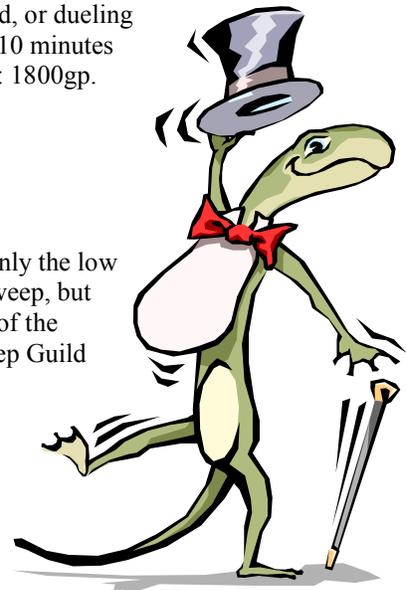
Potions: 4 cure light wounds, 2 spider climb, 1 hiding, and 1 sneaking.

Gear: Chimneysweep tools, thieves' tools, 10ft Wooden Ladder.

Red Chimneysweep and Dust Bin Workers Guild

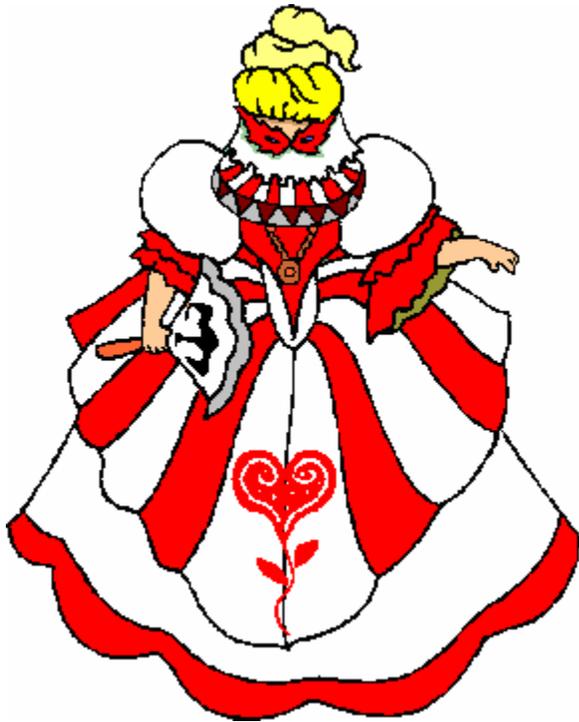
This organization, also known as RECHDWOG, is dedicated to the standardization of wages, safe working environments, and medical care for its members. It also acts as a licensing board to ensure the qualifications of its members.

Beneath this legitimate front, a small group of thieves use the access given to chimneysweeps and rubbish men to access the properties of the wealthy for future robberies. They do not limit themselves to



simple burglary, but also engage in arson, assassination, loan sharking, and the drug trade. This inner circle is wholly rogues, but many of them also employ magic in their crimes.

The majority of RECHDWOG, often called wretched wogs, is impoverished clubs. Goblins, Orcs, Hobgoblins, and Bug Bears are the core races of the group, but the guild also appeals to Kobolds, Lizard Folk, and Ogres. Because of its racial makeup riots and vandalism are natural tactics for this group and they have a long standing feud with the officers of the Red and the White Parties for their brutal suppression of past "demonstrations". This guild is extremely well organized compared to other labor unions, and is utilized for advice and organization by other unions. Violent radicals aware of its criminal activities also tap it for assassinations and industrial espionage.



Queen of Hearts

Level: Sor 5, Rog 10

Hit Points: 71

AC: 26 {Base 10 + 3 (DEX Mod.) + 8 (Armor) + 5 (Deflection)}

Init: +7

Speed: 30ft

BAB: +9/+4

Alignment: Lawful Neutral

Race: Elf

Height: 4' 11"

Weight: 104 lbs

Age: 202

Abilities: STR 6, DEX 16, CON 12, INT 12, WIS 13, CHA 16 [22]

Saving Throws: Immune to Sleep, +2 vs.

Enchantment saves, Fort: +5, Ref: +11, Will: +8.

Skills: Appraise 11, Bluff: 13, Concentration: 9, Decipher Script: 11, Diplomacy: 13, Gather Information 13, Intimidate 13, Knowledge (arcana): 9, Sense Motive: 11, Spell Craft: 9, Tumble: 13, Use Magic Device: 13.

Feats: Combat Casting, Improved Initiative, Leadership, Spell Penetration, Weapon Finesse: Mace, Light, Weapon Focus: Mace, Light.

Languages: Common, Elven, Gnome

Special Abilities: Sneak Attack: +5d6, Improved Evasion, Uncanny Dodge (+1 vs. traps).

Spells: Dancing Lights, Daze, Detect Magic, Detect Poison, Mage Hand, Read Magic, Cause Fear, Charm Person, Magic Missile, Flaming Sphere, Glitterdust.

Familiar: Raven named 'Rose' (5 HD)

Weapons:

The Royal Heart Scepter (Rod of Splendor and +5 light mace)*: AB: +17/+12, Damage: 1d6+3.

*Note: The rod is cursed. The owner must sacrifice 2 points of CON to the rod and it must kill a living creature once per day to maintain its powers.

Equipment: Bracers of Armor (+8), Ring of Protection (+5), Ring of Wizardry II, Brooch of Shielding, Circlet of Persuasion (+2 CHA), Deck of Illusions, Scroll: Persistent Image spell, Wand of Webs, Noble's Outfit.

The Queen is the Seventh of her family to be crowned, and has developed a strong addiction to power. She is extremely ruthless in preserving her position and defending the government policies. She frequently executes traitors and rebels herself with her royal scepter. The basis of her power is her influence in both white and red color parties. As well has the historical tradition of a Heart Royal Family.

The Queen is vain about her appearance, but is acknowledge by most of the court as its greatest beauty. She has long black hair, emerald green eyes, and a wasp waisted figure. She tends to be very cold and formal, but has a wicked temper when angered and often starts smashing objects and people around her when upset.

Tempus Fugit

Level: Bard 3

Hit Points: 20

AC: 14 {Base 10 + 2 (Dex Mod) + 1 (Size) +1 (Amulet of Natural Armor)}

Init: +6

Speed: 20ft

BAB: +2

Alignment: Lawful Good

Race: Gnome

Height: 3' 7"

Weight: 47 lbs.

Age: 66

Abilities: STR: 5, DEX: 14, CON: 15, INT: 12, WIS: 11, CHA: 16

Saving Throws: +2 versus illusions, Fort: +3, Ref: +5, Will: +3

Skills: Diplomacy 9, Gather Information: 9, Perform: 9, Tumble: 8, Use Magic Device: 9

Feats: Improved Initiative, Spell Focus: Illusion.

Languages: Common, Gnome, Elven

Spells: Detect Magic, Ghost Sound, Light, Mending, Prestidigitation, Expeditious Retreat, Feather Fall, Silent Image.

Weapons: Dagger (10ft), AB: Melee: -1, Range: +4, Damage: 1d4-3., Sling (50ft), AB: +4, Damage: 1d3-3.

Equipment: Bottle of Wine, Ration, Trail, Candle, Case (Scroll), Chalk, Flint + Steel, Ink vial, Ink Pen, Parchment (2), Potion of Charisma, Position of Cure Light Wounds, Potion of Enlarge, Belt Pouch, Sack, Signet Ring, Sealing Wax, Signal Whistle, Waterskin.

Coins: 10 gold coins, 6 silver coins.

Tempus Fugit is a bonded courier of the White Party. As such, he is protected by the White Party and can requisition anything he needs to perform his mission. He is an earnest and honest servant of the crown and likes traveling. He does not play an instrument but loves to sing, dance, tell stories, and clown around. He often delivers peoples mail and is an official source of news for many rural areas. If attacked or robbed, the White Party will expend considerable effort to punish the wrong-doer to protect their messages.



The Palace of Hearts

The Palace of Hearts is the official residence of the royal family of Hearts. The royal Hearts have possessed the White Throne for thousands of years and the palace is also White Party headquarters. The palace is the center of social and political power of Wonderland.

The palace is effectively a city composed of white marble towers and walled courtyards. It is truly a maze of complexity and building styles. The Heart family has always had a fondness for gardens, and the palace is surrounded for miles by parks, gardens, and hedge mazes. As an added level of security the grounds are dotted with stone golems that only respond to the commands of the holder of the Royal Heart Scepter. Some of the mazes and parks are used for sporting events and bleachers surround them to provide good views of the events. These events include races, plays, concerts, and even blood sports. Festivals and parties occur almost every night and performers and gamblers are common guests on the palace grounds.

Magic is commonly used to manipulate the space and decorations of the palace. A dimensional pockets are created to change a single tent into a mansion or a closet into a warehouse. The actual size of a structure rarely reflects its true capacity. Illusions and transmutations are frequently used and changed to decorate the palace and the grounds for parties or fashion trends. Cautious party goers are known to even double check their food and drink to avoid food poisoning.

The festival atmosphere covers the darker side of white party policies. Palace servants are little more than slaves and live and work in horrific conditions in the kitchens and laundries of the palace. Also the parties provide cover for assassinations, adultery, drug addictions, and other espionage among the ruling elite. The Hedonism of the palace blinds the nobles of the White party to the welfare of their country, and tends to promote ruthlessness to preserve the status quo.

UNDERLAND



Underland is the underside of Wonderland. It is the inverse of everything that exists above. Even gravity itself is reversed in Underland. Instead of branches the roots of trees create the canopy of Underland forests. Mushrooms grow instead of flowers and grasses. The undersides of mountains create giant chasms. Rivers and lakes are muddy bogs. Valleys and canyons become hills and cliffs. The sea floor is a massive salty plateau with no drinkable water for miles in any direction.

Most of the Black Party lives in Underland. The King of Clubs has a vast stalagmite castle from which he rules his goblinoid clans. The Black Hearts have also found refuge from their families persecution underground where they pursue their arts and sciences unmolested. The Jeweled Gardens of the Black Hearts is considered one of the most beautiful places in Wonderland. The Spade and Diamond families profit on the trade of goods and services between Underland and the surface.

The Red and the White Parties also have property in Underland but it mostly belongs to the Spade and Club families aligned with their party.

THE PALACE OF CLUBS

The Palace of Clubs is not the refined mansion of the Hearts. This palace is designed to withstand siege and house thousands of goblins and orcs. The passages and corridors of the palace are endless and extremely confusing. Anyone with the wealth to do so travels by teleportation through out the palace. Additionally, rings of teleportation have been established in most of the communities scattered throughout the palace. Continual mining projects are always new levels adding to the palace while at the same time older areas are abandoned due to pollution, disease, and malevolent monsters. Maps and blueprints of the palace are less than reliable since most communities build without the authorization of the King's Court.

The Jeweled Gardens

The Black Hearts are a splinter group that seceded from of the White Party over royal bloodlines. They have their own Queen and King who they consider the true inheritors of the Heart Family and continue to protest the secession of King Leopard IV of nearly 2000 years past. Today, the Black Hearts specialize in jewelry making and their goods are the most valuable in all of Wonderland. Their famous Jeweled Gardens are a tribute to their skill. Every flower and tree in this garden is made of gold and silver wire with jewel blossoms and berries. Many attempts have been made to plunder this treasure trove but guardian dragons have blocked all attempts.

The Splinterstone Mines

The Splinterstone Mines are the most productive and largest mines owned by the Spade families. This mine produces most of the coal and many of the diamonds used by Wonderland. It is named after the town of Splinterstone which is the home of many Red Clubs, Spades, and Diamonds. Also the current King of Spades himself lives in the Splinterstone Mines to be close to his work and his family. Besides coal, most firearms and other steel weapons are manufactured in Splinterstone.

The Oubliette

The Oubliette is the underground prison of the White Crown (the current ruler of Wonderland). It is garrisoned with White Clubs and Spades and is famous for its ability to hold even the most powerful of criminals. Unlike most dungeons the Oubliette has very few corridors. Like a hive, each cell is completely seal and air and food is provided by magic. No one knows the true size of the prison or how many prisoners it holds.

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