



A STICKY SITUATION

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BEING A SHORT TALE OF A WONDERLAND GONE WRONG

"Latest News. The Exploring Party have made another tour in the Pantry, and have found five new lumps of white sugar, large and in fine condition. In coming back... they found a lake of treacle. The banks of the lake were blue and white, and looked like China. While tasting the treacle, they had a sad accident: two of their party were engulfed..."



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

Insects buzz around the lake and are not averse to supplementing their sweet diet

with blood when they can. Two bread-and-butterfly swarms attack the heroes as they contemplate how to proceed.

Successful Notice or Tracking rolls reveal groove-like marks upon the shore. Following the tracks leads across the blue-and-white China Banks, through the Tabletop Woods, and finally to a mouse hole at the base of the Plaster Cliffs.

THE MOUSE HOLE

Within the cave-like hole is an enormous mouse that attacks intruders.

The hole is empty aside from a mound of torn giant rags and oversized chunks of cheese, though on this side of the Plaster Cliffs, large wooden laths are accessible. Inventive heroes can break off sections of the laths, or cut down trees in the Tabletop Woods, then bind them together with rags to make a raft. This takes an hour to build with a successful Repair check; on a failure, it just takes another hour to get it to work right, but in that time the heroes are accosted by another enormous mouse that comes to investigate the noise.

CROSSING THE LAKE

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

Midway across the lake, the treacle abruptly rises up in several syrupy mounds, as the raft is attacked by two muchnesses and one much-of-a-muchness hiding underneath the treacle.

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

On the far side of the lake the treacle oozes through a crack in the China Banks into a thin stream. There are signs that the Exploration Party camped here, then followed the stream. The stream winds through another section of the Tabletop Woods for some distance before slowly dropping (so slowly that it can be safely ridden) in a treacle fall to the bottom of Wonderland's largest treacle well.

THE WELL

Three Not-So-Little Girls (Elsie, Lacie, and Tillie) have lived in the well for some time in the hope that the treacle will cure their ills. Elsie saw the Exploring Party arrive on its raft and—disliking wasps—immediately caught them in a bottle that rests on the far side of the well. There are six Wasps in the bottle, one of which is still wearing a battered wig.

At the edge of the treacle pool is a small collection of broken wood and rags—the remains of the Exploring Party's raft. As the heroes pole towards it, a tremor can be felt through the treacle.

Anyone making a successful Notice check spots a huge hand, holding an equally huge bottle, sweeping towards the heroes. To avoid being swept up in the bottle requires a successful Agility roll; those who fail are caught in the bottle as it is righted.

Climbing out of the bottle before Elsie pushes the cork in requires a raise on a Climbing roll, as the glass is slippery; a basic success allows the hero to still escape, but only if he's willing to take a fall in the process (d6+5 damage).

A WASP IN A WIG

This short scenario draws upon the purported "lost chapter" from Alice's adventures in the Looking-glass Lands, of which the text can be found here:

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

INTRODUCTION

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

THE LAKE OF TREACLE

The Lake of Treacle is in the Pantry: an underground wilderness that strongly resembles a gargantuan kitchen and pantry (and quite possibly even more house beyond, if only one could open the colossal door in the distance).

The Pantry can either be reached via the Hall of Doors, or via caverns underneath the Mountains of Division.

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IMPRISONED

There are a few ways the heroes might attempt to free the captives:

Removing the Cork: These are too heavy to push out from inside a bottle while it is upright; if a bottle is tipped over, it requires a total of three successful Strength checks (a raise counts for two) in a single round to remove. Multiple persons may assist, each making their own Strength rolls to add to the total successes.

Tipping a Bottle: From the inside, this requires two successful Strength checks; from the outside, a single successful Strength check is required.

Breaking a bottle: Roll damage (with no Aces) against the bottle's Toughness of 12; the bottle is cracked on a Shaken result, or broken with a wound. Two cracked results also break it.

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

Attacking the Girls: This is suicide; the heroes are like bugs to the girls, unable to inflict damage. The girls have Fighting d4 but do not get a Wild Die, and have a penalty of -6 to hit the heroes; a single hit will kill a hero outright!

FREEDOM

Escaping the well involves a daunting climb out, requiring three successful Climbing checks (failure on the second roll results in a 2d6 damage fall; failure on the third results in a 4d6 damage fall). Alternatively, if the heroes have freed the Wasps, they offer to fly the heroes out.

REWARDS

SUGAR LUMPS

The Wasp Exploration Party will arrange to pay £0.50 for each giant sugar lump recovered.

TREACLE

Treacle from the Lake of Treacle itself is too sullied from dead insects and passings of muchnesses to be of use.

However, treacle from the bottom of the well retains healing properties. Each unit of treacle counts as a Magic

Foodstuff. Although the weight is negligible, no one can normally carry more Magic Foodstuffs than his Spirit die value (e.g., d8 Spirit means you can carry up to 8 units of Magic Foodstuffs). Carrying more results in the treacle losing its magical properties, or various other magical mishaps.

Consuming a jar of purified treacle grants a +2 bonus to Vigor rolls for 24 hours; multiple jars do not "stack" the bonus, but only extend the duration (up to a maximum of one week).

WIG

The Wasp Exploration Party will gladly return the wig (claiming that it was "all just a misunderstanding"). If the yellow wig is returned to the original Wasp, he'll share some wasp nectar with them (one jar per hero, worth £0.50 each).

STATISTICS

SWARM, BREAD-AND-BUTTERFLY

Its wings are thin slices of bread and butter, its body is a crust, and its head is a lump of sugar.

Special Abilities

- **Buttery:** The swarm drips butter, making surfaces slippery. Anyone in the swarm template must take an Agility test at the start of his action, before moving or attacking; failure means that the victim slips, falls prone, and is Shaken.
- **Edible:** Slain bread-and-butterflies are edible as-is (best when fresh), but the butter is useful for cooking. Enough butter can be gathered from a swarm to serve as one unit of Magic Ingredients for Gourmancy.
- **Flight:** Pace of 6".

ENORMOUS MOUSE

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

Skills: Fighting d6, Notice d8

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

Special Abilities

- **Bite:** Str+d4.
- **Hardy:** A second Shaken result does not cause a wound.
- **Large:** Opponents have a +2 bonus to hit.
- **Size +5:** The size of a small elephant.

MUCHNESS

A muchness is a large creature with an indistinct form that lurks beneath other things: lakes, mounds of leaves, moss, etc. Its true shape is never seen, as it is always covered in something else and completely dissolves within seconds of dying.

A Wild Card version of this creature is known as a "much of a muchness."

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

Skills: Fighting d8, Notice d10, Stealth d12

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

Special Abilities

- **Aquatic:** Swimming Pace of 8.
- **Armor +2:** It is covered by a thick layer of whatever it's hiding under (treacle).
- **Engulf:** With a raise on its Fighting roll, it swallows the victim whole. Those swallowed take 1d6 crushing damage each round against base Toughness (bypassing Armor). A victim can try to cut her way free with claws, a dagger or other short implement by making an Agility roll at -2 (instead of Fighting); damage bypasses Armor, so the effective Toughness is only 7. If a wound is inflicted (even if soaked), the victim has sliced a hole big enough to slip free.
- **Formless:** Immune to extra damage from called shots; it has no vital organs.
- **Large:** Opponents get a +2 to all attack rolls against this creature.
- **Size +4.**
- **Slam:** Str+d6.
- **Unstable:** -4 Toughness.

OUT NOW!

