

Quick References

| TYPE OF CRAWL | TIME/TURN | ENCOUNTER |
|---------------|------------|------------------|
| DUNGEONCRAWL | 10 minutes | Every other turn |
| BOARDCRAWL | 30 Minutes | Every turn |
| DEPTHCRAWL | 30 Minutes | Every turn |

| ACTION PACE | TIME/ACTION | EFFECT |
|-----------------|-------------|-----------------------|
| QUICKLY | Half | Disadvantage on rolls |
| NORMAL | Regular | None |
| SLOWLY | Double | Advantage on rolls |
| ALREADY VISITED | Half | None |

BLOCKS

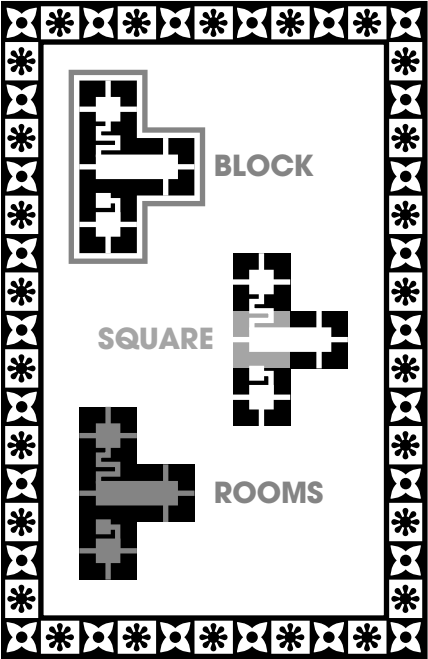
Highest tier of mapping. Can be made of a single or multiple Squares and Rooms.

SQUARES

Middle tier of mapping. Can make up a part or the entirety of a Block and can have a single or multiple Rooms.

ROOMS

Smallest and most detailed tier of mapping. Any distinct area in a Square is a Room, whether it's a closet or a hallway or a vast garden.



SIX IMPOSSIBLE THINGS

1. MIRRORS

Spontaneously appear. Lead to Looking-Glass Land.

2. WELLS

Randomly appear in strange places. Inhabited by children.

3. STAIRCASES

Connect each level of Wonderland. Move and shift at random.

4. BEDS

Indestructible and hiding under the covers protects from external dangers.

5. HATS

Each hat made in Wonderland has some sort of power.

6. PAINTS

Each color binds a unique category to Wonderland until removed by a solvent.

CARRYING TREASURE

1 Diamond per Strength bonus. Minimum 1/2 Diamond.

VERY SMALL ITEMS

Coin purse full of 100 GP, handful of gems, ornate necklace, etc.



Very Small

SMALL ITEMS

Music box, heavy tome, bejeweled gauntlets, etc.



Small

AVERAGE ITEMS

Small chest with contents, cask of ale, child-sized statue, etc.



Average

BIG ITEMS

Handmade wardrobe, Jabberwock skull, crate full of gold, etc.



Big

May carry up to 1/2 diamond beyond capacity but move at half-speed and roll disadvantage on physical checks.

WHAT'S IT WORTH (IN GP)?

| | | | | | | |
|------------|--------|--------|--------|--------|--------|--------|
| COMMON | 10 | 15 | 20 | 25 | 30 | 35 |
| UNCOMMON | 20 | 40 | 60 | 80 | 100 | 120 |
| RARE | 60 | 140 | 220 | 300 | 380 | 460 |
| VERY RARE | 500 | 1,000 | 2,000 | 4,500 | 6,500 | 10,000 |
| MONUMENTAL | 5,000 | 10,000 | 20,000 | 35,000 | 50,000 | 60,000 |
| LEGENDARY | 45,000 | 75,000 | 95,000 | 125K | 250K | 400K |

SIZES & SIZE IN COMBAT

VERY SMALL

Mouse to a apple.

SMALL

Baby to a lamp.

AVERAGE

Adult human to a folding ladder.

BIG

African elephant to a train caboose.

VERY BIG

Blue whale to a windmill.

GROWING AFFECTS...

SPEED Double (maximum 120')

DAMAGE DICE Double (not bonuses)

POOLS Double or 1D4 individual creatures

SHRINKING AFFECTS...

SPEED Half (minimum 5')

DAMAGE DICE Half (not bonuses, minimum 1 damage)

POOLS Half (minimum 1)

DREAMON COURTS

COURT OF COINS

Values health and wealth.

COURT OF CUPS

Values emotions and love.

COURT OF SWORDS

Values power and reason.

COURT OF WANDS

Values creativity and free will.