

Scairy Tales

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First Dedication: to Jeannie Ellen Wolke (1949-2000) and Vera, Jeffrey, and Polina Eidelberg - My Family

Second Dedication: to Game Masters everywhere. Keep telling those stories.

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Scairy Tales

Influenced by the works of Aesop, Hans Christian Andersen, JM Barrie, Lewis Carroll, Carlo Collodi, The Brothers Grimm, and Charles Perrault, Scairy Tales is an apocalyptic survival game set in the now ruined world of the fairy tales, called Wonderment. The player characters are fairy tale folks who have survived this apocalypse and must seek a way to save the world of Wonderment from lasting destruction. Wonderment has been all but abandoned by the mundane world's belief and the survival of the fairy tale world lays not with hope that humans will find their way back to it, but with the fairy tale folks themselves. Wonderment has been inherited by the fairy tales, and if their world is to be rescued, they must be the ones to do it.

The Mundane World

The mundane world is the real world. The world that must deal with issues of crime and punishment. Physical abuse and terror. Sickness and suffering. Pollution and waste. Every generation of children had to contend with the negative elements of their lives, but never has the troubles of the entire world been so prevalent and so accessible to them; nightly, the news reports the death of millions to starvation, disease, and war. Drugs and crime invade their schools, and the ABC's are learned through foul language, if not from their peers, then from their parents. The mundane world no longer has time to imagine stories about fairy tales.

Once upon a time a child could imagine that if their own life was unhappy, somewhere there existed a place that was better. It's all too clear now that no such place exists. What belief a child could hold for fairy tales quickly fell to the side as they grew older. The dreams of children were invaded by flashy toys, sugar coated cereals, and the Saturday morning cartoons with commercials convincing children they needed the latest toys to be happy. Technology, invaded, bringing with it the internet and its easy access to perversion and debasement. Storybooks were replaced by the television and videos, computer games and movies. The reaffirmation of moral lessons taught by the just and good over the wicked and foul became just words on paper, ignored in favor of digital explosions. Imagination took a back seat. It

could no longer compete with the blitz of sights and sounds of modern day cartoons and movies that mesmerized the mind.

Where little wooden boys once strode through the dreams of children like kings, now lives pocket monsters and purple dinosaurs. This is the mundane world, but it wasn't always like this. Children used to believe.

The Dream

The Dream was once powerful. It was the force generated by children in their imagination that created the magical matter from which Wonderment and its inhabitants are comprised. The Dream is also the soul of every being in Wonderment, and this soul gave life. Wonderment was in essence a dream land; a place where the pure thoughts of hope and courage lived side by side with joy and magical fancy. It was a place to which the mundane world retreated for rest. Wonderment needs to be believed in order for it to exist. It was in the bedtime stories of sleepy children the Dream found its belief in their innocent thoughts. So, too, did it find belief in the minds of parents who for a moment could return to their own belief left behind as children. With belief, the Dream can do anything.

Sadly, belief has all but disappeared, causing the Dream to become weak and sick. It could no longer keep out the negative influences of the mundane world and the Nightmare came. The Dream has retreated, wounded and nearly helpless. It lives in the few survivors and the few refuges of Wonderment still untouched by the Nightmare. The Dream must stand on its own or soon nothing will be left but the Nightmare's hellish reign.

Wonderment

Wonderment was, in its glory, a completely magical realm that existed only in dream and story. There was no lasting death and no concept of time. Things were as they are in stories; heroes and villains did battle over and over, for the delight and thrills of those who had not yet given up the Dream. Life and death meant nothing - for at the telling of each story those that died were reborn so the story could be told again. Wonderment had no physical limits and extended forever in every direction.

Fairy tale folk dwelled in villages or large cities. Castles or cottages. Forests or caves. Some lived at the bottom of oceans. They lived in families or solitary existence.

Each new story added to the geography of Wonderment, filling it with countless kingdoms, oceans, forests, and mountains. People of every shape and form, from simple peasants to talking animals and objects, found a home in Wonderment. It was a truly happy place, for in Wonderment, the villains never won. Justice was dealt to the wicked, and the deserving always received their reward.

Fairy Tale Folk

The very beings, folks, who inhabit Wonderment are creatures of the Dream, never really human or animal. The lives of fairy tale folk were dictated by their stories. Stories they knew. Fairy tale folk have always been aware that the mundane world existed, that they lived because someone had created a story. Being born in a story, with their fate laid out on paper, their lives were not their own. They had to live by the will of the stories. In a cruel twist of fate, the coming of the Nightmare freed the fairy tale folk from their stories and gave them free will over their own destinies. However, freedom does little good when you are a prisoner of the Nightmare. Now fairy tale folk hide from the Nightmare creatures and villains in the few pockets of Wonderment not yet lost.

Folk try to simply survive another day, and desperately wish for the return of the mundane world to save them. Sadly, many believe that the mundane world will come for them, and they simply need to live long enough for that time to come. The truth is that their belief is misdirected. The survivors need to believe in themselves.

The Nightmare

The reign of the Dream ended as the mundane world wrought an apocalypse on Wonderment as the black emotions of the real world spilled over the dream barrier unchecked. This Nightmare, a force of malice, began to change Wonderment by corrupting the Dream, changing those it touched into hellish mockeries of their once-noble selves. Not only did it bring desolation and ruin, it brought lasting death for the first time to Wonderment. It also brought time to Wonderment, and with time came decay. As previously ageless beings, many folk succumbed to these horrific and inconceivable forces. Worse of all, this evil force caused folk to forget their own stories. The Nightmare gave birth to beings of pure malice, far worse than the villains

who dwelled in Wonderment. The land itself was tainted, and visiting a place ruled by the Nightmare invited death, or far worse; corruption. The once happy realm became a wasteland. The damage was done, and Wonderment was left to its fate, abandoned by the mundane world who had given birth to it.

Nightmare Creatures

The Dream in its glory allowed for any possibility of form or being, but it never accounted for creatures born of hate. Trolls and giants are nothing compared to the creatures that the Nightmare has given birth to. Twisted forms of hellish origin covered in teeth and claws, or tentacles and eyes, walked upon Wonderment for the first time. All of Wonderment recoiled in horror at the sight of things new and terrible. The Nightmare had never held a place in Wonderment, but the mundane world's black emotions had been given form within.

The Villains

Besides the creatures born of the Nightmare, the survivors of Wonderment must also face the villains from their stories. Wicked witches and big bad wolves were terrible enough in the old tales, but they pale next to what they have become now. No longer destined by story to lose, no longer held in check by the Dream, these villains seek to do what they could not ever before - win. Many simply revel in the destruction of Wonderment and seek to aid its fall further. Others have used this opportunity to further their own plans of power. Indeed some areas of Wonderment, both those untouched by the Nightmare or those areas that have succumbed, are now controlled under the iron grip of the villains who delight in the pain they can cause.

Villains are not the automatic allies of the Nightmare, even though on occasion such dark bargains are made. Should the Nightmare win, the villains will be lost as well. Do not forget that the Dream is at the heart of villains too. They can be redeemed. Indeed some villains have switched sides and fight to save Wonderment, but these are rare villains indeed.

The Corrupt

As if the Nightmare and the Villains were not enough, there are also the Corrupt. They are fairy tale folk who at one time might have been a paragon of virtue and heroism who have succumbed to the Nightmare and have been

twisted in mind and body, becoming something altogether monstrous and horrific. These corrupt fairy tales lash out at all beings, seeking to drive the madness in their minds and the burning in their bodies out by causing more anguish in others. They cannot be reasoned with as their mind is lost to the Nightmare. To be merciful, they must be destroyed, releasing their soul from the torment of their corruptive state.

Children

There is hope for Wonderment. This hope lays in the continued dreams of the very young children in the mundane world. They still believe in fairy tales, and it is their strong innocent belief that keeps the Dream alive for now. Small pockets of Wonderment still exist as they did in the stories of old, kept safe by this belief. The survivors cannot count on these children to keep them safe forever, for one day these children will grow older and forget their childhood as is the way of adults. The Nightmare is stronger than Dream now and if Wonderment is to be rescued, it must be by the hands of the fairy tales themselves.

The Heroes

A few folk escaped the Nightmare and hide away. Most fight to simply live another day, but some do not lie down against the destruction of Wonderment. They come from all stories, whether they are a Prince Charming or a simple peasant. They venture out into the desolation and throw down the Nightmare where they find it and route Villains back to their secret lairs or at the very least, die trying.

All of Wonderment, ruined and weak as it is, belong to the fairy tale folk now. Most folk do not realize this, and so either keep blindly hoping for the mundane world to rescue them or they succumb to despair and await their fate. Could they understand the truth, that they are the ones to rescue Wonderment, it would arm the Dream.

Whether these new heroes understand the truth or not, if Wonderment is to be lost, these heroes do not see the destruction without a fight. The greatest fairy tale stories in Wonderment have yet to be told.

A group of fairy tale heroes fighting fairy tale villains in a ruined castle. Use recognizable heroes and villains.

Character Creation

Scairy Tales allows for the creation of fairy tale people, regardless of shape, abilities or experiences. Remember that in fairy tales, a creature is not defined by its race, job, or skills. Rather, all those elements are intrinsic to the being as a whole concept.

Your folk also hails from a Haven (page XX); a refuge against the Nightmare. Find out from your GM which Haven game play starts in, as this affects your folk.

Start the process by following the steps outlined below.

1) Race

In Wonderment there is but one race - Fairy Tale Folk - and all player characters in Wonderment are fairy tale folk. See page XX for details.

2) Traits

Next you must determine the attributes and skills your hero has. Start with a d4 in each

Playing an Existing Fairy Tale

These character creations rules assume you are creating a brand new fairy tale of your own imagination. However, you may wish to play an existing fairy tale such as Papa Bear, Peter Pan, the Ginger Bread Man, or whomever. The process of creating an existing fairy tale folk is no different than creating a brand new one. There is one thing to keep in mind however. The telling of stories often came with many variations. Each of these variations was born into Wonderment. There are countless versions of Prince Charming for example. While you may choose to play Little Red Riding Hood, it's entirely possible to run into another version of Little Red Riding Hood in your travels of Wonderment. Don't be surprised if you do. There is an upside though. If you should run into another variant of yourself, you automatically have the Common Bond edge with that variant.

attribute: Agility, Smarts, Spirit, Strength and Vigor. You then have 5 points with which to increase your beginning attributes as you choose. You may spend 1 point to raise 1 attribute by a die type. You may even go above d12 to a d12+1, d12+2, d12+3, and so on, in an attribute. After you have determined your attributes, it is time to determine your skills.

Skills are bought for your hero with 15 points in the beginning. Purchasing a skill at d4 requires 1 point, and costs 1 point per die increase thereafter so long as the skill's linked attribute is greater or equal to the desired level of the skill. It costs 2 points per die step if you wish to raise the skill higher than its linked attribute.

The following skills are available in Scairy Tales.

Boating	Persuasion
Climbing	Repair
Driving	Riding
Fighting	Shooting
Gambling	Stealth
Guts	Streetwise
Healing	Survival
Intimidation	Swimming
Knowledge	Taunt
Lock Picking	Throwing
Notice	Tracking

Depending on which Haven your folk lives in they receive a bonus skill. See Havens (page XX). Heroes originating outside of one of these Havens receive no bonus skills.

Secondary Statistics

Charisma is a measure of your hero's ability to command or influence others. It is added to your Persuasion and Streetwise skill rolls. Charisma, unless modified by Edges or Hindrances, is +0.

Pace is equal to 6 unless modified by Edges or Hindrances. This is the distance your hero can move during his turn.

Parry is equal to 2 plus one-half your Fighting. A high Parry means it will be harder for opponents to hit you in melee combat.

Toughness is equal to 2 plus one-half your Vigor. Similar to Parry, a high Toughness means it will be harder for your opponents to harm you once you have been struck.

3) Special Abilities

Hindrances are not mandatory but can be taken to gain additional points with which to spend in various ways to help model your fairy tale character as close to your vision as possible.

If you elect to take Hindrances, you may take Major Hindrances for 2 points and Minor Hindrances for 1 point. Characters are limited to a total of 14 Hindrance points through any combination of Major or Minor Hindrances.

These points can be used to gain the benefits below.

For 2 Hindrance points you can:

- * Raise an attribute one die type.
- * Choose an Edge.

For 1 Hindrance point you can:

- * Gain another skill point.
- * Gain an additional \$500 worth of gear.

4) Gear

A hero starts with the clothes, usually rags, on his back plus \$500 worth of gear. What is not spent is lost. Pennies, schillings, gold crowns and sovereigns... they are essentially worthless as money now. After game play starts, needed gear must be stolen, found, begged for, traded for, or made.

See the section on Gear (page XX) for information about equipment. See Havens (page XX) for price adjustments. Heroes originating outside of a Haven must pay 200% of list price.

5) Background

The Savage Worlds rule book outlines 5 important steps in character creation: Race, Traits, Special Abilities, Gear, and Background. Background is arguably the most important step in character creation for Scairy Tales. Game play is better if each player has created his or her own fairy tale, nursery rhyme, or fable written about their character. Fundamental to the concept of this setting is that the heroes are fairy tale beings and all fairy tale beings were born in the stories and dreams of the mundane world. Not having a story for your character is missing the central point of portraying a Fairy Tale.

When creating your fairy tale it often helps to include elements that are repeated in many existing stories. Talking animals and objects play a large role in most stories. Mythical beings such as elves, dwarves, goblins, or even dragons populate many a Fairy Tale. The number three is a prime example of a powerful element in fairy tales: The Three Little Pigs, The Three Billy Goat Gruff, three rings, three tests, and so on.

Special Notes on Skills

Healing

The Healing skill can be used on any folk, so long as they aren't an Object or Spirit. Specialized gear appropriate to the folk gives a +1 to the Healing roll: A kitchen for the Ginger Bread Man, for example.

Repair

This skill may be used in place of the Healing skill to help wounded Object folk.

Riding

Any item on which a folk may use to move about (such as a witches broom or flying trunk) uses the Riding skill to control.

Common Knowledge

Due to a bond that all creatures in Wonderment share, Common Knowledge covers a lot of ground. Hero's will have heard of the famous fairy tale folk (like Snow White, Little Red Riding Hood, or Humpty Dumpty for example) on a successful Common Knowledge roll. Folk use to know everyone's stories, but the Nightmare causes forgetfulness.

Knowledge

Good choices for specialized knowledge in Wonderment are:

Knowledge (Dream): You have rather specialized knowledge about the reality of Wonderment, its magical nature, and how the Dream affects everything. This skill is used to help navigate the Nightmare Lands.

Knowledge (Nightmare): Your hero has spent time studying the Nightmare, its origins, its monsters, and its affects on folk. Whenever this character is confronted with a creature or phenomena of Nightmare origin, a skill roll may be made to glean information. This skill is also used to help navigate the Nightmare Lands.

The GM has information on navigating the Nightmare on page (XX).

Knowledge (Villains): This is essentially a more detailed knowledge of the folks in Wonderment who are the villains of fairy tales. Where common knowledge would let you know who they are, this knowledge will aid the player in discovering strengths and weaknesses of these villains.

Fairy Tale Essence Examples

Good Examples:

- Jack (from “Jack and the Bean Stalk”) receives a benny when he confronts a giant.
- Snow White receives her benny when she is called upon to resist poison.
- Sleeping Beauty gets one benny when she is wounded.
- Little Red Riding Hood receives a benny for seeing through a disguise.
- Gretel gets her benny when she defeats a wicked witch.
- Rapunzel lets someone climb her hair and she gets a benny.
- Humpty Dumpty gets a benny if he survives a fall.
- The Tortoise gets one for beating someone else to a destination.
- Billy Goat Gruff (number three) gets one for defeating a troll.
- The Ant gets a benny for giving a moral lesson to someone unwise.
- The Littlest Seamaid gets a benny for risking life and limb for love.
- The Little Match Girl receives a benny for suffering hardships without complaint.

Bad Examples:

- Jack gets a benny for climbing.
- Snow White gets a benny for making friends with a dwarf.
- Sleeping Beauty gets her benny when she goes to sleep.
- Little Red Riding Hood gets a benny for wandering through woods.
- Hansel receive a benny for eating candy.
- Rapunzel receives a benny for entering a tower.
- Humpty Dumpty gets a benny for sitting on a wall.
- The Tortoise gets a benny for running.
- Billy Goat Gruff (number three) gets one for simply fighting.
- The Ant gets one for storing food ahead of trouble.
- The Littlest Seamaid gets a benny for visiting land.
- The Little Match Girl receives a benny for lighting a match.

While not necessary, a villain or two gives the hero someone to face in conflict. Big bad wolves, wicked witches, trolls, and all manner of other beings will do nicely as villains, but it can be a nice twist if the villain is not obvious. Most importantly, don’t forget your hero! Fairy tales have protagonists that often take the form of simple peasants, harmless animals, and occasionally something a little different (like a wooden boy for example).

All it is suggested that you do is write a simple fairy tale, nursery rhyme, or fable. Regardless of length or style, we will simply call it a fairy tale from now on. Your fairy tale doesn’t have to be long, but feel free to write as much as you like. Go on, make one up! Don’t worry about creating great prose or keeping spelling and grammar correct.

What you should strive for is something to ignite the imagination. The fairy tale should define who your being is, what he does, or what he thinks. This fairy tale is important to you as a player and to your character. As a player, having a fairy tale helps you clearly realize your character, and later can help you get back into character with a quick reading. For your character it has added benefits: Fairy Tale Essence.

Fairy Tale Essence

The very essence of the Dream courses through fairy tale folk. When your character plays out an action that is similar to the part they played in their own story, the Dream empowers the character as it remembers the story of the hero, if only for a moment.

Pick one situation out of your story that your hero participated in. This should be the defining pivotal moment in the story, but can be otherwise if you desire. It should be as specific as possible, and never too broad in scope.

When your character finds himself encountering a situation similar to one you have decided on, you immediately receive a benny! No more than one per session, however.

Sneaky players may attempt to create situations that guarantee a benny every session, but remember that it is ultimately up to the GM to provide content for the adventures and circumvent any abuses.

Races

Fairy Tale Folk

Beings with the outward appearance of humans have just as much in common with dragons, fairies, intelligent trees, little pigs, or wooden boys as with anything else you could imagine. It is important to remember that no matter what shape a being takes, they are pure imagination given body and form. Their souls are the dreams of innocent children. Any manner of being is within the possibility of Wonderment, although they predominately look like humans.

As part of character creation you will have to choose what shape that your fairy tale folk will assume in Scairy Tales. You will need to create this shape and the physical abilities of your being using Hindrances and Edges during step three of character creation.

Racial Edges & Hindrance

- **Bonus Edge:** Fairy tale folk start play with a free Edge. Rank may be ignored for the requirements of this single Edge. Heroes who choose Arcane Background as their bonus Edge may ignore the Rank requirement for one of their three powers.

Playing Renegade Villains

Sometimes it's good to be bad. Players may opt to play renegade villains; those who have decided to take up the fight against the Nightmare. Some fight for Wonderment out of self-preservation, some fight because they don't like sharing the role of villain with the Nightmare, and others fight because it is the right thing.

The renegade villain's fairy tale story must be clear that this hero was formerly a villain and not merely some misunderstood individual. Creating a renegade villain within the rules remains unchanged with three exceptions:

- To play a renegade villain, the folk must take the Outsider or Wicked Hindrance.
- Only renegade villains can take Arcane Background (Vile Magic).
- Their Fairy Tale Essence comes to them as a detriment, for they lost in the stories. For example, Captain Hook gains a benny when thwarted by a child or Rumpelstiltskin gains a benny when someone finds out his important secret.

Setting Rules

Breaking Promises

A promise is a binding deal and once made cannot be revoked except by the promised party. A broken promise breaks belief and trust. Other individuals who would normally be sympathetic to your situation will side against your hero if he breaks a promise. Breaking a promise has two negative effects.

- A known promise breaker has a cumulative -1 to Charisma.
- The hero receives one less benny per game session until the promise is fulfilled or amended to the satisfaction of the promised party.

Riding Another Folk

One can only ride a folk that is at least one size larger, and the ridden creature can carry as many other folks as his load limit will allow.

The rider does not need to make Riding rolls as it is assumed that the folk being ridden is compensating. However, an unwanted rider must make rolls as appropriate. In either case, the folk doing the riding still suffers from an unstable platform when it relates to combat.

Disguises

The ability to disguise one-self as another person, a creature, or even an object is common to fairy tales. The disguises do not have to be complex and can be as simple as wearing different clothes and discoloring hair and skin.

To effect a disguise requires a Smarts roll only. An opposed Notice roll sees through the disguise. On a raise for the disguise, *strangers* are not allowed a Notice roll. On two raises, not even *family* and *friends* are allowed Notice rolls.

Extra Limbs

Extra arms and legs are treated as trappings of Edges. Extra legs? Try Fleet Footed. Extra arms? Try Sweep, or Two Fisted.

The following Hindrances need further explanation how they work in Wonderment:

Delusional

The problem with delusions in a land of dreams is that the delusion is probably correct. It is recommended that this Hindrance be removed.

Doubting Thomas

This Hindrance should be removed for obvious reasons. Every being in Wonderment is in essence a supernatural creature. However, Doubting Thomas could make a suitable Delusion.

Lame

This Hindrance is called Slow in Scairy Tales, and represents all things that would impeded movement: small legs, sloth-like nature, and so on.

Outsider

The only true Outsider in Wonderment is the Nightmare. However, renegade Villains who have come to the side of good are considered Outsiders by most survivors, and this is the only time it is applicable.

Small

This Hindrance receives a small adjustment. In addition to the -1 to Toughness, there is a small upside, in that folk larger than man-sized have a -2 to their attack rolls to hit a small folk character. The load limit of a Small character is multiplied by 2.5 instead of 5.

Wanted

This Hindrance should be removed from play. If your hero has done something so terrible to be Wanted, choose Enemy or Outsider instead. The folks you have crossed are most likely the only folks who will leave refuge and track you into the Nightmare lands.

New Hindrances

Bad Dreams (Major)

Your hero is particularly weak when it comes to believing in the Dream. Having Bad Dreams means the hero has a -2 to rolls to resist the Nightmare, and suffers an extra +2 damage from Nightmare creatures and Nightmare powers.

Cannot Grasp (Major)

Your hero is incapable of grasping objects (including weapons). Animals in their natural shape typically have this Hindrance.

Cursed (Major or Minor)

Your hero has a permanent affliction which is out of his control. Minor curses are ones where it bothers the hero only a little, or is unlikely to happen often. Major curses greatly inconvenience the hero or happen quite often. GM's define the exact effects of the curse with player input.

Example: The Swan Princess is by day a swan, and night, a human. She requires two sets of stats. One is her human form, and one is her swan form. This is a Major Curse.

Example: Sleeping beauty is put to sleep if she pricks her finger on a spindle This is a Minor curse.

Dreamless (Major)

The folk has lost his special connection to the Dream through despair or minor corruption. As such, this folk has no Essence. If taken in conjunction with Original Tale, the folk only has one Essence.

Fragile (Major)

Your hero is not physically tough. It could be that he is skinny or made of a weak material. Being Fragile results in a -1 to your Toughness.

Mute (Major)

The hero cannot verbally communicate with anyone. Your hero will need to learn other forms of communication such as sign language if he wishes to converse with other people in-game.

Obvious (Major or Minor)

Some just aren't built for stealth and sneaking. There could be many reasons why your hero does a poor job of trying to hide or move quietly.

For those with the Minor version of this Hindrance, they have a -2 to all Stealth rolls, while those with the Major version have a -4.

Tiny (Major)

Your folk is the size of cats, small dogs, fairies, sprites, gnomes, mice, birds, rabbits, or similar. Your folk has a -2 to Toughness due to his tiny size, but on the plus side, attackers larger than your hero must subtract 4 from any attack rolls made against this folk character. Your Load Limit is equal to your Strength. Do not multiply by five.

Weakness (Major or Minor)

Your folk is especially vulnerable to some kind of attack or situation. A Major Weakness, when applicable, causes an extra 2d6 damage. A Minor Hindrance usually causes an automatic Shaken result. Otherwise the GM will have to define the effect with input from the player. This Hindrance can be taken more than once, and each time the hero gains another Weakness.

Wicked (Major)

Wicked are the closest to evil one can find in Wonderment outside of the Nightmare. Wicked are never trusted by honest folk, and are rarely welcomed at Havens as Wicked fight the Nightmare for selfish reasons. Wicked folk have a Charisma penalty of -4.

New Edges

Background Edges

Armor

Requirements: Novice, Vigor d6+

Your hero is covered in some kind of protection such as scales or a shell. This is natural armor and is something that cannot be removed. It affords a +2 armor protection to your whole body.

Better Armor

Requirements: Armor

As above, but Armor is increased to +4.

Beyond Brave

Requirements: Novice, Spirit d8+

Because you are either numb in the brain, courageous beyond all measure, or magically protected, you never suffer from the effects of Fear, and are immune to Intimidation.

Grudge

Requirements: Novice, Appropriate background

Your hero has a grudge with a type of villain, born of out your fairy tale story and the battles fought therein. Whenever your hero faces off

The following Edges are removed from play: Ace, Champion, Connections, Gadgeteer, Holy/Unholy Warrior, Investigator, McGyver, Mentalist, Mr. Fix-it, and Rock & Roll. Some Edges need further explanation for their use in Wonderment:

Arcane Background

There are three kinds of Arcane Background available to characters: Dream, Gifted, and Vile. See The Dream (page XX) for more details.

Arcane Resistance

Arcane Resistance also protects against the Nightmare, providing a +2 bonus to Spirit rolls. The GM has more information on the Nightmare.

Giant Killer

Giant Killer has been replaced with the new Edge, Grudge.

Noble

With the downfall of Wonderment, the common folk look to former kings and queens to aid them in their time of need. While a noble may no longer have lands to rules and take care of, every single person they meet now will expect the noble to help them.

Professional (and Expert and Master)

Since attributes can begin play greater than d12, Professional and Expert are not needed. Master can still be taken, but the requirements become: Wild Card, Legendary, d12+2 (or better) in affected trait.

Rich (and Filthy Rich)

Heroes must spend all money or lose it.

Wizard

While there can be wizards in Wonderment, they do not fall under a profession as such. However, the effect of this Professional Edge is duplicated by magic wands, and staves. See Chapter 3: The Dream for more details.

against this type of villain, the hero receive a +4 to damage against this villain. The type of villain applicable should be based on the hero's fairy tale story and never be too broad in scope.

This Edge can only be taken by a hero who has a villain of some type in his or her fairy tale story.

Large

Requirements: Novice, Strength d10+

Your folk is the size of papa bear, trolls, horses, ogres, or other large creatures. You gain +4 Toughness but on the down side, attackers may add +2 to any roll made to attack you. To calculate your base Load Limit, determine it normally then multiply by 10.

Huge

Requirements: Novice, Large, Strength d12+

Your folk is the size of dragons and giants. You gain a +8 to Toughness, but on the down side, attackers may add +4 to any roll made to attack you. To calculate your base Load Limit, determine it normally, then multiply by 20.

Gargantuan

Requirements: Novice, Huge, Strength d12+5+

Your folk is the size of small mountains or red wood trees. You gain a +12 to Toughness, but attackers may add +4 to rolls made to attack you. Your hero is considered to have Heavy Armor, and his natural attacks are considered Heavy Weapons. Your base Load Limit is determined normally, then multiply by 40. These folk can also bring their immense weight to bear when stomping on creatures. Add the folk's size to Strength when determining damage, but subtract the size of the target from the damage as well.

Use Huge to determine gear, but double all calculations.

Leaping

Requirements: Novice

Due to magic or physical form, the hero can jump extraordinary distances.

From a dead stop, a hero may jump a number of inches equal to the hero's Strength die. From a "run and go", it's equal to two times. The hero receives an additional 1" for each success and raise on a Strength roll.

Long Reach

Requirements: Novice

Your hero's Reach is extended by 2". This Edge

is most commonly connected with larger creatures with long arms or creatures with tails, but can be anything that allows your hero to extend his physical attacks naturally.

Very Long Reach

Requirements: Long Reach

As above, but Reach is extended to 4".

Mighty

Requirements: Novice, Brawny

Your hero's natural melee attacks are considered to be Heavy Weapons.

Natural Weapons

Requirements: Novice

Your folk comes naturally with claws, fangs, spikes or other such weapons. You may pick one natural weapon that does Str+3 damage, or two natural weapons that do Str+2 damage, or three natural weapons that do Str+1 damage. This Edge may be taken multiple times, but the effects cannot stack (your hero can have three attacks that do Str+3, but he cannot have one attack which does Str+9 for example).

Night Eyes

Requirements: Novice

Your hero can see in all but absolute darkness. You ignore penalties for dim or dark lighting.

Object

Requirements: Novice, Vigor d6+

Your hero is an inanimate object come to life. You may not take both Object and Shade. Objects gain the following:

- Called Shots do no extra damage as Objects generally have no vital organs.
- Object Wild Cards never suffer from Wound Modifiers.
- Objects do not suffer from disease or poison, and generally do not eat or breathe.
- Objects gain the Weakness (Major) Hindrance, usually to fire, and receive no points for it.
- Objects have their Agility capped at d6.

Original Tale

Requirements: Novice

Of the many variations of your hero's particular tale, his was the first told and as such, has a much deeper connection to the Dream than most.

Your hero begins play with two Essences.

Protected

Requirements: Novice, 4 out of 5 Attributes at

d8+

This ability gives complete immunity to one type of attack, such as fire, cold, electricity, piercing, and even Corruption is possible. Heroes with this ability ignore all damage and effects originating from these kinds of attacks.

Regeneration

Requirements: Novice, Vigor d6+

Your hero has some magical ability to heal, or it could be simply a part of your hero's abilities to heal faster than others. Your hero makes natural healing rolls every day, instead of every 5 days.

Better Regeneration

Requirements: Regeneration, Vigor d8+

As Regeneration, above, except you can make a natural healing check every round to heal damage. You also receive a +2 to recover from being Shaken. However, you must also pick one type of harm that you cannot heal through regeneration (and cannot be immune to), such as fire or cold, and must be healed normally.

Scary

Requirements: Novice, Spirit d6+

Your hero is frightening to behold, and causes Fear checks for all who see him. It is assumed that your companions have spent a great deal of time with you and are used to the sight of your hero.

Very Scary

Requirements: Scary, Spirit d8+

As above, except the Fear checks must be made at -2

Shade

Requirements: Novice, Spirit d12+

Your hero is akin to a ghost, but a ghost is still made of the same thing in Wonderment as flesh and steel, and can harm, and be harmed, by any means. However, Shades are more difficult to wound than most. Shades have the following:

- Shades do not suffer from disease or poison, and generally do not eat or breathe.
- Shades gain +4 to Toughness. Any attack which does not at least cause a Shaken result passes through the Shade without contact.
- Shades do not get Toughness modifiers for being Small, Tiny, Large or Huge.
- Shades cannot gain new gear after character creation. Beginning gear represents all the Shade originally died with. Shades still suffer encumbrance. Gear that is lost, dropped, shot, or thrown reforms in an hour.

- Shades may move up to their full Pace through solid material, or pick up objects, but take a Fatigue level for doing so. Fatigue is recovered one level per hour after movement or dropping the object. Incapacitated Shades fade away for 1d4 hours after which time the Shade reforms.

Swarm

Requirements: Novice, Agility d10+

Swarms are comprised of scores, if not hundreds of individuals, all sharing the same essence and so must stick together. Folks as swarms use the following rules:

- Swarms cover an area equal to a Small Burst Template and inflict 2d4 damage automatically to any target under the area of the Template.
- Called shots do no extra damage, and generally, cutting or piercing weapons do no real damage, but blunt, area effect, or magical attacks work normally.
- Swarms cannot have a Fighting, Shooting, or Throwing skill, nor can they take the Large, Huge, or Gargantuan Edges or the Tiny and Small Hindrances. They get +2 to Parry.
- This Edge can be taken up to three times and each time increases *either* the size of the Burst Template (to Medium and then to Large at maximum) or the automatic damage (to 2d6 and then to 2d8, at maximum).
- Swarms cannot carry objects or people larger than their individual components.

Undead

Requirements: Novice, Spirit d8+

Some of the more scary villains, and even some benign folk are dead in the flesh, but not in the spirit. Such folk use the following rules.

- Undead add +2 to Toughness
- Undead add +2 to remove Shaken status.
- Called shots do no extra damage.
- Undead do not suffer from Wound Modifiers.
- Undead do not heal on their own, and must be healed through the use of the skill or power.
- Undead do not suffer from disease, poison, and generally do not need to eat or breathe.
- Undead have -6 to Charisma.

Wall Crawler

Requirements: Novice

Your hero has the ability to walk on vertical or inverted surfaces, and may even run. Make climbing checks if you suffer wounds while climbing, or if some force is attempting to knock you off the surface. If you fail, you will fall to the ground and suffer falling damage as appropriate.

A rough and tumble looking Peter Pan (with, if possible, a passing resemblance to Shane), fighting a wicked looking Captain Hook in the rigging of a ship.

Water Breather

Requirements: Novice

Your hero is native to water, being similar to a mermaid or a fish. Water is your natural environment, and you cannot drown. While in water, your Pace is equal to your Swimming skill. There is a downside: You can exist out of water a number of days equal to your Vigor. After that, the hero suffers one Fatigue level per day until death. Full immersion in water for one day resets this time limit.

Wings

Requirements: Novice, Vigor d6+

Your hero has wings that allow flight at 12" Pace with a 3" acceleration. Some folk have little fairy wings and others have nicely feathered wings. Still others might have huge, leathery, flapping wings. Wings need not be appropriately sized for your hero. You could have a giant that flies by means of tiny fairy wings if you so desired.

Better Wings

Requirements: Wings

As above, but flight is now at 24" Pace, and with a 6" acceleration.

Wondrous Item

Requirements: Novice, Appropriate fairy tale story

Wondrous and magical items play a role in many stories, from magical swords to wands, to magic beans to anything else. Your hero begins play with the Wondrous Item from his background story. Generally, the item should be as powerful as two Edges. The downside of getting two Edges for the price of one is that your hero can lose his Wondrous Item or have it stolen, thereby losing all benefits, while still having paid for the Edge. There is an exception. If the hero also has Undying Dream, the Wondrous Item will return to the hero at the beginning to the next game session if it is lost or stolen. See The Dream (XX) for more details on Wondrous Items. If a hero loses his Wondrous Item, and then later takes Undying Dream, the Wondrous Item will reappear with the hero at first opportunity.

Combat Edges

Believer

Requirement: Novice, Spirit d10+, Fighting d8+

Your hero believes so strongly in the Dream that even the Nightmare fears you. You are a beacon of belief and hope in the ruined wastes of Wonderment. This personal belief allows your hero to strike down Nightmare creatures with an extraordinary might; and to withstand their attacks with an unmatched fortitude.

Believers add +2 damage when attacking creatures of the Nightmare, and receive a +2 Toughness when resisting damage caused by a creature of the Nightmare.

Trickster

Requirement: Novice, Agility d8+, Smarts d8+

Fairy tales are full of folk who use their brains or superior abilities to outsmart their enemies. Your hero is especially good at tricking others through clever wit or agile maneuvers.

Tricksters gain +2 to all Trick maneuvers.

Power Edges

Everlasting Power

Requirements: Novice, Arcane Background, Spirit d8+, Appropriate Arcane Skill at d8+

The hero shares a special connection to the Dream and a particular power.

When this Edge is chosen, the hero picks one power to be affected. The Power Point cost of this

power is reduced by 2. This may make some powers free to cast if the cost is reduced below zero. This edge can be taken multiple times and applied to a new power or a power already affected by this Edge. Disruption rules still apply.

This edge may only be taken once per Rank.

Example: Peter Pan has taken Everlasting Power for his fly power. Fly normally costs 3 Power Points to move at basic Pace. With this Edge, the cost has been reduced to 1. Peter Pan may now fly at his normal Pace by expending one Power Point. Later on, Peter Pan takes this Edge again and applies it this power once more. He may now fly at double his Pace at two power points.

Trademark Power

Requirements: Novice, Belief d12+

The folk has become specialized in one power. This power is usually the one the folk is most identified with in their tale, but it could be otherwise.

When using this power, the hero adds +1 to their Arcane skill roll. A folk may take this Edge multiple times, and each time it is applied to a new power.

Improved Trademark Power

Requirements: Veteran, Trademark Power

As above, but the bonus when using the power increases to +2.

Weird Edges

Animal Friend

Requirements: Novice

The hero has a rare gift that allows them to converse with animals. Animals includes any non-sentient creature in Wonderment, but not Nightmare creatures.

Animals will answer to the best of their ability and understanding, assuming they are willing to help the hero. If the hero has been hostile, a Persuasion check might be necessary for the animals to willingly answer.

Innocence

Requirements: Wild Card, Novice, Spirit d10+, Cannot have any one of the following Hindrances: Arrogant, Bloodthirsty, Death Wish, Greedy, Mean, Stubborn, Vengeful, or Wicked.

The hero has a certain innocence that protects him from the worst the Nightmare has to offer, as well as offering protection against villains.

Before anyone may attack or otherwise attempt to harm this hero, they must first make a Spirit roll. If successful, they may attack without hesitation, but if the roll failed, the attacker must choose another target instead.

Story Teller

Requirements: Wild Card, Heroic

The folk has come to a point where he has become so connected to the Dream that he may start altering the course of actions, as if he were, on some level, in control of events as they unfold.

After anyone else makes a trait roll, but before the effects have taken place, the folk with this Edge may spend a benny to force the roller to roll again, but taking the lesser of the two results.

The victim may spend an additional benny to negate the effect of this Edge. Both the folk with this Edge and the victim may continue to spend bennies to counteract each other until one stops.

Wild Card Edges

Dreamer

Requirements: Wild Card, Veteran

The hero shares a special connection to the Dream, and at times can cause just about anything to happen. If the folk draws a Joker for initiative, the character doubles the total of his next Trait roll.

Legendary Edges

Undying Dream

Requirements: Legendary, Spirit d12+, Charisma 4+

Your hero's exploits have begun to find their way back into the hopes of other fairy tale folk and even children in the mundane world. Belief, however small, is beginning to take hold in their minds. Powered by this belief, your hero's soul returns fully to the Dream as in the days of old. Your hero becomes undying, destined to be reborn with every telling of his story.

All permanent injuries and even death will only last until the end of the current session of play. Upon the beginning of the next session, your hero will miraculously return to play alive and unharmed. Note that this does not return your hero from remaining imprisoned, asleep, or some other means of incapacitation. So long as your hero remains alive and physically well, he will not be reborn.

Bear

As mentioned, economics and specifically currency, were never a strong point of Wonderment. To be sure there was money, golden coins to be precise, and even barter, but the vast majority of the time, only when it was important to a fairy tale did economics actually exist.

The following lists of gear are given prices in the current value of coins. These values can be used as easy reference to determine the relative worth of items when attempting to trade goods.

Characters start with \$500 worth of equipment. Any leftover amount is lost.

Keep in mind that most items of gear are used equipment or hand-me-downs. Very few places are left that can actually manufacture new goods. Salvage from the wastes is the most common method of acquiring goods. The equipment listed is considered good quality, but can be bought cheaper. For 75% of list price, you can have any weapon or armor as poor quality. However, poor quality weapons will do 1 less point of damage; and poor armor will protect by one less point. Other items, poor or good, make little difference and are bought at list price.

Fairy tales rarely were so detailed about the exact nature of items. This has been carried over into the equipment lists. You will not find 5 different versions of an axe for example. It is out of place within fairy tales to have that level of detail. If you insist on having a battle axe, make sure it is fine with your GM first, and then purchase it using the Savage Worlds Core Rule Book. Be sure to add \$50 to the price of any weapon from the core rule book to reflect the hard to come by nature in Wonderment.

Back Pack: Holds 40 pounds worth of gear

Belt Pouch: Holds 5 pounds worth of gear

Box: Either box holds 10 pounds.

Candle: 2" Radius, 2 hours

Flask: Holds half a pint

Flint & Steel: Enough supplies for 20 fire

Lantern: 4" Radius, 5 hours per pint of oil

Lock Picks: -2 to Lockpicking without these

Oil: One pint

Quiver: Comes with 20 arrows or bolts

Rope: 20 yards worth

Sack: Big enough to hold a small child

Tent: Small holds 1 adult. Large holds 2 adults

Torch: 4" Radius, 1 hour

Waterskin: Holds 1 pint

Mundane Items

Item	Cost	Weight
Back Pack	150	2
Bed Roll	75	4
Belt Pouch	10	1
Blanket	30	4
Box, Decorative	50	2
Box, Utility	25	4
Candle	3	1
Fishing Gear	30	2
Flask	15	1
Flint & Steel	9	1
Grappling Hook	150	2
Lantern	75	3
Lock Picks	250	1
Musical Instrument	50-200	1-5
Oil	6	1
Quiver	75	2
Rope	30	15
Sack	5	1
Shovel	15	5
Spy Glass	300	2
Tent, Large	300	10
Tent, Small	150	5
Tool	10	2
Torch	5	1
Toy	5	1
Watch, Pocket	20	1
Waterskin	15	1
Whetstone	15	1

Food

Food, Excellent (8 meals)	80	12
Food, Good (4 meals)	40	10
Food, Poor (2 meals)	20	4
Food, Scrap (1 meal)	10	1

Clothing

Rags	Free	-
Normal Clothing	50	-
Nice Clothing	200	-

Animals & Tack

Riding Animal	400	-
Pet	100	-
Saddle and Bags	150	10

Mundane Items for Other Sizes

The gear on the preceding page assumes a normal-sized human, but in Scairy Tales, folk can be of all sizes. Make the following changes to gear based on size.

Tiny: Gear weighs and costs 1/4 listed. Divide values of gear by 1/4, except Quivers.

Small: Gear weighs and costs 1/2 listed. Divide values of gear by 1/2 except Quivers.

Large: Gear weighs and costs twice listed. Double values of gear by 2, except Quivers.

Huge: Gear weighs and costs four times listed. Quadruple values of gear by 4, except Quivers.

Example: A Tiny back pack costs 38, weighs .5 lbs, and can hold 10 pounds worth of gear. A Small Rope costs 15, weighs 8 lbs, and is 10 yards long. A Large lantern costs 150, weighs 6 lbs, and sheds light in an 8" radius. A Huge waterskin costs 60, weighs 4 lbs, and carries 4 pints of water.

A Quiver's cost and weight change, but always holds 20 arrows or bolts of appropriate size.

Food

Food, like other gear, can come in different sizes, and the meals listed are for average human sized folk. The weight and cost is modified as other mundane items are for size. For the appropriately sized folk, it provides the same amount of meals.

However, a feast for a fairy is a barely noticeable snack for a giant. As such, use the following rules for food consumption between sizes.

Divide the number of meals provided by 2 for each size difference getting larger, and multiply by 2 for each size difference getting smaller; anything less than 1 is treated as 0.

Example: Eight Tiny-sized meals provides 4 meals for a Small folk, 2 meals for a Normal Folk, 1 meal for a Large folk, and nothing for a Huge folk.

Conversely, a single meal for a Huge folk is 2 meals for a Large folk, 4 meals for a Normal folk, 8 meals for a Small folk, and 16 meals for a Tiny folk.

Final Note on Gear

When mentioned anywhere in this book, all gear, food, weapons, and armor, are assumed to be Normal sized unless expressly stated.

Artist's choice, but at least depicting different sized heroes and their gear: A giant, a fairy, a dwarf, a human, and a Papa Bear for example.

Armor

Type	Armor	Weight*	Cost**	Notes
Personal				
Chain	+2	25	350	Covers Torso, Arms, and Legs
Cloak	+1	5	100	Covers Torso, Arms, and Legs from rear attacks
Helm	+2	5	125	Covers head
Leather	+1	15	100	Covers Torso, Arms, and Legs
Plate	+3	25	450	Covers Torso, Arms, and Legs
Shields***				
Shield, Small	-	4	75	+1 Parry
Shield	-	8	100	+1 Parry, +2 Armor vs. ranged attacks that hit
Shield, Large	-	12	250	+2 Parry, +2 Armor vs. ranged attacks that hit

* This is effective weight when worn. Tiny armor weighs 1/4 listed. Small armor weighs 1/2 listed. Large armor weighs twice listed. Huge armor weighs 4 times listed.

** Tiny armor costs 1/4 listed. Small armor costs 1/2 listed. Large armor costs twice listed. Huge armor costs 4 times listed.

*** Shields protect only against attacks from the front and left (assuming a right handed hero)

Hand Weapons

Weapon*	Damage	Weight	Cost	Min Str	Notes
Axe	Str+2	5	250	d6	
Axe, Great	Str+4	15	450	d10	AP 2, 2 hands
Cleaver	Str+1	2	100		AP 1
Club	Str+1	1	10		
Dagger	Str+1	1	75		
Flail	Str+2	8	250	d6	Ignores shield Parry bonus
Hammer	Str+2	8	300	d8	AP 1 vs Plate
Hook	Str+1	3	75		
Lance	Str+4	10	550	d8	AP 1, Reach 2"
Mace	Str+2	8	250	d6	
Maul	Str+4	15	300	d10	AP 2 vs Plate, 2 hands
Pick	Str+2	8	350	d6	AP 1
Pole Arm	Str+3	15	350	d8	Reach 1", 2 hands
Sickle	Str+1	5	75		
Scythe	Str+2	20	200	d8	Reach 1", Parry -1, 2 hands
Spear	Str+2	5	50	d6	Reach 1", Parry +1, 2 hands
Sword, Small	Str+2	4	250		
Sword	Str+3	8	350	d6	
Sword, Large	Str+4	12	450	d10	Parry -1, 2 hands
Trident/Pitchfork	Str+3	10	350	d8	Parry +1, 2 hands

Tiny, Small, Large, and Huge Hand Weapons

Hand weapon stats are for normal sized folk. To determine stats for other sized folk use the following:

- **Damage** remains unchanged, but using a weapon built for larger folk than themselves, the damage is reduced by half for being unwieldy. For folk using a weapon built for smaller folk than themselves, the damage is reduced to Str+1. This assumes the folk can carry the weapon in question, and meets Min Str requirements. Round Up.
- **Weapons for Tiny folk:** Divide Weight and Cost by 4, and reduce Min Str by 2 dice.
- **Weapons for Small folk:** Divide Weight and Cost by 2, and reduce Min Str by 1 die.
- **Weapons for Large folk:** Multiply Weight and Cost by 2, and increase Min Str by 1 die.
- **Weapons for Huge folk:** Multiply Weight and Cost by 4, and increase Min Str by 2 dice.

Example: A Tiny Great Axe has Weight 4; Cost 113; and Min Str d6. A Huge Dagger has Weight 4; and Cost 300. Since daggers have no Min Str to begin with, it is not adjusted.

Ranged Weapons

Weapon	Range	Damage	RoF*	Cost	Weight	Min Str	Notes
Axe**	3/6/12	Str+2	1	250	5	-	-
Blunderbuss	10/20/40	1-3d6***	1	350	12	d6	2 actions to reload
Bow	12/24/48	2d6	1	300	3	d6	-
Crossbow	15/30/60	2d6	1	550	10	d6	AP 2, 1 action to reload
Dagger**	3/6/12	Str+1	1	75	1	-	-
Javelin**	4/8/16	Str+1	1	30	1	-	-
Musket	10/20/40	2d8	1	350	15	d6	2 actions to reload
Pistol	5/10/20	2d6+1	1	200	3	-	2 actions to reload
Sling**	4/8/16	Str+1	1	10	1	-	-
Spear**	3/6/12	Str+2	1	50	5	d6	-

* Ammunition costs 1 coin per shot, except for slings; stones are free.

** These weapons follow the same rules for different sized hand weapons except the Range is also multiplied or divided.

*** A blunderbuss does 1d6 damage at Long range, 2d6 at Medium range, and 3d6 at Close range.

Tiny, Small, Large, and Huge Ranged Weapons

Like hand weapons, ranged weapons with fixed damage have different stats for folks smaller or larger than normal size. Heroes meeting the Min Str requirements may use larger or smaller weapons, without penalty.

• **Small and Tiny ranged weapons:** Divide Range, Cost, and Weight by 2. Lower damage to the next die type.

• **Large and Huge ranged weapons:** Multiply Range, Cost, and Weight by 2. Increase Min Str by 3 die steps. Increase damage to the next die type.

Example: A Huge Musket has Range 20/40/80; Damage 2d10; Cost 700; Weight 30; and Min Str d10. A Tiny Bow has Range 6/12/24; Damage 2d4; Costs 150; and Weighs 2.

Vehicles

Galleon

There are actually very few galleons within Wonderment, but those that do exist are almost always under the control of pirates: Villains from the stories of Peter Pan and others.

Acc/Top Speed: 2/6; **Toughness:** 20 (4); **Crew:** 120; **Cost:** Not Available

Notes: Heavy Armor (galleons aren't actually armored, but they are so massive that they require heavy weapons to harm them).

Weapons:

- 46 Cannons (Range 50/100/200; Damage 3d6+1; RoF 1; AP 4; Heavy Weapon), 20 rounds per cannon.

Horse and Carriage

This includes formal carriages, wagons, and other horse drawn conveyances.

Acc/Top Speed: Half animal's Pace (no Top Speed); **Toughness:** 10 (2) for carriages/wagons; **Crew:** 1+3; **Cost:** 300

River Barge

River barges are rowed boats that can carry 20 passengers or equivalent cargo. They were the primary form of transportation in Wonderment before the Nightmare.

Acc/Top Speed: 2/5; **Toughness:** 15 (4); **Crew:** 5+20; **Cost:** 2000

Row Boat

This covers any manual powered small boats, from a ship's launch to a canoe.

Acc/Top Speed: 1/2; **Toughness:** 8 (2); **Crew:** 1+3; **Cost:** 500

Sail Boat

This covers any wind powered, single masted boats.

Acc/Top Speed: 1/8; **Toughness:** 10 (2); **Crew:** 3+10; **Cost:** 1000

The Dream

Wonderment

Hundreds of years of bed time stories, nursery rhymes for babes in their cribs, and tales and fables told to delight have created Wonderment from the minds of the mundane world.

Wonderment, from dirt to dragons, is actually made of fantasy; bits of dreams and fancy, the imagination of children who gave Wonderment its power and form through their belief. It is a dream land, ruled by the will of the Dream. The Dream is one and the same as Wonderment. It is a living force, alive and intelligent, created from within to protect the innocence of believers. It watches and governs Wonderment as a force of nature. In the days of old, the Dream acted as the guiding force of the fairy tale stories, ensuring they were told properly; the heroes win, and the villains lose. As new stories were told, the Dream created new realms to match within Wonderment, populated with new beings of wondrous origin. Wonderment was paradise.

The Dream is the divine within Wonderment, capable of anything the mind can imagine. Those who wield magic within Wonderment do not wield some mysterious force. They wield the Dream itself. Magic is the raw form of the Dream, just as folk are made of the dream too. Many within Wonderment do not understand this nature of their reality: Fairy tale folk are the Dream and the Dream is fairy tale folk. Though individual folk may not be able to comprehend their own divinity or sense their connection to everything else, this makes them no less a part of the Dream. Despite being a fraction of the whole, folk are their own beings, capable of independent thought and emotion.

In many ways fairy tale folk had no self-will when it came to their stories, as they merely accepted their part in the fabric of Wonderment and acted accordingly. One could not say that folk were slaves or that they disliked their part in the stories. The folk simply were doing what they were made to do. The same is true for the villains who, despite being destined to lose, played their part, even if they at some level hated their lot in life. When not occupied by their own stories, fairy tale folk could act as they pleased, but the Dream still performed its noble duty of protecting Wonderment for the delight of others.

The Nightmare and Children

One day things changed horribly for the Dream. Belief had waned for many years as the mundane world started to lose interest in stories. The grim reality of the mundane world started to build up at the borders of Wonderment; a black tide held by the dam that was the Dream. The Dream started to falter, cracks appeared, and in one instant the Dream failed. Being weakened from a lack of belief, the Dream could not hold. It retreated and in a single moment of horrible gut-wrenching torment, the Nightmare arrived. It spread like a virulent disease, laying waste to whole realms of Wonderment, darkening the sky with pitch black clouds and turning Wonderment into a wasteland.

With the Nightmare came creatures of terror; beasts never seen or given life within Wonderment before. They assaulted the senses just to look upon them. With the Nightmare came elements that were alien to Wonderment, elements the Dream was powerless to stave off: Permanent death, time and decay. The fairy tale folk were almost slaughtered whole. Part of the Dream was corrupted, changing that which was so noble into a form of evil.

The act of corruption would have been complete—should have been complete—but before the Dream was wiped permanently from existence the Nightmare's assault suddenly slowed to a crawl. This respite allowed the survivors, and thus the Dream, to gather their strength. They found refuges, strongholds, and places to hide.

What the survivors soon realized is that just the youngest children of the mundane world still believed in them. These children who believed in fairy tales with all her heart, who went to sleep each night with the names of fairy tale folk on their lips. Children whose endless dreams of fairy tales, and more importantly their belief in them, kept Wonderment from slipping into oblivion.

The Dying Dream

Without a doubt the dream is dying and will surrender to the Nightmare soon. Children's belief has slowed the Nightmare, but this belief cannot hold the darkness back forever. Before the fall, the Dream could raise mountains. Now the Dream is too weak to fight, and without belief it cannot heal. The surviving fairy tale folk have been weakened too. The famous fairy tale folk are pale shadows of what they once were, while the less famous folk are

Little Pig #3 riding into battle on the back of Billy Goat
Gruff #3, against Nightmare creatures, in a warped forest.

barely connected to the Dream. Magic no longer holds the power it once did and extraordinary will must be summoned to create the most trivial of effects.

As the Dream dies, the fairy tale folk can feel it. As a refuge falls and folk succumb to the Nightmare, the survivors can feel death within them, for as one being dies, the rest feel it too as a sickness inside their bodies. A gnawing ache of disquiet pervades their soul as a little bit of themselves die with the loss of another.

In their worst moments, some folks can even feel the Nightmare feeding on the Dream like worms on a corpse. Hope is all but lost—the dream dies, the survivors wait to follow the dream into darkness—and belief is stricken from the minds of those who would fight to live.

The mundane world cannot help Wonderment. The land of fairy tales has been abandoned to the Nightmare and even if the Dream could fight its way back, there is not enough Children who still believe. Stories are just words on paper now and the dead do not rise at the retelling of the tales. “Happily ever after” has become a lie.

Belief

And yet belief still exists, but not in the mundane world. Some survivors in Wonderment have begun to believe in themselves! Fairy tale folk have lived so long in the belief of others that to believe in oneself is a foreign concept, yet this belief, however small, is the real key to winning back Wonderment. It is true that Wonderment has been nearly abandoned by the mundane world and belief will not come from there; it will come from within Wonderment itself.

In the hearts of those who can believe in themselves, the Dream is starting to grow. It has trouble remembering the old tales and the way things use to be. When on familiar ground and folk believe in their own stories, the Dream heals, if only for a second. It gains strength on remembering the stories, taking on its old role of guiding stories to happy endings and thereby empowering the folk. This is not enough however, for one fervent believer cannot turn the tide of darkness, nor a hundred believers nor a thousand. In order for Wonderment to survive this apocalypse, the Dream must begin to believe in itself. With belief the Dream can do anything.

Arcane Backgrounds

Within Wonderment The Dream acts as many things, and one such force has the appearance of what the mundane world would call 'magic.' Magic is not a separate force, but rather shapeless Dream bending to the will of the individual. In many respects the Dream is not unlike a parent to individual folk, providing guidance and direction. With Magic these tables are turned, allowing the individual to guide and direct the Dream.

All magic in Wonderment is governed by the use of three Arcane Backgrounds, all of which are available to players. These three are; Good Magic, Gifted, and Vile Magic. Good Magic represents the ability to command many diverse powers as seen among the abilities of fairy godmothers for example. Gifted is for those beings who are able to utilize but one power, but do so with great ability. Tinkerbell's ability to make others fly is a good example of this.

The third Arcane Background is Vile Magic, and is limited to villains renegade or otherwise.

Arcane Background (Good Magic)

Arcane Skill: Belief (Spirit)

Starting Power Points: 10

Starting Powers: 3 (to be chosen from any power within the Savage Worlds Rule Book, and Scairy Tales except *beam*, *blast*, *bolt*, *burst*, *curse*, *fear*, *puppet*, *smite*, and *zombie* which are off limits to a Good Magic user.)

Good magic is the ability to make dreams come true. It has no power to cause permanent harm or make another being unwell. The energy for Good Magic comes from the Dream, and it came from belief. Once upon a time Good Magic was far more powerful than its lowly state now, but the Dream is not yet dead, and dreams can still come true. It is not necessary to make gestures or even speak words in order to use Good Magic, but it is often within the nature of the fairy tale folk's story that he or she must use gestures or words.

Innocence: The power of Good Magic comes from the ideal that you would never hurt another being permanently. If ever a being wielding Good Magic directly causes permanent harm to another being, it will create a dissonance. Until such time as the situation has been amended (usually through a great act of charity or healing), the wielder is totally incapable of performing Good Magic. Should a being use Good Magic to directly somehow cause the death of another, the wielder

of Good Magic will be irrevocably stripped of his or her power, never to use magic again. There can be no amends to the death of another being.

Some powers may cause 'discomfort', such as lower trait or transform. This is well within the purview of Good Magic, and in fact these powers were often used to teach others moral lessons. Beauty and the Beast is a good example of using transform to this effect.

The innocence rules do not apply if the hero causes the death of a Nightmare creature.

Arcane Background (Gifted)

Arcane Skill: Special (Special)

Starting Power Points: 20

Starting Powers: 1 (to be chosen from any power within the Savage Worlds Rule Book, and Scairy Tales except *zombie* which is off limits.)

Gifted is the manifestation of a single ability within a fairy tale folk. It comes from the same source as Good Magic (i.e. the Dream), but is entirely at the discretion of the being as to how and when to use their power; there is no restriction about harming others. It becomes the responsibility of the individual who must be held accountable for his actions.

Each power has its own skill and is linked to the most appropriate attribute.

Arcane Background (Vile Magic)

Arcane Skill: Belief (Spirit)

Starting Power Points: 10

Starting Powers: 2 (to be chosen from any power within the Savage Worlds Rule book, and Scairy Tales, except *beast friend*, *blessing*, *greater healing*, *healing*, *inspire*, *redeem*, and *zombie* which are off limits to a Vile Magic user.)

Vile magic belongs to the realm of villainy, but is no less a part of the Dream and therefore ultimately belief. Unlike Good Magic, however, Vile Magic not bound by demands of innocence, and a villain wielding vile magic can do as he pleases.

Corruption: Vile magic is easier to corrupt for the Nightmare than good magic. As such, when the caster rolls a 1 on his Belief die (regardless of Wild Die), the caster loses access to the power trying to be cast for the next 1d6 days until the Villain can reconnect fully with the Dream again.

New Powers

Beam

Rank: Seasoned

Power Points: 3

Range: Special

Duration: Instant

Trappings: Fire, light, lightning, acid jet.

Beam is an attack power that causes a path of energy to spring from the caster and extends straight away at 1" wide for a distance of 12". Anyone caught in the beam takes 2d6 damage. Rules for avoiding blast templates also governs those avoiding the beam.

Additional Effects: For double the Power Point cost, the beam's damage may be increased to 3d6, or it may extend the beam an additional 12". For triple the points, it does both.

Blessing

Rank: Veteran

Power Points: 5

Range: Smarts x2

Duration: 3 (1/Round)

Trappings: Waving hands, whispered words, sprinkling with powders.

Blessing allows the caster to bestow upon another being a great magical gift. This gift is how a wish might seemingly come true, but sadly is only temporary. Before the Nightmare, the gift could be permanent, but now it lasts mere seconds. Sometimes a few seconds is all it takes to make a dream come true, however.

The caster rolls his belief and on a success the target may be given any Novice level Edge (except Arcane Backgrounds) for the duration of the power. On a raise, the Edge may be of Seasoned level, and on two raises the Edge may be of Veteran rank and so on. The target does not have to meet any requirements for the Edge.

Create

Rank: Novice

Power Points: 2-8

Range: Smarts

Duration: 1 minute (1/minute) or Permanent

Trappings: Waving hands, whispered words, pulling items out a bag or hat.

Fairies, especially so, are famous for creating little objects out of thin air to tempt humans, while good witches have been known to reach into a sack and come up with just the right item needed for a situation. Even banquets of food have been created with this kind of magic.

The Power Point cost depends on the size and number of items to be created. Temporary objects will vanish at the end of the duration, but food consumed will still provide nourishment. Paying double the power point cost makes the item absolutely real and permanent. It cannot be dispelled once brought into existence.

Sample Items

PP Cost

Match, Coin, Fruit	2
Clothing, Few Coins, Dagger	4
Small Sword, Wine Jug, Book	6
Full Meal, Golden Egg, Axe	8

Curse

Rank: Veteran

Power Points: 5

Range: Smarts x2

Duration: 3 (1/Round)

Trappings: Waving hands, whispered words, dark looks.

Many a fairy tale concerns a curse placed upon the hero by a witch or ill omen. Before the Nightmare, a curse could devastate entire kingdoms or permanently ruin the lives of folk. Some curses could only be lifted by special requirements. Those days are long gone, and curses do not hold so much power anymore.

The caster rolls his belief and on a success the target is given any Minor Hindrance of the casters choice for the duration of the power. On a raise, the caster may inflict an Major Hindrance of the casters choice.

Illusion

Rank: Seasoned

Power Points: Special

Range: Sight

Duration: 1 minute (1/minute)

Trappings: Waving hands, whispered words.

The most famous of effects within fairy tales is misdirection. Things hardly ever appear to be what they truly are, hidden by illusion. This power affects the mind of the target and does not actually create an image for all to see.

To create an illusion, the caster expends 1 Power Point per sense to be deceived per individual affected. A purely optical illusion is 1 Power Point per individual. To create an illusion that can also be smelled and makes noise is 3 Power Points per individual. To create an illusion that deceives all 5 senses will cost 5 Power Points per individual. Illusions cannot cause real damage, but can cause Fatigue damage. Incapacitated folk fall unconscious but are otherwise unharmed. Illusions cannot be disbelieved, only dispelled. The size of

the illusion is irrelevant, since the power affects the mind only. An illusion of a coin costs the same as an illusion of a mountain.

Inspire

Rank: Novice

Power Points: 5

Range: Smarts

Duration: 3 (1/round)

Trappings: Courageous bearing, glowing aura.

Inspire gives courage and a spark of heroism to a common folk, allowing them to perform great deeds, worthy of their own fairy tale stories.

For non-Wild Cards, the target is elevated temporarily to Wild Card status, giving him 3 wounds and a Wild Die. At the end of the duration, roll a Vigor check if the target was wounded. On two raises, the target returns to normal. On one raise, he is Shaken. On a success, the target returns wounded, but alive. On a failure, he is dead.

Inspirit

Rank: Novice

Power Points: 2-10

Range: Touch

Duration: 3 (1/round)

Trappings: Waving hands, whispered words.

For inanimate objects, inspirit gives life, making the object appear to be a living creature, capable of moving and interacting with the world, sprouting arms and legs if necessary. The object is totally under the command of the caster. This power can also be used on vegetation, so long as the vegetation is not intelligent.

The size of the object to be inspirited determines the Power Point cost. See the following stats to determine the abilities of animated objects.

Tiny Object - Cat sized or smaller objects, such as candle sticks, weapons, or dinner ware.

Power Points: 2

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

Skills: Fighting d4, Climb d8, Notice d8

Pace: 4; **Parry:** 4; **Toughness:** 3

Special Abilities:

- **Special:** The object has any special abilities or bonuses that would be related to its original form. Swords cause damage, candles provide light, rope entangles, and so on.
- **Tiny:** In combat, anything larger than this object and attacking it has a -4 to hit it. Tiny objects have a -2 to Toughness.

Small Object - Small objects, such as chairs, chests, bushes, or rugs.

Power Points: 4

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

Skills: Fighting d6, Climb d8, Notice d8

Pace: 5; **Parry:** 5; **Toughness:** 4

Special Abilities:

- **Small:** In combat, anything larger than the object and attacking it has a -2 to hit it. Small objects have a -1 to Toughness.
- **Special:** The object has any special abilities or bonuses that would be related to its original form. Chairs can carry people, chests can hold items, and so on.

Normal Object - Normal sized objects such as armor, beds, tables, desks, or small trees.

Power Points: 6

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

Skills: Fighting d8, Climb d6, Notice d8

Pace: 6; **Parry:** 6; **Toughness:** 6

Special Abilities:

- **Special:** The object has any special abilities or bonuses that would be related to its original form. Armor has increased Toughness, beds can carry many people, etc.

Large Object - Large-sized objects, such as carriages, large trees, small homes.

Power Points: 8

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

Skills: Fighting d10, Climb d4, Notice d6

Pace: 4; **Parry:** 7; **Toughness:** 10

Special Abilities:

- **Large:** In combat, anything smaller than this object and attacking it has a +2 to hit it. Large objects have a +4 to Toughness.
- **Special:** The object has any special abilities or bonuses that would be related to its original form. Carriages can carry many people, small homes can provide protection against the environment, and so on.

Huge Object - Enormous sized objects, such as large homes, immense trees, and small towers.

Power Points: 10

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

Skills: Fighting d10, Climb d4, Notice d4

Pace: 3; **Parry:** 7; **Toughness:** 15

Special Abilities:

- **Huge:** In combat, anything smaller than this

object and attacking it has a +4 to hit it. Huge objects have a +8 to Toughness.

- **Special:** The object has any special abilities or bonuses that would be related to its original form. Large homes can carry many people and protect them from the environment. Immense trees can provide a place to hide from creatures in forests, and so on.

Prophecy

Rank: Veteran

Power Points: 10

Range: Self

Duration: Instant

Trappings: Words spoken through whispers, loud commands, grave voice.

By use of prophecy, a hero can actually determine the future, foretelling events that will come to pass, or seeing the future of individuals. It takes a great deal of time to use prophecy, during which the caster cannot be interrupted or the effect will be broken and will require the hero to start over.

When this power is used, the player may ask the GM a single yes or no question. Every raise allows another question to be asked. The GM will have to answer to the best of his knowledge. The hero must wait 1 week between attempts to use prophecy.

Protection

Rank: Novice

Power Points: 0

Range: Self

Duration: Concentration

Trappings: Waving hands, whispered words, defiant stares, brandishing a weapon.

A hero who does nothing but concentrate on his belief is very difficult for Nightmare creatures to oppose or harm. The Dream emanates from the hero, holding the Nightmare at bay.

A Nightmare creature that wants to directly harm a hero using protection must first win an opposed test of its Spirit versus the target's Belief.

Redeem

Rank: Legendary

Power Points: 20

Range: Touch

Duration: Permanent

Trappings: Blinding light, chanting, rays of sunlight, warmth.

This is the most powerful of abilities available to those who use Good Magic. Redeem allows the caster to focus his own will, his belief, and part

A fairy god mother type guarding a group of children from something "off screen".

of himself to cleanse an area of Wonderment from the Nightmare, returning it in an instant to its once glorious state. This power may be used on corrupted fairy tale folk as well, bringing them back within the Dream.

To redeem Wonderment, an arcane skill roll must be made. If successful an area of land equal to 1 mile x Belief as a radius centered on the caster plus 1 mile for every raise is blasted of the Nightmare. Nightmare creatures or corrupted fairy tale folk in this area are all immediately shaken, but unharmed otherwise.

To redeem a corrupted fairy tale folk, an opposed Spirit versus Belief roll must be made. Success returns the fairy tale folk to its original state of being, free of the Nightmare. It will remain Shaken for one full day recovering. The freed being will have no memory of its time within the Nightmare outside of an overriding sense of pain and torment.

In either case, the caster will have had to imbue so much of himself into the casting of this power, that it leaves him with one level of fatigue. This can be recovered by a vigor roll made once per week until healed.

Resistance

Rank: Novice

Power Points: 2

Range: Touch

Duration: 3 (1/round)

Trappings: A mystical glow, sparkling lights, ethereal armor.

Resistance provides a field of energy around the target making them resistant to the effects of magic, good or bad. It also provides defense to the effects of the Nightmare and Nightmare creatures. This resistance bonus is applied to whatever trait roll is required to resist the effects of the magic. Success grants the target a +2 resistance bonus to resist the aforementioned effects. A raise grants a +4 to resistance.

Smaller/Caller

Rank: Novice

Power Points: 5

Range: Self

Duration: 1 minute (1/minute)

Trappings: Immense growth or sudden shrinking.

This power grants the ability change the over all size of the hero and any objects in possession, but not sentient beings or living creatures.

A hero can change the over all size of himself by one step on a success, and an additional step on each raise. The steps are: Tiny, Small, Normal, Large, and Huge.

From Tiny to Small or Small to Tiny is one step for example. Two steps can be made (Tiny to Normal, or Normal to Huge, for example) on a success and raise. A success and 5 raises allows a Tiny folk to become suddenly Huge.

Remember to adjust weapon abilities for any carried by the hero. For the duration of the power, the hero effectively has the Edge or Hindrance of the same name, and all that entails.

Transform

Rank: Seasoned

Power Points: 5

Range: Smarts

Duration: 1 minute (1/minute)

Trappings: Waving hands, whispering words, sprinkling powders.

Cinderella once rode to a ball in a carriage that used to be a pumpkin, and she was driven by a coachman that used to be a rat, pulled by horses that used to be mice, and attended by footmen that once were frogs. These remarkable feats were accomplished with the transform power.

A hero may learn this power at Seasoned rank,

but its effects are limited in size and scope of what may be transformed based on the rank of the caster.

At Seasoned level, a hero can change the over all size of a creature or object by one step. The steps are: Tiny, Small, Normal, Large, and Huge. From Tiny to Small or Small to Tiny is one step for example. At Veteran, two steps can be made (Tiny to Normal, or Normal to Huge). The progression is the same until at Legendary, a hero can change a mouse (Tiny) into a dragon (Huge) or the reverse.

For living creatures, anything the target was carrying is transformed as well, except other living beings which are unaffected. While in this transformed state, the being still uses its own Smarts and Spirit and any linked skills, but uses the physical attributes of it's new shape. It can speak, although the voice will certainly not sound the same.

For non-living objects that are transformed, they behave in all respects like the form they have been given.

Peter and The Wolf fighting as friends against a Nightmare creature.

Wondrous Items

Magic wands, swords, and beans... singing harps and mystical tinder boxes... these are but samples of the Wondrous Items that have long been a staple of fairy tales; integral to the fabric of Wonderment. Like everything else, Wondrous Items are made from imagination, and therefore the Dream. What this means is that Wondrous Items can also be corrupted by the Nightmare.

Fairy tale folk who take the shape of objects are not counted as Wondrous Items, and instead use the character creation rules. This next section will explain Wondrous Items and their part in Wonderment.

Wondrous Items in Wonderment

Many surviving strongholds of fairy tale folk undertake expeditions into the Nightmare lands looking for survivors. Wondrous Items are counted among the those that are earmarked for rescue. So long as the Magic Mirror on the Wall remains intact, its small portion of the Dream is kept from corruption, kept from making the Nightmare stronger. Every element of the Dream that is kept out of reach of the Nightmare means Wonderment survives a little longer.

Considering the ruined state of things, it is very difficult to find the necessary materials to craft an item of wonder. It also takes time, and it is very hard to live long enough to complete the task. Another concern is that the creation of an item is a personal endeavor, thereby invoking belief which is in short supply.

As such, creating new Wondrous Items is outside the abilities of anyone within Wonderment at this time. If the *Savage Worlds Adventure Deck* is in use, the Relic card can still be used to create new Wondrous Items.

Wondrous Items and Heroes

Characters starting with a Wondrous Item are not limited to those items that could be created by Edges. The Dream was significantly more powerful, once upon a time, and there was no limit to what an item could do. The exact nature of the abilities within the item hero possesses must be determined by the player with the GM's guidance. These abilities should be generally limited to mimicking the effects of, or be generally worth the same as, two Edges or Powers. Keep in mind

that fairy tales could allow anything to happen, so don't feel constrained by trying to make an item out of the Edges or Powers lists. Feel free to make something up that doesn't fit these confines, but is still worth as much. The GM has final say on what is allowable however. To help you understand the possibilities, the next section includes many common Wondrous Items within Wonderment.

Sample Wondrous Items

The following is but a small list of Wondrous Items, some famous, some not. This is far from exhaustive and is meant to inspire. The possibilities are endless, just as they are for folk.

Black Spear

The famous Black Spear is a fairy crafted weapon of might: barbed and exotic, but sturdy and impossible to break.

It can only be used by someone with the Heroic Hindrance. If someone without this Hindrance attempts to use the Black Spear, the spear acts in all respects as a normal spear. In the proper hands, it holds greater power.

Damage: Str+4, **Weight:** 5; **Min Str:** d6; **Notes:** AP 5; Parry +2, Reach 1, Requires 2 hands.

Book of Truth

An ancient book filled with leafs of pages where it is written the greatest wisdom and hidden secrets of power. However, few can read from it, and then only in fragments for the words tremble on the page or fade from view. The wisest can read more than others, but still cannot read the whole book.

Anyone reading from the Book of Truth, may roll their Spirit (wild die allowed). The result is both the number of days needed to read and the number of Experience Points gained afterwards. The book may only be read once a Rank.

Flying Trunk

The flying trunk is quite simply a large wooden traveling trunk. Sitting inside the open trunk, it can be commanded to fly anywhere you desire. It is quite old and in a poor state.

Pace: 24" Flight, 6" Acceleration; **Toughness:** 4
Lift Load: 150 lbs. More than this weight reduces the speed to 12". Twice this weight will cause the Flying Trunk to break apart.

Magic Beans

The famous beans from Jack and the Bean Stalk are perhaps the second most famous Wondrous Item after the Magic Mirror. Each bean, when planted or simply thrown on the ground, begins to sprout gargantuan bean stalks that reach the level of the clouds in a matter of minutes. The stalks number in the dozens and are intertwined. They are incredibly strong, easily supporting the weight of a giant. The stalks have to be cut down individually (**Toughness:** 16).

Magic Matches

These magic matches, made famous by the Little Match Girl, number in the hundreds. Each match when lit provides anyone who stares into the flame the Improved Nerves of Steel Edge for the duration of the lit match (1d6 rounds). During this time, the person staring into the match flame can do nothing else. They see visions of happiness, always those which is most personally pleasing, such as images of lost family members come to life, warm homes, or delicious banquets.

Magic Mirror

Perhaps the single most famous Wondrous Item in existence is the Magic Mirror. Made famous by the fairy tale story of Snow White, it is legendary for its ability to know and speak the truth. It has had a very powerful spirit placed within and this spirit can utilize a powerful version of the *prophecy* power once a day. It must answer any question posed to it but is able to answer more than just yes or no questions. It will always speak the truth, usually in rhyme, but never cryptically.

The Magic Mirror is a very powerful Wondrous Item, and is an example of what could be accomplished in the days when the Dream was strong. Wondrous Items should never be more powerful than this. This includes items your hero may take during character creation.

Magic Sword

A staple of fairy tales is the magical sword, almost exclusively wielded by Prince Charmings or other such heroes, but any melee weapon is possible. The weapons and their powers vary quite a bit between stories, but typically provide two of the following:

- A +2 extra damage
- A +2 to Fighting, Shooting, or Throwing
- An AP of 2
- The ability to sing (+2 to Persuasion)
- Burst in flame (+1d6 damage)

- Provide light (as the power)
- Can move on their own (flying Pace of 1") up to 6" distance.
- Magically move to block incoming attacks (+1 Parry)
- The ability to cast a single Power.

Magic Wand

Magic wands are common among fairies and witches, and cross over into many fairy tales. The shape need not be a wand, but can also take the form of a staff or rod. The wand possesses great power, giving the user an additional 5 Power Points to use. These Power Points regenerate at a rate of 1 per hour. Additionally, these wands make the use of powers easier. Each raise the user of the wand gets on his Belief roll reduces the cost of the power by 1 Power Point. The being using the wand must have the points available to cast the power.

Marksmen's Pistol

A simple pistol made by dwarves and enchanted to never miss whatever the owner is aiming at can be quite powerful, but has it's drawbacks. The owner never need roll to hit regardless of modifiers so long as chance to hit actually exists. However, Raises are not possible since no roll is made to hit.

Range: 5/10/20; **Damage:** 2d6+1; **RoF:** 1 ;
Weight: 3; **Notes:** 2 actions to reload

Pearl of Sorrow

An obscure Wondrous Item, the Pearl of Sorrow is the tear of a fairy shed for the loss of someone dear, but it is a beauty to behold for it glistens with every color of the rainbow. This pearl is meant to remind the bearer that what they have is precious and not be taken for granted. It is motivating, giving a renewed spirit to the possessor when befallen with troubles.

Whenever the possessor of the Pearl of Sorrow is wounded, he immediately receives a benny. This benny cannot be used to soak damage or in any other way to avoid the wound. It is in the process of feeling pain and sorrow that the Pearl reminds the hero what remains to be fought for.

Puppet Fiddle

A rather ordinary looking fiddle containing a power to make people dance against their will. While playing the fiddle, the musician can cast the *puppet* power at d8 skill, with 10 Power Points. The power can only be used to force someone to move (dancing). Power Points regenerate normally.

Singing Harp

This harp is actually quite minor in power, but still rather famous and full of belief. The Singing Harp is enchanted to play or sing any song it has ever heard on command. It also has the Loyal Hindrance and will cry for its master if stolen. After a day or two, the Harp will adjust to its new master. Your hero's Wondrous Item should be more powerful than this, otherwise you are spending an Edge unwisely.

Snake Leaves

Three common tree leaves of devilish origin, brought forth by corpse eating white snakes. When placed upon the dead (within 1 day of their death), the leaves restores the dead to life instantly. However, the risen gains the Wicked Hindrance, as the poor victims love and joy remains dead forever.

Tinder Box

One of the stranger Wondrous Items within Wonderment is the magical Tinder Box which can summon up to 3 utterly faithful, fast, intelligent, and speaking hound dogs instantly. One dog can be summoned per match lit on the box, each lighting requiring an action, and arrives within 1 round no matter where the folk striking the box is located. These hounds will do anything as the hero commands, even behaving suicidally. If a hound should die, it will be replaced by another at the next striking of a match, but there can never be more than 3 hounds in existence at a time.

Hound Dog

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Fighting d6, Guts d10, Notice d10

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

Hindrances: Loyal

Edges: -

Special Abilities:

- **Bite:** Str+1
- **Fleet Footed:** The Hound Dog uses a d10 for it's running die.
- **Go for the Throat:** Hound dogs instinctively go for an opponent's soft spots. With a raise on its attack roll, it hits the target's most weakly-armored location.
- **Size -1:** Hound dogs are relatively small creatures.

Witches Broom

A very common Wondrous Item used by witches is the infamous broom. It has a permanent *fly* power placed upon it, and responds to the wishes

of the person flying it. Unlike the Flying Trunk, a witch's broom needs to be steered. The broom is magically enchanted to be able to carry as much as 300 lbs.

Pace: 24", 6" Acceleration

Lift Load: 300 lbs.

Wondrous Items in Your Game

Players and GM's alike should pay attention. Wondrous Items are not magical goodies to be handed out by the bushel as rewards for slaying monsters, nor should they be so common that a hero would have to choose among a series of swords for the best one. The point of Wondrous Items is that they be the motivation to a story. Wondrous Items are about a story. They provide goals and reason for action.

When a hero starts with a Wondrous Item, it should be personal to him, part of his fairy tale story. It should have come into his possession only through great heroics, cunning trickery, or as a gift from someone who loves the hero. A Wondrous Item associated with a hero's story is nearly part of the hero, as the two concepts are inter linked. Who can think about Jack and not think about magic beans? The protection of a Wondrous Item from loss or harm is paramount, and the actual loss of an item should lead to quests or great risks to retrieve it.

When a Wondrous Item appears in an adventure, it should be part of the plot - inclusive in the story - not as something for the heroes to trip over and add to a collection. As heroes might risk life and limb to save another fairy tale folk, they should feel the same way about Wondrous Items. Remember that Wondrous Items were born in some story, and should have a history to them, even if it's not apparent.

The worst thing that could happen to break the feel of fairy tales is to slay a monster then find his treasure hoard full of unrelated and pointless magical trinkets. It is much better to capture an item that will enhance the feel of Scairy Tales and further the story along.

Havens

There are precious few safe places left within Wonderment and this chapter outlines these places in brief detail along with some general details about life in Wonderment. It is intended to help players understand what can be considered Common Knowledge.

Havens are where survivors have gathered in protective numbers and are bastions of belief against the Nightmare. Havens are fortified, or hidden, cities and organized against the dangers of the Nightmare.

There are numerous smaller havens, mostly in hiding, managing to survive day by day. As often as one is crushed by the Nightmare, another springs up.

Day by Day

Most fairy tale folk live in Havens and spend their days as they have been assigned or volunteered; repairing damage to their defenses or homes while some till the meager fields for food.

Trade is nearly nonexistent outside of a haven, but does happen on occasion when a brave soul or two travels the lands, bringing with him any goods he might have. News travels in this fashion too.

Where many folk would stay home inside their dwellings shuddering against the darkness, others leave the relative safety of the havens, venturing deep into the Nightmare lands to find what survivors they can, seeking Nightmare creatures to slay, or driving the villains back.

The player characters are heroes. They risk their own lives for those of others, most often without thought of reward. They need not be the best equipped, or the most powerful. It is the courage in their hearts which makes them heroes.

Society

The most common society in Wonderment is now born of necessity. While Kings and Queens ostensibly ruled their lands with laws and force, the real guiding force is the Dream. Nothing happened in Wonderment to make strong societies necessary.

The current situation requires folk to change if they are to survive and strong willed folk now provide the same guidance. The rulers of havens are these kind of people.

Interpersonal relationships are strong among survivors, for no one travels the wastes and survives without believing in their friends.

Geography & Climate

It is difficult to define geographically a land which goes forever onwards in all directions. As Wonderment grew the land melted into these new realms, without rhyme or reason. Mountains can give way to flat plains in an instant. Deserts can give way to forests. An ocean can sit in the middle of any of it.

Today it is a different matter. The Nightmare rules nearly all lands, and those areas of Wonderment still surviving exist only in small pockets surrounded by the Nightmare. Some of these pockets can extend hundreds of miles in either direction, and some exist only to the boundaries of a city's walls. Traveling between the pockets of Wonderment is quite dangerous.

Sunny cloud-filled skies and gentle breezes have given way to Nightmare's horrific version of weather: Nightmare Storms. These clouds roil with images of torment spread across their face, while licks of flame shoot up as if an inferno was contained within. Black rain falls from them, staining flesh for days or causing corruption.

• **Vision Impairment:** Very little light makes it down to the bottom of Wonderment's oceans and seas. Line of sight is reduced to 25". Those with Low Light Vision ignore this penalty.

This rule applies to all folk swimming under the water in the oceans of Wonderment or in the Nightmare Sea.

Flora and Fauna

There are not many ordinary creatures, plant or animal, left within Wonderment. Common animals and plants either died at the coming of the Nightmare or were corrupted into hideous and dangerous forms.

Still, it's not beyond reason to find an uncorrupted animal, lost in the wastes, or a single flower growing at the edge of Nightmare lands. Where some may overlook them, it is important to save them, as both are made of the Dream; rescuing any small part of it is a victory.

The Elf-Hill

Not all fairy tales are full of heroes or villains. The Elf-Hill is a haven for the more supernatural of Wonderments folk. It survives by a combination of disguise and intimidation.

Environment

The Elf-Hill lays within the confines of the Moors, a worm and lizard infested place of shallow marshland and rolling hills. The trees are sparse, but wild, overgrown vegetation crawls across the land. An almost continual fog shrouds the Elf Hill and lands around.

Their are no roads or paths through the marsh, but signs of former civilization does exist in the form of ruined villages and keeps. These places offer adventure the possibility of reward for the inhabitants of the Elf-Hill.

Physical Description

The moss, grass, and bush covered mound that is the Elf-Hill is close to 600 feet across, and rises more than 60 feet into the air. It gives almost no outward appearance of hiding anything; no doors or chimneys, gives away the secret Haven. Only the shuttered windows reveals anything.

Inside, the Haven is hewn from rock and dirt, and contains many tunnels, stories, rooms, and caverns. It extends deep underground.

At several points on the hill, the dirt can magically open and form doorways allowing exit or entrance, but does so only for someone who calls this Haven home. No one else may open the doors.

Population

Will-O-Wisps, ghosts, demons, goblins, grave pigs, death horses, witches, hollow elves... these are just some of the more macabre, yet not necessarily villainous, folk who call the Elf-Hill their home. Renegade villains are welcome too.

Food is a non-issue for these folk, for the hill contains the power to make anything prepared as food within the confines of the hill, edible. Even non-organic (but not corrupted) material such as rusty nails or pieces of glass become tasty and nutritious meals.

The nearly 50 folk who dwell under the hill do so at their own rule with no one in charge. When threats come to the Elf-Hill, they are met with a chaotic, frightening force of folk. It has served the survivors well so far, but any organized threat would make short work of Elf-Hill.

Special Notes

All folk who call this haven home gain the following benefits.

- **Bonus Skill:** The folk who live under the Elf-Hill survive by hiding, or when found, scaring their enemies away. All folk at character creation may take either a d4 in Intimidation or Stealth as a free skill.

- **Gear Update:** All gear is hard to come by as the denizens have no real means of production. All costs are at 150% of list price. However, food is absolutely free.

Hameln

When the Nightmare came, the people of Hameln were perhaps a little more prepared than most, having dealt with great loss previously. Hameln is now a fortified Haven.

Environment

Hameln sits along the coast of the Deep Blue Sea, and straddles a river that runs out of the nearby Sky Tops. Although fairly remote from most Nightmare influences, the Sky Tops are full of Villains and they make occasional raids which often inflict great damage.

Roads lead out of Hameln to ruined and dangerous cities nearby. Those ruins go largely unexplored due to the self-sufficiency of Hameln.

Off the coast are a series of small islands where a few survivors dwell and count themselves among the people of Hameln.

Physical Description

Hameln is a rather large town with two major streets (Gold Street and Silver Street) running from the ocean to the fortified gates in the town's reinforced walls. A river runs through the city between these streets. A typical old city, it is rather rambling with many narrow streets and even narrower alleys. Most of the buildings are 2 stories tall, with a church rising above it all at 4 stories.

The side of the city facing the water is also walled, but rarely manned as much as the outer walls. Very few threats have ever come from that direction. Beyond the walls, the sand is littered with ruined boats, but among those shipwrecks are Hameln's working fishing fleet.

Surrounding the city are various fields for growing food, and many ruined structures which have been abandoned and razed in favor of life within the walls.

Population

The town of Hameln is the most populous of the Havens, with roughly 500 folk living here. Most of those folk are human, but all types call this city home. While all are welcome, musicians are discouraged from staying.

It is a largely untouched city and therefore full of supplies and the ability to create more. Gardens and fields, both inside and outside the city, as well as a small fishing fleet, keep the city fed. Both ample food and gear keep the population, if not safe, than safer than most places in Wonderment.

Threats to the city are met with stiff resistance at the walls, usually being well prepared in advance due to the look outs in the church towers who spot incoming danger long before they reach the walls.

Special Notes

All heroes who call this haven home gain the following benefits.

- **Bonus Skill:** The folk living in Hameln know a little something about ships and facing down your fears. As such, all folk at character creation may take either a d4 in Boating or Guts as a free skill.

- **Gear Update:** All gear is priced as listed in the gear section. Sailboats can be had for 50% of cost.

The House of Bricks

Little Pig (number three)'s famous House of Bricks has now become one of the major havens. It has survived by stealth, being both hard to find, and disguised.

Environment

Surrounding the House of Bricks is a large, thick forest, dozens of miles across, known as the Pig's Forest. It's a far cry from the happy, green glades it used to be, but the forest still survives. The canopy of trees surround the house, disguising the house's location from the air.

Travel through and out of the forest is done through tunnels which run underneath the entire forest, and to the very edge of it. The forest has many hidden meadows where the folk grow their small crops providing just enough food for the haven, and several springs provide water.

Since nothing is marked, folks who do not dwell in the House of Bricks will have to follow tracks or hope to be lucky enough to stumble upon that which they look for, which gives the defenders plenty of time to prepare an ambush.

Physical Description

The house of bricks once stood as a single room home, but has since been added to by the extension of walls and the construction of more rooms it now covers 10,000 square feet as a poorly designed mansion with few windows and fewer doors. At some points the house rises to two stories, but never higher. In a twist on the original story, the walls have been covered with hay and sticks as a disguise

Inside the House of Bricks, it is a veritable maze of hallways and rooms, with many at odd angles. This construction is a result of immediate needs of space and having precious few folk who know how to work wood or stone professionally.

In truth, there are many levels within, but often they are compact, where only creatures who are Small, and sometimes only Tiny can venture. Due to the majority of the population here being smaller folk, the house of bricks survives by stealth. Underneath the House of Bricks dwell many more folk, usually small animals. Their lives extend into maze-like tunnels running in every direction.

Population

The House of Bricks has the second largest population of any of the havens, comprising more than 300 inhabitants living in both the House of Bricks and the tunnels below. Fairy tale folk in the shape of animals make up the majority of the inhabitants, with the occasional dwarf, fairy or human child adding to the mix.

When threats come to the House of Bricks, volunteers are mobilized and, utilizing the tunnels and the unparalleled knowledge of the layout of the forest, the folk can ambush intruders and harass them anywhere in the forest.

When threats are too strong to combat, the defenders play cat and mouse and lead the threats out of the forest or at the very least, away from the house.

Special Notes

All heroes who call this haven home gain the following benefits.

- **Bonus Skill:** The folk who live in the House of Bricks survive by staying hidden and keeping an eye on their enemies. All folk at character creation may take either a d4 in Stealth or Notice as a free skill.

- **Gear Update:** Items of gear made for Tiny or Small folk can be purchased at 75% of the cost. On the other hand, Normal or larger folk buy their gear at 200% of the price.

Jack's Floating Island

High above Wonderment is a floating island untouched by the Nightmare. It is the one place in Wonderment that looks as it did in the old days.

Environment

The environment surrounding the floating cloud island is perhaps the most stable - and the safest of - the seven havens. It is in the sky far above Wonderment, up above and beyond the reach of most creatures. The only thing that the folk of the floating island have to worry about is floating through another cloud bank, leaving them in a misty fog that can last for days on end, and the occasional Nightmare Storm or aerial monstrosities, which are thankfully few.

Physical Description

Floating in a bed of white, fluffy cloud, the island is several miles across at its widest, and generally being an oval shape. A small forest with a lake occupies most of one end of the island, while a castle and a small range of rocky hills occupy the other end. A small village sits in the middle. Numerous small towers and keeps dot the edge of the island, but they are largely unused. A 300 foot piece of bean stalk still dangles from the edge.

The castle is quite extensive and under good repair. It has dozens of rooms, wings, and towers. Most of it has yet to be fully explored.

Population

All manner of fairy talk folk have made it to this haven and therefore the population is the most diverse in terms of size and form even though the population comprises only about 100 individual folk. These folk go about business as if nothing had happened. They still farm their fields, pick berries from the forest, and drink each night at parties. Those with spare time often spend it staring at the lands below, exploring the castle, or reading the many non-fiction books in the library.

There is no organized force of arms, and generally no need of one. Those that can fly, or help others fly, are the ones who drop to the lands below to trade goods and retrieve news.

Special Notes

All folk who call this haven home gain the following benefits.

- **Bonus Skill:** The heroes on Jack's island have little to worry about, and so may have spent

a leisurely amount of time perusing the castle's extensive library. All folk at character creation may take a d4 in any Knowledge skill as a free skill.

- **Gear Update:** Because Jack's island is so remote with little to no trade, all costs are increased by 25% for gear to reflect rarity. However, food is in abundance and all food is 50% of the listed price.

The Mine of the Seven Dwarves

The lengthy tunnels and large caverns the Seven Dwarves dug from beneath the mountains is now a Haven for those who can find it among the snow covered peaks.

Environment

The Mine of the Seven Dwarves sits inside a mountain deep within the confines of the Old Mountains. Surrounding it are many more snow covered peaks, valleys, streams, and rivers. There are many roads, paths, and passes throughout the area leading to many an abandoned kingdom.

The weather is typically fair, yet natural storms dumping rain and snow are not uncommon during winter.

While the Old Mountains are not yet totally corrupt, they are still dangerous with Villains, Abominations, and Corrupt, who have wandered in looking for fresh victims, as well as to inhabit one of the many derelict villages, keeps or other mines.

Physical Description

The Mine's entrance is in the side of a mountain and is an unassuming doorway of reinforced wood and iron doors in a frame of steel. Beyond these doors lay a complex maze of tunnels, caverns, sinkholes, underground streams, and of recently, nicely carved rooms.

The tunnels are centrally located under the mountain, but individual passageways extend to the edges providing hidden escape routes.

The Mine is not lit as a matter of rule, so individual folk who cannot see in the dark must carry their own lanterns or torches.

Population

Like the House of Bricks, the relatively small space of the Haven welcomes those of Small or Tiny builds more than others. Much of the 100 or so folk who dwell here are dwarves, and gnomes, or other small beings. None are turned away regardless of

size, and even now, tunnels and caverns are being dug to accommodate larger folk.

Food is typically mushrooms or other fungi, but the folk of The Mine do have several hidden and protected fields above ground that they till when it is safe to do so. Despite this, food is the greatest problem for The Mine, and there is no more than a few days of stores to survive on. Water is provided by underground rivers.

Threats rarely come to The Mine because of it's remote location, even though it is not hidden. The typical response to a threat is to initially repel attackers. A stronger threat is fought, but then let in to the twisting tunnels to traps and ambushes.

Special Notes

All folk who call this haven home gain the following benefits.

- **Bonus Skill:** The folk of The Mine live by skills at hewing rock and fixing that which is broken as well as searching out supplies in the Old Mountains. All folk at character creation may take a d4 in either Repair or Survival.

- **Gear Update:** Due to the ability of the survivors dwelling in The Mine to repair damaged goods, all items are at 75% listed cost. Food on the other hand is 200% listed cost.

Prince Charming's Castle

Prince Charming's castle is a besieged fortress, under assault by the Nightmare. Only the bravery of those manning the walls keeps this haven safe.

Environment

The castle sits upon a blasted and cracked plain known as the Frightful Rifts that stretches miles in every direction. At least once a week, Nightmare creatures surface from the rifts and assault Prince Charming's Castle in a hellish siege. There is a fear that the Nightmare is digging a tunnel under the walls. The folk are ever alert for signs of this.

Daylight is the only ally the poor people of the castle have, but thick cloud layers often give gloom enough for the Nightmare even in the day.

Although it is dangerous, some people do leave the confines of the castle to get at the lumber to be had in the Forest of Tears.

The ruins of villages or once great cities dotting the land around the castle give a chance at finding survivors, weapons, or Wondrous Items. Those rewards can often mean the survival of Prince Charming's Castle and failure means less defenders to man the walls.

Physical Description

Prince Charming's Castle is a mighty fortress with many towers and several keeps within the tall, thick walls. Assaults by the Nightmare has left it disfigured and cracked. It holds out, though, for it is in a defensible place, sitting atop a small, single mountain of rock, giving it a commanding view and ensuring that no one may sneak up on the castle.

At the base of the outer walls are piles upon piles of corpses, mostly those of the Nightmare creatures, though lost folk are also intermixed. A small plateau gives a little level ground before suddenly and roughly dropping to the plains several hundred feet below, with only a small road to traverse.

Inside the outer walls are small fields, several wells that provide fresh water, and another series of walls with another massive gatehouse. Beyond this last entrance are the towers and keeps which the survivors call home. Every place available is given over either to living space or to the manufacture and construction of items needed for the defense of the castle.

Population

There are about 200 stout souls here, and the number declines by a few each month. The fairy tale folk who call this place home are grim and somewhat resigned to their fate, but will not give up without a fight. The mix of folk living here covers all types, with only a slight edge to humans.

All folk here learn to fight and have done so to protect their lives and the lives of loved ones or friends. Almost every night they must stare into the maws of Nightmare creatures and stand fast.

Still, the folk fight on, led by Prince Charming. Under his direction and martial prowess, the castle holds. The assaults are repelled during the night and by daylight repairs are made to the defenses while the brave go in search of supplies.

Special Notes

All folk who call this haven home gain the following benefits.

- **Bonus Skill:** The people of this crestfallen place fight nightly to defend their home. Not a single folk does not at least train to fight here. All folk at character creation may take either a d4 in Fighting or Guts as a bonus.

- **Gear Update:** Due to the prevalence of weapons and armor, any such gear can be had at 75% of the regular cost. However, not much else is available, so all other items cost 150%.

Sea King's Castle

Under the deep blue sea, carved out of coral, is a starfish shaped castle, home to Wonderment's aquatic fairy tale survivors. Only their remote location has kept them alive this long.

Environment

The castle sits at the bottom of one of Wonderment's oceans in an area as yet untouched by the Nightmare. It is surrounded by the most alien of landscapes. Tall underwater mountains rise in contrast to deep sea trenches.

Forests of coral and sunken volcanic rock formations provide countless hiding places. Shipwrecks sit covered in silt, lonely and forgotten, holding lost secrets. The light is muted and the water murkier than it was.

Nearby is the Leviathan Trench; miles deep and running nearly the length of the sea. It contains a great many Nightmare creatures, and the denizens of the Sea King's Castle are ever alert for threats rising out of it's depths.

Physical Description

Sea King's Castle is one of the smallest physically of the seven havens. It is a single castle, made of white coral, and shaped like a starfish. The palace is 5 stories at the center and as it radiates outwards to the points on the star, the number of stories dropping to just a single story at the tips. At the top is the palace hall which now serves as a meeting hall for folk.

Many small windows dot the exterior, allowing for great field of vision. Reinforced doors are found throughout. Fortunately, the walls are made of thick coral, and the outer walls are rough and sharp providing a good defense against all but the largest predators.

Luckily, the castle is remote and the attacks that have occurred on it were born of sudden discovery and not planning. The Sea King's Castle could be wiped out quickly if a large enough force were to find it in the murky depths.

Population

All those who dwell in The Sea King's Castle are aquatic and can breathe water. Surface folk could not exist here without the aid of constant magic.

All types of aquatic folk live here, primarily merfolk, but fish and sea fairies are common. Folks in the shape of sea mammals make occasional visits, but do not stay for long, for they

must return to the surface to breathe air.

The survivors living here are not so much a community as a band of desperate folk hiding in the same place. As it stands, the castle is home to about 100 aquatic folk, though this number is on the rise.

Special Notes

All folk who call this haven home gain the following two benefits.

- **Bonus Skill:** Folk living in the castle need to be able to make due or hide if they are to survive the harsh realm of Wonderments corrupted seas. As such, all folk at character creation may take either a d4 in Stealth or Survival as a bonus.

- **Gear Update:** Because of the aquatic nature of living in an ocean, the following weapons are the only ones that can be used below the waves: Dagger, Hook, Javelin, Spear, and Trident. Fortunately these items are so common, they cost only 25% of the listed price.

Other Havens?

Highlighted in this chapter are the seven major Havens of Wonderment. The possibility exists of other smaller, or even larger, Havens. This does not even include the many very small refuges which are hidden among Wonderment.

For those who wish to create a new Haven, it is recommended that you use one of the existing lands outlined in Scairy Tales and substitute it for one of these seven Havens (the fairy tales are on the defensive after all; it doesn't make much sense to have lots of safe places). A Haven existing in the Nightmare lands would also be an interesting choice.

Remember to determine what appropriate bonus skills should be had, and how the Haven, it's environment, and it's predominate folk, might influence the price of starting goods.

A collage of the various Havens

The Land, the Sky, and the Sea

The following is a brief primer intended to give players some working knowledge of the lands around Wonderment.

Bee Keep: So named because of the large bee hive which sits at the middle of this hilly forest. The Queen Bee used to rule this insect kingdom of bees, grasshoppers, ants, flies, spiders, and other bugs. Things have changed now and queen is long gone, possibly dead. A war rages in the forest depths between the corrupt and the survivors. While on a tiny scale, the fighting in Bee Keep is some of the fiercest in all of Wonderment. Still, some folk brave the fighting to find the actual Bee Keep and see if any of the Royal Honey has survived the Nightmare.

Candy Forest: Once the home of the Candy King this forest is made entirely of sugary sweets, with lollipop flowers, gumdrop rocks, and chocolate trees with mint leaves. Sadly, the Nightmare has corrupted the forest, and now the candy is a deadly poison to any who would eat it.

City by the Sea: This coastal city is marked by dozens of tiny islands in a bay. Some not much bigger than a house, and none of them even half as big as a keep. Most of the islands contain at least a few structures or docks. Many boats, mostly wrecked can be found in this empty city.

Cold Lands: This area of land is of intense cold and snowfall. Snow covered forests, hills, and mountains along with frozen rivers, glaciers, and castles made of ice can be found here. Folk would be well advised to stay away from the Cold Lands unless they are properly prepared for such harsh conditions.

Crooked Hills: These hills never stay in one place for long, moving at whims notice. The earth buckles and the ground rises and falls as if a series of immense creatures were burrowing along underground slowly. They have always been here in Wonderment, and whatever story they are tied to, it has yet to be corrupted by the Nightmare. They never travel very far, but leave all structures and trees crooked. Outside of the sudden displacement from the moving hills, they are one of the safer places to be. Some survivors live with the hills until such time as they decide to part ways.

Dark Cold Mountains: These mountains did not exist before the Nightmare came and it shows. The peaks and spires of these mountains are twisted, sharp, and black as pitch. They are

unnaturally cold and frigid, as if the warmth of life had been drained from the region. The mountains seem to grow from the earth. The peaks reach higher and higher until strong fridity causes a peak to splinter and fall. A debris field surrounds the mountains for miles.

Enchanted Forest: The forest is mostly corrupt but some parts remain free of the Nightmares touch thanks to Papa Bear; an enormous folk from the story of Goldilocks. His vigilance has allowed some survivors to find a home here.

Fairy Ring: Once upon a time, this forest-village was the home to the Fairy King and Queen. Many fairies lived here and their homes were comprised of magical mushrooms and flowers. It was a wonderful place, colorful, and full of sparkling lights and childlike laughter. It is well within the grip of the Nightmare, and the only fairies still here are the corrupt.

Farm Lands: Perhaps the only thing positive about this vast expanse is that its so featureless

A picture of one of these places. Artist's Choice

that almost no creature can hide in it. Nearly flat and offering no cover, it is a safe place to travel through if one doesn't linger too long in the open when a Nightmare storm blows through. Spotted about the Farm Lands are the remains of kingdoms, villages, and farms still hiding secrets.

Forbidden Forest: Possibly the second worst place to be outside of the Nightmare Lands, the Forbidden Forest is a horrible growth of twisted, wicked trees reaching from the ground to block out the sun. In its tangled confines, one can become lost and many have perished from starvation just trying to find their way out once they have entered. Their bones still dance on the branches as if they were a puppet when the winds blow through. Those who can find their way, hide in the Forbidden Forest from the Nightmare.

Forest of Tears: Not a single tree or plant in this forest remains alive. All that is left is the twisted and bent shapes of leafless trees sprouting from the barren soil. The forest weeps at its own death, and cutting into a tree will bring forth tears from the wound. Corrupted folk also lurk in its depths. Still, it is the only source of wood for a great distance around Prince Charming's Castle and the forest must be braved for the needed wood.

Frightful Rifts: Spreading from a dry river near the Forest of Tears until it surrounds Prince Charming's Castle for miles and miles around, the massive fissures in the earth mark the physical scars of Wonderment's ills.

Frog Hollow: The cobblestone streets of this village lay under at least a foot of water and more during rainstorms. The buildings rise and loom from the water and fog of the Muddy Bog. Part of the village lays along the shore of the Lake of Dreams, and several damaged buildings lay partially under the water. It is a desolate, ruined place, formerly the home of animal folks, where no one, save the Nightmare, dwells now.

Giant Forest: The land rises up here and gives way to the Giant Forest. This forest marks the edge of the giant lands and it is obvious by the geography. Huge trees rise up into the clouds, and giant animals roam its leafy expanse. Parts of the forest have been lost to the Nightmare and the corruption shows as deadly giant plants and animals slay all who enter, to say nothing of the giants themselves, corrupt or not, who also dwell here, who grind heroes bones to make their bread.

Glumburg: No one lives in this forgotten village, not even Nightmare Creatures. A most unlucky and desolate of places, having one side slowly smashed apart by the falling spires of the Dark Mountains, and the other side eroded by the corruption of the Nightmare Lands.

Great City: Once a delightful metropolis where kings and queens, princes and princesses dwelled with folk of all manner in a most harmonious means. Colorful and sprawling, but never cluttered or crowded, it was a jewel of Wonderment. Those living in the Great City fought long and hard against the Nightmare, but the city was eventually overtaken. It is lost to the Nightmare now, but some brave uncorrupted folk still live within, hiding, and fighting for their city.

Great Sea-Serpent: A winding undersea mountain range, the Great Sea-Serpent is comprised of sharp jagged rocks which give way to tall peaks that rise from the sea floor to create a desolate island chain on the surface of the sea. Below water, the mountains are the hiding place for many of the larger predators, both corrupt and Nightmare. Above the surface, the islands are largely untouched by the Nightmare's influence, and a few even have a survivor or two, who for the moment, have found escape from that which destroys the rest of Wonderment.

Grimm Peaks: These tall, thorn bush covered, mountains are all but impassible. Early in the onset of the Nightmare, a witch seeking revenge cursed the entire range and all the happy kingdoms within leaving haunted castles kingdoms. Villains moved in and now it is a domain of sheer terror. Traveling in these forlorn and forgotten valleys is suicide for nothing happy or joyful remains. Some foolishly brave souls do enter in search of treasure or to simply do battle with the villains - most never return.

Heaven: High above Wonderment, higher than even Jack's Floating Castle is another cloud realm: Heaven. It takes a week of flying to reach Heaven. It is made of white marble walls with silver and gold trim, pure silk and pearls... and it's a ghost town. Heaven emptied itself of its angelic host when the Nightmare came, and none have returned. The gardens and forests grow in perfect health, waiting for someone to come and reclaim it.

Hell: Sulphur, flame, and smoke filled caverns and tunnels lays buried deep under Wonderment. This is the Hell of fairy tales, the home of the Devil. To reach Hell, one must know one of the secret passages laying within all the mountains of Wonderment and it takes a week of travel through the earth before arriving in Hell. Besides devils and demons (with horns, barbed tails, and pitchforks), what other horrors are lurking in the bowels of the flaming pits, one can only guess.

Higgleville: At one time this sizable city was home to folk who took the appearance of dwarves. The city was famous for its many crafts and creations at the hands of the skillful folk. Currently

the city is isolated within the Frightful Rifts, being cut off by large chasms completely surrounding the city. No one has ventured to Higgleville since the coming of the Nightmare, and no one knows the state of the city.

Lake of Dreams: During the days the Dream held rule over Wonderment, looking into the blue waters, a folk could see their desires, dreams, and hopes play upon the surface. It was calming and serene. Now the sickly green waters, choked with filth and corruption, show only death, despair, and hate.

Leviathan Trench: Running at length for hundreds of miles, being several miles wide and with depths uncharted, this sea trench is the single largest feature of the undersea realm. Of itself, it provides no danger, and does not impede travel. However, within the darkest reaches where absolutely no light remains there are terrible, horrible things waiting: Nightmare creatures so horrific, the sight of one could drive a folk mad.

Moon: Sometimes it's a full moon, a bright globe, several hundred times as big as a mountain. Sometimes it's just a sliver, miles long, and curved. It's often close enough that those who can fly can come over for a brief stay. It's an alien landscape being completely covered in gray rocks and craters. It is totally deserted and devoid of life or evidence of civilization.

Moors: This area of Wonderment seems permanently clouded in a mist. The winds are muted here and those traveling through must take care not to get lost. Vision is limited to 300' feet.

Muddy Bogs: The ground sunk in this area after the Nightmare came, causing the waters of the Lake of Dreams to pour inland. Only trees and a few buildings remain above water. Soggy and treacherous, always under at least a foot of water, decent footing is hard to find.

Nightmare Lands (Nowhere): A vast expanse of desolation and ruination marks the realm of the Nightmare Lands, also known as Nowhere. These lands contain ash wastes with forests of dead trees, and ruins of villages and keeps. Black, bubbling, stagnate ponds of poisonous water pock mark the ground along with popping boils of magma and sulphur springs, not unlike sores on diseased skin. Large chasms, ruptures in the earth, break the surface of the land, creating deadly pitfalls to those blinded by the ash laden winds. Fell creatures fly and walk about the land - a host of the damned. It is said that the very core and essence of the Nightmare dwells within this forsaken place.

Nightmare Sea: In the uttermost parts of the sea, one would be hard pressed to find a worse

A picture of one of these places. Artist's Choice.

place. This is an area of sea that has been lost to the Nightmare completely. Inside, the very water takes on a thick oily feeling and is darker than usual. The sea weed is a malevolent creature who will strangle those who fall into its grasp. Large and small Nightmare creatures hunt within the waters for the foolish enough to enter. Many whirl pools spontaneously appear in this sea dragging all in it to the depths to be dashed against sharp coral beds and jagged rocks below.

Old Mountains: The old mountains may not be the oldest in Wonderment but it would be hard to find older. These beaten, weathered mountains have long been populated by kingdoms and villages. With the coming of the Nightmare, much of it has been abandoned by folk, only to have the corrupt and Nightmare take up residence.

Pearl of the Sea: The city of the mermaids and sirens, a place of enchanting beauty and magical dreams, is now in ruins. The carved coral halls have collapsed. Cracks in the sea floor swallowed whole many a home, and unleashed geysers of steaming hot water. Nightmare creatures and corrupted folk alike call this place their home now and it is no place to travel if one wants to stay alive, although the alluring songs of the corrupted sirens lure many in to their doom.

Pettyburg: This small village sits upon a large piece of earth that looks to have been torn from some other area of Wonderment and dropped here. The whole of the village sits at a lopsided angle atop this piece of earth, giving those who would enter it vertigo. Indeed, supposedly some have gone mad living with in it's ruins. Being isolated - many treasures are still waiting inside for a brave hero.

Pigs Forest: This large forest is home to the story of the three little pigs. The ruins of the house of straw and sticks can still be found within, along with the Haven: The House of Bricks.

Pudding Lake: In it's glory days the water would taste like your most favorite pudding. Today the waters of this lake are not totally corrupt, and on a good day the water is drinkable although far from the taste of pudding. Around it's shores are marshes and abandoned homes of long dead lake dwellers. From out of the lake and through the marsh flows a small river which empties into the ocean some miles later. A haven comprised of a handful of small folk, mostly water birds live in the marsh inside hidden nests. Many horrible things lurk in the marsh and the folk live by hiding from those corrupt creatures.

Pumpkin Patch: The entire village of Pumpkin Patch was made from hollowed out giant vegetables; homes of squash being the most common. The vegetables were gathered from the Giant Lands. Folks of all shape and form called this idyllic village home. It is now matted in the putrescence of giant rotting vegetables, and is a dangerous place besides, as the maws of giant roaming Jack-O-Lanterns consume unlucky folk.

Rowburg: A large ruined village that is home to a handful of survivors enslaved by wicked witches who rule with iron wands and cruel touches. They force the survivors (and anyone they capture) to till the fields, and the slaves bow to their every whim. Those who displease become that night's dinner. Most know enough to stay away from Rowburg, but those new to these parts keep the witches in fresh slaves and dinner.

Shell City: Once the home of many folk who took the shape of sea creatures, Shell City was constructed of giant shells, and smooth rocks. It was beautiful and the folk were happy. With the Nightmare - Shell City was abandoned to it's fate, and is largely deserted, but a few folk still live at its edges. Many folk eager to find treasure go to the center of Shell City to find the Shell Palace, but they do not come back.

Sky Tops: These lofty peaks are perhaps the tallest mountains in all of Wonderment. Some are so tall they reach above the clouds, and even Nightmare storms. This would make for an

excellent refuge if there was any food to be found. Smaller havens are hidden with the vales and caverns on the mountain sides, hidden, from the giants that stomp across this range.

Springtown: Springtown is the largest city in these parts, walled, measuring several miles across. It is filled with the ruins of a once happy kingdom; homes, stores, manors and even a small keep lay within its walls. All is in ruin and it is a most dangerous place with all manner of ways to come to harm. Besides the dangers that lurk in unsafe buildings and floors, it is home to many corrupted fairy tale folk. It is supposedly ruled by a corrupt king and his sons.

Sun: Still shining high above the land of dreams, the sun is uncorrupted and does it's best to expose the Nightmare under the glare of pure sun light. While possible to visit the sun (if one can fly), it is so hot that one must have special protection from fire to live. Those that have made it to the sun have told tales of the sun being alive but filled with a terrible sadness.

Toyland: Toy shaped folk were the most common denizen of this city, and it shows. Great big buildings made of blocks and toy logs and roads paved with checkerboards give obvious hints. Although not in the grip of the Nightmare, it has been abandoned to all but the corrupt. Toyland is a dangerously demented place, where folk are likely to be played with before being killed.

Twilight Hills: So named because of the corruption of the land that keeps these hills in eternal darkness. From ground to the sky, the hills are encompassed in a patch of shadow. Many caves and many crevices can be found in these hills, and in them lurk terrible dangers. Still... a brave folk might venture into shadow to find what happened to the kingdom that laid within before the Nightmare came.

Wild Hills: The Wild Hills are a series of jagged hills that once provided homes to many folk, especially hermits and others seeking solitude, but now the forested hills are bare of life. In its stead is bone white spires, littered with the remains of thousands, and riddled with rot. The caves that were homes now are traps for the unwary; Nightmare creatures lurk the hidden places waiting for prey.

Scairy Tales

GM's Section

<Insert Smiling Jack's Head Here>

Once upon a time, there was an unwise player who read the GM's section and ruined all the surprises. He didn't have very much fun, and everyone laughed at his misery.

The End

The Nightmare

Origin of the Nightmare

The Nightmare is a sentient force of evil, alive, and the evil twin of the Dream. As the Dream guides and directs all of the folk of Wonderment, the Nightmare does so to with its creatures. Where the Dream is order, the Nightmare is chaos. These two forces fight for the everlasting control of Wonderment.

In the early days of the mundane world, the negative was limited to what a person could physically see, or else it was locked away and unexamined in a place in Hell. The fanciful, however, was limitless. Around every corner lurked fairies or dragons. If ever there was a witch, there was always brave children to set things straight. Good triumphed, and evil lost. This belief of the fanciful built up until it took a life of its own.

The Dream was born, and Wonderment came into being. As time progressed through the centuries, growing technology provided means to pass information along. The world became less

magical and smaller. Magic was slowly replaced by science, and the negative was passed between people as news. First it was print, then radio, then television, and now the internet brings immediate and graphic horror of the worlds ills. The very same who gave life to the Dream, were now on the verge of killing it.

The Black Tide

As children became more and more exposed to the evil of the mundane world, the feelings of hopelessness, despair, and alienation started to grow in their hearts. One could scarcely think that the mundane world wasn't a nightmare. More importantly, these feelings were starting to be believed. The antithesis of the Dream, the Nightmare, started to grow. It built up at the walls of the Dream seeking to find a home - a home that was once reserved for innocence. As belief in the Dream faded, and belief in the Nightmare grew, the barriers that protected Wonderment began to falter. The Dream started to rot and grow sick. When the Dream searched for help in the mundane world, it could find little. Belief in the Dream was fading - it was being abandoned. In one terrible moment, the Nightmare achieved what the Dream once did: Sentience and self-will. The Dream in the minds of children had been replaced by the Nightmare. The Nightmare now receives belief, and with belief, the Nightmare can do anything. As long as the Nightmare receives belief from the mundane world, the Nightmare will rule Wonderment.

The Fall of Wonderment

No longer capable of holding its own, the Dream barriers faltered and the Nightmare found its way into Wonderment. In an instant the sky darkened and the land turned to ash or worse. Storms of titanic proportions washed whole realms of Wonderment away in its flood waters. Corruption flowed into the folk, turning the good into bad and the noble into evil. They were twisted into cruel mockeries of their former selves, and where they once pursued happiness, they now pursue dissolution. The Nightmare was now Wonderments king and held dominion. Not seeking to truly rule or govern, the Nightmare only seeks to destroy, conquer, and to cause pain. In pain and anguish, the Nightmare follows its role, as any other part of

A nightmare creature looking bad ass.

Wonderment did under the reign of the Dream. In this sense, the Nightmare is not all that different: As the Dream once guided the folk to happy endings as mandated by the belief of innocence, the Nightmare guides its own folk to the unhappy endings of others as mandated by the belief of evil. The Nightmare is also ruled by chaos, so it is also unorganized. It is this element that has allowed the Dream to survive this long. Like the Dream though, the Nightmare is alive, and anything alive, can also be killed.

Nightmare Creatures and Storms

The abominations born of the Nightmare rarely share the same shape. They are born of chaos and it shows from the many twisted forms they take. Although it seems that some do share a general likeness, and for reasons unknown these similar in shape creatures band together. They come in all sizes from Tiny to Huge, and some can fly while others burrow under the ground, and yet others swim in the oceans.

Nightmare creatures are universally deadly. Nothing is benign that is born of the Nightmare. The creatures have claws, fangs, stinging appendages, acidic saliva, poisons, or any other harmful means, but worst of all, some can actually corrupt a folk. This fate is worse than death, for while corrupt, the folk can receive no peace. They are tormented constantly in the mind, and feel the wracks brought on by their twisted flesh. They cannot help but follow the will of their new master, the Nightmare.

Storms on the other hand are not sentient, but no less dangerous. Black roiling clouds, filled with images of terror rain upon Wonderment. The rain is black as the clouds, and staining, and in some cases, capable of corrupting those it soaks. At other times, the rain is acidic, or fire falls from the sky. Sometimes purple lighting crashes to the ground destroying where ever it touches.

More information on Nightmare Creatures and Storms can be found in the Bestiary (page XX).

Nowhere

The Nightmare lands are collectively called Nowhere. There are tiny areas still holding out, but on the whole, between the pockets of belief where the Havens stand, all of Wonderment is a blasted, evil land.

Boiling pits of poison, lava flows, burning land, toxic fumes, tentacle forests, and other horrific landscapes mark the lands of Nowhere.

More information on Nowhere can be found in the Guide To Wonderment (page XX).

A blasted looking city being rained on by a Nightmare Storm.

The Story Teller

Unknown to anyone in Wonderment, their is a soul within this land born in the mundane world. It is the Story Teller. It is both male and female and represents all those who have told the stories that have given birth to Wonderment. It is partly responsible for keeping the Nightmare at bay. Recently it was drawn by the Dream's call for help. The Dream was so sick and weak that it could no longer act on its own. The Story Teller has possessed the Dream and has become one with it before it could finally die. It is the guidance, the guidance of a creator, the guidance that possesses god-like knowledge of Wonderment that fights for control against the Nightmare. The Story Teller has become the father and mother of every folk, and like a parent, it is guiding it's children to a better tomorrow. It knows what must be done to save Wonderment, and how to stop the Nightmare, but it cannot do it himself. It needs new heroes willing to write their own stories. It is working on finding those heroes now.

The death of the Nightmare and the salvation of Wonderment is the focus of the Plot Points and the heroes in the Scairy Tales (page XX) section.

Guide To Wonderment

Found on the following pages is additional information regarding the places of note described in the players section, including Encounters, Hazards, or Fortunes that are likely to occur in that area. Add additional embellishments as desired to suite your own campaign and your players. If you want a tower belonging to an evil queen within the Pig's Forest, go for it! Perhaps you want to Toyland to be a Haven... well it is if you want it to be! Remember, this is your story now.

Scairy Tales

Within each place of note you will find the synopsis of a Scairy Tale. The Scairy Tale is listed with a page number and can be found in Scairy Tales (Page XX). These Scairy Tales are adventures that can be played at a moments notice, requiring only a brief read to familiarize yourself.

Take note that simply because the heroes have wandered into the Muddy Bogs, does not mean that particular tale has to be played. If the heroes need a challenge, throw the tale their way, but if on the other hand, they are already dealing with 3 other tales, hold off. You want the players to feel involved, but not overwhelmed.

Travel

One inch on the map is about 25 miles within the territories around the Havens. It takes normal folk about 1 day to travel that distance. Groups carrying heavier loads can make about half that distance, while faster folk (such as horses) can move at about twice that.

Events

Pull a card for any time spent in a location during the day and again at night. Consult the following table to determine the Event Result.

Event Table

Card	Result
2-10	No Event
Jack	Easy Encounter
King	Difficult Encounter
Queen	Hazard
Ace	Fortune
Joker	Savage Tale

A moments thought can turn an event from a random encounter to a memorable experience. This is especially true for Wondrous Items.

If an encounter is pulled for the Candy Forest, and Ginger Bread Devils has been decided as the encounter, let the players discover they are being followed, for example. A tense situation could develop as the heroes try to outrun or outsmart their pursuers.

Similarly, if the GM determines the heroes will find a magic wand, have the wand be part of a story or inspire an adventure unto itself: The wand is locked inside a block of ice that can only be melted by the warmth of a noble heart. Now the heroes must find some way of figuring out what that means, making the Wondrous Item memorable and not simply something to be added to a list of treasures.

Not every location will have Encounters, Hazards or Fortunes. If one of these is pulled, and the location does not contain the specific Event, then treat it as not having an Event.

Encounter: Encounters are with other beings. They could be nightmare creatures, corrupted folk, or even survivors. Where appropriate, the locations will give examples of the type of beings that can be found in those areas. Examples are given stats in the Bestiary section, but GM's are encouraged to invent their own nightmare creatures and corrupt when possible. The difference between an easy encounter and a difficult encounter is the number of beings, how powerful the being is, or the circumstance surrounding an encounter. A single corrupt folk is probably an easy encounter. Ten Nightmare creatures is probably difficult. Being ambushed is a difficult encounter.

Hazard: Many areas are dangerous not because of the creatures living there, but because the climate or geography presents its own unique perils. Utter cold, quagmires, and falling rocks are examples of hazards. If a geographic feature is prone to hazards they will be listed with appropriate rules.

Fortune: Not every event in Wonderment is bad. The Dream is not yet dead, and some good still survives. These events provide the heroes with equipment such as Wondrous Items. Allies or information is also possible.

Savage Tale: See page XX for details.

Bee Keep

The rolling hills and forests of Bee Keep are alive with the buzzing sounds of insect war. Once a proud realm of noble insects, led by the Queen Bee, it has become a hotly contested piece of Wonderment. Within the forest lays the actual Bee Keep, a giant fortified bee hive, with a small (by human standards) city surrounding it. The corrupt, and survivors fight over the city and the keep, and over the various outposts and villages through out this area. It is a microcosm of the larger conflict within Wonderment.

Encounters: Within Bee Keep, it is possible to encounter both well armed Survivors as well as bands of the corrupt such as Crawlers or Butterflies.

Hazard: The heroes have discovered a cache containing 1d6 servings of the Queen Bee's corrupted honey, which is indistinguishable from the uncorrupted kind. Eating a serving inflicts a wound 1d6 hours after consumption.

Fortune: The heroes have discovered a cache containing 1d6 servings of the Queen Bee's uncorrupted honey. Each serving provides a meal, and removes all Fatigue from those who eat it.

Flaws (XX): The heroes are asked by a survivor to help on an important quest, but the heroes size might be a problem.

Between

The lands, sea, and sky between Havens and the other territories (not including the Nightmare Lands) are lonely desolate places. Life withers under a muted sky. Here and there are small valleys, tiny woods, lakes, and villages. In the sea, coral beds, reefs and kelp forests hide in the shadows of the deep, side by side with the ruins of aquatic cities. Everyone can feel the Nightmare's influence, even if the land is not yet corrupt. The sky, untouched so far, is the only place from where one can view the slow death of Wonderment.

Encounters: Survivors, Corrupt, and Nightmare creatures are possible in the Between.

Hazard - Nightmare Storm: A Nightmare storm rolls in over the heroes, lasting 1d6 hours. See the Bestiary section for more details on these storms.

Fortune: It is possible to encounter a small Haven or ruins that provides food and shelter, at least for the night. Out in Between, that's the best one can hope for.

Adventures in Wonderment (XX): A small child from the mundane world has crossed over into Wonderment and needs help getting back.

A picture of the Candy Forest

Caravan (XX): The heroes happen upon a large caravan of folk trying to reach the closest Haven. They are mostly non-combatants and need help.

Pirates! (XX): A band of corrupt pirates have captured someone dear to the heroes. Before their friend is killed or worse, they must rescue him.

Unexpected Guest (XX): A survivor has flown to Jack's Floating Island for refuge, but not everything is as it seems and may portend a greater threat.

Candy Forest

The Candy Forest has been corrupted by the Nightmare. Candy Folk have become vicious monsters, and attack until death anybody entering these sickly sweet woods. In the center is a palace built of candy - the former home to the King of Chocolate. It is a haunted place now, where the monsters of this forest roam free.

Encounters: Corrupted candy folk are the only beings likely to be encountered here. Examples include: Ginger Bread Devils, Gummy Wyrms, and Choke-alot Pudding. Any folk made from sweets are appropriate.

Hazard - Syrup Rain: A drizzling rain of syrup falls across the forest. Unless the heroes take immediate shelter, they are covered in syrup

making things very sticky causing a -2 to all actions. The syrup can be removed after 1d6 hours of washing with clean, warm, water.

Hazard - Quick Sugar: The lead character must make a Notice check or fall into a pit of Quick Sugar (like Quick Sand). Drowning rules apply with a -4 to Swimming checks and need to be made every round until the hero has escaped or is dead.

Fortune: A tree growing uncorrupted sweets has been found that can provide one person 1d6 x5 days worth of food.

Chocolate Kings Prize (XX): The Chocolate King once possessed sweets that could heal. If they still exist, they would be found in his palace.

City by the Sea

This large city partially sank beneath the water at the coming of the Nightmare. Fully half of the city is either partially flooded or completely submerged. Like a water-filled dungeon, these lower areas are a multi-leveled maze of immense proportions, full of corridors, stairs and hidden passageways and shafts. The remainder of the city is in dangerous shape as the sinking caused many buildings to become structurally unsound.

Encounters: The City by the Sea is home to

A picture of the Cold Lands

Nightmare abominations of all kinds and sizes. Nothing else is likely to be encountered here.

Hazard - Structure Collapse: Part of the city, rotten with age and exposure gives way, collapsing onto the heroes. Everyone must make Agility checks or suffer 2d6 damage.

Fortune: The heroes have found a sea worthy vessel. Roll 1d6. On a 1-3, a rowboat has been found. On 4 or 5, a sail boat. On a 6, a galleon.

The Last Promise (XX): A ghostly captain of a ship implores the heroes to transport a small parcel that he was oath bound to deliver.

Cold Lands

The Cold Lands are sometimes mistaken for an area of Nowhere (the Frozen Wastes), but the two have little in common. While certainly cold, and full of ice and snow, it is less lethal. Large mountains and forests made of ice, along with glaciers can be found in the Cold Lands, along with the occasional ice castle. It is a barren land, and encounters are few.

Encounters: Encounters in the Cold Lands are checked for only once a day. Typical encounters are survivors (such as polar bears, foxes, or other wintery animals), but corrupt are not uncommon such as Northern Blights.

Hazard - Blizzard: Anyone caught in the extreme snowfall must make a Fatigue roll at -2 every hour for 1d6 hours or until they find shelter.

Hazard - Thin Ice: A character at random falls through ice into frigid water. An Agility and Strength roll must be made. If both rolls succeed the hero has managed to avoid serious harm, and only receives a Fatigue level. For every roll failed, the hero takes 2d6 damage and a Fatigue level.

Fortune: The Dream sometimes rains perfect crystal versions of snowflakes. Collecting them nets 1d4 of these beauties. Each snowflake can be used once as a Power Point.

The Snow Queen (XX): One morning a tower made of ice appears, and the heroes are drawn into a war over a boy's life.

Crooked Hills

The Crooked Hills are tied to the story of the Crooked Man who walked the crooked mile. It is his influence that keeps these hills shaking and shuffling and is the origin of his nursery rhyme. He lives secluded in his crooked house, hidden among the hills.

Encounters: The only encounters in this region are with Survivors who are hiding among the hills.

Cat and Mouse (XX): The Crooked Cat and Mouse have been corrupted and are stalking the survivors of the Crooked Hills.

Dark Cold Mountains

This mountain range grows under the Nightmares force of will. The black, frigid peaks are actually the growing Nightmare barrier to keep the positive out of Wonderment as the Dream Barrier once functioned to keep the negative out. Should it ever be completed, the Dream will be at it's end.

Encounters: Nightmare creatures, large and small, or the occasional corrupted folk are usually the only beings that are found in these parts.

Hazard - Falling Peak: An ear shattering crack echoes through the mountains and then a side of a mountain collapses on the characters. Agility checks must be made. Anyone failing this roll takes 3d6 damage from falling debris.

Hazard - Nightmare Storm: A Nightmare storm rolls in over the heroes, lasting 1d6 hours. See the Bestiary section for more details on these storms.

The Trothed Beauty (XX): A large, mean, blue troll lives among these mountains and has lost his precious fairy bride.

Enchanted Forest

While most of this forest has gave up the Dream, being turned into corrupt, twisted, rotting growth, some parts remain intact, although these regions are far from safe. Cottages of grandmothers, bears, dwarves, and huntsmen are dotted throughout, both in the corrupt regions and the untainted areas. While Papa Bear, a strong folk, guards the forest, other survivors may live within the leafy expanse.

Encounters: Depending on which part of the forest the heroes find themselves, they may encounter villains such as Big Bad Wolves, Witches, and even Ogres or corrupt trees. They could also encounter survivors hunting and foraging in the uncorrupted areas.

Fortune: The heroes come across a small community of survivors (living in a giant shoe for example). They gladly trade goods, information and provide healing if needed. On a roll of 1 on d6, they even have a Wondrous Item they are willing to part with if the heroes can perform some task for them (such as getting rid of an ogre).

Papa Bear's Fate (XX): The heroes find evidence that Papa Bear has met an unfortunate end and the villains are taking advantage of it.

Fairy Ring

Fairy Ring used to be the home of hundreds of fairies but is a very dangerous place now. It is a place where everything presents possible harm. From the corrupt fairies to the shambling mounds of fungus and deadly flowers, it is an unwholesome place, fully corrupted by the Nightmare. To make matters worse, the corrupt Fairy Queen still lives, tiny, but terribly powerful and prone to puzzles and tricks.

Encounters: Corrupted fairies and plants are the predominate encounters in Fairy Ring. Examples of beings likely to be encountered include Spite Swarms, Toad Stools, and Foulers.

Hazard - Spore Cloud: The heroes are sprayed with spores from corrupted fairy homes. This acts as a poison with the following details: Spore Cloud (-2): -1 to Toughness for one week.

Hazard - Illusions: Due to the Fairy Queens powerful magic, the heroes have been deceived by illusion and trickery thereby becoming hopelessly lost, wandering in circles and being turned around. The heroes lose 1d3 days roaming Fairy Ring trying to find their way before the magic wears off.

Hazard - Lost Time: Without notice to the heroes, time has sped up for the rest of the world as they succumb to the power magics of fairies. While the heroes feel like they have merely spent a day within Fairy Ring, 1d4 weeks have past in reality.

Fortune: The heroes find a cache of pixie dust. A total of 1d4 pinches can be recovered, and each pinch allows the hero to cast the Fly power (at the heroes pace) and it lasts for one hour without power point cost.

Do You Believe In Fairies? (XX): The corrupted Fairy Queen charges the heroes with a battle of wits, with her husband's magic wand as a prize.

Farmlands

Almost completely flat with low scrub grass, the Farmlands are dotted with small villages, solitary homes, and of course; farms. Not much life visits this barren flat land, save for a few corrupt who are driven here by madness. Still, there is much to be gained if one has the patience to search the villages for lost treasures and secrets while avoiding danger.

Encounters: There is little to fear in the Farmlands, but the rare encounters are with survivors or corrupt folk, such as Scarecrows.

Hazard - Dust Storm: The winds have picked up the dust lying on the land and has darkened

A picture of the Forbidden Forest

the sky for miles, and miles. The heroes are caught within, reducing vision to a mere 5" for those with Low Light Vision, and total blindness for those who don't. The dust storm lasts 1d4 days.

Rose-Red (XX): A dust storm uncovers the ruins of a keep with a secret, but the heroes must hurry or suffer at the hands of the Nightmare.

Forbidden Forest

The Forbidden Forest was once a small patch of unruly trees before the Nightmare came, but has since grown wild, covering many miles of land, and rising high above normal trees. Not the safest place to visit, it does occasionally provide a respite from the dangers elsewhere in the land. Attempts to build Havens within the forest have been made, but they are largely unsuccessful.

Encounters: There are some survivors and corrupt who visit the Forest to hide, but the only living things making a home here are Howls, Shrieking Trees, Trap Trees, and other corrupt.

Hazard -Lost: The large, dark forest has a hypnotic effect on most everyone, and in some cases confuses the victim so much they can no longer tell where they are. The heroes loose 1d10 days wandering in circles within the Forest.

Fortune: The heroes have found the remains of a poor soul who perished in the forest. One roll on the Fortune Table.

Lost in the Trees (XX): Deep within the forest rests the ruins of a forgotten kingdom. It holds many treasures, but greater dangers too.

Forest of Tears

In ages gone past, the forest was a simple place. Nothing particularly special happened here, but the forest has felt the pain of Wonderment dying, perhaps more than others. The very trees weep with despair causing the ground to become muddy. The forest is the source of wood for Prince Charming's Castle.

Encounters: Most encounters in this dreary forest are with survivors collecting wood for Prince Charming's castle. Occasionally, a traveller runs afoul of Shrieking Trees, but this is thankfully rare. Other corrupted folk, originally trees and plants, are appropriate.

Fortune: The heroes have found a spring of uncorrupted water. It is a source of pure drinking water, and remains as long as the heroes stay near. Should the heroes leave the vicinity, the spring disappears.

Witch Fire (XX): A witch seeking the destruction of Prince Charming's castle has set fire to the Forest of Tears.

Frightful Rifts

Almost as though some fell creature eats at the very earth underneath Prince Charming's Castle, the land is in constant turmoil and small tremors. Chasms, some hundreds of feet apart and near infinitely deep, scar the land and keep the castle surrounded. It takes twice as long to move through the Frightful Rifts for the traveler must often find new routes when an old one suddenly gives way into the abyss.

Encounters: Without a doubt, any encounter in this realm of cracked earth are with Nightmare creatures and in great numbers. Very rarely, a survivor can be encountered trying to reach safety.

Hazard - Earth Quake: Part of the earth gives way and slides into the rifts. One random hero must make an Agility roll or falls with the dirt (if they cannot fly). The fall results in 2d6+15 damage! The hero, if he survived the fall, may climb up the debris to safety.

The Darkness Below (XX): An earthquake has caused a massive cracking of the earth, and left the heroes stranded on a small plateau.

Frog Hollow

Comprising over 50 homes, wet and smelling of decay, Frog Hollow is not a place to visit. The Nightmare has recently discovered that a Haven exists somewhere in these lands and is massing a force here to eventually crush it. This being the case, Frog Hollow is overflowing with nightmare creatures. Patrols of abominations scour the land around looking for the Haven or survivors to interrogate.

Encounters: Frog Hollow is crawling with the nightmare. Without a doubt, any encounter within Frog Hollow draws a large group of nightmare creatures, and more arrive every round until the heroes are dead or have run away. This is not a place to win fights.

Sanctuary (XX): The Nightmare has hatched a plan to ambush the heroes by calling on their good will, and desire to help others.

Giant Forest

At the edge of the lands around Prince Charming's Castle stands the massive trees of the Giant Forest. One of the more dangerous places in Wonderment before the Nightmare came, it is now no better. Creatures of immense proportions, corrupt or otherwise, stalk these lands. The Giants have grown wild with their freedom from the constraints of the Dream, and exercise their terrible ferocity on all living things, sometimes even each other. No one dare enters the Giant Forest who wishes to live.

Encounters: Anything encountered in these immense trees are Giants, Giant Animals, or the corrupt, such as Blood Woods, and Tyrants.

Fortune: Not all giants are evil at heart. Some are just ignorant, and some are actually good. The heroes have encountered just such a good giant. He escorts the heroes through the Giant Forest while they remain in the leafy expanse and fights on the heroes side, but does not leave the forest. Any further results of Fortune are ignored while in the company of this giant.

Fe Fi Fo Fum! (XX): A large group of giants have been convinced by the nightmare to attack Prince Charming's Castle.

Glumburg

Glumburg is a large remote village sitting between the Nightmare lands and the Dark Cold Mountains where no one save gnawers dwell. The buildings are either partially buried beneath ash,

or crushed under debris from falling rocks, and the ground itself is unstable from the gnawer's tunnels below. The town appears to be on fire from a distance, but it is the smoke from the gnawers fires underground that rise up through the many cracks that create the haze about the village.

Encounters: The most common encounters in Glumburg are with Gnawers who live under the village. Nightmare creatures coming from either the Dark Cold Mountains or the Nightmare Lands are also possible.

Hazard - Ground Collapse: There is a danger of the ground giving in and causing the traveler to fall through into the caves below where the Gnawers live. Pick any creature in the party, normal sized or larger, traveling on foot. He must make an Agility check or be unable to avoid falling. A falling hero takes 2d6+5 damage from the fall. Surviving heroes must now contend with escaping from below and avoiding Gnawers.

Underworld (XX): A traveler claims in the caves below Glumburg, he saw gnawers working to destroy Wondrous Items.

Great City

From a distance the mighty towers, the majestic castles, and the beautiful mansions of the largest city within Wonderment look intact. Once inside the city limits, the edifice of hope gives way and the horrors reveal themselves. The Nightmare owns this city. The buildings are warped like heated wax or have an organic look covered in sores that weep foul ichor. The sewers overflow with poisoned blood and the very air is sulphurous. Still, in a few pockets, the city remains the same as it was, and it is there the few survivors still calling this place home, scratch out a living against the Nightmare.

Encounters: A small chance exists that heroes happen upon a band of survivors fighting for the city in any small way they can, but by and large, encounters within the Great City are with Nightmare creatures, and lots of them.

Hazard - Nightmare Storm: A storm cloud of corruption sweeps the city and lasts for 1d4 days. During this time, encounters in the Great City are checked for twice during the day and night as survivors hide while the Nightmare creatures revel. Nightmare storms are fully detailed in the Bestiary.

Fortune: The heroes have found one of the many great treasures which can be still be found in the Great City. Three rolls on the Fortune Table.

Bremen Town Munitions (XX): The famous Bremen Town Musicians are plotting to get access to an armory and need the heroes help.

Great Sea-Serpent

A winding undersea mountain range, the Great Sea-Serpent, is comprised of sharp jagged rocks which give way to tall peaks that rise from the sea floor to create a desolate island chain on the surface of the sea. Below water, the mountains are the hiding place for many of the larger predators, both corrupt and Nightmare. Above the surface, the islands, numbering roughly 100 in all shapes and sizes, are largely untouched by the Nightmare's influence, and a few even have survivors who for the moment have created small Havens and refuges.

Encounters: In the vastness below the surface, dangerous predators of corrupt and Nightmare origin can be found, such as Great Wights. On the islands above, a few small havens of Survivors can be found.

Fortune - Wreck: Below the surface, stuck in the canyons between the mountains, the heroes have found a lonely sunken wreck. One roll on the Fortune Table.

Flotsam (XX): Captain Hook and his pirates, as well as the Lost Boys are found floating in wreckage at sea.

Grimm Peaks

These forboding mountains are the domain of villains. Choked with thorn covered vines and bushes, traveling these peaks are every bit as dangerous as the Nightmare lands. Every former kingdom of happiness is now under the rulership of a villain, and many survivors toil as slaves to these new lords.

Still, despite the dangers, some still enter the Grimm Peaks looking for wealth of the former kingdoms, and even a few, well guarded and defended, settlements of survivors have sprung up in the foot hills.

Encounters: The lands of the Grimm Peaks are firmly in the hands of the fairy tale villains of old. Big Bad Wolves, Wicked Wizards, Giants, Spectres, Trolls, and Witches are extremely common. Nightmare creatures, and the corrupt are not found in these lands. Occasionally a band of survivors can be found searching for treasure.

Hazard - Thorn Attack: Some of the thorn bushes in this territory are extremely malevolent and attack travelers suddenly. Roll a Fighting attack at d8 against a random hero. If it hits, the thorn vine does 2d8 damage.

Fortune: The heroes have found a keep or castle not occupied by villains, and can use it as

a base of operations. Additionally, on a roll of 1 on d6, the structure still keeps a treasure of some kind. One roll on the Fortune Table.

Enemy of my Enemies (XX): The heroes find that not all the villains lurking in the Grimm Peaks are wicked and some could switch sides if convinced.

Heaven

Like Jack's Floating Island, Heaven is a skyborn cloud island filled with immense white marble palaces, gilded in silver and gold. Heaven is enormous, covering tens of square miles, and sits higher up than anything else Wonderment's sky, higher than even the reach of the Nightmare. The pearly gates are shut and locked, and despite it's safety, it is abandoned by all, as the angelic host left to fight the Nightmare and have either been lost to battle or are still battling. Because of it's remote location, few are capable of reaching it.

Encounter: Heaven is completely empty. There are no normal encounters here.

Fortune: Inside one of the palaces, the heroes find something. Seven rolls on the Fortune Table!

The Devil in Heaven (XX): The Prince of Lies rules in Heaven through a technicality. Can the heroes set things right?

Hell

Extending almost entirely underneath Wonderment, Hell is comprised of twisting caves and caverns, full of fire and suffering. Hell is perhaps the one place the Nightmare fears to invade, and truly, Hell is completely uncorrupted. If not for the sheer amount of Wicked Folk in Hell, and the occasional flaming brimstone, it might even be a safe place to hide.

Encounters: Encounters in hell are with Devils nearly every time. Some Wicked survivors have found their way to Hell for safety.

Hazard - Flame Jet: A small burst of white hot flame escapes from a crack in the ground. A random character must make an Agility check or suffer 2d10 damage. Victims who fail the Agility check also have a 1 in 6 chance of catching fire.

Hazard - Eruption: Like a Flame Jet, but an enormous blast of flame and rock shoots from a fissure. Everyone in the party must make an Agility check or suffer 2d10 damage each, with a 1 in 6 chance of each catching fire.

Trapped in Hell (XX): Recently, a band of survivors tried to create a Haven within the relative safety of Hell, but have come to a bad end.

Higgleville

The poor folk who were trapped within this city of the dwarves when it was cut off by the chasms eventually starved to death. The city is made of stone and exceptionally well crafted. The majority of the city still stands, and in perfect condition, but the city is overflowing with their bones, and their unhappy spirits linger here too. The Nightmare has given the pain of the dead form, and the ghosts do not welcome visitors.

Encounters: All encounters within Higgleville is with the pained spirits of the departed dwarves; Grim Ghosts and Unhappy Haunts. Spirits in other forms such as haunted suits of armor are appropriate.

Fortune: The smiths of Higgleville were famous for their crafts and the heroes have stumbled upon a cache. One roll on the Fortune Table (Wondrous Items are automatically weapons).

Death Wish (XX): A despondent dwarf whose entire family died in Higgleville is trying to find a way into the city to die with them.

Jack's Castle

While Jack's Floating Island is completely safe, the castle still poses a question mark for the inhabitants. The castle is very large and many towers and wings have gone unexplored. The dungeons are quite extensive, dark, and sinister; almost no one goes down there. It's not unheard of folks getting lost within the castle while searching for lost treasure. The castle's library is quite extensive and well worth the time to peruse.

Encounters: The most common encounter within Jack's Castle is with other survivors. It could be those who have moved into the castle to live or those folk who have chosen to explore the abandoned towers and dungeons.

Fortune: The heroes have found a long forgotten room which contains valuable equipment or possibly a Wondrous Item. One roll on the Fortune Table.

Dungeon Crawl (XX): Nightmare creatures have found there way on to the island and are hiding in the dungeons.

Lake of Dreams

Far from being totally lost to the Nightmare this lake still contains some of its old power. It is still a perilous place to visit, for dangers lurk in and around the water, to say nothing of the corrupted water itself.

Encounters: Very few creatures dwell near the lake, and those that do are nightmare creatures or corrupted folk. Ugly Mucklings, Jaws, and Water Spites are good examples of the kind of corrupted folk that can be found around or in the waters of this lake.

Hazard - Reflection: Staring into the waters of the lake brings visions of torment and suffering to the hero for either his future or the future of loved ones. Witnessing such visions requires a Guts check at -2. Those that fail are horribly unnerved and are Shaken for the next day.

Fortune: On rare occasions the magical, innocent, qualities of the Lake of Dreams returns showing a random hero his story book past, and a possible story book future. The hero receives a benny from the overwhelming inspiration.

What Lies Beneath (XX): While wandering the shores of the lake, heroes hear screams and cries of help coming from below the water.

Leviathan Trench

The Leviathan Trench reaches out of the Nightmare sea through the untainted ocean, past Sea Deep, and back out into the Nightmare sea: A hundred mile long scar on the ocean floor.

It is an uncharted depth and near the bottom

A picture of Higgleville

there is a total absence of light. The sides of the trench narrow to a crevasse, but long before then, the jagged walls are pitted with caves and tunnels. Nightmare creatures of every horrific possibility dwell in the depths.

Encounters: Without a doubt, the only things to be encountered in the Leviathan Trench are Nightmare creatures, and usually of huge size too.

The Bell-Deep (XX): An ominous bell has begun to ring out from the depths of the trench near Sea Deep. It is calling Nightmare creatures to itself.

Moon

The moon is alive, and is possibly the single biggest living folk within Wonderment besides the Sun. It is quite sad, having not had a visit from the cow in some time. The landscape is usually flat and sandy, but occasional rocky ridges and craters can be found. When it wants to show itself, the moon can open enormous eyes and a mouth.

Encounters: The only encounter likely to happen on the moon is with the Moon itself.

Hazard - Phase of the Moon: Sometimes quite unexpectedly the moon changes phases, perhaps going from a quarter moon to a full moon, or from a full moon to new moon. These phase changes cause strange effects on the minds of folk who are so close to the moon. Everyone on the moon who experiences a phase change must make a Spirit roll or suffer -2 to Spirit checks for 1d6 days.

And the Cow Jumped Over the Moon (XX): The moon is despondent and lonely as the cow has gone missing in the lands below.

Moors

The vision obscuring mists contained in the Moors hides many rocky islands which are the foundation for abandoned villages and keeps. Unless one happens to stumble into one, they are nearly impossible to find. Strange rock formations are common, and more than one place contains survivors hiding from the Nightmare. The Elf-Hill is at the center of the Moors.

Encounters: The only encounters to be had in the Moors are with the few survivors who are hiding in the mist or the occasional corrupt.

Fortune: Some of the villages contain carts or wagons in decent enough shape to be usable. The heroes still need horses or other pack animals.

Innocence Lost (XX): A small group of survivors are found in a village and have had no contact with Wonderment since before the Nightmare came.

Muddy Bogs

The land that is now the Muddy Bogs used to be farmland, so one can still find an occasional farmhouse or barn within the foggy confines of the marsh. Such areas are where most encounters take place. Movement through the Muddy Bogs is at half-pace at all times unless flying. It's not just the water that makes it difficult but the mud that grips feet that sink into the muck.

Encounters: Few creatures, even of the Nightmare, spend any time in these desolate bogs. Corrupt, such as Groggs, and even survivors can be found here although more often they are encountered alone or in small groups.

Hazard - Pit Falls: Since one cannot see the ground, it is possible to walk right into deep water. The lead character must make an Agility check or fall into deep water. A swim check has the hero back on dry land assuming he is not weighed down. For every object being held however, the GM rolls a d6. On a 4-6, the object comes loose and either floats (if light enough) and could possibly be water damaged, or sinks (if heavy) into 1d4 x 5 feet of water. A little effort can be made to retrieve those objects. Of course something might be waiting here as a trap too if the GM decides.

Appearances are Deceiving (XX): A good witch in disguise of a hag is hopelessly lost in the Muddy Bogs and asks for help finding the House of Bricks.

Nowhere

The Nightmare Lands and Sea are collectively known as Nowhere. There is many diverse, and horrific, terrain within Nowhere. When the heroes leave the Between and head into Nowhere, pick one of the following to represent the land they are traveling through. In all cases, Nightmare Storms are a common Hazard, and Encounters are almost always with Nightmare creatures, although survivors are possible. There are no Fortunes in Nowhere—treat all Fortune pulls as Encounters.

Ash Wastes

In contrast to most Nightmare Lands, this region is marked by it's relative stability. Extending seemingly forever in every direction are plains, gullies, hills, and valleys covered in a thick layer of ash and dust. All vegetation is dead and the forests of dead trees litter the wastes. Those trees and the ruins of villages or cities give the only landmarks.

Hazard - Ash Storm: The winds kick up and creates an ash storm which lasts for 1d6 days. Unless protected, each day spent in a ash storm

requires a Vigor roll or the hero suffers a level of Fatigue from the dehydration and choking dust. Fatigue is recovered 1/day outside of the storm.

Hazard - Sand Trap: The ground tries to swallow a random hero. He may make Climbing rolls at -2 or be swallowed and never seen again. Other heroes may aid by using Strength.

Boiling Sea

The water of the Boiling Sea is always uncomfortably hot, but otherwise presents no penalty to swimming or sailing. However, huge jets of steam and scalding water have been known to erupt from below, killing the unwary.

Hazard - Steam: A jet of steam and boiling water engulfs one of the swimming heroes doing 2d10 damage, and ignoring armor, unless he makes a Swimming roll at -2. For those sailing on the surface, the jet sprays the deck of the ship and everyone top side takes 2d8 damage.

Dream Barrier

The truth is that Wonderment does not go forever on into the distance. It is enclosed by the Dream Barrier, the border between this world and the mundane. The heroes have found one end of Wonderment in the Nightmare Lands. Negativity leaks in through this barrier, and as it spills in, the Nightmare absorbs it, making the Nightmare stronger. Folk crossing into the barrier never return. Their body is destroyed and the imagination that gave birth to the folk is reabsorbed by the Dream.

Frozen Wastes

This area of Wonderment is locked in an eternal winter. The land is always still and quiet. Everything is covered in ice and snow but appears much as it did before the Nightmare came: Cities, forests, mountains... even folk, frozen to death, still stand about as if they were caught in life and instantly frozen. Attempting to break folk or objects out of ice typically cause them to shatter.

Fatigue rolls for cold (see Savage Worlds) are required the whole time for anyone spending time in the Frozen Wastes.

Poison Sea

The sea here has become thick, cloying, and is fouled with the Nightmare. The water prevents adequate Swimming, and all such rolls are at -4. Surface craft are reduced in speed by 2. In addition, each day, the heroes swimming or sailing here must make a Vigor roll or suffer 2d6 damage from the poisonous waters or noxious vapors.

Traveling Through Nowhere

Some heroes are surely going to want to investigate what is beyond their realm and if the heroes are following the Plot Points, they eventually must travel through the Nightmare Lands to reach other Havens and territories to complete the story.

To reach another territory, it takes 2d4 weeks to cross one of the Nightmare Lands. There is no set geography, and no stability. The heroes may take 1 week through the Ash Wastes to reach their destination, and have to travel 4 weeks through the Boiling Sea to return.

Knowledge (Nightmare) rolls may be made to lessen travel time. On a success, the travel time is halved, and halved again for each raise.

Knowledge (The Dream) rolls are made to travel to the intended land. A raise allows the heroes to arrive on the edge of their choice (if possible). A failure on this roll leads to the heroes to a wrong land. Determine which land randomly.

Islands exist in the Poison Sea, and they are like great, huge, volcanic sores spewing filth and corruption into the sea.

Rotting Lands

Perhaps the most vile of regions within the Nightmare Lands, this area is constantly under attack by rot and decay. Everything, even stone and metal, rots here, and the place stinks of it. A thick layer of putrescence covers the land in a filth, making movement half-pace through this region as the footing is unstable.

Hazard - Rot: Roll 1d6. On a 1-4, a single item (including Wondrous Items) belonging to a hero begins to rot and is destroyed in 1d4 weeks. Removing the item before then allows it to 'heal'. On a 5 or 6, a single hero must make a Vigor check at -2 every week or suffer a die loss in one Attribute. Attribute loss can be recovered at one die a day once the hero has left the Rotting Lands.

Scorched Earth

This region is a smoldering, hellish wasteland stinking of sulphur and apt to explode in lava flows, fire storms and earthquakes. It is a broken, jagged land of sharp rocks and death that is impossible to navigate without coming to injury.

Hazard - Earthquake: The ground begins to quake and jagged, razor sharp rocks are pushed up from the ground. Heroes must make Agility rolls are fall onto these rocks and suffer 2d8 damage.

Hazard - Fire Storm: A sudden fire storm rages across the sky, engulfing everything in it's path in flame. The storm lasts 1d8 hours and each hour the heroes take 1d10 damage unless protected somehow.

Hazard - Lava Flow: The ground cracks open and lava begins pouring forth. It moves at a pace of 10" per turn for 1d4 turns until it stops. Heroes must outrun the flow or suffer 2d10 damage each turn in the flow.

Shoreline

Here marks the boundaries between the Nightmare Lands and one of the great oceans of Wonderment. The coastline exists as it does for the Nightmare Land the heroes have passed through (one of the lands or seas above), but it covered in once magnificent port cities. Many cities still stand, along with their ships, but in a ruined state appropriate to the land in which they sit.

Old Mountains

As with most places in Wonderment, the land is covered in the many ruins of kingdoms long since abandoned, but in this case, not all were above ground as many dwarf cities and hidden kingdoms were carved out of the mountains, laying their foundations beneath the earth. Even among fairy tales, many of these realms are considered strange by the standards of Wonderment, with bizarre cultures and strange races of men.

Encounters: The area of the Old Mountains are not safe, as many villains lurk in the shadows of the peaks, but quite a few Survivors also call this mountain range home.

Fortune: The heroes have found an intact keep with the remains of a treasure. One roll on the Fortune Table.

Treasure Hunt (XX): The heroes find a map suggesting the location of a great weapon capable of harming the Nightmare.

Pearl of the Sea

The underwater metropolis of coral palaces and colorful reef homes, filled with the finest of the merpeople, have given way to the Nightmare. Most buildings lay in ruins, shattered or corrupted, while some homes and palaces are intact, but abandoned. Many are homes now to frightening

Nightmare Creatures or the corrupt. The ground is cracked with hot water geysers and a constant stream of heated water rises at the edges, making the city dangerously warm.

Encounters: Besides Nightmare creatures, the corrupt, such as Mer Shades, and Sea Enemies, are commonly encountered.

Hazard - Geyser: With a sudden cracking of the earth, a geyser of boiling water shoots from the ground, engulfing one random character. A failed Agility check results in 2d10 damage.

Fortune: The heroes have found a cache of lost goods in one of the still standing homes. One roll on the Fortune Table.

The Little Sea-Queen (XX): The once noble Little Sea-Maid has become a corrupt tyrant of the sea with her new palace in the Pearl of the Sea.

Pettyburg

Ripped from it's former location in Wonderment and thrown by the Nightmare, Pettyburg landed here and now sits on a 45 degree slope with ruined buildings at right angles. The whole city has jagged and jutting structures causing optical tricks and vertigo to those that visit here. Creatures that call this place home have become accustomed to it.

Note: As the city is sitting on an angle, all Agility checks and Agility based skills are at a -1 while in city limits. Creatures that call this place home have become accustomed to it and suffer no penalty.

Encounters: There are very few survivors, and many more corrupt living in Pettyburg. Common corrupt include Huggermuggers, and Gimcracks. Even Wicked Wizards have made homes here.

Hazard - Vertigo: A Spirit check at -2 is required for every hero. Failure results in a -2 penalty to all Agility checks while in Pettyburg. A botch on this roll means the hero also suffers a -2 to Spirit for the next 1d4 days.

Fortune: The heroes have found one of the many great treasures which can be still be found in Pettyburg. One roll on the Fortune Table.

Humpty Dumpty's Secret (XX): The heroes have discovered the remains of Humpty Dumpty within Pettyburg and his clues to a secret.

Pudding Lake

A murky lake surrounded by marshes with tall reeds and vine covered trees; it alternately smells of chocolate, vanilla, and fruits or waste and corruption. The water changes from the days of the Dream to those of the Nightmare, being alternately life fulfilling or poisonous. The life of the lake and

the survivors who dwell at it's edges in hidden havens and nests, rests on how long the survivors can survive when the water turns poisonous.

Encounters: If one is lucky enough, they might encounter a band of survivors wandering the region or stumble upon one of their hidden havens, but otherwise encounters are with the corrupt, such as Grog.

Hazard -Poison Water: The water of the lake has become poisonous for the day which requires a Vigor roll at -2 or the victim suffers a -4 on all Spirit checks for the next 1d4 days.

Fortune: The water of the lake has returned to it's once former self for the day. The water is delicious, and can even be stored. Besides satisfying thirst, one cup of it counts as a grown man's meal for a day.

Dam It All! (XX): A folk asks the heroes to help dam a river full of corruption that is destroying Pudding Lake.

Pumpkin Patch

One can smell Pumpkin Patch from miles off as the rank odor of rotting vegetables permeates the air. The village itself is rather large and built in square patches of land like huge gardens, each containing a home or keep, built out of giant vegetables. Most are now sagging with corruption and decay, while others have taken life of their own and roam the city limits and the land nearby devouring all in their path.

Encounters: Corrupt in the shape of giant vegetables, such as Jack-o-Lanterns, and Squashers are common.

How Does Your Garden Grow? (XX): A corrupt Mary (quite contrary) has found her way to Pumpkin Patch and has befriended the corrupt.

Rowburg

Rowburg was once a beautiful farming village comprised of dozens of quaint homes and keeps. A quiet farming village it still is, except it is now run by a coven of seven witches who lord over slaves and henchmen. The interior buildings serve as prison and barracks for the survivors. One such home, large and sturdy, has been turned into a slaughter house, where doomed survivors are prepared for the Witches dinner's.

Encounters: Assuming the heroes do not announce their presence, the likely encounters are with Survivors, enslaved by the witches to farm the fields around Rowburg and who would gladly accept aid to escape but are terrified of retribution.

A picture of Shell City

Also likely to be encountered are Survivors who work for the witch out of fear, and if the heroes make a nuisance of themselves, they are likely to encounter an actual Wicked Witch. .

Gretel Soup (XX): The famous Gretel (of Hansel and Gretel) has been captured by a Wicked Witch who plans to make her into a delicious soup.

Shell City

Shell City sits right on the edge of the Leviathan Trench and extends partly down into the abyss along many natural shelves and ledges. Once the home of aquatic creatures, the large city with its many tall towers is a battlefield between the survivors and corrupt who fight for control. Some areas of the city are relatively safe, while other parts are just as bad as the Nightmare Sea.

Encounters: Beyond Survivors, corrupt in the shape of aquatic creatures (such as Octospies, and Scabs) are common

Fortune: The heroes have found a stash of 1d3 magic shells. Each shell can be spent like a benny during play.

Whale of a Time (XX): The gigantic sea monster, Dogfish, has been discovered sleeping, hidden, in Shell City, but whose side is it on?

Sky Tops

There are a few mountains taller than the Sky Tops. Some of the peaks are permanently above the clouds and even the Nightmare storms, although offering little refuge from a lack of food or other resources. Many small havens are dotted across these mountains and provide the main points of trade with Jack's Floating Island as it floats through the peaks. Trade is usually done by climbing up and down the remaining piece of bean stalk. Many villains such as giants and trolls live within the peaks so it does not serve to dwell here too long.

Encounters: Likely encounters in the Sky Tops are with survivors wishing to trade with anyone from Jack's Floating Island, or be rescued to the island. Giants, Trolls, and even the occasional Wicked Witch or Dragon can also be found here.

The Trouble with Trolls (XX): A group of trolls have grabbed hold of the dangling piece of bean stalk from Jack's Island and tied it down.

Springtown

Springtown is the largest city in these lands and once had a population of several thousand. The

A picture of Toy Land.

ruins of this city still stand and is infested with the corrupt and nightmare creatures alike. The once beautiful city is being remade in the Nightmare's vision: a society of evil and anguish. An evil king and his three evil princes, all corrupt folk, rule this city and the hundreds of corrupt folk inside now. The princes delight in torture and captured survivors makes for bloody sport.

Encounters: No good can come of any encounter in this city. Every encounter is with nightmare creatures or corrupt.

Hazard - Unsafe Buildings: No one has made repairs to the great buildings as Springtown is in total chaos and disarray. Agility checks must be made for all characters. Those that fail have either fallen through the floors or have had a roof or wall collapse on them, doing 3d6 damage.

Fortune: The heroes have found one of the many great treasures which can be still be found in Springtown. Three rolls on the Fortune Table.

Prince Harming (XX): Word has reached the heroes that one of the young, corrupt princes has captured a large group of survivors.

Sun

The Sun is not corrupt, but it has become weakened in the face of the Nightmare. While some days it is its usual fiery self, most other days it is cold with muted light. The Sun is intelligent, with great big eyes and a mouth, but it never speaks. Instead, it just looks on with an expression of sadness in its eyes.

Note: Anyone not immune to fire takes 2d10 damage every round spent on the Sun.

Encounters: No actual encounters take place on or near the Sun except with those who are curious about it.

Fortune: The heroes spot a small sprinkling of star dust falling from the Sun. Each sprinkle can be caught and yields 1d20 pinches of star dust. Each pinch is equal to a single Power Point that a Good Magic user may utilize to fuel a power. The pinch is burned up in a flash when it is used.

Unlucky Star (XX): The Little Star has grown dim and no longer shines. It has fallen from the sky and needs something more than just help.

Toyland

Toyland is a large maze-like city, with dead ends and twisting turns throughout. The buildings are mostly made of toy blocks or similar and despite the appearances, are quite safe and sturdy. While the city is predominantly in good shape, it would

be unwise to visit in the hopes of safety, as many a corpse littering the street can testify. Toyland is ruled throughout by the corrupt and they wait to play with any who would enter their domain.

Encounters: Gimmicks, Sin Soldiers, and Snuffed Animals are likely encounters with the demented Toyland, but any corrupted folk, based on an old toy, is likely. They are not likely to directly attack, and instead prefer to herd or lead victims to traps, or play dangerous games. Survivors are never found here, and neither are abominations.

Hazard - Trap: The demented toys of Toyland have set up a trap of some kind using bits and pieces of toys, pits, deadfalls, collapsing blocks and such. A failed Notice roll means the lead hero takes 2d10 damage from the trap.

Fortune: The heroes have found a residence that still contains useful equipment. One roll on the Fortune Table. Any Wondrous Items are automatically in the form of a toy.

The Madness of Gepetto (XX): Deep in the heart of Toyland, vicious marionettes are being crafted by a distraught, insane Gepetto.

Twilight Hills

These hills used to be part of a mighty fairy tale kingdom with brave knights in shining armor, castles, and banners flying from the towers. The Nightmare knew this area could prove dangerous to it, and concentrated itself here early on. It permanently cast the land in shadow and struck down many of the castles. The ruins of such can still be found dotting the countryside.

Encounters: Many dark and terrible creatures hide in the darkness of the Twilight Hills. The many cracks, crevasses, and ruined castles provide ample lairs. Rarely a survivor is found, wounded or lost, trying to find their way out of this gloomy place.

Hazard - Nightmare Storm: Nightmare storms are fully detailed in the Bestiary. This storm lasts for 1d4 hours.

Fortune: The heroes have stumbled upon one a group of survivors in these hills living in a small, hidden village, or in the ruins of castle. The folk live, but they are woefully short on supplies. The survivors happily trade what they have for goods, especially food which is always in a shortage. Luckily the survivors have something to trade. The survivors in these hills have the only known working cannons in these lands having salvaged them from the many castle ruins. They are willing to trade them (plus 10 cannon balls and powder) each in exchange for other goods. It'll be up to

the heroes how to transport a cannon.

Cannon : Range: 75/150/300; **Damage:** 3d6+1;

RoF: 1; **Weight:** 500; **AP:** 5; Heavy Weapon

Siege (XX): While visiting a survivor village, a force of the Nightmare also discovers the village and begins an assault.

Wild Hills

The Wild Hills are nothing less than a death trap to the unwary traveler. It is expansive, covering many miles and offers untold hiding places. The hills has become corrupted, sprouting deadly sharp rocks, making the approach just as dangerous as the foul creatures who lurk within; nightmare creatures and corrupted folk.

Encounters: Travelers are likely to encounter Nightmare creatures and corrupted folk (like Scar Bears) as well as the occasional goblin

Hazard - Jagged Rock: A random hero has been careless and jabbed himself on a sharp spike. The hero takes 2d6 damage, and if at least Shaken by the damage, a Vigor check must be made or the hero suffers a -2 to all actions for the next 1d6 days as a horrible debilitating rash takes over his body.

Fortune: The heroes have found a bed of uncorrupted gems. Searching them nets the heroes 1d20 gems. These gems are worth 20 crowns in barter, but if only one gem is found, it is a magical gem that grants +10 Power Points to anyone with an Arcane Background.

Dragon of the Wild Hills (XX): A corrupted Reluctant Dragon makes it's home within the hills, and it prowls the surrounding lands on the hunt.

Inventing New Lands

The world of Wonderment is a large place filled with possibility where all imagination can be accommodated.

Out in Nowhere exists small pockets of Wonderment untouched (so far) by the Nightmare, or corrupted lands not totally given over to Nowhere. If ever you are stuck for ideas, grab a book on fairy tales, read one or two and create a small pocket of land to fit that fairy tale. Next time your player's heroes are wandering Nowhere, spring your surprise on them.

Most fairy tales suggest possible encounters, hazards, fortunes, and Savage Tales.

Fortune Tables

Use the following tables to determine what treasure the heroes find in a given situation. Remember that a treasure found under mysterious circumstances, or in a peculiar situation, makes for a more memorable treasure.

Table One: Category of Fortune

d20 Roll	Result
1-4	Valuables
5-7	Gear
8	Ranged Weapon
9	Hand Weapon
10	Shield
11	Armor
12	Wondrous Item
13	Vehicle
14	Fortunes Beyond Objects
15-20	Corrupted Fortunes

Valuables

Valuables include such things as pieces of art, jewelry, and other personal effects that one might find valuable. Valuables may include coins. Roll on the following table to determine the worth of the valuables. The heroes may trade these valuables for gear at Havens.

d20 Roll	Worth
1-4	1d10 x5 Coins worth
5-8	1d10 x10 Coins worth
9-12	1d10 x20 Coins worth
13-16	1d10 x50 Coins worth
17-20	1d10 x100 Coins worth

Gear

Gear includes the mundane items found on page XX. Use the table under Valuables to determine the total worth of the found Gear.

Weapons & Armor

Before determining an actual weapon or armor, determine the size of the folk the item in question was built for.

d20 Roll	Size
1-2	Tiny
3-6	Small
7-15	Normal
16-18	Large
19-20	Huge

Ranged Weapons

d20 Roll	Result
1-2	Blunderbuss plus 1d6 shots
3-4	Bow plus 1d6 arrows
5-6	Crossbow plus 1d6 bolts
7-8	Javelin
9-10	Musket plus 1d6 shots
11-12	Pistol plus 1d6 shots
13-14	Sling
15-16	2d10 Arrows or bolts
17-18	2d6 shots for blunderbuss
19-20	2d6 shots for muskets or pistols

Hand Weapons

d20 Roll	Result
1	Axe
2	Axe, Great
3	Cleaver
4	Dagger
5	Flail
6	Hammer
7	Hook
8	Lance
9	Mace
10	Maul
11	Pick
12	Pole Arm
13	Sickle
14	Scythe
15	Spear
16	Sword, Small
17-18	Sword
19	Sword, Large
20	Trident/Pitchfork

Shield

d20 Roll	Result
1-5	Shield, Small
6-15	Shield
16-20	Shield, Large

Armor

d20 Roll	Result
1-4	Chain
5-9	Cloak
10-11	Helm
12-17	Leather
18-20	Plate

Wondrous Items

It is recommended that each object be found only once in the course of a campaign. Substitute inappropriate objects (a witches broom in Shell City for example) for more appropriate ones.

d20 Roll	Result
1	Black Spear (page xx)
2	Book of Truth (page xx)
3	Captain's Pistol: Can fire underwater, or into water, without penalty
4	Flying Trunk (page xx)
5	Magic Beans (page xx)
6	Magic Compass: Always point in the direction of your destination. The owner can never get lost.
7	Magic Matches (page xx)
8	Magic Hand Weapon: Roll on the table on page XX, then consult Magic Sword on page xx.
9	Magic Porridge Bowl: Once commanded, the bowl fills with porridge until commanded to stop. If no one commands it to stop, it overflows with porridge creating 1 cubic foot of porridge a minute.
10	Magic Ranged Weapon: Roll on the table on page XX, then consult Magic Sword on page xx.
11	Magic Wand (page xx)
12	Marksman's Pistol (page xx)
13	Pearl of Light: Allows the user to cast light with a d8 skill and 10 Power Points. Points regenerate normally.
14	Pearl of Sorrow (page xx)
15	Puppet Fiddle (page xx)
16	Snake Leaves (page xx)
17	Stone Soup: While in possession of this stone, all Tricks based on Smarts are at +2.
18	Tinder Box (page xx)
19	Witches Broom (page xx)
20	New Item: Invent a new Wondrous Item, or use one from an existing fairy tale.

Vehicle

d20 Roll	Result
1	Galleon
2-13	Carriage/Cart/Wagon
14	River Barge
15-18	Row Boat
19-20	Sail Boat

Fortunes Beyond Objects

There exists in many a fairy tale, fortunes which are beyond the scope of trinkets or even a magical prize. Some of these fortunes consisted in finding a magical creature who would grant a wish or some magical deed in exchange for mercy or help. In other circumstances, the folk encountered magical places or areas of land. Even winning the hand of a beautiful maiden is a fortune in Fairy Tales.

Use the following two examples as cases in point concerning these larger fortune concepts.

Kingdom in a Box of Glass: Locked in a box of glass no more than 2 feet to a side, is a miniature castle, including a surrounding village, farmlands, and forest. Little people can be seen frozen in their tracks. Smashing the box causes the glass to disappear and the kingdom to grow to full size, displacing everything in its path, and the people (all 300 of them) come to life, and are devoted to the person who freed them.

Magical Animal: The heroes have befriended an animal of some kind that is quite intelligent and talks, but is also quite magical. It ventures away from the heroes after making friends, but returns just in time to help at a later date, having just the right item to solve a problem, or being able to get an item, even a Wondrous Item, within the hour.

Corrupted Fortunes

When a corrupted Fortune is rolled, re-roll on the table (and re-roll if you roll 15 or higher) to determine the items or objects in question which are corrupted. There are no specific rules for corrupted objects, but generally they follow these three guidelines:

- The are almost always visibly corrupted, but some can appear normal.
- The object usually causes corruption (as the Monstrous Power) to the owner after 1d6 days of ownership and close contact.
- The object performs in the manner it was intended, but with additional, usually harmful, abilities (Roll on the Nightmare Power table on page XX to get some ideas for extra abilities).

For the devious GM's, the corrupted Fortunes could be alive, in which case proceed as normal for a corrupted Fortune, and then start rolling from the Nightmare Creature Tables, page XX.

Such intelligent, corrupted Fortunes wait for the most opportune time before revealing their true nature.

Corrupted vehicles are almost always alive, and can make for imposing monsters.

Adventures

On the following pages are a number of adventures (called Scairy Tales) that can be played for an evenings entertainment, or linked through a series of Plot Points for a larger campaign.

Earlier, in the Guide to Wonderment, each location had the seed of an adventure with a page number. This is where you find those adventures. Remember, just because your heroes wandered into a location doesn't mean the adventure has to happen right away. If the heroes are already busy with something else, you might consider holding off for now. On the other hand, if the heroes need a challenge, throw another adventure at them.

Make sure to examine the adventure before hand to ensure your band of heroes can handle the Scairy Tale. Not every adventure is suitable for every band of heroes. Some focus on stealth, others on role-playing, and yet others on force of might, puzzle-solving, or endurance.

A little modification to any of the adventures, however, can make them more suitable.

A kindly old woman, hunched over a desk in her cottage and writing stories by candle light.

Plot Points

The heroes start with one of the Seven following Plot Points based on their Haven.

Deep in the Earth (XX): Starting Plot Point for the Mine of the Seven Dwarves.

Jack Be Nimble (XX): Starting Plot Point for Prince Charming's Castle.

Magic Mirrors (XX): Starting Plot Point for Jack's Floating Island.

Murder Under the Sea (XX): Starting Plot Point for Sea King's Castle.

Return of the Piper (XX): Starting Plot Point for Hameln.

Scorched Earth (XX): Starting Plot Point for House of Bricks.

Wickedness (XX): Starting Plot Point for the Elf-Hill.

Any of the beginning Plot Points can be used as regular Scairy Tales, with little if any modification, should the heroes visit the appropriate Haven.

Other Stories

After the starting Plot Point, the heroes may follow the leads, or they may adventure as they wish, ignoring the Plot Points completely. Let the players move at their own pace. Between the opening Plot Point and the next Plot Point, the heroes may wander Wonderment getting into any adventures they wish.

This period of time is wide open for GM created adventures and campaigns to take root. While Scairy Tales has a specific story arc about saving Wonderment, the GM is encouraged to create their own campaign, and interweave it with the Plot Points and Scairy Tales. It may seem daunting or impossible to create a story arc that can compete with saving the world, but it's not that difficult when one considers all the possibilities.

For example, consider that when the Nightmare brought lasting death, it also brought the possibility of new child birth. The folk of Wonderment can have new children, and in children, one can find new hope.

A campaign revolving around the first children born in Wonderment since the Nightmare can have heroic possibilities, noble quests, and great sacrifices as any story about saving the world. Don't let the scale intimidate. Even the smallest story has the potential for the greatest meaning.

Savage Tales

Certain Savage Tales are based on specific locations, but others are not and can be used wherever appropriate. Use the following tables when determining a random Savage Tale, or when the Encounter (see page XX) calls for it.

And One Makes You Small (XX): The heroes find much needed food in the wastes which seem to have properties most are all too familiar with.*

Angel (page XX): A wingless angel asks the heroes for help returning to heaven in exchange for a blessing, which may turn out to be a curse.*

Children in the Grave (page XX): Someone, or something, is killing children in a Haven and the heroes are asked to investigate.

First Born Child (page XX): Some never learn their lesson. A couple needs help seeking the freedom of their new child.*

Great Claus (page XX): An eager young warrior joins the heroes, but he may be more a liability than an ally.*

Hilderbrand's Mistake (page XX): A folk learns that money and wealth is nothing compared to that of a loved one.*

King of Despair (XX): The Sky King is in despair, but if his hope could be restored, he could give the heroes something wondrous.**

Knights in Shining Armor (XX): Pride has detoured a group of knights from their quest, and only the heroes can finish it for them.

Loss (page XX): A disease has struck at a Haven, and if the heroes are not quick to find a cure, all could be lost.*

Magical Cave (XX): When the heroes take shelter in a cave, they find that not all paths can be followed the same way back.*

Mischievous Elf (page XX): A wicked elf causes trouble for the heroes, but only after solving that trouble, does the real trouble begin.*

More Than He Wished For (page XX): The old adage, 'Be careful what you wish for' rings true for a folk who got exactly what he wanted.*

Nightmare in Rags (page XX): A kindly beggar with a dark secret asks the heroes to aid him in his travels to a Haven.*

Promises (page XX): The heroes are in trouble when they make promises only to

discover they must break one, to keep the other.*

Punishment (page XX): A wicked witch has been up to her old habits, but to punish her requires the heroes to trick her.*

Robbers (XX): A group of folk comes to the aid of the heroes, but the heroes have only exchanged one danger for another.*

Shipwreck (XX): Just another shipwreck at the bottom of the sea turns out to be something altogether different.***

Thief in the Night (page XX): Wondrous Items and valuable property go missing at a Haven, with a familiar smile behind the crimes.

Tricks of the Trade (page XX): A folk owns something of value that could greatly aid a Haven, if only the folk would part with the item.*

Truth Hurts (page XX): An area devoid of all features is the herald of a third power in Wonderment: Truth.*

Undone by Love (page XX): Poor Simple Simon has made a bargain to find love, but what he finds, he needs the heroes help to undo.

Which is Little Red? (page XX): When a murder happens in a Haven, all clues to the killer lead to three people: Three different Red Riding Hoods.*

* These Savage Tales, as written, are meant for activities out of the sea. However, a minimal amount of changes (mostly changing names and specific folk) can be made to them so that they can be run just as easily under the waves.

** This Savage Tale can only occur in the sky realm above Wonderment.

*** This Savage Tale, as written, is meant for underwater encounters, but with a minor change it could be moved to land, along a coastline.

Deep in the Earth

One afternoon word reaches the denizens of the mine that a cavern has been discovered down a narrow tunnel, and within this cavern is a large enchanted castle all hung with black tabards and cloth. Naturally the folk are fearful and turn to the heroes to investigate.

The Black Castle

The cavern is very large, and the castle walls are three stories high with a massive unlocked door two stories high. Towers reach the cavern ceiling, five stories up.

The interior of the castle, from every wall, door, chair, table, and bed are hung in black. Otherwise, the castle is in fine shape and perfectly stocked with goods, weapons, and provisions (the heroes may find anything reasonable they desire). plus one Wondrous Item, randomly determined.

After an hour though, three princesses, all in black, with only a bit of white on their face come to the heroes with greetings.

"We mean no harm, but humbly ask that you deliver us from a curse that keeps us bound to this castle. Would you promise to spend one year here, as our servants, never speaking, unless spoken to?"

If the heroes agree to servitude, well, they have a long year ahead of them, at the end of which the Princesses are free to leave the castle. However, if they do not agree, or attempt to leave after promising, the three reveal their corrupt forms.

"Accursed dogs, our blood cries for vengeance on thee! Our brothers will tear you to pieces!"

The princesses then fly away into the interior of the castle, while the brothers come to attack.

- **The Three Brothers:** See opposite

Hide and Seek

After the heroes dispatch the brothers, they may begin searching the castle again. Three Notice checks must successfully be made, once an hour, to find the hidden room of the princesses. The brothers attack every hour after regenerating.

The princesses hidden, dome shaped, room is located deep in the castle, decorated in black cloth.

- **Black Princess #1:** Corrupt (Fangs: Str +2, Flight 12", Improved Dodge)

- **Black Princess #2:** Corrupt (Claws: Str +2, Flight 12", Improved Frenzy)
- **Black Princess #3:** Corrupt (Spiked Tentacles: Str +2, Flight 12", Improved First Strike)

Breaking the Curse

After defeating the princesses, the brothers attack one last time. Once the princesses and brothers lay dead, the castle begins to shake and crumble. The whole of the cavern begins to collapse. The heroes must flee or suffer being buried alive. Three Agility check must be made, and each one that fails causes 2d6 damage to the hero from falling rocks. Once the cavern is collapsed, everything in the castle is lost and unrecoverable.

As the dust settles though, the heroes are not alone, being accompanied by a young boy.

"Thank you, brave folk. Those princesses and I share the same story, and I made the mistake of agreeing to their service, but now I am free! Pray, would you help me a bit further and take me to Prince Charming's castle? My father waits for me there."

The boy is just a survivor, but he and his father (when they are reunited) are deeply thankful for the heroes help and promise any service they can render in the future.

The Three Brothers

Three corrupt men, covered in black, bound by seven unbreakable chains, are little more than animals at this point.

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

Skills: Fighting d10, Guts d10, Notice d6, Stealth d4, Throwing d8, Tracking d8

Pace: 6; **Parry:** 7; **Toughness:** 7

Special Abilities:

- **Armor +1:** Bound in steel chains.
- **Chain Lash:** Str+2, Reach 3"
- **Chain Throw:** May throw a weighted piece of chain up to 12", doing Str+1 damage.
- **Claws:** Str+3
- **Regeneration:** The brothers awake from the dead one hour after death, even if burned to ash, unless their sisters are killed first.
- **Three Brothers:** The brothers are bound to each other, and no brother may move more than 3" from another. Each brother may make one form of attack (Chain Lash, Chain Throw, and Claw) a round. The brothers collectively take wounds, so even if only one brother takes a wound, all three are defeated.

Jack Be Nimble

Look outs cry for help one afternoon, as what appears to be a survivor is making for the gate while being followed by a band of Nightmare Creatures.

A barely conscious Jack Be Nimble rides his horse up the road to the castle, and is being followed by 12 abominations. It is clear that unless the heroes leave the safety of the castle, the abominations will over take Jack before he reaches the gates. Of course, it could be a trap, and the heroes have a tough decision to make.

- **Jack Be Nimble:** Survivor with Leaping
- **Nightmare Creatures (12):** Normal or smaller.

Jack's Story

If the heroes rescued Jack, he tells the heroes his sad, tragic, story. If the heroes did not rescue him, they can glean the information from his journal, left in his pack among his slaughtered remains.

Jack, and a band of other survivors, left Jack's Floating Island on a mission to save the Haven. Recently the lake, their source of water, has become fouled with corruption. They eventually found a bush with berries that could cure corruption and have been attempting to return to the floating Haven. Jack is the only one left. The last member to die, a King's Man, fell into the Frightful Rifts during a battle with abominations, and sadly, he had the berries with him. All hope is lost for the Floating Island unless the berries can be recovered from the bottom of the rift.

If alive, Jack asks the heroes to save the Jack's Floating Island by retrieving the berries and delivering them. Jack asks for their promise on this matter. Otherwise, it should be apparent that if the heroes do not do this on their own or by Jack's request, a haven falls.

Into the Rifts

Jack can narrow down the rough area that the King's Man fell to his death, but it takes 3 days of searching before locating the crevasse with the body. His gear lays near by, including a bag holding the Magic Berries.

Encounters happen normally during the time it takes to search for the body.

How the heroes get down to the body and back up again is up to them, but the easiest way is to simply climb down. Half way down the side of the rough cliff, a group of flying Nightmare Creatures

attack the heroes. Being precariously balanced on the side of the cliff, each time a hero takes a Shaken (or greater) result, have him make a Climbing check. On a failure, the hero falls and takes 2d6 damage. The upside is they are now at the bottom of the rift.

- **Nightmare Creatures (3):** Flying

Journey To Jack's Floating Island

Jack accompanies the heroes to the floating Haven, and guides them to the Sky Tops to catch the bean stalk. Once at the Haven, the heroes are treated to a royal feast, and gain the thanks of an entire Haven, and also gain a +1 Charisma bonus.

No Berries?

Should the heroes not deliver the berries (or some other means of redeeming the lake, than Jack's Floating Island must be abandoned, and Wonderment loses a Haven.

Magic Berries

This Wondrous Item is a small leafy branch with three berries. Each berry is capable of redeeming a folk, or a small area of land or water, from corruption as the power, redeem.

A really hideous nightmare creature slithering out of a rift, with Prince Charming's castle in the background.

Magic Mirrors

Jack approaches the heroes, urgently, and quietly informs them that Snow White is missing. The Magic Mirror he possesses indicates that not all is well with her. With his responsibilities, he cannot investigate the matter, and asks the heroes to rescue her from whatever fate she has fallen into. Snow White has a cottage in the village.

Clues

Snow White's cottage is in order, with nothing outwardly missing, but obvious muddy boot prints are scattered about the cottage. A successful Notice roll finds a half-eaten apple under a chair. The apple is poisonous, causing anyone to eat it to fall asleep for 1d6 hours.

Asking about in the village reveals that the Huntsman (from Snow White's fairy tale) was seen very early this morning heading into the forest with a large sack over his shoulder. He was acting very strange. It is possible to track the boot prints into the forest as well. The tracks in the forest lead to the lake and the Huntsman's home.

Lake

The lake is nice and calm, but the natural animals are nervous. Communicating with them reveals they are nervous because "unnatural animals" have been coming out of the lake. The natural animals are frightened. A successful Notice rolls finds a vial with a trace of a blue liquid in the mud by the shore of the lake. The liquid has no effect (the magic has worn off) at this point.

Huntsman's Home

The home is currently empty, but a search of the home finds three vials of the blue liquid in a cupboard, along with a carved wooden figurine of an evil looking woman (Heroes can tell it's the Evil Queen on a Common Knowledge roll). Hanging from the rafters is a basket with a dozen poisoned apples.

As the heroes are searching the home, the Huntsman returns. He runs away after being alerted to the heroes presence. If the heroes give chase, the huntsman's companions, a band of big bad wolves attack two rounds into the chase.

- **Huntsman:** Survivor with Tracking d8
- **Big Bad Wolves (3)**

Once captured the Huntsman breaks down in tears, claiming he can't remember much since he last went down to the wastes (3 days ago on a

scavenger mission). He can barely sleep. He keeps hearing a woman's voice in his head telling him to do terrible things. He remembers pouring the blue liquid into the lake and abducting Snow White, but little else.

Descent into the Wastes

Pouring the liquid into the lake causes a hole to open up and a stair case to appear leading down. Following the stairs down through clean water eventually starts to climb back up again in foul, black water, emerging in a dusty, brackish pond in the middle of the Ash Wastes of Nowhere. Near the edge of the pond is a ruined keep, three stories tall.

The keep is the home to the Evil Queen, who being horribly scarred now, is intent on mutilating Snow White so that by comparison, the Queen would be a real beauty. She has a Magic Mirror that she is using to locate Snow Whites.

The first floor of the keep has a massive locked door, and the interior contains guardrooms and a large hall with a fire pit and pantry.

The second floor is the bedrooms, where one bedroom is filled with luxury, and another is filled with leaves and cracked, half-eaten bones.

The third floor is a laboratory where the Evil Queen concocts her potions and dark alchemy, assisted by a Troll she has hired to be her guard. There are 6 more vials of the blue liquid on a table. The roof is accessible by a locked hatch.

There is also a dungeon that doubles as a torture chamber, filled with all manner of malign devices. The Magic Mirror is located in the dungeon. In a prison cell are several survivors awaiting a gruesome end. The Evil Queen and her Troll are either in the dungeon or the laboratory (being the opposite of which ever they search first) about to torture Snow White when the heroes arrive.

- **Evil Queen:** Use Wicked Witch, substituting a sword (Str+3) for a dagger. Magic Mirror.
- **Troll**
- **Snow White:** Use Survivor.
- **Prisoners (3):** Survivors.

Happy Ending

After freeing Snow White and the other prisoners, they are grateful and follow the heroes back to Jack's Floating Island. However, one of the survivors is a mermaid in human form, originally a native of the Sea King's Castle, and promises a handsome reward to the heroes if they could help her return to her home.

If the heroes do escort the mermaid all the way back, she grants the heroes a Wondrous Item. One roll on the Wondrous Item Fortune table.

Murder Under the Sea

In nearly an instant, all the Sea King's Castle is buzzing with the news of a surface ship that sank, crashing into one of the towers of the castle.

Crowd Control

A wise sea fairy approaches the heroes.

"Brave folk of the sea, if you have not heard, let me be the first to tell you of an air breather ship which has sank and crashed into one of our towers. It's hold is full of treasure and it has brought out the worst in our citizens. As the bravest and most capable of us all, I beg you to see to the situation and bring peace to our home."

A galleon, with several large holes in the hull is impaled on a tower of the Sea King's Castle. As the heroes arrive on the scene, a large brawl is taking place between two groups of folk fighting over a golden crown, and each ask the heroes to join their side.

- **Survivors, First Group (9):** Aquatic
- **Survivors, Second Group (9):** Aquatic

The Pride of Hameln

Once the heroes get the situation under control, the various folk involved apologize and go about their business, leaving the heroes to investigate.

Written on the hull is the ship's name; *The Pride of Hameln*. The ship is in terrible shape, and looks to have suffered in battle. Several dead humans are still trapped in the lower decks and look to have died from sword and axe.

In the hold is a large amount of treasure, mostly damaged and ruined by the water, but an enormous amount of gold (6,000 crowns), and Jewelry (3,000 crowns worth) still sit in the hold. However, the strongboxes have clearly been broken open, and items are missing.

A barely legible journal indicates the treasure was recovered from a ruined keep, and claimed by the captain of the ship for his family back in Hameln.

The hold can be emptied, and the ship broken apart within days to free the tower of the wreckage, but in that time period, a curse starts

Murder Most Foul

The next morning, one folk is showing off a silver necklace he retrieved from the ship, when another folk, in a fit of greed, strikes and kills the

first for the necklace. The heroes are again asked to investigate. The murderer is a normally mild folk, and cannot account for his sudden behavior change when questioned.

The next day, a similar occurrence happens as another folk is murdered in a fit of greed for a jeweled scepter with another normally nice folk as the culprit.

Each day onward for 5 days a murder occurs, unless the heroes locate all seven of the missing items from the ships hold first.

Cursed Treasure

Even if all the treasure is locked up, various folk afterwards try to break in each day to retrieve the loot, attacking guards if they must. The whole of the Sea King's Castle is going crazy as folk start to fight for possession even over the most trivial of objects. The treasure is cursed to all who are not the rightful heir, and if the heroes do not realize this, then the wise sea fairy suggests as much.

To end this curse, and to bring peace to the Sea King's Castle, the heroes must take all the treasure to Hameln and return it to the heir of the captain.

Each week it takes to get to Hameln, one of the heroes gains the Greedy (Major) Hindrance. Once the loot is delivered, the Hindrance goes away.

A group of mermaids and mermen, nyads, sea faries, and other fish folk traveling near the sea floor.

Return of the Piper

A thoroughly corrupted Piper of Hameln has returned to the village of Hameln and aims to destroy it from within. The Piper is able to get around quite well, by a combination of crawling along walls and burrowing into homes.

The first sign of trouble starts when a crudely scrawled note appears posted to the town well.

"You denied me my due once, but you will not deny me again. I have come for my payment, and I take it from your flesh. Give me one of your children willingly, left by the shore on his own, by midnight tonight, and I will spare you further grief. Rob me, and I promise I will take every child in this miserable town to their grave!"

-The Piper of Hameln"

There is no evidence how the Piper got into town to attach the note, with no witnesses and no tracks (he wall crawled).

Midnight on the Shore

Waiting by the shore with or without a child (or suitable bait) results in a no show by the Piper. He is lurking just below the surface of the ground and can determine a real child from a fake.

At 1 AM, however, the Piper makes due on his threat, and a haunting melody on the pipes starts to play throughout Hameln. The music sets everyone on edge, and common folk begin to panic. Families bar their doors and windows, or else run to other homes for safety in numbers.

Attempting to track the source of the music requires three successful Listen rolls, and each roll takes 2 minutes. The music is originating from a home near the edge of town, but suddenly stops. Inside the home is the murdered bodies of two parental folk. The crib nearby is gently rocking as if recently disturbed, but the baby is missing. Another note is found nearby on a table.

"You had your chance you pathetic worms, but even now, you can't fulfil a promise made. I will steal every child in this town, kill all in my way, and then burn the homes to ashes when no one is left. Then all the world will know, the Piper must be paid his due!"

A window is open, but again, no sign of the Piper or how he is making his exits.

The Next Night

Again, around midnight, the haunting melody of the piper begins to play. Assuming the heroes have nearly any plan to capture the Piper, allow them 3 Notice rolls to track the music. If successful, this time they catch the Piper in the act trying to kill another family before taking a child.

• **Piper of Hameln:** Wild Card. Use Corrupt.

Burrowing. Wall Walker. Stealth d8, Axe (Str+2). Owns the Piper's Pipes. Appears as a squat, monstrous human.

The Piper's first action is to burrow away from the threat of the heroes. He can be tracked through the tunnel but it is slow going. The tunnel exits in a grove of trees outside of town, but being on the run, has no time to cover his tracks, so the Piper may be followed on a successful Tracking roll. The trail leads to a narrow crevice in the cliffs next to the shore line.

If the heroes did not arrive in time to stop the Piper, a repeat performance occurs each night until the heroes catch the Piper in the act.

The Piper's Cave

The cave is damp, cold, and slimy. Candles burn on ledges. Deep inside the twisting tunnels, dead ends, and sudden drops, are a danger. While the heroes attempt to navigate the tunnels, the Piper ambushes the heroes by burrowing, crawling along the walls, or using his pipes to force a hero into a sinkhole (2d6 falling damage). A final cavern near the end of the tunnels contains many crude cribs and the malnourished kidnapped children (as many as were taken, plus 1 more).

Orphans

Rescuing the various infants and toddlers is easier than the actual transportation of them back to their homes which requires either a cart of some kind or a caring hero. However, among the children is one that does not belong to Hameln. The toddler does not speak yet, but it owns a simple locket with a picture of the House of Bricks.

This baby was kidnapped from a family at the House of Bricks by the Piper shortly after becoming corrupt and before returning to Hameln. Should the heroes risk the journey in returning the baby to it's proper home, they have earned the grateful thanks of the worried sick parents and give hope back to a few lost souls.

The Piper's Pipes

These magical pipes allow the use of the *puppet* power at d10 Belief with 10 Power Points.

Scorched Earth

A wicked dragon has come to the Pig's Forest and made it a home for itself, by scorching a large area of woods and laying a nest full of eggs. The dragon does not seem to have noticed the Haven located within the forest, but it is only a matter of time.

The heroes are asked by elders of the House of Bricks to remove the dragon's presence from the forest. Since a dragon is formidable opponent, how the heroes are to accomplish this task is left to them, although violence is a bad idea.

At the heroes disposal is the many tunnels running under the forest, and their own abilities. They receive as much aid as they request from the folk of the Haven, but not one of them are willing to confront a dragon or act as bait.

The dragon itself is mean, ornery, and of course, wicked. If it learns that the forest has folk living in the leafy expanse, it will gladly hunt them for food. However, the dragon is intelligent, and can be bribed with a suitable tribute to avoid the folk, but it still causes trouble in general by burning the forest to keep itself warm. It's possible, but hard, to intimidate or scare the dragon away. Diplomacy, bribes, and tricks are the most likely methods to remove the dragon from the forest, for while it is brave, intelligent, and dangerous, it is not clever.

- **Dragon:** A wicked, but superstitious dragon.

Left Behind

However the heroes get the dragon to leave, it forgets one of it's eggs, leaving it behind. Assuming the heroes search the scorched forest afterwards, they find the partially buried egg, which is near maturity. If on the other hand, they miss the egg, a week later, a baby dragon is discovered in the forest.

Either way, the Elders convene once again about what to do with the egg (or baby dragon) as one day, it will grow too large for the forest and no one in the Haven has the first clue about raising a dragon. They decide that the heroes should escort the egg (or dragon) to the Elf-Hill, where the renegade villains can look out for one of their own; raising it properly away from Wickedness.

The Journey

If the heroes start the journey with the egg, it hatches within one week of the trip. The dragon is smart, but without wisdom. It can provide more

One seriously bad ass looking dragon sitting the middle of a scorched area of forest, looking down menacingly at a band of heroes.

trouble than help. It needs discipline, guidance of right and wrong, and it consumes a lot of food.

Unless the heroes are very quick to transport the hatchling, they may find themselves in more danger from the dragon, than the Nightmare.

Once there, the renegade villains of the Elf-Hill are surprised by the arrival of the heroes and the dragon, but gladly welcome it to their Haven, and reward the heroes for their troubles by giving them whatever reasonable supplies they need.

- **Baby Dragon:** It starts out small, but grows by leaps and bounds every week. Use normal dragon traits except where noted below.

Week One: Tiny; Str d8; No armor; Bite/Claws Str +0; No Scary; No Hardy; Size -2; No Swallow Whole.

Week Two: Small; Str d12; Armor +1; Bite/Claws Str +1; No Scary; No Hardy; Size -1; Swallow Whole for Tiny.

Week Three: Normal; Str d12+3; Armor +2; Bite/Claws Str +2; Size +2; Swallow Whole Small and Tiny.

Week Four: Large; Str d12+6; Armor +3; Bite/Claws Str +3, Size +4; Swallow Whole Small through Normal.

Week Five: Full grown dragon.

Wickedness

While the heroes are on guard duty, a completely filthy and disgusting folk arrives at the Elf-Hill and asks to enter.

“Hello! I am the Devil’s Sooty Brother, and I humbly ask for your help. In exchange for information quite worthwhile, I ask that you promise to escort me into the Mine of the Seven Dwarves, as I believe a tunnel to Hell exists there. What say you?”

- **Devil’s Sooty Brother:** A really, dirty Survivor.

The Devil’s Sooty Brother offers a sack full of gold (100 crowns) if the heroes do not agree. Assuming the heroes agree in the end on a deal, the Devil’s Sooty Brother speaks again.

“There is a Big Bad Wolf wandering these moors, and he is leading a band of abominations, looking for this very haven with the intent to destroy you all. If you wish to deal with them first, I’ll gladly wait here until you are done, but then as you promised, you must take me to the mines.”

A band of truly bad ass villains standing in front of slaughtered abominations.

Defending the Moors

Following directions provided by the Devil’s Sooty Brother finds the big bad wolf and the abominations he leads. If the heroes wish to ambush the villain and his cohorts, Stealth checks must be made first. The heroes may also choose the timing and place of the ambush. On the other hand, they may also approach directly which leads to an immediate fight. Diplomacy does not work under any circumstance.

This big bad wolf is thoroughly wicked and made an evil bargain with the Nightmare to spare himself from corruption (or so he believes), in exchange for showing the Nightmare where the Elf-Hill is located.

- **Big Bad Wolf (1)**
- **Nightmare Creatures (12):** Normal or smaller.

Promises, Promises

Taking the Devil’s Sooty Brother to the Mine of the Seven Dwarves is an adventure unto itself, however, upon reaching the mine, the inhabitants of the mine do not let him in based on his looks, and he specifically asked the heroes to promise to escort him into the mine. If the heroes cannot find a way to get him into the mine, they have broken a promise. Of course, they can always wash the Devil’s Sooty Brother themselves, though he does not volunteer it himself.

On the Other Hand

If the heroes made no deal for the information, then the Big Bad Wolf leads the abomination scouting party to the Elf-Hill, where then a larger force of abominations attack, tearing into the hill, taking the heroes by surprise as the abominations burst from the walls. Run one encounter in the tunnels of the Elf-Hill against the heroes. The abominations come through on either side of the heroes, trapping them and attacking from both sides.

- **Nightmare Creatures (12):** At least two normal sized abominations have Burrowing.

After the fight is over, it is learned that the rest of the inhabitants also had their share of fights, but the abominations were slaughtered. However, the Big Bad Wolf got away. None other are in a condition to track him down, and he must be caught, and punished, before he can lead another force to the Elf-Hill. This requires a successful Tracking roll. If the heroes fail, then they can expect a much larger, and more deadly, force of abominations to attack the Elf-Hill sometime in the future.

The Story Teller's Plea

Note: Run this Plot Point immediately after the first hero reaches Seasoned Rank.

As the heroes are resting from their latest adventure, a ghostly shade appears before them, alternating between that of an elderly, kind looking, man, in a fine suit, and a dear old grandmotherly sort in a nice dress. It speaks to the heroes.

"Greetings gentle folk. I am the Story Teller. Undoubtedly that means nothing to you, but take it for truth that I am the embodiment of everyone who has every told a story in the mundane world.

I have watched Wonderment for hundreds of years; sharing it's joys and pains.

The Dream is too weak to fight the Nightmare on it's own. The Nightmare has made the Dream forget the stories of old. The books are blank as are the details in our memories. I have taken it upon myself to act in the Dream's stead but I am not of this world, and it cannot be me who fights for salvation. I believe you are the very folk who can save Wonderment, but you are not yet strong enough.

I need you to chronicle the new fairy tales you are creating. Write down your adventures already accomplished, title them, and chronicle more tales, as much as you can of your heroics. When you have done enough, I will return to guide you through the next step.

Go forth into the ruins of Wonderment, and seek your new fairy tales. Search high and low, and in all places, for the chance to create new stories. The fables are there, waiting for you. Wonderment is in your hands to save. "

With that, the shade of the Story Teller fades from view.

Encourage the players to summarize on paper each Scairy Tale they have resolved, either from this book, or your own creation. Make sure the players create a title of their own for each story. When they have collected 12 more stories from this point, run the Plot Point **Corrupt, No More! (XX)**.

The Sea Witch

Note: Run this Plot Point the first time the heroes inquire about how to visit the undersea, or surface, world. A successful Common Knowledge check leads them here to the home of the Sea Witch. She is rumored to possess magic that allows one to visit either realm.

Standing before the heroes is a large castle, partially submerged in the sea, and partially upon the rocky surface. The bones of folk and nightmare, alike, litter the shore and shallow depths.

This castle is the home of a particularly wicked Sea Witch, but one who can aid the heroes. Confronting her in the castle, she does not fight the heroes, but is outraged at the intrusion.

- **Sea Witch:** Use Wicked Witch as a Wild Card with the Aquatic Edge. She can Teleport from any source of water to any other as movement.

She listens to the heroes pleas for assistance and grants it, but only at a heavy price. She requires a promise from each and every hero present; a promise that is easy to make now, but should the heroes succeed in freeing Wonderment, a promise that is most terrible.

The promises she requires vary, but are typically fairy tale: A promise to give her the hero's first born child. A promise to make the witch a hero's wife after freeing Wonderment. A promise to be the witches slave after freeing Wonderment, and so on. The promise can also be specifically tailored to each folk (Sleeping Beauty can only sleep on the ground, Peter Pan must grow up, and so on).

If every hero makes the Witch a promise, she grants them each a magic pearl and sends the heroes on their way.

If at any point in the future, the heroes need a new magic pearl, the witch makes the same bargain with a new pearl for a promise.

Of course, the heroes may attack the witch instead and steal her stash of magic pearls, of which she has a total of 12. Her castle also has ample treasure: 4 Rolls on the Fortune Table.

Magic Pearl

Each magic pearl, when swallowed, allows the hero to either gain or lose the Aquatic Edge. At any time thereafter, a hero may purge the magic pearl from their body by vomiting. Doing so restores the original condition of the hero. The magic pearls may be kept and reused as often as needed.

Corrupt, No More!

The Story Teller's shade appears and speaks to the heroes once more.

"Excellent work, my dear folk. I am sorry to have sent you on such a dangerous errand, but it was necessary to accomplish what you must do next, which is no less dangerous.

As you must know by now, our stories in Wonderment are blank, erased by the Nightmare as a means to make us forget... make the Dream forget. Chronicling your own stories has made you strong, strong enough to survive a trip into the mundane world!

Yes, I can for a limited duration open a portal in the Dream Barrier, the gateway between your world and mine and allow you to visit the mundane world. Your own personal stories are strong enough now to survive this passage. While you are there, you must collect as many books full of fairy tales as you can and bring them back. With those books, we can read and remember and arm ourselves against the Nightmare.

Go to the Dream Barrier. It is in Nowhere. Search for it. I will meet you there."

Again, the shade of the Story Teller fades away.

Traveling to the Dream Barrier from the heroes current location is fraught with the usual perils, assuming the heroes know what and where it is. They may have to research it or just wander until finding the Barrier, but once there, the Story Teller greets the heroes.

"Well done. Now, listen closely. I can but open a portal between our worlds a short time, no more than a hour. I am sending you to a library. Collect as many fairy tales, fables, and nursery rhymes as possible and then return through the portal. Do not delay."

The Story Teller will answer any questions to the best of it's ability before opening the portal. Information it can pass to the heroes before the journey includes:

- While it's soul is from the mundane world, it has never visited the place and has no information about what to expect.
- It knows it is sending the heroes to a location containing many fairy tale books because it can sense the stories and can feel their pull.

- It knows only that the heroes are strong enough now to not suffer dissolution upon entering the Dream Barrier. It does not know if their abilities and magic work in the mundane world.

- If the heroes are on the other side, after The Story Teller must close the portal, it's likely they will die without a connection to Wonderment.

When the heroes are ready, the Story Teller opens a shining doorway in the Dream Barrier. A loud, continuous thrum nearly deafens everyone in the vicinity. Immediately, black ichor starts to drip into Wonderment through the doorway. The Story Teller yells,

"Hurry! The Nightmare is using this portal to grow stronger here. No time to waste!"

The Other Side

Traveling through the doorway, the heroes grow suddenly cold and feel the icy dissolution of death upon them, but it fades as their own stories keep them whole.

The heroes enter into a large library at night. The lights are off, so the shining doorway casts the only light upon the large, metropolitan city library with it's row upon row of books, strange objects (library computers) upon desks, and all manner of foreign devices (staplers, phones, and so on). The exact library and city is a choice of the GM.

Further, as the heroes take stock of the situation, already, dark, shadowy pools of ichor form around the edge of the portal, before 'falling' into it to Wonderment.

Additionally, while in the mundane world, the heroes abilities and magic do work so long as the portal is open.

The heroes can read whatever language the books are in (having had all their stories nearly translated in all languages), but it takes some time (15 minutes or so) to locate the fairy tale collections.

The Nightmare Comes Home

Before the heroes can finish collecting books, however, three Nightmare creatures enter through the portal into the mundane world, snarl in defiance, and crash through doors or windows into the outside world, setting off the alarms.

These abominations were drawn to the portal, and unlike the heroes can move freely through without fear of dissolution, and in fact, grow stronger in the mundane world.

Leaving the Nightmare Creatures to their business is an option, but once back in Wonderment, they find that the creatures have

wreaked havoc upon the mundane world and made things worse in Wonderment. The Nightmare empowered, strikes a random Haven and destroys it, killing or corrupting the survivors.

If the heroes give chase, the three abominations split up and run down dark alleys or through heavily forested parks. Use opposed running rolls, with each roll representing 3 minutes of chasing (flying folk may use their regular flying pace) with the Nightmare Creatures having a 10" head start.

Remember, the heroes have roughly 45 minutes remaining before they need to return. Once the heroes have caught up to the Creatures, combat may be engaged as normal.

- **Nightmare Creatures (3):** Wild Cards

Before the fight, and after, play up the other worldly strangeness of the mundane world. Cars, electric lights, stereos, cell phones; the constant buzz of noise and movement all around them. The mundane world should seem horrific and nightmarish to folk.

If the heroes engage mundane people in conversation, they respond in either in humor or disdain, assuming the heroes must be in costume.

The Return Trip

Once the creatures are slain, the heroes still have to return to the library, collect the books, and jump through the portal. Of course, by this time, the Police have arrived and are investigating the alarm. The Police try to detain anyone trespassing at the library, using force if necessary.

- **Police Officers (2)**

The heroes may bring back anything they want from the mundane world and the object functions perfectly until it runs of energy, fuel, bullets, and so on. However, such an object also brings back corruption and strengthens the Nightmare when it enters Wonderment. Anything other than the books forces the owner of the object to make a corruption check against d6.

Back in Wonderment, the Story Teller is exhausted, but overjoyed at the heroes success.

"Congratulations on your success! I am however weakened by the efforts, and so I must rest. In the meantime, read these stories, and your own stories too, at the Havens. Make copies! Continue to chronicle your adventures and bring belief back to Wonderment. I will contact you again when you have finished this task and I have rested."

The Books

Reading the books causes an extraordinary phenomenon to occur. In the course of reading, the Dream begins to remember the stories that the Nightmare erased. Shimmering lights leap from the pages and all wounds are healed, and corruption is removed in an afflicted folk (providing they haven't had a total transformation yet).

The Havens

Getting to all the Havens is a task left to the heroes by their own means, and all the usual traveling rules apply.

At the first Haven, when the heroes read the books to the enthralled crowds, there is a palpable energy, and the area gradually fills with light as belief starts to return to the folk.

Upon completion of all the stories, there is a loud thunderclap and a blinding flash of light. Everyone's ragged, dirty clothing is returned to the days of old. Skin is clean, weapons are in perfect shape, and the Haven itself is returned to perfectly new form with clean streets, strong castle walls, and so on. Wounds are healed.

Reading the books more than once keeps belief flowing, but has no further effect. Each Haven after the first has the same effect when the books are read

The Nightmare can feel belief returning and is able to pin point the cause. It mobilizes a deadly force to stop the heroes and it catches up with them before they reach the final Haven. Pick an appropriate place for the fight. The creatures attack at earliest opportunity, and do not attempt a stealthy approach.

- **Nightmare Killers (3):** See next page

The Final Haven

After reading the books to the last haven, something truly remarkable happens - a shockwave rolls through all of Wonderment as the Dream finally remembers it's purpose and awakes to the troubles of the land, redeeming areas that were in the grip of the Nightmare: Neverland and Wonderland!

A sense of peace fills all folk and knowledge is imparted to all by the Dream through images and feelings that the fight is still far from over and much work needs to be done to rescue Wonderment.

So long as the books remain intact, and safe, so long as folk read and remember, Wonderment has a chance.

Neverland

The great island of Neverland is a thickly forested, mountainous island with many smaller islands surrounding it. Within the island are lagoons, caves, tree forts, and small castles. A portion of the island is given over to grasslands. It is quite idyllic at the moment.

Neverland being recently redeemed, is for the most part, empty of folk, and with many fortified positions, Neverland would make an excellent home for another Haven.

Encounters: Any encounters within or around Wonderment are with survivors, either with the native Indians, or mermaids. Recently arrived corrupt or abominations are possible as well.

Hazard: The heroes have stumbled upon a trap long ago set up by the Lost Boys or one of Hook's pirates. An Agility roll must be made for all heroes. Those that fail are Shaken as they are caught in a snare and hung from a tree.

Fortune: The heroes have discovered a cache of Peter Pan or his Lost Boys. Make 1 roll on the Fortune table, ignoring corrupted fortunes.

Note: Neverland is located within an area of uncorrupted sea, surrounded by the Nightmare Sea. The island is about 5 miles in diameter.

Wonderland

Wonderland is one of the more surreal places in Wonderment, filled with all manner of strange terrain and architecture, as if the whole place was built out of nonsense.

Pretty much any terrain can be found within Wonderland, but of note, it has a large forest with strange flowers, gentle rolling hills, a shoreline to a large salty sea, and the King and Queen of Hearts castle, with large extensive gardens and croquet courts.

Like Neverland, as a recently redeemed realm, it would make a perfect place for a Haven should the heroes have a notion to create one.

Encounters: Encounters in Wonderland are with survivors in the shape of walking, talking animals, unnatural animals and creatures, as well as survivors in the shape of large playing cards.

Fortune: The heroes have found a cache of food. Roll 1d6. On a 1-5, it is 2d6 meals of food. On a 6, it is magical food that allows the eater to cast the smaller/taller power, using spirit with 5 Power Points.

Note: Wonderland is located in a patch of uncorrupted land in the middle of Nowhere. It is close to 30 miles in diameter.

Police Officers

These cops are liable to think the heroes are just kids in costume, unless there are some folk who take unusual shapes or exhibit magical powers, at which point the cops retreat and call for back up. Only if pressed do they use force.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6, Notice d6, Shooting d6

Pace: 6; **Parry:** 5; **Toughness:** 5

Gear: Billy club (Str+1), pistol (Range 12/24/48; Damage 2d6; RoF 1; Shots 17; AP 1; Semi-Auto)

The Nightmare Killers

These three enormous creatures are some of the Nightmares most terrible abominations and were gathered from across the Nightmare Lands for the express purpose of killing the heroes. While they attack without stealth, they are not unintelligent and attack with purpose, choosing targets carefully, splitting the heroes up, and using other tactics.

Madness (MC)

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12+8, Vigor d12

Skills: Climbing d8, Fighting d6, Guts d6, Intimidate d4, Notice d10, Stealth d10, Survival d8, Tracking d8

Pace: 6; **Parry:** 5; **Toughness:** 16

Special Abilities:

- **Crushing Tentacles:** Str+2 damage
- **Hardy:** Cannot be wounded by multiple Shaken results.
- **Huge:** +4 to be hit.
- **Improved Sweep:** May attack all adjacent foes with one roll, and at no penalty.
- **Infra-vision:** Half penalties for poor lighting.
- **Size +8:** This creature is a 50' long, tentacled snake-like abomination.
- **Weakness:** -2 to all trait rolls in daylight.
- **Wings:** Flying Pace 24"
- **Very Scary:** Causes Fear, -4 to Guts tests

Despair (MC)

Attributes: Agility d12, Smarts d6, Spirit d8, Strength d12+6, Vigor d12

Skills: Fighting d10, Guts d8, Intimidation d8, Notice d4, Survival d4

Pace: 6; **Parry:** 7; **Toughness:** 20 (16)

Special Abilities:

- **Armor +4:** Beetle-like carapace
- **Corruption:** See page XX.
- **Huge:** +4 to be hit.

- **Mandibles:** Str+2 damage
- **Size +8:** This abomination is a 40' long, insect-like creature.
- **Wall Walker:** Can move at normal pace on walls (assuming the wall can support it's weight).
- **Weakness:** -2 to all trait rolls in daylight.
- **Wings:** Flying Pace 12"
- **Very Scary:** Causes Fear, -4 to Guts tests

Entropy (MC)

Attributes: Agility d6, Smarts d12+2, Spirit d8, Strength d12+6, Vigor d12

Skills: Fighting d6, Guts d6, Intimidation d4, Nightmare d8, Notice d6, Survival d6

Pace: 6; **Parry:** 5; **Toughness:** 18 (16)

Special Abilities:

- **Armor +2:** Rubbery skin
- **Huge:** +4 to be hit.
- **Huge Maw:** Str +4 damage
- **Nightmare Magic:** *burst* (acid spray), *dispel*, *invisibility*, 20 Power Points.
- **Size +8:** This abomination is 40' long slug-like creature.
- **Weakness:** -2 to all trait rolls in daylight.
- **Wings:** Flying Pace 12"
- **Very Scary:** Causes Fear, -4 to Guts tests

The Nightmare Killers, all side by side, flying through the sky.

Sacrifice

Note: Run this plot point the first time the heroes are traveling through Nowhere, after one of the heroes has reached Veteran Rank.

Out in the wastes of Nowhere, the heroes spy ahead a new landscape. The ground turns hard and cracked, with little yellow, wilting flowers all about. In the center of all this, a road comprised of yellow bricks leads from the wastes further into this new territory. Far in the distance, the dark city of Oz can be seen rising above a haze.

Poppies

Following the road leads the heroes through the fields of Sleeping Poppies which in their poor state merely inflict a level of fatigue on everyone who requires air to breath. This fatigue cannot be cured except by leaving Oz and the land around.

The Emerald City

Oz rises out of the fields of poppies and appears to be made of mottled, rotting emeralds with jagged spikes jutting out menacingly... many of them impaling the corpses of folk. While in the city, encounters are checked each hour. Encounters are usually with Shards, though most any form of corrupt or nightmare creature is appropriate.

The opposite of sparkling, the city actually appears to draw in light. The air is dark with corruption causing a -1 to all the heroes attack (as Dim Lighting) rolls within the city and anywhere within a mile of it.

Once the heroes enter the city, they can feel the presence of the Story Teller, and although it is weak, it can be tracked. Following the trail of the presence requires 3 successful Belief rolls. Each roll takes 30 minutes of time.

After successfully tracking, the heroes find themselves outside a large corrupted park, filled with dead, twisted trees, caves, small ravines, and all manner of upturned land. Inside the park, the Story Teller has been bound between two large cracked mirrors. Guarding it is the corrupted Scarecrow, Tin Man, and Cowardly Lion, along with a dozen Shards.

- **Corrupted Scarecrow**
- **Corrupted Tin Man**
- **Corrupted Cowardly Lion**
- **Shards (12)**

In the ensuing fight, they use the terrain and their numbers to their advantage.

Corrupted Scarecrow (MC)

This scarecrow smells of moldy hay and rotting clothes, and uses both to good use.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d10, Vigor d6

Skills: Fighting d12, Guts d8, Intimidate d8, Notice d10, Shooting d8, Tracking d8

Pace: 6; **Parry:** 6; **Toughness:** 5

Special Abilities:

- **Claws:** Str+2. Any wound caused by these claws also lowers the victims Smarts by 1 die type permanently. If reduced to below d4, the victim dies instead. Smarts can be recovered through experience or the redeem power.
- **Mold Rags:** Any attack which causes a wound on the Scarecrow releases moldy spores in a medium burst template (centered on himself) doing 3d6 damage to all targets (except the Scarecrow) on a failed Vigor roll.
- **Moldy Breath:** Use burst template. It does 2d10 damage to those caught under it. Victims must also make a Vigor check or suffer as mold infects the target and causes 2d10 damage each round until a vigor roll is made.
- **Object:** +2 to recover from Shaken. Called shots do no extra damage. Immune to disease and poison.
- **Weakness (Fire):** The Scarecrow takes double damage from fire based attacks.

Corrupted Tin Man (MC)

This rusted bucket of bolts and gears lumbers around with it's many slashing blades.

Attributes: Agility d4, Smarts d8, Spirit d8, Strength d12, Vigor d12

Skills: Fighting d12, Guts d10, Intimidate d10, Notice d6,

Pace: 6; **Parry:** 8; **Toughness:** 12 (7)

Special Abilities:

- **Armor +5:** The Tin Man is made of metal!
- **Object:** +2 to recover from Shaken. Called shots do no extra damage. Immune to disease and poison.
- **Weakness (Water):** Being doused with water causes the Tin Man to be immediately Shaken.
- **Whirling Axes:** He is armed with a pair of rotating built in axes. Every successful attack causes 1d6 actual hits, each at Str+4 damage. Any wound caused by these axes also lowers the victims Vigor by 1 die type permanently. If reduced to below d4, the victim dies. Vigor can be recovered through experience or the redeem power. In addition, while in use, the TN to hit the Tin Man with a ranged attack is equal to his Parry.

Corrupted Cowardly Lion (MC)

This creature is twisted and corrupted into a monstrous, terrible beast.

Attributes: Agility d10, Smarts d6, Spirit d10, Strength d12+2, Vigor d10

Skills: Fighting d10, Intimidation d10, Nightmare d10, Notice d6, Stealth d10, Tracking d10

Pace: 8; **Parry:** 7; **Toughness:** 9

Special Abilities:

- **Beyond Brave:** Cannot be Intimidated and does not suffer from Fear.
- **Bite or Claw:** Str +2. AP 3. Any wound caused by these claws also lowers the victims Spirit by 1 die type permanently. If reduced to below d4, the victim dies.. Spirit can be recovered through experience or the redeem power.
- **Fleet Footed:** Roll 1d10 when running.
- **Improved Frenzy:** The Cowardly Lion may make two Fighting attacks each action at no penalty.
- **Nightmare Magic:** Has the *deflection*, *quickness*, and *speed* powers with 20 PP.
- **Size +2:** Truly lion sized.
- **Very Scary:** Causes Fear with -2 to gut checks.

Shard

Shards are half-human, half-emerald, and all corrupt. They are the former inhabitants of the Emerald City.

Attributes: Agility d4, Smarts d4, Spirit d8, Strength d10, Vigor d10

Skills: Fighting d8, Guts d10, Notice d6, Survival d6, Throwing d8

Pace: 6; **Parry:** 6; **Toughness:** 10 (7)

Special Abilities:

- **Armor +3:** Much of their skin is hard emerald-like mineral.
- **Razor Sharp Limbs:** One or both arms end in long, serrated emerald blades. Str+2. AP 4
- **Shard Throwing:** Shards may throw small emerald blades up to 12", inflicting Str+1 damage.
- **Spines:** Any melee attack which fails to hit a Shard inflicts 1d8 damage on the attacker as they are impaled by the many needle like spines.
- **Weakness:** Being half-flesh with many exposed areas, called shots at -2 can by-pass all armor.

The Story Teller

Freeing the Story Teller from the bonds is a simple matter of smashing the cursed mirrors. It is in a terrible state. It speaks,

"Hello once again my dear folks. I am eternally grateful for rescuing me from such a fate as corruption, yes, that's what they were attempting to do. You see, after I opened the portal between worlds, the Nightmare realized if I were sacrificed to the Dream Barrier, it would permanently open or close the way between worlds, depending on whether I was corrupted or pure.

In the world of Wonderment, I hold no power but that of knowledge and having my soul in the mundane world. I cannot fight the Nightmare. You are the heroes of this story, and while I guided you in the beginning it is your turn to guide me, and ultimately yourselves.

I will do as you wish, to live or die by your command, but beware the consequences: by sealing off Wonderment from the Mundane world, you could stop the Nightmare from every gaining strength again, but no belief will ever flow into here either. This world, and all the folk in it, will succeed or fail on their own belief, and not of others."

Live or...

Should the heroes answer, no, that they are unwilling to sacrifice the Story Teller, it answers in return,

"Very well. I leave it to your judgement, but I sadly must leave your company and go into hiding. If the Nightmare should find me again and corrupt me, I will be put to a terrible use.

I cannot help you any longer. You must find your own way to write a happy ending for Wonderment. I hope to see you when all is well once more. Good bye, and good luck my dear friends."

And with that, the Story Teller fades away for the last time. What the heroes do and where they go from here is up to them. The remainder of this plot point does not apply to them. Skip ahead to the next plot point, **Tome of the Nightmare (XX)** when they are ready, but otherwise, let them pursue their own agendas and ideas.

...Die

Should the heroes answer yes, they want the Story Teller to sacrifice itself, he answers in return,

"I am of a similar mind but I could not decide for myself. I must warn you that I am far too weak and vulnerable to the Nightmare. I dare not travel on my own, and ask you to escort me to the Dream Barrier."

The heroes must now travel to the Dream Barrier, suffering all the trials and tribulations that comes from a long journey through the wastes of Wonderment. The Story Teller accompanies the heroes the whole way, and aids in what way it can, but takes no direct action in conflicts of any kind. It insists that the heroes keep chronicling their stories and taking on new ones as they appear.

The Story Teller

It appears alternately as the shade of a kindly old man or woman. The following represents the Story Teller's weakened state.

Attributes: Agility d4, Smarts d12, Spirit d12, Strength d4, Vigor d4

Skills: Guts d8, Knowledge (Dream) d12, Knowledge (Wonderment) d12, Notice d10

Pace: 6; **Parry:** 2; **Toughness:** 8

Special Abilities:

- **Shade:** +4 Toughness; Attacks which fail to cause a Shaken result pass without contact. Immune to disease, poison and does not need to eat or breathe. Can move at full pace through solid objects (water does not count as a solid object) or pick up objects but suffers a fatigue level for doing so. Fatigue is recovered an hour after the movement or the object is dropped.

Followed

After losing the Story Teller, the Nightmare sends it's very best tracker, The Hunter of Souls, to keep tabs on the heroes location to have them killed and the Story Teller, captured. Within two days, the Hunter of Souls locates the heroes and begins following. Thereafter, there is automatically one difficult encounter a day until the Hunter of Souls is killed, so long as it makes a Tracking roll once a day. It loses the heroes for a day if it fails.

Spotting the hunter or discovering the heroes are being followed requires a Notice check at -4 each day. If the heroes suspect they are being followed, the check may be made at -2 instead.

Once the Hunter of Souls is destroyed, random encounters resume as normal.

Hunter of Souls

This abomination appears as a tall, spindly legged spider with hundreds of eyes on it's body.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d10

Skills: Fighting d6, Guts d8, Notice d12+4, Stealth d10, Tracking d12+4

Pace: 6; **Parry:** 5; **Toughness:** 7

Special Abilities:

- **Bladed Legs:** Str+2. The spindly legs end in bladed points.
- **Communication:** This abomination can communicate telepathically within any Nightmare creature within 25 miles.
- **Hundreds of Eyes:** The Hunter of Souls is covered with eyes all over and simply cannot be surprised, ambushed, or have The Drop gained on it.

Ultimate Sacrifice

Finally reaching the Dream Barrier, the Story Teller turns to the heroes.

"My time here is done. You are the Story Tellers now. Make of this world what you will. Thank you for your efforts. All of Wonderment owes their thanks to you."

And with that, the Story Teller steps into the Dream Barrier, vanishing for good. Almost instantly, a high pitched scream is heard throughout all of Wonderment, as the Dream Barrier's rainbow walls stop shimmering and slowly fade to white, becoming hard to the touch like stone. The noise stops, and Wonderment is sealed permanently from the mundane world!

Gains and Losses

As the barrier is sealed, the Nightmare no longer has access to the negative energy, which gave it birth, seeping into Wonderment. As such, the heroes have struck a very real blow against the darkness, as now the Nightmare can no longer corrupt! *Any time a creature ought to corrupt a folk, treat the folk as Shaken instead.*

However, sealing the barrier also harmed the Dream, as it too is now cut off from belief! *As such, all folk lose access to their Essence* (see the Plot Point; **Believing in Heroes (XX)** for how the heroes can regain Essence).

Next?

Now that the heroes are in control of their own fate and stories, let them make choices about what to do next, until the next Plot Point; **Tome of the Nightmare (XX)**.

Believing in Heroes

Note: Run this plot point the first time the heroes enter a Haven after Sacrifice (XX).

Belief and Essence

When the Dream Barrier was sealed, all the folk of Wonderment felt the change. The Dream spoke to the folk, and let them know not only what happened, but who was responsible.

The folk of the Haven applaud as the heroes enter and are rushed upon and thanked. The heroes are given gifts of minor importance, gear, and food.

Something else remarkable happens too. A rush of energy floods into the heroes: Belief. The folk of Wonderment believe in the heroes. This belief builds up to a crescendo, and suddenly the heroes are empowered again, and they regain their Essences! However, the Essence is not from their original stories, but from their new adventures.

Have each player choose a new Essence for their hero based on their actions in Wonderment since the Nightmare came. Any hero with the Original Tale Edge may pick two new Essences.

A picture of heroes being bowed to by folk at a haven.

Tome of the Nightmare

Note: Run this plot point the first time a hero reaches Heroic rank.

The Nightmare is desperate and draws on all of its evil might, using Wonderment's 'rules' against itself. The Nightmare crafts its own fable, casting the heroes into a horror story.

Darkness Falls

The air grows unnaturally dark, damp, and cold and in moments everything is gone and painful as they can feel changes in their bodies, before falling into unconsciousness.

Sometime later, the heroes wake up... changed. They are all now small human children, although they retain some clue about their former identity in appearance only. All Traits are reduced to d4 (except Smarts and Smarts based skills), and all Edges are removed as well as any physical Hindrances. All gear is missing.

They are located in the monstrous, corrupted home of The Narrator, sitting around a table, tied to chairs, while the Narrator reads them a story from a book bound in the skin of folk.

"Once upon a time, the Nightmare realized it too could write a story for Wonderment and trap the would-be heroes in that story as children. While they were trapped, the Nightmare called to all its creatures and they attacked, destroyed, and slaughtered each Haven. And so each Haven fell in turn, while the children were locked away in a bad dream, powerless to stop the Nightmare."

Wonderment fell to the Nightmare, utterly, and completely, and is renamed Sorrowment. And of the would-be heroes? They spent the rest of their existence as children, forever kept alive to know they could not stop the Nightmare. The End."

With that, the Narrator closes the book and takes it away, while the Narrator's assistants untie the heroes. The heroes are free to wander the home, and neither the Narrator or his assistants attack or harm the heroes. Outside the house, all of Sorrowment is comprised of Nowhere.

- **The Narrator:** See right
- **Narrator's Assistants (3):** Small Snuffed Animals: A hog, a mule, and a great cat.

Home of the Narrator

The house the Narrator lives in is actually part of a tree and part of a hill. It is all corrupted. The walls bleed, the doors have eyes, and chairs are covered in gibbering mouths while the floor is made of flesh with weeping sores. Windows (too small to crawl through) look out upon Nowhere. The house contains what could loosely be called a large living room, a den, a kitchen, a dining room, a privy, and 3 bedrooms. Of note is the third bedroom which has a locked door. The Narrator has the key around his neck. He keeps the Tome of the Nightmare in this room.

Time passes in the narrator's house in a horrible fashion. The assistants serve dubious plates of foul tasting food. The Narrator reads to the heroes from the Tome of the Nightmare, telling familiar fairy tales rewritten for unhappy endings before locking the book away in his room at night.

The heroes must destroy the book to escape this nightmare, and to do that they must get the key to the room. While it is a vastly corrupted home, it is still a home full of the things you would expect: cutlery, knickknacks, furniture, lamps, linens, and so forth. If the heroes are to escape, they must make use of what they have access to, outsmart the narrator and his assistants, grab the book, and destroy it.

Once free, the heroes learn weeks have passed while locked in the alternate reality. Run the plot point, **The End (XX)**, as soon as they return.

The Narrator

This corruption appears as a human-sized, yellow, stuffed teddy bear covered in stitches.

Attributes: Agility d4, Smarts d8, Spirit d6, Strength d8, Vigor d6

Skills: Fighting d6, Notice d6, Taunt d8

Pace: 6; **Parry:** 5; **Toughness:** 5

Gear: Key

Special Abilities:

- **Bite/Claws:** Str+1
- **Object:** +2 to recover from Shaken. Called shots do no extra damage. Immune to disease and poison.
- **Sickly Sweet Voice:** +2 to Taunt
- **Weakness (Fire):** Takes double damage from fire.

Tome of the Nightmare

This book contains all the evil magic keeping the heroes locked away in this nightmare. Any folk looking upon its pages must make a Spirit roll or suffer a wound.

The End

Note: If the heroes killed the Sea Witch earlier, than insert any other villain the heroes befriended. Make sure this other villain arrives appropriately. The GM will also need to pick a new ground based Haven if Prince Charming's Castle is no longer viable.

Within hours of returning back to Wonderment, a nearby pool of water erupts and the Sea Witch stands before them.

"There you are my pretties, I've been looking for you. I'd hate to see you break a promise to me, so I thought it fair to warn you. The Nightmare has gathered an army for a strike at Prince Charming's Castle. The fate of Wonderment has come to this battle. I'm going back there now to see what I can do. I shall not die without a fight. May I take you there?"

Assuming the heroes go with the Witch, she has them hold hands with her and enter the water. They re-emerge from the well in Prince Charming's Castle. Otherwise, travel is without encounters as all of Wonderment appears empty.

Prince Charming's Castle

The folk of this Haven are thoroughly relieved to see the heroes and ask them to take command.

Laid out before the castle among the Frightful Rifts is a literal army of the Nightmare, representing most, of the abominations and corrupt left in Wonderment. The heroes are not without hope however. When word went out that the Nightmare is gathering an army, folk, even the common folk, were rallied by the heroes recent actions and heard the call to arms. They have come, as individuals, as families, as whole Havens, to the castle to make the final stand against the Nightmare.

The Army of Darkness

The final battle of Wonderment uses the Mass Battle rules found in the Savage Worlds Revised rule book.

The Nightmare has 10 Tokens, but has no Knowledge (Battle) skill. The Nightmare plans to just assault the castle until it is destroyed. It gains a +2 modifier to it's roll for the large number of flying abominations at it's disposal.

The Army of Wonderment

The army of folk have the terrain advantage so gains a +3 modifier to battle rolls. The number of Tokens the heroes have depends entirely on their actions leading up to this battle. Consult the following list of qualifiers to determine the number of Tokens gained. Round up.

Charisma: For every two points of Charisma of averaged among the heroes, up to 6, the heroes gain 0.3 Tokens as common, every day folk are inspired to fight.

Havens: For every major Haven still intact, the heroes gain 0.5 Tokens as warriors from these havens arrive to fight.

Bremen Town Munitions: If the heroes helped the musicians, they arrive with warriors from their town. The heroes gain 0.25 Tokens.

Dam it All: If the heroes helped the small havens around Pudding Lake, they gain 0.05 Tokens in fighting force.

Dragon of the Wild Hills: If the heroes saved the Fairy, they gain 0.1 Tokens as she brings a force of uncorrupted fairies.

Enemy of my Enemies: If the heroes made friends with the Villains, the heroes may count them as another major Haven (as above).

Fe Fi Fo Fum!: Should the giants have been turned into friends, they come to fight. Add 0.2 Tokens.

Humpty Dumpty's Secret: If the heroes figured out the secret, add 0.4 Tokens.

King of Despair: Should the heroes have the Air Steamship, add 0.15 Tokens.

Papa Bear's Fate: If the heroes saved the forest, a band of Folk and Villains have arrived to help. Add 0.35 Tokens.

Siege: If the heroes helped these people, they come to fight with cannons. Add 0.3 Tokens.

Time: Every week it took the heroes to reach the battle, they lose .5 tokens.

In this manner, the heroes can attain a maximum of 7 Tokens. The GM may grant up to an additional Token if the heroes have performed any other note worthy actions that would help now.

The heroes may also gain an additional +1 modifier to the battle roll if they come up with any brilliant battle plans (such as putting the cannons on the Air Steamship).

The Battle for Wonderment

Let the battle begin. Of course, individual heroes may alter the battle by their actions. Whether the battle is a loss or a win for the Nightmare, in the end, the Nightmare attempts to personally destroy

the heroes. At the end of the battle, it summons what it has left of itself to take personal form as the Will of the Nightmare, by absorbing flesh from the dead, wounded, and living abominations still on the battle field. If the Nightmare lost the battle, it does this as it's final, last ditch effort to crush the heroes. If the Nightmare won, it does this as a gloating stomp on those who have caused it so much pain.

Either way, the battle comes down to the heroes versus the Will of the Nightmare, as no other abominations involve themselves, and no other folk will intervene.

Will of the Nightmare (WC)

The Will appears as a gargantuan mass of tentacles, claws, mouths lined in fangs, and slime.

Attributes: Agility d10, Smarts d12, Spirit d12+2, Strength d12+12, Vigor d8

Skills: Fighting d12+2, Guts d10, Nightmare d12, Notice d10, Shooting d10

Pace: 10; **Parry:** 9; **Toughness:** 18

Special Abilities:

- **Bites/Claws:** Str +3
- **Fire Breather:** May use the Burst power every turn, in any direction, for free.
- **Gargantuan:** Ranged attacks against the Will are made at +4 due to their size; Heavy Armor; Stomp attack ignores Armor and attacks base Toughness. Add Size to damage when stomping. The Will's attacks are Heavy Weapons.
- **Nightmare Magic:** All powers (except beast friend, blessing, greater healing, healing, inspire, and redeem). Unlimited Power Points.
- **Reach 6":** The Will can attack anyone out to 6" from itself with it's tentacles.
- **Size +12:** The Will is approximately a 60' diameter mass of flesh.
- **Sweep:** May attack all adjacent enemies at -2.
- **Very Scary:** Causes Fear checks at -4.

If the Nightmare won the mass battle, but lost the fight, what abominations remain, flee; leaving the landscape covered in gore and filth. The heroes have freed Wonderment from the grip of the Nightmare, and yes they have won, but much was sacrificed to do so; a traumatic loss of life.

If the Nightmare lost both the mass battle and the fight, then their is not a single abomination left on the field of battle, and mood is more jubilant among the survivors. The heroes have won! They've defeated the Nightmare, and though losses are tragic, a celebration begins.

The clouds suddenly part, as the doom and gloom that has covered Wonderment for so long vanishes, leaving clear blue skies and white fluffy clouds. A shade appears before the heroes, alternating in appearance between a boy or girl.

"I am the new Story Teller my friends. I have been reborn of the belief flowing in Wonderment, the belief born of this very day when everyone from the greatest of heroes down to the most common of folk believed in themselves. From this day forward, stories will be told over and over again, and it will not be the stories of old, but new stories... your stories. The stories that gave hope back to Wonderment and allowed the most frightened of folk to take a stand against the darkness.

It is a new world in Wonderment; a world where the will to govern yourselves by your own actions and deeds is real, with no one to control you. You are free of the grasp of the Nightmare and the limitations of the Dream. It is your world now. Go forth. Live. Believe."

And with that, the shade of the Story Teller fades from view once again, leaving the heroes to bury the dead, and to celebrate freedom.

The End?

The story of the heroes does not have to end with the salvation of Wonderment. Much remains to be done in the land of the fairy tales.

- The Nightmare is defeated, but abominations still lurk in the dark places. Someone needs to root out this evil from their hiding spots

- With the Nightmare gone, many villains now see it as their chance to take control, free of both the Nightmare and their stories. Heroes are needed to deal with this villainous threat.

- Although weakened by defeat, Nowhere still exists, and uncorrupted lands lay behind the borders and are still in the grip of abominations.

- No longer controlled by stories, folk are free to do as they please; they travel and rebuild. The first true nations develop in bases of power and soon thereafter, conflicts arise between them. Who will lead the folk of the new Wonderment?

Adventures in Wonderment

While exploring the ruins of a village, the heroes hear the crying of a child. Hiding in a house is a little girl, no more than 6 years old. She shrieks at the sight of the heroes and attempts to run away. The heroes can easily catch and restrain her, but upon touching her, any Wounds completely heal.

The girl cowers before the heroes. Only through a Persuasion check at -2 does the girl speak.

"My name is Amanda. I'm...I'm not from here. Are you fairy tales? I saw some monsters a while ago but I was hiding. Why is everything so bad here? Can you help me get home?"

Through gentle questioning, it is revealed that Amanda is from the mundane world and has been in this village less than a day. The monsters she describes were the corrupt. If the heroes decide to help her, she asks the heroes to promise to help.

• Amanda

Locating some means of getting Amanda home is not easy. The most likely means are:

The Dream Barrier: Should the heroes already be aware of the Barrier, a successful Knowledge (Dream) check can tell the heroes this is a sure way of getting Amanda home.

Fairy Ring: Anyone with specific knowledge of Fairy Ring, or a Common Knowledge roll at -4, knows that Fairy Ring has a few gateways to the mundane world through special rings of mushrooms. Finding a working portal in a corrupt fairy kingdom is another matter. If a Fortune Event comes up while searching for a portal in Fairy Ring, the heroes have found one. Amanda need only step into the ring to be transported back to the mundane world. Nothing happens to folk who step into the ring.

Amanda

Attributes: Agility d4, Smarts d4, Spirit d6, Strength d4, Vigor d4

Skills: Notice d4

Hindrances: Yellow, Young

Edges: -

Pace: 6; **Parry:** 2; **Toughness:** 4; **Charisma:** 0

Gear: Dress

Special Abilities:

- **Dream Source:** Anyone folk in physical contact with her is completely healed of all Wounds, Fatigue, or loss of Power Points.

And One Makes You Small

The heroes find the ruins of a small village, and in it, they discover a somewhat intact bakery with preserved breads, and pastries. The food smells and appears in perfect condition. The food is obviously magical. There is one normal sized meal.

Should the heroes eat the food, 1d6 days later one random hero who ate (preferably someone Normal sized or smaller) has his size increased spontaneously to Huge (as the Edge), and another random hero (preferably someone Normal sized or larger) who ate has his size decreased spontaneously to Tiny (as the Edge), while sleeping. The remaining heroes are not affected.

The magical size change also affects possessions currently being held or worn by the hero, but nothing else. This means that most likely, the heroes will not have weapons of appropriate size. Bear in mind the rules on page XX. It does not effect other living beings who happen to be touching the affected hero.

This size change effect lasts 1d4 weeks, and cannot be removed by normal or magical healing, though the *redeem* power will fix any size changes.

A little girl being guarded by a band of fairy tale folk.

And the Cow Jumped Over the Moon

The heroes discover a river of silver water flowing across the gray surface and falling to the lands below. Following the water to the source reveals a giant crying eye. It is the Moon and it is sad. Speaking to it does nothing unless the heroes make a Persuasion roll.

"I am so lonely. The cow has left me and I have no friends to talk to. I can see all of Wonderment, every little corner, and I can't see the Cow. I think she must be dead. I am so lonely."

Should the heroes offer friendship or offer to find the Cow, the moon says,

"Oh thank you! If you could find the Cow for me, even if she is dead, I'd like to know what happened. If you did that, I'll be your friend and I promise to tell you how to find anything you want."

The Moon says the last time he saw the Cow, they were floating over the ash wastes, about one week in the past.

Each day in the Ash Wastes, the heroes may make a Tracking check at -2. If the roll is failed, they find tracks of a cow, and may follow them. After a days tracking they find a corrupted cow, Jack's Cow. At the sight of the heroes, it attacks.

• Jack's Cow

If successful, the heroes find the tracks of a cow along with the tracks of two smaller sets of feet. A raise on the Tracking roll determines that the Cow was being forced to move.

After three days of tracking, the path leads to a ruined village half-buried in the sand. Unless the heroes successfully enter the village via Stealth (Notice checks for the Dish and the Spoon), the Dish and the Spoon hear the heroes coming and plan an ambush. Otherwise, the heroes catch the corrupted folk by surprise in one of the buildings.

• The Dish

• The Spoon

The Dish and the Spoon abducted the Cow and brought it here, where they slaughtered her and dined on her flesh. Her bones can be found in piles on the floor of a hut.

A quick search of the home finds how the two corrupt got to the Moon: In another room is the corpse of a witch and her magic broom.

The Moon's Promise

Returning to the Moon and informing him of the fate of the Cow brings him to tears again, but thanks the heroes for their efforts. He holds up his end of the bargain and helps the heroes locate any place in Wonderment, now and in the future.

Any point in the future, the heroes may ask the Moon to find anything, anyone, or anyplace, but only if the requested thing is out in the open. Places, people, and objects underground or indoors cannot be seen.

The Moon gives precise directions for anything he can see, but obviously, traveling through Nowhere can alter these directions or make them useless.

Jack's Cow

A corrupt cow with scaly, thick skin, and enormous tusks protruding from the jaw. The heroes realize this is not the cow they are looking for on a successful Common Knowledge roll.

Attributes: Agility d4, Smarts d4, Spirit d8, Strength d12+2, Vigor d12

Skills: Fighting d10, Guts d8, Intimidation d8, Notice d8, Survival d6

Pace: 6; **Parry:** 7; **Toughness:** 10

Special Abilities:

- **Armor +2:** Thick hide.
- **Large:** +2 to hit Jack's Cow.
- **Size+2:** Jack's Cow is a large creature
- **Swallow Whole:** Jack's Cow can swallow whole any Normal sized creature or smaller.
- **Tusks:** Str+3

The Dish and The Spoon

A corrupted, chipped, and cracked plate with blood shot eyes and little arms and legs. The Spoon is a corrupted, rusted piece of cutlery. They both have the following stats.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d4, Vigor d8

Skills: Fighting d6, Guts d4, Notice d8, Stealth d8, Survival d6

Pace: 8; **Parry:** 5; **Toughness:** 4

Gear: Fork (Str+1), knife x5 (Str+1)

Special Abilities:

- **Fleet Footed:** Roll a d10 instead of d6 when running.
- **Improved Frenzy:** May make two attacks per turn without penalty.
- **Object:** +2 to recover from Shaken. No additional damage from called shots.
- **Size -2:** They are normal sized dining ware.
- **Tiny:** -4 to hit the Dish and the Spoon.

The Angel

An angel whose wings have been torn off in battle with the Nightmare seeks to return to Heaven, where she can heal her wings, but cannot obviously do so on her own.

She gladly joins the heroes if they promise to help her reach Heaven. In the meantime, she provides whatever aid she can, including use of her prophecy power, during the adventures to reach Heaven.

While the heroes may enjoy her abilities during this time, it also comes with a price. She does not allow lies to be told in her presence, nor any other sin. If the heroes refuse to quit sinning, the Angel holds the heroes to their promise, but refuses aid to them until they repent.

Angel

Attributes: Agility d6, Smarts d8, Spirit d12, Strength d6, Vigor d6
Skills: Fighting d8, Guts d8, Healing d12, Notice d4, Persuasion d6
Hindrances: Heroic, Loyal
Edges: AB: Good Magic, Attractive
Pace: 6; **Parry:** 6; **Toughness:** 5; **Charisma:** +2
Power Points: 10
Powers: *blessing, healing, prophecy*
Gear: Dagger (Str+1), Robes
Special Abilities:
• **Sin Detection:** The Angel can sense sin being committed within 10".

Appearances are Deceiving

One evening while camping in the Muddy Bogs, an old crone approaches the heroes camp sight. She does not attempt to sneak in, and is easily spotted by anyone keeping watch.

The old crone is actually a good witch in disguise (using the shapechange power) and is trying to find the House of Bricks, but is lost in the Muddy Bogs. She hopes the heroes are able to escort her out of the swamp, but does not reveal her disguise until safe at the Haven.

She offers nothing for their service, only gratitude. If the heroes turn her down, she asks for help up to two more times (for a total of three attempts). If the heroes reject all requests of assistance, the Good Witch reveals herself to the heroes and leaves, but not before she uses her transform power to turn the largest hero into a

beast for one weeks time. During this week, the hero has the Ugly Hindrance, but is otherwise unaffected.

During the course of the journey to the Haven, the Good Witch does her share of menial tasks

At the Haven

Once safely at the Haven, the witch reveals her true self, and so long as the heroes behaved admirably and nobly, she rewards the heroes for their assistance and bravery by giving them her own fairy amulet.

Good Witch (WC)

She is not all that different from her crone disguise, but is much fairer in appearance.

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

Skills: Belief d10, Fighting d4, Guts d8, Notice d6, Persuasion d8, Survival d6, Swimming d4

Pace: 6; **Parry:** 4; **Toughness:** 5; **Charisma:** 0

Hindrances: Clueless, Pacifist (minor)

Edges: AB: Good Magic, Everlasting Power x2: shapechange, Everlasting Power x2: transform

Power Points: 10

Powers: *protection, shapechange, transform*

Gear: Dagger (Str+1), fairy amulet, robes

Fairy Amulet

A small charm in the appearance of flower that seems to glow ever so slightly from within. Anyone wearing the amulet gains +2 to Armor and resistance rolls vs Vile magic.

The Bell-Deep

Deep in the Leviathan Trench a loud, church-like bell has begun to ring. The ringing is bad enough, but it is close to the Sea King's Castle, and the tones are drawing in Nightmare Creatures. Every day, more and more are drawn to this area of sea.

After a weeks worth of bell tolling, any pull of a Face card within one day of the Sea King's Castle results in an Encounter.

If still nothing is done about the bell, a huge abomination finds the Haven, having been drawn to the area, and attacks. Most folk flee, leaving the heroes to defend alone.

• **Nightmare Creature (1):** Huge

Everyday after that, another Nightmare creature attacks Sea Deep.

Searching the Depths

Locating the bell source requires successfully making three Notice checks by following the sound of the ringing.

Following the sound leads the heroes down to a ledge on the side of the trench, where a large, corroded, brass bell has come to rest. It is surrounded by Nightmare Creatures.

- **Nightmare Creatures (6):** Aquatic

After the defeat of the abominations, the shade of the River Man appears and defends the bell from harm. He attempts to Intimidate the heroes into leaving or redeeming the bell if necessary.

The River Man is not adverse to moving the bell to someplace else, but not to the bottom of the Leviathan Trench. If the heroes attempt to destroy the bell, the River Man fights in defense.

- **The River Man**

Putting the Bell to Rest.

Every day, 1d4 more abominations arrive if the bell is not destroyed or moved.

If the heroes decide to move the bell, it must be carried or lifted out of the trench first. It weighs 1000 lbs. The heroes may move the bell to any location they like (with the River Man's approval), but the bell keeps ringing. An automatic encounter occurs every day and night while the heroes are in possession of the bell.

Unless the heroes redeem the bell, the location they move the bell to becomes infested with Nightmare Creatures.

The Bell of St. Albans

The Bell of St. Albans is a corrupted Wondrous Item that now finds itself near the bottom of the Leviathan Trench. It has a Toughness of 16, and 3 wounds must be caused to destroy the bell.

River Man

The River Man of the Odense river was best friends with the Bell of St. Albans in their story. The River Man is still loyal to the Bell, and will not see it destroyed, even though it is corrupt. The River Man hopes to redeem the bell and defends it with his life.

Attributes: Agility d4, Smarts d8, Spirit d12, Strength d8, Vigor d8

Skills: Fighting d8, Guts d8, Intimidation d10, Notice d8, Swimming d10

Pace: 6; **Parry:** 7; **Toughness:** 10

Gear: Trident (Str+3, 2 hands, +1 Parry)

Special Abilities:

- **Aquatic:** Pace 10" in water.
- **Level Headed:** The River Man draws an

The Corrupted Bell & The River Man

additional card for initiative and goes on the best card.

- **Shade:** +4 Toughness. Attacks that fail to Shake pass through the River Man without contact.

Bremen Town Munitions

On the edge of the Great City, the heroes encounter the Bremen Town Musicians; Donkey, Dog, Cat, and Rooster. They are glad to see the heroes and Donkey asks for help.

"Our town of Bremen sits in a pocket within Nowhere and we are desperately low on supplies, especially weapons. We heard from a traveler that the Great City has an intact armory, and we know where to find it. Our problem is the armory is surrounded by Nightmare creatures. We could either use a distraction or someone to grab the weapons while we distract them. What say you?"

The Bremen Town Musicians accompany the heroes into the Great City and aid in any battles or adventures the heroes get involved with, and can

lead the heroes to the armory. It is surrounded by the Nightmare.

• Nightmare Creatures (30)

Inside the armory is dozens of weapons, including muskets, shields, and armor, and a lone, corpse of a folk, standing guard even in death.

The weapons cannot be moved; being stuck fast and immovable. Permission must be asked first of the guard. Doing so causes the folk to crumble to dust, and the weapons can be moved.

Fairwell

After completing their task, the heroes may meet up with the Musicians at an assigned point. The Musicians thank the heroes and begin the long trek back to Bremen, with their supplies.

Donkey

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Guts d8, Knowledge (Music) d8, Notice d6, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 5; **Charisma:** 0

Hindrances: Cannot Grasp, Elderly

Edges: Command

Gear: Cart

Dog

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d8, Guts d8, Knowledge (Music) d8, Notice d6, Stealth d4

Pace: 6; **Parry:** 6; **Toughness:** 4; **Charisma:** 0

Hindrances: Cannot Grasp, Elderly, Small

Edges: Natural Weapons (Bite (Str+3))

Cat

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d4, Vigor d6

Skills: Fighting d6, Guts d4, Knowledge (Music) d8, Notice d8, Stealth d8

Pace: 6; **Parry:** 5; **Toughness:** 4; **Charisma:** 0

Hindrances: Elderly, Tiny

Edges: Natural Weapons (Bite, Claw x2, all at Str+1), Trickster

Gear: Leather Armor (+1)

Rooster

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d4, Vigor d4

Skills: Guts d4, Knowledge (Music) d8, Notice d8, Taunt d10

Pace: 6; **Parry:** 4; **Toughness:** 2; **Charisma:** 0

Hindrances: Cannot Grasp, Tiny

Edges: Improved Dodge

Caravan

At least one week away from the nearest Haven, the heroes discover a small caravan of 20 survivors loaded into carts, wagons, or walking on foot. The peaceful folk are attempting to reach the Haven and have little means to protect themselves. They ask the heroes for protection until they reach the Haven.

• Survivors (20)

As the day progresses, the folk of the caravan are nervous and seem to be anticipating something dreadful. At nightfall, the heroes find out what the folk are worried about as the North Wind attacks the camp.

• North Wind

The villain attempts to cause as much mayhem as possible, but if it takes a single wound it retreats. Once confronted, the folk admit that they knew the attack would happen.

"Please good folk, we did not wish to deceive you, but we were afraid if we told you why we needed your protection you would leave us. The North Wind has been attacking us every night and we know not why. Please don't leave us....help us reach a Haven. Please!"

A Common Knowledge check reveals the history of the North Wind via the nursery rhyme that concerns it. It was out to harm a poor robin. The heroes can spot a robin hiding among the wagons on a successful Notice roll. Unless a hero is a bird of some kind, the Robin is the only bird folk.

The North Wind attacks every night at dusk and causes as much damage as possible for 5 rounds before leaving. If it suffers a single wound or more, it leaves as well.

Should an encounter occur with other villains, corrupt or the Nightmare, before or after dusk, the North Wind takes advantage and attacks as well, but stays only for one round. The only way to stop the attacks are to destroy the North Wind, convince it to leave, or to remove the robin from the caravan.

Assuming the heroes do not kill the North Wind, but do make it to a Haven, the North Wind does not attack the Haven, but hides nearby. Next time the heroes leave the Haven, the North Wind assaults the heroes, and harasses them every night as before.

North Wind (WC)

The North Wind is not truly a Villain or Corrupt, but has gone mad with the ruin of Wonderment and seeks to make sense of its life. It is trying to fulfill its story by making the robin suffer.

Attributes: Agility d4, Smarts d4, Spirit d12, Strength d12, Vigor d8

Skills: Fighting d12, Guts d8, Intimidation d8, Notice d6, Survival d8

Pace: 8; **Parry:** 8; **Toughness:** 14

Special Abilities:

- **Fleet Footed:** The North Wind rolls a d10 instead of d6 when running.
- **Huge:** +4 to hit the North Wind
- **Regeneration:** The North Wind rolls Vigor every round to heal Wounds. It cannot regenerate damage inflicted by fire.
- **Shade:** The Northwind gains +4 Toughness. Attacks that fail to at least Shake, pass through without contact.
- **Snow Magic:** The North Wind creates freezing snow effects to harm others. 40 Power Points. It may use *beam*, *blast*, *bolt*, and *burst* and activates these powers by rolling Spirit.

Cat and Mouse

A series of gruesome attacks on folk in the Wandering Hills have the folk there worried that their semi-safe sanctuary is no longer pure. The partially consumed bodies of smaller folk have been found along with the occasional larger folk. Even a knight was found, his armor split open like it was cloth.

Investigating the remains of bodies reveals the obvious; they were attacked, and cut up with what appears to be small knives that is able to pierce steel and cut bone. The dead are ate, some to the bone, while others are left to rot.

The heroes can determine that most of the dead were not moved once killed on a Notice roll. A raise also reveals the dead were not on the defensive, which means the attack must have come suddenly or they were tricked.

Those with Tracking (and successful rolls) find the tracks of a cat and mouse around the body. The tracks can be followed and lead the heroes all over the Wandering Hills. Along the way, more corpses are found.

A series of 3 successful Tracking rolls, one an hour, leads the heroes to small, very crooked house, sitting atop a hill.

The Crooked Man lives inside this Crooked House and he weeps for his former companions. He does not fight the heroes and tells all he knows.

"Oh, poor me, I am not a strong man, not in the flesh or in the heart. I know they were corrupted, but pity stayed my hand. I cannot take their lives. I know now what they are doing, and I cannot allow it to go on, but poor me, I cannot take their lives. Please, I beg of you, for the greater good, kill the Crooked Cat and Crooked Mouse!"

The Crooked Man hasn't seen either in a week, just after they became corrupt.

Locating the corrupted animals in the Wandering Hills can happen a number of ways. The heroes may make another 3 consecutive Tracking rolls, one an hour, to locate the beasts.

Crooked Cat (MC)

The corrupted Crooked Cat is a fearsome feline driven by the Nightmare to kill. It appears normal.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d8

Skills: Climbing d6, Fighting d10, Guts d8, Intimidation d8, Notice d6, Stealth d10, Survival d6, Tracking d8

Pace: 8; **Parry:** 7; **Toughness:** 4

Special Abilities:

- **Bite/Claws:** Str+2, AP 4
- **Fleet Footed:** The Crooked Cat rolls d10 instead of d6 when running.
- **Improved First Strike:** The Crooked Cat gets a free attack against anyone moving adjacent.
- **Quick:** Redraw initiative cards of 5 or less.
- **Size -2:** The Crooked Cat is the size of a normal cat.
- **Tiny:** -4 to hit the Crooked Cat

Crooked Mouse (MC)

Like the Crooked Cat, the Crooked Mouse is corrupted. It appears normal.

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

Skills: Climbing d6, Fighting d4, Guts d6, Notice d8, Persuasion d8, Stealth d10, Survival d6

Pace: 6; **Parry:** 4; **Toughness:** 3

Special Abilities:

- **Bite:** Str+1
- **Size -2:** The Crooked Mouse is the size of a normal mouse.
- **Tiny:** -4 to hit the Crooked Mouse
- **Trickster:** +2 to all Tricks

The Crooked Man

Children in the Grave

Mysteriously, children are dying at the local Haven, and apparently dying without cause. No wounds, or evidence of foul play can be found. The poor children are simply dead. The locals ask for the heroes help in solving these deaths and restoring the peace. In fact, they ask the heroes to promise to help on both these accounts.

One child a night is dying in their sleep, and at that rate, there won't be any children left within a matter of seven nights. The population of the Haven is in a panic, and soon riots may start. Many folk are accusing any renegade villains in the Haven for having a hand in the deaths.

Assuming the heroes are standing guard over the remaining children at night, fights break out between a renegade villain and a group of folk, on the other side of the Haven. The folk ask the heroes to help stop the fight. The heroes have few choices if they don't want to break a promise.

- **Big Bad Wolf (1)**

- **Survivors (7):** Armed short swords

While any heroes are breaking up the fight, Death attacks a child (and does so every night until defeated).

Death (MC)

The corrupted death appears, not as clean bones in a fine robe, but as a rotting corpse in a tattered cloak.

Attributes: Agility d6, Smarts d10, Spirit d12+2, Strength d6, Vigor d12

Skills: Fighting d12, Intimidation d12, Notice d6, Stealth d10, Survival d6, Tracking d8

Pace: 6; **Parry:** 7; **Toughness:** 8

Gear: Scythe (Str+2, Reach 1", Parry -1, 2 hands)

Special Abilities:

- **Beyond Brave:** Death is immune to Fear.
- **Very Scary -4:** Death causes Guts checks.
- **Shade:** +4 Toughness; Attacks which fail to cause a Shaken result pass without contact. Immune to disease, poison and does not need to eat or breathe. Can move at full pace through solid objects or pick up objects but suffer a fatigue level for doing so. Fatigue is recovered an hour after the movement or the object is dropped.
- **Spiritual Attack:** Any weapon used by Death attacks the soul, rather than the flesh. All attacks by Death ignore armor.

Chocolate King's Prize

While visiting a Haven, the heroes encounter a wandering folk sharing news from other lands. Of interest is his story about a folk found near the Candy Forest.

"It was just after morning when he stumbled into my camp. He was made of chocolate, hurt badly, and to be frank, I am surprised he was still alive. He died shortly thereafter, but not before he told me about a Palace in the Candy Forest. He swore there were sweets within that could heal any injury, perhaps even cure the Corrupt. How he knew any of this, I don't know. He took that secret to the grave."

The folk can give a detailed description of the dead folk should be players want it. If the players decide to investigate the Candy Forest looking for this Palace, determine encounters normally, but replace the first Fortune result with the discovery of the Chocolate Kings Palace.

A map of a two story candy palace. Doesn't matter really how it looks or what the rest of the palace appears, so long as the rooms mentioned are included. Rooms #1 to 3 on the first floor, and rooms #4-6 on the top floor.

The Chocolate Kings Palace

The Palace is made of various sweets, primarily chocolate, but is as sturdy as any building.

Use the map to the left. Important locations are detailed here. An 'x' marks an encounter in the palace with either a standard encounter for the Candy Forest, Taffy Guards, or Scream occurs.

1. Entrance Hall: A band of 6 Taffy Guards stand watch here for intruders.

2. Armory: The palace armory includes many mundane weapons, but also includes the Spearmint; A spear made of mint candy. (Str+4, 2 hands, +2 Parry, Fresh Smell)

3. Kitchens: The kitchen is full of unspoiled sweets which can provide two months of food for an individual.

4. King's Bedroom: A once lush master room, but now in tatters. A painting over the mantle shows the Chocolate King. If the heroes heard the description of the dead folk, the heroes realize he was describing the Chocolate King.

5. Queens Bedroom: The queen's room is in ruins. A successful Notice check finds a hidden closet with the Queen's Licorice Staff: A red, twisty staff, that can cast entangle (licorice ropes) at d8 with 20 Power Points that regenerate normally.

6. Vault: Inside this locked vault (Lockpicking at -2 to breach) is 1,000 gold coins, decorative sweets which are worth another 5,000 in barter, and 9 peppermints. Eating one of these peppermints instantly heals all Wounds, Fatigue, cures poison or disease, and redeems corrupt folk.

Taffy Guard

A corrupted folk soldier made of Taffy

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

Skills: Fighting d8, Guts d6, Notice d6

Pace: 6; Parry: 6; Toughness: 9

Gear: Sword (Str+3)

Special Abilities:

- **Reach 2":** Taffy guards can stretch their arms up to 2" away to attack.
- **Toughness +2:** Taffy guards have rubbery bodies which are resistant to harm.

Scream

An amorphous blob of corrupted almond cream.

Attributes: Agility d4, Smarts d4, Spirit d6, Strength d6, Vigor d10

Skills: Fighting d6, Guts d6, Notice d6

Pace: 4; **Parry:** 5; **Toughness:** 7

Special Abilities:

- **Acidic Touch:** Str+2. AP 5
- **Blob:** Called shots do no extra damage.

Dam it All

While visiting one of the Havens around Pudding Lake, a folk in the shape of a beaver approaches the heroes and makes a request of them.

"Hello good folk! I am wondering if you would be willing to help in a most noble endeavor. A river originating in Nowhere spills into Pudding Lake on its Western edge. I believe it is this river, full of corruption, which is fouling our once fair lake. Could you find it in your hearts to dam or divert this river and give Pudding Lake a fighting chance to survive?"

The beaver is elderly, and in no condition to travel or do the work himself, but can direct the heroes to the river and give details on how to dam the river about a mile up river from the lake with logs. The folk can offer nothing in exchange for the hero's services, except his gratitude.

Assuming the heroes accept the challenge, the river is exactly where Beaver said it is to be found.

River of Corruption

The river is blackened and thick, like tar, oozing out of Nowhere. There is plenty of wood on hand from the marsh to create the dam. Following the beavers instructions requires three days and a Repair roll each day to build successfully. Failure on any roll indicates the dam is swept away in the tide of the filth.

Unless the heroes are very inventive, building the dam requires the heroes expose themselves to the river. Each day, make a Vigor check. Failure indicates poisoning (See Pudding Lake page XX). A botch indicates the water has attacked the hero via Corruption (d6 Spirit).

If successful, despite the beavers best intent, the wood dam lasts only a day before the foul waters eats away at the wood and brings the dam collapsing down.

The heroes may try earth or stone to dam the river next. This requires a weeks time to find and move the materials into place, but spares the heroes exposure to the river. Don't forget to check random encounters during this time.

In all cases, taking double the time, and not rushing, adds +2 to Repair rolls.

If the heroes are successful with the earthen or stone dam, they encounter a vastly different problem. The river backs up over the next day, and diverts along different paths.

A total of three more dams must be built in various locations to completely stop the river. Each dam taking as much time as the first. Finding the diverted rivers takes one day each.

Sabotage!

The corrupt living in the area are quick to spot the heroes attempts to dam the river and attempt to stop this plan.

A small band of corrupt creep up to the dams at night and try to break them. They succeed, breaking one dam a night, if the dams are not guarded. Investigating any broken dam spots signs of sabotage on a Notice roll at -2. Rebuilding any broken dams follows the same process as before.

Guarding the dam at night requires the heroes to make opposed Notice rolls versus the corrupt's Stealth rolls. As long as one corrupt still lives, it tries to break a dam each night. Once these corrupt are dead, nothing further actively tries to break the dams.

- **Corrupt (6):** Normal size or smaller

Nowhere

Alternately, the heroes may decide to track the river of corruption to the source in Nowhere and deal with it there.

After two weeks in Nowhere, the heroes find the source of the foul river. A small well on the top of a hill is boiling forth the sickness (A Common Knowledge roll determines this is Jack and Jill's hill).

The river simply pours forth down the hill towards the lake where it builds up a strong flow. A simple days work of digging a trench can divert the flow back into the interior of Nowhere.

Recovery and Reward

However the heroes manage to stop the river, it takes the better part of a month for Pudding Lake to fully recover. At the end of that time, remove all Hazard encounters for Pudding Lake.

The small havens of Pudding Lake are forever thankful to the heroes and promise them food, rest, and any other help they can provide whenever needed. One haven in fact provides the heroes with a Wondrous Item: Cinderella's Golden Slippers.

Cinderella's Golden Slippers

These slippers only fit on a Cinderella folk. Wearing them provides a +2 to Charisma.

Darkness Below

A massive earthquake rips through the Frightful Rifts while the heroes are traveling through. The powerful shaking causes the land to crumble all around the heroes, leaving the heroes cut off and standing atop a small plateau, surrounded by chasms hundreds of feet across and indeterminately deep.

Unless the heroes have some means of flying across the chasm, their only hope is to descend down the slope of detritus caused by the earthquake into the darkness below and find another way up.

Getting down the slope is not easy and requires an Agility check at -2. Failure indicates the hero slipped and slides down 500 feet into the dark and takes 2d6+15 damage as he is battered on the sharp rocks!

The lighting is very poor at the bottom, and all heroes suffer a -2 penalty for Dark lighting.

At the bottom, the heroes need to find a way up. Climbing is possible but needs a Climbing roll every 50 feet, for 500 feet or the hero falls.

Heroes with Knowledge (Nightmare) know that Nightmare creatures constantly surface from the rifts to attack and not all can crawl on walls, so it stands to reason there must be other ways up and all the heroes have to do is find those paths.

Whistling in the Dark

Wandering around at the bottom of the Frightful Rifts is dangerous. Pull a card for encounters three times a day. On any even numbered card an easy encounter occurs. On the Jack or King, a difficult encounter occurs.

During the third day of their journey the heroes find a tunnel into the rocks. Investigating the tunnel even briefly allows Notice checks to hear screaming from within. Not the screams of an abomination, but that of a folk, possibly being tortured.

Heroes who do not investigate the cave eventually find a path up and out of the rifts within the next day. Those that investigate the cave find something greater.

Darker and Darker

The cave is a mouth to a network of tunnels carved by the hands of Nightmare creatures. Use the map provided. An 'X' on the map indicates in encounter with a Nightmare creature.

1. Bone Room: The ruined and mostly consumed bodies of Folk are piled here. Searching the room yields two rolls on the Fortune Table.

2. Battle Ground: An apparent site of a battle with many dead Abominations. Anyone with Knowledge (Battle) can make a roll to determine that the creatures were fighting each other.

3. Prisoners: A group of 9 survivors are being held here, bound and waiting to be consumed as food by the Nightmare creatures.

• **Survivors (9)**

4. Surface Exit: A slowly spiralling tunnel leads up to the surface of the rifts at this point.

5. Nightmare Lord: A nightmare creature is found here, pouring over what appears to be maps of the land surrounding Prince Charming's Castle. It speaks in a terrible voice, and uses Persuasion (unskilled!) on the heroes in an effort to get them to join the Nightmare.

"Why must we fight? There is only conflict when we fight. Let the Nightmare win, and there will be peace in Wonderment, I promise....you like promises don't you?"

• **Nightmare Creature (1):** Wild Card

Include a Map of the Tunnel System

Death Wish

As the heroes approach the chasms around Higglelville, a dwarf hails them from a hiding spot in the rocks.

"Hello travelers! Sorry, if I scared you, but one can't trust strangers in the rifts. I am Weinig, perhaps last of the dwarves of Higglelville. I am trying to return to recover my families lost treasure. I would gladly share it with you if you could but help me cross this accursed chasm. Is it a deal?"

If questioned about either his family or treasure, he states that his family were wealthy merchants and crafters, and owned many pieces of art, jewelry, fine goods and even Wondrous Items. Crossing the chasm is a task left to the heroes.

Suicide Plan

After leading the heroes through town for an hour Weinig arrives at a large stone mansion. Investigating inside finds the corpses of six folk. While in the mansion, a pair of Unhappy Haunts attacks.

• **Unhappy Haunts (2)**

After the fight, Weinig shows the heroes the vault, and while the heroes check the contents, Weinig speaks.

"My friends, here is your treasure. Yes, you can keep it all, for I do not plan to leave this place. I go to die now, killing as many of these evil spirits as possible before I pass from Wonderment. My plan all along was to join my family here in death, and I thank you for your help. Good luck."

With that, Weinig turns to leave. If forcibly detained or blocked from leaving, Weinig attacks the heroes until they leave him, death, or incapacitation.

Weinig

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d10, Vigor d8

Skills: Fighting d12, Guts d8, Intimidate d6, Notice d6, Survival d6, Taunt d6

Pace: 6; **Parry:** 8; **Toughness:** 8 (6); **Charisma:** 0

Hindrances: Berserk, Death Wish

Edges: Improved Sweep, Strong Willed, Trademark Weapon (Axe),

Gear: Axe, great (Str+4, AP 2), chain armor (+2)

A picture of the Corrupted Fairy Queen and her minions.

The Devil In Heaven

A single devil has found his way to, and into, Heaven. Without opposition, he has declared himself the new ruler of all creation. This devil lairs in a great hall, and sits upon a silver throne.

Since the devil is an angel, fallen or not, being in Heaven does technically make him in charge, so unless one of the heroes is in a position to challenge his rule, the devil's word is spiritual law. He is abusing this authority and undoing the good of The Father.

Every day that he remains in charge, one non-Background Edge randomly determined from all characters is removed, and replaced with one of the following Hindrances: Arrogant, Bloodthirsty, Greedy, Mean, Obese, Vengeful, or Yellow.

Clearly, the devil must be removed from this position, but since violence isn't the answer in Heaven, he must be tricked to leave and never come back.

Once the devil has left Heaven for good, all removed Edges return, and all gained Hindrances disappear.

• Devil (1)

Do You Believe in Fairies?

The first time the heroes wander into Fairy Ring, they are immediately beset by spite swarms.

• Spite Swarm (3)

Combat proceeds for 3 rounds, enough to scare the heroes, but not kill them, before the corrupt fairy queen arrives with more swarms.

• Spite Swarm (3)

The queen halts the attack of the swarms, and speaks to the heroes in a commanding, if squeaky, voice.

"Greetings pathetic folk. Despite the serious error you have made in trespassing into my realm, I am in sore need of amusement. Therefore I offer you a choice. You may fight my spites, and die, or you may accept my challenge of wits. What say you?"

If the heroes choose the spites, all six swarms attack without mercy and the queen leaves. If the heroes accept the challenge, she speaks further.

"Excellent choice. Somewhere in my realm lays the body of my husband along with his Wand of the Summerlands. If you can find him, you may keep the wand, and depart from my realm without harm. Until then, you are bound to this land!"

With a shrieking laugh, she leaves along with her spites. Any hero attempting to exit Fairy Ring finds he may not move beyond the borders. An invisible force holds him back, and it cannot be avoided or defeated, even by flying, burrowing, or other means.

The Riddles Three

The heroes may wander as they like, but remember to check for random encounters as appropriate for it will take several days of searching.

Every day of wandering, the heroes find a simple wooden table with a scroll. The scrolls each have one riddle written upon them.

First Riddle: *Hands and a face, but cannot touch, cannot taste. A heart that beats, but like no beast. Measuring life in happiness and strife.*

Second Riddle: *Young and old alike may need clarity, and to strike them is considered barbarity. For it is not they who must be thought of, but rather that which rides the face thereof.*

Third Riddle: *It is a shield, though it will yield,*

for it is not for sport, but rather comfort. It also has appeal for those who like to conceal, but in the end it can be torn, as it is something to be worn.

The answer to the first riddle is Clock, the second, Glasses (or spectacles), and the third is Cloak. Speaking the answer aloud causes the scroll to disappear, being replaced by an item, matching the answer to the riddle: A two pound clock, silver spectacles, and a fur cloak.

The clock, spectacles, and cloak are Wondrous Items, and makes the bearer and his immediate companions immune to the Lost Time, Illusion, and Spore Cloud Hazards respectively.

Every wrong answer causes the heroes to be attacked by a spite swarm. Nothing prevents the heroes from ignoring the riddles and moving on, but they are attacked by a spite swarm each time.

The Fairy King

After another day of searching, the heroes find a grove of trees surrounding a small meadow. Laying in the middle is the body of the Fairy King. Clutched in his hand is a tiny golden wand. Before the heroes can move in, the Queen appears.

"You have done well and amused me, so I grant you the Wand. And as I have promised you may leave this forest without harm. Of course, my king might have something to say about all this, for I never said he was dead!"

Again, the queen disappears with a laugh, as the King rises and attacks the heroes with swarm of spite of his own.

• Spite Swarm (1)

Corrupt Fairy King (MC)

Attributes: Agility d12, Smarts d4, Spirit d12, Strength d6, Vigor d8

Skills: Fighting d10, Nightmare d8, Notice d6

Pace: 6; **Parry:** 7; **Toughness:** 4

Gear: Dagger (Str+1), Wand of the Summerlands

Special Abilities:

- **Size -2:** He is a fairy after all.
- **Tiny:** -4 to hit by larger creatures.
- **Nightmare Magic:** Can cast the following powers: *beam*, *curse*, and *transform*. 20 PP

Wand of the Summerlands

The bearer of this Wondrous Item is granted the Improved Arcane Resistance, and Improved Rapid Recharge Edges.

If the heroes defeat the King, the Queen is true to her word and lets the heroes leave the forest without incident...this time.

Dragon of the Wild Hills

The dragon of the wild hills is a corrupt Reluctant Dragon. Tales and rumors of the dragons actions circulate among survivors in the area and one such story has reached the heroes ears.

The dragon swallowed whole a powerful fairy, who in her arrogance thought she could defeat the dragon. She is surely still alive, if brave heroes could get to her in time.

What's known of the dragon is that it's over 60 feet long, vicious, and is no longer reluctant. It's said the lair of the dragon is marked by a pile of bones bigger than a hill.

Lair of the Beast

Finding the home of the dragon requires the heroes to search the hills for 1d3 days before they find the entrance into the cave system, which is marked just as rumored, by a mountainous pile of bones. During this time, they'll have to deal with the usual possible encounters and hazards.

The lair is actually a former home system to several families of dwarves, and although in ruins, is still recognizable as such.

There are three points of interest here.

1. Entrance: The entrance is littered with the bones of the many creatures the dragon has eaten. Every hour searching gets one roll on the Fortune Table, to a maximum of three rolls.

2. Spite Lair: The back entrance is too small for the dragon to enter, so nothing bothers this swarm who resides in this hall.

• Spite Swarm (1)

3. Dragon's Lair: This large hall has become the lair for the corrupt Reluctant Dragon. It attacks, and attempts to eat, anything entering this hall.

• Corrupted Reluctant Dragon

Piled in this hall is an immense pile of bones and discarded equipment, mostly corrupted! However, the legendary Giant's Sword survives among the refuse and can be found on a Notice check at -2.

Giant's Sword

Normal in almost all respects to a regular sword, but if the owner swings the sword around and yells "Everyone's head off but mine!", every creature, friend or foe, within 3" must make a Vigor check or suffer a Wound. Non-wildcards are decapitated if they fail the save.

Corrupted Reluctant Dragon (MC)

The Reluctant Dragon is a rotting heap of bones, and sagging skin. It's wings no longer work.

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d12+10, Vigor d12

Skills: Fighting d10, Guts d12, Intimidation d12, Notice d12

Pace: 8; **Parry:** 7; **Toughness:** 22

Special Abilities:

- **Armor +4:** Scaly hide
- **Claws/Bite:** Str+3
- **Corruption Breath:** It breathes fire using the cone template. Every target within the cone may make an Agility check at -2 to avoid the attack. Those who fail suffer 2d10 damage and must to see if they catch fire (see Savage Worlds) as well checking to see if they corrupt. The dragon may not attack with its claws or bite in the round it breathes fire.
- **Hardy:** It does not suffer wounds from being Shaken twice.
- **Huge:** Attackers gain +4 to hit against this massive creature.
- **Improved Frenzy:** If the dragon does not breath fire, it may attack twice with its claws or bite at no penalty.
- **Level Headed:** The dragon acts on the best of

two card draws during initiative.

- **Scary -2:** Anyone who sees a dragon must make a Guts check at -2.
- **Size +8:** It measures over 40' long.
- **Stinger Tail:** Str +2. The dragon may attack anyone within 10" of itself with a barbed, poisonous tail. Anyone that is Shaken or worse makes a Vigor roll at -2. Failure causes an additional 3d6 damage!
- **Swallow Whole:** It can swallow whole any creature of Large size or smaller.
- **Undead:** +2 Toughness; +2 to recover from being Shaken. No additional damage from called shots. Piercing attacks do half-damage. Does not suffer from Wound penalties. Immune to disease and poison.

The Fairy

Cutting open the dragon finds the Fairy, wounded, but alive. She is grateful to the heroes, and apologizes for her arrogance.

She aids the heroes until she can reach safety. She gives the heroes her ring, which has a star design on it. It provides +1 Arcane Resistance.

- **Fairy:** As survivor with AB: Good Magic, 20 Power Points, and the *bleed*, *heal*, and *greater heal* powers.

The classic battle scene between the corrupted Reluctant dragon, and a band of fairy tale heroes.

Dungeon Crawl

Jack himself approaches the heroes and quietly informs them he has a problem he hopes they can deal with.

“Good day my friends. I am in need of your services. It appears several folk have gone missing from the castle, and last seen near the entrance to the dungeons. In fact, blood has been found on the very steps leading to the tunnels. Please, I ask you to promise me you’ll find out what evil has invaded our island and is hiding in our very dungeon, and get rid of it...quietly.”

Jack provides whatever non-magical gear is needed by the heroes.

The dungeons of Jack’s Castle are quite extensive and rumored to run underneath the entirety of the island. They have never been fully explored and serve no purpose to an island already flush with available space.

The Dungeons

The dungeon ceilings are 10 feet high, and the walls are made of stone. An X on the map marks a single Nightmare Creature roaming the dungeon.

- **Nightmare Creature (1):** Can Fly

1. Stores: These rooms contain old, musty supplies, such as food and sundries, which are of no use anymore, having rotted or spoiled.

2. Prison Cells: Some of these rooms contain the remains of the giant’s prisoners from long ago. A group of Nightmare creatures lurk here, feeding on the missing folk.

- **Nightmare Creatures (6):** Can Fly

3. Catacombs: Jack’s ancestors are buried here. Currently a Nightmare creature is using its power to animate the dead.

- **Nightmare Creature (1):** Wild Card; Can Fly; Nightmare Magic, with the *zombie* Power.

- **Zombies (12)**

4. Hole: A large hole in the ground empties into the open air below the castle. It is through here that the flying Nightmare Creatures have infiltrated. The abominations keep coming every day, tearing open any repairs made to this hole in the process.

5. Singing Death: Here in a small room lays the body of a missing folk. He lays face down with a dagger in his back. Touching the dagger causes the corpse to sing:

“Ah! Dear folk, you are touching the knife. My brother slew me to be with my wife. It is his evil which has put me to death, and called the Nightmare which gives you no rest. Give me justice from this wicked deed, and the Nightmare, I promise will pay you all heed.”

The body can be identified as a young man named Paul. His brother, Conrad, is on the island.

Conrad’s Guilt

Conrad did slay his brother after luring him into the dungeons on a pretense. He admits to his crime if presented with the dagger. Paul’s wife is innocent of the crime with no knowledge of Conrad’s involvement in Paul’s murder, but does admit that Conrad started courting her the day after Paul disappeared. She has publicly stated to friends that Conrad’s courtship is too soon.

As Conrad is punished (however the heroes decide to handle it) the Nightmare Creatures stop coming to the island, just as the body of Paul promised. The island is safe again for now.

Include here a large rambling dungeon map, with many rooms marked “1”, two rooms marked “2”, one area of rooms marked “3”, a particular place out of the way marked “4”, and a small room off to the side marked “5”. Include about a six “X”s on the map. Include side tunnels going off the edge of the map.

Enemy of my Enemies

While wandering the thorn covered passes of the Grimm Peaks, the heroes happen across three very battered survivors. One of them, a man named Father, asks the heroes for help.

"Oh thank the heavens, we thought we were the only ones left. We were captured by Villains and made to serve them in the Castle On The Cliff. We managed to escape through the storm drain when the Villains weren't looking. We do not need help, but there are still more enslaved in the Castle. Help them!"

Father gives directions to the Castle on the Cliff, only a days march through the passes, and the location of the storm drain at the base of the cliff. He estimates that about 50 Villains inhabit the castle, mostly Big Bad Wolves, Trolls, and Witches.

Castle On The Cliff

The Castle On The Cliff is a large fortress with many towers and keeps within the walls, sitting precisely on a pinnacle on the edge of a cliff. The only means of entrance by foot is across a bridge or through the drain at the base of the pinnacle.

The bridge is made of stone and spans a gap of 30 feet to a guard house. It is in bad condition but stable even for a giant. If the heroes choose to cross here, they are attacked by Nightmare Creatures crawling out from under the bridge or flying around them. The gate house has been a scene of battle. Dead villains lay about, along with a few dead Nightmare Creatures.

The storm drain can accommodate a Large hero (although he must crawl), but not Huge. It winds through many twists, turns, and shafts, upwards into the castle. The drain ends at a room which collects run-off water from the castle and is filled with various debris, large and small. If the heroes entered the castle here, they find dead villains. As the heroes are inspecting the drain room, several Nightmare creatures arrive from the drain.

- **Nightmare Creatures (6):** Wall Walker or Flying. Large or smaller.

After killing the Nightmare creatures, the heroes are free to roam around the largely deserted castle. Most of the castle is in disuse; covered in cobwebs and dust with rusted metal fittings and vine covered towers.

The first encounter is with a lone survivor, Belle, who welcomes any help from the heroes. She leads the heroes to a keep where the remaining

survivors are imprisoned. Before they can reach it though, two Nightmare Creatures attack from the shadows, attempting to gain surprise.

- **Nightmare Creature (3)**

After the fight, Belle speaks:

"The villains are at this very moment arguing amongst themselves whether to join in the fight against the Nightmare. Surely this news can sway their opinion. I know the way, follow me."

Belle leads the heroes to a private viewing room next to a large chamber in the keep where a band of villains are shouting at each other. The heroes may spy on the villains without being seen. Six of the villains wish to keep the situation as is, while four wish to contact a haven and form an alliance.

The heroes may do as they wish, but within moments, a large force of abominations attack the castle. The villains are disorganized and leave the bridge undefended while they deal with flying abominations. If the heroes try to escape the castle they encounter an abomination.

- **Nightmare Creature (1):** Huge; Wild Card

If the heroes defend the bridge they must stand strong against a larger force.

- **Nightmare Creatures (12):** Large or smaller

Friends?

The villains are successful in repulsing the remaining abominations, but witnessed the heroes fighting the Nightmare too. A witch named Hazel approaches the heroes and speaks:

"I am to ask you on behalf of the other villains if we may discuss an alliance. We are strong, but not well organized, and by and large, renegade. We wish to turn our home into a Haven and join the fight against the Nightmare, but we are worried that if the Nightmare is defeated, we are to be forced into our old roles in the stories. We cannot abide this, for we love our freedom."

If the heroes are from Prince Charming's Castle, they may choose to either parlay directly with the villains or escort a few to the castle for a bigger meeting. If the heroes are from another Haven, or have no Haven, they may argue for whatever alliance they wish. The heroes can make, or break, the first alliance of its kind and secure either powerful friends, or bitter enemies.

Fe Fi Fo Fum!

A small bird has reached Prince Charming's Castle (or wherever the heroes are) to deliver a dire warning before taking flight.

"Hello! Hello! I come with news from the Giant Forest! The giants have made a deal with the Nightmare. They mean to assault the castle alongside the Nightmare within two weeks. Two weeks! Flee! Flee! Flee for your lives!"

The castle barely holds out against the Nightmare. Adding giants to the assault is a death sentence for the castle and it's inhabitants. Clearly the giants must be stopped before they ever make the assault, and that means intercepting them at the giant forest or somewhere along the way.

Too Many Giants

Whether the heroes decide to travel to the giant forest to confront the giants, or intercept them along the way, they soon find them (it is hard to miss a large band of giants), and discover a group of 18 giants! Unless the heroes are extremely powerful, they have no hopes of outright defeating so many giants, and must find other means by stealth, trick, diplomacy, or some combination.

- **Giants (17):** Eight are carrying crossbows (Range 30/60/120; Damage 2d8).
- **Giant Chieftain (1):** Wild Card

Firstborn Child

A saddened couple asks the heroes to help them. While traveling the lands, they were captured by a band of Goblins who promised to let them go, if they in return promised to give hem their firstborn child. The couple did so, and are in terrible distress over the fate of the child soon to be born.

If the heroes were to intervene on the couples behalf with the goblins, either be killing them, or negotiating a less onerous deal, the couple would be eternally grateful.

The goblins lives in a small mansion in a nearby forest, and is guarded by trolls and ogres.

- **Goblins (3)**
- **Trolls (3)**
- **Ogres (3)**

Flaws

The heroes are hailed by the tiny voice of the Ant who is careful not to be stepped on.

"Hello fellow survivors! Dear me, I am in such a need of heroes as yourselves. That layabout Grasshopper was supposed to guard the rear entrance to our Haven, but what can be said...it is his story to be negligent.

Now the Queen has been captured along with many more. I have secured a promise from the corrupt that if I can find someone, other than myself, to sacrifice their life to the spider, the captives will be freed. I promised the spider I would find such people.

I do not ask you to sacrifice yourself, but please help me!"

The Ant further explains that their Haven is deep underground, with a main entrance heavily guarded by the corrupt, and the rear entrance, the current state of which the Ant knows nothing about. The spider is holed up in the throne room with the captives.

The Ant offers each hero a magical seed which shrinks them to the size of insects, and another magical seed to be eaten when they wish to return to normal size. The Ant accompanies the heroes.

- **Ant:** Use Survivor

Hive Haven

The Haven is a series of twisting tunnels, and caverns. The main entrance is a large hole in the ground with many barricades and spiked fortifications. It is guarded by corrupt insects.

- **Corrupt Beetle (1)**
- **Corrupt Fleas (3)**
- **Corrupt Flies (6)**

The rear entrance is partially hidden among tree roots. There are a dozen dead corrupt insects here, along with the mortally wounded Grasshopper who fell fighting a losing battle. Once he hears the Ants story, he volunteers to be the sacrifice saying,

"Perhaps the next story written about me, will show my deeds in a better light."

The throne room contains the spider, his guards, and the captives. The spider is true to his word, and lets the captives go if a sacrifice is made.

- **Corrupt Spider**
- **Corrupt Fleas (9)**

The Corrupt Insects

Note: The following stats are in relation to others the size of insects. To a normal man, they are just tiny bugs.

Corrupt Spider (MC)

Little Miss Muffet's spider is now a leader of the corrupt in Bee Keep.

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d12+1, Vigor d8

Skills: Climbing d12, Fighting d10, Guts d8, Intimidation d12, Notice d8, Stealth d10

Pace: 6; **Parry:** 9; **Toughness:** 9

Special Abilities:

- **Bite/Claw:** Str+2
- **Improved Sweep:** Can attack all adjacent targets without penalty.
- **Size +2:** The Spider is larger than most insects.
- **Webbing:** Can use the *entangle* power without Power Point cost, using it's Spirit die to activate.

Corrupt Beetle

Attributes: Agility d4, Smarts d4, Spirit d8, Strength d10, Vigor d12+4

Skills: Fighting d12, Guts d10, Intimidation d12

Pace: 6; **Parry:** 8; **Toughness:** 14

Special Abilities:

- **Armor +2:** Tough carapace
- **Mandibles:** Str+3
- **Size +2:** Beetles are larger than most insects.

Corrupt Flea

Attributes: Agility d8, Smarts d4, Spirit d8, Strength d8, Vigor d10

Skills: Fighting d8, Guts d8, Notice d8

Pace: 6; **Parry:** 6; **Toughness:** 7

Special Abilities:

- **Blood Drain:** On a successful Grapple roll, the flea has latched on to the target and begins draining blood. This causes a wound, and one additional wound each round attached.
- **Hardy:** Multiple Shaken results do not end in a Wound.
- **Leap:** Can jump 20" from a stand still.

Corrupt Fly

Attributes: Agility d12, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6, Notice d12

Pace: 6; **Parry:** 5; **Toughness:** 5

Special Abilities:

- **Bite:** Str +1
- **Fly:** Pace 24"

Flotsam

The heroes have either seen the shadows from below, or spotted the dark shapes in the water from the surface, but in either case, the conclusion is the same: Some form of wreckage is floating in the sea between the islands of the Great Sea-Serpent.

Investigating the debris field finds what appears to have once been a large galleon. A Notice roll spots a large piece of wood with the name, *Jolly Roger*. A successful Common Knowledge roll places ownership of such ship with none other than Captain Hook!

Further searching brings the heroes to survivors and a rather precarious position. Floating upon one large piece of wreckage are Captain Hook and a small band of pirates. On another piece of wreckage, floating nearby, are the Lost Boys.

- **Captain Hook**
- **Pirates (6)**
- **Lost Boys (9)**

Intervention

Speaking to anyone gets both sides yelling and verbally insulting the other. Should the heroes be able to get either side calm enough to talk, they can determine the pirates had captured the lost boys and were taking them back to their island base to be held as bait for Peter Pan.

Unfortunately a vicious storm swamped the ship before lightning struck it, set it afire, and detonated the powder aboard. This motley bunch of survivors are all that remains.

They would have killed each other by now, if it were not for the powder in the pistols and muskets being ruined. As neither side has any ranged weapon, the best they can do is hurl insults.

The heroes may decide how they want to handle this situation. It is clear both sides want to kill the other if given a chance, but to leave either side to die in the ocean is not only cruel, but detrimental to Wonderment.

If the heroes have the means to carry or tow the survivors to a nearby island, they must be careful to separate the two bands or fighting occurs (both bands have melee weapons still).

Hook attempts to persuade any Renegade Villains among the heroes to not only save him and his pirates, but to come to their senses and kill these heroes who have 'enslaved' them.

Abandonment or Rescue?

At the island (or wherever the heroes decide to take the pirates and boys) they again must decide how to separate the two factions. A suitable solution is to take the two groups to two different islands which for the time being saves both groups. Ultimately, the final fate of Captain Hook, the pirates, and the Lost Boys are in the hands of the heroes; abandonment or salvation? And do the heroes rescue both groups or just one?

The Pirates

Hook and his remaining crew are beyond talking to. Diplomacy does not work for they want nothing more than to kill Pan, and his Lost Boys. Especially now that the Jolly Roger has sunk.

Captain Hook (MC)

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d8, Vigor d10
Skills: Boating d10, Fighting d10, Guts d8, Intimidation d12, Notice d8, Shooting d8, Survival d6, Swimming d10
Pace: 6; **Parry:** 9; **Toughness:** 7; **Charisma:** -6
Hindrances: One Arm, Blood-Thirsty, Wicked
Edges: Improved Block, Combat Reflexes, Command, Fervor, Improved Level Headed, Two-Fisted
Gear: Hook (Str+1), Cutlass (Str+3)

Pirates

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d8
Skills: Boating d6, Fighting d6, Guts d8, Shooting d6, Swimming d4
Pace: 6; **Parry:** 5; **Toughness:** 6; **Charisma:** -2
Hindrances: Mean
Edges: -
Gear: Club (Str+2)

The Lost Boys

The boys are doing what they can to fight Hook (and the Nightmare), but they haven't seen Pan since the Nightmare came. If one of the heroes is Peter Pan, these Lost Boys join him as Followers.

Boys

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d6, Guts d8, Shooting d8, Survival d6, Swimming d6
Pace: 6; **Parry:** 5; **Toughness:** 5; **Charisma:** 0
Hindrances: Small, Young
Edges: -
Gear: Club (Str+2)

Great Claus

A hopelessly inept survivor volunteers to join the heroes for adventuring. His name is Claus and he appears brave and noble. He volunteers for the more difficult jobs and dangerous tasks as he is out to prove himself a hero.

However, Claus has little real skill or talent, and the first combat should prove (if he lives) that he is not capable of these trying tasks. Claus refuses to go home if the heroes insist, and unless they subdue him, he follows the heroes, even if left behind.

Claus

Attributes: Agility d4, Smarts d4, Spirit d6, Strength d6, Vigor d4
Skills: Notice d4
Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 4
Hindrances: All Thumbs, Clueless, Curious, Heroic, Loyal
Edges: -
Gear: Sword (Str+2), Blunderbuss (10/20/40 Range; 1-3d6 Damage; RoF 1; 2 actions to reload), 10 shots

A picture of a pirate ship sailing through a Nightmare Storm.

Gretel Soup

On the outskirts of Rowburg the heroes are hailed by a familiar face; Hansel, of the famous Hansel and Gretel.

"Hello friends! I sure am glad to see you. Could you help a fellow folk out? My sister, Gretel, has been captured by the wicked witch, Gothel, of Rowburg. I'm sure you can recall how witches have treated us in the past. I am thinking of dressing as a slave and sneaking in to town. What say you?"

Hansel accompanies the heroes in whatever plan they come up with, but does not leave Rowburg without his sister.

Rowburg

Gothel claims a small section of Rowburg, which any slave (hers or otherwise) in the fields surrounding the town can point out for the heroes.

The slaves are being watched over by 6 minions who must be dealt with first, unless the heroes are in disguise, or have used stealth to enter the fields.

Entering the town runs afoul of a minion patrol of 9 men which requires opposed Stealth vs. Notice checks if the heroes are sneaking in; notice rolls, as appropriate, if they are disguised.

Once into town, the heroes have few options. They may talk to the many slaves using Persuasion to locate where Gothel's prisoners (including Gretel) are kept: A large, guarded building a few streets over. The slaves are terrified of Gothel and do nothing to aid the heroes outside of providing information. Gothel has 42 slaves total, between the fields and in town.

Alternately, the heroes may search the area until they find the building, which requires a Notice roll every 30 minutes to find. On a failed notice roll, the heroes have run into another minion patrol of 9 men.

• Minions

Prisoners Barracks

The building, a former inn, is guarded by 12 minions; 6 each at the front and back door. Any sound of combat alerts the other group.

• Minions (12)

The inn has been converted to use all available space for simple, rough beds. Gretel is not here, but the few slaves who are tell the heroes she was taken away to the witch an hour ago. Gothel's

home is a small hut a few streets over. The slaves can point it out.

Gothel's Hut

Gothel's hut is a small single room affair and smells terrible from a distance. As they near the door, muffled screams are heard within. The hut's door is locked, and requires a Strength roll with a raise (or a successful Lockpicking roll) to open. Make a Notice check for Gothel. She hears the heroes preparing to enter on a success.

Inside, the screams are coming from the oven, stoked with a fire. Gretel is already being cooked alive! The heroes have 3 rounds to defeat the witch, and free Gretel from the oven, before the poor girl boils to death in a vat of soup.

Freeing Slaves

After the heroes have defeated Gothel, there is still the question of what to do with all the slaves. The slaves themselves want to go with the heroes, feeling safer with them, then staying put. If the heroes do take the freed slaves with them, they must also contend with the other 6 witches of Rowburg and their minions unless they have some plan to sneak them all out of town without notice.

Hansel

While still only a child, Hansel has become something of a fierce warrior.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d4, Vigor d6

Skills: Fighting d6, Guts d6, Shooting d8, Throwing d6

Pace: 6; **Parry:** 5; **Toughness:** 6(5); **Charisma:** 0

Hindrances: Small, Young

Edges: Beyond Brave, Quick

Gear: Bow (12/24/48, 2d6 damage), leather armor (+1), small sword (Str+2)

Gothel

This particular witch especially enjoys eating the flesh of children. She is not interested in going renegade.

• **Wicked Witch:** Magic wand and magic broom. *Bolt*, *curse*, and *teleport* powers.

Minions

Gothel has enslaved a group of survivors to act as her enforcers. They are loyal to the witch, but only because they fear her.

• **Survivors:** Swords (Str+3), and chainmail (+2 Toughness).

How Does Your Garden Grow?

Missing Maidens

News reaches the heroes at the earliest opportunity, of maidens being abducted from smaller havens, and survivor caravans, in the night, around the vicinity of Pumpkin Patch. At the same time, the corrupt of this rotten city have been making deadly raids into the countryside... something which has never happened before.

Investigation of the abductions turns up the following evidence:

- No one else was harmed or alerted to the abduction until well after the fact.
- A strange type of sod and leaves were found near where the maidens were kidnapped.

Concerning the vicinity of Pumpkin Patch and the evidence at hand, relatives of the missing girls beg the heroes to rescue the maidens from whatever evil lurks in the vegetable city.

All In A Row

Inside Pumpkin Patch, the heroes must search for 2 days (and the run the risk of encounters) before they locate the maidens.

A large plot of land, fenced by jagged spikes of wood, contains the remains of many a maiden buried in a row with the odd limb poking out from below. Only three maidens are still alive, buried up to their necks.

As the heroes begin to free the girls, the ground begins to rumble, and monstrous plants erupt from the corpses of the dead maidens.

• Stalkers (12)

After the fight, any hero searching the plot finds many gardening instruments fit for a child.

Questioning the living maidens reveals that they were brought here by Stalkers, but the person in control is Mary Quite Contrary, and that she has been corrupted. She leaves the garden, via a side street each time she visits the garden

On the Trail

Following this side street leads through town to a small, simple cottage made of a squash in a cluster of many other squash homes. This cottage is remarkable for it is in pristine shape while the others are clearly rotten.

Mary has heard of the heroes battle at the garden and is prepared for them. She stands in a window on the second floor of her home, and calls forth her corrupt garden to attack the heroes.

Leaping from the ruins of the other homes in

an ambush, are more stalkers, and Silver Hells. Mary's first action in combat is to summon a Jack-o'-lantern.

• Stalkers (12)

• Silver Hells (3)

The heroes may have chosen to use stealth or some other means to approach Mary's home, in which case, Mary's minions come to her aid as soon as possible.

Mary Quite Contrary (MC)

Mary is quite corrupt actually. She is a little girl with blackened teeth and blank white eyes.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d4, Vigor d6

Skills: Guts d6, Notice d8, Stealth d8

Pace: 6; **Parry:** 2; **Toughness:** 4; **Charisma:** 0

Hindrances: Small, Young

Edges: Improved Arcane Resistance, Dodge

Gear: Hoe (Str+1)

Special Abilities:

- **Fast Regeneration:** Mary makes a Vigor roll each turn to heal damage - even damage that has "killed" her. She cannot heal fire damage.
- **Summon:** Mary can call to her aid every turn a Jack-o'-lantern. The creature arrives in 1d4 rounds. This is an action.

Stalker

Celery, asparagus, and fennel are the most common vegetables to turn into these corrupt.

Attributes: Agility d4, Smarts d4, Spirit d8, Strength d10, Vigor d12+2

Skills: Fighting d10, Notice d6, Stealth d12

Pace: 6; **Parry:** 7; **Toughness:** 10

Special Abilities:

- **Claws:** Str+2
- **Hardy:** If the stalker is Shaken, further Shaken results have no additional effect.

Silver Hell

Giant flowers of tarnished silver petals and gaping maws at the center.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+1, Vigor d10

Skills: Fighting d12, Notice d6

Pace: 4; **Parry:** 8; **Toughness:** 9

Special Abilities:

- **Armor +2:** Tough skin
- **Bite:** Str+3
- **Large:** +2 to hit
- **Size +2:** Silver hells are 8 feet tall.
- **Swallow Whole:** Silver hells can swallow whole any creature of Normal size or smaller.

Picture of a dead Humpty Dumpty sitting next to a wall.

Hilderbrand's Mistake

A survivor named Hilderbrand traded away a loved one, his daughter, for gold to a wicked dragon. Hilderbrand now realizes his mistake for no child is worth selling, especially for gold which is now worthless. Hilderbrand begs the heroes to help him set things right by rescuing his daughter, or slaying the dragon before it is too late.

The dragon lives in a ruined keep within nearby mountains where he has the young girl working slavishly to clean it. Once the keep is to the dragon's liking, he plans to eat the girl.

Rescuing the girl, without slaying the dragon, invites retribution by the monster. It attacks Hilderbrand and anyone else it can find without mercy.

On the other hand, the dragon is willing to negotiate a release for the girl, but the prize had better be significant, for it knows the worthlessness of possessions in this day and age. It is not stupid and drives a hard bargain in whatever the heroes offer.

- **Dragon**

Humpty Dumpty's Secret

In the ruins of Pettyburg, the heroes stumble across the shattered, egg remains of Humpty Dumpty next to a 6' tall wall.

Checking Humpty Dumpty finds he is quite dead. In his pockets is a small hand crank, and a small journal. The journal is filled with Humpty's day to day thoughts, but the last entry is of interest. It reads,

"I may have discovered how to save Wonderment, but I fear the Nightmare is aware of my actions. I must hide the knowledge somewhere safe, and share it with others before it dies with me. In case the Nightmare captures me or worse, I leave these clues to find that only a true folk of the Dream could decipher.

- *How many men in the tub?*
- *How many Little Piggies?*
- *How many pence do you sing of?*
- *How many days for the pudding?*
- *Where did the Old Woman live?"*

The answer to the questions are 3, 5, 6, 9, and a shoe. These clues point to shoe sizes, and in Pettyburg, there was but one Cobbler. The shop is in the town center. If the heroes think to check Humpty's shoes, they are marked inside with the words, "Cobbler of Pettyburg".

The Cobbler of Pettyburg

Inside the dusty ruined shop, the heroes find plenty of nails and hammers, pieces of leather, and shoe horns. In the back room, there are piles and piles of paired shoes, tied together by laces. Searching enough of the right sized shoes finds scraps of paper tucked inside with additional clues. They read,

- *Where did Jack and Jill go?*
- *What were the Lion and the Unicorn fighting over?*
- *What did the mouse run up?*
- *How many blind mice?*

The answer to these questions are, Up the Hill, a Crown, a Clock, and Three. Pettyburg sits at a slant, with one end definitely 'up hill'. The rest of the answers make sense later.

Up the Hill

At the edge of the village, at the top of the hill, is are several large homes. A successful Notice check spots that the top of one home looks much like a crown.

This home has been ruined by exposure to the unnatural elements, but has seen use recently, by evidence of the tracks in the floor which lead all over the house.

In an upstairs study sits a large grandfather clock. It is broken and does not work. The clock reads 6 o'clock. Adjusting the hands to read 3 o'clock, causes the clock face to swing open, revealing a small alcove behind it. Inside is a toy Jack-In-The-Box, missing, of course, it's hand crank.

Jack-In-The-Box

Inserting the hand crank and turning it plays the music for Pop! Goes the Weasel, and at the end, the Jack pops out holding in his hands a piece of paper torn from a book. It reads,

*"What did I dream?
I do not know;
The fragments fly like chaff.
Yet strange my mind
was tickled so,
I cannot help but laugh."*

And below this nursery rhyme is a note from Humpty himself,

*"Use this knowledge well. It may make
the difference in saving Wonderment."*

What the heroes make of this enigmatic nursery rhyme and note could arm them mightily against the Nightmare. For within this rhyme is a weapon: Laughter. Laughter which strengthens the Dream with joy and weakens the Nightmare by banishing its demons like sunlight.

It's possible that the heroes may never figure out what this clue means, unless they have some means of bringing Humpty Dumpty back to life. If the heroes try laughing experimentally, nothing happens unless they are in combat. See below.

Laughter

From now on, if a hero laughs as an action during combat, any Nightmare creatures within 10" of the laughing hero suffer as if they were in daylight (-2 to all Trait rolls) until the heroes next action.

Innocence Lost

The heroes are welcomed somewhat nervously into a village and shown to the town center where they are met by an old woman,

*"My name is Rosamond, and I am the
village leader. You must forgive us if we
stare, for our small community has not seen
another living soul for some time."*

*What we want to know is...what has
happened to Wonderment? You see, living in
the mist, we have no view of the world, and
yet we can feel something is wrong. What
news do you bring? Have you knowledge of
the outside world?"*

Looking at the faces surrounding the heroes, they obviously know nothing of the Nightmare or of corruption as they are still innocent.

Damned if You Do...

Telling the folk exactly what has happened (or at least to the best of the heroes knowledge) brings much wailing and misery from these folk. Three people spontaneously corrupt from loss of belief.

• Corrupt (3)

It takes three Persuasion or Intimidation rolls to calm or cow the crowd into submission. Afterwards, Rosamond speaks to the heroes again,

*"Please, be kind to us, for you have
brought us news that kills the spirit. Is there
no hope? Can we do nothing? I beg of you, tell
us their is salvation. Tell us what we must
do."*

An obvious answer is to lead them back to a Haven, and let someone else deal with their fate, but before then, if the heroes are careful, they could influence a large group of people into action against the Nightmare.

...And Damned if You Don't

Lying to these folk in some fashion about the state of things puts their worried minds to ease, although not completely. The most the heroes have done is delayed the inevitable shock for these folk.

Three folk wish to come with the heroes. If they do travel with the heroes and bear witness to the destruction of Wonderment, they feel betrayed at the heroes lies, and return (if they can) immediately to their village to tell the truth.

• Survivors (3)

King of Despair

The heroes find a lone man sitting upon a rocky outcropping on a small cloud island. His dress is regal, but in ragged condition. Greeting him, he responds,

"I am the king of the sky, and I have come to realize I am a weak man. I could not stop the Nightmare from sundering my skies, and I despair for all the lives lost. I despair for the loss of Wonderment. I simply wait here for death to claim me, for I cannot believe there is any hope left."

- **Sky King:** Survivor Wild Card

He does not believe any hero who tells him hope is not lost. However, should a hero actually promise to the Sky King hope exists, he states,

"Very well. On your promise, prove to me we can fight back against the Nightmare, and make a difference. Defeat three Nightmare creatures more powerful than yourselves, and I shall believe you. If you can do this, I shall grant you a great gift."

The Air Steamship (like a Jules Verne type of open topped submarine with smoke stacks and wings) flying through the sky.

A Promise to Keep

To fulfill the promise, the heroes need to defeat a group of Nightmare creatures that fits one or more of the following criteria, three times!

- Three or more Huge Nightmare creatures
- A group of Nightmare creatures of roughly the same size as the heroes, equal to three times the number of heroes.
- Three or more Wild Card Nightmare creatures.

Upon completion of the third successful fight, the Sky King speaks,

"Dear friends, I hold your promised fulfilled. I am sorry that I ever doubted you, but I see now the chance we have against the Nightmare, and however small, it is worth fighting."

"In my former kingdom, I have a vault with a most wondrous treasure. I grant it to you to carry on the fight."

The Sky King does not say what the treasure is, but leads the heroes to the vault on a floating island, which may be an adventure in itself depending on how far the heroes have traveled since they first encountered the Sky King.

The vault appears on the surface to be a small hut, but inside is a locked trapped door (the Sky King has the key) which leads below to the vault.

Inside, it is a massive chamber with the Air Steamship floating in the center. The floor opens up like doors allowing the Air Steamship to exit below the island.

The Sky King gives the heroes the key to the doors and bids them farewell, citing that while the heroes have their quest, he must now find his own.

Air Steamship

The wondrous flying Air Steamship is as large as a normal sea going galleon, but requires less crew due to its magical nature. It has ports for as much as 46 cannons, but carries no weapons of its own. Use Boating to pilot the Air Steamship.

The Air Steamship uses coal to power the boiler which causes the wings to flap. Using something other than coal reduces the speed to 75% of listed. Coal can be found in any mountain range on a Fortune result for an encounter.

Acc/Top Speed: 4/24; **Toughness:** 20 (4); **Crew:** 5; **Cost:** Not Available

Notes: Heavy Armor (The Air Steamship isn't actually armored, but is so massive that it requires a heavy weapon to harm it). It can carry up to 100 passengers or equivalent cargo.

Knights in Shining Armor

A band of knights set out to rescue a princess from an ogre living within the Grimm Peaks. Along the way, the knights allowed pride to creep into their valor, and they killed each other trying to prove the most worthy to rescue the maiden. Now, the last knight, maimed, and beyond the ability to walk charges the heroes with the quest to find and rescue the princess. The knight asks only that the heroes save the princess, and escort her safely to a Haven. Directions are provided to the ogre's cave.

The cave sits deep within the Grimm Peaks, and takes some hard work and a bit of luck to find; once reached, the heroes discover why a band of knights originally set out for this quest: There is more than one ogre.

An entire band of ogres led by a king dwells in these caves, and this king dresses the princess in rags and makes her to clean, cook, and entertain the ogres. She is bruised and battered by their treatment.

- **Ogre King (1):** As Ogre, but Wild Card
- **Ogres (9)**

The Last Promise

Exploring a wrecked galleon on the shore, the ghostly image of the captain appears and speaks to the heroes.

"Please good folk, it has been so long since anyone of good heart has been here, I beg of you a quest. Before the Nightmare came, I promised to deliver a small parcel across the sea from the Gypsy King to the Pauper Queen. Now I am bound to this place and my promise goes unfulfilled. Not only does my spirit exist without release, but the two lovers spirits still wait for me to deliver the parcel.

I beg of you, please promise me you will see the parcel delivered to Port Town."

With out speaking another word the spirit points out a small, wooden box in the arms of a skeleton sitting in the room, and then disappears.

Inside the box is a magical handkerchief. Keeping the contents for themselves, or losing them, breaks the implicit promise the heroes made when they picked up the box.

Port Town

The heroes may have heard of Port Town (Common Knowledge -2), but knowing where the city lays is more difficult (Common Knowledge at -4). It is located 2 days journey down the coast from Pettyburg.

Once to the bay of Port Town, the heroes are able to see the sea-side ruins of a once beautiful city. Moments after arriving, the beautiful ghost of the Pauper Queen appears on the tattered pier

The spirit does not speak, but if given the possessions, she smiles at the heroes and fades away with the box, but not before pointing at a sword laying nearby on the pier.

Examining the sword finds it is tied to the sheath by weathered, but intact string. There is a small note tied to the string that says, "To My Beloved King of the Gypsies".

Another Promise

If the heroes leave the sword on the pier, they are not bound to any promise, but if they take it with them, they become bound to deliver it to the ghost of the King of the Gypsies.

Again, should the heroes keep the sword for themselves, or untie the string, it is considered breaking the promise until the sword is delivered.

Cliff Side

The Gypsy King lived in another far off port city, named Cliff Side (Common Knowledge -2), which is three days up the coast from Hameln (Common Knowledge -4).

At Cliff Side, the heroes find the spirit of the dashing Gypsy King standing on the sands of the beach. Delivering the sword to the spirit causes him to fade away with the sword and a smile.

The heroes quest complete, having laid three spirits to rest, they are rewarded by the departing spirit as moments later, both the handkerchief and the sword reappear, unbound by any promise.

The Magical Handkerchief

This silk cloth is quite simple looking, but allows the owner to use the beast friend power with d6 ability, and 10 Power Points, which regenerate normally.

The Gypsy King's Sword

An elegant curved small sword (Str+2) that gives the owner the Quick Edge while it is wielded in combat.

The Little Sea Queen

Either the heroes begin hearing rumors from Survivors that evil is gaining power in Pearl of the Sea, or they see the evidence for themselves in the slaughter and ruins, of survivors and their hiding places, north of Sea Deep.

Indeed, approaching Pearl of the Sea openly invites attacks from bands of patrolling Sea Enemies. One band is encountered every half hour in the vicinity of Pearl of the Sea, unless the heroes are using Stealth (opposed Notice vs. Stealth checks)

- **Sea Enemies (7)**

Inside the Pearl

Getting into the city by stealth is the only viable means, and once inside, the heroes bear witness to a horrific site. The city is literally filled with hundreds upon hundreds of corrupt sea creatures.

Assuming the heroes are taking precautions and not being obvious, roll an opposed Stealth vs. Notice (d6) check once a day in the city. If spotted, the heroes are attacked by a band of 3 corrupted sea folk or creatures.

- **Corrupt (3):** Aquatic

Spending a day in the city, hidden of course, and watching the fiends determines each of the following items of information per notice roll:

- Notice Roll: This army of the deep calls the corrupted Little Sea-Maid their leader
- Notice Roll and Raise: As above plus the army soon plans to attack Sea Deep. There is no force of good folk in the sea that can stop this army.
- Notice Roll and Two Raises: As above plus the army is disorganized and held together only through the Sea-Maids force of will.

Clearly the only means to kill this army is to cut off its head: kill the Little Sea-Maid.

Tracking the Sea-Maid

Following the Little Sea-Maid finds that she lives in a large coral hall in a new palace and visits her army throughout the city several times a day ensuring they are not running off or losing cohesion. She is always accompanied by several Sea Enemy bodyguards of fierce disposition even while sleeping. The only time she is not in view of the army is either at home, or in a few locations in her travels around the city where she is out of site from everyone but her guards.

- **Sea Enemy Guards (3):** See Below

Once the Little Sea-Maid is slain, the army falls apart without direction and the various corrupt move off to pursue their own objectives. For months afterwards, however, the Pearl of the Sea is still a dangerous place with double the normal chances of encounters (pull a card 4 times a day).

Sea Enemy Guards (MC)

These sea enemies are particularly fierce, and utterly loyal to the Little Sea-Maid. They are half whale and immense in size.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d12+6, Vigor d12

Skills: Climbing d6, Fighting d10, Guts d8, Notice d6, Swimming d8, Stealth d4

Pace: 6; **Parry:** 8; **Toughness:** 15

Gear: Trident (Str+3, +1 Parry, 2 hands)

Special Abilities:

- **Aquatic:** Pace 8"
- **Huge:** Attackers add +4 to hit if smaller.
- **Size +7:** These sea enemies are the size of whales.

The Little Sea-Maid (MC)

The young princess of the sea has become a corrupt, and powerful, tyrant. Her skin is pale and slimy, while her scales are tarnished and sharp. Her hands end in wicked claws, while small twisted horns, like evil coral, grow from her temples. She is always accompanied by a band of 3 Sea Enemy bodyguards.

Attributes: Agility d10, Smarts d6, Spirit d12, Strength d6, Vigor d6

Skills: Fighting d12, Guts d10, Intimidation d10, Nightmare d10, Notice d8, Stealth d8, Swimming d12, Taunt d12

Charisma: +0; **Pace:** 6; **Parry:** 9; **Toughness:** 4

Gear: Trident (Str+3, +1 Parry, 2 hands)

Special Abilities:

- **Aquatic:** Pace 12"
- **Claws/Horns:** Str+1
- **Corruption:** Any attack by her claws or horns which causes at least a Shaken result forces Corruption checks.
- **Nightmare Magic:** She can use *armor*, *bolt*, *curse*, and *quickness*. She has 50 Power Points.
- **Size -1:** She is a young mermaid.
- **Small: -1** to hit her by larger creatures.

Loss

The heroes arrive at a Haven to discover it has been self-quarantined. A disease born of the Nightmare has infected the population. For the sake of Wonderment, the folk have shut their doors to outsiders no matter how dire their situation.

The only way to cure this disease is through the *redeem* power, or some other great magic such as the Chocolate King's peppermints (see page XX).

If the heroes have it within themselves to bring healing to the Haven, they are welcomed in, and must treat half the population of folk. Doing so gains each hero a permanent +1 Charisma bonus!

If the heroes have no means to heal the sick, the Haven falls 2 weeks later, with everyone dead or corrupted, and Wonderment suffers a terrible loss. All encounters after this are considered difficult as the Nightmare has gained strength in the falling of a Haven.

Corruption Disease (-3): Immediate loss of one die in Vigor. If this drops Vigor to below d4, then death results. In 2d6 days, another Vigor roll must be made. Failure indicates victim has become corrupt. The victim recovers Vigor and gets better otherwise.

Lost in the Trees

Suddenly the forest gives way to a large expanse of clear land containing the ruins of a great city. The forest grows like a shell over the city, creating a barrier against discovery. By the looks of the city, it has gone largely untouched by the world, for good or bad.

While within the city, encounters are checked only once a day. However, all encounters are automatically Difficult. Any creatures living here had to fight their way through the forest and that makes them extraordinarily fierce.

Exploring the ruins for treasure can be profitable. Each day searching, roll on the Fortune Table.

The Forest's Secret

On the third day of exploring, the heroes find something truly extraordinary.

In a small lake within the city, is a row boat. This is the Row, Row, Row Your Boat, boat. The original one. It is written on the side as such. Someone has to swim or fly to the boat to retrieve it. The lake is full of Jaws, however, and they

A slightly sinister looking small lake in the middle of a city, with a plain looking rowboat sitting in the middle. Dark shapes suggest something monstrous underwater, while the silhouettes of winged creatures can be seen on top of buildings in the background.

attack anyone swimming in the water. Flying to the boat is no safer: those that do are attacked by a group of Howls. After these difficulties are overcome, there is no obstacles to claiming the boat.

- **Jaws (1 Swarm)**

or

- **Howls (3)**

Row, Row, Row Your Boat

This simple boat is an incredibly powerful Wondrous Item, infused with the Dream from its earliest days of existence. While rowing the boat, and repeating the old nursery rhyme ("Row, row, row your boat, Gently down the stream, Merrily, merrily, merrily, merrily, Life is but a Dream."), not a force in Wonderment, not even the Nightmare, can harm those rowing or the boat. The row boat can push on through the worst storms at sea as if it were gliding gently down a stream.

The boat must be in an actual stream, river, lake or sea for its power to work. One could not sit in the boat in the middle of a meadow and expect it to work. The moment the rhyme stops being sung, the boat and its passengers are vulnerable.

Acc/Top Speed: 1/2; **Toughness:** 8 (2); **Crew:** 1+3

The Madness of Gepetto

The kindly Gepetto has succumbed to a madness of the mind and is crafting wooden boys to replace his beloved Pinocchio. A veritable army of these murderous marionettes have been crafted.

When this scary tale is played, any Encounter within 1 day of Toyland is an encounter with a band of Murderous Marionettes. Adjust the difficulty of the encounter accordingly. Within a week, the marionettes begin invading the Pigs Forest. The only way to stop this army, is to stop the source.

Successful Tracking rolls easily leads the heroes back to Toyland and Gepetto's hut. In Toyland, Encounters have a 50% chance of being with the puppets, but otherwise are with the regular encounters, until Gepetto is stopped.

Gepetto

Still a kindly old toy maker, Gepetto has never-the-less been corrupted in mind. He cannot see the evil he does and desires only to bring into life another Pinocchio. Gepetto must be physically restrained, redeemed, or confronted with an uncorrupted, living, Pinocchio. Otherwise he simply continues to carve more monsters

- **Gepetto:** Use Survivor

Murderous Marionettes

These evil wooden puppets all look like demented boys. The marionettes rip the skin and fur from victims and drapes themselves in the gore, hoping it will make them real.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Notice d4, Stealth d8

Pace: 6; **Parry:** 6; **Toughness:** 5

Special Abilities:

- **Claws:** Str+2
- **Object:** Immune to disease and poison. Called shots do no extra damage. Takes an extra 2d6 damage from fire based attacks.
- **Scary:** The sight of a marionette causes Fear.
- **Small:** Larger foes have a -1 to hit.
- **Size -1:** The puppet is the size of a child
- **Voice of Madness:** Speaking horrible truths, the marionette is able to pull the worst fears from a single victims mind, as an action, and give them voice. The victim must make a Spirit roll or become Shaken as long as the marionette continues to speak.

The Magical Cave

A cave filled with twisting tunnels and bright diamonds half-buried in the walls leads underground. Unless the heroes take precautions, they become lost within the dark confines. If lost, it takes 1 day to find the entrance. Otherwise, the extent of the tunnels is explored within 6 hours.

Upon exiting the cave, however, the heroes find themselves not where they entered. Choose another random location within Wonderment, one that is not in Nowhere, and one that is preferably across Nightmare lands from where they were.

For example: The heroes are wandering the Forest of Tears when they find this cave. Upon exiting, they find themselves in the Skytops.

After leaving the cave, it turns into a shallow, ordinary cave, only 30 feet deep, and no longer magical. The heroes cannot return to the land they were in through this cave.

The diamonds can be pried from the walls, taking one hero 1d6 hours to do. A successful Repair roll halves this time. Each diamond is worth 500 gold, assuming the heroes can find someone willing to trade for it.

The Mischievous Elf

A magical sword owned by another folk in a Haven was replaced with a fake by an elf. The fake was discovered soon thereafter, but evidence of the switch points to one of the heroes: A tale-tell piece of fur, feather, or item left behind.

The folk act suspicious around the heroes, and a few accuse directly of theft. The owner of the sword demands the return of the item from the heroes.

Investigating the fake determines it's an elf item on a successful Notice roll at -2. On a successful Common Knowledge roll, a hero knows that to reveal an elf fake, the item must be made to laugh.

Once revealed, the elf appears and returns the real sword to the owner, and then disappears again, but not before vowing to make the life of the heroes miserable.

- **Elf:** Survivor with AB: Vile Magic, and 3 powers, one of which is *invisibility*.

More Than He Wished For

A poor folk suffers as he received more than he expected from a wish granted by a wizard. The folk wished to be able to kill just by his touch, so that he may combat the Nightmare and indeed it worked, but his touch kills friend or foe. He killed his daughter accidentally, and is now distraught.

The folk seeks the heroes aid in finding the wizard and making a new deal to rid himself of the wish. The wizard is on foot, and can be tracked to the nearest mountain range, and his mansion.

This mansion is well guarded by the wizard's servants, which are former robbers and murderers.

Once the wizard is found it remains up to the heroes how they want to negotiate, but he is crafty and does not remove the wish without some promise of service from the heroes.

- **Wicked Wizard (1)**

- **Guards (12):** Use survivor, but increase Fighting to d8, and each has a sword (Str+3)

- **The Blessed Folk (1):** Use survivor. His touch causes an automatic wound unless a Vigor roll is made at -2.

Nightmare in Rags

A filthy, old beggar wandering the wastes asks the heroes to help him to the nearest Haven. The beggar is actually a Nightmare Creature in disguise. The disguise is exceptionally good, and the heroes are not allowed Notice rolls unless circumstances occur which would cause the heroes to question the beggars identity.

During the time the beggar is with the heroes, no other Nightmare Creatures or Corrupt attack the heroes. Whenever an encounter is called for, the creatures approach threateningly, then suddenly pull back and move off. Once inside a Haven, the creature throws off it's disguise and begins a rampage attacking and killing as many people as possible.

- **Nightmare Creature (1):** Normal sized Wild Card, with a d10 Smarts.

After the creature has been slain, the heroes are no longer welcome at this particular Haven and suffer a -1 Charisma when interacting with anyone who knows of the heroes deeds.

The heroes can make amends by some great deed for the Haven, but a certain level of distrust will always remain present.

Papa Bear's Fate

A bloody scene presents itself to the heroes as they travel the Enchanted Forest. Several dead villains lay among the trees, and tufts of brown bear fur lay in patches. Obviously a titanic struggle took place here. A rabbit weeps nearby, explaining the situation when asked,

"It was Papa Bear. He was ambushed by the villains and though he was outnumbered, he defeated them all, though sorely wounded. I saw the whole thing and ran to get help, but before I was even out of sight, more Villains came and finished poor Papa Bear. I don't know what's to become of this forest. With Papa Bear dead, the villains have nothing left to fear."

Just then, a Big Bad Wolf leaps out of the woods and runs away, as a wicked witch, a wicked wizard, and a troll steps out to confront the heroes. The witch speaks,

"So it is true, Papa Bear is dead! The forest is ours now, and soon all the Villains will know!"

With a wicked laugh, the three attack the heroes.

- **Wicked Witch (1)**

- **Wicked Wizard (1)**

- **Troll (1)**

If any of the three are captured and questioned they can confirm the villains hide out in a large cave and can give directions.

Shortly after the fight, another band of villains enter the scene, a big bad Wolf, a giant, and a goblin. Assuming the heroes don't attack first, the goblin speaks,

"Hold friends! We are not here to hurt you. Not all villains in this forest are still wicked."

Papa Bear is not dead, but he is gravely wounded. We are hiding him until he can heal, but I must tell you, whether dead or wounded, the wicked villains are taking advantage. Even now they must be hearing the news, and they will strike hard at the surviving folk by night."

The renegade villains escort the heroes to their secret lair where a badly mauled Papa Bear lays near death. It's been too long since his wounds were suffered and *heal* does not work. *Greater heal*

can mend the wounds but not the emotional scars. Papa Bear needs at least 2 days to recover.

In the duration, the villains assault the civilized areas of the forest, throwing everything they have into fight. If the attack is to be prevented, the villains must be convinced Papa Bear is alive and well, for it is only he they really fear.

A confrontation with a band of villains while a hero is in disguise as Papa Bear is a likely choice. Doing so puts fear back into the villains hearts and they retreat to their cave.

Otherwise, the heroes must deal with the villains, who attack at dusk.

- **Wicked Witch (3)**
- **Wicked Wizard (3)**
- **Big Bad Wolves (6)**
- **Trolls (6)**
- **Giant (1)**

The heroes gain the help of the renegade big bad wolf, giant, and goblin, as well as 6 survivors who are brave enough.

Should the heroes win a direct fight against the villains, they receive a +1 Charisma bonus among the folk of the Enchanted Forest.

Pirates!

Word has reached the heroes an old friend (choose someone the heroes have previously befriended) has been captured by a band of corrupt pirates. The pirates make their home on a small island off the coast.

The old friend is being tortured for sport, and the day the heroes come to rescue him, he is about to be thrown into a pot to be boiled for dinner.

- **Pirate Captain (1):** As below, but Wild Card.
- **Corrupt Pirates (33)**

Corrupt Pirates

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Boating d6, Fighting d8, Guts d8, Shooting d8, Stealth d8, Swimming d4

Pace: 6; **Parry:** 6; **Toughness:** 6

Gear: Sword (Str+3)

Special Abilities:

- **Aquatic:** Pace 4"
- **Chameleon Skin:** +4 to Stealth

The pirates sail around in a corrupted Galleon whose cannons (see page XX) causes Corruption (d6) as well as damage.

Prince Harming

The young Prince Harming, youngest son of the corrupt King of Springtown has captured a large group of survivors. He intends to make a spectacle of their deaths by pitting them in an arena fight against the worst of the corrupt. A desperate survivor has escaped and brought news of this terrible situation.

Springtown is bursting with the corrupt, making it suicide for any direct attack. If the heroes should try to assault the city, or not hide their identities, they are attacked at least once an hour by large bands of corrupt. After the first encounter, the corrupt actively seek the heroes so hiding does no good.

- **Corrupt (9):** This is one band of corrupt.

Smart heroes have a chance by stealth or disguise, and it takes three successful Streetwise rolls to locate the prisoners being kept at a stable yard near the center of the city, inside a large, locked barn. There are 60 prisoners, and they are being guarded by 21 corrupt who patrol the outside in three bands of seven.

- **Survivors (60):** Unarmed
- **Corrupt (21):** Armed with swords

The survivors fight if presented with the opportunity and the means.

Between the 3rd and 4th rounds of combat (or half way through releasing prisoners if combat was somehow avoided), one of the Corrupt Young Prince' arrives with his personal guard.

- **Personal Guard (3):** Corrupt, Wild Cards
- **Young Prince (1):** See below

Young Prince (MC)

Attributes: Agility d8, Smarts d8, Spirit d12, Strength d12, Vigor d8

Skills: Fighting d12, Guts d10, Intimidation d10, Taunt d10

Pace: 6; **Parry:** 8; **Toughness:** 9

Edges: Improved Level Headed, Mighty Blow, Quick, Strong Willed

Gear: Sword (Str+3), Plate Armor (+3)

Special Abilities:

- **Bat Wings:** Flight 24"

Once all enemies are defeated, it still remains for the heroes to somehow get all the prisoners out of Springtown unseen. If the heroes have already gained the Steam Airship, it's a simple matter. Otherwise, the heroes might have to make some very difficult decisions about who lives or dies.

⌘Promises

Note: This adventure works best if used over a period of time.

The heroes find a survivor at a Haven who asks the heroes to promise to carry a locket to his family in another Haven and tell them he is safe from harm.

Along the way, the heroes encounter another survivor who is seeking another who betrayed his and others trust, causing the death of many others. He asks the heroes to promise to help him find this betrayer when they get to the Haven and get justice for the deceased.

However, along the way, this survivor describes the person he is looking for, and it turns out to be the very same who the heroes are carrying the locket for.

The heroes are now in a bind, for they have promised one man to deliver a message claiming he is safe from harm, and yet promised another man to find the first and deliver justice (i.e. harm). The heroes have to break a promise to one or the other, and deal with the consequences of doing so.

⌘Punishment

A Witch, wandered back to her old habits and devoured a maiden at a Haven. She was duly caught and found guilty, but none of the survivors are brave enough to exact her punishment because the witch is quite scary.

The heroes are asked to determine the appropriate punishment and exact it. However there is a catch, as the witch has special protective magics that causes any harm upon her to be doubled in return to the person causing the harm, of which she will boast.

She does have a weakness in that if she names her own punishment, she can then be punished without danger. A Knowledge (Villains) roll can verify all this.

It takes smart role-playing and no small amount of trickery to get the witch to name her own punishment.

The witch can be exiled, but then she effectively goes free and seeks revenge on the heroes by harassing them or otherwise causing trouble.

Lastly, the witch can be kept locked up indefinitely, but there is always a chance of escape or her friends coming to free her. The heroes have yet another tough decision to make.

⌘Robbers

A large band of Nightmare creatures attack the heroes out in the wilds.

• **Nightmare Creatures (9)**

Just before the heroes defeat the abominations, a group of well armed survivors erupt from nearby cover and help slay the nightmare creatures. These survivors are actually murderous, cannibal robbers, but pose as a group of do-gooders.

After the fight, the heroes are invited back to their hidden cabin in nearby woods for a meal and to recover from any injuries. Once there, the robbers hope to get the heroes drunk, disarmed, or get them to fall asleep while spending the night.

Once the heroes are at a disadvantage, the robbers attack the heroes.

• **Robbers (12):** Use Survivors with Fighting d8, short swords (Str+2) and shields.

The robbers keep their illicit treasures in the attic (3 rolls on the Fortune Table!), and the corpses of their unfortunate victims in a shallow grave some distance from the cabin: Spotted by anyone taking a walk around the cabin on a Notice roll at -2.

⌘Rose-Red

Snow White's sister, Rose-Red is found magically asleep inside a small castle after a dust storm reveals the keep by wiping away the dirt burying it. She has been sleeping since before the Nightmare and is unaware of the changes.

Rose-Red is completely helpless and flees from all danger unless constantly watched, as well as screaming at the sight of most anything monstrous. Until Rose-Red is placed in a Haven or somewhere else safe, she must have at least one hero doing nothing else but restraining her during combat, or she flees or does something rash.

• **Rose-Red (1):** Survivor

The heroes get their first chance to keep her safe as a dangerous band of Nightmare creatures arrive, drawn by the scent of 'fresh folk', and lay seige to the castle.

• **Nightmare Creature (1):** Huge

• **Nightmare Creature (6):** Normal Sized

• **Nightmare Creature (6):** Wings

A thorough search of the small keep finds many treasures and delights. Besides finding a fairly useless amount of gold, the heroes also gain the results of 5 rolls on the fortune table.

A band of aquatic heroes being attacked by the Great White at the site of a ship wreck.

Sanctuary

Once again the heroes find that a band of survivors are trapped and need rescue from the Nightmare. A single survivor has escaped the bell tower of a flooded church in Frog Hollow and he tells of a group of 12 other survivors who cannot escape the abominations all around.

Stealth is called for, but with the added complication of flooded streets, 10' deep in water.

Nightmare patrols are constant, and unless the heroes are very good at sneaking, they encounter a patrol of 3 abominations.

- **Nightmare Creatures (3)**

Once at the tower, the heroes discover a dark betrayal. There are no survivors, and this rescue is a trap, set up by the Nightmare to kill or capture these heroes who have been causing so much trouble. A hoard of abominations rise from the water or jump from the shadows, and the survivor who led the heroes here turns out to be a traitor to the dream. Simply, the heroes must find a way to escape with their lives.

- **Nightmare Creatures (33)**

- **Survivor (1):** Wild Card

Ship Wreck

The heroes discover the remains of a wrecked galleon sitting on the ocean floor. The skeletal remains of mice, chained to the deck, are found along with what appears to be the captain, a decomposed duck, at the wheel.

The masts of the ship are made of solid gold, and the sails made of silk. Time and corrosion has taken its toll on both, with the metal corroded beyond worth, and the silk laying in shreds.

The galleon is home to a single Great White, lurking in the shadows, hoping to catch any foolish survivors by surprise.

- **Great White (1)**

Searching the galleon finds no other danger, but instead finds cabins full of water tight chests, and a hold full of water tight barrels.

The chests contain well preserved candies, and the barrels are full of apples. However, opening them underwater ruins their worth. Out of water, the candies count as 40 meals of Scrap Rations, while the Apples count as 80 meals of Poor Rations.

Siege

Within a half hour of arriving at a small castle full of survivors, a small army of Nightmare creatures attacks, having tracked the trouble-making heroes.

Three times a day, for the next three days, a force of 12 abominations (for a total of 108 abominations!) attack the castle from all sides, using all their abilities to maximum effect. The GM determines when, where, and how they attack.

If the heroes are to survive, they must carefully manage ammunition and power points.

Leaving the castle is not an option as the Nightmare surrounds it on all sides.

- **Nightmare Creatures (108)**

Besides the heroes, there are 12 survivors capable of fighting, and another 24 non-fighters.

- **Survivors (12):** Six armed with small swords, leather armor, shields. Six armed with bows, and 36 arrows.

In addition, the castle has 3 operational cannons and a total of 15 shots of shrapnel.

Cannon: Range 75/150/300; Damage 3d6; RoF 1; Weight 500; Medium Burst Template

The Snow Queen

One frigid morning, as the heroes awake from sleep, they find themselves in the middle of a war. On either end of the snow field in which they camp is an army. The first army is that of the Snow Queen's, comprised of hideous monsters in all forms, comprised of living snow flakes. At the Snow Queen's side is a young boy with frostbitten skin, named Kay.

The second army is led by a young girl, named Gerda, and she rides upon a valiant reindeer. Her army is comprised of smoke-like angels. Gerda approaches the heroes and asks their aid,

"Please good folk, my name is Gerda, and my poor friend Kay has but a bit of the Devil's mirror lodge in his eye and heart, and it has turned him cold. The Snow Queen has made him further evil. I wish to defeat her, and save my beloved Kay, will you help?"

If the heroes contain a renegade villain, the Snow Queen calls to them and asks their aid to defeat Gerda, otherwise she simply stands by and waits for battle.

A map of a small castle and the surrounding terrain. The terrain should provide a variety of tactical options, including gullies and hills. The castle should have both tactical strengths and weakness'.

"Do not fall for her lies, for if she defeats me, how long do you think you have before she or someone else like her comes hunting for you? I can offer you wealth, protection, and power! Fight for me!"

Assuming the heroes choose a side, the battle starts. Use the Mass Battle rules in the *Savage Worlds Rulebook*. The Snow Queen has 700 Snowmonsters, and Gerda has only 300 Angels, giving the Snow Queen 10 Token, and Gerda 5 Tokens. Neither side has any particular advantage.

Should Gerda's side win, the Snowmonsters melt away, and the Snow Queen attempts to escape, but leaving Kay behind. Gerda grabs Kay and her tears melt the cold and consume the Devil's mirror, returning Kay to his former self. Gerda thanks the heroes for their help and leaves with Kay to find a Haven. The heroes gain +1 Charisma for their actions.

Should the Snow Queen win, the Angels turn to mist, and Gerda flees with Reindeer, hoping to rescue Kay another time. The Queen laughs as she and her army take to the sky to return to her fortress. If any villains ask for their reward, she laughs further, mocking the villains for their naivety and drops a single gold coin.

Angels

These angels are made of prayer and breath, taking the form of smoky, man shaped warriors.

Attributes: Agility d6, Smarts d6, Spirit d12, Strength d8, Vigor d8

Skills: Fighting d8, Guts d8, Notice d8

Pace: 6; **Parry:** 6; **Toughness:** 10

Gear: Shade spear (Str+2), shade shield

Special Abilities:

- **Shade:** +4 Toughness; Attacks which fail to Shaken pass without contact. Immune to disease, poison and do not need to eat or breath. Can move at full pace through solid objects or pick up objects but suffer a fatigue level for doing so. Fatigue is recovered an hour after the movement or the object is dropped.

Gerda (MC)

Gerda is a young girl with golden hair, and wrapped in warm furs, leather, boots, and gloves.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d4, Vigor d6

Skills: Fighting d6, Guts d10, Notice d6, Persuasion d8, Shooting d8, Survival d6

Pace: 6; **Parry:** 5; **Toughness:** 5; **Charisma:** 0

Hindrances: Loyal, Small, Young

Edges: Animal Friend, Steady Hands, Two-Fisted

Gear: Dagger (Str+1), leather armor, pistol x4, 20 shots

Kay (MC)

Kay is a young, muscular boy with blackened and purpled skin from frostbite and is under the spell of the Snow Queen.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d6

Skills: Fighting d8, Guts d8, Notice d4, Stealth d6, Survival d6

Charisma: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 5

Hindrances: Mean, Small, Young

Edges: Improved First Strike, Scary

Gear: Leather armor, trident (Str+3)

Reindeer

A magnificent, talking reindeer, Reindeer is totally loyal to Gerda.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12+1, Vigor d8

Skills: Fighting d12, Guts d10, Notice d4, Survival d10

Pace: 8; **Parry:** 8; **Toughness:** 8; **Charisma:** 0

Special Abilities:

- **Fleet Footed:** Roll d10 for the running die
- **Horns:** Str+2
- **Size +2:** Reindeer is the size of a small horse.

Snow Queen (MC)

Dressed in a sparkling ice-flake gown, with eyes clear as starlight, she is a cold hearted witch.

Attributes: Agility d6, Smarts d12, Spirit d12, Strength d8, Vigor d8

Skills: Fighting d4, Guts d12, Notice d12, Persuasion d12, Shooting d8

Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Arrogant, Mean, Overconfident

Edges: AB: Vile Magic, Attractive, Command, Improved Level Headed, Power Points x2, Improved Rapid Recharge

Power Points: 20

Powers: *beam* (ice blast), *obscure* (ice fog), *puppet*

Gear: Wand (see page XX)

Snowmonsters

These creatures are comprised of hundreds of large, living snow flakes, taking monstrous forms.

Use Nightmare Creatures to represent the Snowmonsters and the many shapes they can take. They have no access to any Arcane Background, nor do they have a weakness to light, but do suffer triple damage from fire or heat based attacks. Anyone using fire in the battle as a weapon, against the queen gains a +1 to their battle rolls.

Thief in the Night

While visiting a Haven, one of the heroes Wondrous Items has been stolen. Evidence is clear that someone took the object, rather than simply being lost.

The thief in question is a corrupt Cheshire Cat but shows no outward signs of change. The madness has been eating away at his mind, and he has chosen now to act by stealing Wondrous Items from others before attacking

Night after night, Wondrous Items go missing, from either the heroes or others. If no Wondrous Items are left, the corrupt steals weapons or armor. The Cheshire Cat is hiding them some place inaccessible to others within the haven, and once everyone is vulnerable, he will attack.

The heroes, if they are to rescue their possessions must catch the thief in the act of stealing and convince him to tell where he has hidden the objects, or follow the cat back to his hiding place.

If anyone tries to question the Cheshire Cat, he answers questions with maddening logic, or else replies with questions of his own. Remember, the Cheshire Cat is smart and clever.

Cheshire Cat (MC)

A large, striped cat with a wicked grin that almost never leaves his face.

Attributes: Agility d8, Smarts d12, Spirit d12, Strength d6, Vigor d6

Skills: Climbing d8, Fighting d8, Guts d8, Notice d6, Persuasion d6, Stealth d10, Taunt d12

Pace: 6; **Parry:** 6; **Toughness:** 5 (9)

Special Abilities:

- **Claws/Bite:** Str +1
- **Magic:** The Cheshire Cat can use the *invisibility* and *smaller/taller* powers at will, without power cost, using Spirit to activate.
- **Shade:** +4 Toughness; Attacks which fail to Shaken pass without contact. Immune to disease, poison and does not need to eat or breath. Can move at full pace through solid objects or pick up objects but suffers a fatigue level for doing so. Fatigue is recovered an hour after the movement or the object is dropped. Unlike most versions of Shade, the Cheshire Cat can turn it off and on with a Spirit roll and an action.
- **Size -2:** The Cheshire Cat is, in its normal state, an ordinary sized cat.
- **Tiny:** In its normal state, opponents have a -4 to hit the Cheshire Cat.

Trapped in Hell

A group of survivors have made a desperate attempt to avoid the Nightmare by starting a haven in hell. However, the Nightmare used this opportunity to gain a foothold in this largely untouched realm.

As the heroes explore a cavern system under Wonderment, a deserted village is discovered inside a large cave. During the exploration of the village, the ground shakes, and all entrances to this cavern collapse. The ground splits open, and a host of corrupted devils erupts from the fissure to attack the heroes.

- **Corrupted Devils (9):** As devils, but roll on table 4 for Nightmare creatures to determine the changes to the devils.

In a side cavern, the slaughtered remains of the original villagers can be found. The only way out of this cavern (unless the heroes have other means) is to explore the fissure.

The fissure leads to a maze of corrupted tunnels. It takes 3 days of travel before the heroes reach uncorrupted tunnels. During that time, any encounters are with corrupted devils, and any hazards also have the corruption ability.

Treasure Hunt

At the bottom of a valley, the heroes find a very elegant, yet still ruined sky boat. Exploring the boat finds a captain's log and a small chest. The damaged, but still legible log makes the claim that the crew of this long dead ship was searching for one of the Wicked Prince's flying ships which crashed hereabouts. On board this ship is supposed to be a load of the Prince's magical thunderbolts.

In the chest is a leather map for an area of the old mountains with an X marking a spot. A straight Knowledge (Wonderment) success roll or a Common Knowledge roll at -4 locates the heroes whereabouts on this map, and determines that the 'X' is about 3 days away. Each day of travel requires a successful Tracking or Survival roll to arrive in the correct spot.

Once there, it takes another days searching the craggy peaks, before a ruined war ship is found partly buried in an avalanche. Three trolls make their home in this boat, and any exploration of the ruined ship incurs their wrath.

• Trolls (3)

Examining the ship finds no magical thunderbolts, but does find a captain's log which states the thunderbolts were hidden in a cave to keep them secret and the captain did not believe he could make it home safely with the important cargo.

Based on his description of the cave, another Knowledge (Wonderment) or Common Knowledge at -4 can determine that this cave is in the Grimm Peaks.

Once at the Grimm Peaks it takes a day to locate the exact mountain, and yet another day to find the cave. However, in this cave is a Grim Ghost of the first mate of the Prince's Flying Ship who was left to guard the thunderbolts, along with 21 soldiers, who are now long dead (and useful for creating zombies).

• Grim Ghost (1)

Magical Thunderbolts

There are a total of 7 of these steel thunderbolts. When thrown, they turn into a long bolt of lightning, per the *beam* power. A Throwing roll is required to aim correctly, otherwise the beam is 1" off target to the right or left (50% chance of either), extending as normal from the thrower in a straight line. Each bolt weighs 10 lbs.

Tricks of the Trade

A survivor named Olaf has come to the haven and carries with him the wondrous Horn of Plenty. Olaf is unwilling to trade it away to the desperate people for common goods, sell it, or even use for the benefit of others.

Olaf is arrogant and prideful, and also very vain with certain weaknesses. The heroes can certainly take the horn by force, for he is an ordinary survivor, but doing so ruins their reputation among the haven.

The most non-violent means to get the horn is to learn the Olaf's weaknesses, and exploit them so he gives up the horn willingly. Olaf loves jewelry, gems, and paintings. He prides himself on knowing all their is to know about such things, and will do almost anything to avoid looking a fool on the subject.

- **Olaf:** A survivor with a Knowledge (Luxury) d8.

Horn of Plenty

The horn is a hollow, curved, ram's horn, and upon commanding it, the horn produces enough food and drink for 10 people, per day.

The Trothed Beauty

The Beast has lost his beauty and harasses and scares all who enter the Dark Cold Mountains, but the truth is his Beauty is trapped under tons of stone from a falling peak, and he wails and curses his bad fortune, taking his anger out on all.

If the heroes do not outright attack the Beast, and make a successful Persuasion check to calm him down, he explains his situation, but is too proud to ask the heroes for help. Should they offer, the Beast brings the heroes to the spot. A soft, painful, murmur can be heard from the cracks and crevices, but no one answers when the voice is called to.

The stones are far too heavy to lift, but creatures far smaller than the Beast should be able to find a way to beauty through the cracks and crevices. Beauty has been hit on the head, and is half delirious, as well as suffering numerous other wounds. She must be healed before she is moved, otherwise, it kills her. Rescuing Beauty earns the heroes a powerful ally in the Beast if they help reunite the separated lovers. He comes to the aid of the heroes whenever asked in the future.

The Beast, as described, raging with anger, at the base of a collapsed mountain.

Beast (MC)

The beast appears as a blue troll, leaner than most, with small horns, and a tangled beard.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d12+1, Vigor d10

Skills: Fighting d8, Guts d8, Intimidation d12, Notice d8, Throwing d8

Pace: 7; **Parry:** 7; **Toughness:** 11

Gear: Barbed Spear (Str+2)

Special Abilities:

- **Claws/Bite/Horns:** Str+1
- **Improved Sweep:** May attack adjacent foes.
- **Large:** +2 to be hit.
- **Leaping:** Can jump up to 13" from a stand still, and 26" from a run.
- **Scary:** Causes Guts checks.
- **Size +4:** Beast is tall creature, over 9' tall.

Beauty

This Beauty's name is Princess Amelia.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d4, Vigor d6

Skills: Persuasion d10

Pace: 6; **Parry:** 2; **Toughness:** 5; **Charisma:** +6

Hindrances: -

Edges: Charismatic, Very Attractive

Gear: Fine dress

The Trouble with Trolls

Jack's Floating Island comes to a sudden, lurching halt causing part of the castle as well as several homes in the village to collapse. All heroes must make Agility rolls or suffer 2d4 damage as they fall to the ground or are thrown into walls.

Several fires break out in the village as overturned lanterns, torches, or candles has set fire to homes. Additionally, several folk are trapped beneath rubble in the castle.

Taking care of the fires requires the heroes to extinguish seven blazes. The lake is too far to start a bucket brigade, but the stream is nearby. No one is in immediate danger, but if the fire is not stopped, it burns down the entire village, and all possessions.

Ingenious solutions to extinguishing the fire earns players an extra benny.

As to the trapped folk in the rubble, there are three of them, and it is unknown if they are alive or dead. The smaller rubble can easily be removed, but the larger stones and wooden beams require three Strength rolls at -6. Removing the rubble can be done over a long time, but if the folk are not rescued in 3 minutes, they die of suffocation and wounds. Again, alternate and ingenious solutions to rescuing the trapped folk earns the player a benny.

Trolls!

After the immediate threats haven been solved, the heroes may finally investigate why the island is no longer moving. The dangling bean stalk has been tied around an enormous boulder in the Sky Tops by a huge band of trolls.

Even now, they climb the bean stalk with the intention of taking control of the island by killing all the inhabitants.

The heroes have some hard choices to make. Cutting the bean stalk kills the trolls, but leaves no steady means to reach or exit the floating island, isolating it even further as a haven for survivors.

The heroes can wait for the trolls to reach the island and do battle with them. The heroes can also attempt to bottle neck the trolls on the stalk and fight them two at a time. Every wound inflicted while fighting on the stalk requires an Agility roll, or the victim falls to his death.

• Trolls (21)

Once the trolls are defeated, it's a simple matter to descend the stalk and untie it from the boulder.

The Truth Hurts

In the middle of Wonderment, the heroes find an area of several square miles that is untouched by both the Dream and the Nightmare, and exists in a void of white light. No features, no rocks, no dirt, no living thing... just white light.

In wonderment, there is the boundless optimism of the Dream, and the despairing loss of the Nightmare... but there is also a third force, albeit a small one, which has made it's home here. This force is Truth, and in it's small area of domain, it has evicted both the Dream and the Nightmare.

At the center of the void, is a simple sword floating in mid air. When a folk grasps the weapon, it does not move, but a voice is heard in their head.

"I am Truth, that which lays between the Dream and the Nightmare. You do not exist. You are a figment of imagination. Do you accept this?"

An answer of 'no' yields no further voice and the sword is immovable. A 'yes' answer elicits the following response.

"Would you be willing to become Truth's champion in Wonderment, even though you will change irrevocably, for the power you would gain?"

An answer of 'no' yields no further voice and the sword is immovable. A 'yes' answer allows the sword to be claimed, and the folk becomes a Champion of Truth.

Sword of Truth

This is a typical looking sword appearing non-magical, but it is filled with the power of the truth. It does Str +5 damage and is a Heavy Weapon.

At the beginning of any combat, the Champion may choose one special ability or Edge of an opponent, and succeed on a contested Spirit roll. Success indicates the victim has lost access to that ability or Edge permanently! This ability can be used outside of combat as well. *However*, each time this power is used, the Champion also loses a special ability or Edge, permanently. Abilities can only be regained through advancement.

A completely stripped individual would look like a normal human.

If the champion should die, the sword can be claimed by another as with same questions as above.

Underworld

A traveler tells the heroes he has seen corrupted gnomes eating objects, including Wondrous Items, in caverns beneath Glumburg.

Rocks from the Dark Cold Mountains have fallen around Glumburg and opened the ground to a cave system full of Gnawers. The magic eating corruptions are gathering all manner of objects, especially Wondrous Items, from every corner of Wonderment to feast upon.

The cave system is quite extensive, covering several square miles, and ranges from large caverns to small tunnels only big enough for Tiny sized folk, but many are now open to the surface.

All told, there are nearly one hundred gnawers in these caverns, although they are never encountered in groups larger than 12 at a time.

- **Gnawers (99)**

Once the heroes have either killed or driven out at least 48 gnawers, the rest flee, and the heroes find a large cave stockpiled with objects.

Roll 10 times on the Fortune table to determine the extent of the usable objects.

Unexpected Guest

A battered and bloodied eagle lands upon the floating island and asks for aid. At first the Eagle is all kindness and charm, but once healed, his personality becomes foul. He is full of pride, and berates all others for being neither so handsome as he, or being so clever. He insults the weak.

Soon, the Eagle starts shouting to the wind on the edge of the island, claiming to be a god among Wonderment's folk. However, all this boasting caught the attention of the Nightmare and it sends a flying abomination to kill the island's folk.

- **Nightmare Creature (1):** Huge and Flight.

The Eagle

A beautiful, but proud, bald eagle.

Attributes: Agility d10, Smarts d8, Spirit d6, Strength d6, Vigor d8

Skills: Fighting d10, Taunt d10

Pace: 2; **Parry:** 7; **Toughness:** 6

Special Abilities:

- **Fly:** The eagle can fly at a Pace of 24".
- **Size -1:** The eagle has a 6' wing span.
- **Talons:** Str+2

Unlucky in Love

An evil wizard has cast a terrible and mighty curse of old upon poor Simple Simon, or more accurately, Clever Gretel. Simon tried to win the love of Clever Gretel, but was no match for her wits. In despair, he made a pact with the wizard to win her love, and Simon paid his price in blood. Unfortunately, as all evil deals have, there was a catch. In order for Gretel to fall in love with Simon, the wizard turned Gretel into a simpleton.

- **Simple Simon:** Use survivor with d4 Smarts.

- **Clever Gretel:** Use survivor with d4 Smarts.

Now Simon regrets the deal, for what he loved so much in Gretel is gone, and she blindly loves him in return. He knows it is not genuine love.

The wicked wizard lives nearby, by himself, in a simple hut, and is open to reason, but cannot remove the spell for it is too powerful, and it is old magic. It can only be undone if someone were to fall in love with Simon of their own accord. Then the curse would be lifted from Gretel, and she would be returned to her normal self.

- **Wicked Wizard (1)**

Naturally, Simon asks for a promise of the heroes aid to help break the curse, but it's no easy feat to find a person who will genuinely fall in love with Simple Simon.

The heroes have to play matchmaker with Simon, introducing him to as many folk as possible. Gretel stubbornly tags along on this journey...she won't let her love leave her. Simon is no hope in this endeavour, getting everything wrong and messing up the easiest plans.

A strange thing happens along the way. At the third haven the heroes visit looking for love, they encounter Clever Else (who is actually not so clever). Clever Else finds Simon's simple ways endearing (plus he is less smart than she) and soon romance is in bloom. But if Clever Else is to fall in love with Simple Simon, the heroes must keep Clever Gretel away from those two so that Else may fall in love.

- **Clever Else:** Use survivor with Clueless.

If the heroes are sufficiently clever, love takes hold and breaks the spell. Even though Gretel's intelligence has returned, her heart remains genuinely in love with Simon. Both women eventually find out about each other, and both are heartbroken, wanting nothing to do with Simon, leaving him in his original state... sad and lonely.

Unlucky Star

The Nightmare has discovered a new means to attack the Dream and all the folk within Wonderment. The Nightmare is using the Dream against itself, by using the stories as weapons to force folk to act the way they should but in suicidal or harmful ways.

Specifically, the poor Twinkle, Twinkle, Little Star, is being wished upon by the Nightmare for the destruction of the Dream. The Star has little choice: Either follow it's essence to the ruination of Wonderment, or deny it's own existence to save Wonderment. It chose the latter.

Heroes Involvement

As the heroes travel the wastes, they see the Starlight, Starbright, falling from the night sky and impacts on the ground (or sea) some miles away.

It takes 3 days of travel to get to the impact site, and once there, they find the star surrounded by abominations, not attacking, but taunting the star. Calling it names, and making wishes for the painful death of folk. The star is screaming.

- **Twinkle, Twinkle, Little Star**

- **Nightmare Creatures (12):** Taunt at d6

The star is wounded, barely alive, and begs the heroes to finish the job. It explains why it wants to die: The Nightmare is making wishes upon it to kill the Dream. No matter how far it goes, no matter how it hides, the star can still hear the cold, rasping voice of the Nightmare. The star is succumbing to despair and it's essence is dying.

Soon thereafter, the heroes begin to hear the voice of the Dream Breaker in their heads as well. It utilizes whatever weaknesses the heroes have, as well as their essences to tempt the heroes. It offers rewards, such as sparing their lives, and even promises to fulfill these bargains if only the hero would do no more than they would normally do in their story.

Of course, Dream Breaker wants the heroes to perform tasks in line with their essence, but to the detriment of others. Examples include:

- Asking Jack or Gretel or Billy Goat Gruff Three to kill a giant or a witch or a troll (all who happen to be renegade) respectively.
- Asking Rapunzel to let down her hair so the Nightmare can climb up to Jack's Floating Island.
- Asking renegade, and especially wicked, villains to simply follow their stories, promising aid if necessary.
- Asking Pinocchio to lie to other heroes (and thereby putting them into danger).

- And so on.

So long as Dream Breaker is speaking to the heroes they suffer a -1 on all tasks out of distraction and loss from rejecting their essences.

Finding Dream Breaker requires the heroes to track the voice, which gets louder and clearer as they get nearer to it. It takes 3 days journey into the nearest Nightmare Land to find Dream Breaker who dwells in a massive cave. He is expecting the heroes (having been reading their minds the whole time) and is on hold before combat.

Twinkle, Twinkle, Little Star

A 5 pointed star the size of a human, glowing with a dull golden light. It speaks in the voice of a sad, defeated, child

Attributes: Agility d4, Smarts d6, Spirit d6, Strength d4, Vigor d4

Skills: Belief d12

Pace: 2; **Parry:** 2; **Toughness:** 4

Special Abilities:

- **Fly:** The star can fly at a Pace of 6".
- **Immunity:** Does not need to eat or breath.
- **Obvious (Major):** -4 to Stealth.
- **Wish Fulfillment:** The little star can use the *blessing* and *curse* powers, and has 30 power points. It activates either power with Belief.

Dream Breaker (MC)

Dream Breaker is a unique Nightmare abomination, fully sentient and free willed. It uses it's powers to further the cause of the Nightmare. Give Dream Breaker any immunities or abilities it would need for the environment it's found in.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12+6, Vigor d12

Skills: Climbing d8, Fighting d6, Guts d6, Intimidate d4, Notice d10, Stealth d10, Survival d8, Taunt d10, Tracking d8

Pace: 6; **Parry:** 5; **Toughness:** 18 (16)

Special Abilities:

- **Armor +2:** Thick, scaly hide.
- **Beyond Brave:** Immune to Fear.
- **Huge:** +4 to be hit
- **Infravision:** Halve penalties for bad lighting.
- **Mind Talk:** Dream Breaker can speak to the minds of others with unlimited range, and can hear surface thoughts. It only needs to know of a target to speak to their mind.
- **Size +8:** Dream Breaker is 30 feet tall.
- **Stinging Tail:** Str +1 damage.
- **Weakness:** -2 to Trait rolls in bright light.
- **Wings:** Flying pace of 12".

Whale of a Time

Word has gone round the Sea King's Castle and survivors in the region that Pinocchio's Terrible Whale has been located, trapped and buried under the ruins of a mermaid city when the Nightmare came, and it knows nothing of what happened since. A survivor knew the location, and it was forced from him by the corrupt.

Reports of an effort to free the creature by corrupt have spawned an effort by survivors to reach the whale first.

Survivors have organized a sabotage campaign against the corrupt digging to release the whale, and the heroes have been asked to reach the whale first and convince him to join the Dream's side.

Reaching the Terrible Whale requires the heroes to either pass through the intervening 100 feet of rubble somehow. There are tunnels leading through the ruins to the large chamber the whale is trapped in, but it requires a Notice roll at -2 to find the tunnels.

Either way, once the whale is reached it remains for the heroes to make a convincing argument. Clever role-playing by the players can turn the whale's mind to the good of Wonderment, but mistakes can send it to the side of the Nightmare. It's not very bright but compliments paid to its size and fearsomeness will help the hero's cause.

Terrible Whale (MC)

Pinocchio's Terrible Whale is a gargantuan monstrous aquatic creature, not really a whale, but sharing a similar appearance.

Attributes: Agility d4, Smarts d4, Spirit d8, Strength d12+10, Vigor d12

Skills: Fighting d12, Guts d12, Notice d6, Swimming d12

Pace: 0; **Parry:** 8; **Toughness:** 18 (16)

Special Abilities:

- **Aquatic:** Has a Swimming pace of 12".
- **Bite:** Str +3
- **Gargantuan:** The Terrible Whale's skin is considered Heavy Armor, and its bite is a Heavy Weapon. It may add its Strength to any damage roll when it can also bring its size into effect (like a slam attack). Attackers have +4 to hit.
- **Infravision:** Halve penalties for dim lighting.
- **Size +12:** It is 60 feet long.
- **Swallow Whole:** The Terrible Whale can swallow whole any folk of Huge size or less.

What Lies Beneath

In the time since the Nightmare came, a group of folk perished, and their shades became attached to a Wondrous Item from their story, the wishing cloak. The cloak was sunk in the waters, and the Shades are stuck in the murky depths with it.

- **Shades (3):** Survivors with the Shade Edge.

The shades call to passing folk, begging for release from the cloak. This involves swimming down at least 40 feet, and finding the cloak in the muddy depths. The heroes must determine how.

Once brought to the surface, the heroes find the cloak has been wrapped around rocks and a piece of cabbage. The shades ask the heroes to destroy the cabbage. Once done, the shades are free.

Of course, if the heroes do not destroy the cabbage, the shades are effectively slaves to the owner.

Wishing Cloak

The wishing cloak is a Wondrous Item that allows one to travel anywhere by just wishing it so. In the current state of Wonderment, it can use the *teleport* power at d8, with 15 power points.

The terrible whale looking fearsome and frightening, trapped in a large chamber, with heroic folk speaking to it.

Which is Little Red?

Several people at a haven witnessed Little Red Riding Hood murder another folk in cold blood. The girl escaped, but the bigger issue is that there are three Little Red Riding Hoods visiting the haven at the moment, and not one of them has an alibi, but all claim innocence.

The witnesses cannot determine which one of the Red's committed the crime, so the folk of the haven have asked the heroes for help in solving this crime and unmasking which Little Red Riding Hood is the guilty one.

For the moment, all three Little Red's are locked away together.

Questioning the three reveals nothing but assurances they are innocent, and alibis no one can confirm. The truth is one of the girls is actually a changeling who murdered a folk who witnessed the changeling change shape.

The next morning after the investigation starts, the changeling makes itself appear dead, killed by stab wounds. It's hope is to be removed from confinement, and change shape into someone else innocuous, kill that person, hide the body, and take their place. Of course, if the changeling succeeds, it appears that someone killed a Little Red, and then stole her body.

The changeling will continue to sow paranoia and confusion by these means within the haven until caught.

Changeling

This corrupt fairy is tall, gaunt, and pale. It's fingers end in blackened nails.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d6

Skills: Fighting d6, Guts d4, Notice d6, Persuasion d8, Shooting d6, Survival d6

Pace: 6; **Parry:** 5; **Toughness:** 5

Gear: Sword (Str+3)

Special Abilities:

- **Changeling:** This creature can assume the shape of any folk, looking young or old, sick, wounded, or healthy, can even appear dead!. It gains the inherit abilities of the shape assumed (wings allow the changeling to fly and so on), but not magical abilities (the changeling shaped into a dragon cannot breathe fire).
- **Weakness:** Causing a changeling to laugh forces it to change back into it's natural shape, and it is Shaken for the next 1d4 rounds.

WitchFire

The Old Witch has allied herself with the Nightmare and is using her powers to burn down the Forest of Tears. Without wood, the people of Prince Charming's Castle have no way to replenish arrows, spears, or other weapons; no way to repair damage to the castle, and nothing to keep themselves warm at night.

The first warning sign is smoke rising from the forest, followed shortly thereafter by one edge of the forest going up in flames.

Heroes rushing to the scene find the Old Witch riding around on her broom lighting fire to the trees with her powers.

When the heroes arrive there are 3 fires raging. The heroes may try to create fire breaks or use other means of extinguishing fires. Each attempt earns the players a d6 roll, and on a 5 or 6, one fire is put out. Appropriate use of water (through magic for example), gives the heroes a +1. On a roll of 3-4 the fire remains as is, and on a 1 or 2, the fire spreads, starting a new fire. Each roll is approximately 20 minutes of effort, and during this time the witch Taunts the heroes. A successful Taunt on any hero gives the heroes a -1 to their fire fighting roll.

Fighting the witch directly is difficult unless the heroes can fly or have long range powers or weapons, as she keeps her distance in the sky. Assuming the heroes are able to attack her successfully, she directs all her energy to killing them.

Old Witch (WC)

This witch is unlike most others, as her head is engulfed in flames when she works her dark magic.

Attributes: Agility d4, Smarts d10, Spirit d8, Strength d4, Vigor d8

Skills: Belief d10, Fighting d4, Guts d8, Intimidation d10, Notice d6, Taunt d6

Pace: 6; **Parry:** 4; **Toughness:** 6; **Charisma:** -8

Hindrances: Bloodthirsty, Mean, Ugly

Edges: AB: Vile Magic, Extra Power Points x3, Level-Headed, New Powers x2, Scary

Powers: *beam* (large flame jet), *blast* (fireball), *bolt* (flame jets), *burst* (flame breath), and *transform* (usually turns people into blocks of wood)

Power Points: 25

Gear: Dagger (Str+1), witches broom (see page xx)

Fairy Tale Reference

The following is a list of the Plot Points, Savage Tales, and other references in Scairy Tales, and where the inspiration came from. It is recommended, but far from required, that the GM read the Fairy Tale in question before actual play, to get a feel for the characters and actions involved. If something is not listed here, it means it had a non-specific, general, or far too many to list, fairy tale inspirations.

Adventures in Wonderment: Alice in Wonderland. LC

And One Makes You Small: Alice in Wonderland. LC

And the Cow Jumped Over the Moon: Hey Diddle, Diddle. MG

The Angel: The Angel. HCA

The Bell-Deep: The Bell-Deep. HCA

Black Spear: The Singing Bone. BG

Book of Truth: The Stone of the Wise Men. HCA

Bremen Town Munitions: The Bremen Town Musicians. BG

Caravan: The North Wind Doth Blow. MG

Cat and Mouse: There Was a Crooked Man. MG

Children in the Grave: The Child in the Grave. HCA

Dam it All: The Nail. BG. Jack and Jill. MG.

Deep in the Earth: The Three Black Princesses. BG

Dragon of the Wild Hills: The Reluctant Dragon. KG

Dungeon Crawl: The Singing Bone. BG

The Elf-Hill: The Elf-Hill. HCA

Flaws: The Ant and the Grasshopper. AF

Flotsam: Peter Pan. JMB

Flying Trunk: The Flying Trunk. HCA

Giant's Sword: The Skillful Huntsman. BG

Gretel Soup: Hans and Gretel. BG

Hameln: The Pied Piper of Hameln. TD

House of Bricks: Three Little Pigs. TD

How Does Your Garden Grow?: Mistress Mary. MG

Humpty Dumpty's Secret: Rub-a-dub-dub; Five Little Pigs; Sing a song of Sixpence; Pease Pudding Hot; The Old Woman who lived in a Shoe; Jack and Jill; The Lion and the Unicorn; Hickory Dickory Dock; Three Blind Mice; Pop Goes the Weasel; What did I Dream; and Humpty Dumpty. All MG

Jack Be Nimble: Jack Be Nimble. MG

Jack's Floating Island: Jack and the Bean Stalk. TD

King of Despair: In a Thousand Years. HCA

Kingdom in a Box of Glass: The Glass Coffin. BG

Little Sea Queen: The Little Sea Maid. HCA

Lost in the Trees: Row, Row, Row Your Boat. MG

The Madness of Gepetto: Pinocchio. CC

Magic Beans: Jack and the Bean Stalk. TD

Magic Matches: The Little Match Girl. HCA

Magic Mirror (s): Snow-white and the Seven Dwarves. BG

Magic Porridge Bowl: Sweet Porridge. BG

Magical Animal: The Two Travelers. BG

Marksman's Pistol: The Jew Among Thorns. BG

Mine of the Seven Dwarves: Snow-White and the Seven Dwarves. BG

Papa Bear's Fate: Goldilocks and the Three Bears. BG

Pearl of Sorrow: The Last Pearl. HCA

Puppet Fiddle: The Jew Among Thorns. BG

Return of the Piper: The Pied Piper of Hameln. TD

Rose-Red: Snow-White and Rose-Red. BG

Sea King's Castle: The Little Sea Maid. HCA.

Ship-wreck: I Saw a Ship a-Sailing. MG

Singing Harp: Jack and the Bean Stalk. TD

Snake Leaves: The Three Snake-Leaves. BG

Snow Queen: The Snow Queen. HCA

Stone Soup: Stone Soup. TD

Thief in the Night: Alice in Wonderland. LC

Tinder Box: The Tinder-Box. HCA

Treasure Hunt: The Wicked Prince. HCA

The Trothed Beauty: Beauty and the Beast. TD

Unexpected Guest: The Fighting Cocks and the Eagle. AF

Unlucky Star: Twinkle, Twinkle, Little Star; Starlight, Starbright. MG

Whale of a Time: Pinocchio. CC

What Lies Beneath: Donkey Cabbages. BG

Which is Little Red?: Little Red Riding Hood; The Elves iii. BG

Wickedness: The Devil's Sooty Brother. BG

Witch Fire: The Old Witch. BG

AF: Aesop's Fables; **BG:** Brother's Grimm; **CC:** Carlo Collodi; **HCA:** Hans Christian Andersen; **JMB:** James M. Barrie; **KG:** Kenneth Graham; **LC:** Lewis Carroll; **MG:** Mother Goose Nursery Rhyme; **TD:** Traditional

Running Scairy Tale Adventures

Without careful consideration and planning, Scairy Tales can quickly devolve into a typical fantasy game with the gimmick of fairy tales for heroes.

The elements that make fairy tales the classics they are, are essential to making Scairy Tales work as an adventure setting. Certain themes run through the majority of fairy tales and their inclusion in any situation can only help create the proper atmosphere.

The number 3 is the most common number in all fairy tales, followed by 7 and 12. The number 5 is less common. When considering the number of objects or folk in any situation, use one of these numbers or a number divisible by 3.

Promises are very common, and a theme running through the stories is of promises made must be kept, even to villains. Folk normally sympathetic to a hero take the opposite side if a hero breaks a promise.

Tricks are paramount to fairy tales, as many a hero has escaped a bad situation by tricking others. In the stories, tricks are even considered

honorable, or a legitimate means of solving a problem. Don't forget, tricks can be used against the players too!

Similar to a trick, disguises in the stories are almost comical, with the simplest, barest disguise able to fool beloved family members. Clever heroes learn to use disguises against the Nightmare, but Villains and Nightmare creatures can also disguise themselves.

Vices such as arrogance, pride, and greed are often the downfall of many folk. Remember to play upon the Hindrances of the heroes. Exploiting a hero's Hindrance is an excellent way to create right mood.

Finally, and not all to do with fairy tales, Scairy Tales wouldn't be what it is without the horror of the Nightmare. This doesn't mean gore or violence. The true horror of the Nightmare is decay, permanent death, and corruption. Play up those aspects to properly portray the downfall of Wonderment and it's folk.

Resources

Although far from required, it is nearly impossible to adequately run adventures set in a fairy tale world without a decent knowledge of the individual fairy tales.

It is highly recommended that the Game Master purchase from a store or borrow from a local library the following books:

Aesop's Fables

While not really fairy tales, it's famous for it's moral tales and bits of wisdom expressed often through animals or forces of nature.

Alice's Adventures in Wonderland

Wonderland can be viewed as the source for the more wild and surreal ideas that have crept into fairy tale myth.

Grimm's Complete Fairy Tales

The pivotal stories collected by the brothers

which were at the time, primitive morality tales. And yes, they were always grim, but they held a certain hope for a better life.

Hans Christian Andersen

The Complete Fairy Tales

Along with Grimm's Fairy Tales, the works of Hans Christian Andersen lay the foundation of what is rightly called fairy tales.

Peter Pan

Grabbing a hold of the fairy tale themes, Peter Pan explores the nature of innocence. Indeed Peter himself could be Wonderment before the fall; never growing old.

Pinocchio

Recommended version published by Tor Books; ISBN 0-7653-0591-7. This book can be bought for around \$12 U.S.

Nursery Rhymes

Many good sources of nursery rhymes can be found, but the ones claiming to be Moother Goose are best. They lay a ground work for the true innocence and whimsy that is Wonderment.

Bestiary

New Monstrous Abilities

Corruption

Creatures or environmental effects with this ability are able to infect others with the Nightmare, causing the victims mind and body to warp, often with horrific results. Any attack by a Corruption causing creature that scores at least a Shaken result forces an opposed Spirit check. Environmental attacks (such as being caught in a Nightmare Storm) need only touch the victim to force a check. Failure causes the victim to undergo a transformation that takes 1d6 days to complete.

During the transformation, the victim remains in control, but is wracked with mental and physical pain, and suffers a -1 to all trait rolls during this time. An application of greater healing during this time removes the corruption. After the corruption is complete the victim is no longer in control of himself and it takes the redeem power to heal the victim.

Those corrupted have their bodies twisted into cruel, painful mockeries of their normal selves. Their minds are tormented and driven to harm all folk by the will of the Nightmare while their flesh burns within them. They become unwilling servants of the Nightmare.

Other physical changes often occur giving the corrupt extra abilities as side effects of their physical transformation or turning an existing ability into something different. Many of the creatures in the bestiary are examples of severe corruption.

Swallow Whole

On any bite attack which gets a raise versus a victim at least one size smaller, the creature has swallowed the victim whole. The victim is incapable of any action, even speaking, and suffers one wound a day until dead.

A swallowed victim can be rescued by someone else by cutting open the creature after it is dead, or unconscious.

Alternately, making a called shot during combat to the creature's stomach at -2, and causing a wound, rips open the stomach to allow the victim out. However, the victim who has been swallowed is considered an innocent bystander if this called shot misses.

Inhabitants of Wonderment

Big, Bad Wolves

The quintessential fairy tale villain, the big, bad wolf is now a common feature in Wonderment. Make no mistake, these beasts are crafty, smart, and can talk as easily as any folk. They are capable of using weapons, although most prefer not to.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d8

Skills: Fighting d8, Guts d8, Intimidation d6, Notice d6, Taunt d6

Pace: 10; **Parry:** 6; **Toughness:** 7

Special Abilities:

- **Bite:** Str+2
- **Go for the Throat:** Big, bad wolves instinctively go for an opponents soft spots. With a raise on its attack roll, it hits the target's most weakly armored location.
- **Fleet-Footed:** Big, bad wolves roll d10 instead of d6 when running, but must run on all four legs.
- **Size +1:** Big, bad wolves are big. (And bad.)
- **Swallow Whole:** These creatures can swallow whole Small or Tiny creatures.

Blood Wood (WC)

Blood woods are corrupted trees that are soaked with blood, rather than sap, and the many victims of a blood wood are impaled on the upper branches of the malicious trees adding to the macabre sight.

Attributes: Agility d4, Smarts d4(A), Spirit d8, Strength d12+7, Vigor d10

Skills: Fighting d8, Guts d12, Intimidation d12, Notice d8, Throwing d8

Pace: 4; **Parry:** 6; **Toughness:** 18

Special Abilities:

- **Armor +4:** Tough bark
- **Branch:** Str +2. Piercing attack.
- **Corpse Toss:** Blood woods have 1d8 bodies impaled on themselves and are able to toss these corpses at opponents with a Throwing roll. Range: 6/12/24. Damage: 2d8. RoF: 3
- **Huge:** Attackers gain +4 to hit blood woods.
- **Improved Sweep:** Blood woods have a reach of 3" and may attack everyone in that distance at no penalty with their many branches.
- **Scary -2:** Guts roll at -2.
- **Size +7:** Blood woods average 30 feet tall.

Buttercry

These corrupted butterflies are easily dispatched when only one is encountered, but in groups, their terrible powers are magnified. In appearance, they are half the size of humans and come in all colors, but are universally mottled with torn wings.

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

Skills: Fighting d6, Guts d4, Notice d8

Pace: 4; **Parry:** 5; **Toughness:** 4

Special Abilities:

- **Cry:** Buttercrys make a terrible screeching noise when they attack. Anyone within 10' of a buttercry must make a Spirit roll or become Shaken. Success means they are immune to the effects of the cry for the duration of this battle. A penalty of -1 to the Spirit roll is applied for every additional buttercry affecting the victim.
- **Drain:** On a raise with a Fighting roll, the buttercry has latched on to the victim and begins draining blood. Every round the victim must make a Vigor roll or suffer an automatic Wound. A successful opposed Strength roll removes the proboscis and ends the draining.
- **Flight:** Buttercrys have a Flying Pace of 12" and a climb of 4".
- **Proboscis:** Str+1. Piercing attack.
- **Size -1:** Buttercrys are about half the size of a human adult.
- **Small:** -2 to hit this creature

Choke-a-lot Pudding

Once these were friendly pudding folk, made of chocolate cream, and now they are murderous slimes of rotten filth that attempt to force victims to eat the pudding. They appear as roughly human sized humanoids of melting, fouled, chocolate.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d10, Vigor d10

Skills: Fighting d8, Guts d6, Notice d6, Survival d4, Throwing d6

Pace: 6; **Parry:** 6; **Toughness:** 7

Special Abilities:

- **Choke:** On a grappling raise, not only has it Shaken the victim, but it has started to force feed its own pudding to the victim. Drowning rules apply – make Vigor rolls each round as long as the victim is grappled.
- **Pudding:** The body of this creature is humanoid shaped but contains no vital organs. Called shots do no extra damage.
- **Pudding Spawn:** Puddings can create (and re-absorb) up to 3 Pudding Spawns from it's

Picture of a Buttercry

own body as a free action. Each spawn created lowers the pudding's Toughness by 1.

• **Pudding Toss:** Puddings can throw tiny bits of themselves at target's eyes to blind them. They have a range of 3/6/9, and do not suffer penalties for called shots. A successful hit blinds the victim for 1d4 rounds.

Pudding Spawn

Pudding spawns attempt to engage and grapple victims until the larger pudding can attack.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Guts d4, Notice d4

Pace: 8; **Parry:** 5; **Toughness:** 4

Special Abilities:

- **Pudding:** The body of this creature is humanoid shaped but contains no vital organs. Called shots do no extra damage.
- **Size -1:** They are the size of dogs
- **Small:** -2 to hit this creature.

Corrupt

When a folk succumbs to the Nightmare, they are changed in the mind, and often in the flesh too. They become odious to look upon, but usually retain much of their original shape and nature.

Occasionally, some become so warped they are removed from all association with their former selves.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d4, Fighting d8, Guts d6, Intimidation d6, Notice d4

Pace: 6; **Parry:** 6; **Toughness:** 5; **Charisma:** -2

Hindrances: Ugly

Edges: -

Gear: As appropriate

Special Abilities:

- **Corrupted:** Use tables 4 and 5 of Nightmare creatures (page XX) to determine what, if any, additional abilities the Corrupt has gained through its transformation.

Crawlers

Hundreds of large skeletal spiders, ravaging, devouring, and destroying all in their path make-up a Crawler swarm. They attack in Large Burst Templates and attack everyone within every round.

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

Skills: Notice d8

Pace: 8; **Parry:** 4; **Toughness:** 10

Special Abilities:

- **Beyond Brave:** Crawlers cannot be intimidated and do not suffer from Fear effects.
- **Bite:** Crawlers inflict hundreds of tiny bites every round to their victims, automatically hitting for 2d6 damage to everyone in the template.
- **Split:** Crawlers, while mindless, are clever enough to split into two smaller swarms (Medium Burst Template) should their foes split up. These smaller swarms can split even further into two smaller (Small Burst Templates) swarms. Each split lowers the Toughness of the swarm by 2.
- **Swarm:** Parry +2; Because the swarm is composed of scores of skeletal spiders, cutting and piercing weapons to no real damage. Area effect weapons work normally.
- **Undead:** +2 Toughness; +2 to recover from being Shaken. No additional damage from called shots. Piercing attacks do half-damage. Immune to disease and poison.
- **Wall Walker:** Crawler swarms can move along any vertical or inverted surface at their normal pace.
- **Webs:** A Crawler swarm may use the *entangle* Power at d12 skill, with 20 Power Points.

Devil (MC)

The term devil is broadly used to represent the various villains that take the shape of demons, imps, and beasts that lurk in the fairy tale hell.

Usually red, with horns, cloven feet, and a pointy tail, they carry pitchforks, and are quite deceptive. Devils are powerful users of magic.

Attributes: Agility d6, Smarts d10, Spirit d12, Strength d8, Vigor d12

Skills: Belief d10, Fighting d8, Guts d6, Intimidation d8, Notice d6, Persuasion d12+2, Taunt d12

Pace: 6; **Parry:** 6; **Toughness:** 8

Gear: Pitchfork (Str+3, Parry +1, 2 hands)

Special Abilities:

- **AB: Vile Magic:** Devils have access to all vile powers, and have 30 Power Points.
- **Immunity:** Devils are immune to fire.
- **Prince of Lies:** A devil gains +4 to all Persuasion or Taunt rolls when pandering to or deriding a targets Hindrance.

Dragon (MC)

Dragons come in many shapes and sizes. Some are peaceful and reluctant to harm, while others are cruel and terrible. Below is the details of an average dragon in Scairy Tales.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d12+9, Vigor d12

Skills: Fighting d10, Guts d12, Intimidation d12, Notice d12

Pace: 8; **Parry:** 7; **Toughness:** 20

Special Abilities:

- **Armor +4:** Scaly hide
- **Bite/Claws:** Str+3
- **Fiery Breath:** Dragons breath fire using the cone template. Every target within the cone may make an Agility check at -2 to avoid the attack. Those who fail suffer 2d10 damage and must to see if they catch fire (see Savage Worlds). A dragon may not attack with its claws or bite in the round it breathes fire.
- **Flight:** Dragons have a Flying Pace of 24" and a climb of 6".
- **Hardy:** Dragons do not suffer wounds from being Shaken twice.
- **Huge:** Attackers gain +4 to hit against this massive creature.
- **Improved Frenzy:** If the dragon does not breath fire, it may attack twice with its claws or bite at no penalty.
- **Level Headed:** The dragon acts on the best of two card draws during initiative.
- **Scary -2:** Anyone who sees a dragon must make a Guts check at -2.

- **Size +8:** Dragons measure over 40' long.
- **Swallow Whole:** Dragons can swallow whole any creature of Large size or smaller.

Fouler

Foulers were once beautiful flower hedges of every kind; bright, colorful, and sweet smelling. Now corrupted, they are shambling, rotted vegetation with scents that can kill.

Attributes: Agility d4, Smarts d4(A), Spirit d6, Strength d6, Vigor d12

Skills: Fighting d6, Guts d6, Notice d8

Pace: 4; **Parry:** 5; **Toughness:** 8

Special Abilities:

- **Entangle:** Due to the numerous vines the fouler can bring to bear, all grapple attacks are made at +4.
- **Fouler Puppet:** A fouler is capable of controlling up to 6 Fouler Puppets.
- **Scent:** Any creature capable of smelling that comes within 1" of a fouler must make a Vigor roll or become Shaken. Rolls must be made every round while within this radius. Anyone botching the Vigor roll suffers a Wound.
- **Sweep:** Foulers can attack all adjacent targets at -2.
- **Vine Lash:** Str+1

A picture of a Fouler and a Fouler Puppet.

Fouler Puppet

Fouler puppets are the animated corpses of dead folk on the ends of a fouler's marionette string-like vines.

Fouler puppets are essentially an extension of the fouler itself, but are treated as a separate creature during combat.

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

Skills: Fighting d8

Pace: 6; **Parry:** 6; **Toughness:** 5

Special Abilities:

- **Bite/Claws:** Str+1
- **Corpse:** Fouler puppets are merely marionettes run by a fouler. They cannot be Shaken or Wounded. Any damage done to a fouler puppet is repaired by the fouler.
- **Weakness:** The fouler puppet is controlled by a special thick vine running from the fouler. The fouler puppet can never be more than 6" away from the fouler. This vine can be severed by making a called shot at -2, against a Toughness of 7. A Shaken result causes the fouler puppet to be Shaken. A Wound severs the vine and kills the fouler puppet.

Giant

Giants come in all sizes from those just barely bigger than humans to gargantuan, towering, beings capable of crushing castles under their heels. Some are handsome and others deformed.

All giants are universally stupid or simply naive. Most are easily tricked, but a giant's sense of the literal can backfire on tricksters. Beware giants seeking revenge for being wronged. The following is an example of a typical giant.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+6, Vigor d12

Skills: Fighting d10, Guts d10, Intimidation d8, Notice d4

Pace: 12; **Parry:** 7; **Toughness:** 14

Gear: Hand weapon (Str+3)

Special Abilities:

- **Dim Witted:** Giants aren't the brightest and are easily tricked by clever foes. All Tricks are made at +2 against giants.
- **Hardy:** Second Shaken result does not cause a wound.
- **Large:** Attacks made against giants are made at +2 to Fighting, Shooting, or Throwing.
- **Size +6:** Giants stand nearly 20 feet tall.
- **Sweep:** Giants can attack all adjacent foes at a -2 to Fighting.
- **Swallow Whole:** Giants can swallow whole any creature of Normal size or smaller.

Picture of a Gimmick.

Giant Animals

Giant animals behave no differently than their smaller cousins. Use the attributes and abilities of the normal sized animals from Savage Worlds and add the following modifiers.

Attributes: +3 die types to Strength. +2 die types to Vigor.

Pace: +4 to primary form of movement.

Toughness: Adjust based on new Vigor.

Special Abilities:

- **Size Increase:** Increase size of animal by +3. Any animal with a Size bonus of +4 or greater gains the Large attribute. Animals with +8 or greater Size are Huge.

Example: A large bear turned giant animal has a Strength of d12+7, and a Vigor of d12+2. Its pace is now 12, and it has a Toughness of 14. It has a size +5, and is considered Large (about the size of an elephant).

Example: A giant wolf has a Strength of d12, and a Vigor of d10. It's pace is now 12, and it has a Toughness of 9. It has a size +2 (about the size of a large bear).

Gimcrack (MC)

From a distance, gimcracks appear to be a dust storm of some kind but are really man-sized tornado like swarms of useless decorative objects. They are animated by the Nightmare into a frenzy of murderous activity, engulfing victims and bludgeoning them to death by repeated hits.

They are one of the most deadly forces in Wonderment, and many would be wise to run from a gimcrack. Gimcrack swarms cover an area equal to Medium Burst Template.

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

Skills: Notice d6

Pace: 10; **Parry:** 4; **Toughness:** 7

Special Abilities:

- **Bludgeon:** Gimcracks inflict hundreds of cuts and bruises every round to their victims, hitting automatically and causing 2d6 damage to everyone in the template.
- **Object:** +2 to recover from being Shaken. Immune to disease and poison. Does not suffer Wound penalties.
- **Swarm:** Parry +2; Because the swarm is composed of hundreds of tiny objects, cutting and piercing weapons do no real damage. Area effect weapons work normally.

Gimmick

These cousins to gimcracks, gimmicks are clockwork monstrosities built of wind-up toys, gears, pulleys, and yes, even clocks. They are roughly human shaped, but can have many arms and legs, forming them as necessary by shifting around their various mechanisms.

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

Skills: Climbing d6, Fighting d8, Guts d8, Intimidation d6, Notice d6

Pace: 6; **Parry:** 6; **Toughness:** 6

Special Abilities:

- **Claws:** Str+2
- **Clicking:** -4 to Stealth. Gimmicks are noisy.
- **Object:** +2 to recover from Shaken. Called shots do no extra damage. Immune to disease and poison.
- **Shifting Gears:** At the beginning of any combat round, a gimmick may automatically shift it's mechanisms to provide itself one new ability, but never more than one at a time.
 - **Armor +2:** Surface becomes armored.
 - **Claws:** Str+4. Longer more dangerous claws are generated.
 - **Fleet Footed:** Pace 8, and a d10 is used for running, as it creates more legs.

- **Improved Frenzy:** Many short arms are created allowing it to attack twice a turn without penalty.
- **Improved Sweep:** Long whip-like arms are created allowing it to attack all adjacent foes without penalty.
- **Reach:** A single long arm can be created allowing it to attack up to 2" away.

Ginger Bread Devils

Dozens of corrupted ginger bread men form roving packs of near mindless destruction. They appear as a quick moving brown tide of burnt ginger bread men, with angry eyes. Devils are swarms, covering an area equal to a Medium Burst Template.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d6, Vigor d10

Skills: Notice d6

Pace: 20; **Parry:** 4; **Toughness:** 7

Special Abilities:

- **Bite:** Ginger bread devils inflict hundreds of bites every round to their victims, hitting automatically and causing 2d4 damage to everyone in the template.
- **Swarm:** Parry +2; Because the swarm is composed of dozens of tiny creatures, cutting and piercing weapons do no real damage. Area effect weapons work normally.

Gnawers

The tiny gnomes of wonderment have succumbed to the Nightmare and become tiny razor toothed terrors with oversized heads capable of eating, and therefore destroying, any material.

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d8, Fighting d6, Guts d6, Notice d6, Stealth d8, Taunt d6, Tracking d8

Pace: 6; **Parry:** 5; **Toughness:** 5

Special Abilities:

- **Bite:** Str+4; AP 5. The digestive system of a gnawer is capable of processing any material; organic, stone, or even metal. Gnawers can literally eat through obstacles.
- **Magic Eater:** Gnawers consume magic just as easily as physical material. They have a +2 to all rolls to resist magic, and are considered to have +2 Toughness versus magic attacks. Additionally, if they cause a Shaken result or worse from a bite on a victim with an Arcane Background, they consume 2d4 Power Points as well as inflicting damage.
- **Size -2:** Gnawers are half a foot tall.
- **Tiny:** Anyone attacking a gnawer has a -4 to hit it in combat.

Goblin

Mischievous, malicious, and yet sometimes bound by a strange code of honesty, goblins can be just as heroic as villainous. In fact, they often act as mediator between villains and regular folk for their ability to walk the fence.

They are highly magical, and uniquely so: A group of goblins rarely share the same power among themselves.

Goblins come in all shapes and colors. The larger ones are sometimes called hobgoblins.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d4, Vigor d6

Skills: Belief d6, Fighting d6, Guts d4, Notice d6, Taunt d6, Shooting d8, Stealth d10, Throwing d6

Pace: 6; **Parry:** 5; **Toughness:** 5

Gear: Dagger (Str+1)

Special Abilities:

- **AB: Vile Magic:** Goblins have access to one power (chosen by the GM), and have 10 Power Points.
- **Bite/Claws:** Str+1
- **Darkvision:** Goblins can see even in absolute darkness and suffer no penalties for lighting.
- **Size -1:** Goblins stand 3-4' tall.

Great Wight (WC)

Great wights are undead, giant sharks. Totally mindless, they eat anything they can sink their teeth into, and the bloody fragments of its victims can be seen within the skeletal rib cage.

Attributes: Agility d8, Smarts d4(A), Spirit d8, Strength d12+4, Vigor d12

Skills: Fighting d10, Notice d12, Stealth d10, Swimming d12

Pace: -; **Parry:** 7; **Toughness:** 14

Special Abilities:

- **Aquatic:** Pace 12"
- **Beyond Brave:** Great wights cannot be intimidated and do not suffer from Fear.
- **Bite:** Str+3
- **Hardy:** Second Shaken does not cause a wound.
- **Large:** Attackers add +2 to their attack rolls when attacking a great wight.
- **Low Light Vision:** Ignore penalties for Dim and Dark lighting conditions.
- **Size +4:** This beast grows up to 25' in length.
- **Swallow Whole:** Great whites can swallow whole any creature of Normal size or smaller.
- **Undead:** +2 Toughness; +2 to recover from being Shaken. No additional damage from called shots. Piercing attacks do half-damage. Does not suffer from Wound penalties. Immune to disease and poison.

Grim Ghost

Wonderment has always had ghosts, but none so malevolent as a grim ghost. These corrupted shades appear as they once did, translucent and spectral, but now tattered, almost moth eaten, as their essence is consumed by the Nightmare.

Attributes: Agility d6, Smarts d6, Spirit d12, Strength d6, Vigor d8

Skills: Fighting d8, Nightmare d8, Notice d6, Stealth d10

Pace: 6; **Parry:** 6; **Toughness:** 10

Special Abilities:

- **Nightmare Magic:** These spirits have access to the power the Nightmare wields. They have 20 Power Points and the following powers: *fear*, *obscure*, and *zombie*.
- **Shade:** +4 Toughness; Attacks which fail to cause a Shaken result pass without contact. Immune to disease, poison and do not need to eat or breathe. Can move at full pace through solid objects or pick up objects but suffer a fatigue level for doing so. Fatigue is recovered an hour after the movement or the object is dropped.

Grog

Grogs were originally corrupted Frog Princes, but have since become a distinct race of small frog men all their own by the will of the Nightmare. They are murky green, covered in warts that burst with slime, and have large luminous eyes. Grogs often travel in groups and use their speed to quickly surround targets before using their tongues to pull individuals out of defensible positions.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Guts d4, Notice d4, Shooting d8, Swimming d8

Pace: 6; **Parry:** 5; **Toughness:** 5

Gear: Spear (Str+2)

Special Abilities:

- **Bite:** Str+3
- **Leaping:** Grogs use a d10 for running instead of a d6 to represent their ability to quickly leap. Additionally, they can jump twice the normal distance.
- **Small:** -2 to hit Grogs.
- **Size -1:** Grogs are about the size of human children.
- **Tongue:** Grogs can grapple at a distance by using their sticky tongues. Use Shooting to hit targets up to 5" distant. Victims must make a contested Strength roll or be Shaken and pulled into melee with the Grog.

Gummy Wurm (MC)

The mighty and terrible multi-colored gummy wyrms are feared all throughout the land near the Candy Forest. The wyrms are monstrosously hard to kill, and can crush their victims into jelly, making them a deadly foe. Gummy wyrms are not intelligent even in the animal sense. They are simply animate candy with a will to destroy.

Attributes: Agility d6, Smarts d4(A), Spirit d8, Strength d12, Vigor d12+2

Skills: Fighting d10, Guts d10, Notice d4

Pace: 4; **Parry:** 7; **Toughness:** 15

Special Abilities:

- **Burrow (20"):** Gummy wyrms can disappear and reappear anywhere within 20" on an action.
- **Constriction:** On a successful grapple attempt, the gummy wurm has coiled itself around the victim and does Str+3 damage each round automatically. The victim may escape on his action by getting a raise on an opposed Strength roll.
- **Huge:** Attackers add +4 to their Fighting or Shooting rolls when attacking a gummy wurm.
- **Rubbery Flesh:** Due to the nature of the wyrms flesh, blunt weapons do no damage, and piercing or cutting weapons do only half damage. All other attacks wound as normal.
- **Size +6:** Gummy wyrms are nearly 30' long from tip to tip, and almost 1' in diameter.

Howl

The once wise owls of fairy tales have corrupted into agents of the Nightmare. Their intellect has been bent to the service of evil and they mock their victims relentlessly until the howl is able to corrupt or kill. Howls appear as large jet black owls with tattered feathers and razor sharp beaks and talons.

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d6, Vigor d6

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

Pace: 2; **Parry:** 5; **Toughness:** 4

Special Abilities:

- **Beak/Claws:** Str+3
- **Corruption:** The howl can belch forth a horrible screech that corrupts all who hear it. Use a Cone Template. Anyone underneath it must make a Spirit roll or be subject to Corruption at d8.
- **Flight:** An howl has a Flying Pace of 24" and a Climb of 6".
- **Size -1:** Howls are the size of large dogs.
- **Small:** Anyone attacking an howl has -2 to their rolls.

Huggermugger (MC)

Huggermuggers are rightfully Nightmare creatures, for they never existed in Wonderment before the Nightmare came. Yet, they have no apparent connection with the Nightmare. In any case, huggermuggers almost always appear as common peasants, or other simple humans. They act how they need to in order to get close to their targets before attempting to steal essence.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d8, Guts d6, Nightmare d8, Notice d8, Persuasion d6, Shooting d6

Pace: 6; **Parry:** 6; **Toughness:** 5

Gear: Any appropriate

Special Abilities:

- **Secret Stealer:** On a successful touch attack and an opposed Spirit roll, the huggermugger has stolen a secret from a victim. This essential essence becomes the property of the huggermugger and Nightmare, and the victim loses a benny permanently (one less benny per session) until the huggermugger is killed. Additionally, an huggermugger can assume the shape, and gains all attributes and special abilities of any one it has stolen a secret from.

Jack-o'-lantern (MC)

These foul creatures used to be homes made of pumpkins or other giant squashes for the humans of Pumpkin Patch. The Nightmare has corrupted them into roving maws of ravenous hunger, eager to consume victims and entomb them inside their cavernous bodies.

Attributes: Agility d4, Smarts d4(A), Spirit d8, Strength d12+5, Vigor d12

Skills: Fighting d8, Guts d8, Notice d8

Pace: 6; **Parry:** 6; **Toughness:** 14

Special Abilities:

- **Bite:** Str+4
- **Huge:** Attacks are made at +4 against jack-o'-lanterns.
- **Size +6:** Lanterns are the size of large huts or small homes.
- **Swallow Whole:** Lanterns can swallow whole any creature of Large size or smaller. The victim is then attacked every round for 2d6 damage from jagged, piercing seeds until either victim or the lantern is dead.
- **Vines:** Str+1, Reach 10". A jack-o'-lantern has six vines. It needs 2 to move, by pulling itself along. If all six vines are cut (Toughness 8, 1 Wound each), the lantern is immobile.

A picture of a Jack-o'-lantern doing battle against a bunch of hero-types.

Nightmare Creatures

Nightmare Creatures are universally cruel and evil. They exist to perpetuate the will of the Nightmare, which is to cause harm, despair, and the destruction of Wonderment and it's folk.

No two abominations exist that are identical, although many are similar enough. Use the following tables to determine the nature of any Nightmare Creature encountered. It is handy to have several creatures pre-made ahead of game time. A special Nightmare Creature Sheet is located at the back of this book.

Step 1: Determine Size and Attributes

1d6 Result

- 1 Swarm: See Nightmare Swarms.
- 2 Tiny Abomination: Agility d12, Smarts d6, Spirit d8, Strength d4, Vigor d6. Toughness: 3. -4 to be hit.
- 3 Small Abomination: Agility d10, Smarts d6, Spirit d8, Strength d6, Vigor d6. Toughness: 4. -2 to be hit.
- 4 Normal Abomination: Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d8. Toughness: 6
- 5 Large Abomination: Agility d6, Smarts d6, Spirit d8, Strength d12+3, Vigor d10. Toughness: 1. +2 to be hit.
- 6 Huge Abomination: Agility d6, Smarts d6, Spirit d8, Strength d12+6, Vigor d12. Toughness: 16. +4 to be hit.

Step 2: Determine Skills

1d6 Result

- 1-2 Climbing d8, Fighting d6, Guts d6, Intimidate d4, Notice d10, Stealth d10, Survival d8, Tracking d8. Parry: 5
- 3-5 Fighting d10, Guts d8, Intimidation d8, Notice d4, Survival d4. Parry: 7
- 6 Fighting d6, Guts d6, Intimidation d4, Nightmare d8, Notice d6, Survival d6. Power Points: 20. Powers: Any three. Activated by rolling Nightmare skill. Parry: 5

Step 3: Determine Pace

1d6 Result

- 1-3 Pace: 6, Running d6
- 4 Pace: 8, Running d10
- 5 Flying Pace: 12 (Wings or otherwise)
- 6 Flying Pace: 24 (Wings or otherwise)

Step 4: Determine Monstrous Abilities

1d6 Result

- 1-2 None
- 3-4 One Special Ability
- 5 Two Special Abilities
- 6 Four Special Abilities

1d20 Result*

- 1 Aquatic
- 2 Armor +2
- 3 Armor +4
- 4 Attack: Str +4
- 5 Beyond Brave
- 6 Burrowing
- 7 Corruption
- 8 Edge (Roll 1d6. Raise Traits to meet requirements).
 - 1 Improved Block
 - 2 Improved Dodge
 - 3 Improved First Strike
 - 4 Improved Frenzy
 - 5 Improved Sweep
 - 6 Improved Tough As Nails
- 9 Extended Limbs (Reach 1d4")
- 10 Hardy
- 11 Infravision
- 12 Immunity
- 13 Low-Light Vision
- 14 Poison (GM must determine what kind)
- 15 Regeneration, Slow
- 16 Regeneration, Fast
- 17 Shade
- 18 Trait Boost: One random trait increased by 1d4 steps.
- 19 Wall Walker
- 20 Wild Card or Unique Ability (GM's choice)

* See Savage Worlds. Where possible, abilities stack for effect. Otherwise, reroll double results or create a new monstrous ability.

Step 5: Remaining Abilities

All abominations have a form of attack; fangs, claws, tentacles, and so on. They do Str +2 damage. All abominations are Very Scary.

Nightmare Creatures have a sensitivity to daylight, and suffer -2 to all Trait rolls when exposed to daylight, or the *light* power.

Abominations are assumed to have abilities appropriate to the environment encountered. Nightmare creatures encountered in the sea automatically have Aquatic, for example.

Nightmare Swarm

Like regular Nightmare Creatures, swarms of them are no different, only very small. Nightmare swarms have the following Attributes. Use the tables that follow to determine other abilities.

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

Skills: Notice d10

Parry: 4; **Toughness:** 7

Special Abilities:

- **Swarm:** Parry +2. Cutting and piercing attacks do no damage. Area-effect weapons and magic work normally. Ground based Swarms can be stomped on for Strength damage.

Step 1: Determine Size of Swarm

1d6 Result

- 1-2 Small Burst Template
- 3-4 Medium Burst Template
- 5-6 Large Burst Template

Step 2: Determine Damage*

1d6 Result

- 1-3 2d4 Damage
- 4-5 2d6 Damage
- 6 2d8 Damage

* Damage is inflicted each round automatically to anyone within the Burst Template.

Step 3: Determine Pace

1d6 Result

- 1-3 Pace: 6, Running d6
- 4 Pace: 10, Running d10
- 5 Flying Pace: 6 (Wings or otherwise)
- 6 Flying Pace: 12 (Wings or otherwise)

Step 4: Determine Monstrous Ability*

1d8 Result

- 1 Armor +2
- 2 Burrowing
- 3 Corruption
- 4 Immunity
- 5 Regeneration, Fast
- 6 Split: The Swarm can break down into two smaller Burst Templates. Toughness is reduced by -2 for each new Swarm.
- 7 Tenacious: When wounded, the Swarm breaks into two smaller Burst Templates. Toughness is reduced by -2 for each new Swarm.
- 8 Wall Walker

* See Savage Worlds

Nightmare Storm

Storms originating from the power of the Nightmare have terrible effects upon those who are caught in the black rain. Whenever, a Nightmare Storm passes over an area, those wishing to avoid being rained on have 6 rounds to seek cover. Use the following table to find the effects of the storm.

1d12 Result

- 1-8 Staining: Those caught in the rain must make Vigor rolls or become stained by the black rain for 1d4 weeks. During this time, Charisma is reduced by 2.
- 9 Corruption: Make Spirit rolls or suffer corruption as explained on page XX.
- 10 Fire Fall: Fire falls from the sky, doing 2d4 damage to those caught in the rain, every round. Objects and the unlucky catch fire on a 6 on 1d6.
- 11 Lightning Strike: Random bolts of lightning strike out in a fury of hits. Agility rolls every round for those caught outdoors, or suffer 2d6 damage from lightning.
- 12 Acid Rain: Acid falls from the sky, doing 2d8 damage, AP 5, to those caught in the rain, every round. Acid rain destroys objects (armor, clothing, weapons, and so on) if damage beats the Toughness of the item.

Picture of some really nasty looking Nightmare creatures.

Jaws

So named because of their elongated, fang filled, mouths and tiny bodies, jaws are corrupted guppies, gold fish, and other normally harmless fish. Jaws are swarms and attack in a Small Burst Template.

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

Skills: Guts d10, Notice d8

Pace: -; **Parry:** 4; **Toughness:** 6

Special Abilities:

- **Aquatic:** Pace 8" in water.
- **Bite:** Jaws inflict hundreds of tiny bites every round to their victims, hitting automatically for 2d6 damage to everyone in the template.
- **Combine:** Two or more jaws swarms may combine together in a densely packed school. The template does not increase in size, but for each additional swarm that joins, the bite damage increases by another die (from 2d6 to 3d6 and so on) to a maximum of 5d6. Each additional swarm also increases Toughness by 1, to a maximum of +3.
- **Swarm:** Parry +2; Because the swarm is composed of scores of fish, cutting and piercing weapons to no real damage. Area effect weapons work normally.

Mershade

Mer shades are not the corrupted ghosts of the mighty merfolk, as most believe, but rather corrupted merfolk, given an unlifed by the Nightmare. They appear as shadowy patches, like smoke in water, with bright blue glowing eyes.

Attributes: Agility d6, Smarts d8, Spirit d12, Strength d6, Vigor d8

Skills: Fighting d8, Notice d8, Stealth d8, Swimming d10

Pace: 0; **Parry:** 6; **Toughness:** 10

Special Abilities:

- **Aquatic:** Pace 10"
- **Beyond Brave:** Cannot be intimidated and is immune to Fear based effects.
- **Chill Touch:** Causes 2d6 damage, ignoring armor, on a successful touch attack.
- **Low Light Vision:** Ignore penalties for Dim and Dark lighting conditions.
- **Shade:** +4 Toughness; Attacks which fail to cause a Shaken result pass without contact. Immune to disease, poison and do not need to eat or breathe. Can move at full pace through solid objects (water does not count as a solid object) or pick up objects but suffer a fatigue level for doing so. Fatigue is recovered an hour after the movement or the object is dropped.

Nightmare Creatures, Swarms, and Storms

See page XX

Northern Blight

Malevolent, dark purple bands of light stretching the sky, are what the northern lights have become in wonderment. Vast corrupted folk who can take little direct action against others, but can use their powers to force or trick victims into death traps.

Attributes: Agility d12, Smarts d8, Spirit d6, Strength d12, Vigor d6

Skills: Guts d12, Notice d12

Pace: 0; **Parry:** 8; **Toughness:** 9

Special Abilities:

- **Gargantuan:** Heavy Armor; +4 to be hit.
- **Obvious:** -4 to Stealth rolls.
- **Nightmare Magic:** Northern blights can use the *illusion* power and *puppet* power at will with no Power Point cost.
- **Shade:** +4 Toughness; Attacks which fail to cause a Shaken result pass without contact. Immune to disease, poison and do not need to eat or breathe. Can move at full pace through solid objects, or pick up objects, but suffer a fatigue level for doing so. Fatigue is recovered an hour after the movement or the object is dropped.
- **Size +10:** Northern Blights are immense beings nearly 200' feet long.

Octospy

Octospies are corrupted octopi that now work as a deadly assassins or spies for other corrupt or even Nightmare creatures. The eight limbed monsters are human sized, and while capable of great harm, rarely engage more than one target at a time. They prefer to bide their time and pick off lone targets.

Attributes: Agility d12, Smarts d8, Spirit d6, Strength d12, Vigor d6

Skills: Fighting d12, Guts d8, Stealth d8, Swimming d6, Survival d6

Pace: 0; **Parry:** 8; **Toughness:** 5

Special Abilities:

- **Aquatic:** Pace 6"
- **Barbed Tentacles:** Str+1. Can make up to 8 attacks each round without penalty. +2 to grapple attempts.
- **Chameleon:** Octospies change the color of their skin to blend in with their surroundings. This takes no action and provides +4 to Stealth.
- **Ink Cloud:** Octospies can spurt a cloud of black ink once per day. The cloud fills a sphere equal to a Medium Burst Template underwater.

No sight or smell functions within the cloud, even for Octospies.

- **Low Light Vision:** No penalties for Dim or Dark lighting conditions.

Ogre

Ogres are simple, brutal creatures akin to giants and trolls, and just as large. They often appear as large deformed men, or green, pointy eared devils, but can have any monstrous appearance.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+3, Vigor d12

Skills: Fighting d8, Guts d8, Intimidation d8, Notice d4, Throwing d6

Pace: 7; **Parry:** 6; **Toughness:** 11

Gear: Thick hide (+1), spiky club (Str+3)

Special Abilities:

- **Size +3:** Ogres are on average 8' tall.
- **Sweep:** May attack all adjacent foes at -2.

Scab

Scabs are the corrupt forms of king crabs. They appear much as they did before the corruption, except for the addition of 4 extra pincer arms, and a spiky shell. While small, they are very smart, and attack in groups, attempting overwhelm targets by sheer numbers.

Attributes: Agility d4, Smarts d8, Spirit d6, Strength d6, Vigor d8

Skills: Climbing d8, Fighting d8, Guts d8, Notice d10, Swimming d4

Pace: 6; **Parry:** 6; **Toughness:** 8 (4)

Special Abilities:

- **Aquatic:** Pace 4"
- **Armor +4:** Thick hard shell.
- **Pincers:** Scabs have six radially separated pincers around their body allowing them to attack in all directions at once without penalty. They can only bring two pincers to bear on any one target however. Each pincer does Str+2.
- **Size -2:** Scabs are the size of cats.
- **Tiny:** -4 to hit scabs by larger beings.

Scar Bear

Scar bears are the Nightmare realization of the corrupt three bears, multiplied to hundreds and given a grotesque form. They are larger than a man, and their ability to tear the flesh from targets make them feared, beyond being particularly tough and deadly.

They cannot move fast, so it is only the unwary or the foolhardy that fall prey to scar bears.

Attributes: Agility d4, Smarts d4, Spirit d8, Strength d12+4, Vigor d12

Skills: Climbing d8, Fighting d8, Guts d10, Notice d4, Swim d6

Pace: 3; **Parry:** 6; **Toughness:** 10

Special Abilities:

- **Bite/Claws:** Str+2
- **Scarification:** On any hit that wounds, the victim must make a Vigor roll or be horribly scarred as skin is torn from the muscle by the powerful grip of the Scar Bear. Scarring causes a -1 to Charisma permanently.
- **Size +2:** These creatures stand near 8' tall.
- **Sweep:** Can attack all adjacent foes at -2.

Scarecrow

Scarecrows were never the most trusted folk in Wonderland for their slightly sinister appearance, but corrupt versions are outright hideous and murderous. With long, gangly limbs, and leering face, a scarecrow would like nothing better than to impale a folk and leave them for the corrupted crows.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d8, Guts d10, Notice d10

Pace: 6; **Parry:** 7; **Toughness:** 6

Gear: Spear (Str+2, Parry +1, 2 hands)

Special Abilities:

- **Claws:** Str+2
- **Object:** Scarecrows are made of clothing, sticks, straw, and the occasional pumpkin. Immune to disease and poison. Called shots do no extra damage.
- **Impaler:** Scarecrows are adept at impaling victims with their spears and leaving the victim pinned to the ground. Any attack with a raise, using a spear forces an immediate roll on the injury table for the victim. Additionally, the victim is pinned in place, and must make a Strength roll each round to free himself.
- **Scary:** Guts checks at -2.
- **Weakness:** Scarecrows take an extra 2d6 damage from fire based attacks.

Scathing Tree (WC)

A trap tree is a common willow tree, but corrupted. It appears completely normal, and it's favorite tactic is to lay in wait for unlucky victims to pass by itself before attacking and then using the whip-like branches to keep anyone trying to escape..

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

Skills: Notice d8

Pace: 3; **Parry:** 4; **Toughness:** 6

Special Abilities:

- **Tree Body:** Trap Trees are comprised of a giant patch of corrupted trees. Use a Medium Burst Template to represent the 'heart' of the trap tree. Anyone within this template takes 2d6 damage automatically each round as the tree tears and cuts at victims. Piercing and blunt weapons do half damage, while cutting weapons do full damage.
- **Rooted:** The trap tree is rooted to the ground and cannot move more than 6" from the root. During combat, mark the root spot.
- **Saplings:** Trap trees have three saplings full of grappling whips. They are each equal to a Small Burst Template and can range up to 10" away from the tree body. These saplings attempt to grapple, doing so at a +2, and drag the victims back to the tree body. They can drag grappled victims 3" per turn. Attacks to the saplings do no Wounds to the trap tree.

Sea Enemy

Sea enemies are a corrupted race of merfolk. They no longer have the lower halves of fish, but the bodies, limbs, and sometimes heads of other aquatic creatures. Below are examples of common sea enemies, but anything is possible.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d6

A collection of various sizes and kinds of Sea Enemies

Skills: Climbing d6, Fighting d6, Guts d8, Notice d6, Swimming d8, Stealth d4

Pace: 6; **Parry:** 6; **Toughness:** 5

Gear: Trident (Str+3, +1 Parry, 2 hands)

Special Abilities:

- **Aquatic:** Pace 8"
One of the following options:
- **Crab Body:** The human torso springs forth from the crab body like a centaur covered in a shell. Vigor d10, Toughness 10, Armor +3, Pincers (Str+3).
- **Jelly Fish Arms:** A writhing mass of tentacles sprouts from each shoulder. On a successful touch attack, victim must make a Vigor roll or be stunned and unable to act for 1d6 rounds.
- **Kelp Body:** A head sits at a center of a kelp mass. Improved Sweep. Kelp Lash (Str+1). Piercing and blunt weapons do no damage.
- **Shark Head:** A sharks head, including tooth filled maw, replace the normal head. Bite (Str+4). Notice d8
- **Squid Body:** Long tentacles replace the lower half, providing +4 on all grapple attempts.

Shrieking Tree

Once, these sentient trees were shepherds of the forests for Wonderment. As corrupt, these blasted looking, rotting treants shamble about killing and inflicting their anguish upon any they come across.

Oddly enough, shrieking trees do not cooperate with any other corrupt, or Nightmare creatures, and attack them just as they would anyone else.

Attributes: Agility d4, Smarts d6, Spirit d8, Strength d12+5, Vigor d10

Skills: Fighting d10, Notice d8

Pace: 4; **Parry:** 6; **Toughness:** 15

Special Abilities:

- **Armor +3:** Tough bark
- **Beyond Brave:** Cannot be intimidated and does not suffer from Fear effects.
- **Branch:** Str +2.
- **Large:** Attackers gain +2 to hit these trees.
- **Shriek:** Instead of attacking, these trees can unleash all their anguish and torment in a blood curdling scream. This is a Fear effect, and all creatures within 30" must make a Guts check at -2.
- **Sweep:** Shrieking trees have a reach of 2" and may attack everyone in that distance at -2
- **Size +5:** Shrieking trees average 20 feet tall.

Sin Soldier

Corrupted tin soldiers, nutcrackers, and similar toys come in all sizes and are marked by corrosion of metal and wood. They act in cohesive groups

to bring massed fire power from ambush before engaging enemies with bayonets.

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

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

Pace: 6; **Parry:** 6; **Toughness:** 7

Gear: Musket (Range 10/20/40, 2d8 Damage) with bayonet (Str+2)

Special Abilities:

- **Hardy:** Second Shaken result does not cause a wound.
- **Object:** +2 to recover from Shaken. Called shots do no extra damage. Immune to disease and poison.

Sin Soldier, Tiny

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

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

Pace: 6; **Parry:** 6; **Toughness:** 5

Gear: Musket (Range 5/10/20, 2d6 Damage) with bayonet (Str+2)

Special Abilities:

- **Hardy:** Second Shaken result does not cause a wound.
- **Object:** +2 to recover from Shaken. Called shots do no extra damage. Immune to disease and poison.
- **Size -2:** These sin soldiers stand no greater than 1 foot tall.
- **Tiny:** -4 to hit this creature by larger beings.

Sin Soldier, Small

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

Skills: Fighting d8, Guts d10, Notice d6, Shooting d8, Stealth d4

Pace: 6; **Parry:** 6; **Toughness:** 6

Gear: Musket (Range 5/10/20, 2d6 Damage) with bayonet (Str+2)

Special Abilities:

- **Hardy:** Second Shaken result does not cause a wound.
- **Object:** +2 to recover from Shaken. Called shots do no extra damage. Immune to disease and poison.
- **Size -1:** These sin soldiers are about the height of a child.
- **Small:** -2 to hit by larger beings.

Sin Soldier, Commander (MC)

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d10, Vigor d10

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

Pace: 6; **Parry:** 6; **Toughness:** 11

Gear: Musket (Range 10/20/40, 2d8 Damage) with bayonet (Str+2), saber (Str+3)

Special Abilities:

- **Commander:** This soldier has access to the Command, Fervor, Hold the Line!, Inspire, and Natural Leader Edges.
- **Hardy:** Second Shaken result does not cause a wound.
- **Object:** +2 to recover from Shaken. Called shots do no extra damage. Immune to disease and poison.

Snuffed Animal

Like sin soldiers, snuffed animals are corrupt toys, of the rag doll, teddy bear and similar variety. They too come in many sizes, and are vicious as well, their teeth and claws made real, but are uniquely filled with the despair of suffering children and use it as weapon.

Attributes: Agility d4, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d6, Fighting d6, Notice d6, Stealth d8

Pace: 6; **Parry:** 5; **Toughness:** 5

Special Abilities:

- **Bite/Claws:** Str+1
- **Despair:** On any bite or claw attack which results in Shaken or worse, the victim must make a Spirit roll or become stunned for the next 1d6 rounds, incapable of any action from the object despair that fills the victim.
- **Object:** +2 to recover from Shaken. Called shots do no extra damage. Immune to disease and poison.
- **Weakness (Fire):** Snuffed animals take double damage from fire based attacks.

Snuffed Animal, Tiny

Attributes: Agility d4, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d6, Fighting d6, Notice d6, Stealth d8

Pace: 6; **Parry:** 5; **Toughness:** 3

Special Abilities:

- **Bite/Claws:** Str+1
- **Despair:** On any bite or claw attack which results in Shaken or worse, the victim must make a Spirit roll or become stunned for the next 1d6 rounds, incapable of any action from the object despair that fills the victim.
- **Object:** +2 to recover from Shaken. Called shots do no extra damage. Immune to disease and poison.

A Spite Swarm

- **Size -2:** They stand no higher than 1 foot.
- **Tiny:** -4 to hit this creature by larger beings.
- **Weakness (Fire):** Snuffed animals take double damage from fire based attacks.

Snuffed Animal, Small

Attributes: Agility d4, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d6, Fighting d6, Notice d6, Stealth d8

Pace: 6; **Parry:** 5; **Toughness:** 5

Special Abilities:

- **Bite/Claws:** Str+1
- **Despair:** On any bite or claw attack which results in Shaken or worse, the victim must make a Spirit roll or become stunned for the next 1d6 rounds, incapable of any action from the abject despair that fills the victim.
- **Object:** +2 to recover from Shaken. Called shots do no extra damage. Immune to disease and poison.
- **Size -1:** Creature is about the size of a child.
- **Small:** -2 to hit this creature by larger beings.
- **Weakness (Fire):** Snuffed animals take double damage from fire based attacks.

Spectre (MC)

Spectres are another of Wonderments original villains who now seek dominance over the remaining survivors. They can appear as anything: a mist, fog, shadow, smoke or billowing white sheet are common.

Attributes: Agility d8, Smarts d8, Spirit d12, Strength d4, Vigor d8

Skills: Belief d12, Fighting d4, Guts d10, Intimidation d10, Notice d6, Stealth d8

Pace: 6; **Parry:** 4; **Toughness:** 10

Special Abilities:

- **AB: Vile Magic:** Has the following powers: *bolt*, *curse*, and *inspirit*. Spectre's have 20 Power Points.
- **Life Drain:** On a touch attack, victims must make a Vigor roll or suffer a Wound.
- **Shade:** +4 Toughness; Attacks which fail to cause a Shaken result pass without contact. Immune to disease, poison and do not need to eat or breathe. Can move at full pace through solid objects (water does not count as a solid object) or pick up objects but suffer a fatigue level for doing so. Fatigue is recovered an hour after the movement or the object is dropped.

Spites

Corrupt fairies known as spites are perhaps one of the most feared of the Nightmare's servants and are well known throughout Wonderment. Spites use a Medium Burst Template and attack everyone within every round.

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

Skills: Nightmare d8, Notice d8

Pace: 0; **Parry:** 4; **Toughness:** 5

Special Abilities:

- **Bite/Claws:** Spites inflict hundreds of tiny bites and claw wounds every round to their victims, hitting everyone within the template for 2d4 damage each round.
- **Fly:** Pace 12"
- **Nightmare Magic:** Spite swarms can use the following powers: *boost/lower trait*, *fear*, and *illusion*. A swarm has 20 Power Points.
- **Swarm:** +2 Parry. Cutting and piercing weapons do no damage. Area effect weapons work normally.
- **Tenacious:** When a spite swarm is wounded, it splits into two smaller swarms. These are the size of Small Burst Templates with a Toughness of 3. Power points are split between.

Squashers

Squashers are typically giant spherical vegetables and fruit (pumpkins, onions, apples, oranges, potatoes, and so on) that roll around and attempt to crush victims under their enormous weight. They are unintelligent, being animated by Nightmare.

Attributes: Agility d4, Smarts d4(A), Spirit d6, Strength d12, Vigor d12+2

Skills: Fighting d8, Notice d8

Pace: 10; **Parry:** 6; **Toughness:** 15

Special Abilities:

- **Beyond Brave:** Squashers are immune to Intimidation and Fear.
- **Large:** +2 to hit squashers by smaller beings.
- **Roll Over:** On any slam attack which gets a raise, the squasher has rolled over the victim and adds the squasher's size (+6) and subtracts the size of the victim to the damage roll.
- **Size +6:** Squashers are the size of elephants.
- **Slam:** Str+3

Survivor

Survivors are uncorrupted folk, predominantly human, but can be any shape or size, from a mouse to a dragon. Use the stats below for the average survivor and adjust as appropriate for the form of the folk.

Folk are poor, scared, individuals. They have all but lost hope, and rely on the new breed of heroes to provide guidance, safety, and arms against the Nightmare.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d4, Guts d4, Notice d4, Shooting d4, Survival d6

Pace: 6; **Parry:** 4; **Toughness:** 5

Hindrances: Poverty

Edges: -

Gear: Knife (Str+1)

Special Abilities:

- **Folk:** Survivors come in many forms. Assign abilities and Edges as appropriate.

Toad Stool

The Nightmare corrupted the common mushrooms of Wonderment into foul little servants of evil. They aren't particularly deadly, but enough of them acting together can pose a threat.

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

Skills: Fighting d8, Guts d4, Notice d6

Pace: 6; **Parry:** 6; **Toughness:** 6

Special Abilities:

- **Claws:** Str+1

- **Size -1:** Toad stools are the size of children.
- **Small:** -2 to hit toad stools by larger beings.
- **Spore Cloud:** Toad stools emit a cloud of debilitating spores all around them, at all times. All non-toad stools within Large Burst Template centered on the toad stool must make Vigor rolls at -2 or suffer a -2 to all trait rolls while in the cloud.

Troll

Many trolls exist in fairy tales; most are big and mean spirited. Very tall, with massive muscles, and large bellies, trolls are frightening and formidable foes.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+2, Vigor d10

Skills: Fighting d8, Guts d10, Intimidation d10, Notice d6, Swim d6, Throwing d6

Pace: 7; **Parry:** 6; **Toughness:** 12 (1)

Gear: Spiked club (Str+3)

Special Abilities:

- **Armor +1:** Thick hide
- **Bite/Claws:** Str+1
- **Improved Sweep:** Attacks all adjacent foes.
- **Large:** +2 to be hit.
- **Scary:** Causes Guts checks.
- **Size +4:** Trolls are tall creatures over 9' tall.
- **Swallow Whole:** Trolls can swallow whole any creature of Normal size or smaller.

Tyrant

Sadly, with all the deformities giants usually suffer, one is often hard pressed to distinguish the tyrant, a corrupted giant, from the rest. Tyrants are not as dumb as regular giants, but are more primitive, preferring their bare hands over weapons.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+6, Vigor d12

Skills: Fighting d12, Guts d10, Intimidation d8, Notice d4

Pace: 20; **Parry:** 6; **Toughness:** 14

Special Abilities:

- **Claws:** Str+3
- **Corruption:** The tyrants claw attack causes corruption.
- **Frenzy:** Tyrants can make two attacks per turn at -2 penalty.
- **Hardy:** Second Shaken result does not cause a wound.
- **Large:** Attacks made against tyrants are made at +2 to Fighting, Shooting, or Throwing.
- **Size +6:** Tyrants stand nearly 20 feet tall.
- **Swallow Whole:** Tyrants can swallow whole any creature of Normal size or smaller.

Ugly Muckling

The original ugly mucklings were corrupted swans, but has since spread to other water birds such as ducks, geese, and similar. They are beyond a doubt, the most physically corrupted creatures in Wonderment.

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d4, Vigor d6

Skills: Fighting d4, Guts d6, Notice d6, Stealth d6, Swimming d6

Pace: 6; **Parry:** 4; **Toughness:** 5

Special Abilities:

- **Claws:** Str+1
- **Deadly Appearance:** Ugly muckling are so hideous to behold that even looking upon their mutilated, deformed visage can wound the soul of the onlooker. Anyone within 10" of, and looking at, an ugly muckling must make a Spirit roll or suffer a Wound, once per combat.
- **Fly:** Flying Pace 8"
- **Size -1:** They are big birds.
- **Small:** +2 to hit by larger creatures.

Unhappy Haunt

These corrupt spirits cannot take physical form and instead possess objects to affect the physical world. Haunts cannot be killed by any means, and the only way to be rid of them is to ease their soul.

Attributes: Agility d-, Smarts d-, Spirit d-, Strength d-, Vigor d-

Skills: Belief d12

Pace: 6; **Parry:** -; **Toughness:** -

Special Abilities:

- **Inspirit:** An unhappy haunt may use the *inspirit* power at will, and at no power cost. It spiritually possesses the objects.
- **Weakness (Healing Magic):** The healing power automatically Shakes an Unhappy Haunt. Greater Healing drives it away for 1 day. Redeem lays the unhappy haunt to rest, and it no longer engages in combat.

Water Spite (MC)

Water spite are corrupted, human sized, aquatic fairies. They are murderous and love nothing better than to capture a survivor and torture them endlessly for its own pleasure.

Attributes: Agility d12, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d6, Guts d6, Intimidation d6, Nightmare d8, Stealth d6, Swimming d8

Pace: 0; **Parry:** 6; **Toughness:** 6

Gear: Dagger (Str+1), spear (Str+2, +1 Parry)

Special Abilities:

- **Aquatic:** Pace 8"

- **Nightmare Magic:** Water spite have access to the Nightmare and have the following powers: *dispel*, *shape change*, and *transform*. Water spite have 20 Power Points.

Wicked Witch

Nearly as common as Big, Bad Wolves, Wicked Witches have plagued many a fairy tale hero with their evil tricks and plots. Few survive an encounter with a Wicked Witch.

Attributes: Agility d6, Smarts d10, Spirit d6, Strength d6, Vigor d6

Skills: Belief d10, Climbing d4, Fighting d6, Guts d6, Notice d6, Persuasion d8, Stealth d6, Taunt d10

Pace: 6; **Parry:** 5; **Toughness:** 5; **Charisma:** -8

Hindrances: Bloodthirsty, Mean, Ugly

Edges: AB: Vile Magic, Extra Power Points x2, Level-Headed

Powers: Any three appropriate

Power Points: 20

Gear: Dagger (Str+1), magic wand or witches broom (see page xx)

Wicked Wizard

Less common than wicked witches, wicked wizards are male villains well versed in Vile Magic.

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d8, Vigor d6

Skills: Belief d10, Fighting d4, Guts d8, Intimidation d6, Notice d6, Taunt d6

Pace: 5; **Parry:** 5; **Toughness:** 5; **Charisma:** 0

Hindrances: Arrogant, Elderly

Edges: AB: Vile Magic, Extra Power Points x2, New Power

Powers: Any four appropriate

Power Points: 20

Gear: Axe (Str+2), magic wand (see page XX)

Zombie

Whether they are a traditional rotting flesh zombie, or a bare boned skeleton, the stats below reflect the variety of walking dead that now inhabit the world of Wonderment thanks to the Nightmare.

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d6, Notice d4

Pace: 4; **Parry:** 5; **Toughness:** 7

Special Abilities:

- **Beyond Brave:** Zombies are immune to Fear and Intimidation.
- **Claws:** Str
- **Undead:** +2 Toughness. +2 to recover from being Shaken. Called shots do no extra damage.

Making the Most of the Bestiary

The various creatures in this setting have many abilities that could be altered for variations on a theme. This allows you as a GM to keep the players on their toes, for they would soon learn that because they have encountered a great wight before does not mean it'll be the same again. Use the following ideas as a basis to spark your own imagination.

Big Bad Wolf: Give a big bad wolf the burst power so that he may "huff and puff" and blow a house down.

Blood Wood: Imagine a blood wood utterly infusing the corpses with corruption. Increase the range to 100/200/400, make the damage 2d10 with Heavy Weapon, and the blood wood is capable of laying siege to a haven!

Crawlers: Turn the crawlers into undead bees and give them the flight ability and a poisonous sting.

Devil: As mentioned, devils can come in many sizes. Try Tiny imps to nuisance and harass the heroes, or try Huge devils to give the heroes a challenging encounter.

Dragon: Change the nature of the dragon breath from fire to something else like poisonous gas, lightning or frost. Use existing powers (bolt, beam, burst, and blast) to model the new breath weapon on.

Giant: Not all giants are dim witted. Remove this weakness and create a smart and cunning giant. Perhaps even allow it access to an arcane background.

Giant Animals: Corrupt the giant animals using table 4 of Nightmare creatures.

Gimmick: Give the gimmick the fast regeneration monstrous ability by allowing it to integrate parts from available sources or allowing two or more gimmicks to combine into larger, more dangerous gimmicks.

Great Wight: Imagine if you will, a great wight that has swallowed a couple of zombies who are now trapped inside the skeletal rib cage, but reach out to attack anyone getting close the shark.

Grog: Giving a band of grogs access to the First Strike Edge, along with their Tongue attack, could prove an effective combination. The grogs could strike out to 5" away before the heroes could close.

Gummy Wurm: Give the gummy wurm a weakness to fire (double damage), but have flaming bits of sticky slime splatter off doing 2d4 damage,

with a chance of catching fire, to anyone within 3" of the wurm as it is wounded.

Jack-o'-lantern: Remove the swallow whole ability and replace it with the ability to fire seeds like cannon shots from the mouth at a range of 100/200/400, doing 2d8 damage with AP 20.

Mersshade: Allow the Mersshade to move through objects without incurring a fatigue penalty.

Octospy: Increase the size of the Octospy by +4 or greater and create a giant, near-invisible kraken. Remember to increase its reach.

Sea Enemy: Consider these other options:

- **Electric Eel Body:** Shocking touch for 2d8 damage.

- **Sting Ray Tail:** Shaken or worse causes a Fatigue level from poison.

Shrieking Tree: Sow fear and confusion by having corpses impaled on the upper branches (experienced heroes will assume a blood wood). The corpses shriek in unison with the tree, increasing the range by 2" for every corpse.

Sin Soldier: Allowing sin soldiers access to more fire power, such as cannons, can greatly change the nature of a battle with these toy soldiers. Use the cannon stats from page XX.

Spites: Remove the Arcane Background, but give them the Shade ability instead. The heroes won't be able to hide from this swarm.

Squasher: Imagine a potato squasher that can burrow and come up underneath heroes.

Toad Stool: Change the size of the spore cloud and/or change the nature of the spore cloud. Perhaps the cloud now causes hallucinations or causes sleep. Additionally, consider changing the size of the creature itself.

Trap Tree: Give a Trap Tree the ability to uproot itself and crawl along the ground at a Pace 6.

Tyrant: Consider giving the tyrant the Nightmare Magic, along with the skill, plenty of power points and a host of powers. This makes one of the most dangerous corrupt a deadly challenge for even the toughest heroes.

Unhappy Haunt: Give the haunt the *create* power with unlimited Power Points to generate it's own objects to inspire or give it *puppet* to possess folk as well as objects.

Zombie: Zombies are assumed to be human sized, but it's within reason to have zombies of dragons, giants, or even fairies. Adjust the size of zombies as appropriate.

Character Sheet

**Nightmare
Creature
Sheet**

**Nightmare
Creature
Sheet**

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