

THROUGH THE LOOKING GLASS

By HateAnon

Welcome to Looking-Glass World, my Imperial Kitten. This world is a chessboard you see, split into squares by rivers and hedges. You begin as a Pawn but if you reach the 8th rank you become a Queen and you will throw a fantabulous feast for us. I have already invited all your guests.

Take these pounds and avoid all trains!

+1000£

This game has been going on for quite a while truth be told so let us first see which square you are on as it is.

Roll 1d8 or pay 50£ to choose.

1. Looking-Glass House? What sneaky people live behind the mirror. It is all pretense I say. However there could be a volcano, an invisible giant and a very clever poem here. If only I had made a memorandum of it!
2. The Garden of Live Flowers? Do you know why most flowers do not talk? Because they are planted in soft ground and they tend to fall asleep that way. The Red Queen is here but you must walk backwards to meet her, run all you can to keep in place and run twice as fast to get somewhere.
3. Looking-Glass Insects? I warned you! No word about that train: you have no pounds to spare and they charge a thousand pounds a word you see. The Gnat is worth talking to but it might break your heart to hear of the Bread-and-Butterfly's sorrow fate. *You* forget something in the woods as well but I forgot what it is *you* forget. Luckily I am not you.
4. Tweedledee and Tweedledum? Hush, be quiet now. Do you not see the Red King dreaming over there? Contrariwise: you can talk to the Tweedlebrothers instead. They like to tell poems. Contrariwise: sometimes they do not. Then again, you are not real so you might not care. It is how it is. That is logic.
5. Water and Wool? You met the White Queen I remember and then I remember you met a sheep in a shop and then I remember you were in

a rowing boat and then I remember you being in that shop again. You should try it, my dear. There is no point in having a backwards memory when you can have a forwards memory. You can start by believing six impossible things before breakfast.

6. Humpty Dumpty? I suggest you turn back now. There is absolutely no point in discussing something with this--- *this egg!* I would ask the words to stop changing what they mean to him but I cannot pay them more than he does. A mimsy situation if you ask me. Not even all the King's horses and all the King's men could---
7. The Lion and The Unicorn? Why there they are! Incredible, and it seems the Lion, the Unicorn and some Anglo-Saxon messengers are here too. Did you see nobody else on the way here? How lucky you are: I can hardly see real people on a clear day, let alone nobody from such a distance. Have a Ham-sandwich.
8. It's My Own Invention? You almost did get Checked there by that Red Knight. I shudder to think what would have happened if the White Knight had not come. He is such a clever man. Who else would have thought to fit anklets on his horse's legs for protection against sharks? Oh there are no sharks here but that hardly matters! You are almost there.
9. Queen Coronation? How silly! You cannot possibly be a Queen yet. It seem you do not have a shred of manners. I order you to un-see this.

You are most definitely a Pawn and I will not let you deny it. You could not even deny it with both your hands. Now just pick a side. You say it makes no sense that you can pick and choose a side in a predetermined chessboard? I never claimed it did.

Looking-Glassman: Oh dear, anyone can be a Queen. All you need is a crown and to run very fast. It does not matter that you were born a commoner even though you were. But what are you: a goat, a gnat, a fawn, a fat child, a snapdragon-fly, a man dressed in paper,...? You are not a fablical creature, I do know that!

Monster: What a fabulous monster you are! That I would live to see an actual human in Looking-Glass World and *it* can speak. How queer, how queer indeed.

Red: I should have known you were a Red, you are very Red after all. I see you are in fact the child of the Red Queen! It is only natural that there are several things of a kind – like fingers on a hand or un-birthdays in a year – so you could still become a second or third or ninth Red Queen.

White: You look a bit pale, dear, like a snowdrop on the feather of a blind crow. Never mind it seems you are a simply a White and not just any White but the child of the White Queen. She loves her children very much so you ought to make her proud and become a White Queen. You know you OUGHT!

I positively absolutely love this part. Do you still have those pounds I gave you? Good, because now you get to give them back to me and in exchange I will give you things. This is called a transaction and it is an important part of every economic system. Can you believe I gained so many customers ever since I started doing this?

One kind of all(100£)-free *Looking-Glassman*: We do not discriminate here and we never did. Dogs, kittens, puddings, cakes and horses it is all the same. You simply blend in nicely even when one would expect you not to.

Conversation starter(100£)-free *Monster*: I have no idea how you do it but you do know how to get people to talk to you. Could it be that they start talking as an excuse to look at your hideous face? I am simply asking, dear.

Authoritative Red(100£)-free *Red*: You are a born ruler, or a born governess, or a born naggy pants, or something. It is very easy for you to be seen as a person of importance but if you overdo it you will be seen as an annoying person of importance.

Calmitative White(100£)-free *White*: You are a born ruler, or a born priestess, or a born cry baby, or something. It is very easy for you to be seen as a peaceful minded person but if you overdo it you will be seen as cowardly peaceful minded person.

Tweedlified(200£)-discount *Looking-Glassman*: Tweedledee and Tweedledum might not be real brothers. They might not even be 2 people! Just like them you can be at 2 places at a time at any time and discerning the real you will

prove incredibly hard. This does not amplify, double, change or enhance any power in any way.

That makes no sense!*(200£)-discount Monster*: You are not particularly good at handling the nonsensical but you can always retain your insanity by simply choosing not to care and either dropping the subject or leaving the situation. Do remember that cats do not disappear when mice close their eyes.

Honour of the Red Knight*(200£)-discount Red*: You are as honourable as any Knight and are treated as such. Even better is that when you lose an honourable fight you may announce your unconditional defeat and the absolute superiority of your opponent, often to be allowed to leave the battlefield at the very least alive. Surely you are not *too proud* for this!

Inventions of the White Knight*(200£)-discount White*: You are as clever as the White Knight. Did you know the White Knight carries mouse-traps in his saddle in case his horse ever suffers a mice infestation? Ignoring that the mouse-traps might have been scaring the bees away, one has to admit that his horse is remarkably free of mice. These brilliantly inventive ideas do not always work but they rarely might and if you are lucky they might more often.

Humpty Dumptied*(400£)-discount Looking-Glassman*: You should always give fair wages to the words whose meaning you change but it seems you do because you can. Not only do all words freely give you their meaning but you may pay them to allow you to change it. I have no idea how or what you pay a word.

Looking-Glass Mirrors*(400£)-discount Monster*: There is no point in doing so here but know that I know that you know how to enter the Looking-Glass version of a world. Unlike here most Looking-Glass worlds are empty places that connect mirrors to one another. I advise a spoon of creativity with this.

Dreams of the Red King*(400£)-discount Red*: I will be honest with you, kitten. I do not have the faintest idea whether all of us are really just dreams of the Red King. No one does and that is why nobody has tried waking him up. Truth is I felt the same uneasiness when I watched you sleep. Something about the idea of harming you when you are unconscious makes people suffer great existential crises I believe.

Memories of the White King(400£)-discount *White*: It is a scientific fact that people underestimate the importance of keeping a memorandum. It really is. For one it is proven that those who keep a memorandum are vastly more skilled at keeping memorandums than those who do not. You will never forget anything you write down inside your memorandum and whatever you write inside the memorandum of someone else will become part of their memory until it has been scratched out. I am not giving you a memorandum though.

“Beware the Jabberwock, my dear!”(600£)-discount *Looking-Glassman*: “The jaws that bite, the claws that catch! Beware the Jubjub bird, and shun the frumious Bandersnatch! He-“ Wait just a moment now. You are a Jabberwocky are you not? Just when we are all out of Vorpals swords! What you look like? What a silly question: you are a Jabberwocky and have jaws that bite, claws that catch and eyes of flame. You also move very whiffling and can burble as you do.

The End of a Dream(600£)-discount *Monster*: I do not like all my dreams and therefore you do not. Sometimes they get all normal and what I do, is start shaking violently, my mouth foaming and muscles twitching uncontrollably, until my dreams become more interesting. You can do it too but for some reason it only wakes you up and makes things normal. Dreams, illusions, lies, make up and alcohol intoxication are all synonyms in case you did not know and they do not discriminate for they are fairly progressive words I would say.

Red Queen of the Land(600£)-discount *Red*: The Red Queen is closest to the Land. She simply is. She can rise like a mountain to see the entire world and she travels through it faster than the most frumious Bandersnatch can run! You share her gift it seems. Then again you are not a know-it-all, loudmouthed woman so she still has you beat where it really matters.

White Queen of the Unreal(600£)-discount *White*: The White Queen is furthest of the Land and thus closer to the Unreal. Her memories go forwards instead of backwards so she has great knowledge of every other day besides to-day. You share her gift it seems. Then again you are an untidy, chaotic mess while making use of this gift so you do not have her beat where it really matters.

Why do you want trinkets? The Crown is all you need, dear. Wrong, you do want trinkets. What reason could you possibly have for not wanting them! I do not see why you deem it relevant that I am talking to myself. You should not expect other people to be capable of seeing thoughts. That is *most provocative*.

Collection of Poems(*free*): A free gift from this world to you. Includes many of our finest works, from *The Jabberwock*, to *the Walrus and The Carpenter*, to *A-sitting on a Gate* and many more.

Plum-cake(*50£*): This is Looking-Glass cake and should be passed around first before cutting it into pieces. There is never much over to cut.

White Knight's Pudding(*50£*): A recipe for pudding invented by the White Knight. It has never been made before. It contains blotting paper, gunpowder, sealing-wax and many more secret ingredients. Yummy.

A Rattle(*100£*): This Rattle was brand new and someone broke it. If someone finds it, they will accuse someone and end up battling. A big crow will then scare both of them away. It is fun to watch but kind of useless, no?

Vorpall Sword(*300£*): It seems I do have a vorpall sword left and this vorpall sword seems to extremely vorpall. They are great against Jabberwockies but weakness to vorpallity can be found in many more things. I will not bore you with details. What does vorpall mean? Why of course it means vorpall!

Through The Mirror(*50£*): You can bring someone with you if you want. They will receive 300£ to spend in my shop but have to have a background here. I am sure you can figure this out by yourself.

a Kitten all along(*100£*): You can bring someone back with you if you want. How about Tiger-lily, the tiger-lily, or Fawn, the fawn, or the Red Queen, the Red Queen, or a Rocket Horse-fly, or anyone really. Outside this world they become fairly normal and lose most of any power they might hold, but not their appearance or personality.

You want even more pounds? I have to admit that for some reason I have not made any profit since I started giving away pounds. I know, it is terribly odd. But I presume I could find some more to give but these would not be free I am afraid, my pet. *Take up to +600£!*

The Sequel(+0£): Wonderland and Looking-Glass World are connected but it is up to you to find a passage between them. If you pick this drawback Wonderland will be as it was when you left it at the end of the Alice's Adventures jump.

An Ugly Flower(+100£): Everyone knows that flowers can talk but some do not know that they can be mean. All flowers consider you a very ugly, walking flower and will snicker and make fun of you.

The Gnat(+100£): A very small and very persistent Gnat has decided to spend these years zooming about your ears. He will give annoying comments and make very bad jokes every now and then. Ears are mandatory now.

L-pattern Movement(+200£): You move like a Knight but not always by horse. This means that you cannot move in a straight line but will instead fall sideways to the ground every few minutes by whatever means necessary.

Bread-and-Butterfly diet(+200£): You will not eat Bread-and-Butterflies because that would be sad. Instead you will have to eat what they eat which is exclusively "weak tea with cream in it". This is all you can and must eat even if you somehow do not require food, you now do.

The Walrus and the Carpenter(+300£): The Walrus and the Carpenter used to lure oyster children with promises of stories and a pleasant afternoon. Then they ate them and now they want to eat you too. They cannot be killed and will grow stronger and more ferocious in time.

Rushes by The Water(+300£): You saw some beautiful rushes by a pond but something is wrong. When you reach out to grab one, the most beautiful are just out of reach and the ones you pluck fail to hold your interest. You will find yourself drawn to this pond over and over and over and never will you pluck that one rush you desire.

Naughty Tweedles and the Red King(+600£): In 2 years the Tweedlebrothers will want to tempt you to wake up the Red King. In 4 years the Tweedlebrothers will want to tempt everyone else to wake up the Red King. In 6 years the Tweedlebrothers will want to wake up the Red King themselves. In

8 years the Tweedlebrothers will want to convince everyone else to wake up the Red King. In 10 years they will receive all the power they need to wake up the Red King and can only be stopped by the Big Crow who will be napping unless you wake him up before they wake up the Red King. If they succeed your existence plops out like an unlit candle dipped in hot wine.

Are these 10 years over already? I hardly noticed, it was as if you had been spending pounds at my shop just a minute ago. I hope you enjoyed your stay here and what happens next is up to you.

Should you be crowned a Queen – which is almost a guarantee – you will in Looking-Glass World alone have total freedom of movement, no longer bound the movements of a Pawn. In all worlds you will be granted omnidirectional vision as befits a Queen. You may keep the Crown too.

AWAKEN: Your journey ends and you go home with all the boons you have gathered.

DREAM: You may pick your next jump and continue your story.

SLEEP: You will stay here. On earth you disappear, friends and family believing you crawled through a mirror and were never seen again.

Notes :

1. Tweedlified:

This power when activated splits you in two until it is deactivated. You share the same mind and draw power out of the same energy reserves. Multi-tasking and creative use of it in general can realistically circumvent the original rule that this perk will not double your powers. Do note that when one is killed, the power automatically deactivates leaving you mortally wounded, half your soul lost forever... or until you find a way to restore it.

2. Inventions of the White Knight:

This perk makes you more inventive, creative and capable of thinking outside-the-box. You will at times feel a strong urge to create something nonsensical (ex. a leaf drenched in honey to tie in your hair) which may prove useful in the future (ex. when a demon bear attacks you and is distracted by your honeyed leaf). The useful/useless ratio is tied to your Luck.

3. Humpty Dumptied:

This power allows you to understand the original meaning of any word you do not know [ex. 'Griechenland wird seine Schulden niemals zurückzahlen.' = 'Griechenland, Greece(noun); wird, will(auxiliary verb); seine, his(possessive adjective); Schulden, debts(noun); niemals,

never(adverb); zurückzahlen, to repay(verb)'] but you may also zoom in further to get a clearer definition (ex. 'to repay' = <https://en.wiktionary.org/wiki/repay>) However, *the true power* of this perk is that it allows you to change these meanings on a personal level by sacrificing your life to them (ex. change 'Greeny Flashy' to mean the exact same thing as 'Avada Kedavra' which in turn allows you to cast Avada Kedavra with Greeny Flashy...) You cannot reinterpret perks this way but most magic, science or supernatural systems that rely on words are open to you unless overruled by its respective jumpmaker. The more words you change, the more you change them and the more this change is worth to you, the bigger the price you pay in life-force. Wank it.

4. "Beware the Jabberwock, my dear!":

This perk gives you a Jabberwock alt-form. A Jabberwock is a strong, house-sized, hideous and nonsensical looking dragon with sharp claws and teeth. You get an elemental breath on top of it. The Jabberwock is highly resistant to everything with the exception of holy/divine damage.

5. The End of a Dream:

This power is activated by making a scene, which means to intentionally, knowingly and physically resist the nonsensical (ex. Childish tantrums, spastic movements, ...) Upon doing so all that is unreal to the world in your vicinity dissolves. Unreal does not include magic, gods, aliens and the likes. It does include (magical/supernatural) illusions, all lies, disguises, projected dreams, nightmares, ... including your own. Solidified illusions and projected inner worlds (ex. Reality Marbles) are the more impressive things you can use this power against.

Using this power in this specific jump will not end the dream. That would be boring.

6. Red Queen of the Land:

When activated this power allows you to see the entire geographical/ topographical outline of the world. You may then 'run really fast' to any location. This power effectively works like teleportation would but you have to be capable of tracing a path from your current location to your destination. This means you cannot go past walls or other natural/unnatural blockades. The bigger the world and more specific your destination, the more energy reaching it will require.

7. White Queen of the Unreal:

When activated this power allows you to remember all your future memories while forgetting all of your past memories. When deactivated you will forget these future memories again but past memories will return. Obviously this makes it quite a difficult power to use since you will not remember why you used it in the first place when you use it. This power becomes extremely inaccurate while fate has for any reason lost its grip on you.

8. Vorpals Sword:

This weapon of your choice be it a bow, mace, dagger or anything you can imagine, is a generic and powerful divine weapon. The generic nature of this weapon allows you to do great things (ex. kill a demon of Zanzibar, who fear the Sun-blessed weapons, while striking a banshee of Trul, who cower when confronted with the mark of Asbadom, while- you get the idea) but it will never replace a unique divine weapon in a world (ex. you will not strike the Grand Ghost of the Forbidden Lake who can only be harmed with the Legendary Spoon of Many Blessings).