

Oh-so Unofficially
DUNGEONS & DRAGONS

II. THE ALICE



**The Totally Unofficial (and probably utterly pointless) Hack of Red and Pleasant Land's* Alice by the Grand Inept Poobah—
Mike Evans (wrathofzombie) for Dungeons and Dragons 5e.**

**Red and Pleasant Land written by Zak S and published by James Raggi (Lamentations of the Flame Princess*



THE ALICE: CHARACTER CLASS

Alices (when male: "Alistairs" or, of any gender: "Fools") are unlike other adventurers in that they are actively sought by adventure. Alices forever find themselves falling into cursed rabbit holes, accidentally killing witches, having their half-brothers stolen by goblin kings, being willed magic rings, finding demons inserted in their chests or having armored knights ride through their homes at bedtime. Obscure gods, however, sympathize with them (they are often born to powerful families), and an Alice is a boon to any adventuring party. Some Alices wear striped stockings, some Alistairs wear pointed shoes.

Although they begin their adventures untrained and naive, Alices are fast learners, and high level Alices are known for their sagacity and cunning.

Inserting an Alice into any system is simple—in general they are treated as Thieves/Rogues/Specialists. Otherwise...

RACE:

Alices are always humans or halflings (though some say they are a race unto themselves). In systems which treat race as class, you could say the Aliceness of an Alice supercedes its Halflingness.

Hit Points

Hit Dice: 1d6 per Alice level

Hit Points at 1st Level: 6+ your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per Alice level after 1st.

Armor: Light armor

Weapons: Simple weapons, hand crossbows, longswords, rapiers, and shortswords

Saving Throw: Dexterity, Charisma

Tools: Thieves tools

Skills: Choose two from, Acrobatics, Animal Handling, Athletics, History, Insight, Investigation, Nature, Perception, Performance, Persuasion, Sleight of Hand, Stealth, and Survival

Equipment:

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a rapier or (b) a shortsword
- (a) a hand crossbow or (b) a shortsword
- one potion that will make you grow (a) inconveniently large or (b) inconveniently small (RPL, pg 24)
- (a) a diplomat's pack, (b) a dungeoneer's pack, or (c) an explorer's pack
- Leather armor and thieves' tools

EXASPERATION:

In times of unusual stress Alices may become Exasperated. This Exasperation causes fate to take notice of the Alice, and then to aid her. The Alice says or thinks something like "Oh I can't conceive how I ever fell into this deplorable circumstance!" or "We are indeed doomed and now birds will gnaw our eyes."

Practically speaking, an Alice may express Exasperation once every real-time game hour (as games focus almost exclusively on stressful times, these represent the periods during which the gods are most likely to take notice).

When this happens, the Referee should roll the dice on the Exasperation Table.

Alice Leveling Up Table

When an Alice levels up they are able to roll on the Level Up Table. What happens twice is also explained. Some of these include details about ability score bonuses, if the Alice has an ability score minus, just ignore it. At first level an Alice rolls twice on this table, and once every level thereafter. At level 20 an Alice can either roll twice on the table and gain two more random abilities/bonuses or they may choose one ability of their choice. Once decided this cannot be undone.

The Alice

The Alice		
Level	Proficiency Bonus	Features
1 st	+2	Exasperation, Extra Trinket, The Alice Level Up Table
2 nd	+2	The Alice Level Up Table
3 rd	+2	The Alice Level Up Table
4 th	+2	Ability Score Improvement, Feat, or Alice Level Up Table
5 th	+3	The Alice Level Up Table
6 th	+3	The Alice Level Up Table
7 th	+3	The Alice Level Up Table
8 th	+3	Ability Score Improvement, Feat, or Alice Level Up Table
9 th	+4	The Alice Level Up Table
10 th	+4	The Alice Level Up Table
11 th	+4	The Alice Level Up Table
12 th	+4	Ability Score Improvement, Feat, or Alice Level Up Table
13 th	+5	The Alice Level Up Table
14 th	+5	The Alice Level Up Table
15 th	+5	The Alice Level Up Table
16 th	+5	Ability Score Improvement, Feat, or Alice Level Up Table
17 th	+6	The Alice Level Up Table
18 th	+6	The Alice Level Up Table
19 th	+6	Ability Score Improvement, Feat, or Alice Level Up Table
20 th	+6	The Alice Level Up Table

Extra Trinket

The Alice is attracted to bits and baubles and has a knack for gathering them. At level 1 the Alice starts with two trinkets (PHB, pg 160-161) rather than the standard two. It is up to the DM to decide whether this trinket has a special purpose, magical properties, notoriety, etc.

THE ALICE

THE ALICE: EXASPERATION TABLE:

At 1-5th level the Referee rolls d4, at 6-7th level roll d6, at 8-9th level roll d8, at 10-11th roll d10, at 12th level and higher roll d12:

- 1** A secret door is revealed where none had previously been detected. If the Referee has made no provision for a secret door, it leads to the nearest unexplored area.
- 2** The Alice realizes she has something in her pack, her hair, or otherwise secreted about her person. The object can be anything non-magical and generic (**a** key, not **the** key) that exists in the setting and that is:
 - small enough that the Alice could reasonably have it hidden it in her current condition
 - or smaller than a breadbox...whichever dimensions are smaller at the time. The Alice may choose what this is.
- 3** An ordinary animal— cat sized or smaller— appears. The Alice cannot directly control it but it will not under any circumstances hurt the Alice.
- 4** A fact about the situation at hand occurs to the Alice— something she learned once in a lesson or in a kitchen or on a Sunday— a piece of local or monster lore germane to the situation.
- 5** Someone of the Alice's choice falls down. (Line of sight.)
- 6** The weather in the immediate area changes in a way decided by the Alice— the change is general and may not be targeted (no aimed lighting bolts or gusts of wind).
- 7** A nearby creature is charmed by the Alice for an hour. (Line of sight.)
- 8** An inorganic device or object of the Alice's choice breaks. (Line of sight.)
- 9** Something not ordinarily able to talk (Referee's choice) begins to speak to the Alice. It is generally sympathetic.
- 10** Creatures present completely forget the Alice is there for ten seconds and for as long as the Alice keeps making save! successful Charisma saves (DC determined by DM).
- 11** Someone is sent to fetch the Alice out of her current predicament. If there is an obvious candidate from among the local NPCs (giant eagles, a friendly knight..), that's who it is. If there isn't, then: hey Referee, time to make up a weirdo of d10 HD. The NPC does not automatically have the ability to extricate the Alice from the situation, s/he merely appears as close as is plausible and attempts to do so.
- 12** Someone or something of the Alice's choice begins to shrink at 1 foot per round down to playing-card size. (Line of sight.)

These effects are magical and can be countered as magic.

THE ALICE

THE ALICE: D100 LEVEL UP TABLE:

- 1-20- Alice was then reminded of something she'd noticed... choose one new Saving Throw to become proficient in.
- 21-70- Falling down wells really improves the hand-eye coordination... choose one new skill to become proficient in. Alice can choose from the whole skill list rather than just the starting list.
- 71 She noticed the Red Knight always feinted to his left— she was a very perceptive girl.** For each combat round spent just watching someone (i.e. the Alice is not doing anything except maybe moving and she is not being attacked herself), the Alice gets +d4 to hit and/or +d4 to any attempt to trip, grab, or otherwise mess with the target when the Alice finally does decide to attack (one attack). In addition, the damage of the attack is multiplied by 2 (or by one more than usual, if the Alice would get a Sneak Attack modifier to damage). This only works on targets that are engaged in combat while they are being observed. The ability can only be used once per fight. Also only works on things with organs (like, not on oozes). Re-rolling this raises the to hit die to d6 more, then d8 etc.
- 72- Alice liked pies, although sometimes people did not want her to have them. when looking for food the Alice is treated as though proficient in perception (if already proficient in perception treat as if this was rolled a second time). If rolled a second time the Alice's proficiency bonus in perception is doubled when looking for food. If rolled a third time the Alice gains advantage on rolls for looking for food. After gaining all three levels of this ability, simply reroll.
- 73- She closed her eyes and said the words just as she'd been taught... Alice has learned one sorcerer spell. It functions as if cast by a 15th level sorcerer or the Alice's level-whichever is higher. Determine the spell randomly (roll 1d8 to determine its level). It works once, that's it.
- 74 Oh, I do so apologize...** The Alice can easily trip any basically human-sized creature that is otherwise engaged with someone or something else on a successful Dexterity check. This only works once per fight unless the enemy is mindless like zombies or for some reason can't see the Alice pull off this tactic. Re-rolling this result means the trip does extra damage: d4, then d6, then d8, etc.
- 75- Her sister had mentioned they were dreadful people... Alice is treated as being proficient in history to recognize the faction or function of any aristocrat in any land (if already proficient in history treat as if this was rolled a second time). If rolled a second time the Alice's proficiency bonus is doubled when recognizing faction or function. If rolled a third time the Alice gains advantage on history rolls for this function. After gaining all three levels of this ability, simply reroll.
- 76 All that hiding in the dumbwaiter has finally paid off.** The Alice knows a secret— one of two kinds of secret, to be precise: either a piece of useful lore about a legendary treasure or magic item that the Alice encountered or an embarrassing fact about an NPC. Mechanically: once per session the Alice may astound her party's condescending Magic-User by pulling this lore or rumor out of her petticoat or pantaloons by making a successful roll-under Intelligence check. If the Alice fails, screw it, the Alice can't do it this session. Re-rolling this means the Alice may try twice per session, then 3 times, etc.
- 77 It seemed nearly everything was dangerous if handled improperly.** The Alice has become very skilled with improvised weapons— they do one die category more damage than they should. If the Alice garottes someone they automatically lose a turn on a successful hit, if the Alice drops caltrops or marbles and someone human-sized with two ordinary legs steps on them, the target will automatically fall down (at least the first time). Re-rolling this result adds damage to any of these effects: +2, +4, +6, etc.
- 78- It was very shiny and stuck out like a soup spoon... Re-rolling this result means the Alice gains advantage on their Sleight of Hand roll (for this function). If rolled a third time, simply reroll.
- 79 She was not such a mouse as she used to be.** +1 Dexterity to racial max, excess goes to Strength or Constitution.
- 80 Alice then did something quite astonishing...** The Alice is surprising + (half Charisma score) to hit with any suddenly improvised weapon the first time the Alice strikes with it against any intelligent foe (who knew what the Alice could do with a gingerbread man?) and add half the Alice's Charisma to the damage. This trick only works once per fight and once per foe.
Re-rolling this adds +2 then +3 then +4 to the damage, etc.
- 81- The blue one certainly did make the Alice taller, of that Alice was certain... Alice is treated as being proficient in nature to identify drugs and plants with drug-like properties (if already proficient in nature treat as if this was rolled a second time). If rolled a second time the Alice becomes proficient with an herbalism kit. If rolled a third time the Alice's proficiency bonus is doubled. If rolled a fourth time the Alice gains advantage on nature rolls for this function. After gaining all three levels of this ability, simply reroll.
- 82- She could be very charming when she needed to be.** Alice is treated as being proficient in deception when lying (if already proficient in deception treat as if this was rolled a second time). If rolled a second time the Alice's proficiency bonus is doubled. If rolled a third time the Alice gains advantage on deception rolls for this function. After gaining all three levels of this ability, simply reroll.
- 83- "It was really curious," she thought- "How many times could this kind of thing happen?"** Mechanically this means that the Alice automatically succeeds on their death saves and after playing possum jumps up with 2d4+2 HP (as if having taken a health potion).

THE ALICE

84- She knew to curtsey at times like this, and so she did. Despite the low company the Alice keeps, she's been working on her manners. Members of the upper classes instinctively recognize the Alice as one of their own (even if she isn't). The Alice gains advantage to charisma rolls or reaction checks when dealing with them. Re-roll this after 1st time.

85 It was so lovely, and— according to the book— it was right there. The dress made of manticoreflesh, the house full of lilacs, the magical fishgutting knife— whatever the thing that the Alice always wanted is, it's there. 4 sessions worth of adventure away or less. Tell the Alice's Referee, who then must place it. The Alice must have a fair shot at it— like any other reward in a game— but there's no guarantee the Alice will get it. If the Alice doesn't get it by the fourth session, the Alice can keep trying or let it go and roll again on this table. However, if the Alice chooses to roll again and then gets the thing somehow anyway, the Alice loses whatever new gimmick the Alice rolled on the table. Referee: think up some clever reason why.

86 She had not known her mother's cousin very well, and decided that it was a bad thing that she had died... The Alice has been willed 5,000 units of the local currency (Gold pieces? Silver pieces? Kroner?) worth of random mundane (nonmagical) objects. Here's how it works: the player of the Alice has exactly ten seconds real time to say what she bought. The Alice now has all that stuff, assuming it adds up to less than 5,000gp. The Alice does not get experience points for this treasure.

87 They kept talking as though Alice was a rhododendron in a pot. The Alice may re-roll any failed Stealth roll and keep the better result if it succeeds. Re-rolling 87 on this table means she can re-roll it twice and keep the best of those 3 results if any succeed. Re-rolling 87 after that means she can re-roll any roll failed three times, then four, etc.

88- She knew from school what the word meant, but did not know if it was rude or not. Choose a new extra language to read and speak.

89- Alice quite liked drawing, and had an impressive box of crayons at home. The Alice is adept at forgery and becomes proficient with a forgery kit. Anyone attempting to determine whether a document forged by the Alice is genuine or not, suffers disadvantage to their Intelligence check. This is assuming the Alice has access to about 40gp worth of stuff or the kind of materials you'd find in a civilized area. Every time the Alice re-rolls this it increases the DC by +2 (max of +6). The base DC of an Alice forged document is 14.

90- She thought it might be a saltcellar, or at least that seemed like a good word. The Alice will also gain advantage to perception rolls to notice unusual features or traps in rooms if the Alice is familiar with the culture that built the room. If the player re-rolls this result, just roll again.

91-93- She did seem to offend people (and animals) wherever she went. The Alice has become adept at dueling. The Alice uses quick thinking and agility during the fight, allowing her to move and act quickly. The Alice can take a bonus action on each turn during a duel to take the Dash, Disengage, or Dodge action. Each time the Alice rolls this result thereafter the Alice is at a +1 to hit in any formal (challenged and accepted) duel with any dueling weapon the Alice has used as a weapon before.

94 They all listened attentively as Alice told her tale. +1 Charisma to racial max, excess goes to Wisdom or Intelligence.

95- They began to throw stones, and Alice began to avoid them. Whenever a save can plausibly be described as "jumping out of the way" the Alice gains Evasion (PHB, pg 96). If this is re-rolled, simply roll again.

96 She began to feel somewhat neglected. If the Alice is attacked in a round that she spends doing nothing but dodging and her attacker misses, the attacker will not only miss but fumble and lose his or her next turn (if s/he or it has multiple attacks, s/he will lose a number of attacks equal to the Alice's level). This only works once on anything of better than zombie intelligence that sees it happen. If the Alice re-rolls this result, the Alice gets to do it twice in a combat, then three times, then four, etc.

97-98- She tried to remember what she knew about stoats. The Alice gains advantage on all reaction checks or Charisma rolls from all ordinary animals and talking-but-otherwise-ordinary animals.

99-100- Alice had seen so many unusual things lately, it had become usual. Re-rolling this means any allies who can see the Alice receive advantage on their saves against insanity or confusion on account of the Alice's reassuring presence.