

# Characters in *Through the Looking-Glass*

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**Alice:** She is the seven-and-a-half-year-old protagonist of the story whose dream leads to her adventures in Looking-Glass World. Alice has set perceptions of the world and becomes frustrated when Looking-Glass World challenges her perceptions. She has good intentions, but has trouble befriending any of the creatures that befriend the Looking-Glass World.

**Red Queen:** A domineering, officious woman who brings Alice into the chess game. The Red Queen is civil but unpleasant, hounding Alice about her lack of etiquette and general knowledge.

**White Queen:** An untidy, disorderly mess of a woman, the White Queen explains the properties of Looking-Glass World, including the reversal of time and the need to believe in the impossible.

**Red King:** The sleeping King. Tweedledum and Tweedledee tell Alice that she is not real and exists only as part of the Red King's dream.

**White King:** The White King sends his horses and men after Humpty Dumpty after his fall. The White King takes words literally. He is completely helpless and is terrified of the Lion and the Unicorn.

**White Knight:** A kind and noble companion who rescues Alice from the Red Knight and leads her to a final square. The White Knight is old, with shaggy hair, pale blue eyes, and a gentle face. He is an eccentric who has invented many bizarre contraptions.

**Humpty Dumpty:** A contemptuous, egg-like man based on the nursery rhyme character. Humpty Dumpty sits on a wall and treats Alice rudely. He explains the meaning of "Jabberwocky" to Alice but changes the meanings of words.

**Tweedledum and Tweedledee:** A pair of identical little fat men dressed as schoolboys. Tweedledum and Tweedledee get along well and finish each other's thoughts, but wind up fighting each other over a broken rattle.

**Unicorn:** A mythical beast that resembles a horse with a long horn. The Unicorn battles the Lion. He believes Alice to be a monster; he tells her that he will believe in her if she agrees to believe in him.

**The Lion:** The Lion does battle with the Unicorn in the town. The Lion's actions imitate Alice's nursery rhyme about the Lion and the Unicorn.

**Haigha and Hatta:** The White King's messengers. Haigha is the March Hare and Hatta is the Mad Hatter from *Alice's Adventures in Wonderland*. Their madness is under control in this story.

**The Sheep:** An old shopkeeper, the Sheep is cranky and rude to Alice. The White Queen transforms into the Sheep.

**The Gnat:** Alice's companion of the train and in the wood, the Gnat grows from normal size insect to become as large as a chicken. He points out potential puns and wordplay to Alice, and always seems to be sad.

**The Fawn:** Alice's companion through her travels through the wood, where she forgets the names of things. The Fawn is beautiful but runs away when it realizes that Alice is human and might pose a threat.

**The Red Knight:** A knight who attempts to capture Alice. The Red Knight is captured by the White Knight.

**The Tiger-lily:** A talking flower, the Tiger-lily speaks civilly to Alice and has some authority over the other flowers.

**The Rose:** A talking flower that speaks rudely to Alice.

**The Violet:** A talking flower that also speaks rudely to Alice.

**The Daisies:** Talking flowers, the Daisies are extremely chatty and only quiet down when Alice threatens to pick them.

**Lily:** The White Queen's daughter. Alice takes Lily's place as the White Pawn in the chess game.

**The Goat:** A passenger on the train with Alice.