

# After School Adventures



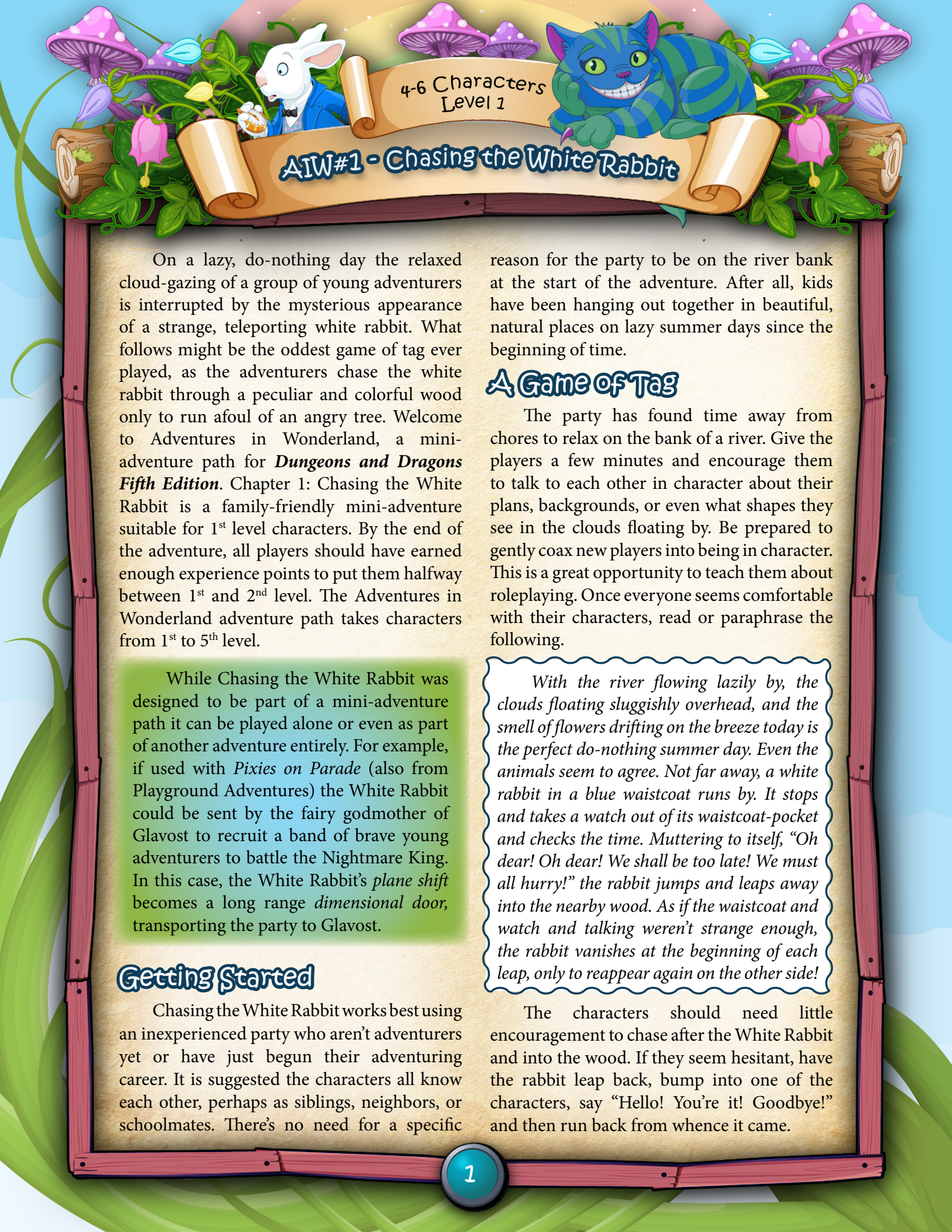
## Adventures in Wonderland #1 Chasing the White Rabbit



By J Gray







4-6 Characters  
Level 1

## AIW#1 - Chasing the White Rabbit

On a lazy, do-nothing day the relaxed cloud-gazing of a group of young adventurers is interrupted by the mysterious appearance of a strange, teleporting white rabbit. What follows might be the oddest game of tag ever played, as the adventurers chase the white rabbit through a peculiar and colorful wood only to run afoul of an angry tree. Welcome to Adventures in Wonderland, a mini-adventure path for **Dungeons and Dragons Fifth Edition**. Chapter 1: Chasing the White Rabbit is a family-friendly mini-adventure suitable for 1<sup>st</sup> level characters. By the end of the adventure, all players should have earned enough experience points to put them halfway between 1<sup>st</sup> and 2<sup>nd</sup> level. The Adventures in Wonderland adventure path takes characters from 1<sup>st</sup> to 5<sup>th</sup> level.

While Chasing the White Rabbit was designed to be part of a mini-adventure path it can be played alone or even as part of another adventure entirely. For example, if used with *Pixies on Parade* (also from Playground Adventures) the White Rabbit could be sent by the fairy godmother of Glavost to recruit a band of brave young adventurers to battle the Nightmare King. In this case, the White Rabbit's *plane shift* becomes a long range *dimensional door*, transporting the party to Glavost.

### Getting Started

Chasing the White Rabbit works best using an inexperienced party who aren't adventurers yet or have just begun their adventuring career. It is suggested the characters all know each other, perhaps as siblings, neighbors, or schoolmates. There's no need for a specific

reason for the party to be on the river bank at the start of the adventure. After all, kids have been hanging out together in beautiful, natural places on lazy summer days since the beginning of time.

### A Game of Tag

The party has found time away from chores to relax on the bank of a river. Give the players a few minutes and encourage them to talk to each other in character about their plans, backgrounds, or even what shapes they see in the clouds floating by. Be prepared to gently coax new players into being in character. This is a great opportunity to teach them about roleplaying. Once everyone seems comfortable with their characters, read or paraphrase the following.

*With the river flowing lazily by, the clouds floating sluggishly overhead, and the smell of flowers drifting on the breeze today is the perfect do-nothing summer day. Even the animals seem to agree. Not far away, a white rabbit in a blue waistcoat runs by. It stops and takes a watch out of its waistcoat-pocket and checks the time. Muttering to itself, "Oh dear! Oh dear! We shall be too late! We must all hurry!" the rabbit jumps and leaps away into the nearby wood. As if the waistcoat and watch and talking weren't strange enough, the rabbit vanishes at the beginning of each leap, only to reappear again on the other side!*

The characters should need little encouragement to chase after the White Rabbit and into the wood. If they seem hesitant, have the rabbit leap back, bump into one of the characters, say "Hello! You're it! Goodbye!" and then run back from whence it came.



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### The White Rabbit

*Small beast (magical), chaotic neutral*

**Armor Class** 12

**Hit Points** 7 (2d6)

**Speed** 40 ft.

| STR    | DEX     | CON     | INT     | WIS     | CHA     |
|--------|---------|---------|---------|---------|---------|
| 8 (-1) | 17 (+3) | 12 (+1) | 12 (+1) | 10 (+0) | 10 (+0) |

**Skills** History +3, Perception +2, Survival +2

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Common, Nonsense

**Challenge** ¼ (50 XP)

**Wonderland Scholar:** The White Rabbit has advantage on Intelligence checks that deal with Wonderland and its residents.

### ACTIONS

**Bite:** *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target, *Hit:* 1 (1d4-1) piercing damage.

**Teleport (Recharge 2-6):** The White Rabbit magically teleports, along with any equipment it is wearing or carrying, up to 40 feet to an unoccupied space it can see.

**Plane Shift:** The White Rabbit can move itself and up to eight other Medium sized creatures within 10 feet of it from the material plane to Wonderland or from Wonderland to the material plane as a standard action. When using *plane shift* to travel to the material plane, the White Rabbit and any others taken along can appear in any grass covered field or wooded area. When using *plane shift* to travel to Wonderland, the White Rabbit

and any others taken along appear at the top of the rabbit hole (details on the rabbit hole will be appear in **Adventures in Wonderland Chapter 2: Down the Rabbit Hole**). Under normal circumstances, any creature taken along by the White Rabbit in a *plane shift* must be willing. For the purposes of this mini-adventure, the player characters consented to the *plane shift* when they began chasing the rabbit.





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MAGIC  
CHALLENGE



SAVE  
CHALLENGE



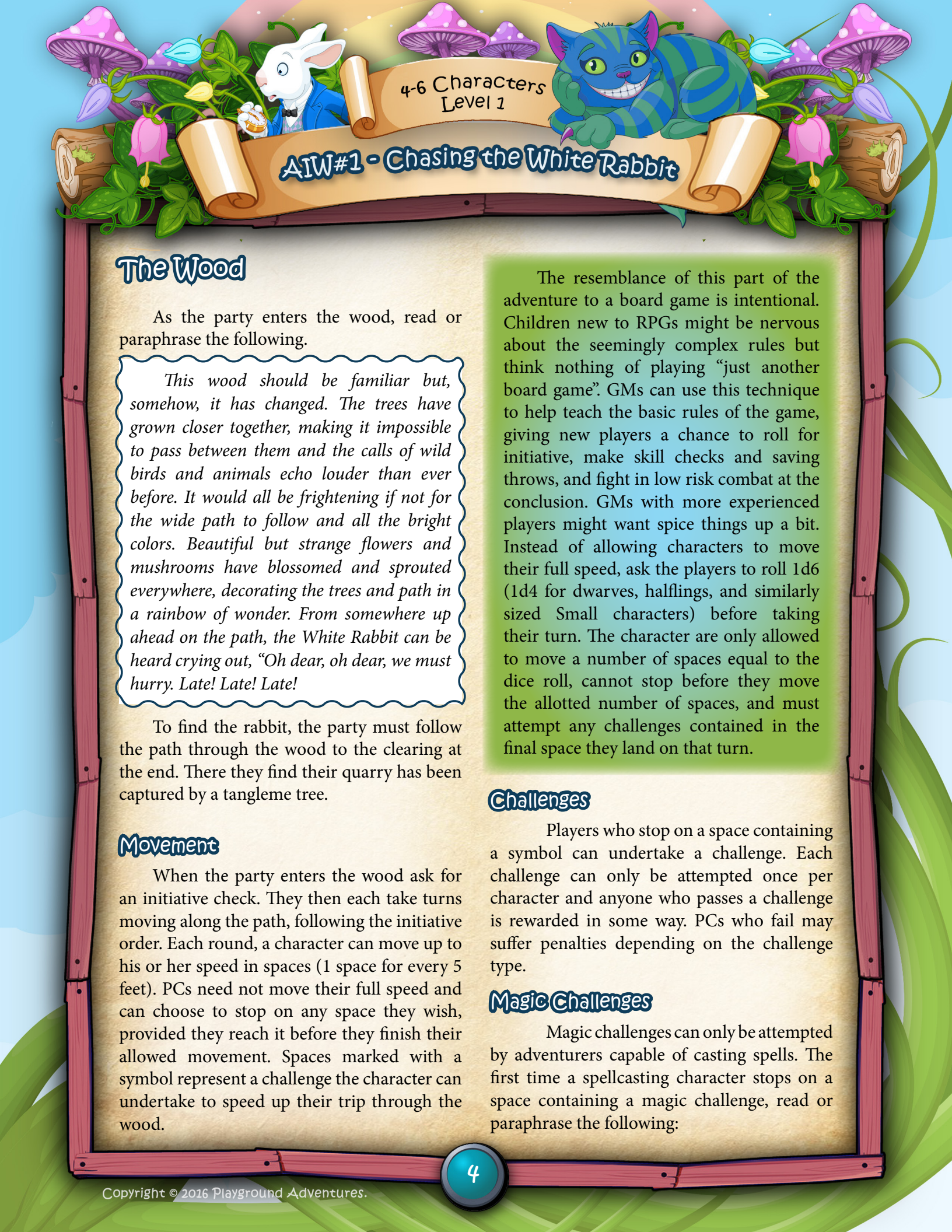
SHORTCUT  
CHALLENGE



SKILL  
CHALLENGE

BEWARE THE  
JABBERWOCK!





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### The Wood

As the party enters the wood, read or paraphrase the following.

*This wood should be familiar but, somehow, it has changed. The trees have grown closer together, making it impossible to pass between them and the calls of wild birds and animals echo louder than ever before. It would all be frightening if not for the wide path to follow and all the bright colors. Beautiful but strange flowers and mushrooms have blossomed and sprouted everywhere, decorating the trees and path in a rainbow of wonder. From somewhere up ahead on the path, the White Rabbit can be heard crying out, "Oh dear, oh dear, we must hurry. Late! Late! Late!"*

To find the rabbit, the party must follow the path through the wood to the clearing at the end. There they find their quarry has been captured by a tangleme tree.

### Movement

When the party enters the wood ask for an initiative check. They then each take turns moving along the path, following the initiative order. Each round, a character can move up to his or her speed in spaces (1 space for every 5 feet). PCs need not move their full speed and can choose to stop on any space they wish, provided they reach it before they finish their allowed movement. Spaces marked with a symbol represent a challenge the character can undertake to speed up their trip through the wood.

The resemblance of this part of the adventure to a board game is intentional. Children new to RPGs might be nervous about the seemingly complex rules but think nothing of playing "just another board game". GMs can use this technique to help teach the basic rules of the game, giving new players a chance to roll for initiative, make skill checks and saving throws, and fight in low risk combat at the conclusion. GMs with more experienced players might want spice things up a bit. Instead of allowing characters to move their full speed, ask the players to roll 1d6 (1d4 for dwarves, halflings, and similarly sized Small characters) before taking their turn. The character are only allowed to move a number of spaces equal to the dice roll, cannot stop before they move the allotted number of spaces, and must attempt any challenges contained in the final space they land on that turn.

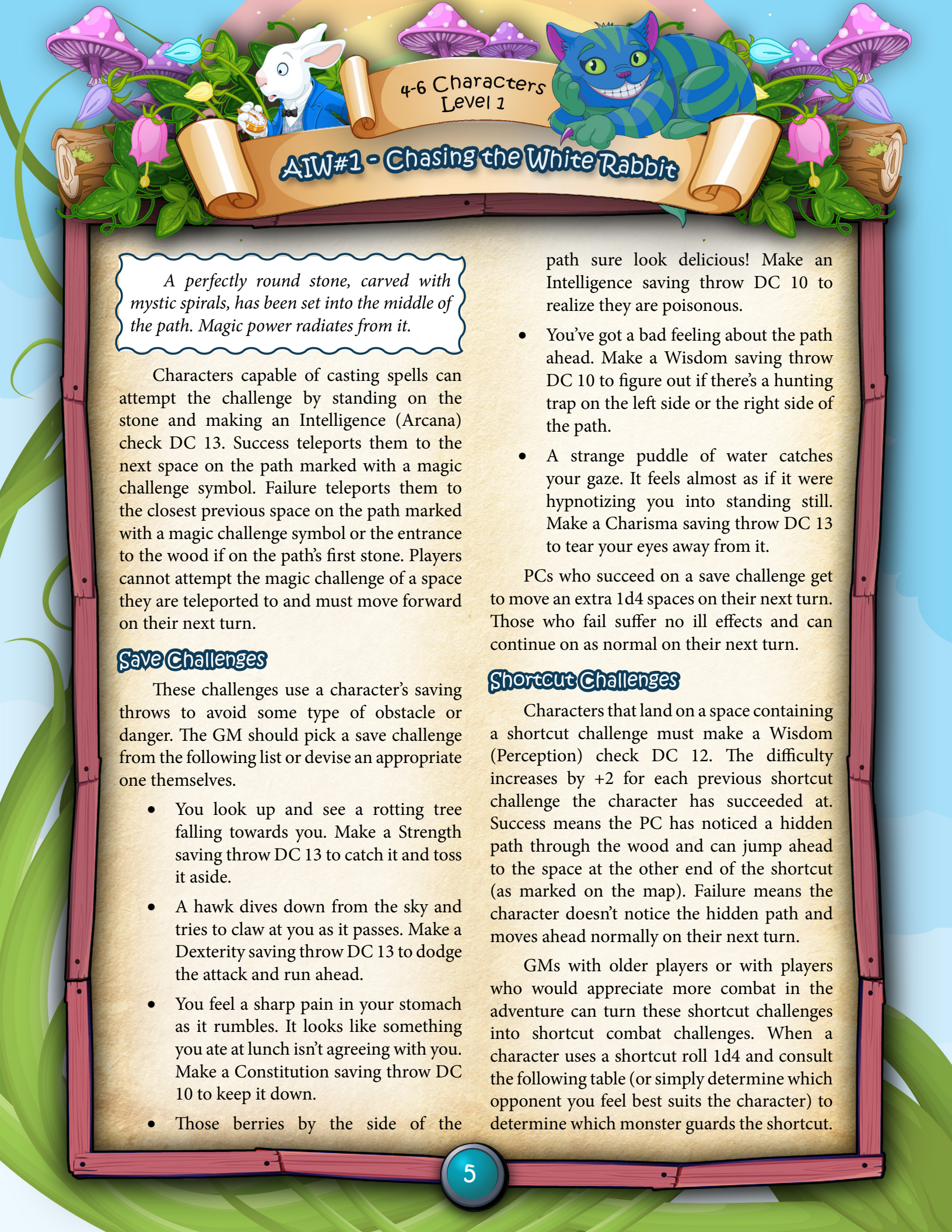
### Challenges

Players who stop on a space containing a symbol can undertake a challenge. Each challenge can only be attempted once per character and anyone who passes a challenge is rewarded in some way. PCs who fail may suffer penalties depending on the challenge type.

### Magic Challenges

Magic challenges can only be attempted by adventurers capable of casting spells. The first time a spellcasting character stops on a space containing a magic challenge, read or paraphrase the following:





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*A perfectly round stone, carved with mystic spirals, has been set into the middle of the path. Magic power radiates from it.*

Characters capable of casting spells can attempt the challenge by standing on the stone and making an Intelligence (Arcana) check DC 13. Success teleports them to the next space on the path marked with a magic challenge symbol. Failure teleports them to the closest previous space on the path marked with a magic challenge symbol or the entrance to the wood if on the path's first stone. Players cannot attempt the magic challenge of a space they are teleported to and must move forward on their next turn.

### Save Challenges

These challenges use a character's saving throws to avoid some type of obstacle or danger. The GM should pick a save challenge from the following list or devise an appropriate one themselves.

- You look up and see a rotting tree falling towards you. Make a Strength saving throw DC 13 to catch it and toss it aside.
- A hawk dives down from the sky and tries to claw at you as it passes. Make a Dexterity saving throw DC 13 to dodge the attack and run ahead.
- You feel a sharp pain in your stomach as it rumbles. It looks like something you ate at lunch isn't agreeing with you. Make a Constitution saving throw DC 10 to keep it down.
- Those berries by the side of the

path sure look delicious! Make an Intelligence saving throw DC 10 to realize they are poisonous.

- You've got a bad feeling about the path ahead. Make a Wisdom saving throw DC 10 to figure out if there's a hunting trap on the left side or the right side of the path.
- A strange puddle of water catches your gaze. It feels almost as if it were hypnotizing you into standing still. Make a Charisma saving throw DC 13 to tear your eyes away from it.

PCs who succeed on a save challenge get to move an extra 1d4 spaces on their next turn. Those who fail suffer no ill effects and can continue on as normal on their next turn.

### Shortcut Challenges

Characters that land on a space containing a shortcut challenge must make a Wisdom (Perception) check DC 12. The difficulty increases by +2 for each previous shortcut challenge the character has succeeded at. Success means the PC has noticed a hidden path through the wood and can jump ahead to the space at the other end of the shortcut (as marked on the map). Failure means the character doesn't notice the hidden path and moves ahead normally on their next turn.

GMs with older players or with players who would appreciate more combat in the adventure can turn these shortcut challenges into shortcut combat challenges. When a character uses a shortcut roll 1d4 and consult the following table (or simply determine which opponent you feel best suits the character) to determine which monster guards the shortcut.



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With the exception of the stirge, none of these creatures are interested in fighting to the death and will flee from the character if reduced to one or two hit points.

**Table 1: Shortcut Combat Challenges**

| Result | Creature                  |
|--------|---------------------------|
| 1      | <a href="#">Giant Rat</a> |
| 2      | <a href="#">Mastiff</a>   |
| 3      | <a href="#">Stirge</a>    |
| 4      | <a href="#">Kobold</a>    |

Combat can be used as a replacement for the Wisdom (Perception) check needed to find the shortcut, in which case they are obvious but guarded, or in addition to them in order to add spice and challenge. Gamemasters should consider the age, temperament, and skill levels of their players before deciding how to add this element.

### Skill Challenges

Skill challenges allow those with acrobatic or wilderness abilities to put those skills to use. Characters who land on a space containing a skill challenge can attempt a Dexterity (Acrobatics), Intelligence (Nature), or Wisdom (Survival) check DC 13. Success means they have discovered a faster way to travel through this section of the wood, either by swinging from tree to tree or following an animal trail through the underbrush or even by avoiding pitfalls such as quicksand and bog mud. Allow players who succeed at a skill challenge to immediately take another turn. Those who fail a skill challenge become stuck and lose a turn as they extract themselves from a sticky situation.

### Treasure

The first character to reach the clearing receives a reward. An item rests on a stump near the clearing's entrance. The item's identity depends on the class of the character:

- Non-magical class: weapon, +1 of an appropriate type.
- Arcane magical class: A fully charged wand of magic missiles.
- Divine magical class: A jar of restorative ointment.

Every character receives 50 XP for making their way through the wood.

### The Clearing

After the first character reaches the clearing and picks up the reward, read or paraphrase the following.

*This large clearing would seem peaceful if it weren't for the vine-covered tree at the center. The vines move and twitch too often to just be swaying in the breeze. The White Rabbit stops at the base of the tree. It reaches a paw into its waistcoat-pocket but before it can pull out its watch several vines snap down and wrap around it! The vines pull the poor White Rabbit up into the air as it calls out, "Let me go! Let me go! We're all late! Let me go!"*

#### Tangleme Tree

Huge plant, unaligned

Armor Class 12

Hit Point 13 (3d8)



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Speed 0 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 10 (+0) | 14 (+2) | 10 (+0) | 1 (-5) | 13 (+1) | 1 (-5) |

**Condition Immunities** blinded, deafened, frightened

**Damage Vulnerabilities** fire

**Damage Resistances** piercing

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 11

**Challenge** ½ (100 XP)

**False Appearance:** While the tree remains motionless, it is indistinguishable from a normal tree.

### ACTIONS

**Tendril:** *Melee Weapon Attack:* +4 to hit, reach 20 ft., one creature. *Hit:* 5 (1d6+2) bludgeoning damage and the target is grappled (escape DC 10). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws.

The character who reaches the clearing first faces the tangleme tree alone for the first turn. At the beginning of the second turn, allow the rest of the party to catch up and join the fight. Combat should move quickly. The tangleme tree usually preys on small forest creatures that can't fight back. A group of armed adventurers, even ones just starting out, can quickly overwhelm it.

### Treasure

During the fight, a backpack left behind by an unfortunate traveler falls out of the

tangleme's branches and hits the ground. It contains two *potions of healing* and a slice of cake wrapped up in wax paper with a note that reads "eat me later". **The cake is important in the next adventure.**

### Conclusion

Once the tangleme tree has been defeated, read or paraphrase the following.

*Free from the tangleme tree's clutches, the White Rabbit takes a moment to dust off its waistcoat before checking the time on its watch.*

*"Oh my! We're late! Come here! I must reward you! Yes, hello! Hello! Thank you for saving me!"*

The White Rabbit waits until all members of the party comes closer, insisting that it has a reward for them, and then activates its *plane shift* ability. A giant hole opens up in the ground beneath the White Rabbit and the party and they all fall through.

TO BE CONTINUED  
IN...  
ADVENTURES IN  
WONDERLAND  
CHAPTER 2:  
DOWN THE RABBIT  
HOLE.



4-6 Characters  
Level 1

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### Credits

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### Publishers Note

The Alice in Wonderland White Rabbit adventure short makes for a fantastic children's day! I highly recommend you spend a lovely afternoon outdoors guessing at cloud shapes, perhaps climbing a tree to fetch a backpack, and most certainly while having a lovely tea or picnic. We've included the game board in printable pages to assemble for just such an occasion or if you have the space it's an even better game drawn out on the ground for children to hop along!

Best wishes and happy gaming,



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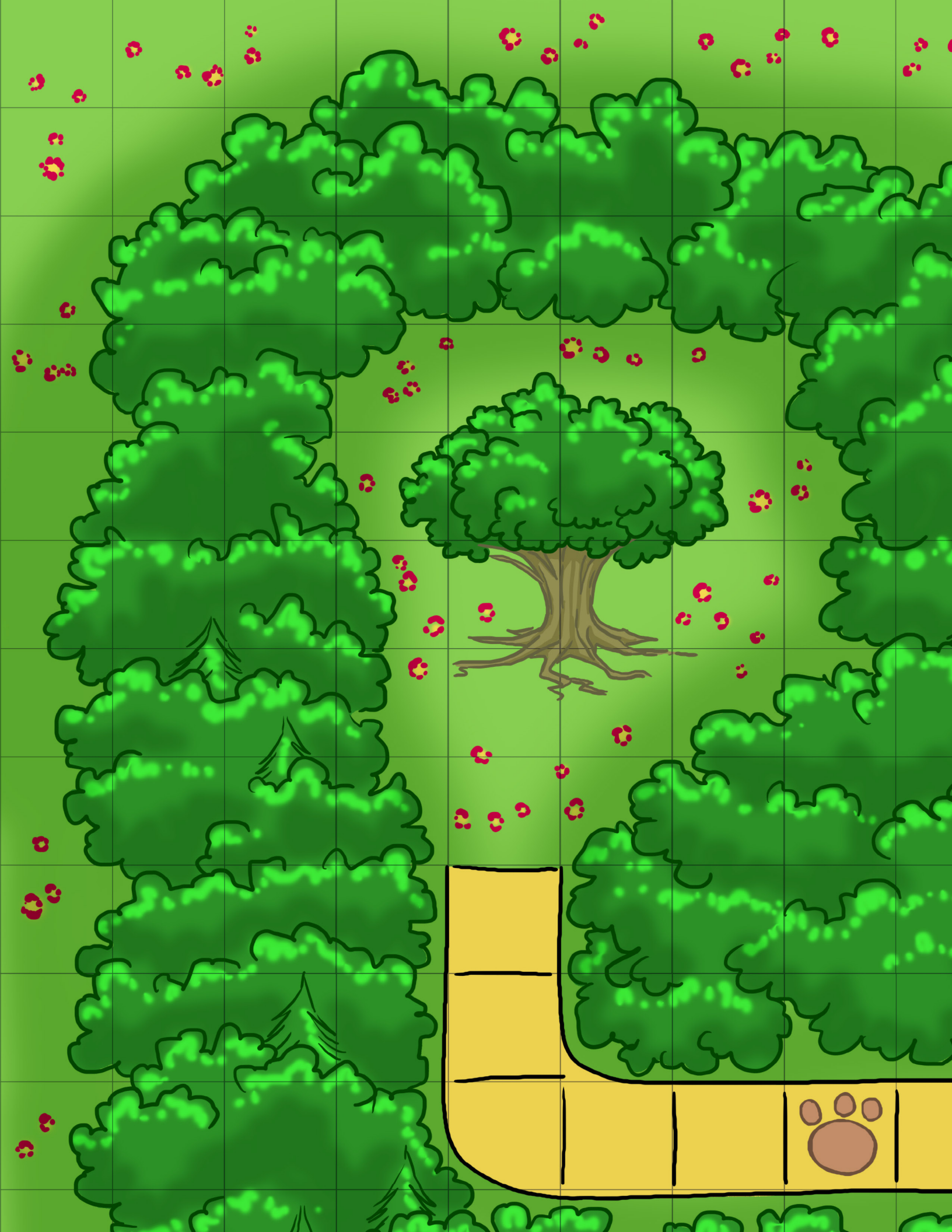
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MAGIC  
CHALLENGE



SAVE  
CHALLENGE



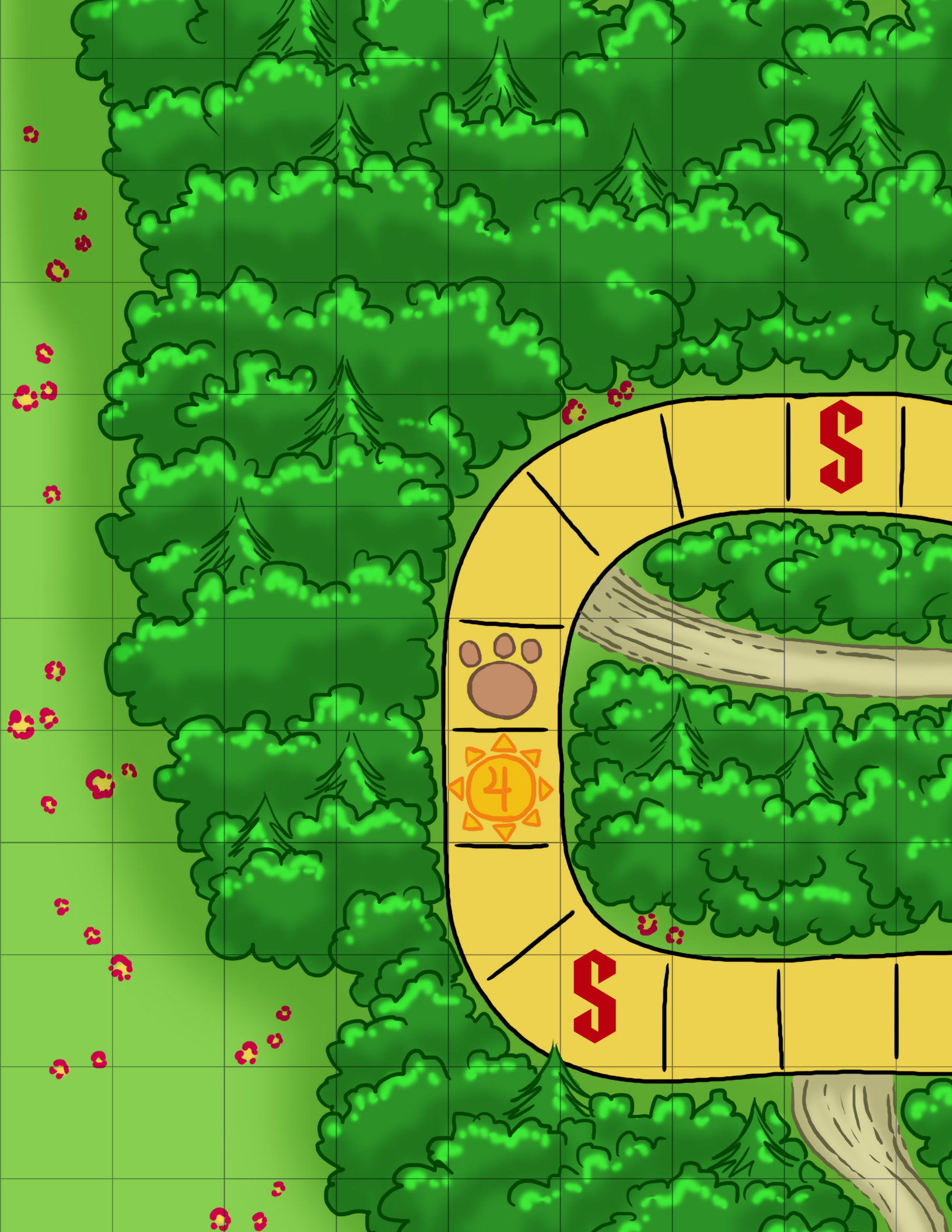
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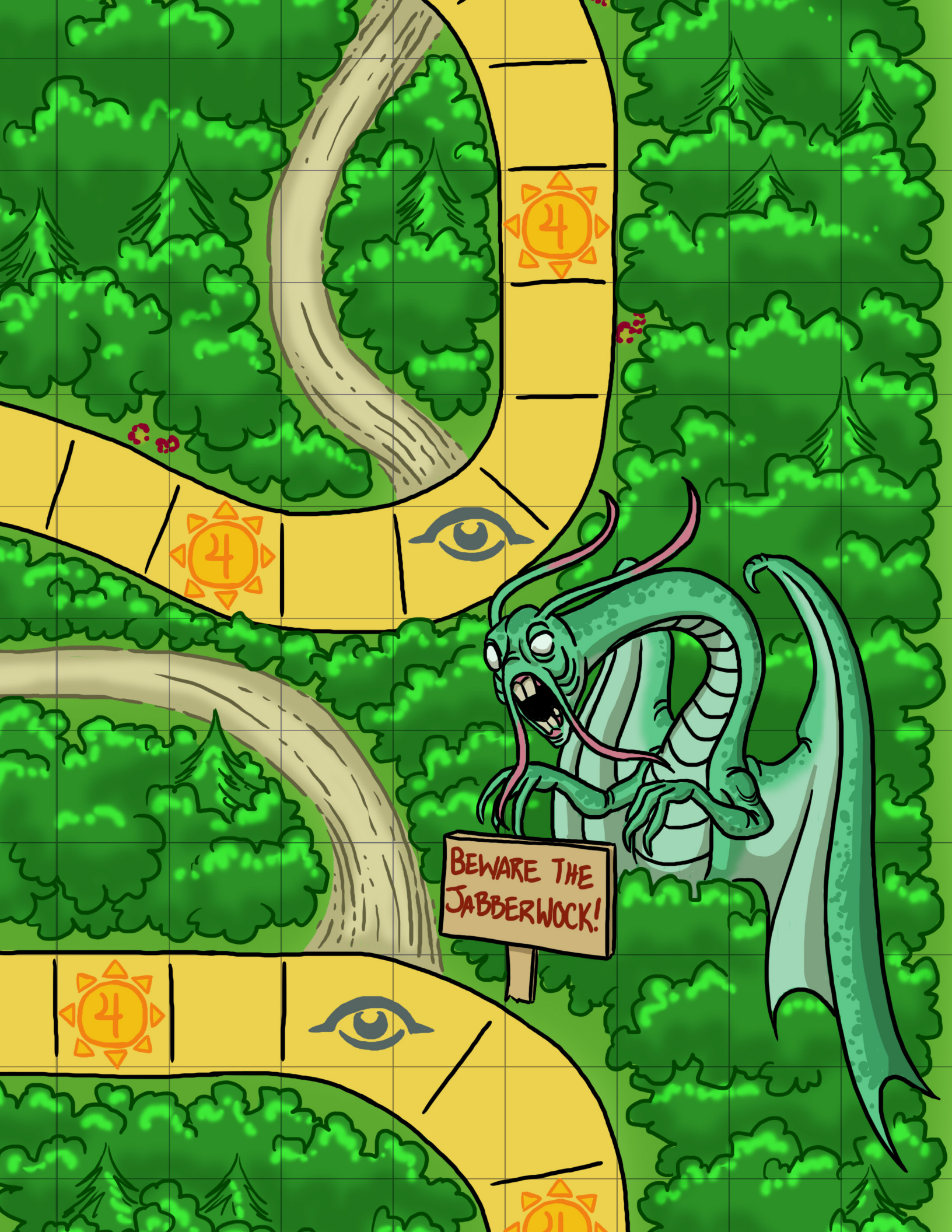
SKILL  
CHALLENGE











BEWARE THE  
JABBERWOCK!



