

After School Adventures™



Adventures in Wonderland #2 Down the Rabbit Hole



By J Gray



4-6 Characters
Level 1

AIW#2 - Down the Rabbit Hole

After chasing a white rabbit through the wood, a group of young adventurers find themselves falling down a peculiar rabbit hole! Can they puzzle their way out of the hole by feeding a hungry dictionary and playing the oddest game of peek-a-boo ever? Welcome to Adventures in Wonderland, a mini-adventure path for the **Dungeons and Dragons Fifth Edition!** Chapter 2: Down the Rabbit Hole is a family-friendly mini-adventure suitable for 1st level characters. By the end of the adventure, all characters who have played the first chapter should have earned enough experience points to advance to 2nd level. The Adventures in Wonderland adventure path will take characters from 1st to 5th level.

While Down the Rabbit Hole was designed to be part of a mini-adventure path it can be played alone or even as part of another adventure entirely. The rabbit hole can be a strange but fun transition point between one location and another in any adventure, making the very act of getting from point A to point B a challenging encounter.

What Came Before

In Chapter 1 of Adventures in Wonderland, the party chased the White Rabbit through the wood and rescued it from a nasty tangleme tree. Proclaiming they were all late, the rabbit used its plane shift ability to open a dimensional hole in the ground, causing everyone to fall into Wonderland!

An Alphabet Game

Darkness seems to swallow the party as they fall into the hole. This only lasts a moment

before light returns and the adventurers discover they aren't so much falling as floating in midair at the top of some sort of shaft. Read or paraphrase the following.

The hole goes straight down and the White Rabbit can be seen falling into the darkness below. The sides of the tunnel are too far away to reach and covered with crooked cupboards, upside down bookshelves, hanging maps of nowhere, and backwards pictures of nothing. There seems to be no way to travel up, down, or even sideways.

While the party ponders their predicament a large, blue dictionary with mismatched eyes leaps off one of the bookshelves and flies toward them, singing the following (to the tune of Pop Goes the Weasel).

*My pages are new,
So empty and blue,
Won't you please feed me?
It's not hard you see,
Just say words A to Z.
Hurry because I'm hungry!*

Hungry Dictionary

Small construct, unaligned

Armor Class 17 (natural armor)

Hit Points 17 (5d6)

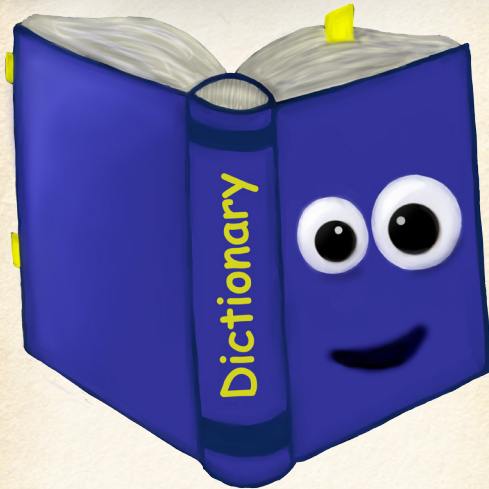
Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	11 (+0)	1 (-5)	3 (-4)	1 (-5)

Saving Throws Dex +4

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Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius)

Languages Common, Nonsense

Challenge ¼ (50 XP)

Antimagic Susceptibility: The hungry dictionary is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the dictionary must succeed on a Constitution saving throw against the caster's spell save DC or full unconscious for 1 minute.

False Appearance: While the hungry dictionary remains motionless and isn't flying, it is indistinguishable from a normal dictionary.

ACTIONS

Book Slam: *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit* 1 (1d6-2) bludgeoning damage.

To continue down the rabbit hole, the party has to feed the hungry dictionary by playing an alphabet game. Ask for an initiative check. The PCs take turns naming a single word beginning with a specific letter, starting with A and continuing in alphabetical order. When a word starting with the right letter is spoken, an image of it appears in the air and the hungry dictionary darts forward, gobbling it up. Each time the dictionary eats a word the party floats downward 5 feet, suggesting this might be a way to follow the White Rabbit.

If a player is unable to think of a word ask for an Intelligence or Wisdom (Insight) check DC 10. If the check succeeds, provide a clue by giving the player the definition of a word beginning with the letter ("What is the female ruler of a country called?"). If the check fails, the game resets back to the letter A and players must think of a new set of words. If this happens, the hungry dictionary sings the following.

*Go back to the start,
I know you're quite smart.
Won't you please feed me?
The words can't be the same,
Let's continue the game.
Hurry because I'm hungry!*

As the alphabet game progresses, the rules change. When the party reaches the letter I, the hungry dictionary sings again.

*This game's lots of fun?
But we aren't quite done.
Won't you please feed me?
Let's change the rules.
Feed me two syllables.
Hurry because I'm hungry!*



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Each word fed to the dictionary must now start with the appropriate letter (starting at J) and have two exactly two syllables. Again, allow an Intelligence or Wisdom (Insight) check DC 10 to provide clues for players having difficulty.

Once they provide a word starting with the letter R, the rules change again as the hungry dictionary sings.

*This has been quite a trip,
Now let's do a flip.
Won't you please feed me?
Go Z to S,
And you'll pass the test.
Hurry because I'm hungry!*

Words can once again have any number of syllables but the party must now work backwards down the alphabet from the letter Z to the letter S. Clues for stuck players are still allowed following the rules outlined above. Once the last word (beginning with the letter S) has been fed to the hungry dictionary it sings one last time.

*I'm full as can be,
Because you fed me.
Thank you for the letters!
Our game's at an end,
But we'll always be friends.
Because I'm no longer hungry!*

Full to bursting, the hungry dictionary flies back up to its shelf and the party continues their slow descent.

As any librarian can tell you, children get out of a story what the reader puts into it. While singing songs to the tune of Pop Goes the Weasel in a silly voice as an animated book might feel embarrassing, we encourage you to give it a try anyway. You might even consider attaching a couple of oversized googly eyes to a real dictionary and using it as a puppet, opening and closing it as it sings and zooming it around the room to gobble down words. If you throw yourself into the part and have fun your young players will, too.

Each player receives 50 XP for playing the alphabet game and feeding the hungry dictionary.

The Peek-A-Boo

Finally, the party floats down to the end of the tunnel. Read or paraphrase the following.

A number of doors, each of a different size and set at a different height, are built into the brick walls of this large, round room. A little-three legged table ambles randomly around, carrying a glass bottle filled with a bubbly pink liquid. Wrapped around the bottle's neck is a tag. It reads, "DRINK ME (OR MAYBE EAT THE CAKE)".

The number of doors in the room equals the number of party members plus one. One door is only inches tall and set at floor level. Two doors are ten feet tall and roughly fifteen feet above floor level. Any remaining doors are of random size but set at floor level or only a few feet above (and thus openable by someone of normal size standing on the floor). The tiny

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door is locked and cannot be opened. The other doors can be opened but the characters find nothing on the other side but a brick wall. The little-three legged table continues to wander around the room unless stopped at which point it slumps down to the floor and begins snoring.

The bottle contains an unusual potion of diminution. Anyone who drinks from it shrinks down to Tiny size, small enough to fit through the tiny door when it opens. The potion only lasts for one minute before the imbiber grows back to normal size. While the bottle remains in this room, it always refills with more potion after consumed.

The cake, recovered from the tangleme tree in the last chapter of Adventures in Wonderland, acts as a potion of growth. Anyone who takes a nibble grows to Large size, big enough to reach and open the doors set high above floor level. As with the potion of diminution, the effect only lasts for one minute before the imbiber shrinks back to normal size. While the cake remains in this room, it always regenerates any eaten portion. If the party did not play the last chapter of Adventures in Wonderland, the cake can be found on the table, next to the bottle.

Gamemasters might find their players itching for action after the alphabet game. If so, consider adding an optional combat encounter with the surprisingly tough animated table. In this scenario, the table attacks the party as soon as it lands and will not stop until destroyed. Oddly, the potion (and cake, if it is there) resting on top of the table remains in place and unharmed throughout the entire combat, regardless of what happens during the fight. Treat the table as if it had the same



stats as [animated armor](#) for the purposes of the encounter.

Once the party has had a chance to explore, pick any door but the tiny door and announce it is opening. Read or paraphrase the following.

The door creaks open and the strangest creature looks out from it. As flat as a sheet, the curious beast fills the entire doorway and ripples with a rainbow of ever changing colors. A single giant eye looks out from the center of the thing and a huge mouth opens underneath the eye as it recites poetry.

*How doth the cheerful Peek-A-Boo
Open that tiny door?
The one too small to travel through,
Upon the study floor?*

*How cheerfully he recites his verse,
How merrily he caws,
And welcomes tiny golden keys*

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Within his widely smiling jaws!

*The poem done, the door slams shut and
the peek-a-boo vanishes from view.*

As the peek-a-boo suggested in its poem, the key to the tiny door is located inside its mouth. To open the door, the party needs to either catch the peek-a-boo or make it laugh or cry so hard it spits out the key. Unfortunately, catching the peek-a-boo presents a problem because as soon as one of the PCs opens a door the peek-a-boo takes a readied action and uses its unique teleport ability to travel to another door.

If the players seem unsure of what to do, have the peek-a-boo call out something along the lines of "Catch me if you can!" or "Don't you want the key?" or "I can hear you!" from behind one or more of the closed doors.

Peek-a-Boo

Medium fey, chaotic neutral

Armor Class 12

Hit Points 13 (3d8)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	14 (+2)	15 (+2)	16 (+3)

Skills Perception +4, Performance +4

Senses darkvision 60 ft., passive Perception 14

Languages Common, Nonsense

Challenge ½ (100 XP)

Magic Resistance: The peek-a-boo has

advantage on saving throws and other magical effects.

Pocket Mouth: A peek-a-boo's mouth functions similarly to a *bag of holding* and can hold up to 10 lbs. worth of items.

ACTIONS

Bite: *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target, *Hit:* 2 (1d4) piercing damage.

Teleport: The peek-a-boo teleports to any unlocked doorway in the structure it inhabits.

This is a great time to teach new players about using their Intelligence to get information about an item, location, creature, or NPC. Characters can make an Intelligence test (Lore) to learn more about the peek-a-boo. Beating a 4 tells a PC the peek-a-boo lives in doorways and can teleport from one unlocked door to another to escape danger. With a roll of a 5, a PC also knows a peek-a-boo's mouth is capable of holding up to 10 pounds of items without affecting its ability to talk. It spits out what's in its mouth if unable to teleport to an unguarded doorway. With a roll of a 6, a PC remembers peek-a-boos are known to spit out their treasures if made to laugh or cry.

This information should give the party a good start on planning a strategy to deal with the peek-a-boo and get the key.

To get the key, the party can employ a number of strategies. Several are suggested below but be ready to reward creative thinking and unusual solutions.



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- The peek-a-boo won't teleport to an open door guarded by one of the PCs. If each PC stands guard in front of a different door and they all open them at the same time, the peek-a-boo will be trapped.
- If the party tries to make the peek-a-boo laugh, ask each of player to tell a joke and then have one PC make a Charisma (Performance) check DC 12. For each joke that makes the group laugh or groan, add a +1 to the check.
- If the party wants to make the peek-a-boo cry, ask the players how they'll do it and ask for rolls as appropriate. A sad story or song, for instance, requires a Charisma (Performance) check DC 12 but the party can work together to give the performer bonuses. Be prepared to award creativity and don't let a strict interpretation of the rules restrict the party's actions. If a player comes up with the idea of cutting up onions don't disallow it just because there aren't onions listed in the inventory section of anyone's character sheet. Maybe the children were carrying a few onions as part of their lunch or the table (if not destroyed) wakes up and spits an onion at them!
- Clever players with an eye for strategy might attempt to engage the elusive peek-a-boo in combat. It spits out its prize after the first hit.

Once the party has successfully found a way to acquire the key read or paraphrase the following.

The peek-a-boo opens its mouth and rolls out its tongue. With a big BLEEEEEEEH! the strange creature spits out a pair of green boots and a tiny gold key. The peek-a-boo pulls its tongue back into its mouth and says,

*Followers of the White Rabbit (Esquire)
Thank you ever so much for the game
With love, the peek-a-boo.*

Then the door slams shut and the peek-a-boo disappears.

Treasure

The boots are *boots of elvenkind* and magically adjust themselves to fit any member of the party. The gold key unlocks the tiny door.

Each player receives 100 XP for getting the key and opening the tiny door. This includes XP for defeating the animated table if it was fought. XP for defeating the table should not be awarded separately.

Conclusion

With the help of the key and the *potion of diminution* the party can open the tiny door and travel through it into Wonderland proper.

**To Be Continued
In Adventures Of
Wonderland Chapter 3:
The Dodo's Race.**



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After School Adventures are designed for busy families with limited time on their hands. They can be played in just a few hours making them perfect for a weekend afternoon or an after school evening! These also make fantastic drop in side quests for your everyday game.

What is Fun & Facts?

Fun & Facts are adventures designed by Playground Adventures to include elements of education. Madam Margareth's Magic Potion, for example, includes a science experiment to enhance interaction and learning!

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