

After School Adventures™



Adventures in Wonderland #3 The Dodo's Race

Playground
Adventures

By J Gray





4-6 Characters
Level 2

AIW#3 - The Dodo's Race

After chasing a white rabbit through the wood and falling down a strange hole, a group of young adventurers meet the Dodo, who asks them to engage in the oddest obstacle course ever! Welcome to Adventures in Wonderland, a mini-adventure path for *Dungeons and Dragons Fifth Edition!* Chapter 3: The Dodo's Race is a family-friendly mini-adventure suitable for 2nd level characters. By the end of the adventure, all characters who have played the first two chapters of Adventures in Wonderland should have earned enough experience points to take them one third of the way to 3rd level. The entire Wonderland adventure path takes characters from 1st to 5th level.

While the Dodo's Race was designed to be part of a mini-adventure path it can be played alone or even as part of another adventure entirely. The Dodo's obstacle course can add a wacky and fun element to any quest.

What Came Before

In Chapters 1 and 2 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 transport everyone to the top of a deep rabbit hole. In the rabbit hole the party had to feed words to a singing dictionary, catch a peek-a-boo, and drink a potion to make them small, all so they could fit through a tiny door and escape to Wonderland!

At the end of chapter 2 the party shrunk in stature to fit through the door. Normally, changing size comes with noticeable effects on a character's stats. In this case, don't worry about it. Wonderland is sized proportionally to the party so even though they are technically smaller than they were when they fell down the rabbit hole they are treated as their normal size here.

The Dodo

The party steps through the tiny door leading out of the rabbit hole and enters Wonderland proper. Read or paraphrase the following.

The Dodo likes to use big words but often does so incorrectly. The effect is meant to be comical and to bring some giggles to the gaming table. If the Dodo's odd speech patterns are interfering with the game or making his instructions hard to understand GMs should substitute more precise and less strange, words.

The sun wobbles brightly in the sky and the pastel and neon trees whistle through the wind. A fat bird with a large, bulbous beak leans on a walking stick near some sort of race track made from wooden planks and glass tanks. It places a set of spectacles on its beak and peers intently.

"Visitors! How enlightened! I had despaired of ever finding volunteers to invigorate my newest race course! The Dodo's Combat and Obstacle Race of

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Amusement and Doom! Surely you are justice the brave souls I have been searching for, willing to risk all for glory and magical prizes? And, I suppose, I will tell you in which directive the White Rabbit scurried. You are hunting him, yes? Visitors almost always art."

Once the party agrees to run the race, the Dodo explains the rules.

"The goal, as with most races, is to start at the start and finish at the finish. There are three segmentations, each consisting of a combat challenge against some delightful gelatin cubes who have mostly volunteered to be defeated and eaten and an obstacle challenge involving dastardly peril you must cross. The rules are as follows.

Number one, once you begin the race you must finish the race. Leaving the track for all reasons will disqualify your team.

Letter B, only one member of your team has to overcome each obstacle. Once a single team member has compiled an obstacle challenge the remaining team members will be teleported to join up.

Roman Numeral Eye Eye Eye, your team has five tally marks. If a team member fails an obstacle challenge he or she will be teleported backwards to the start of the obstacle and your team will abandon one tally mark. Lose all three tally marks and you lose the race.



Fourthly, you do not have to scuffle the gelatin cubes but defeating and devouring them will make the next obstacle much easier to overcome."

Creative Solutions

The descriptions below present the most obvious solutions to an obstacle but not the only possible solutions. Strong characters might attempt to throw light ones across an obstacle. Magic users might try to use magic to solidify lava. Engineers might come up with clever contraptions to help. Don't let the rules get in the way of clever, outside the box thinking and be prepared to reward creative solutions.

The Race

The Dodo ushers the party up a set of stairs to the first platform where the word MARK has been painted in bright pink letters. Five dragonflies buzz up and hover over party in

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formation, representing their five tally marks. Read or paraphrase the following.

The dodo flutters up into the air and calls out in a loud voice. "Everyone stand on Mark! Everyone ready to go? GO! Bang!"

A1. The Red Gelatin Cube

This square wooden platform leads to a glass tank full of lava. The word MARK has been painted at one end in bright pink letters. A red gelatin cube quivers in the platform's center, eager to be part of the race.

The red gelatin cube won't initiate combat but will happily participate in a fight if attacked.

RED GELATIN CUBE

A small cube of jiggly red gel surrounded by the sweet scent of cherries.

Red Gelatin Cube

Small ooze, unaligned

Armor Class 10

Hit Points 7 (1d6 + 3)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	1 (-5)	17 (+3)	1 (-5)	6 (-2)	1 (-5)

Saving Throws Dex +4

Condition Immunities blinded, charmed, deafened, exhausted, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6

Languages —

Challenge ¼ (50 XP)

Gelatinous Coloring: Up to four medium sized creatures can consume a piece of the red gelatin cube after it is defeated as an action. Any creature which does so gains immunity to fire damage for one minute (10 rounds).

ACTIONS

Wobble Slam: *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit* 5 (2d4) acid damage plus 2 (1d2) fire damage.

A2. The Lava Obstacle

Lava fills a large glass tank. Small stone islands float in hot, red liquid, rising and falling as the lava bubbles and pops.

A PC can leap onto one of the stones as an action with a successful Dexterity (Acrobatics) check DC 12. If a character fails a Dexterity (Acrobatics) check they fall. Just before they splash into the lava, however, they are teleported back to area A1 and one of the team's tally mark dragonflies fly away. Characters who have eaten the red gelatin cube do not teleport but instead fall into the lava, unharmed. The tank is too deep to stand up in but they can swim across with a successful Strength (Athletics) check DC 10. Most characters can swim at half their base speed as a move action. Once one character has reached area A3 the rest of the party is teleported there as well.

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A3. The Black Gelatin Cube

This is a square wooden platform positioned between a lava tank and a loop de loop. A black gelatin cube quivers in the platform's center, eager to do its part.

The black gelatin cube won't initiate combat but will happily participate in a fight if attacked.

BLACK GELATIN CUBE

A small cube of jiggly black gel surrounded by the scent of liquorish.

Black Gelatin Cube

Small ooze, unaligned

The black gelatin cube uses the same stats as the red gelatin cube from area A1 except the special traits and actions change as follows.

Gelatinous Coloring: Up to four medium sized creatures can consume a piece of the black gelatin cube after it is defeated as an action. Any creature which does so gains advantage on Strength (Athletics) checks while climbing and ignore falling damage for one minute (10 rounds).

ACTIONS

Wobble Slam: *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit* 5 (2d4) acid damage plus the target must succeed at a Wisdom saving throw DC 10 or act as if under the effect of a *slow* spell for 1 round.

A4. The Loop de Loop Obstacle

The track here curves upwards, flips over, and curves downwards before continuing, forming a loop de loop. Handholds in the track make it possible to climb to the top of the loop, cross hand over hand to the other side, and then climb down.

Scaling up the first part of the loop de loop (from the platform to the top of the loop) requires a successful Strength (Athletics) check DC 10. At the top of the loop, the climber needs to make a Strength (Athletics) check DC 12 to cross hand over hand to the other side. A third Strength (Athletics) check DC 10 is needed to scramble back down the loop to the next platform. Characters who fail any of these checks fall and suffer 1d3 (if falling from the sides of the loop) or 1d6 (if falling from the top of the loop) bludgeoning damage before they are teleported back to area A3. If this happens one of the tally mark dragonflies flies away. Characters who have eaten the black gelatin cube gain a bonus to their Strength (Athletics) checks. They take no damage if they fall but are still teleported back to area A3 and still lose a tally mark dragonfly. Once a PC completes the loop and reaches area A5 the rest of the party teleports there as well.

A5. The Blue Gelatin Cube

This is a square wooden platform positioned between the loop de loop and a tank containing large, floating jellyfish. A blue gelatin cube quivers in the platform's center, eager to be included in the race.

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The blue gelatin cube won't initiate combat but will happily participate in a fight if attacked.

BLUE GELATIN CUBE

A small cube of jiggly black gel surrounded by the scent of liquorish.

Blue Gelatin Cube

Small ooze, unaligned

The blue gelatin cube uses the same stats as the red gelatin cube from area A1 except the special traits and actions change as follows.

Gelatinous Coloring: Up to four medium sized creatures can consume a piece of the blue gelatin cube after it is defeated as an action. Any creature which does so gains immunity to lightning damage for 1 minute (10 rounds).

ACTIONS

Wobble Slam: *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit* 5 (2d4) acid damage plus the target must succeed at a Constitution saving throw DC 10 or be paralyzed for 1 round.

A6. Floating Jellyfish Obstacle

Three pairs of jellyfish float side by side along the length of this glass tank. Their tendrils spread out, filling the area around them. A faint feeling of magic fills the air.

It is impossible to move through the tank without touching at least one jellyfish in each pair. The *detect magic* spell shows all the jellyfish to be magical but PCs can make an Intelligence (Arcana) check DC 12 when examining each pair of jellyfish to determine what magic each possesses. In each pair, one jellyfish has only magic which allows it to float while one has magic which allows it to shock (in order from the start of the tank to the finish line the jellyfish capable of shocking are: Left, Right, Right). If no one in the party has the Arcana skill proficiency, instead allow a Wisdom (Perception) check DC 12 for each pair of jellyfish. A success on the Wisdom (Perception) check allows a PC to detect one jellyfish in each pair quivers as if electrified. If a PC traveling through the tank stays on the correct side and only touches the tendrils of the non-shocking jellyfish they will make it through unharmed. PCs traveling through the tank who touch one of the shocking jellyfish take 1d3 lightning damage and are teleported back to area A5. If this happens one of the tally mark dragonflies flies away. PCs who ate the blue gelatin cube take no damage but are still teleported to A5 and lose a tally mark dragonfly.

The Finish Line (Conclusion)

If the party loses all five tally mark

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dragonflies at any time during the race, read or paraphrase the following.

"Well, you might not have finished but at you did trial and as such you dessert a reward." The Dodo says as he hauls over a chest and opens it.

Inside the chest is one *potion of healing* for each member of the party. Award each member of the party 25 XP for attempting the Dodo's race.

If the party crossed the finish line with at least one tally mark dragonfly remaining, read or paraphrase the following.

"Oh frabjous day! You won! You crossed off the finish line and now you get a reward!" The Dodo hauls over a chest and opens it.

Inside the chest is one *potion of cure light wounds* for each member as well as silly jester cap that functions as a *grey bag of tricks* along with a *ring of protection +1*, and an *immovable rod* shaped like a lawn flamingo. Award each member of the part 50 XP for finishing the Dodo's race.

In addition, win or lose, the Dodo points to the path the White Rabbit took. The trail leads further into the madness that is Wonderland!

To Be Continued In... Adventures Of Wonderland Chapter 4: A Message For The Duchess.

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Credits

Author: J Gray
Design and Editing: BJ Hensley
Artists: Anna Velichkovsky, BJ Hensley
Layout: Daniel Marshall

Playground Adventures Team Members

Publisher/Head of Imagineering: BJ Hensley
Owner/Director of Design: Daniel Marshall
Master of Mechanical Stuff: Stephen Rowe
Professor of Puzzles: J Gray



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