

# After School Adventures™



## Adventures in Wonderland #4 A Message for the Duchess



By J Gray





4-6 Characters  
Level 2

## AIW#4 - A Message for the Duchess

A group of young adventurers are on the trail of the White Rabbit! After falling down a strange hole and running the oddest obstacle course ever, they finally catch sight of the White Rabbit just as he runs into a castle. Welcome to Adventures in Wonderland, a mini-adventure path for the *Dungeons and Dragons Fifth Edition*!

Chapter 4: Message for the Duchess is a family-friendly mini-adventure suitable for 2nd level characters. By the end of the adventure, all characters who have played the first three chapters of Adventures in Wonderland should have earned enough experience points to take them two-thirds of the way to 3<sup>rd</sup> level. The Adventures in Wonderland adventure path will consist of twelve chapters, taking characters from 1<sup>st</sup> to 5<sup>th</sup> level.

While this adventure 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, the Duchess' Castle could be an obstacle summoned by Edwin's fears in [Pixies on Parade](#) (also available from Playground Adventures!).

### What Came Before

In the first three chapters 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 ability to *plane shift* 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 run a strange obstacle course prepared by the Dodo!

### Chasing The White Rabbit-Again

Thanks to directions given to them by the Dodo, the party nearly catches up to the White Rabbit. Read or paraphrase the following.

The White Rabbit races down the trail, crying out, "Oh, goodness me! I'm late! I'm late! Must take a shortcut I'm late!". He hops onto the porch of a small, purple castle and leaps through the door, which slams shut behind him. A woman on the porch, clad in a beautiful dress of red and black, sighs.

"Dear me, that blasted rabbit has locked me, the Duchess, out of my own castle! And there's an important message waiting for me inside. I will reward anyone who brings me my message!"

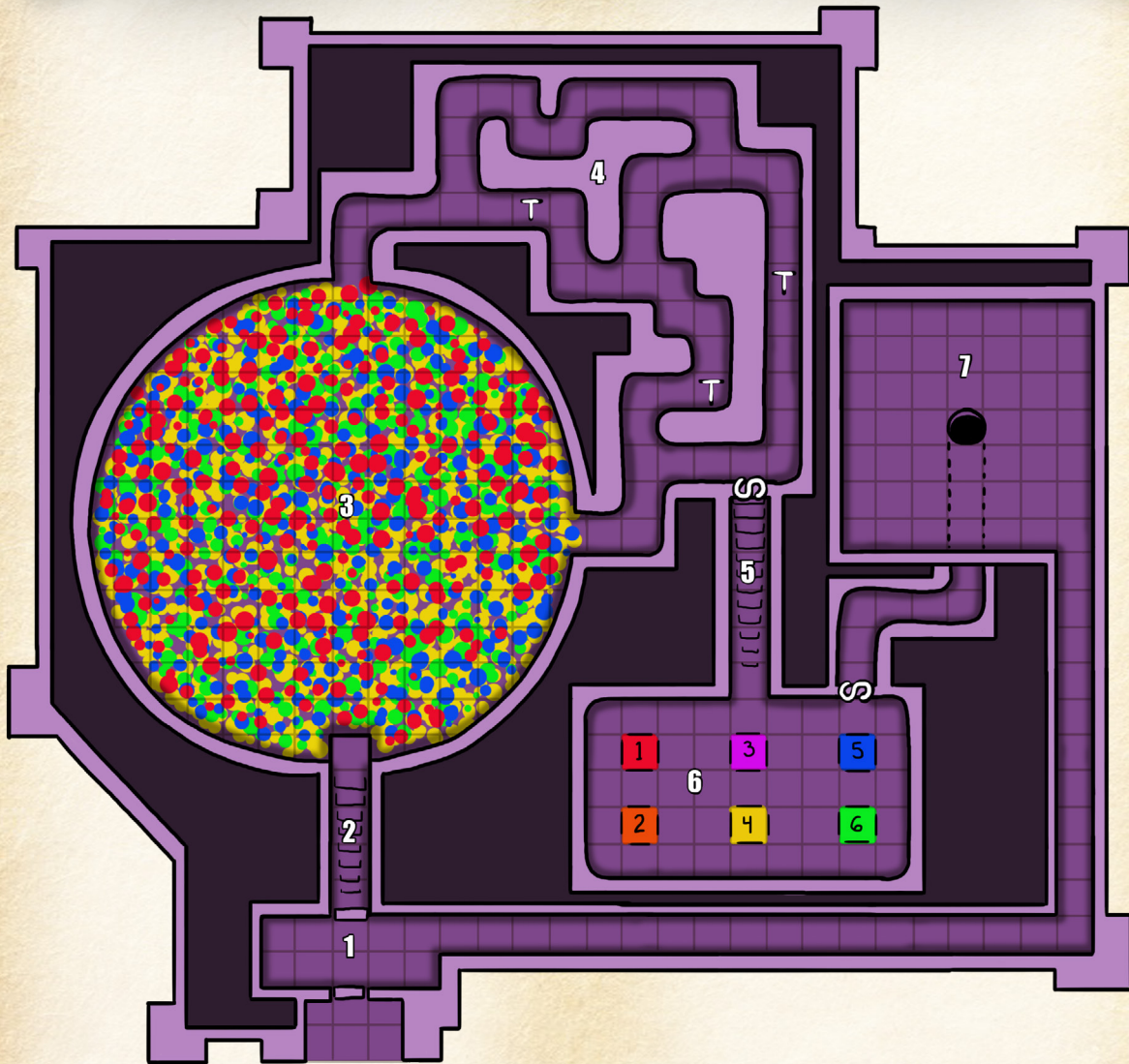
After saying her piece, the Duchess collapses into a chair tucked away in the corner and begins snoring. Any attempt to wake her only causes her to stir and mutter, "Must have my message. Get my message. Reward..." before she returns to snoring.

### The Duchess' Castle

The castle seems like an ordinary, if gaudy, structure on the outside. Of course, this is Wonderland and things are rarely what they seem. Inside the castle lies a strange playground filled with traps, monsters, and

4-6 Characters  
Level 2

## AIW#4 - A Message for the Duchess



## The Duchess' Castle

4-6 Characters  
Level 2

## AIW#4 - A Message for the Duchess

challenges. Note that all rooms are lit with normal light unless otherwise noted.

### 1. The Entryway

The way into the castle is blocked by a large, wooden door which has been painted as purple as the rest of the castle. A giant iron lock, big enough to stick a hand into, keeps the door firmly shut.

Despite its size, the giant lock is easy to pick, requiring a Dexterity check DC 20 using the appropriate tools. It is also trapped.

**BANG!**

Trap!

*Mechanical trap*

Any attempt to pick the lock which ends in failure triggers the trap, causing an explosion to blast out from the lock. The explosion produces a lot of light and noise and deals 1 point of fire damage to any creature standing within 10 feet of the lock.

The DC to spot the trap is 15 and a successful Dexterity check DC 15 using appropriate tools disarms it.

### 2. Bouncy Stairway

The steps of this stone staircase travel upwards under a low ceiling to a ledge above.



4-6 Characters  
Level 2

## AIW#4 - A Message for the Duchess

This staircase has been carved from a rubber-like stone unique to Wonderland (Wisdom (Perception) DC 15 to notice before a character steps on staircase). Because of its extremely springy nature, any PC who tries to ascend at full speed must succeed at a Dexterity saving throw DC 15 each turn they are on the staircase or be bounced up into the ceiling, taking 1d6 points of bludgeoning damage. The difficulty of the Dexterity saving throw to avoid bouncing into the ceiling is reduced to DC 12 for PCs moving at half speed. Characters who crawl up the staircase or who only move one square per round make it to the top of the staircase without incident.

### 3. Ball Pit

It is a short, five foot drop from stone ledge at the top of the stairs to a huge pit filled with colorful balls. Holes in the north and east walls seem to lead to tunnels beyond.

The ball pit is only one foot deep, making it easy to stand in even for Small characters, but it is considered difficult terrain. The ball pit is the home of three baby mimics and they blend in perfectly. GMs should play this up by describing blinking ball eyes and tentacles made up of colorful spheres strung together by sticky goo similar to a necklace.

#### Baby Mimic (3)

*Small monstrosity (shapeshifter), neutral*

**Armor Class** 12 (natural armor)

**Hit Points** 30 (4d8+10)

### Don't Forget the Props!

Props can be incredibly helpful when running an adventure in a dungeon. A map on the table can help players visualize the dungeon. Miniatures can be purchased in gaming stores or improvised. LEGO mini-figures make great minis! Glass beads, coins, or even candy can help players keep track of their Hit Points and pictures, whether printed out or on a screen, are excellent shortcuts when describing monsters or characters. Don't be afraid to be creative! A well-timed exploding noise popper, for example, can add shrieks and giggles when the BANG! trap goes off.

**Speed** 15 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	15 (+2)	5 (-3)	13 (+1)	8 (-1)

**Skills** Stealth +5

**Damage Immunities** acid

**Condition Immunities** prone

**Senses** darkvision 60 ft., passive Perception 11

**Challenge** 1 (200 XP)

**Adhesive:** The baby mimics adhere to anything that touch them. A Large or smaller creature adhered to by a baby mimic is also grappled by it (escape DC 13). Ability checks made to escape this grapple have disadvantage.

**False Appearance:** While a baby mimic remains motionless in the ball pit, it is indistinguishable from the rest of the balls in the pit.

4-6 Characters  
Level 2

## AIW#4 - A Message for the Duchess



**Grappler:** A baby mimic has advantage on attack rolls against any creature grappled by it.

**Shapechanger:** Because they are young, the baby mimics can only change their shape based on their immediate surroundings (specifically, the ball pit).

### ACTIONS

**Pseudopod:** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) bludgeoning damage and the target is subjected to the Adhesive trait.

### 4. Tunnel Maze

These tunnels are only three feet high and painted in a random series of bright, primary colors.

The two holes in the north and east walls of the ball pit lead to the same maze of tunnels and PCs moving through them will eventually find themselves back at the ball pit unless they find the secret door in the floor of the southern part of the maze (Wisdom (Perception) check

## AIW#4 - A Message for the Duchess

For the tunnel maze, the GM should consider not drawing out the path on a mat or battle board and instead ask each of the players to draw the tunnels out based on their descriptions alone. Mapping provides a great opportunity for kids to practice their listening skills while teaching them how to think critically about what is being said to them and pick out the most important details. Have some graph paper handy and make sure to explain that each square represents five feet!

DC 20 to find, reduced to DC 15 if the PCs realize there must be a secret door somewhere in the maze). Because the tunnels are only three feet high PCs must crawl through the maze, halving their speed.

There are three giggle dart traps hidden in the tunnel maze.

### Giggle Dart Trap

Trap!

#### *Mechanical trap*

When a creature crawls over the hidden pressure plate, poison-tipped darts shoot from tubes cleverly hidden in the tunnel walls. The DC to spot the tiny holes in the walls is 15. With a successful Intelligence (Investigation) DC 15 check, a character can deduce the presence of a pressure plate based on the variations in the tunnel. Wedging something under the plate prevents the trap from activating. Stuffing the holes prevents the darts from firing.

The trap activates when more than 20 pounds of weight is placed on the pressure plate, releasing one dart. The dart makes a ranged attack with a +4 bonus against the

target that triggered the trap. A target that is hit takes 2 (1d4) piercing damage and must succeed on a DC 15 Constitution saving throw or suffer disadvantage on all Wisdom checks for one hour as they come down with a case of the giggles.

### 5. Rope Ladder

An unsecured rope ladder leads down into the darkness.

Because the ladder hangs and is unsecured it twists and moves. Worse, the shaft the ladder hangs in is completely dark, making it a difficult climb. The DC of the Strength (Athletics) check to descend the rope ladder is 15 in the dark and 12 if one of the PCs has a light source.

### 6. Mirror Room

The walls of this rectangular room are lined with floor to ceiling funhouse mirrors.

The six squares marked with numbers on the map are warp tiles. When a PC steps on a warp tile they are instantly teleported to another tile in the room. Roll 1d6 to determine which tile they teleport to, ignoring results for already occupied tiles. Any PC teleported by a warp tile must succeed at a Wisdom saving throw DC 15 or become mildly disoriented and unable to take another step, even if they still have movement left that turn. The PC can still attack and perform other non-movement based tasks and can resume moving on their next turn.

4-6 Characters  
Level 2

## AIW#4 - A Message for the Duchess

This room is home to four mirror rays: flying, shark-like creatures with reflective skin.

had just slid down) will be gently propelled backwards up to **room 7**.

### Mirror Ray (4)

CR 1/2

*Small beast, unaligned*

**Armor Class** 12

**Hit Points** 22 (4d8 + 4)

**Speed** 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	13 (+1)	1 (-5)	10 (+0)	4 (-3)

**Skills** Perception +2

**Senses** blindsight 30 ft, passive Perception 12

**Challenge** 1/2 (100 XP)

**Mirrorflauge:** While a mirror ray is in directly in front of a mirror it is visually indistinguishable from the mirror.

**Pack Tactics:** A mirror ray has advantage on an attack roll against a creature if at least one other mirror ray is within 5 feet of the creature and isn't incapacitated.

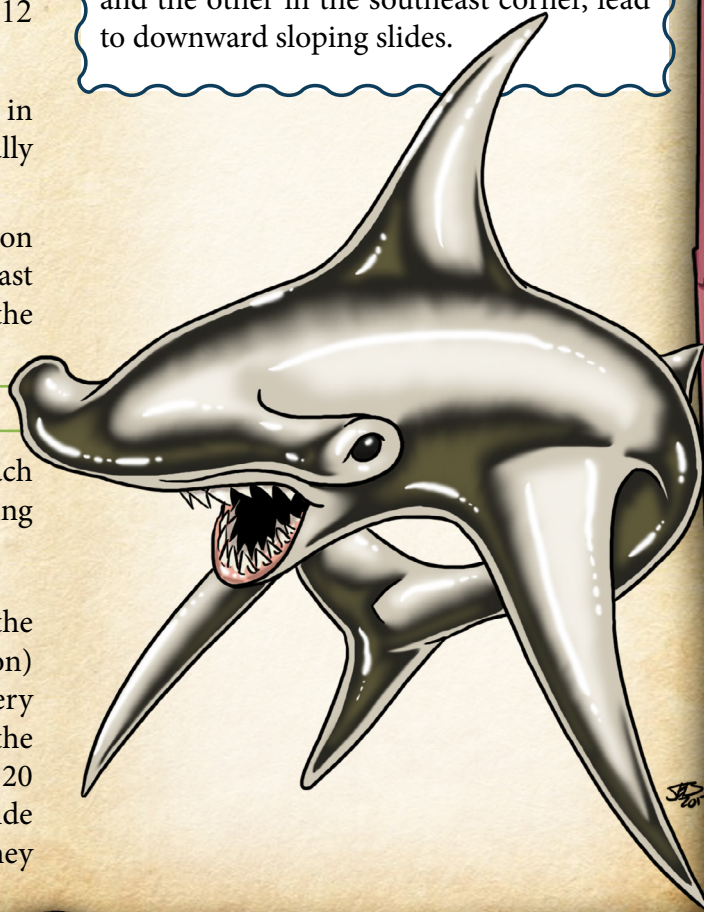
### ACTIONS

**Bite:** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

A mirror in the northeast corner of the room can be swung open (Wisdom (Perception) DC 15 check to notice), revealing a slippery slide which winds upwards. Climbing up the slide requires a Strength (Athletics) DC 20 skill check. PCs who sit on the edge of the slide with their back to the upward slope (as if they

## 7. Mural Room

Murals cover the four walls of this room, each depicting a different event. On the north wall, a group of heroes battle against a tangleme tree. On the east wall, the same heroes float in the middle of a large hole lined with bookshelves and cabinets. On the south wall, the heroes race through a strange obstacle course. On the west wall, they fight baby mimics in a ball pit. Two holes, one in the center of the floor and the other in the southeast corner, lead to downward sloping slides.





4-6 Characters  
Level 2

## AIW#4 - A Message for the Duchess

Once the entire party has entered the mural room, seven copies of the White Rabbit, each a different color (one red, one orange, one yellow, one green, one blue, one indigo, and one violet) appear and begin hopping around.

The rainbow rabbits represent a color puzzle which takes place in three stages. During each stage, the PCs can receive a hint by making a successful check.

### Stage 1

All seven rabbits hop forward. Tapping them in the order of the colors of the rainbow (red, orange, yellow, green, blue, indigo, and violet) triggers the next stage of the puzzle. Tapping a rabbit requires a successful melee attack against an Armor Class of 10. Tapping the correct rabbit causes it to stop moving. Tapping the wrong rabbit resets the stage. Missing a rabbit does not reset the sequence.

**Hint:** There are seven colored rabbits. What else has seven colors? (Intelligence (Investigation) or Wisdom (Insight) DC 10)

**Note:** If the players are struggling here you can provide them more hints as needed to make the connection. The rabbits could begin calling out “Pet (or catch) me!” “No, pet (or catch) me!” or one may giggle and ask, “Do you know how to make a rainbow?” as it runs by.

### Stage 2

All seven rabbits hop backwards. Tapping them in reverse order of the colors of the rainbow (violet, indigo, blue, green, yellow, orange, and red) triggers the final stage of the puzzle. Tapping a rabbit requires a melee

attack against an Armor Class of 10. Tapping the correct rabbit causes it to stop moving. Tapping the wrong rabbit resets the stage. Missing a rabbit does not reset the sequence.

**Hint:** The rabbits are hopping backwards. Maybe you should look at the problem backwards, too. (Intelligence (Investigation) or Wisdom (Insight) DC 12)

### Stage 3

Four of the rabbits (red, yellow, blue, and violet) hop backwards. The remaining three (orange, green, and indigo) hop forward. To solve the puzzle, the PCs must tap the rabbits in the order of the colors of the rainbow but with the backwards hopping colors reversed (switching red for violet and yellow for blue). The correct order to tap the rabbits is violet, orange, blue, green, yellow, indigo, red. Tapping a rabbit now requires a melee attack against an Armor Class of 15. Tapping the correct rabbit causes it to stop moving. Tapping the wrong rabbit resets the stage. Missing a rabbit does not reset the sequence.

**Hint:** During the last part of the puzzle, all the rabbits were hopping backwards and you had to reverse the colors. Now only some of the rabbits are hopping backwards. What do you think that means? (Intelligence (Investigation) or Wisdom (Insight) DC 15)

Once all three stages of the puzzle have been completed, the rabbits vanish into puffs of smoke and a ragged old teddy bear falls to the floor. On a string around the teddy bear’s neck is a chalk slate upon which has been written the word: MESSAGE.



4-6 Characters  
Level 2

## AIW#4 - A Message for the Duchess

### A More Challenging Puzzle

While the puzzle presented is suitable for young players, older ones might find it too simplistic and boring. In that case, consider using the following alternate puzzle, inspired by Charles Dodgson (aka Lewis Carroll's) love of math.

Instead of seven colorful rabbits, eleven duplicates of the White Rabbit appear. Ten of the rabbits wear a chalk slate around their neck with a single number on it (ranging from 0 to 9). The final rabbit's chalk slate doesn't have a number but, instead, someone has drawn a picture of a pie on it.

To solve the puzzle, the party must tap the rabbits, in order, to form the digits of pi, with the rabbit wearing the pie chalk slate representing the decimal point. For convenience sake, the first fifty digits of pi are reproduced below.

3.141592653589793238462643383279502  
88419716939937510.

The GM should determine how many digits of pi the party should tap out based on the capacity of the players. Younger players might only be able to guess the first four or five

digits. Older players or those who enjoy math might be able to recite the first ten.

Tapping the first rabbit in the sequence requires a touch melee attack against an Armor Class of 8. Increase the Armor Class by +1 for each previous rabbit tapped. If an incorrect rabbit is tapped, the sequence resets. Missing a rabbit does not reset the sequence.

PCs who are stumped trying to figure out the next puzzle in the sequence can make an Intelligence (Investigation) or Wisdom (Insight) DC 10 for a hint with the difficulty going up by 1 for each previous hint received. Hints should be given in the form of algebraic equations, with the difficulty again depending on the age and mathematical skill level of the players.  $5 + X = 9$  might be appropriate for younger players while  $2(X+6)/7=6$  (or a more difficult equation) would work for older players.

Any players who tap out the first fifty digits of pi without requiring a hint should promptly be taken out for treats after. They deserve it.

### Returning To The Duchess (Conclusion)

Once the party has retrieved the bear (and the slate around its neck) they can descend the slide leading out of the room in the southeast corner. Read or paraphrase the following.

The long slide ride leads right back to the front entrance of the castle. The Duchess is awake now and leaps to her feet with frightful alacrity. "Oh!" she cries,

happily. "My message! Good show, dears. Good show!" The Duchess grabs the teddy bear, rips the chalk slate upon which the word MESSAGE has been written off, and then drops the stuffed toy to the ground. "You can keep that if you like. Consider it a reward. By the by, I've heard tale you are looking for the White Rabbit. He leapt right off my balcony and ran down the path to the mushroom forest just moments ago!"

4-6 Characters  
Level 2

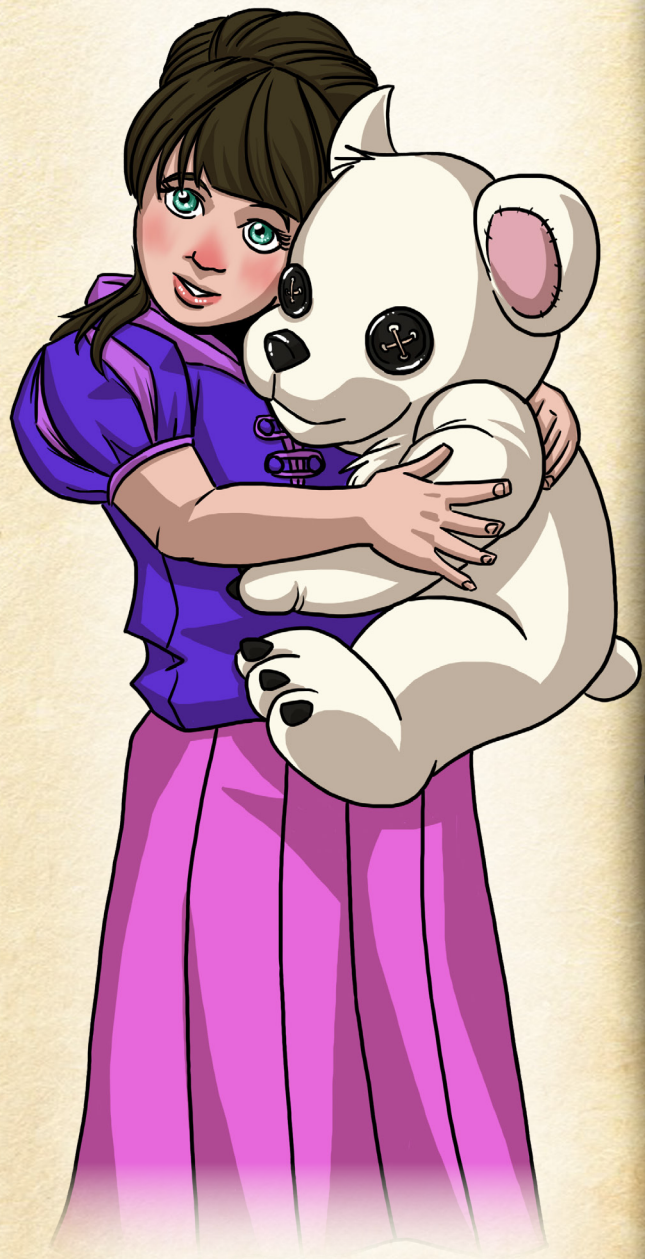
## AIW#4 - A Message for the Duchess

Having received her message, the Duchess drops back down into her chair and returns to her slumber and cannot be woken up again. The teddy bear is no ordinary toy but a magical item known as a *stuffed guardian*.

### Stuffed Guardian

*Wondrous item, uncommon (requires attunement)*

Originally developed to protect the children of the wealthy, these magical teddy bears have been adopted as a weapon of choice by some whimsical adventurers. As an action, a *stuffed guardian's* owner can drop it to attack on its own. Once dropped, the *stuffed guardian* toddles and bounces up to 10 feet away and bashes into a designated enemy, using its owner's proficiency bonus + 2. A *stuffed guardian's* deals 8 (1d6+5) bludgeoning damage to the target. Once the cuddly weapon completes its attack it leaps back into its owner's arms. *Stuffed guardians* are considered wielded or attended by its owner for all maneuvers and effects that target items. Despite their clumsy and awkward gait, *stuffed guardians* possess remarkable agility. They are not subject to opportunity attacks and are undaunted by difficult terrain. However, they cannot traverse liquids, or any space without solid ground.



To Be Continued  
In Adventures Of  
Wonderland Chapter 5:  
The Caterpillar's Quest!

4-6 Characters  
Level 2

## AIW#4 - A Message for the Duchess

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