

# After School Adventures



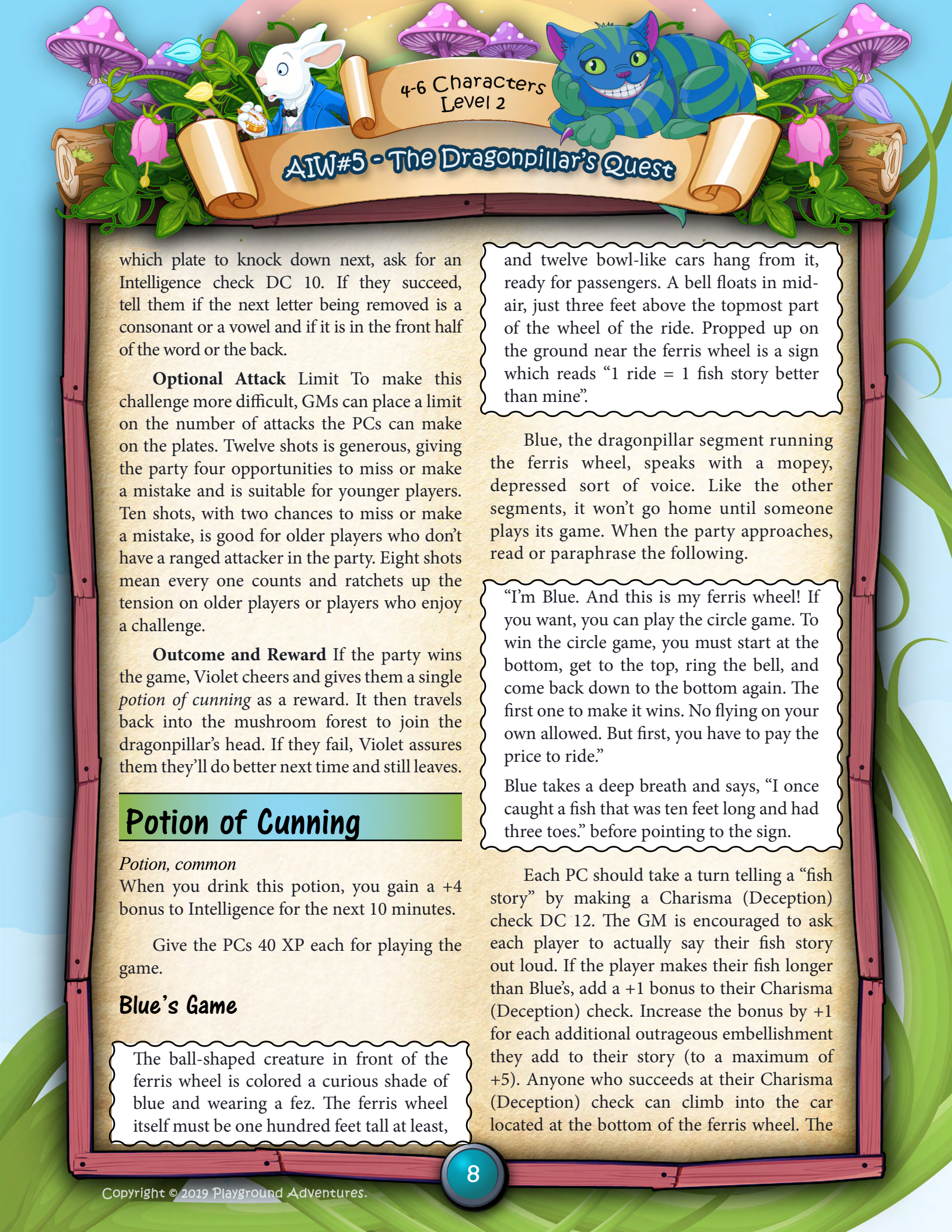
## Adventures in Wonderland #5 The Dragonpillar's Quest

Playground  
Adventures

By J Gray







4-6 Characters  
Level 2

## AIW#5 - The Dragonpillar's Quest

A group of young adventurers are on the trail of the White Rabbit! After falling down a strange hole, running the oddest obstacle course ever, and navigating through a maze of a house, they continue along in hopes of catching up to the elusive lagamorph.

Welcome to *Adventures in Wonderland*, a mini-adventure path for **Fifth Edition!** Chapter 5: *The Dragonpillar's Quest* is a family-friendly mini-adventure suitable for 2nd level characters. By the end of the adventure, all characters who have played the first four chapters of *Adventures in Wonderland* should have earned enough experience points to reach 3rd level.

While *The Dragonpillar's Quest* is 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 dragonpillar might be a fantastical element found when the party shrinks down and crosses the back yard in **For the Hive**, a full-length educational adventure also available for Playground Adventures.

### What Came Before

In the first four 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 plane shift ability to transport everyone down 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! Further

adventures were had when the party agreed to help the drowsy Duchess retrieve a message from her monster and trap infested house.

### The Mushroom Forest

Following directions given to them by Duchess, the party wanders along a path that becomes increasingly stranger the farther along they go. Read or paraphrase the following.

As the gravel trail through the forest continues, the trees thin out and are soon replaced by giant mushrooms which come in an astounding variety of colors and pattern. The broad caps of the huge fungi block out the light of the sun, making the pathway dark and cool. Up ahead, one giant mushroom stands apart from the others and marks a fork where the road splits up to go in two different directions. Perched atop the mushroom sits a giant lizard. It peers down at you as soap bubbles burble up from its nostrils.

"Who," says the lizard, "are you?"

Closer inspection reveals the creature to be the head, and only the head, of a dragonpillar. The rest of its body is missing. A large egg is perched, precariously, behind the dragonpillar's head at the peak of the mushroom's cap.

### Helping the Dragonpillar's Head

Once the PCs introduce themselves, the dragonpillar's head does likewise and begins asking questions about the party, their likes, dislikes, their adventures thus far, and their purpose for traveling in the mushroom forest. The dragonpillar's head is a model of polite



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behavior. It always says “please” and “thank you”, never interrupts, and always uses proper honorifics such as “mister” and “miss”. If the PCs are rude, the dragonpillar gently chides them and remind the party “good manners cost nothing”.

The dragonpillar’s head shows reluctance to talk about itself and gently steers the conversation back towards the topic of the PCs should they ask any questions about it.

Once it has engaged in enough polite conversation, the dragonpillar’s head finally addresses its lack of a body. Read or paraphrase the following.

“I have not seen the White Rabbit today, but I find myself in a bit of a pickle, and I wonder if you might be so kind as to offer assistance. You might have noticed I am, at this moment in time, only a head. My body grew bored of sitting on this mushroom and waiting for my egg to hatch, so it split apart and ran away to start a carnival. Since I lack a body, I cannot follow and bring my wayward segments back home. Could you please go down the path to my left, attend the carnival, and convince my body to return home so I can finish hatching my egg? I would be ever so grateful.”

The dragonpillar’s head answers what questions it can. Its body has divided into four segments, and they seemed quite excited about starting up the carnival, though it has no idea what sort of rides or games they’re offering. It does not believe the segments are hostile but can’t promise all residents of the mushroom forest are as pleasant. If the party asks for a reward, the dragonpillar’s head pledges to provide them one once it has a body.



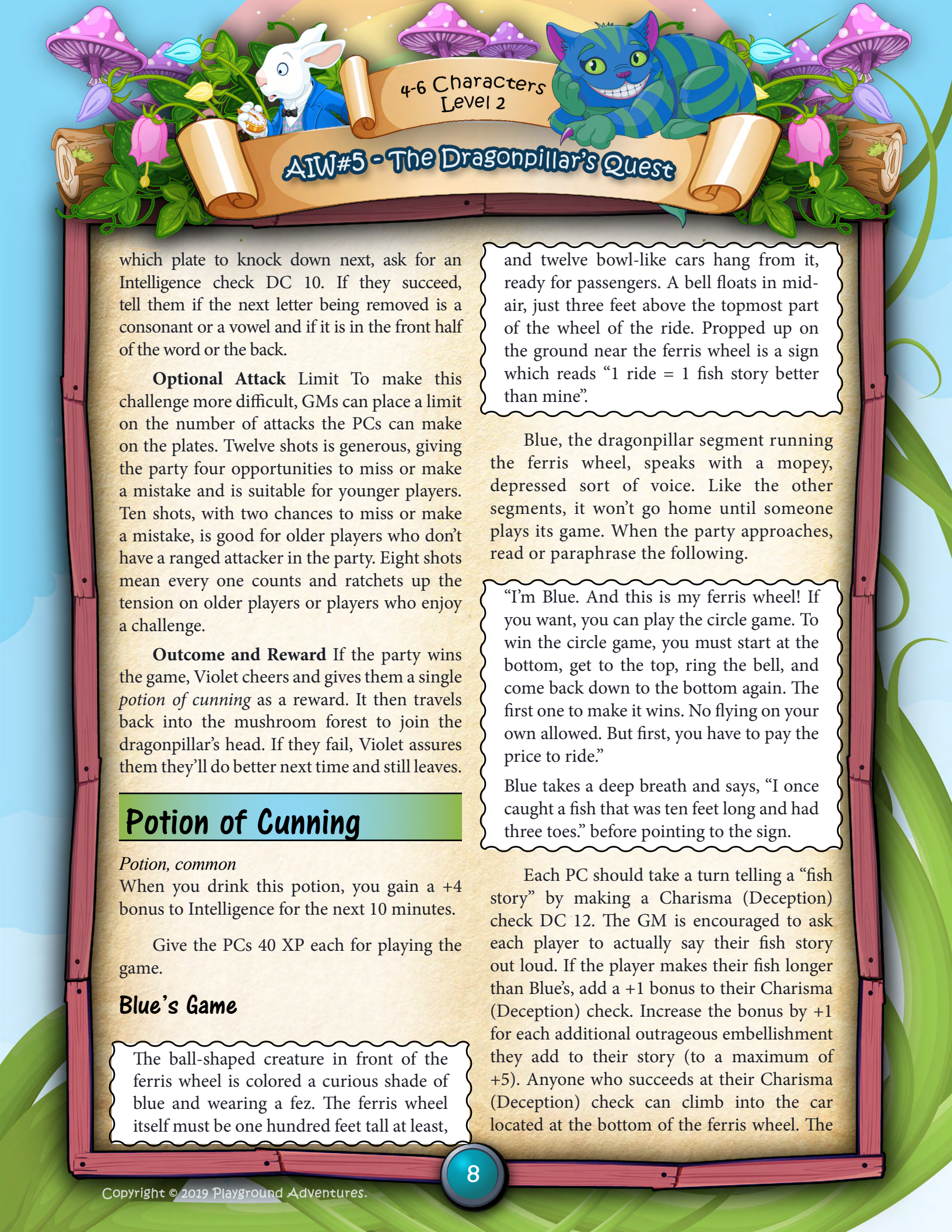
### The Carnival

The path to the dragonpillar’s left continues roughly half a mile through the mushroom forest before it opens into a large clearing. Read or paraphrase the following.

The path opens up into a large clearing, neatly ringed by the brightly colored and randomly patterned giant mushrooms. Four attractions sit at various points in the clearing. A ferris wheel rises in the back, farthest away from the path. To either side of the ferris wheel stand booths of the sort used for carnival games. A muddy, rectangular area near the end of the trail is fenced. Here and there, throughout the clearing, buttery smelling popcorn stalks grow from the ground to provide snacks. Cheerful music with no source fills the air.

Strange creatures, each a different colored giant ball with a face, standing on four clawed legs, attend the attractions. These are the segments of the dragonpillar’s body. Each runs a ride or game and has to be convinced to





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return to the dragonpillar's head individually. The PCs are free to wander around the clearing, munch on popcorn, and enjoy the attractions. The booths can be visited in any order.

### Red's Game (CR 3)

A strange, crimson, ball-shaped creature paces back and forth on four, clawed legs in front of a large patch of fenced-off muddy ground. Inside the roped-off area, a furred creature, looking like a giant rat or badger with a long, corkscrew nose roots around in the muck. A sign in front of the pen reads: "katch the tove. win a priz."

This segment of the dragonpillar's body is known as Red and is quite grumpy in temperament. It wants to return to the dragonpillar's head, and the egg but believes it can't until someone catches the greased tove in the mud pen. Unfortunately, Red is so agitated it can't do more than mutter and growl until someone soothes it. PCs can make a Wisdom (Insight) check DC 10 to realize Red needs to be coaxed into a calmer state. Doing so requires a Charisma (Persuasion) check DC 15. Give a +5 bonus on the check to players who take the time to roleplay out soothing Red. Once Red is calmer, read or paraphrase the following.

Until this point in Adventures in Wonderland, there haven't been many opportunities for PCs to engage in intensive roleplaying and interactions with the various NPCs. The White Rabbit is always running. The Dodo focuses on his race. The Duchess is asleep. The Dragonpillar's head and body segments represent the first real chance for the players to interact socially with NPCs and DMs are encouraged to use this opportunity to guide newcomers in the art of roleplaying.

Children, especially younger children, can be shy and unsure in new situations and might need a bit of coaxing to play their characters. The questions the dragonpillar's head asks, for example, help draw out answers and put the focus on teaching the children to speak "in character". The DM can further encourage interaction with the dragonpillar's body segments by asking questions out of character such as

"What would your character say now?"

"Let's use our imaginations to pretend we're the characters; what do you think your character would do?"

"Can you think of a question your character would like to ask the dragonpillar? ... That's great! Go ahead and ask it in character."

One of the best things a DM can do is lead by example. A DM should be willing to play up quirks, try out funny voices, and devote their full interest to the player they are interacting with. By proving they're ready to play the fool, the DM teaches children that speaking "in character" is nothing to be afraid of. Especially young or shy players may require more patience and possibly even a prop, like a puppet or a doll, to talk to.



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The ball-like creature shakes its head, as if clearing out bad thoughts, and then growls, "I'm Red. I want to go back to my head and my egg, but I can't until someone catches the greased tove and wins my game. You should give it a try. If you catch it, I'll give you a prize! Just don't hurt it. A good tove is darn hard to find!"

### Game: Catch the Greased Tove

**The Goal:** To capture the greased tove without hurting it.

**How to Play** The tove, a badger-like creature with a corkscrew nose, moves through the ground as quickly as a fish swims through water. To catch it, the PCs need to climb over the fence and into the mud pit, which measures 50 feet long by 15 feet wide. They are free to work together in an attempt to catch the beast.

Treat trying to catch the tove as combat, starting with rolling initiative. The ground of the mud pit is slippery and considered difficult terrain for the PCs but not for the tove. Before each move action, the PCs must make a Dexterity (Acrobatics) check DC 10 or fall prone and slide 1d4 squares in the direction they intended to travel. If the PC hits the fence, their slide comes to a halt and they suffer 1 point of bludgeoning damage.

Catching the tove requires moving to a square adjacent to it and grappling the creature for two entire rounds.

**Alternative Method** As an alternative, PCs who succeed at an Intelligence (Arcana) check DC 15 can remember lore about the tove, including its love of songs which rhyme. Any PC who succeeds at a Charisma

(Performance) check DC 10 calms the tove and lures it to them so they can catch it without the need for combat. If a PC's player is willing to sing a rhyming song in front of the entire group, the Charisma (Performance) check succeeds automatically.

Optional Time Limit DMs who want to make this challenge more difficult can put a time limit on the game. Ten rounds (1 minute of game time) might be good for parties that contain more thinkers than fighters while five rounds (30 seconds of game time) might suit parties with more fighters than thinkers.





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### Tove

*Medium beast, unaligned*

**Armor Class** 11 (natural armor)

**Hit Points** 11 (2d8+2)

**Speed** 40 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	2 (-4)	9 (-1)	5 (-3)

**Senses** darkvision 60 ft., passive Perception 9  
**Challenge** ¼ (50 XP)

**Earth Glide.** The tove can burrow through nonmagical, unworked earth and stone. While doing so, the tove doesn't disturb the material it moves through.

**Slippery.** The tove has been coated with a slippery substance. It gains a +2 bonus when attempting to avoid or escape a grapple.

### ACTIONS

**Corkscrew Nose.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6+1) slashing weapon

**Tactics** On the first round of combat, the tove dives into the earth using its earth glide ability and then moves away from the nearest PC, though it never leaves the mud pit. On the next round, the tove leaps up into the air and runs around the mud pit, trying to avoid the PCs. It continues this pattern, diving into the earth one turn, then surfacing and running around the next, until caught. A grappled tove tries its best to escape and sink below the ground again, returning to the pattern.

When the tove is underground, the mud bubbles in the square where it is about to surface.

Observant PCs notice the bubbles with a Wisdom (Perception) check DC 15. The bubbling occurs at the top of the round, so PCs who have a higher initiative than the tove or who ready an action can move and try to grab it as it exits the ground.

The tove isn't interested in fighting. The first time it takes any real damage, it dives into the earth and vanishes for good.

**Outcome and Reward** If the PCs capture the tove, Red grumpily declares them the winner and offers them a single *potion of grace* as their prize. It then returns to the dragonpillar's head, grumbling the entire way. The tove, once returned, dives into the ground and vanishes.

### Potion of Grace

*Potion, common*

When you drink this potion, you gain a +4 bonus to Dexterity for the next 10 minutes.

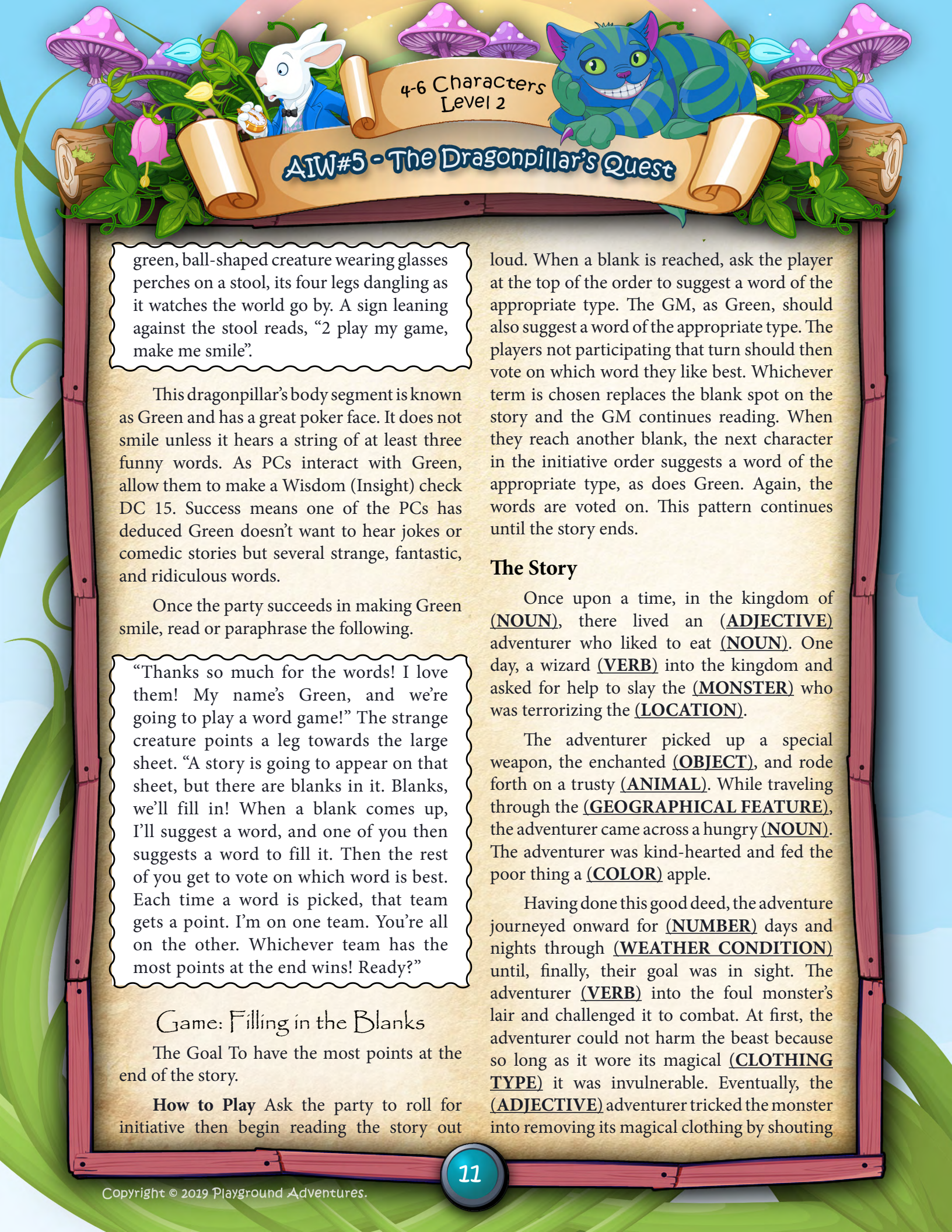
Should the PCs injure the tove while trying to capture it, Red declares the game over. It walks away in disgust as the tove escapes below the earth. Red rejoins the dragonpillar's head, but the PCs forfeit their chance at getting his prize.

Give each PC who participates in capturing the tove 40 XP. Do not give them experience for "defeating" the tove. This is already figured into the reward.

### Violet's Game (CR 3)

Dinner plates with little wings flutter about in a swarm inside a hastily constructed wooden booth. A letter has been carefully drawn on each plate, using rainbow patterned paint. A sign hangs out front. It reads, "Ask me about my game!!!"





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A purple ball-shaped creature with four legs and a broad smile stands out front. It opens its mouth to say something, but each time it gets more than a sound out, the poor thing hiccups loudly, and it has to start all over again.

This is Violet, who is amazingly cheerful but suffering from a nasty case of the hiccups. Its game can't be played until the hiccups are cured. While Violet happily tries any remedy suggested by the PCs, only one method works for sure: frightening the hiccups away.

To succeed at scaring the hiccups out of Violet, one of the PCs has to make a Charisma (Intimidation) check DC 12. Give the PC a +2 bonus if their player is willing to act out just how they are startling Violet.

Once the hiccups are gone, read or paraphrase the following.

"Thanks! I'm Violet, and I'm running a word game! My fluttering plates are going to spell out a word! If you remove a letter, they'll spell out a different word. Keep removing one letter at a time and, each time, the plates spell a different word. If you figure out all the words, I'll give you a prize!"

Violet isn't interested in going back to the dragonpillar's head yet and refuses to do so until the party plays its game.

### Game: The Transformative Target Takedown

**The Goal** Remove the plates, one at a time, until only one plate remains. Each time a

plate is removed, the remaining plates should spell a word without being rearranged.

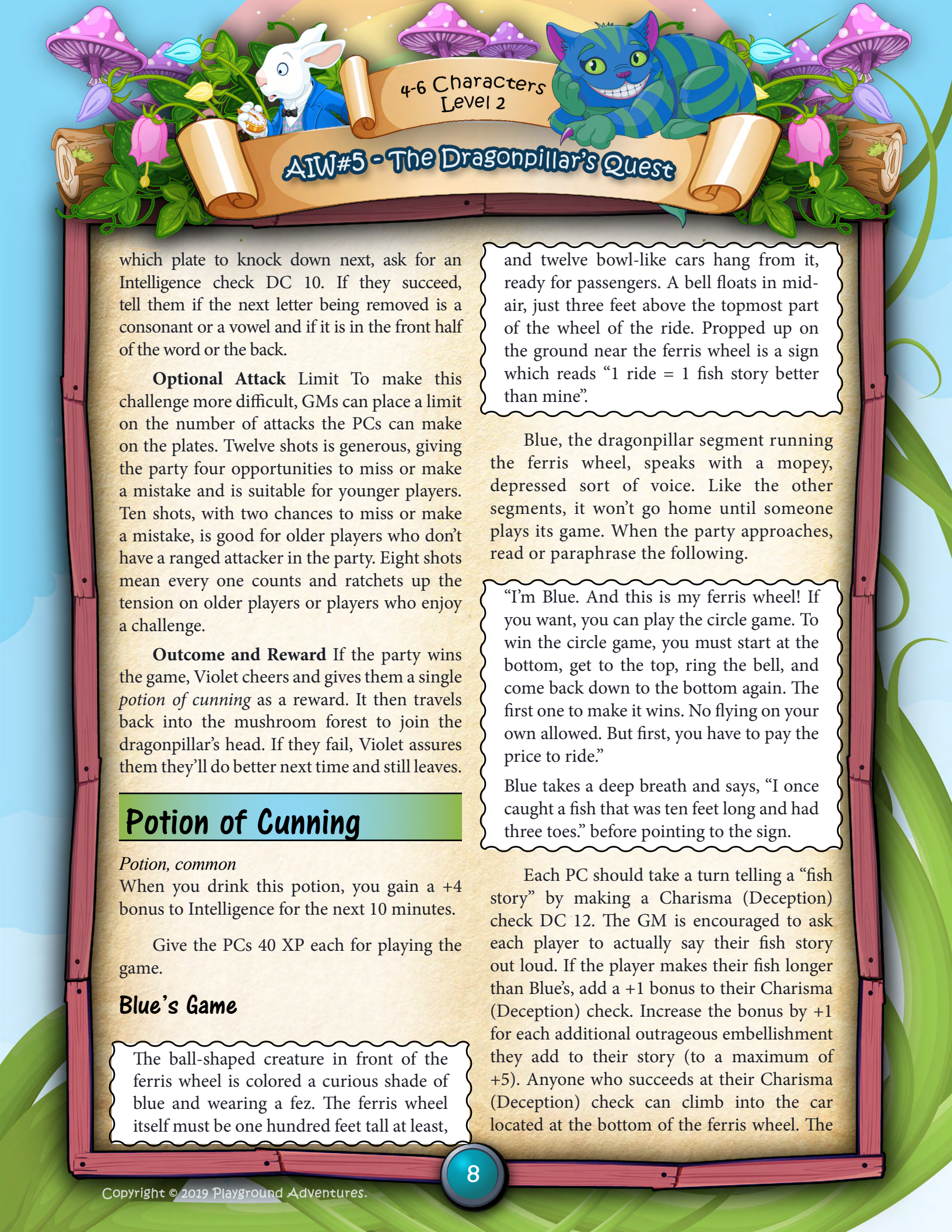
**How to Play** The PCs must knock down one of the fluttering plates using a thrown or ranged weapon. If no one has such a weapon, Violet provides them with a sling and a pile of pebbles. The plates have 1 Armor Class of 8 and fall down to the ground, unbroken, if hit. The PCs can take turns attempting to knock down the plates or they can designate one person to be the attacker. If the party goes that route, the GM should encourage the players to work together to figure out which plate should be knocked down next. If a PC misses with their attack, they are free to try again. If, after a dish is knocked down, the remaining plates do not spell a word the plate which was just knocked down rises back up and flutters back into position.

The plates must be knocked down in the following order to proceed.

- The plates spell the word **STARTLING** to begin with. Knock down the "L" and they spell **STARTING**.
- Knock down the second "T" in **STARTING** and the plates spell **STARING**.
- Knock down the "A" and the plates spell **STRING**.
- Knock down the "R" and the plates spell **STING**.
- Knock down the "T" and the plates spell **SING**.
- Knock down the "G" and the plates spell **SIN**.
- Knock down the "S" and the plates spell **IN**.
- Knock down the "N" and the plates spell **I**.

**Hints** If players are having trouble deciding





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which plate to knock down next, ask for an Intelligence check DC 10. If they succeed, tell them if the next letter being removed is a consonant or a vowel and if it is in the front half of the word or the back.

**Optional Attack Limit** To make this challenge more difficult, GMs can place a limit on the number of attacks the PCs can make on the plates. Twelve shots is generous, giving the party four opportunities to miss or make a mistake and is suitable for younger players. Ten shots, with two chances to miss or make a mistake, is good for older players who don't have a ranged attacker in the party. Eight shots mean every one counts and ratchets up the tension on older players or players who enjoy a challenge.

**Outcome and Reward** If the party wins the game, Violet cheers and gives them a single *potion of cunning* as a reward. It then travels back into the mushroom forest to join the dragonpillar's head. If they fail, Violet assures them they'll do better next time and still leaves.

### Potion of Cunning

*Potion, common*

When you drink this potion, you gain a +4 bonus to Intelligence for the next 10 minutes.

Give the PCs 40 XP each for playing the game.

### Blue's Game

The ball-shaped creature in front of the ferris wheel is colored a curious shade of blue and wearing a fez. The ferris wheel itself must be one hundred feet tall at least,

and twelve bowl-like cars hang from it, ready for passengers. A bell floats in mid-air, just three feet above the topmost part of the wheel of the ride. Propped up on the ground near the ferris wheel is a sign which reads "1 ride = 1 fish story better than mine".

Blue, the dragonpillar segment running the ferris wheel, speaks with a mopey, depressed sort of voice. Like the other segments, it won't go home until someone plays its game. When the party approaches, read or paraphrase the following.

"I'm Blue. And this is my ferris wheel! If you want, you can play the circle game. To win the circle game, you must start at the bottom, get to the top, ring the bell, and come back down to the bottom again. The first one to make it wins. No flying on your own allowed. But first, you have to pay the price to ride."

Blue takes a deep breath and says, "I once caught a fish that was ten feet long and had three toes." before pointing to the sign.

Each PC should take a turn telling a "fish story" by making a Charisma (Deception) check DC 12. The GM is encouraged to ask each player to actually say their fish story out loud. If the player makes their fish longer than Blue's, add a +1 bonus to their Charisma (Deception) check. Increase the bonus by +1 for each additional outrageous embellishment they add to their story (to a maximum of +5). Anyone who succeeds at their Charisma (Deception) check can climb into the car located at the bottom of the ferris wheel. The



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car is ten feet by fifteen feet in size, and the benches inside can hold up to six Medium sized creatures.

### Game: The Circle Game

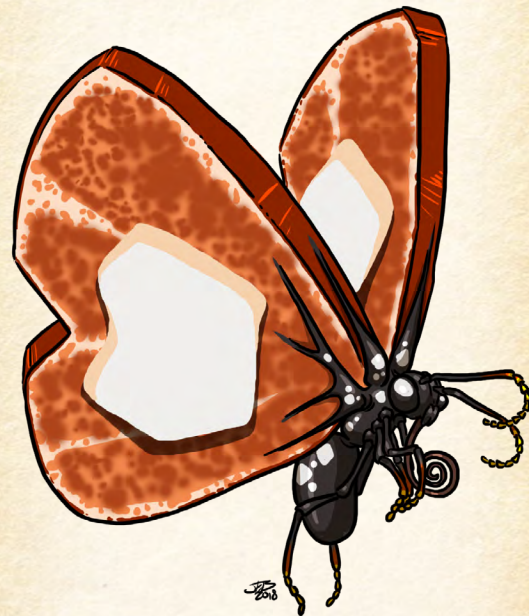
**The Goal** To start at the six o'clock position on the ferris wheel (the bottommost point), reach the twelve o'clock position (the topmost point), ring the bell, and return to the six o'clock position on the ferris wheel.

**How to Play** The party begins in a car at the six o'clock position on the ferris wheel. The GM should ask the PCs to roll initiative and proceed as if in combat. Each turn, the ferris wheel turns, and the car containing the PCs rotates one position counterclockwise (from six o'clock to five o'clock, for example).

The rules do not state the PCs have to remain in the car. Nor do they say the PCs have to ride around the outside of the ferris wheel. At any time, they can leave the vehicle and attempt to make their way up towards the bell. Leaping from one car to the next requires a Dexterity (Acrobatics) check DC 13 and an action. PCs who fail risk falling. If they failed the check by 4 or less, they can attempt a Dexterity saving throw DC 15 to catch hold of the car they were leaping to and end the turn dangling from it. If they fail the check by 5 or more, they fall to the ground below. Luckily, the ground just below the ferris wheel is incredibly springy and they only suffer 1 point of bludgeoning damage per 10 feet fallen. Other PCs can attempt to catch a falling PC by giving up their next turn and succeeding at a Dexterity saving throw DC 15. Success means they've caught the falling PC, who ends their turn dangling from the hands of the friend who saved them.

Climbing up along the girders and latticework which make up the ferris wheel requires a Strength (Athletics) check DC 10 each round. Failure by 4 or less means the climber makes no progress. Failure by 5 or more means the PC falls, which is treated as described above. PCs who are climbing can only move at a reduced speed.

Once a member of the party rings the bell, giant bread and butterflies swoop down from the sky to attack. PCs who are climbing suffer the standard penalties for engaging in combat while doing so. PCs in cars receive no cover as the vehicles are open and have no roof.



Now might be a good time to discuss with any children at the table that actions taken within the game are not the same as actions they should consider outside of the game. Like all games, this is imaginary play, and dangerous activities like climbing out of ferris wheel cars are not safe or recommended in real life.



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### Bread and Butterfly (1 per PC)

*Large fae, unaligned*

**Armor Class** 13 (natural armor)

**Hit Points** 14 (2d10+2)

**Speed** 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	13 (+1)	2 (-4)	14 (+2)	10 (+0)

**Skills** Perception +4

**Senses** blindsight 60 ft., passive Perception 14

**Challenge** ¼ (50 XP)

**Adhesive.** The bread and butterfly adheres to any creature, it strikes with its wing batter. A Medium or smaller creature adhered to the bread and butterfly is also grappled by it (escape DC 12). Ability checks made to escape this grapple have disadvantage.

### ACTIONS

**Wing Batter.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) bludgeoning damage.

**Tactics** The bread and butterflies want to prevent the party from finishing the circle game. Once one of the PCs has rung the bell, they attack and try to capture any PC they can, no matter where that PC is on the ferris wheel, with the sticky butter patches on their wings. During the next round, the bread and butterfly flies towards the top of the ferris wheel at half speed. Upon reaching the top of the ferris wheel, it drops the PC into the car located there. Once grappled by a bread and butterfly, PCs remain grappled until they either break free or are released. PCs who break free of

the grapple are considered to be falling unless they are right over one of the ferris wheel's cars and must make a Dexterity saving throw DC 15 to grab hold of the ferris wheel and catch themselves.

The bread and butterflies don't want to become toast. If one's HP drops below half, it flees from the battle.

**Outcome and Reward** Once one of the PCs has rung the bell and made it back to the bottom of the ferris wheel, the game is over. The bread and butterflies swoop away, and those PCs still on the ferris wheel can either climb or ride down. Blue hands the winning PC a *potion of might* and then heads off to rejoin the dragonpillar's head.

### Potion of Might

*Potion, common*

When you drink this potion, you gain a +4 bonus to Strength for the next 10 minutes.

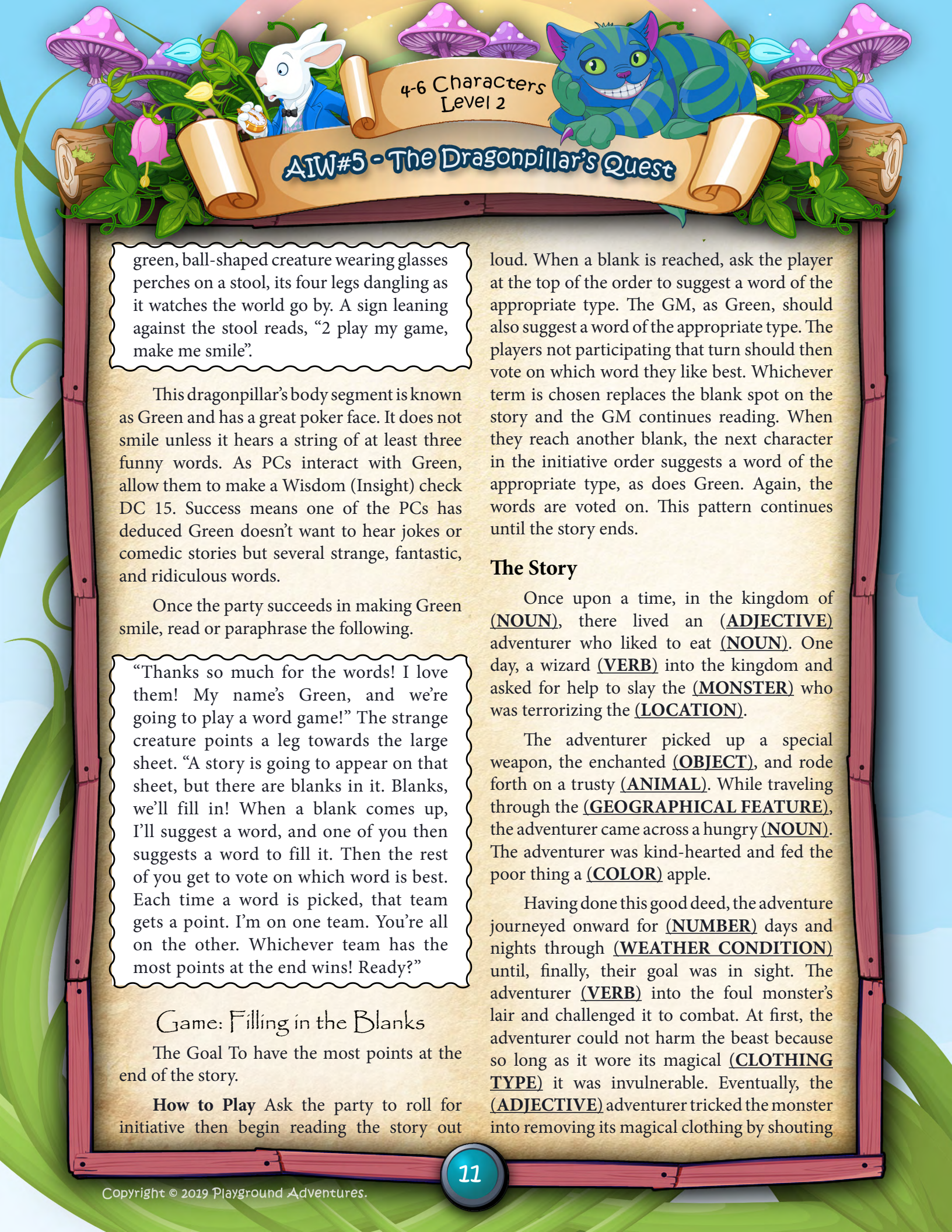
If none of the PCs complete the circle game, perhaps because they all fell off the ferris wheel or were knocked out by the bread and butterflies, Blue casts a *cure wounds* spell on each of the PCs. It then wanders off to rejoin the dragonpillar's head declaring this game too dangerous for dragonpillars.

Award any PC who participated in the circle game 40 XP. Do not reward them the XP for defeating the bread and butterflies. This is already figured into the reward.

### Green's Game

A large sheet has been spread out on a frame, like a sail ready to catch the wind. A





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green, ball-shaped creature wearing glasses perches on a stool, its four legs dangling as it watches the world go by. A sign leaning against the stool reads, "2 play my game, make me smile".

This dragonpillar's body segment is known as Green and has a great poker face. It does not smile unless it hears a string of at least three funny words. As PCs interact with Green, allow them to make a Wisdom (Insight) check DC 15. Success means one of the PCs has deduced Green doesn't want to hear jokes or comedic stories but several strange, fantastic, and ridiculous words.

Once the party succeeds in making Green smile, read or paraphrase the following.

"Thanks so much for the words! I love them! My name's Green, and we're going to play a word game!" The strange creature points a leg towards the large sheet. "A story is going to appear on that sheet, but there are blanks in it. Blanks, we'll fill in! When a blank comes up, I'll suggest a word, and one of you then suggests a word to fill it. Then the rest of you get to vote on which word is best. Each time a word is picked, that team gets a point. I'm on one team. You're all on the other. Whichever team has the most points at the end wins! Ready?"

### Game: Filling in the Blanks

The Goal To have the most points at the end of the story.

**How to Play** Ask the party to roll for initiative then begin reading the story out

loud. When a blank is reached, ask the player at the top of the order to suggest a word of the appropriate type. The GM, as Green, should also suggest a word of the appropriate type. The players not participating that turn should then vote on which word they like best. Whichever term is chosen replaces the blank spot on the story and the GM continues reading. When they reach another blank, the next character in the initiative order suggests a word of the appropriate type, as does Green. Again, the words are voted on. This pattern continues until the story ends.


### The Story

Once upon a time, in the kingdom of (NOUN), there lived an (ADJECTIVE) adventurer who liked to eat (NOUN). One day, a wizard (VERB) into the kingdom and asked for help to slay the (MONSTER) who was terrorizing the (LOCATION).

The adventurer picked up a special weapon, the enchanted (OBJECT), and rode forth on a trusty (ANIMAL). While traveling through the (GEOGRAPHICAL FEATURE), the adventurer came across a hungry (NOUN). The adventurer was kind-hearted and fed the poor thing a (COLOR) apple.

Having done this good deed, the adventure journeyed onward for (NUMBER) days and nights through (WEATHER CONDITION) until, finally, their goal was in sight. The adventurer (VERB) into the foul monster's lair and challenged it to combat. At first, the adventurer could not harm the beast because so long as it wore its magical (CLOTHING TYPE) it was invulnerable. Eventually, the (ADJECTIVE) adventurer tricked the monster into removing its magical clothing by shouting





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(QUOTE OR PHRASE). The adventurer slew the creature with a (VERB) of the enchanted weapon brought from home. The adventurer then returned to the kingdom and was hailed by all as an (OCCUPATION).

And they all lived (ADVERB) ever after.

**Outcome and Reward** When the story is over, Green reads it from beginning to end. Once everyone stops laughing, Green totals up the points and announces the winner. The PCs are free to play the game as many times as they wish.

If the party wins at least one session of the Filling in the Blanks game, Green offers them a *potion of wisdom* and walks into the mushroom forest, intending to rejoin the dragonpillar's head.

### Potion of Wisdom

*Potion, common*

When you drink this potion, you gain a +4 bonus to Wisom for the next 10 minutes.

If the party does not win a session of the Filling in the Blanks game, Green thanks them for the good time, and declares it's bored with the game anyway before returning to the dragonpillar's head.

Award the PCs 40 XP each for participating in the game.

### Returning to the Dragonpillar

Once all of the segments have left the carnival, the four attractions transform into dandelion fluff and blow away on the breeze. The party can then walk down the path to where they met the dragonpillar's head. Read of paraphrase the following.

The dragonpillar's head, which is now connected to a body consisting of four differently colored segments, smiles a big, lizardy grin.

"My friends, thank you so much for restoring my body to me! Now, I can hatch my egg!"

The dragonpillar wraps its body around the large egg and begins to glow. In seconds, the egg starts to quake.

Then it begins to shake.

Then it starts to crack.

Finally, the egg breaks apart entirely, and a door pops out from inside. The door wobbles and falls off the dragonpillar's mushroom. When the door hits the ground, it lays flat, then opens to reveal a set of stairs leading down into the darkness.

"I do believe those stairs take you towards the White Rabbit," the dragonpillar says as it peers over the edge of its mushroom. "Perhaps, though, you should stay here for the night? You look as if you could use the rest, and I should be glad of the company."

If the PCs accept the dragonpillar's invitation, night falls upon the party. Literally. A dense, dark curtain tumbles down from the sky to obscure the sun. Each member of the party must succeed at a Dexterity save DC 8 or be struck by the curtain and suffer 2 points of bludgeoning damage. After that, the dragonpillar serves them a nice meal of fruits, bread, and cheeses, and they can rest until morning when the curtain rises back up. If the party decides to head down the stairs immediately, the dragonpillar wishes them the best of luck.



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In either case, award the PCs a final 40 XP each for reuniting the dragonpillar's head with the segments of its body.

### To Be Continued In Adventures Of Wonderland Chapter 6: Cat At The Crossroads!

#### DRAGONPILLAR

This peculiar cross between a dragon and a caterpillar has a reptilian head and a body made from four large balls strung together in a chain. Each segment of its body is a different color, and each has a mouth and eyes.

#### Dragonpillar

*Large dragon, neutral good*

**Armor Class** 18 (natural armor)

**Hit Points** 78 (12d10+12)

**Speed** 40 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	16 (+3)	13 (+1)	15 (+2)

**Saving Throws** Dex +5, Con +3, Wis +4, Cha +5

**Skills** Arcana +5, Insight +4, Perception +6, Persuasion +5

**Condition Immunities** paralyzed

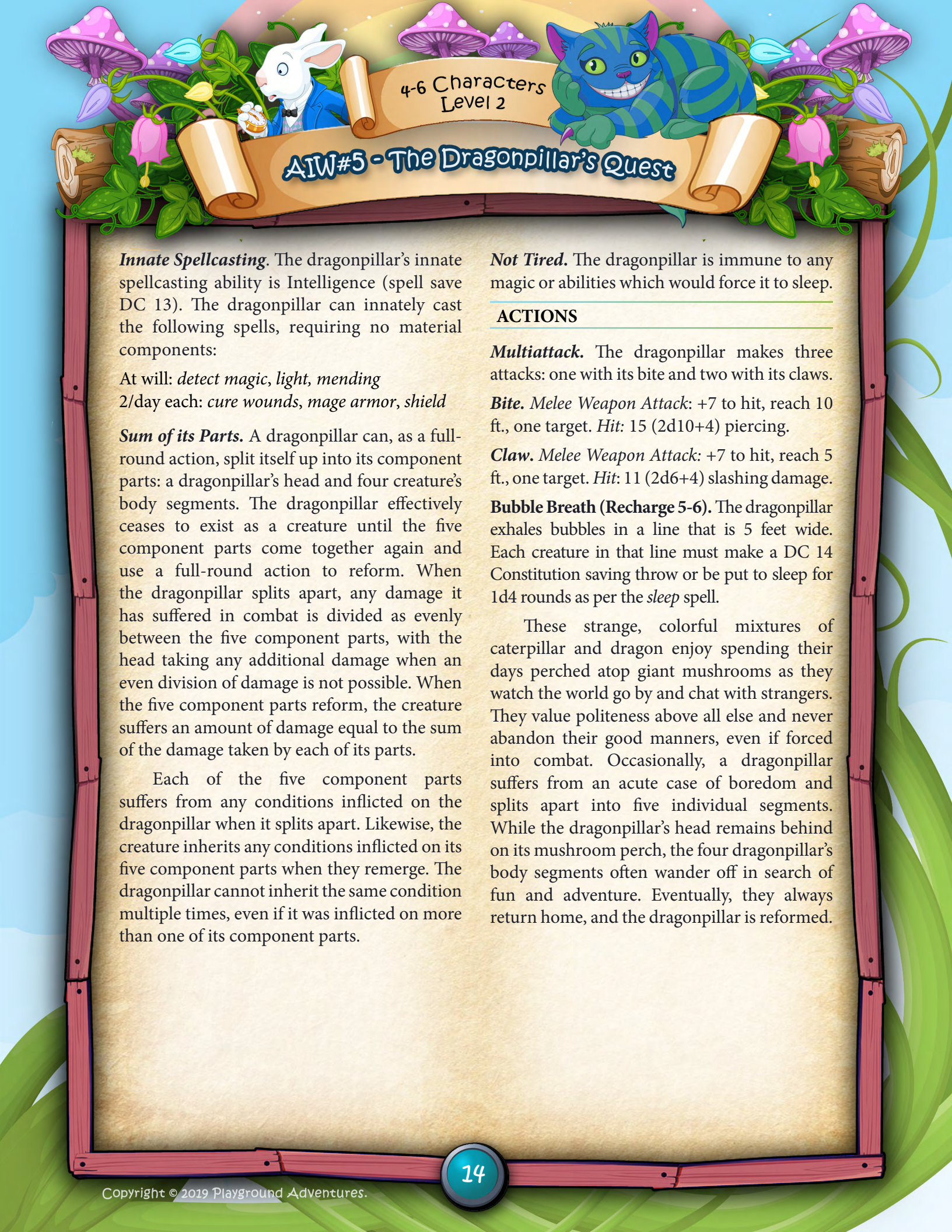
**Senses** darkvision 120 ft., passive Perception 16

**Languages** Aklo, Common, Draconic

**Challenge** 7 (2,900 XP)







4-6 Characters  
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**Innate Spellcasting.** The dragonpillar's innate spellcasting ability is Intelligence (spell save DC 13). The dragonpillar can innately cast the following spells, requiring no material components:

At will: *detect magic, light, mending*

2/day each: *cure wounds, mage armor, shield*

**Sum of its Parts.** A dragonpillar can, as a full-round action, split itself up into its component parts: a dragonpillar's head and four creature's body segments. The dragonpillar effectively ceases to exist as a creature until the five component parts come together again and use a full-round action to reform. When the dragonpillar splits apart, any damage it has suffered in combat is divided as evenly between the five component parts, with the head taking any additional damage when an even division of damage is not possible. When the five component parts reform, the creature suffers an amount of damage equal to the sum of the damage taken by each of its parts.

Each of the five component parts suffers from any conditions inflicted on the dragonpillar when it splits apart. Likewise, the creature inherits any conditions inflicted on its five component parts when they remerge. The dragonpillar cannot inherit the same condition multiple times, even if it was inflicted on more than one of its component parts.

**Not Tired.** The dragonpillar is immune to any magic or abilities which would force it to sleep.

### ACTIONS

**Multiattack.** The dragonpillar makes three attacks: one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10+4) piercing.

**Claw.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) slashing damage.

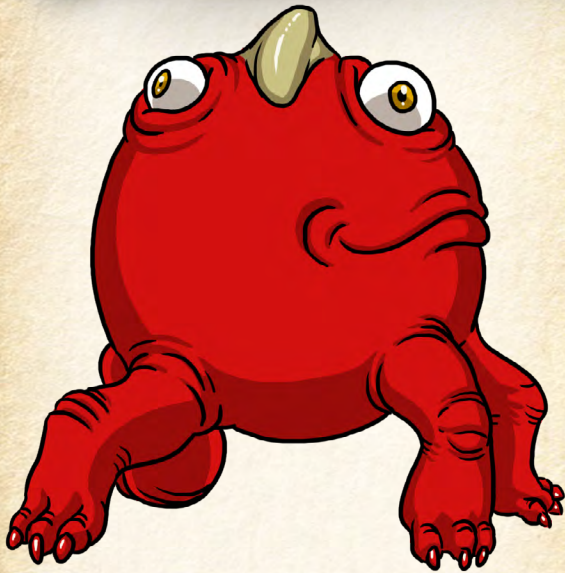
**Bubble Breath (Recharge 5-6).** The dragonpillar exhales bubbles in a line that is 5 feet wide. Each creature in that line must make a DC 14 Constitution saving throw or be put to sleep for 1d4 rounds as per the *sleep* spell.

These strange, colorful mixtures of caterpillar and dragon enjoy spending their days perched atop giant mushrooms as they watch the world go by and chat with strangers. They value politeness above all else and never abandon their good manners, even if forced into combat. Occasionally, a dragonpillar suffers from an acute case of boredom and splits apart into five individual segments. While the dragonpillar's head remains behind on its mushroom perch, the four dragonpillar's body segments often wander off in search of fun and adventure. Eventually, they always return home, and the dragonpillar is reformed.



4-6 Characters  
Level 2

## AIW#5 - The Dragonpillar's Quest



### DRAGONPILLAR'S BODY SEGMENT

This strange, ball-shaped creature's entire body is dominated by a large face which consists of two eyes and a mouth. It stands on four, claw-tipped legs.

#### Dragonpillar's Body Segment

*Small dragon, neutral good*

**Armor Class** 11 (natural armor)

**Hit Points** 33 (6d10+3)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	13 (+1)	10 (+0)	12 (+1)	12 (+1)

**Skills** Deception +3, Insight +3, Intimidation +3, or Persuasion +3 (pick one)

**Senses** darkvision 30 ft. passive Perception 11

**Languages** Common

**Challenge** 1 (200 XP)

**Innate Spellcasting.** The dragonpillar's body segment's innate spellcasting ability is Charisma (spell save DC 11). The dragonpillar's body segment can innately cast the following spells, requiring no material components:

At will: *mage hand*

4/day each: *cure wounds*

**Part of the Whole.** When all four of the dragonpillar's body segments are near the dragonpillar's head, they can reform as described in the dragonpillar's entry.

**Not Tired.** The dragonpillar's body segment is immune to any magic or abilities which would force it to sleep.

### ACTIONS

**Claw.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10+2) slashing damage.

While the dragonpillar's head stays home, the dragonpillar's body segments run off, looking for fun. They prefer games, puzzles, and playmates who can provide them with entertainment. Eventually, a dragonpillar's body segment finds its appetite for adventure sated and returns home.



## AIW#5 - The Dragonpillar's Quest



### DRAGONPILLAR'S HEAD

This lizard-like head seems to be missing a body. Bubbles burble up from its nostrils and float away on the breeze.

#### Dragonpillar's Head

*Small dragon, neutral good*

**Armor Class** 10 (natural armor)

**Hit Points** 25 (4d10+3)

**Speed** 5 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	13 (+1)	14 (+2)	12 (+1)	15 (+2)

**Skills** Arcana +3, Insight +2, Perception +3, Persuasion +4

**Condition Immunities** paralyzed

**Senses** darkvision 30 ft. passive Perception 13

**Languages** Aklo, Common, Draconic  
**Challenge** 1 (200 XP)

**Innate Spellcasting.** The dragonpillar's head's innate spellcasting ability is Intelligence (spell save DC 12). The dragonpillar's head can innately cast the following spells, requiring no material components:

*At will:* *detect evil and good*, *detect magic*, *light*, *mending*

**Part of the Whole.** When all four of the dragonpillar's body segments are near the dragonpillar's head, they can reform as described in the dragonpillar's entry.

**Not Tired.** The dragonpillar's head is immune to any magic or abilities which would force it to sleep.

#### ACTIONS

**Bite.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 7 (1d10+2) piercing damage.

**Bubble Breath (Recharge 6).** The dragonpillar's head exhales bubbles in a line that is 5 feet wide. Each creature in that line must make a DC 12 Constitution saving throw or be put to sleep for 1d2 rounds as per the *sleep* spell.

The dragonpillar's head is always left behind while the other component parts run off to play. While the head retains some of the power and wisdom of a full dragonpillar it isn't nearly as strong or as smart. It is, however, still just as polite.



4-6 Characters  
Level 2

## AIW#5 - The Dragonpillar's Quest

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