

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 the **Pathfinder Roleplaying Game!** Chapter 1: Chasing the White Rabbit is a family-friendly mini-adventure suitable for 1st level characters. By the end of the adventure, all players should have earned enough experience points to put them halfway between 1st and 2nd level. The Adventures in Wonderland adventure path takes characters from 1st to 5th 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.

4-6 Characters
Level 1

AIW#1 - Chasing the White Rabbit

The White Rabbit

CR ½

XP 200

CN Small [magical beast](#)

Init +3; **Senses** low-light vision, scent; Perception +5

DEFENSE

AC 14, touch 14, flat-footed 11 (+3 Dex, +1 size)

hp 6 (1d10+1)

Fort +3, **Ref** + 5, **Will** +1

Defensive Abilities blink; **SR** 11

OFFENSE

Speed 45 ft.

Melee bite +0 (1d4-2)

TACTICS

During Combat The White Rabbit is quite cowardly and flees combat if initiated, using its superior speed, *blink*, and *plane shift* abilities as required.

Morale The White Rabbit isn't interested in fighting. If a character attacks, it shouts, "No time to fight! We must hurry! This way, this way!". If the party continues to attack the White Rabbit, it flees as described above.

STATISTICS

Str 15, **Dex** 16, **Con** 13, **Int** 12, **Wis** 10, **Cha** 8

Base Atk +1; **CMB** -2; **CMD** 11 (15 vs. trip)

Feats [Fleet](#)

Skills [Appraise](#) +4, [Knowledge \(local\)](#) +5, [Knowledge \(nobility\)](#) +5, [Perception](#) +5, [Survival](#) +1 (+5 when tracking by scent)

Languages Common, Nonsense

SQ [plane shift](#)

Gear pocket watch, waistcoat.

SPECIAL ABILITIES

Blink (Su) The White Rabbit can [blink](#) as a free action.

Plane Shift (Sp) 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. 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.





4-6 Characters
Level 1

AIW#1 - Chasing the White Rabbit

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 (6 for Medium characters, 4 for Small characters). 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 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:

AIW#1 - Chasing the White Rabbit

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 a DC 15 [Spellcraft](#) check. 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 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 DC 12 [Fortitude](#) Save to keep it down.
- You have to push through a thorn bush to continue down the path. Make a DC 15 [Fortitude](#) Save to ignore the scratches.
- You hear a crack! Looking up, you see a branch falling towards you. Make a DC 12 [Reflex](#) Save to dive out of the way.
- A hawk dives down from the sky and tries to claw at you as it passes. Make a

DC 15 [Reflex](#) save to dodge the attack and run ahead.

- Those berries by the side of the path sure look delicious! Make a DC 12 [Will](#) Save to ignore them and keep going forward.
- A strange puddle of water catches your gaze. It feels almost as if it is hypnotizing you into standing still. Make a DC 15 [Will](#) Save 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 DC 16 [Perception](#) check. 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. With the exception of the skeleton, 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.

4-6 Characters
Level 1

AIW#1 - Chasing the White Rabbit



MAGIC
CHALLENGE



SAVE
CHALLENGE



SHORTCUT
CHALLENGE



SKILL
CHALLENGE

BEWARE THE
JABBERWOCK!

4-6 Characters
Level 1

AIW#1 - Chasing the White Rabbit

Table 1: Shortcut Combat Challenges

Result	Creature
1	Dire Rat
2	Fire Beetle
3	Skeleton
4	Goblin

Combat can be used as a replacement for the [Perception](#) check needed to find a shortcut, in which case it is obvious but guarded; or in addition to it 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 DC 15 [Acrobatics](#), [Knowledge \(nature\)](#), or [Survival](#) check. 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: +1 *weapon* of an appropriate type.
- Arcane magical class: A fully charged [wand of magic missile](#).
- Divine magical class: A fully charged [wand of cure light wounds](#).

Every character receives 600 XP for making their way through the wood. This includes XP for any monsters defeated as part of shortcut challenges. XP for defeating those creatures should not be awarded separately.

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

CR 1

XP 400

N Large [plant](#)

Init +5; **Senses** blindsight 30 ft.; **Perception** +1



4-6 Characters
Level 1

AIW#1 - Chasing the White Rabbit

DEFENSE

AC 15, touch 11, flat-footed 13 (+4 natural, -1 size, +2 Dex)

hp 14 (4d8-4)

Fort +4, Ref +3, Will +2

Immune electricity, plant traits; Resist cold 10

OFFENSE

Speed 0 ft.

Melee slam +3 (1d4-2 plus grab)

Space 10 ft. Reach 10 ft.

Special Attacks [constrict](#) (1d8+7), entangle

TACTICS

During Combat The tangleme tree lashes out at any enemy that comes within reach, attempting to constrict and entangle it. Cunning for a plant, the tree readies an action to attack if there are no convenient targets.

Morale While tangleme trees are hostile to animal life they do have survival instincts. If the tangleme tree is reduced to 3 or fewer hit points it releases any targets currently being constricted, stops attacking, and goes dormant in hopes that the enemies think it's defeated or dead and leave.

STATISTICS

Str 10, Dex 14, Con 10, Int -, Wis 13, Cha 9

Base Atk +3; CMB +3; CMD 17 (can't be tripped)

Feats [Improved Initiative](#)

SQ camouflage

SPECIAL ABILITIES

Camouflage (Ex) A tangleme tree looks like a normal plant while at rest. A DC 16 [Perception](#) check is required to notice it before it attacks for the first time. Any character with ranks in Survival or [Knowledge \(nature\)](#) can use either of those skills instead of Perception.

Entangle (Su) A tangleme tree can, as a free action, cause plants within 30 feet of it to animate and grasp at foes. This ability is otherwise similar to [entangle](#) (CL 4th, DC 9). The save DC is Wisdom based.

The character who reached 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 cure light wounds* 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.

4-6 Characters
Level 1

AIW#1 - Chasing the White Rabbit

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.

Family Friendly Gaming for
Everyone!



4-6 Characters
Level 1

AIW#1 - Chasing the White Rabbit

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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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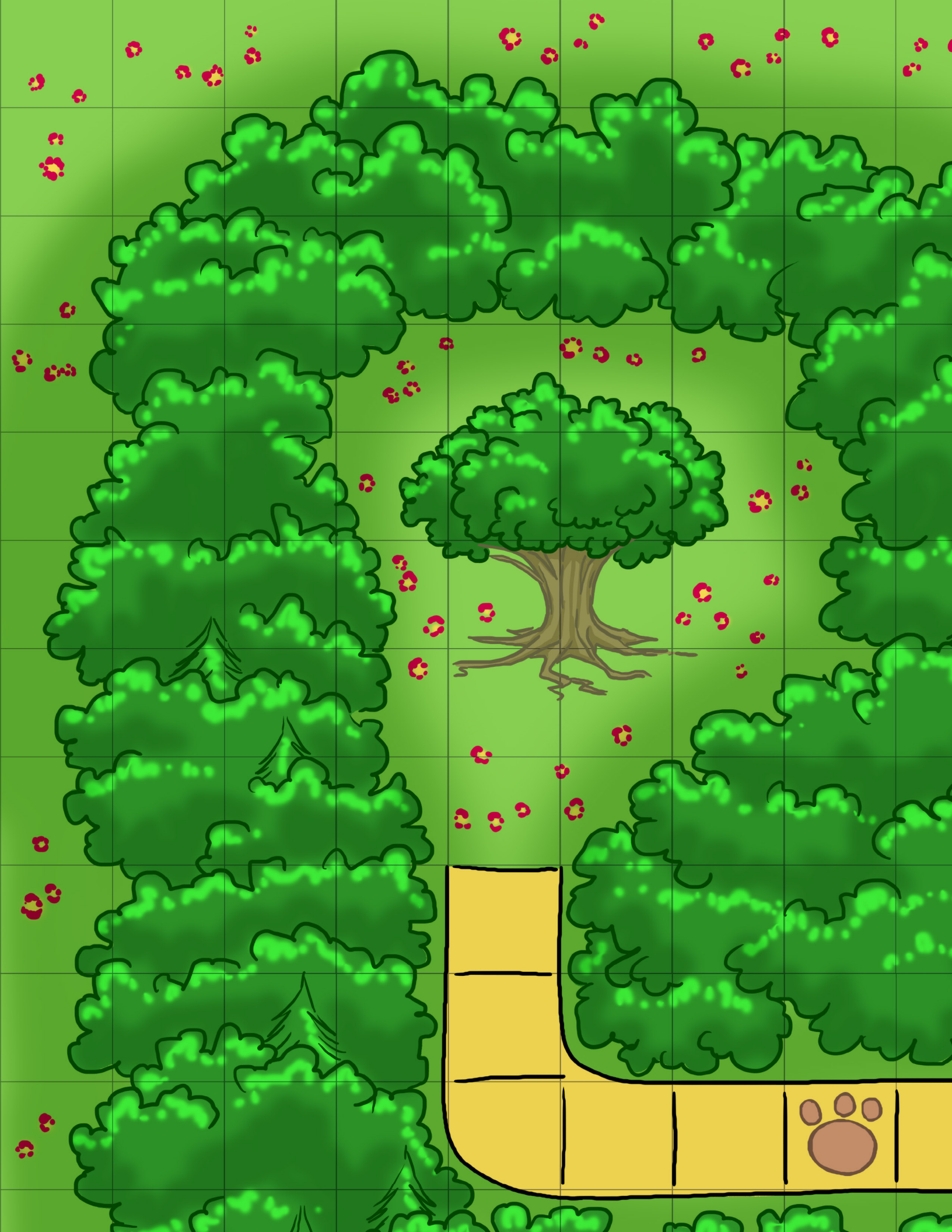
What is an After School Adventure?

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!







MAGIC
CHALLENGE



SAVE
CHALLENGE

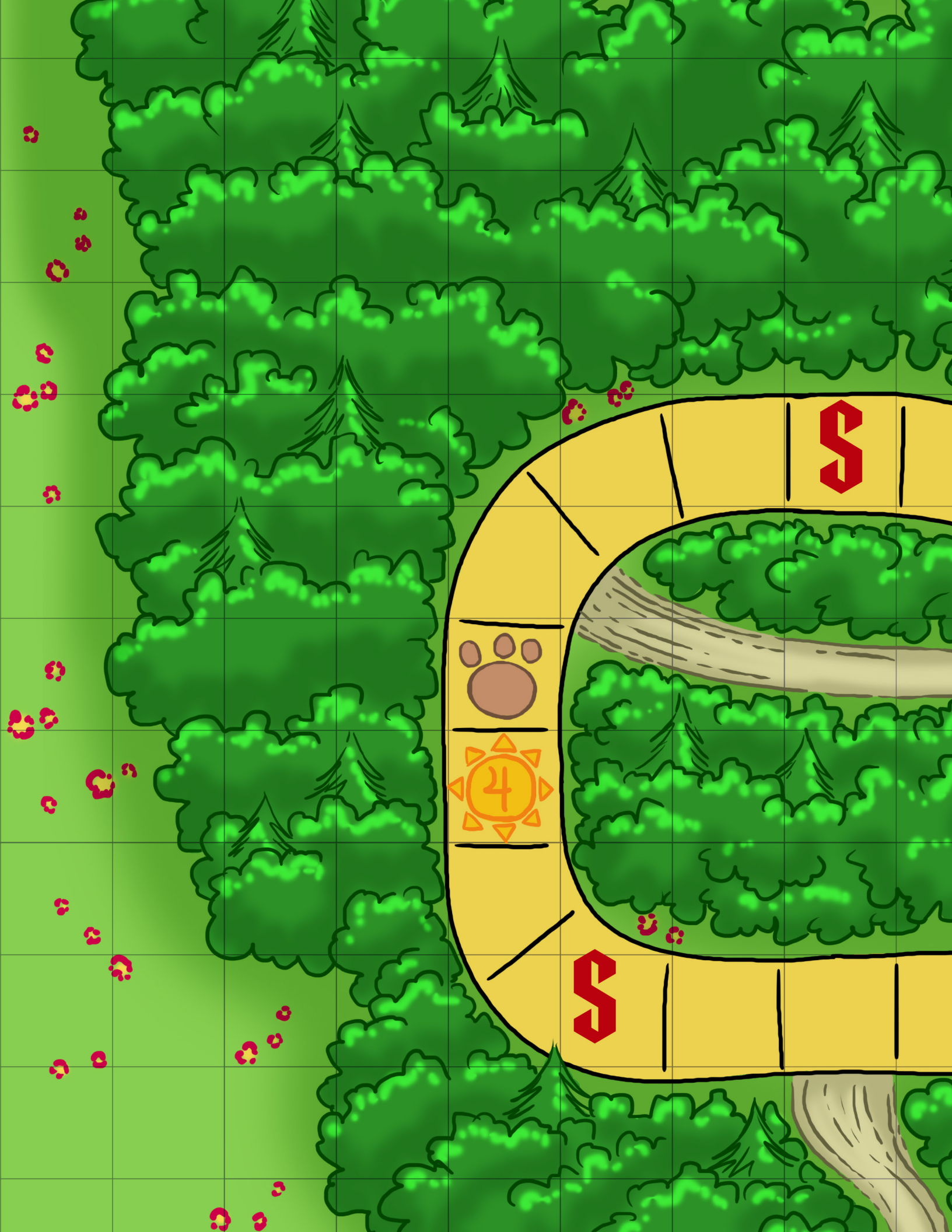


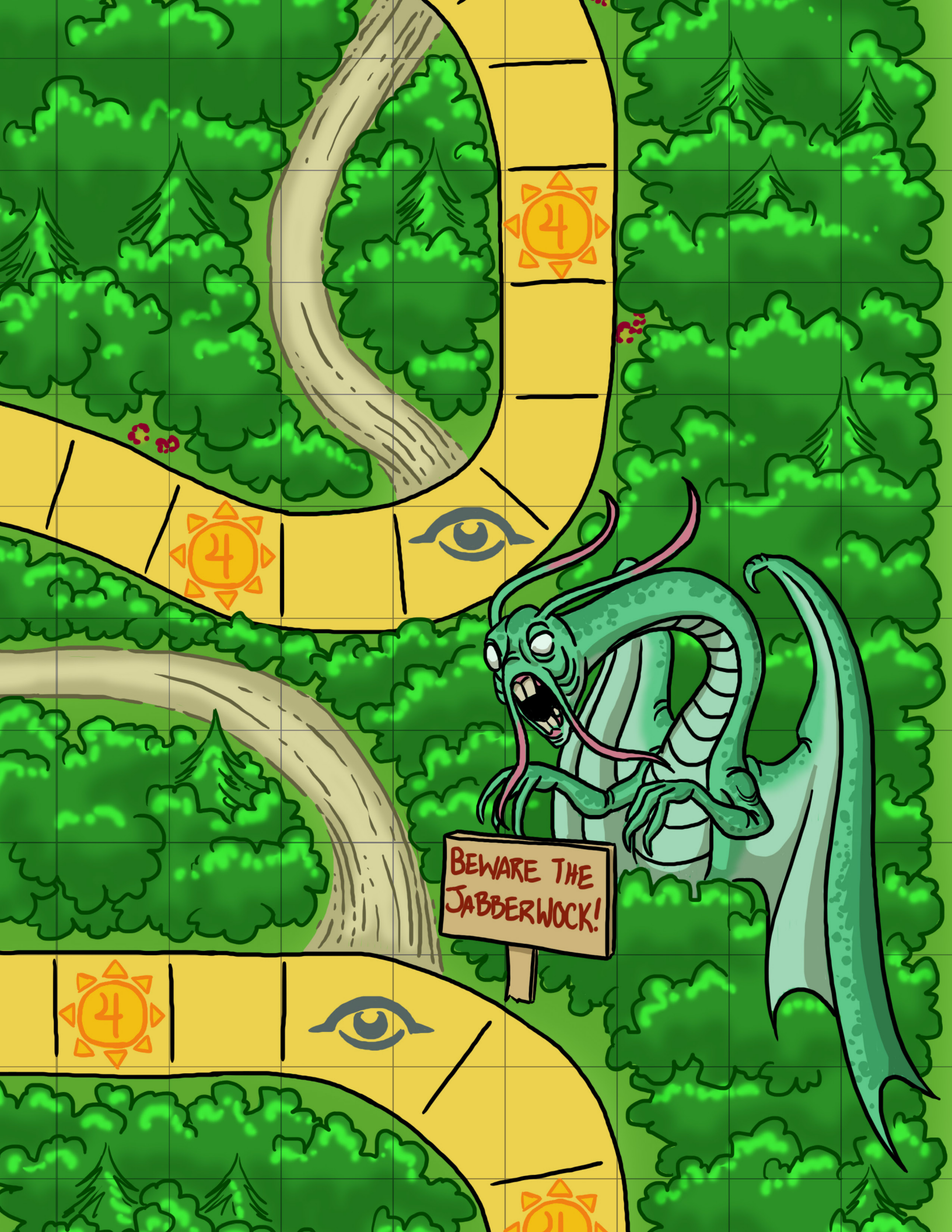
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SKILL
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BEWARE THE
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