

THE DM TOOL CHEST

# SHADOWS OF THE CHESHIRE GRIN



A SHADOWY DEMON CAT STALKS THE TULGEY WOOD, FEASTING ON HOPES AND DREAMS



# SHADOWS OF THE CHESHIRE GRIN



*Shadows of the Cheshire Grin* is a Fifth Edition adventure for **three to five characters of 7th to 9th level** and optimized for **four characters with an average party level (APL) of 8**. Trapped in a nightmarish

Wonderland, adventurers face a time-warped White Rabbit and his clockwork secret police. They are tasked with entering a corrupted Tulgey Wood to confront the shadows of a demonic Cheshire Cat and participate in his twisted games. Will they succeed, or will they fall victim to the infectious madness of the Cheshire Grin?

## ADVENTURE RULES

The 5th Edition core rulebooks are recommended to run this adventure. A free copy of the 5th Edition System Reference Document (SRD) and basic rule set can be found online and can be used in place of the core books.

*A boxed description like this is meant to be read aloud or paraphrased for the players. These suggested prompts may be used or disregarded at the GM's discretion.*

In this adventure are references that point to information presented outside the module. Magic items, spells,

and equipment are *italicized*, and their descriptions are located in the core rulebooks or the 5th Edition SRD.

NPC and creature names are **bolded** to indicate the stat block referenced for combat purposes. These statistics are located in the core 5th edition monster guidebook, the 5th Edition SRD, or presented in an attached Appendix.

## BACKGROUND

In the sinister underbelly of Wonderland, darkness descends as the twisted Cheshire Cat, an abomination imbued with eldritch shadows, wreaks havoc through the Tulgey Woods. It was not always this way. Long ago, the Cheshire Cat was a creature of mischief and whimsy. But as eldritch void energies seeped through Wonderland, he was twisted into a malevolent being that now feasts on hope and joy.

Below the decaying lands lies the Clockwork Warrens, a mechanical labyrinth governed by the White Rabbit. Once a herald of time, he is now an amalgamation of clockwork and undeath, enslaved to the will of Alice, the Queen of Hearts. However, even in his twisted state, the White Rabbit recognizes the terror the Cheshire Cat brings to Tulgey Woods and desires to end it. He fears that if left unchecked, the Cheshire Cat might one day challenge the Queen herself.



## ADVENTURE SUMMARY

The twisted Cheshire Cat, now a nightmarish void creature, haunts the Tulgey Woods in Wonderland. The part clockwork, part undead White Rabbit, guardian of the Clockwork Warrens, enlists the party to capture the Cheshire Cat using a magic mirror before its shadowy terror consumes what remains of Wonderland's enchantment.

The adventure is broken down into three distinct parts:

**Part 1: The Warrens' Plea.** The characters stumble upon a winding rabbit hole in the mortal world and are transported to Wonderland's Clockwork Warrens. They encounter the White Rabbit, who tells them about the Cheshire Cat's terror in Tulgey Woods. The White Rabbit provides the party with a magic mirror, which can trap the Cheshire Cat, and implores them to venture into the woods.

**Part 2: A Dark and Deadly Wood.** The party arrives at the entrance of Tulgey Woods, which eldritch energies have twisted into a nightmare version of its former glory. The trees whisper secrets, and shadows move with eerie intent. The party must track the Cheshire Cat by following shadows that behave peculiarly. Along the way, they must solve enigmatic puzzles and face nightmarish creatures twisted by the void.

**Part 3: The Grinning Terror.** Deep within Tulgey Woods, the party finds the Cheshire Cat's lair; a twisting rose garden maze with portals to macabre challenges. They must battle eldritch creatures in a live-action chessboard and face the headless former Queen of Hearts in a nightmarish croquet match before facing the demonic shadow cat.

## ABOUT THE SETTING

Welcome to Heart's Dominion, a dark, twisted reflection of the whimsical Wonderland. Once a realm of enchantment and curiosity, Wonderland is now a nightmarish land where macabre creatures, eldritch madness, and the shadows of former glories live under an oppressive regime. The Queen of Hearts was slain by Alice in a fit of bloodthirsty rage as a seed of darkness blossomed within her. She now rules with an iron fist from the Ruby Citadel, her reach extending across this decaying world through her clockwork secret police.

In Heart's Dominion, a sinister alteration has mutated the vibrant energies that once thrived. The essence of the realm is now akin to a shattered looking glass—echoes of its former self, but fractured and warped. The Mad Hatter, once a charming eccentric, now leads a rebellion against the Queen, his madness turned into zeal and purpose. Creatures that once were fantastical and mischievous are now aberrant and terrifying, such as the Cheshire Cat, which has become a shadowy eldritch being that consumes hope.

The Clockwork Warrens, a series of tunnels filled with eerie machinery, lie beneath Wonderland and serve as the base for the White Rabbit and the queen's secret police. The infamous rabbit is no longer the timid creature of yore; he is now part clockwork and part undead, bound to serve the Queen of Hearts. The Tulgey Woods, once a place of wonder, are now dark and twisted. The trees appear sinister, and the shadows seem to have minds of their own.

One of the most poignant landmarks is the Ruby Citadel, a fortress of crimson stones where the Queen of Hearts reigns. Its walls are said to be impenetrable, and the mere sight of it is enough to quell the spirits of those who would dare oppose the Queen.

This adventure begins in the Clockwork Warrens, where the mechanical whispers of gears create an atmosphere of oppression and secrecy. Here, the party learns of the horrors unfolding in Wonderland and must choose to step into the twisted shadows to face the terrors that await.

As adventurers navigate this twisted realm, they find that Wonderland is an abyss of lost hopes and dark secrets, where shadows of the past reign, and nothing is as it once seemed.

For a more in-depth exploration of Heart's Dominion, including detailed descriptions of its geography, history, characters, and the forces that shaped this fallen Wonderland, please refer to the *Heart's Dominion: The Fallen Wonderland* campaign setting sourcebook.

## ADVENTURE HOOKS

Here are a few ways to get your characters hooked into this adventure:

### WHISPERS IN THE GLADE

As the party meanders through a thick, seemingly enchanted woodland, their ears are gently tickled by the softest of murmurs. They grow into an orchestra of whispers as the characters enter a moonlit glade, where an ancient rabbit hole sits like a yawning mouth. They sing of far-off lands shrouded in wonder and shadow, of whimsical adventures in a realm of dreams. Suddenly, the world inhales, and the rabbit hole quivers and ripples, no longer solid but an abyss of swirling stars and shadows. The winds entwine around the party, beckoning, pleading, and daring them to enter. The characters stand on the precipice: to leap into the unknown or to turn their backs on the seductive symphony of shadows and wonders.

### THE DISTRESSED WOODLAND CREATURES

The party comes across a group of woodland creatures—squirrels, rabbits, and birds—behaving erratically near the forest's edge. They seem to be in distress, and through some means of communication (a *Speak with Animals* spell or a ranger's ability), the creatures convey that their brethren have been stolen away by a grinning shadow into another realm. They speak of the



White Rabbit who once saved them and ask the characters to follow the ancient pathway to Wonderland to seek his aid. They point the adventurers to an old, winding rabbit hole that serves as a portal to the whimsical world.

## THE LOST HEIRLOOM

In a local town, the characters are approached by an eccentric, old clockmaker who claims to have seen another world in his youth. He tells the party of an invaluable family heirloom, a gold pocketwatch, stolen from him by a grinning cat with the power to disappear into thin air. He offers the characters a hefty reward if they can retrieve it. Through an ancient tome, he provides them with the ritual to open the gateway to Wonderland, leading them to the rabbit hole that would guide them to the White Rabbit, who, he believes, holds the answers they seek.

## STARTING THE ADVENTURE

Whatever their reason for entering the rabbit hole to Wonderland, the party hurtles through the void on their way to the twisted realm. They experience glimpses of the future and the darkness that has taken hold of the formerly whimsical domain.

Read aloud or paraphrase the following once the characters enter the rabbit hole to kick off the adventure:

*The world shifts beneath you and suddenly, you're falling. The rush of cold air flutters your clothes as you descend into a spiraling abyss. Shelves etched into the tunnel walls house age-old books, while ethereal pocket watches dangle in the void, their hands a blur of motion. Whispers, laughter, and cries echo around you, while fleeting images of a contorted forest materialize in the darkness. An eerie cat with fiery eyes appears, grinning maliciously before disappearing into the ether.*

*Ghostly forms emerge from the murk, gathered around tables burdened with rotting delicacies, forever entrenched in a spectral tea party. Their laughter rings hollow, and as they glance your way, you see their eyes are vacant voids.*

*The tick-tock of innumerable clocks drowns your senses, merging into a disorienting symphony. The scent of decay mingles with the sweetness of tea as the tumultuous fall halts abruptly. You land with a soft thud on the floor of a dimly lit tunnel. Gears grind along the walls, their ticking rhythm filling the air, and the odor of oil blends with the moist earthiness punctuated by the ominous undercurrent of death.*

The characters find themselves in a tunnel covered in whirling gears, pendulums, and brass pipes that snake across the walls. The space is an amalgamation of or-



# PART 1: THE WARREN'S PLEA

ganic and mechanical elements. The walls are rough stone laced with various sizes of copper and metal ticking clocks. The sounds are a cacophony; clocks' constant ticking, gears' whirring, and rhythmic pendulums create an almost hypnotic soundscape.

## TIME WARPING

While in the Clockwork Warrens, the characters are subject to the time-altering magic that permeates the area. For every hour the characters spend in the Warrens, they must succeed on a DC 10 Intelligence saving throw or be affected by a Time Warp effect determined by rolling a d6 on the Time Warp Effects table below.

### TIME WARP EFFECTS

d6	Effect
1	Time surges around the character. For 1 hour, their speed increases by 10 feet, and they can use a bonus action to take the Dash, Disengage, or Use an Object action.
2	Time crawls for the character. For 1 hour, their speed is reduced by 10 feet, and they have disadvantage on Dexterity saving throws.
3	The character's senses briefly extend through time. They have advantage on the next attack roll, ability check, or saving throw they make within the next hour.
4	The whispers of past events surround the character. They learn a piece of lore about the Clockwork Warrens or Wonderland (at the GM's discretion) but are distracted and suffer disadvantage on Wisdom (Perception) checks for 1 hour.
5	The character is slightly out of sync with time. For 1 hour, they gain resistance to all nonmagical damage but cannot take reactions.
6	The character's position flickers through time and space. For 1 hour, the character can use an action once per turn to teleport up to 20 feet to an unoccupied space that they can see. However, they have disadvantage on Constitution checks and saving throws due to the unpredictable nature of this movement.

## ABOUT THE CLOCKWORK WARRENS

Burrowed deep in the bedrock of Wonderland, the Clockwork Warrens form a vast labyrinth of tunnels and chambers, alive with the ceaseless ticking and tocking of mechanical monstrosities and complex clockwork mechanisms. This underworld is the nerve center of the Queen of Hearts' dominion, operated by her faithful servant, the part-undead, part-clockwork creature known as the White Rabbit.

The Warrens are a sight to behold, an unsettling blend of industrial complexity and Gothic horror. From the

labyrinthine tunnels adorned with intricate gears and levers to the cavernous halls filled with the drone of monstrous machinery, every element within the Warrens bears the signature of chillingly efficient design. The dimly lit tunnels are fraught with deadly traps, peculiar constructs, and disturbingly sentient machines, all guarding the Queen's secrets with unyielding vigilance.

The labyrinthine nature of the Warrens makes it a daunting challenge to navigate, even for those accustomed to its echoing tunnels. Time has a different meaning in this place, with countless clocks of all shapes and sizes ticking out of sync, creating a disorienting cacophony that echoes through the Warrens.

## NAVIGATING THE WARRENS

The Clockwork Warrens are a maze of twisted tunnels suffused with time-altering magic. The party must succeed on three DC 15 Wisdom (Survival) checks to navigate the Warrens. Each check represents one hour of traveling through the tunnels. If the party accumulates four failures before achieving three successes, they still find the Main Hall but encounter additional challenges.

On a failed check, roll a d6 and consult the Clockwork Warren Random Encounters table on page 5 to determine what the party stumbles across.

## HALL OF TIME

The characters discover a hall at the epicenter of the Clockwork Warrens. The hall is a cavernous space adorned with myriad clocks and gears that pulsate with temporal energy; each appears bound to different timelines. A large machine etched with runes occupies the center, and a successful DC Intelligence (Religion) check notices celestial energies mixed with its perpetual motion. The room has an archaic feel, with an air of oiled machinery and a hint of ozone.

Tendrils of energy extend from a swirling vortex at the ceiling, connecting to each clock. This nexus is overseen and stabilized by the White Rabbit, who manipulates time to avert chaos within the realm. His work is the only thing keeping the dreamscape from being completely devoured by the eldritch energies already corrupting Wonderland.

Tocklings—clockwork rabbit-like constructs—diligently maintain the temporal machine. They adjust gears, rewind springs, and inscribe runes, strictly adhering to an unseen temporal schedule. Their work is crucial for controlling the flow of energies in the machine, and the Tocklings are prepared to defend it fiercely.

## CLOCKWORK WARREN RANDOM ENCOUNTERS

### d6 Encounter

- 1 A pair of clockwork automata tasked with repairing gears (they use **flesh golem** statistics without the Berserk and Aversion of Fire traits) have gone haywire and attack the party.
- 2 The characters stumble upon a hostile patrol of 1d6+2 **card soldiers** (see Appendix).
- 3 A clockwork guardian (**stone golem**) blocks the way, demanding the party to answer a riddle to pass. Riddle: "I go in a second, but I can last a lifetime. What am I?" (Answer: A memory.)
- 4 The party faces a swirling mass of clocks, gears, and the raw essence of time. The temporal elemental uses air elemental statistics with the following additional action: **Time Warp (Recharge 6)**: The elemental targets one creature it can see within 60 feet. That creature must make a DC 15 Wisdom saving throw, taking 10 (3d6) psychic damage and being affected by the *slow* spell for 1 minute on a failed save, or half as much damage and not being slowed on a successful one.
- 5 A talking clock with a half-melted face lies pinned under some rubble. It speaks in desperate ticks and tocks that can be deciphered with a successful DC 15 Intelligence (History) check. The characters can free the clock and fix it with a *mending* spell or a successful DC 15 Intelligence (Arcana) check using tinker's tools. If repaired, it provides some background information, as noted in the "About the Clockwork Warrens" section.
- 6 The characters encounter the **ghost** of a former mad hatter rebel who was captured by the White Rabbit and trapped in time. The ghost is vengeful and aggressive, causing the clocks around to spin uncontrollably. There are 1d4+3 **specters** of grotesque tea partygoers that attack the party.

## AREA FEATURES

**Temporal Machine.** At the cavern's center is a massive machine pulsating with temporal energy. The device has an AC of 19, 500 hit points, and a damage threshold of 10. If it takes damage, there's a cumulative 10% chance per 5 points of damage that it causes a random time-related effect to the creature dealing damage (see Time Warp Effects table). Destroying the machine opens a portal to the Plane of Madness.

**Temporal Energy.** The swirling mass of temporal energy above is a 20-foot radius sphere sitting 30 feet above the hall floor. Anything that enters or starts its turn there must make a DC 15 Constitution saving throw or be affected by a random effect from the Time Warp Effects table (page 4).

## ENTERING THE HALL

Once the characters enter the hall, read aloud the following:

*Stepping into the cavern is like stepping into a storm of noise. The ticking, whirring, and persistent low hum is almost overwhelming. Walls adorned with an infinite assortment of gears and clock faces surround the area, each emitting its discordant rhythm. Above, a vortex of swirling temporal energy reaches downwards, casting tendrils of light that pulse in tune with the fabric of time itself. At the heart of this hurricane is an enormous machine constructed of gears, dials, and pendulums that throbs with raw power. Clockwork constructs shaped like rabbits scurry around this monolith in a frenzy. Abruptly, they cease their labors, their eyes igniting with a hostile crimson glow.*

The **tocklings** (see Appendix) are tasked with maintaining the temporal machine. Ten tocklings fight in two waves to protect the device. The first wave consists of four tocklings, while the other six join the fray once defeated.

### AFTERMATH

When the last tockling falls, the **White Rabbit** (see Appendix) emerges from a temporal rift backed by a squad of six **card soldiers** (see Appendix). Read aloud the following:

*The cacophony of ticking intensifies as the final construct collapses. Reality warps as a rift opens from a clock face. Through it steps a large white rabbit made from rotting flesh and whirling clockwork parts. Six soldiers in white and crimson armor shaped like hearts stand ready to defend the rabbit. The air suddenly becomes heavy, and you find yourselves unable to move, yet your voices remain unbound. The White Rabbit's voice echoes mechanically, "You are not from here, are you? How curious."*

The characters fall under the effects of a *time stop* spell that lasts 1 minute with an exception: they can still speak. They cannot move or perform any actions for the duration or until the White Rabbit dismisses the spell.

## CONVERSING WITH THE RABBIT

The White Rabbit's motivations center on safeguarding Wonderland. He manipulates the characters to this purpose but holds no malice if they prove themselves allies.

If the characters are respectful, the White Rabbit becomes more cordial. He truthfully answers any questions about the current state of Wonderland (as detailed



in the “About Heart’s Dominion” section), declaring the Queen of Hearts as the land’s protector from the madness that has infected the realm. He also confides his concerns about a shadow demon prowling the Tulgey Wood, and asks the party to help him trap the creature using an enchanted mirror shaped like a clock face. The shadow demon has managed to destroy all of the constructs and soldiers sent into the woods, and he believes more intelligent beings may be able to pierce through its illusions.

*“There is a shadow, once a creature of mischief and delight but now twisted and sinister. It roams Tulgey Wood, its essence as elusive as the wind. It preys upon wanderers, with a particular fondness for ensnaring the lost in its riddles and illusions. Shadows are its cloak, and it moves as one who does not touch the ground. What it once was, nobody remembers, but now it feeds upon despair and its laughter is but a mocking echo amongst the trees. You must use this enchanted mirror to strip it of its shadows, and once defeated, trap its essence within. Bring the mirror back to me when it is done.”*

The White Rabbit does not reveal that the shadow demon is the Cheshire Cat, as that knowledge is painful and personal to him. However, a successful DC 15 Charisma (Persuasion) check can convince the White Rabbit to admit the demon is his old friend. He earnestly implores the characters to be cautious and vigilant.

*If the characters accept*, he provides them with the *mirror of shadowsnare* (see sidebar) and an enchanted pocket watch that can be used one time to cast a *teleport* spell directly back to the Warrens once the task is complete. The characters must defeat the demon, and the mirror will activate to draw in its essence for safekeeping.

*If the characters are rude or decline*, the White Rabbit’s demeanor darkens. He warns them of the consequences of crossing him and the Queen. He mentions the turmoil in Wonderland and the lives lost at the hands of the shadow demon. He gives them one last chance to accept in good faith.

*If they persist in their defiance*, the White Rabbit initiates combat as the card soldiers join the fray.

## LEAVING THE WARRENS

Depending on the characters' decision, one of the following events takes place as they leave the Warrens:

### ACCEPTING THE WHITE RABBIT'S OFFER

If the characters accept the White Rabbit's offer, read aloud the following:

*The White Rabbit nods approvingly as his pocket watch flies open. Time and space ripple, opening a swirling portal that smells of damp earth and ancient trees. "Fulfill your end, and Wonderland may yet reward you," he says, handing you the mirror and a golden pocket watch. "Use this watch to return. Now, hurry along; the shadow demon awaits and you're already late." With a snap of his fingers a rift in reality suddenly appears, pulling you into it with an irresistible gravity.*

### DEFEATING THE WHITE RABBIT

If the characters engage in combat and manage to defeat the White Rabbit, read aloud the following:

*The rabbit stumbles and unleashes an unnatural screech of frustration as the air tears asunder. The cacophony of countless ticking clocks grows to a deafening roar. A rift in reality opens, pulling you towards it with relentless gravity. Instantly, you're swept through the portal into a familiar swirling void of color and sound.*

The characters find themselves unceremoniously dumped in the Tulgey Wood surrounded by broken clocks and machine parts pulled through the portal with them. The *mirror of shadowsnare* sits on the ground beside the enchanted pocket watch.

### MIRROR OF SHADOWSNARE

*Wondrous item, rare (requires attunement by a spellcaster)*

This dark iron-framed mirror is an enchanting blend of clockwork and sorcery. It is imbued with the ability to ensnare shadows and dispel illusions.

The mirror has 3 charges and regains 1d3 expended charges daily at dawn. You can use an action to activate the mirror's properties.

Upon activation, the mirror projects a 20-foot radius aura of silvery light that persists for 1 minute. This light makes invisible creatures and objects visible as long as they remain within the aura. Illusions of 3rd level or lower within the aura are dispelled. For each spell of 4th level or higher on the target, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a successful check, the spell ends.

Additionally, creatures within the aura have disadvantage on attack rolls against targets outside the aura. Attacks made from within the aura against targets also within the aura are made normally.

The mirror can only be activated once per round. Activating the mirror is not a function of the mirror itself, but of the creature activating it. Any creature in physical contact with the mirror at the start of its turn can use an action to activate it.



TOCKLING



# PART 2: A DARK AND DEADLY WOOD

Tulgey Wood is an eerie, enchanted forest filled with ancient trees, whose gnarled branches and twisting roots seem to be constantly shifting. The air is thick with a combination of fog and spores, and the ground is damp with patches of mushrooms of various sizes. The Cheshire Cat, a shadow demon, haunts these woods, and his malevolent influence is palpable throughout the forest.

## THE CHESHIRE CAT'S SHADOWY PRESENCE

The Cheshire Cat is a cunning and elusive creature. He can create shadow copies of himself that appear real and tangible. These shadow copies wander through the Tulgey Wood, often harassing travelers and luring them into traps with false directions and mischievous cackles. Additionally, the Cheshire Cat employs enchantments to bend the paths within the woods to his will. His ultimate aim is to guide travelers to his domain. Regardless of the direction travelers choose or how long they walk, they will inevitably wind up at his door.

## TWISTED WHISPERS

The woods are alive with whispers. The soft, eerie voices emanate from the trees and wind. These whispers contain fragments of secrets, riddles, and often gibberish. The deeper travelers go into Tulgey Wood, the louder and more intense the whispers become. A character attempting to speak with the trees using a *Speak with Plants* spell must succeed on a DC 12 Wisdom saving throw or suffer a short-term madness effect (see the “Madness in Wonderland” section in the *Heart's Dominion* sourcebook) from the deluge of crazed emotions coming from the corrupted vegetation.

For every hour that characters spend in Tulgey Wood, they must succeed on a DC 14 Wisdom saving throw or gain one level of madness. When a character reaches 3 levels of madness, they suffer a short-term madness effect. Characters immune to being frightened are immune to this effect.

## THE SHADOW PATH

As the characters delve further into the bizarre depths of Wonderland's forest, their path is subtly guided by an unexpected ally: the shadows. Unlike typical woodland shadows, these appear elongated and contorted, providing a strange semblance of direction. Leaves, branches, and tree trunks cast oddly shaped shadows that point deeper into the forest, forming an uncanny path. The character with the highest Passive Wisdom (Perception) score is the first to notice this oddity. As the party ventures forth, these strange pointers beckon them deeper into the wilderness, each shadow pointing towards their eventual destination: the lair of the elusive Cheshire Cat.

## NAVIGATING THE WOOD

To successfully navigate the forest, a character must make a DC 16 Wisdom (Survival) check to attempt to follow the Wood's twisting shadows. These travel checks take 1 hour and result in an encounter from the Tulgey Wood Encounters table, re-rolling on repeat encounters. Once the characters have three successes or four failures (whichever comes first), proceed with the Ambushed encounter on page 12.

### TULGEY WOOD ENCOUNTERS

d6 Encounter

- |   |                                 |
|---|---------------------------------|
| 1 | The Haunted Tea Party           |
| 2 | The Wailing Violets Grove       |
| 3 | Circle of Whispers              |
| 4 | Time-Worn Arbor                 |
| 5 | The Shadows of a Thousand Grins |
| 6 | The Broken Looking Glass        |

## THE HAUNTED TEA PARTY

As the party wanders through the darkened Tulgey Wood, they happen upon an opening in the gnarled, oppressive tree line. Within this clearing, a haunting scene is spread out before them.

*This clearing is filled with a thick fog that clings to the ground and gives the air an unsettling chill. A long, rotting table sits in the center, laden with cracked and moldy teapots, teacups with broken handles, and plates piled with decaying pastries. Hunched over the table are ethereal apparitions in the form of woodland creatures dressed in tattered finery. They are laughing and chattering, but the sounds seem distant and distorted. Their empty eye sockets gaze at you as they gesture to the empty seats and beckon you to join their macabre tea party.*

The ghostly creatures are reliving their cursed tea party, unable to find rest. They are twisted, exaggerated forms, with skeletal features and eldritch energies.

**If the characters sit for tea:** They must make a DC 16 Charisma saving throw. On a failure, they are charmed by the partygoers and willingly join the festivities. For each hour spent at the table, the character ages 1 year. A charmed character can retry the saving throw at the end of every hour but otherwise refuse to leave.

**If the characters attack the apparitions:** The ghosts retaliate using a *fear* spell cast at 4th level. Characters must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. Three **ghosts** attack as the rest of the tea party disappears into the mist.

**If the characters attempt to leave without engaging:** The spirits beg for help with desperate pleas. Characters must make a DC 14 Wisdom saving throw to leave the clearing. On a failed save, they discover themselves walking through the forest and returning to the tea party as if finding it for the first time.

### ENDING THE ETERNAL TEA PARTY

The characters must release the spirits by conducting a séance. This requires creating a circle with personal belongings, holding hands, and sharing a positive memory. During the séance, the spirits reveal the Queen of Hearts killed and cursed them after they supported the former Queen. There are two ways the characters can end the spirits' curse:

- **Persuasion:** Characters can convince the spirits they are forgiven with a successful DC 16 Charisma (Persuasion) check.
- **Dispel the Curse:** A spell such as *remove curse* or *dispel magic* can be used to lift the curse with a DC 18 spellcasting ability check.

**Success:** If the characters succeed in guiding the spirits to rest, the tea party becomes intangible and fades into mist. A single ghostly teacup remains on the ruined table. This teacup can be used once to summon a tea party ghost for guidance as per the *speak with dead* spell without needing a corpse.

**Failure:** If the characters fail to help the spirits, the clearing decays rapidly with their anger and despair. Characters must make a DC 15 Dexterity saving throw to escape or take 3d6 necrotic damage from the eldritch energies. Afterward, the tea party and spirits fade away into the mist.

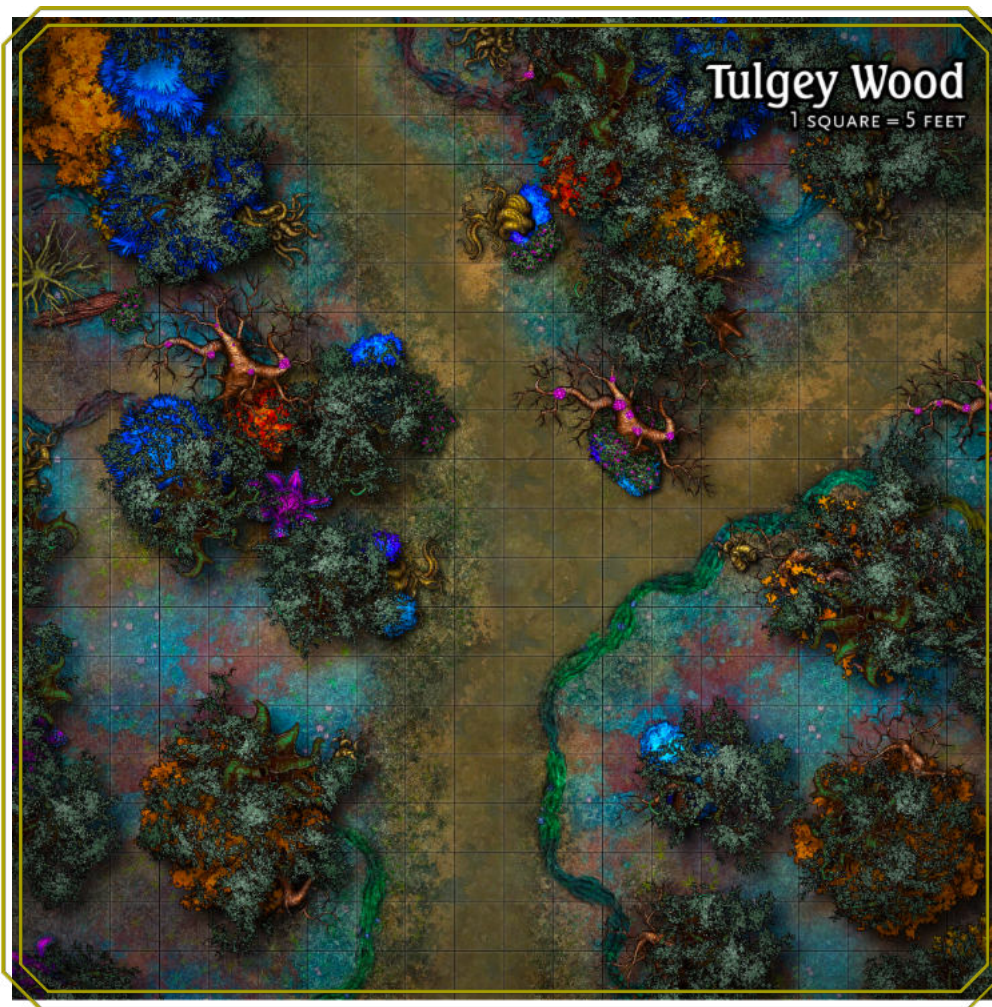
## THE WAILING GROVE

The party stumbles upon an area shrouded in shadows, where a cacophony of lamentations reverberates. Giant, wilted flowers with faces form a sorrowful gathering.

*Enormous, wilted flowers tower above this shadowy grove, their petals hanging low like despairing mourners. Faces etched upon the blooms are contorted in anguish as they emit haunting, wailing dirges. The cries seem filled with sadness and loss. Grotesque statues of playing cards with twisted, pained expressions stand scattered among the grove.*



HAUNTED TEA PARTY



The flowers are cursed to eternally mourn an ancient tragedy that took place during the reign of the former Queen of Hearts. Their sorrowful dirge assails the characters' minds as the party enters the grove, and each character must succeed on a DC 16 Wisdom saving throw or take 1d8 psychic damage and gain a level of exhaustion. The twisted flowers block passage through the area in their misery, and the characters must repeat the saving throw for every 30 minutes spent among the wailing.

The characters have two options to soothe the grove: calming the flowers or lifting the curse.

### CALMING THE FLOWERS

A character proficient with a musical instrument can attempt to calm the flowers by playing a joyful tune. They must succeed on a DC 16 Charisma (Performance) check. If other characters aid by singing or playing additional instruments, the character making the check can do so with advantage.

### LIFTING THE CURSE

A character can decipher ancient text engraved on the statues' bases with a successful DC 18 Intelligence (Investigation) check. Characters proficient in Sylvan or using *comprehend languages* can read the poem:

*"Here lies the Wailing Violets Grove, where sorrow's seeds were eternally sowed.*

*A love torn asunder, a queen's heart so heavy, the violets now weep for the love that's unsteady.*

*Within the petals, her tears remain trapped; in a silver embrace, her longing is wrapped.*

*Seek her memento, buried by time, turn to the heart's desire to lift its burden."*

A 10-minute search of the grove uncovers a hidden, half-buried locket that belonged to the Queen. They must solve its puzzle to open it and release its magic to lift the curse. The locket has four dials, each with the letters of the alphabet. The answer is "LOVE." Setting the dials to this word and opening it within the grove releases a wave of magic that lifts the curse.

**Success:** Upon successfully calming the flowers or breaking the curse, the grove lightens, and the cries turn into a peaceful hum. A petal detaches from the flowers and floats down to each character. Crushing this petal grants resistance to psychic damage for 1 hour.

### AVOIDING THE GROVE

The party can circumnavigate this area by adding an additional travel check to those needed (successes and failures) before running the Ambushed encounter.

## CIRCLE OF WHISPERS

A glade enveloped in oppressive silence lies in the heart of the Tulgey Wood. The clearing spans 60 feet in diameter and is dominated by a ring of towering mushrooms. The fungi's dark caps loom over their stalks, eerily resembling twisted human faces. Their gills rustle with the breeze, whispering eldritch secrets that intensify when someone steps within the shade of their caps.

*A dark grove unfolds ahead, its floor covered with fallen leaves slowly turning to mulch. Entangled trees create a canopy that screens out the sky. Among them stand towering mushrooms with dark caps. The soft rustling from their gills resonates through the grove as if whispering amongst themselves.*

Creatures who can hear the whispers must make a DC 16 Wisdom saving throw. On a failure, the creature gains disadvantage on the next Enchantment or Illusion spell cast upon them within the next 24 hours that requires a saving throw.

### THE MUSHROOMS

Should characters employ spells such as *speak with plants* to converse with the mushrooms, they must make an additional DC 14 Charisma saving throw. On a failure, they become obsessed with the whispers, gaining a temporary flaw: "The whispers must have more secrets!" This flaw persists until removed by spells such as *lesser restoration* or *remove curse*. While affected by the flaw, the character suffers a -1 penalty to saving throws against short and long-term madness effects.

If a character attempts to harm or harvest the fungi, four eldritch spirits (they use **specter** statistics) emerge from within the mushrooms. They engage in combat to protect the mushrooms and do not follow the characters if they flee.

### TIME-WORN ARBOR

In a decrepit glade stands a clockwork tree made of metal and gears. The Time-Worn Arbor consists of interlacing gears and clock faces instead of wood and leaves, and a melodic ticking reverberates through the air. Faint whispers, resembling the tocks and gongs of a clock, suggest that the tree is sentient.

*In this clearing's center stands a tree made of gears and springs. Pendulums attached to the branches move harmoniously to the rhythm of a consistent tick-tock. Encasing the trunk are eight gears that exhibit a range of shapes, from full round to semi-circular.*

### INSPECTING THE TREE

An intricate riddle etched in Sylvan winds around the metal trunk. Characters proficient in Sylvan or who succeed on a DC 12 Intelligence (Investigation) check

can decipher the riddle. Alternatively, characters can employ a *comprehend languages* spell to understand the text:

*"Eight phases make cycle complete then turn to where day and night meet. Revive the echoes, old as time, to set this ancient soul sublime."*

### SOLVING THE PUZZLE

The characters must remove and replace the eight gears according to lunar phases and set the clock hands to midnight. The tree responds with a series of tocks and gongs, which translate to words of gratitude for releasing it from temporal stagnation.

**Failure:** If a character tries to force or damage the tree, the Arbor emits a deafening gong that resonates through time and space. All creatures within 30 feet must succeed on a DC 16 Constitution saving throw or age 1d10+2 years as the very fabric of time warps around them. Additionally, the sentient tree communicates despair and anger through a cacophony of tocks, gongs, and ethereal whispers. The characters' actions have fractured a delicate temporal thread. The tree's branches fade, and the gears grind to a halt as it becomes lifeless and silent, its secrets sealed forever.

### TREASURE

When the gears are aligned correctly to the eight phases of the moon, an ethereal branch solidifies into an ornate clock-hand scepter. The Time-Worn Arbor chimes sonorously in a clear voice, saying: "*With my essence, wield the fabric of time.*" The scepter has 3 charges and crumbles to dust when the last charge is expended. As an action, a character holding the scepter can expend a charge to cast *haste* or *slow* (spell save DC 15) without the need for components or concentration.

### A THOUSAND GRINS

The Cheshire Cat has sent grinshades made from his own shadow to haunt Tulgey Wood and harass travelers. These facsimiles strongly resemble the demon the cat has become and are filled with the same madness that drives him.

*In the dense undergrowth of the forest, gnarled trees cluster closely, casting deep shadows that flicker and dance. From the inky darkness, a trio of shadowy cats slink into existence. The grotesque felines have unnaturally wide grins brimming with jagged teeth and eyes that smolder like will-o'-the-wisps.*

### RIDDLE CHALLENGE

As the characters stand enveloped by the grinshades, the air grows frigid. The wraiths begin whispering dark riddles and secrets, their raucous laughter creating a maddening din. Each character must succeed on a DC 16 Wisdom saving throw or take 1d6 psychic damage and

suffer disadvantage on Intelligence checks for 1 minute due to the disorienting whispers.

Above the chatters, the characters discern a prominent riddle amongst the madness: "I speak without a mouth and hear without ears. I have no body, but I come alive with the wind. What am I?" (Answer: Echo).

**Success:** Answering the riddle causes the grinshades to release a final, thunderous laughter before dissolving into mist. A faint Cheshire grin manifests above a nearby tree and whispers, "Well done, for now... find me if you can..." before disappearing completely and leaving a black felt pouch in its place. Inside are two clear marbles, which function as *beads of force*, and a vial of red liquid labeled "Drink Me," containing a *portion of diminution*.

**Failure:** If the characters fail to resolve the riddle or attack the grinshades, their laughter reaches a deafening peak before they strike. Each creature other than the grinshades must make a DC 16 Constitution saving throw or be stunned for 1 minute, overwhelmed by the cacophony. A stunned creature can repeat the saving throw at the end of its turn, ending the effect upon success. The grinshades use **wight** statistics with the following additional trait: ***Incorporeal Movement***. The grinshade can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

## THE BROKEN LOOKING GLASS

As the party treads through the gnarled forest, they discover a clearing holding an opulent mirror in the center. The 6-foot tall mirror has a frame of gilded roots writhing around tormented faces. A chorus of hushed whispers caresses the air as the characters draw near. The mirror's surface, although fragmented, reflects not the party but shadows of what they might have been. Suddenly, the mirror's surface ripples like a disturbed pool of water and shadowy doppelgangers of the characters step out with predatory grace.

### TWISTED REFLECTIONS

The mirror has an AC of 15, 100 hit points, a damage threshold of 10, and is resistant to all damage types except force and thunder. The **doppelgangers** have the following additional modifications to their stat block:

- Its Slam attack deals an additional 1d6 necrotic damage.
- Each doppelganger has a single, twisted version of one of the mirrored character's class features or spells (chosen at the GM's discretion). For instance, a doppelganger mirroring a paladin might have a "Vengeful Smite" that not only damages the target but also heals the doppelganger for half the damage dealt.
- At the start of each of the doppelgangers' turns, if the mirror remains intact, they regain 5 hit points.

Characters may attack the mirror instead of the doppelgangers. If the mirror is destroyed, it shatters and pulls the doppelgangers back inside it, ending the encounter. The mirror shatters on its own if all the doppelgangers are defeated.

### TREASURE

If the party is successful in defeating the doppelgangers or shattering the mirror, all shards of the looking glass disappear into wisps of shadow, except one palm-sized jagged piece that glows faintly. This last shard is magically imbued and can be used by a character to use an action to cast the *mirror image* spell without the need for components, after which it crumbles to dust.

## ENCOUNTER: AMBUSHED

Eventually, the party has spent enough time lost amongst the haunted woods, and their presence catches the notice of the Cheshire Cat. The characters are ambushed in a clearing surrounded by a necrotic fog that damages and repels anyone trying to escape. Confronted by the corrupted shadow demon cat and his shadows, they must fight the creature driven to madness. As the battle unfolds, the Cheshire Cat lures the party into his lair, the Grinning Abyss, through a shadowy portal. Inside, they must face deranged challenges and ultimately confront the creature one last time in Part 3: The Grinning Terror.

Once ready to initiate this encounter, read aloud:

*As you forge through the twisted thickets, you emerge into a dark clearing where an unnatural silence clings to the air. The ground, bathed in ghostly pale light, is surrounded by ancient, gnarled trees that seem to watch with unseen eyes. Suddenly, tendrils of cold mist slither across the ground, merging into a dense, dark fog that encircles the clearing. The temperature drops, and your breath mists in the air. A flickering shadow dances across the ground as a grotesque, disembodied grin appears filled with jagged teeth.*

*"More foolish seekers come from beyond the veil," a guttural voice seethes from the grin. "There is no hope here. No joy or solice. Only the darkness that consumes all!" The grin stretches impossibly wide, revealing itself as a massive, demonic cat. Ethereal shadows flit about him, resembling eerie wraiths.*

**Hazard: Necrotic Fog.** The fog creates a hollow dome with a 50-foot radius centered on the clearing. Any creature starting its turn in or entering the fog must make a DC 14 Constitution saving throw, taking 4d6 necrotic damage on a failed save or half as much damage on a successful one. Additionally, on a failed save, the creature is pushed back 10 feet toward the center of the clearing, and its movement speed is reduced to 0 until the start of its next turn.

## BATTLING THE CHESHIRE CAT

The **Cheshire Cat** (see Appendix for statistics, he cannot take lair actions at this time) is accompanied by two shadow clones of himself called grinshades that use **wight** statistics with the following additional trait: **Incorporeal Movement**. The grinshade can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

The Cheshire Cat uses hit-and-run tactics and flickers between the Material Plane and the Ethereal Plane. He taunts the characters, cackling madly about the insatiable hunger of the shadows.

**Cheshire Cat's Taunts.** Throughout the combat, the Cheshire Cat taunts at the characters:

- “Look at your trembling souls, ready to be devoured!”
- “I once grinned for amusement; now, I grin for your doom!”
- “The shadows have whispered your names. They are ravenous.”
- “Are your hearts as delicious as the fear I taste in the air?”

If the Cheshire Cat notices the enchanted mirror belonging to the White Rabbit, his eyes widen, and he laughs, “So the rabbit sent you! That coward, slinking in Alice’s shadow.”

### DEVELOPMENTS

When the Cheshire Cat is reduced to half his hit points, he retreats to his lair and invites the characters to try their hand at his challenges. Read aloud the following when this happens:

*The demonic cat's grin widens impossibly large, and he lets out a chilling, echoing scream that seems to tear at the very fabric of reality. "Enough!" he shrieks. "You wish to free those doomed souls that I have claimed? Follow me to where shadows dance and souls whisper! I welcome you to my lair!" His claw carves a tear in reality, revealing a shadowy portal. The shadowy demon steps through, his ghastly grin lingering for a moment longer before vanishing.*

The necrotic fog swirls and begins to constrict inward 5 feet on initiative count 20 (winning ties), leaving less and less room within the clearing and the portal at its center.

Read aloud the following once the characters enter the portal:

*Shadows whip around you like a tempest while disembodied laughter and whispers claw at your sanity. The sensation is akin to plummeting through a bottomless abyss until it suddenly stops.*

*You're in a gloom-stricken garden, the air thick with the scent of white roses and a tang of copper. Thorny bushes with alabaster roses surround you, forming the walls of an intricate maze. Above, an endless swirl of shadow fills the sky, casting a pall over the garden.*

The party enters the Grinning Abyss at the location marked on the provided map on page 16.



THE CHESHIRE CAT

# PART 3: THE GRINNING TERROR

The party arrives in the lair of the Cheshire Cat, the Grinning Abyss, a twisted place warped by eldritch shadows. The Abyss is a place outside of space and time, where shadows writhe and the air resonates with the mad echoes of the Cheshire Cat's voice. Here, the characters must navigate a series of trials that harken back to Wonderland's past. The lair is divided into three challenges, each presenting unique obstacles. Completing these trials is essential for the characters to face the Cheshire Cat in a final confrontation.

## GRINNING ABYSS

The Cheshire Tree was once a sanctuary where the Cheshire Cat and other creatures of Wonderland would retreat for solace. However, as the land was consumed by darkness, the refuge was also twisted and corrupted. The Cheshire Cat, infused with dark energies, lost his sanity and was transformed into a malevolent shadow demon. The once tranquil retreat was mutated into a nightmarish domain mirroring the cat's fractured psyche, now named the Grinning Abyss. The demonic cat, drowning in the madness within his mind, uses the abyss to ensnare unsuspecting souls, trapping them within his puzzles and games. The victims' tormented souls are bound within the abyss's swirling shadows, forever trapped in a dance of madness and despair.

Within the dark mist, one can occasionally spot the Cheshire Cat's wide, sinister grin or his glowing eyes as they suddenly appear for a moment before melting back into the shadows. The air is thick with the scent of decay and the cloying scent of roses, giving a constant reminder of the twisted and corrupted beauty that once graced this cursed sanctum.

In this domain, the Cheshire Cat's powers are absolute. He manipulates the shadowy tendrils to bind the souls of those he has defeated, turning them into nightmarish playthings that wander the abyss in perpetual torment, forever ensnared in the clutches of the cat's twisted games.

## FEATURES OF THE ABYSS

Each area of the Grinning Abyss is separated and partitioned through shadowy gateways. Finding statues in the Rose Garden (area 1) can reach these separated areas. The following features encompass the entirety of the lair and are active in every location:

**Lights.** There are no discernible light sources in the Abyss, and characters must provide their own.

**Eldritch Shadows.** Eldritch shadows fill the outer spaces of the Abyss, constantly whispering faint, indecipherable phrases. For each hour spent in the Abyss, characters who can hear the whispers must make a DC 15 Wisdom saving throw. On a failed save, they suffer from a short-term madness effect (see "Madness in Wonderland" in the *Heart's Dominion* sourcebook).

**Prison.** The Cheshire Cat controls access to his lair through shadowy portals. These portals are the only means to enter or leave the Grinning Abyss. The shadow essence suppresses all other teleportation magic. If a character tries to use teleportation magic, the spell automatically fails, and they must succeed on a DC 18 Intelligence (Arcana) check or the spell slot is consumed.

## THE CHESHIRE CAT'S VISAGE

Every 30 minutes that the characters spend within the Grinning Abyss, the Cheshire Cat's sinister grin and eerie voice materialize within their vicinity. The voice reverberates from all around, and the grin floats in midair. Each time this occurs, roll a d8 and consult the Cheshire's Haunting Effects Table below. All characters must make the corresponding saving throw or suffer from the corresponding effect. These effects can be removed with a *lesser restoration* spell or similar effect.

### CHESHIRE'S HAUNTING EFFECTS

d8	Effect
1	Chilling Laughter
2	Maddening Whispers
3	Shifting Shadows
4	Shadow Claws
5	Cacophonous Riddles
6	Sinister Gaze.
7	Ethereal Chills
8	Distorted Reality

**Chilling Laughter.** Characters hear the Cheshire Cat's laughter, which sends chills down their spine. They must make a DC 14 Wisdom saving throw or suffer disadvantage on attack rolls and ability checks for 10 minutes.

**Maddening Whispers.** Characters hear whispers in their minds, urging them to unleash their magic recklessly. Spellcasters must make a DC 15 Intelligence saving throw. On a failed save, the character must use their action each turn to cast a random, non-cantrip spell on a random target or space (if they have spells available).

**Shifting Shadows.** The shadows around the characters shift erratically, causing disorientation. Each character must succeed on a DC 14 Constitution saving throw or fall under the effects of the *confusion* spell for 1 minute.

**Shadow Claws.** Characters feel as though shadowy claws are raking through their spirits. They must succeed on a DC 15 Constitution saving throw or take 1d4 necrotic damage at the start of each turn for 1 minute as shadow claws rip at their essence.

**Cacophonous Riddles.** The Cheshire Cat's voice bombards the characters' minds with nonsensical riddles, robbing them of speech. Each character must succeed on a DC 15 Charisma saving throw or be unable to speak or cast spells with verbal components for 10 minutes.

**Sinister Gaze.** Characters feel the weight of the Cheshire Cat's sinister gaze and must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. They can repeat the saving throw at the end of each of their turns, ending the effect on a success.

**Ethereal Chills.** The air around the characters becomes unnaturally cold. Each character must succeed on a DC 14 Constitution saving throw or have their movement speed halved for 10 minutes.

**Distorted Reality.** Reality distorts, making friends appear as foes and vice versa. Each character must succeed on a DC 16 Intelligence saving throw or be compelled to spend their next action to make a melee or ranged attack against a randomly determined creature (friend or foe) within range.

## ROSE GARDEN MAZE

The Rose Garden Maze is constructed of tall, thorny hedges of shadows and twisted vegetation. Through the dense mist that weaves through the hedges, the silhouettes of alabaster roses can be seen, some dripping with what appears to be fresh blood.

**Enchanted Hedges.** The 10-foot high and 5-foot-wide rose hedges are immune to all damage types and cannot be affected by magic. A creature attempting to climb or fly above the hedges must succeed on a DC 18 Intelligence saving throw or take 4d6 psychic damage from the swirling shadows protecting the maze. The creature must repeat this saving throw at the start of each of its turns while remaining above the hedges.

**Wonderland Statues.** Hidden within the maze are twisted statues of Wonderland characters, corrupted by the eldritch shadows. Two statues are portals to the Cheshire Cat's challenge areas, while the third leads to the demonic cat's private space.

### PATROLLING SOLDIERS

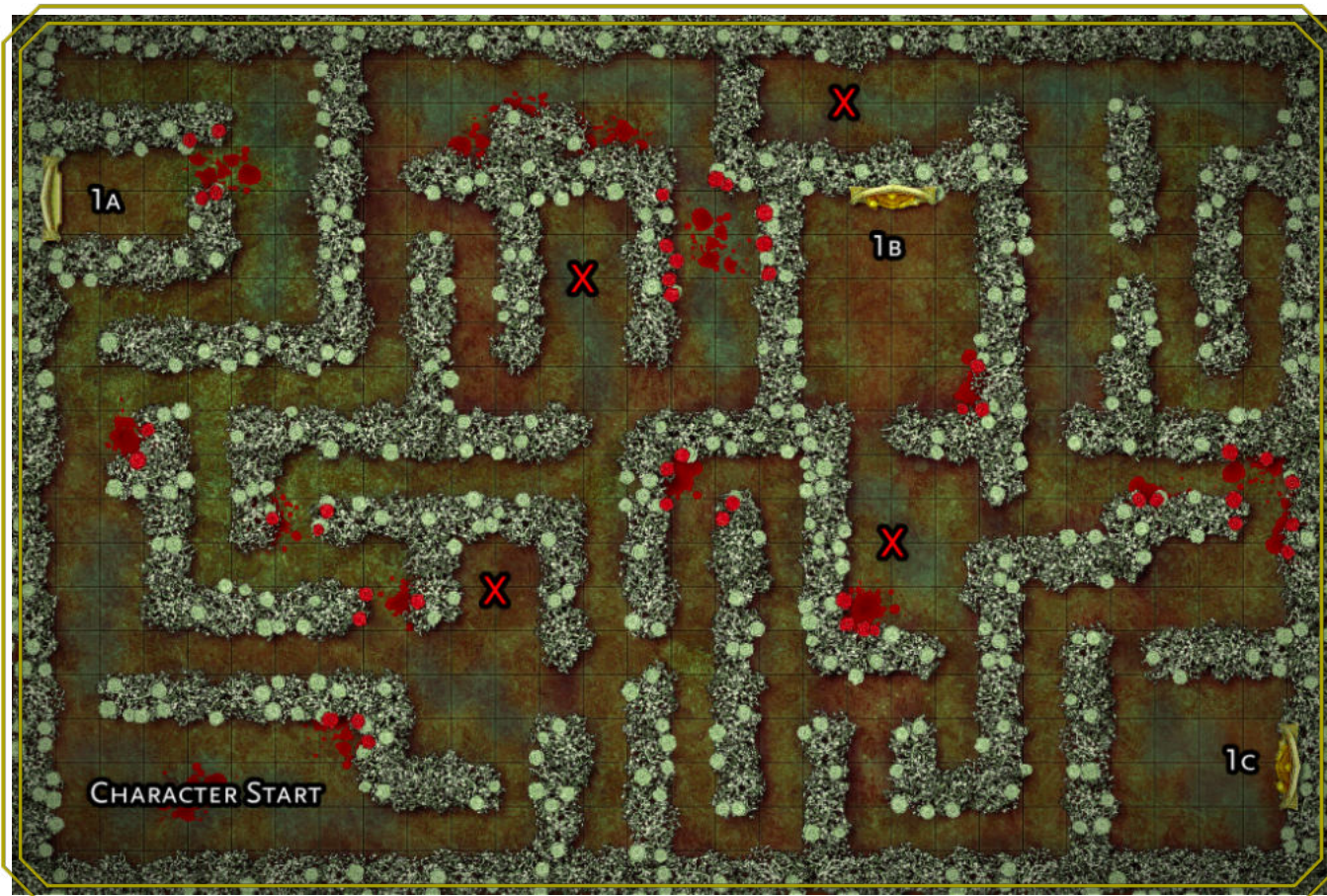
Upon entering the Rose Garden Maze, have players roll for initiative. As the GM, secretly roll Initiative for four **card soldiers** (stat block in Appendix) that start at a random red 'X' of your choice marked on the provided map. Alternatively, roll a d4 to select the location, starting with the northernmost X and moving clockwise. The card soldiers patrol the maze on their turn, moving as a single unit. Four new card soldiers reset to a new position each time the characters return to the maze from one of the Cheshire Cat's challenges.

### PAINTING THE ROSES

If a card soldier lands a successful melee attack on a creature capable of bleeding and adjacent to a maze wall with roses, blood splatters the roses. The card soldier mechanically intones, "We're painting the roses red," and a magical effect is triggered. Roll a d4 and consult the table below to determine the necessary saving throw and effect on the creature:

d4	Saving Throw	Effect
1	DC 14 Strength	The creature is restrained by thorny vines, taking 1d6 piercing damage at the start of each turn. It can repeat the saving throw at the end of each of its turns, ending the effect on a success.
2	DC 13 Dexterity	A whirlwind of sharp petals deals 2d4 slashing damage, and the creature is blinded until the end of its next turn.
3	DC 14 Wisdom	The creature is charmed by the nearest Card Soldier, viewing it as an ally for 1 minute. It can repeat the saving throw at the end of each of its turns, ending the effect on a success.
4	DC 15 Constitution	The creature's hit point maximum is reduced by an amount equal to the damage taken from the Card Soldier's attack until the creature finishes a long rest.





ROSE GARDEN MAZE  
1 SQUARE = 5 FEET

### 1A. TWISTED HATTER

This statue depicts a dark, gaunt figure wearing a ragged top hat, with wild eyes and gnarled hands clutching a blood-spattered teacup.

Touching this statue teleports the character to the Abandoned Chessboard. After completing the challenge, the statue holds a silver teaspoon that glows faintly. The teaspoon is one of the two keys needed to unlock the portal to the Scratching post (page 20).

### 1B. DEMONIC ALICE

This statue depicts a demonic figure of a young girl with flowing locks and a ragged dress. The grin on the girl's face is overly wide and filled with serrated teeth, and she is holding a bloody heart in her outstretched hand.

Touching this statue teleports the character to the Twisted Croquet Field (page 18). Upon returning, the statue has a glowing silver hand mirror with a heart-shaped glass. The mirror is one of the two keys needed to unlock the portal to the Scratching post (page 20).

### 1C. SHADOWY CHESHIRE CAT

This statue depicts an amorphous shadow resembling a cat, its menacing eyes and grin piercing the darkness.

When the teaspoon and mirror from statues 1a and 1b are inserted into the slots in its eyes, a portal opens, pulling the characters into the Scratching Post (area 4). Touching the statue without using the keys results in the mouth animating and intoning, "You must find the keys before we meet again, my dears."

## ABANDONED CHESSBOARD

*Colors shift and swirl until they finally merge into an enormous chessboard. The cracked marble tiles stretch beneath towering, obsidian figures carved into nightmarish figures. The air is heavy, almost palpable, as a mischievous, disembodied grin splits the air before you. The cat demon's voice purrs from all directions, "Welcome to a game like no other, my fine pawns! Or should I say knights and rooks? Roll the die of fate, and let's see where it lands you!" His chuckle ripples through the air as the grin fades back into the shadows.*

An ancient, giant chess board rests in the center of a shadowy clearing that resembles the Tulgey Wood, its cracked marble tiles holding colossal twisted chess pieces. These towering effigies resemble nightmarish versions of each piece and appear carved of obsidian. Vines and twisted foliage envelop the clearing while an eerie silence hangs heavy.



ABANDONED CHESSBOARD  
1 SQUARE = 5 FEET

### STARTING POSITIONS

Have each player roll 1d20 to determine their starting position on the chessboard. Each space is marked 1-16 on the provided map. Reroll until each character has their position. The character is teleported to their corresponding space, and their role is determined (see below). The chessboard's magic takes hold of them, and they cannot move or take any actions.

The characters' roles are defined based upon the starting position as shown in the table below:

Position	Role
1-8	Pawn
9 or 16	Rook
10 or 15	Knight
11 or 14	Bishop
12	Queen
13	King

The opposing side of the board is controlled by the GM using the pieces as outlined in the "Eldritch Chess Pieces" section at the end of this location entry. Once the party's positions have been determined, the GM's pieces animate and come alive, signaling the start of the game.

### TURN PHASES

The game is played in two alternating phases: Move and Challenge.

**Move Phase.** During this phase, the party chooses one character to move according to chess rules based on the piece they represent. The GM does the same for the opposing side. Movement doesn't provoke opportunity attacks.

**Challenge Phase.** Combat is initiated when either the GM's piece or a character challenges an opposing piece using chess rules. Standard combat rules apply, and initiative is rolled as normal. Neither characters or GM-controlled pieces can move during this phase. Only the engaged GM piece may act or be targeted during this phase, while all characters can take actions during their turn. While not engaged in combat, GM pieces are immune to all damage and effects.

### ENDING THE MATCH

If a character who is currently in the King role is defeated in combat, they don't die. Instead, they are rendered unconscious, and the game ends immediately, with the remaining opposing pieces crumbling into obsidian dust. This event triggers a powerful surge of magic that teleports the entire party out of the chessboard arena and back to the Mad Hatter statue (Area 1a). Each character gains a level of exhaustion and temporarily loses 1 hit dice. A character who is reduced to 0 hit dice instantly dies and crumbles to dust. The chessboard resets after each loss.

If the characters defeat the eldritch king, the remaining opposing pieces crumble to dust. The party is teleported back to the Mad Hatter statue (area 1a). Read aloud the following:

*The shadows seem to recoil as the enemy pieces crumble into dust, their twisted forms dissipating into the mist. The cracked marble of the chessboard glows with a brilliant light as the demonic cat's transparent form emerges from the mists, his grin wider than ever. His voice, dripping with sarcasm, echoes around the board, 'Well, well, looks like you won my little game. How very... impressive,' he says, mockingly drawing out the last word. 'Oh, the countless times I've witnessed brave fools turned to dust here. But not you! Bravo!'*

*As the cat's laughter fades into echoes, a soft breeze carries the scent of roses and fresh earth. Your sight blurs into a cascade of color as you're teleported back into the rose garden and the grotesque statue. In its outstretched hand is a softly glowing teaspoon.*

## ELDRITCH CHESS PIECES

Use the following stat blocks to represent the eldritch chess pieces:

### PAWN

- *Stat Block:* **gladiator**
- *Additional Reaction:* **Eldritch Shield (1/Day)**. When hit by an attack or spell, the Pawn can use its reaction to gain resistance to all nonmagical bludgeoning, piercing, and slashing damage until the start of its next turn.

### ROOK

- *Stat Block:* **minotaur**
- *Modifications:* Remove the Charge ability.
- *Additional Trait:* **Aura of Madness**. A creature that starts its turn within 10 feet of the Rook must succeed on a DC 14 Wisdom saving throw or fall under the effects of the *confusion* spell until the start of its next turn.

### KNIGHT

- *Stat Block:* **wight**
- *Additional Attack:* **Eldritch Tentacle**. *Melee Weapon Attack:* reach 10 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage plus 3 (1d6) necrotic damage.

### BISHOP

- *Stat Block:* **white dragon wyrmling**
- *Modifications:* Remove the fly speed.
- *Additional Trait:* **Shadow Heal (1/Day)**. The Bishop can use a bonus action to regain 20 hit points.

### QUEEN

- *Stat Block:* **succubus**
- *Additional Trait:* **Eldritch Command**. The Queen can force a creature within 30 feet to make a DC 13 Wisdom saving throw. On a failure, the GM controls the creature's movement during its next Move Phase.

### KING

- *Stat Block:* **vampire spawn**
- *Modifications:* Increase hit points to 200.
- *Additional Trait:* **Temporal Castle (1/Day)**. The King can use its action to teleport to any unoccupied square on the chessboard, ending the current Challenge phase.

## TWISTED CROQUET FIELD

*Shadows shift and swirl until finally retreating to reveal a macabre croquet field. A row of familiar feline heads lay eerily silent next to a row of skeletal flamingos with fiery eyes. The hoops are formed from playing card constructs bent at impossible angles. A dark figure shrouded in a tattered red dress stands in the center, clutching a flamingo in one hand and a severed, crowned head in the other.*

*The air pulsates with the demon cat's amused whisper, "Our former Queen, ever the player, even after losing her head. Quite the ironic twist for your journey, wouldn't you say?"*

### THE FIELD

The playing field is a 60-foot long by 40-foot wide rectangle. The hoops—four decaying two-dimensional playing card soldiers—animate to assist the Queen (she uses **nalfeshnee** statistics) and hinder the characters, bending and twisting at will. As a result, the Queen has advantage on her rolls, and the characters have disadvantage.

### PLAYING THE GAME

Play is turn-based based on initiative, with participants (characters and the Queen) making Dexterity (Sleight of Hand) checks to knock the feline heads through the hoops. Each successive hoop presents its own challenge: first hoop DC 10, second hoop DC 12, third hoop DC 15, and the final hoop DC 18. Navigating the heads through all four hoops scores one point.

During their turns, each character can perform an action. This action could be a single shot or an attempt to trick the card guards with a Charisma (Deception) check made against the card soldier's passive Perception (DC equal to the hoop challenge DC). On a success, the Queen's next shot isn't made with advantage.

**Winning the Game.** The game's goal is to score 6 points before the Queen scores 3 points.

### BREAKING THE RULES

Should the characters attempt to directly attack the Queen or the card soldiers, the environment rapidly devolves into a battlefield. The following occurs:

- The Queen shrieks a piercing command, turning the two-dimensional playing card hoops into four **card soldiers**.
- The black grass starts to writhe and shift, forming grasping hands that attempt to hold down anyone on the ground. At the start of each turn, characters on the ground must succeed on a DC 14 Strength saving throw or be restrained until the end of their next turn.



## FAILURE

Should the characters fail to outscore the Queen, she laughs with dark delight at their loss and devises a cruel punishment. She points to a random character, selected by the roll of a dice. "A new hoop!" she cackles. The selected character is transformed with a dark swirl of magic, taking the place of one of the playing card soldiers as a new croquet hoop. They remain aware and can communicate, but cannot move or take any actions. The game restarts, albeit with increased difficulty as the new "hoop" is liable to wince, shout, or otherwise distract players as the heads roll through. This alteration only serves to increase the Queen's enjoyment of the game. However, the punishment isn't permanent. If the characters can beat the Queen—or in combat as per the "Breaking the Rules" section above—any character turned into a hoop is restored.

## VICTORY

If the characters win the game, the grounds shudder and the Queen's head screams before turning to dust. The party is then teleported back to the Alice statue (area 1b). Read aloud the following:

*As the final point is scored, a ripple of change sweeps across the macabre landscape. The Queen's severed head issues a banshee-like wail before it disintegrates, leaving naught but a fading echo in the sudden silence. The skeletal flamingos straighten up, their beady eyes gleaming with respect, while the grinning cats heads begin laughing in unison.*

*The demon cat's disembodied grin materializes in mid-air. 'Well done, my little players,' he says mockingly. 'You outwitted the Queen and her guard, turning a deadly game into a simple sport. How... extraordinary!' He chuckles, his laughter twirling around you like a playful gust of wind.*

*As his voice trails off, a cool breeze brushes across the field, carrying the scent of roses and decay. Everything blurs, the colors swirling around until they shift into the rose garden once more. Resting in the statue's outstretched hand is a silver hand mirror with a heart-shaped glass that emits a soft glow.*

FLAMINGO Mallet

# THE SCRATCHING POST

This is the final confrontation, taking place on a massive tree branch that seems to stretch into oblivion. The characters are dwarfed by the enormity of both their surroundings and the Cheshire Cat, who has transformed into a vast, shadowy demon. The cat's laughter echoes eerily around them as they prepare for the battle of their lives.

*Stepping forth from the portal, you find yourselves standing on an immense tree branch, the rough bark under your feet an unsettling contrast to the void around. The surrounding space warps and bends, creating a sickening sense of vertigo. In the middle of it all, the demon cat stands above you with its enormous shadowy form. His piercing eyes gleam with a malevolent light, and his grin is wider, wilder than you've ever seen it. The air vibrates with a low purr that shakes you to your core. "Welcome, my dear guests, to the final stage of our delightful game," his voice rumbles, laughter echoing around the strange space. "Do try not to disappoint me."*

## EYES OF THE CHESHIRE

Four ominous cat eyeballs are floating around the area that start at the locations marked with a red X on the provided map. These eyes, made of an ethereal, spectral energy, can move, vanish, and attack independently from the Cheshire Cat.

The eyes use **shadow** statistics without the Strength Drain ability and Sunlight Weakness trait. Instead, they can Move and take one of two actions on their turn: Invisibility or Necrotic Beam.

- **Invisibility.** The eye becomes invisible until it attacks or until its concentration ends (as if concentrating on a spell).
- **Necrotic Beam (Recharge 5-6).** The eye opens wide, shooting out a blast of necrotic energy in a line 15-feet long and 5-feet wide in a direction it chooses. Each creature other than the Cheshire Cat in that line must make a DC 16 Dexterity saving throw, taking 2d8 necrotic damage on a failed save, or half as much damage on a successful one.

## CHESHIRE TACTICS AND DIALOGUE

The Cheshire Cat revels in the chaos of the fight, using his size and the environment to its advantage. He will use his actions to manipulate the battlefield and mess with the characters' minds. Important information the Cheshire Cat knows or may say:

- "You think you've seen madness? Oh, my dear, you've only scratched the surface." The Cheshire Cat promises more madness to come, reveling in the party's growing unease.



THE SCRATCHING POST  
1 SQUARE = 5 FEET

- "How's the queen's head? Still screaming?" He teases about the decapitated Queen of Hearts, which he finds highly amusing.
- "Oh, the mirror! It's so quaint how you think that can save you." He is aware of the White Rabbit's Mirror but dismisses its power, further attempting to demoralize the party.
- "Your mortal struggles are like a game of chess to me, each move more predictable than the last." The Cheshire Cat references the chess match, thoroughly enjoying their struggles.

### LAIR ACTIONS

On initiative count 20 (losing initiative ties), the Cheshire Cat can take a lair action to cause one of the following effects; the Cheshire Cat can't use the same effect two rounds in a row:

- The Cheshire Cat manipulates the shadowy surroundings of its lair, casting illusions of nightmarish creatures that spring forth from the walls, floor, or ceiling. Each creature of the Cheshire Cat's choice within the lair must succeed on a DC 15 Wisdom saving throw or be frightened until the start of its next turn.
- An oversized, eerie replica of the Cheshire Cat's eye opens in midair and shoots a beam of necrotic energy at a point the Cheshire Cat can see within 120 feet of it. Each creature within a 15-foot radius of that point must make a DC 15 Dexterity saving throw, taking 3d8 necrotic damage on a failed save, or half as much damage on a successful one.
- The Cheshire Cat fades into invisibility, leaving behind only its unnerving grin. It remains invisible until it attacks or until its next turn. While invisible in this way, it can move up to its speed without provoking opportunity attacks.

### USING THE MIRROR

If the characters possess the White Rabbit's mirror and the Cheshire Cat is reduced to 0 hit points, its magic comes to life to trap his spirit. Read aloud the following:

*As the shadowy cat writhes and contorts, the rabbit's enchanted mirror hums with power. A beam of pure white light shoots out of the glass, ensnaring the cat. His laughter fades into a growl, then a whimper, as his monstrous form shrinks and is drawn into the mirror. There's a moment of stillness, then with a final, resigned sigh, the demonic cat disappears, his form fully trapped within the mirror. The glass now displays a disembodied grin floating within a dark void.*

## CONCLUSION

The conclusion of this adventure varies significantly based on the decisions made by the party. Here are two potential scenarios:

### IN SERVICE TO THE RABBIT

If the characters use the Magic Watch to return to the Clockwork Warrens and hand over the mirror to the White Rabbit:

*As you click the tiny button on the watch, reality around you blurs, and the monstrous, tree-like lair fades into a disorienting vortex of colors and sounds. As it clears, you find yourselves back in the intricate gears and passageways of the Clockwork Warrens. The figure of the White Rabbit stands before you patiently.*

The Rabbit is ecstatic, perhaps even relieved, to see his friend in custody. He thanks the party profusely, happily paying any promised rewards. He may even offer to assist them in the future, providing information or artifacts from his vast collection. News of their victory over the Cheshire Cat spreads through the realm, and the party's names even reach the Queen herself—for better or worse, the characters are now known in Wonderland. If the party wishes to return home, the White Rabbit grants their wish with a flick of his pocketwatch.

### FACING THE CAT ALONE

If the characters previously chose to fight the White Rabbit and confronted the Cheshire Cat on their own:

*As the grinning visage of the Cheshire Cat fades away, the shadowy world shimmers until you suddenly find yourselves sitting on a solitary branch of a massive tree in the Tulgey Wood. The forest seems to hold its breath in the wake of the demonic cat's defeat, and all is eerily quiet for a moment.*

The characters emerge from the lair of the Cheshire Cat, victorious yet still in a realm corrupted by madness. They may seek to mend their relationships with the denizens of Wonderland, seeking the Red Court or other fantastical locations within the dreamscape realm.

## FUTURE ADVENTURES

CARD SOLDIER

Regardless of their choices, their actions in Wonderland will reverberate through the realm, leaving an indelible mark on its denizens and their tales. The echoes of their adventure may even resonate into their own world, drawing them back into the mad, fantastical depths of Wonderland once more.

**The Mad Hatter's Rebellion.** The characters may choose to ally themselves with the Mad Hatter and his rebellion. Known for his cunning and resourcefulness, the Mad Hatter has been tirelessly working to counteract the chaos consuming Wonderland. The characters could convince the Hatter to use the mirror to cleanse the Cheshire Cat. To do so, they might need to prove their commitment to the cause, or aid in some vital mission against the forces of chaos. However, curing the Cheshire Cat in this way could significantly shift the balance of power in Wonderland, with unforeseeable consequences.

**The Red Court.** Alice, the tyrannical Queen of Hearts, controls a power of dread and wonder in equal measure—the Red Court. While allying with her might seem perilous, Alice's knowledge of Wonderland is unparalleled. If the characters can brave the dangers of the Red Court and persuade Alice to help, they might use the mirror to not just cleanse the Cheshire Cat, but also help Alice find redemption and free Wonderland from her rule.

**Caterpillar's Wisdom.** The Caterpillar, an enigmatic figure known for his profound wisdom and knowledge of the arcane, could offer a different path to curing the Cheshire Cat. The characters may need to embark on a quest to earn the Caterpillar's trust or seek out rare ingredients for a powerful ritual. This adventure could lead them deeper into the enigmatic and perilous landscapes of Wonderland, testing their resourcefulness and resolve.



## CREDITS

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The DM Tool Chest, Author TJ Phoenix

# APPENDIX

## CARD SOLDIER

Card soldiers are constructs crafted from enchanted playing cards. They guard the twisted halls and chambers of Wonderland's darker realms, particularly in service to the Queen of Hearts. Their bodies are composed of stacks of playing cards that constantly shuffle and change. Their arms can morph into blades or launch razor-sharp cards at enemies. They are especially tactical when fighting in numbers, using their shuffling ability to confuse and surround opponents.

### CARD SOLDIER

Medium Construct (playing card), unaligned

**Armor Class** 18 (natural armor)  
**Hit Points** 32 (5d8 + 10)  
**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	5 (-3)	10 (+0)	6 (-2)

**Damage Immunities** poison  
**Condition Immunities** charmed, exhaustion, poisoned  
**Senses** darkvision 60 ft., passive Perception 10  
**Languages** understands Common but can't speak  
**Challenge** 1 (200 XP) **Proficiency Bonus:** +2

**Immutable Form.** The card soldier is immune to any spell or effect that would alter its form.

**Card Armament.** The card soldier's weapon attacks are considered magical.

**Deck's Coordination.** While within 30 feet of another card soldier, it has advantage on attack rolls against a creature if at least one of its allies is within 5 feet of the creature and the ally isn't incapacitated.

#### ACTIONS

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

**Card Throw.** *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

**Shifting Shuffle (Recharge 5-6).** The card sentry shuffles its form amongst nearby card sentries. It can swap places with another card sentry within 30 feet without provoking attacks of opportunity.

## TOCKLING

Tocklings are small clockwork constructs resembling rabbits, designed to uphold the laws within Heart's Dominion in the eldritch Wonderland. Made from gears, springs, and runic enchantments, Tocklings possess an uncanny ability to manipulate time. Their purpose is to gather intelligence and ensure that the passage of time remains undisturbed and in accordance with the Queen's designs. Their enchantments allow them to phase through time, freeze an adversary in a temporal hold, and wield a stiletto infused with temporal energies. Their wide glass eyes keep a watchful gaze across the dominion.

### TOCKLING

Small Construct, lawful neutral

**Armor Class** 13 (natural armor)  
**Hit Points** 22 (5d6 + 5)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	12 (+1)	14 (+2)	10 (+0)	8 (-1)

**Damage Immunities** poison, psychic  
**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned  
**Senses** darkvision 60 ft., passive Perception 10  
**Languages** understands Common and Celestial but can't speak  
**Challenge** 1 (200 XP) **Proficiency Bonus:** +2

**Chrono Shift (2/Day).** As a bonus action, the tockling can phase briefly through time, teleporting up to 15 feet to an unoccupied space it can see.

**Immutable Form.** The tockling is immune to any spell or effect that would alter its form.

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

*At will:* *mage hand* (the hand is invisible and appears as a small ticking clock)

*1/day each:* *expeditious retreat*, *hold person*

#### ACTIONS

**Multiattack.** The tockling makes two Temporal Spike attacks.

**Temporal Spike.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or have its speed reduced by 5 feet until the end of its next turn.



# CHESHIRE CAT

Large Fiend (demon), chaotic evil

**Armor Class** 17 (natural armor)

**Hit Points** 171 (18d10 + 72)

**Speed** 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	19 (+4)	16 (+3)	16 (+3)	20 (+5)

**Saving Throws** Dex +8, Con +11, Wis +8, Cha +10

**Skills** Deception +10, Perception +8, Stealth +8

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison

**Condition Immunities** charmed, poisoned

**Senses** truesight 120 ft., passive Perception 18

**Languages** Abyssal, Common

**Challenge** 12 (8,400 XP)

**Proficiency Bonus:** +4

**Legendary Resistance (3/Day).** If the Cheshire Cat fails a saving throw, it can choose to succeed instead.

**Innate Spellcasting.** The Cheshire Cat's spellcasting ability is Charisma (spell save DC 18). It can innately cast the following spells, requiring no material components:

At will: *invisibility*, *misty step*

3/day: *fear*, *hypnotic pattern*

1/day: *confusion*, *hallucinatory terrain*

**Magic Resistance.** The Cheshire Cat has advantage on saving throws against spells and other magical effects.

## ACTIONS

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

**Claw.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

**Bite.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) piercing damage.

**Disorienting Grin (Recharge 5-6).** The Cheshire Cat grins widely, its teeth shimmering with disturbing, chaotic magic. Each creature within 20 feet of the Cheshire Cat must succeed on a DC 18 Wisdom saving throw or be charmed until the start of the Cheshire Cat's next turn. While charmed in this way, a creature is incapacitated and its speed is 0.

## LEGENDARY ACTIONS

The Cheshire Cat can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The Cheshire Cat regains spent legendary actions at the start of its turn.

**Cheshire's Trick (Costs 2 Actions).** The Cheshire Cat casts *invisibility* on itself without requiring concentration.

**Teleport.** The Cheshire Cat casts *misty step* from its Innate Spellcasting feature.

**Shadow Claw.** The Cheshire Cat makes one claw attack.



# White Rabbit

*"Tick-tock, tick-tock, every moment that passes brings us closer to the inescapable end."*

The White Rabbit presents an eerie and macabre sight. Once a creature of fluff and purity, he now exists as a grotesque amalgamation of decaying flesh and intricate clockwork. His skeletal frame is intertwined with precisely ticking gears and rotting sinew. His fur, once white, is now a mottled gray and black that clings tightly to his mechanical musculature. His eyes are hollow sockets, flickering with an eerie green light that beats in time with the ticking of his clockwork form. A ghostly monocle materializes in front of his right eye, through which he observes the flow of time.

## HISTORY

The White Rabbit began his existence as a herald of punctuality and a guardian guiding wanderers through the mystical forests of Wonderland. His purpose was corrupted and warped when a wave of dark magic swept through Wonderland, transfiguring him into the Timekeeper. Bound in servitude to the Queen of Hearts, he now controls the essence of time within Wonderland.

The White Rabbit's mechanical minions, known as Tocklings, enforce his will. Constructed in his rabbit-like image, their incessant ticking is a reminder of his ever-watchful gaze. He is the guardian and overseer of the Clockwork Warrens—a place where time is bent and twisted to the whims of its master.

## LAIR: THE CLOCKWORK WARRENS

Hidden beneath the gloom of Tulgey Wood, the Clockwork Warrens serve as the lair for the White Rabbit. Within, a bewildering maze of tunnels bristles with gears and ancient timepieces. Time seems not to obey the natural laws here; shadows writhe to the rhythm of the ceaseless ticking. The Warrens reshape themselves as the hours pass, creating an everchanging labyrinth.

## REGIONAL EFFECTS

The Clockwork Warrens are warped by the White Rabbit's magic, which creates one or more of the following effects:

- Within the area, time becomes unpredictable. Short rests may feel like mere seconds, while moments can seem to stretch into hours.
- Mechanical creatures within 3 miles of the lair become vigilant and aggressive, gaining +1 bonuses to attack and damage rolls.

- A relentless ticking sound permeates the air within 6 miles of the Warrens. This sound imposes a -2 penalty to Wisdom (Perception) checks that rely on hearing.

If the White Rabbit dies, these effects fade over the course of 2d8 days.

## LAIR ACTIONS

On initiative count 20 (losing initiative ties), The White Rabbit can take a lair action to cause one of the following effects; he can't use the same effect two rounds in a row:

- The White Rabbit selects one creature within 30 feet of him and a spectral pocket watch materializes and flips open in mid-air. The target must make a DC 15 Wisdom saving throw. On a failed save, the creature must roll a d12 to determine the amount of years they age. On an even roll, the creature grows older and on an odd roll, the creature grows younger. The watch then vanishes into thin air.
- The gears and clocks lining the walls spin faster as shadows deepen and converge on one creature the White Rabbit chooses within 60 feet of him. The target must succeed on a DC 15 Dexterity saving throw or be restrained by the shadows until the end of its next turn.
- The flow of time within the lair briefly stutters and a creature of the White Rabbit's choice is affected by the *slow* spell until the end of its next turn.

## ROLEPLAYING THE WHITE RABBIT

The White Rabbit is a cryptic being, his voice echoing like the haunting chimes of ancient clocks. He speaks in riddles and is obsessed with temporal precision. His movements are erratic, but precisely calculated - a reflection of time's unpredictable nature.

Bargains struck with the White Rabbit are not straightforward. They always contain some form of paradox or twist, highlighting the capricious nature of time. His loyalty to the Queen of Hearts is absolute, and his main objective is to protect Wonderland. His tactics in combat or negotiation should reflect his mastery of time, using it to disorient, hinder, or manipulate those who stand against him.

# THE WHITE RABBIT

*Small Construct, lawful evil*

**Armor Class** 19 (natural armor)

**Hit Points** 135 (18d6 + 72)

**Speed** 40 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	22 (+6)	18 (+4)	20 (+5)	18 (+4)	22 (+6)

**Saving Throws** Dex +11, Int +10, Wis +9, Cha +11

**Skills** Perception +9, Stealth +11, Arcana +10

**Damage Immunities** necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, poisoned

**Senses** truesight 120 ft., passive Perception 19

**Languages** Common, Sylvan, Undercommon

**Challenge** 17 (18,000 XP) **Proficiency Bonus:** +6

**Legendary Resistance (3/Day).** If the White Rabbit fails a saving throw, he can choose to succeed instead.

**Clockwork Form.** Magic can't put the White Rabbit to sleep.

**Innate Spellcasting.** The White Rabbit's innate spellcasting ability is Charisma (spell save DC 18, +11 to hit with spell attacks). He can innately cast the following spells, requiring no components:

At will: *expeditious retreat*, *misty step*, *slow*

3/day each: *haste*, *temporal shunt*\*

1/day: *time stop*

\* (as per banishment, but targets are sent a few seconds into the future instead)

**Undead Fortitude.** If damage reduces the White Rabbit to 0 hit points, he must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, he drops to 1 hit point instead.

## ACTIONS

**Multiattack.** The White Rabbit uses Chronal Grasp and makes up to three attacks of any combination using his Claws and Card Blade attacks.

**Claws.** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage plus 9 (2d8) necrotic damage.

**Temporal Blade.** *Ranged Weapon Attack:* +11 to hit, range 30/120 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage plus 9 (2d8) force damage.

**Chronal Grasp.** The White Rabbit targets a creature within 30 feet. The target must make a DC 18 Wisdom saving throw or be paralyzed for 1 minute as time wraps around them. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

## LEGENDARY ACTIONS

The White Rabbit can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The White Rabbit regains spent legendary actions at the start of his turn.

**Rewind.** The White Rabbit can reroll a saving throw he has just failed. He must use the new result.

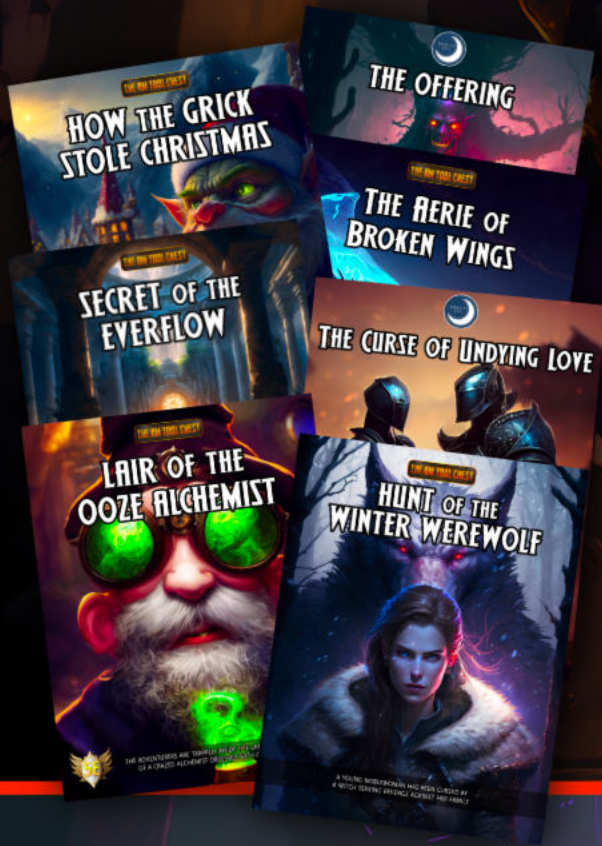
**Slash.** The White Rabbit makes a Temporal Blade attack.

**Temporal Disrupt.** The White Rabbit targets one creature he can see within 60 feet. The target must succeed on a DC 18 Wisdom saving throw or be unable to take reactions until the end of its next turn.

**Cogs of Restoration (Costs 2 Actions).** The White Rabbit's clockwork body repairs itself, restoring 3d8 hit points. This reflects the gears and cogs within him rewinding and fixing the damage.



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