

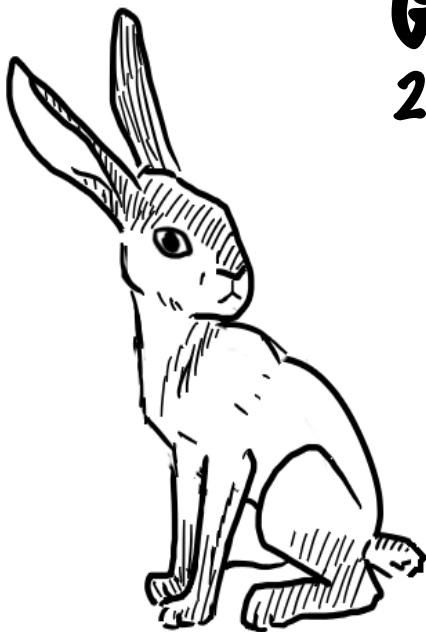
# **The Rabbit Playing Game**





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**2<sup>nd</sup> Edition**



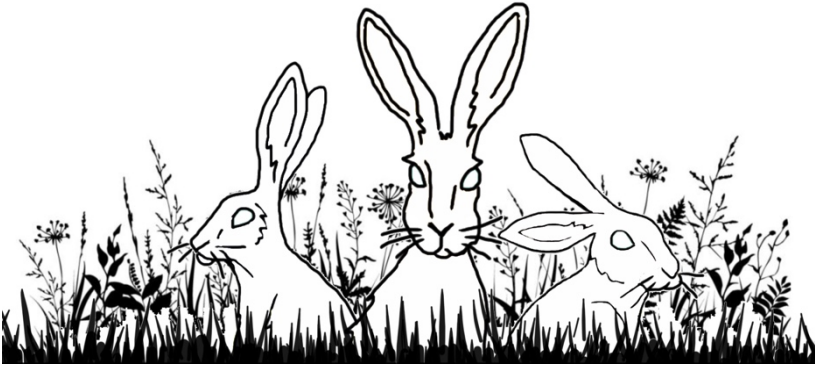
**By: David Bezio © 2014 (2<sup>nd</sup> edition 2024)**  
**Lookout Hill & Tunnel Rats Thanks to Colette Bezio**  
**Cover by: David Bezio**  
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# Introduction



*Thistle was out of breath by the time he reached the warren. Exhausted, he scampered quickly along the narrow tunnels. The chief rabbit must be warned!*

*The warren was strangely quiet, and an allusive fear was gnawing at Thistle. A familiar stench reached his nose as a voice pierced the silence. "Hello Thistle, I've been waiting for you." It was Oleander! His massive form lumbered from a side tunnel, brow furled with hate and blood dripping from his chin!*

*The Rabbit Playing Game is a fantasy role playing game Inspired primarily by Richard Adams' novel Watership Down, but also other stories, fables, and role-playing games that have emulated this genre.*

Players take on the role of cunning rabbits having dangerous adventures in our world. These rabbits will discover new things, solve problems, befriend allies, and thwart villains ...all while trying to survive when all the world is their enemy.

## Why a 2nd Edition?

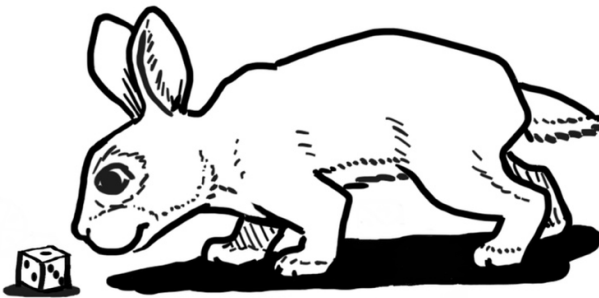
After a decade, I've found *The Rabbit Playing Game* was used primarily for occasional one-shots, not the traditional “zero to hero” long campaign. This second edition facilitates this type of play with a more minimalistic approach, designed to be faster and easier to learn, prepare, and pick up and play.

The rules assume that the reader is familiar with what a role-playing game is, standard game terms, and how to game master (GM).

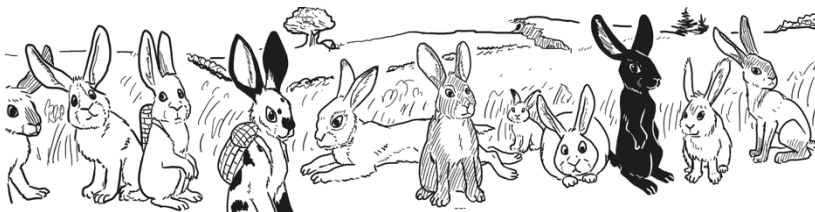
## Dice & Core Mechanic

This game uses 6-sided dice (d6). Each player should have 1d6 to make play faster...and rolling someone else's die is always bad luck! (Even when your character has 4 lucky rabbit's feet.)

The core mechanic of the game is rolling 1d6 plus an attribute and getting a 6 or better to succeed at an action. Rolling high is almost always good.



# Creating a Rabbit Character



*Thistle knew Oleander wouldn't resort to chasing him. The rank smell of blood had filled the tunnels as he fled, and he knew the chief rabbit was dead...but where had the rest of the warren fled to? Darkness had fallen and the howl of a nearby wolf pierced the silence. Suddenly he realized just how alone he was.*

Creating a rabbit character is simple. Follow the steps below and you will be ready to play in no time.

## Rabbit Character Creation Summary

1. Get a copy of the character sheet on page 74.
2. Roll 1d6 for each attribute (might, moxie, reflex, and smarts), consulting the chart below.

1d6:	1	2-3	3-4	5
Score:	+0 (poor)	+1 (average)	+2 (good)	+3 (great)

3. Roll 1d6 for luck.
4. Roll 2d6+might for hit points.
5. Choose a talent (Fighter, Rascal, Scout, or Sage).
6. Roll 3 times on the starting stuff table.
7. Name and describe your character.

## **Rabbit Attributes**

There are only 4 attributes, but they each cover a very broad spectrum of uses. The descriptions that follow are only guidelines and you will have to use intuition, interpretation, common sense, creativity and good judgement during game play. Pick the best attribute for any situation, roll a d6, and get on with the game.

### **Might**

Might is a measurement of physical strength, power, stamina, and health. It also determines a rabbit's fighting ability and how much damage they inflict.

### **Moxie**

Moxie represents the rabbit's presence, charisma, and chutzpah. It helps with storytelling, dealings with new rabbits, and encounters with other creatures.

### **Reflex**

Reflex is the rabbit's dexterity, coordination, stealth, and quickness. It helps determine who goes first in a fight and how well a rabbit avoids getting hit.

### **Smarts**

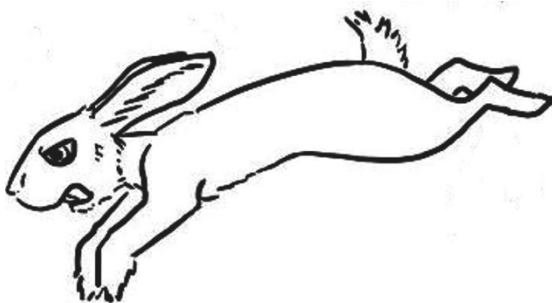
Smarts reflects the rabbit's intelligence, knowledge, observation, intuition and natural instinct. It is very helpful in figuring out how unfamiliar things work.



## Luck

Roll 1d6 to determine a rabbit's luck. 1 luck point can be spent to reroll ANY die that was just cast by the character or GM. Once used, a point of luck is deducted temporarily from the luck score. Luck can be reduced to zero, meaning a rabbit is literally "out of luck".

- 1d6 luck can be replenished once per day by getting at least 4 hours of sleep. luck cannot be replenished higher than its original value.



## Hit Points (hp)

Roll  $2d6 + \text{might}$  to determine hit points. Hit points represent the amount of punishment the rabbit can take from fighting, or other hazards, before there is a chance of dying.

- 1d6 hp can be replenished up to 3 times a day by taking a short rest and eating a meal. Hp cannot be replenished higher than the original score.
- Hp are returned to full value by getting at least 4 hours of uninterrupted sleep.

## Rabbit Talents

### Fighter

Fighters are the biggest, toughest, and sometimes meanest rabbits in the warren. They usually take the role of protectors or enforcers of the warren's laws.

- **Extra Attack:** Fighters get to make 2 attacks for each attack action (a bite and a kick).
- **Throw Stone:** Most rabbits can toss an item a few feet. Fighters can lob stone up to 12' with enough force to cause 1D6 damage. This counts as an attack (might roll) during a fight.

### Rascal

Rascals are the rabbits who rarely take things seriously, but are very interested in the world outside the warren. They spend most of their time playing, telling stories, gossiping with forest animals...and getting into mischief.

- **Linguist:** Rabbits speak the language of other rabbits, mice and squirrels. Linguists can attempt communicate with other types of animals, or even discern the meaning of man signs. This requires a successful moxie roll.
- **Disguise:** The rascal can make himself look like other rabbits or other creatures approximately the same size (with a moxie roll). The rabbit must have some materials to make the disguise, such as mud, plants, sticks, perhaps some fur, or anything practical.

## Scout

Scouts are usually the fastest and sneakiest rabbits in the warren. They are often sent on missions involving exploration, reconnaissance, or pilfering.

- **Runner:** Scouts make ALL stealth and chase rolls at an advantage.
- **Climber:** Scouts can scale vertical surfaces (with a successful reflex roll). Most rabbits simply can't do this amazing feat.

## Sage

Sages are often the runts and weirdoes of the warren. While their strange skills are sometimes appreciated, they are just as often feared and shunned.

- **Herbalist:** Herbalists are adept at finding and preparing herbs for use (separate smarts rolls). The preparation of herbs is rolled in secret by the GM, as improperly prepared herbs have undesired effects (see page 29).
- **Seer:** The rabbit can attempt to see the future by relaxed meditating (a smarts roll). With a failure the seer suffers 1d6 dmg and goes comatose for 1 day. Success results in convulsions, incoherent babbling, and finally the vision. The vision is true, but ambiguous, foreshadowing a particular event or possible ramifications of some choice

## Starting Stuff

Each character has a satchel or backpack with 6 inventory slots. Each slot can hold 1 small item like some herbs or a mushroom. Items like a Rubik's cube or apple might fill all 6 slots. Roll 2d6 3 times on the list below to get some starting stuff.



1 <sup>st</sup> Die	2 <sup>nd</sup> Die	1 slot Item
1	1	lettuce leaf
	2	glass shard
	3	human coin
	4	strawberry
	5	blue stone
	6	bottle cap
2	1	4' fishing line
	2	crayon
	3	stick of gum
	4	fishing hook
	5	Barbie head
	6	glasses lens
3	1	2" nail
	2	rubber band
	3	toothbrush
	4	Xacto blade
	5	paperclip
	6	one d6 die

1 <sup>st</sup> Die	2 <sup>nd</sup> Die	1 slot Item
4	1	diamond ring
	2	6' yarn
	3	mushroom
	4	poker chip
	5	3 blueberries
	6	hair net
5	1	Orc miniature
	2	key
	3	necklace
	4	3 matches
	5	1/2 carrot
	6	rabbits' foot
6	1	5 toothpicks
	2	superball
	3	radish
	4	doll hat
	5	spoon
	6	Roll twice

## Name and Description

Come up with a cool name for your rabbit, describe some personality and physical traits. Roll 1d6 once each for fur color, rabbit length, and weight.

**Name suggestions:** Bob, Hazel, Thistle, Smoke, Ginger, Fiver, Dingle, Long-ear, Poppy, Blackberry, Rutabaga, Maple, Strawberry, Six, Tingle, Stinky, Heslop, Snaps, Rose, Thimble, Tad, Apple, Cranberry, Eta, Graz, Iris, Daisy, Jaz, Flora, Lily, Parsnip.

1d6	Fur Color	length	Weight
1	Spotted	10"	1 lbs.
2	Grey	12"	2 lbs.
3	Buff	14"	3 lbs.
4	Brown	16"	3 lbs.
5	Black	18"	4 lbs.
6	White	20"	5 lbs.

### Blackberry

*Cranky Fighter for Blackstone warren*

**Fur:** Black; **Length:** 14"; **Weight:** 3 lbs.

#### Attributes:

Might +3      Moxie +0

Reflex +2      Smarts +1

**Luck:** 3; **HP:** 10

**Talents:** Extra Attack, Throw Stone

**Backpack:** Bit of lettuce, coin, sharp piece of glass



## A Note on Character Advancement

Unlike most RPGs, The Rabbit Playing Game has no rules for character advancement. Since the game was designed for infrequent one-shot games, characters start out competent instead of slowly building to this level. The reward is having a good time with friends, telling a good story, character development, and accomplishing in-game goals.



# Playing the Game

*Thistle lay concealed in the tall grass. Blackrock warren lay in the shallow ravine by the river. He could see a dark hole in the tangled roots of a dead elm. He knew that's where he would find Oleander.*

*Looking past the guards that patrolled the ravine, he saw a pen made of riverbed stones. All six of the Mossberry Warren does were huddled there, and he could see Softgrass among them!*

## Attribute Rolls

Attribute rolls will be the most common rule used during play. Attribute rolls are called for whenever the character attempts to do something important that has a chance of failure. The GM can ask for attribute rolls for both character actions (trying to do something), or reactions (avoiding something).

### Making an Attribute Roll

The GM first determine what attribute is most relevant, then asks for an attribute roll.

- An attribute roll is 1d6 + the attribute score.
- A total of 6 or greater indicates success.
- A total less than 6 indicates a failure.
- A roll of a natural 6 is always a success.
- A roll of a natural 1 is always a failure.

## **Advantages & Disadvantages**

There will be times when a given task is easier (an advantage) or harder (a disadvantage). In this case, roll 2d6 instead of 1d6, and read the higher die for an advantage, or the lower die for a disadvantage.

- Advantages and disadvantages can cancel each other out if both apply.

*Example 1: A heavy rock blocks the entrance to the pen holding the does and Thistle (might +1) wants to push it aside (a might roll). Thistle rolls a 4 on 1d6 and adds his +1 for might for a total of 5. He needed a 6 to succeed, so he fails to move the rock.*

*Example 2: Seeing Thistle having trouble moving the rock, Softgrass helps by pushing the rock from her side. This makes the task easier and Thistle now rolls two dice, getting a 3 and a 5. Reading the higher die, 5+1=6...success!*

## **When to Call for an Attribute Roll**

The GM should only ask for attribute rolls when it is important and the outcome is going to have game or story effects. Calling for one every time a rabbit tries to do something mundane will slow the game and downplay the drama when rolling is truly important.

- Occasionally, the GM will roll in secret for the characters. There are times when a failed roll will tell the players something they wouldn't know.



## Time & Distance

Except during action sequences (such as fights and chases), specific time and distances aren't usually very important. If the rabbits are waiting for a farmer to leave the field so they can get to the other side, and nothing significant is going to happen till they do or while crossing, then just skip forward.

If it's important to the story, simply narrate time and distances, such as, "The wood is far away, it will take you till midday to get there." Or, "If you start now, you can get to the Warren before dusk."

## Damage and Death

When characters or NPCs get hurt, the amount of damage taken is deducted from hit points. All damage is considered to be superficial scratches or near misses, until the hp total is reduced to 0.

- When an NPC's hp reaches 0, it dies or runs away.
- Characters are made of sterner stuff! When a rabbit's hp is reduced to 0, any further damage results in rolling on the critical hit table below.

1d6	Rabbit critical Hit Result
1-2	<b>Dead!</b> The shadow rabbit visits.
3-4	<b>Unconscious!</b> Knocked out for 2d6 hours.
5-6	<b>Still Kicking!</b> Resilient, the rabbit can carry on, but all actions are now at a disadvantage until hp are healed to at least 1.



# Unpleasant Encounters

*Blood dripped from the Blackrock guard's mouth! Thistle had hoped to sneak past him, but the twig that cracked under his paw had betrayed him. His opponent was slower than he was, but bigger and stronger...and confident he would rip out the smaller rabbit's throat!*

Sometime encounters with NPCs turn into a fight or tense situation where time is of the essence. This section of the rules covers just such situations.

## Rounds & Turns

Action sequences take place over a series of 3 second rounds. During a round everyone involved will get to take a single turn.

### Initiative

At the beginning of each round everyone involved rolls 1d6 + reflex to determine initiative order (highest to lowest with any ties rolling off). The GM rolls 1d6 once for his entire side (all NPCs act during this turn).

- **Surprise:** If one side surprises the other, that side gets one free turn before initiative is rolled.

### On Your Turn You Can...

- Move and take an action.
- Take an action and move.
- Move twice (running or hopping).

## **Movement**

Movement (and distance) is measured in feet.

- Rabbits move up to 6' + reflex per move.
- As 2 move actions, a rabbit can leap 12'+ might over, or across, obstacles.
- 1" = 1' if using miniatures or a grid map.

## **Actions**

Actions during a fight are usually an attack, but also includes "everything else". Some actions are so insignificant they don't take up an action at all. Banter, for instance, can be done at any time and doesn't take an action. The more banter the better!

## **Everything Else**

Everything else is any action that isn't an attack, like squeezing through a crack in a fence, or picking something up, or maybe convincing a doe to follow you. Make an attribute roll if necessary, or simply perform the action if it requires the time, but not a roll.

### **Tricking an Opponent**

Cunning rabbits may try tricks, like kicking some leaves in the enemy's face, or pointing in horror at a fictitious wolf standing behind them.

- A trick is an action.
- A trick requires a moxie roll to succeed.
- Tricked victims to lose their next turn.

## Fighting

When a rabbit moves adjacent to an enemy, they are fighting. To attack, a rabbit attempts a might roll.

- **Charge:** Moving adjacent to an enemy that turn grants an attack advantage. Rabbits can't retreat and charge back the same turn.
- **Outnumber:** When multiple rabbits are teaming up on one opponent, they gain an advantage.

### Dealing Damage

A successful rabbit character's attack inflicts 1d6 + might damage, subtracted from the opponent's hp.

### Defense Roll

When the GM takes his turn, the NPCs may attack a rabbit. In this instance, the rabbit attempts a reflex roll to avoid getting hit. A failure means the rabbit is hit and must take the resulting damage.

- Damage is deducted from hp, and if it drops hp below 0, make an immediate critical hit roll.
- **Defensive Fighting:** A rabbit may save an action from their previous turn, or use an action from their upcoming turn, to fight defensively. In this case, the defense roll is made at an advantage.

### Armor & Shields [Optional]

Rabbits may ask if they can craft armor out of some light material they find. Armor reduces damage by 1 (bark, wicker) or 2 (plastic, metal) ...but looks silly.

## Chases

Running away is often a rabbit's best option. A chase starts when a rabbit decides to flee (as an action), and the enemy chooses to pursue.



### The Chase Modifier

Subtract the predators move from the rabbits move. The difference (+ or -) is the chase modifier.

### The Chase Roll

Chase rolls are  $1d6 + \text{might} \pm \text{the chase modifier}$ . This is not exactly the same as an attribute roll.

Roll	Chase Roll Result
1-2	Caught, predator gets a surprise attack!
3	Caught, unless you make a reflex roll.
4	Zip into a hiding spot with a smarts roll.
5	Outrun! Roll with an advantage next round.
6	Escape! You left the beast in the dust!

- Keep rolling every round until the rabbit screws up and gets caught, chooses to fight, or gets away.

### Getting Caught

If a rabbit gets caught, roll initiative, with the predator getting a surprise attack. The rabbit can choose to run again on their next turn.

# The World of Intelligent Rabbits

*Thistle wasn't running at full speed, but hearing Softgrass's labored breathing, he knew the doe couldn't keep up for long. At this pace the Blackrock fighters would be on them in no time.*

*Suddenly thistle came to a stop and the doe looked at him curiously. He was pawing very lightly at a small pile of leaves and she saw the shiny thing he was uncovering. "What is it?" she asked with fear in her voice. "It's a man thing," said Thistle, "I've seen one like it before...and it gives me an idea."*

## Your Setting

*The Rabbit Playing Game* assumes you will be playing in our modern world in a location of your choice (but feel free to place your game in any world, place, or time). It is suggested that the location is one you are familiar with and a natural habitat for rabbits. Some of the rabbit's natural enemies may not live in the location you choose to place your adventures, but feel free to use them anyway. This is a fantasy game about playing rabbits after all.



## **Rabbits 101**

Rabbits are small mammals. The male is called a buck, the female a doe, and the young are called kits. They have long ears adapted for detecting predators. They have large, powerful hind legs. The two front paws have 5 toes and the hind feet have 4 toes (so they can count to 18). Their size can range anywhere from 8-20 inches in length and about 1-5 pounds. The fur is most commonly long and soft, with colors such as shades of brown, gray, and buff (but don't be afraid to make your rabbits other colors). The expected rabbit lifespan is about 9–12 years.

Rabbit habitats include meadows, woods, forests, grasslands, deserts and wetlands. They live in groups, in underground burrows. A group of burrows is called a warren. Rabbits are crepuscular, most active at dawn and dusk. They often sleep with their eyes open so sudden movements will wake the rabbit and alert it to dangers. Rabbits are herbivores that feed by grazing on grass, forbs, and leafy weeds.

Rabbits can see nearly 360 degrees. They are prey animals and are therefore constantly aware of their surroundings. If confronted by a potential threat, a rabbit may freeze and observe then warn others in the warren with powerful thumps on the ground. They survive predation by burrowing, hopping away in a zig-zag motion, and, if captured, delivering powerful kicks with their hind legs. Their strong teeth allow them to eat and to bite in order to escape a struggle.



## **Rabbit Characters**

Rabbit characters are just like real life rabbits in most ways. However, since this is a fantasy game, they are much more intelligent. In addition, they can do some things that are very un-rabbit like.

### **Cleverness**

As a rabbit player, you have a unique challenge. You must sometimes separate the things YOU know from the things a rabbit would know.

For example, if a man puts something in a box and puts a padlock on it, YOU know you need a key to open it, but the rabbit doesn't. However, your rabbit character might observe the man using a key and comprehend this, or simply come up with another creative way to get inside the box.

### **Carrying Things**

One of the cool things a rabbit character can do is carry around items. Every rabbit character starts play with a small satchel or backpack woven from sticks and grass. As a general guideline, this backpack can hold up to 6 small items about the size of a walnut, or 1 item the size of an apple.

### **Building & Manipulating Things**

Real life rabbits can dig burrows. Your rabbits can build simple traps to defend them, dam rivers, or maybe roll along big items over several round sticks. Be creative...but still try to think kind of like a rabbit.

## **The Warren**

Rabbits live in burrows dug in the ground. Burrows are often connected by tunnels forming a warren, and a rabbit community. Rabbits are social animals, and being part of a warren community is very important to them.

### **Entrances & Exits**

Warrens have tons of entrances and exits. They often have mounds of dirt just inside and/or outside to quickly fill or cover them in an emergency.

### **Burrows**

Burrows are 1 or 2 rooms rabbit “apartments”. Each burrow houses 4-8 rabbits, although some rabbits may choose to reside alone or in smaller groups.

### **Tunnels**

Tunnels connect burrows together, and are wide enough to let a single rabbit traverse it comfortably. The rabbit can turn in a tunnel, or pass another rabbit with some grunting, and squeezing. Tunnels crisscross each other often forming a maze.

- **Openings:** Strategically placed areas in tunnels where a rabbit can suddenly turn and fight, or stage an ambush.

### **Creative Rooms**

Rabbits can have a plethora of other colorful rooms such as gardens, nurseries, prison cells, galleries for art, and stages for storytelling. Use your imagination.

## Rabbit Hierarchy

Life in the warren isn't always fair. There is a rabbit hierarchy in most every warren. It's not a bad idea, when it works and everything is perfectly comfy and cozy. Unfortunately, with an evil or narcissistic leader, a warren can become authoritarian. What follows is the typical warren hierarchy, though not set in stone.

- **Chief Rabbit:** The Chief is the leader of the warren. He is usually the biggest and toughest rabbit, or he might be the oldest or the wisest. The Chief Rabbit may have councilors and/or hold court with his subjects, but his decisions are usually final.
- **Fighters:** Fighters are the warrens military and police, with its own internal hierarchy (Captain, Sergeant, and Guard).
- **Scouts:** Scouts are stealthy and fast runners, spies, and messengers. they work independently or with fighters. They aren't part of the fighter class, but are just barely underneath them.
- **Sages:** Healers and seers are prized in some warrens, and reviled and feared in others. Healers are especially adept at using healing herbs. Seers are odd little fellows who are gifted (or plagued) with random and disturbing visions of the future.
- **Citizen:** Citizens are the rest of the bucks, does, and kits in a warren. They have no real status, but can garner respect by being tough, smart, crafty, or good storytellers.
- **Riffraff:** Some warrens may have riffraff (deserved or not. Riffraff are outcasts and miscreants with no status at all.



## **Rabbit Folklore**

A favorite rabbit amusement is storytelling and being able to tell a good yarn is greatly admired. Rabbit folklore and fables are the most popular, especially the tales of Rabscallion, the mischievous rabbit, who is always tricking or outsmarting other creatures. The moral... rabbits might be small, but they are smarter than everyone else.

Rabbits don't have a religion, but stories often refer to the omniscient Father Sun and Mother Moon whom they revere as creators and caretakers.

## **Fragile Friendships**

All the world is your enemy! OK, not the entire world, but most of it. Let's face it...you are delicious to predators, and are a nuisance to everyone else. You take prime living space, eat way too much, and reproduce like there is no tomorrow. Still, rabbits have a tenuous relationship with some other animals.

### **Birds**

For the most part the thought patterns of birds are completely foreign at best. Sometimes alliances are born for mutual benefits (such as feeding a bird in exchange for being an aerial lookout).

### **Squirrels**

Squirrels are far too foolhardy and obnoxious for rabbits to tolerate for long, but they sometimes tag along out of curiosity or a sense of adventure.

### **Mice**

Mice are the most likely to befriend rabbits. Mice make good lackies and sidekicks, as long as they know to leave their droppings outside the warren. Mice are great scouts, being small and unobtrusive.

### **Pika & Hares**

Pika and Hares are like pestiferous relatives. You feel obligated to tolerate them, but find them annoying and don't understand or trust them. You usually just wish they would just go away.

## **The Horror that is Man!**

Why does man hate us? Rabbits will never know the answer to this question since man is utterly and completely incomprehensible to them. They hunt and kill rabbits for no obvious reason, live in vast horrifying dead lands (cities) where everything smells wrong, and surround themselves with the oddest doodads and junk.

Men also control the hrudhrudhrud (vehicles of all sorts). These great, fast, smoke belching beasts seem to have very little interest in rabbits, but when they do they squash them dead in a second! Some travel only along great strips of black earth, while others roam fields or paths. The most fearsome are massive, slow, and ponderous ...these scrape and dig the earth looking for rabbits to kill! A few brave rabbits have attempted to communicate with these beasts at the times they can be found standing still. All attempts so far have failed.

Of course, we know wild rabbits are a source of environmental problems to humans. As a result of their appetites and the rate at which they breed, agricultural plundering can be problematic. Gassing, fences, shooting, snaring, ferreting, and rabbit exclusive diseases are all used to control rabbit populations.

## Herbs

A sage with the herbalist talent can find and prepare herbs (powerful rabbit mojo). Administering or using a herb usually takes an action. The table below lists the effects of properly prepared herbs, and the negative effects (⊗) of improperly prepared ones.

Herb	Administer	Effects
Snoozeleaf	Eat or drink	Causes sleep for 3d6 minutes. ⊗ Victim wakes up at worst possible time.
Sniffball	Breath powder	Sneezing, Disadvantage, for 1d6 rounds. ⊗ Affects user instead.
Dog Wood	Chew like gum	+1 initiative this encounter. ⊗ -1 initiative this encounter.
Sweetberry	Drink tea	Heals 1d6 hp damage ⊗ Causes 1d6 hp damage
Wildshroom	Eat	Totally irrational happy behavior ⊗ Yep, still totally irrational behavior ...but unhappy.
Powderball	Throw on ground	Creates a blinding cloud of spores for 1d6 rounds. ⊗ No effect.
Bounceberry	Suck on	+1 attack at an advantage for 1d6 rounds. ⊗ attack at a disadvantage for 1d6 rounds.
Sugarpetal	drink	Cures poison or illness ⊗ Make a might roll or die
Zippity Bark	Rub on body	Defend at an advantage for 1d6 rounds. ⊗ Defend at a disadvantage for 1d6 rounds.

## Hazards & Traps

Below is a small selection of various harmful things that a rabbit may encounter during their adventures.

### Hazards

- **Cold (extreme):** 1hp per hour.
- **Poisons:** On a failed might roll, 3d6 damage.
- **Electricity (standard wall outlet):** 1d6 damage.
- **Electricity (major power line):** 3d6 damage.
- **Falling:** 1d6 damage per 10 feet of fall.
- **Fire:** 1d6 damage per round.
- **Hit by a Car:** On a failed reflex roll, 6d6 damage.

### Traps

- **Gas:** This is thrown into warrens. Might roll or take 1d6 points of damage per round.
- **Snare Trap:** Smarts roll to notice. A snared rabbit takes 2 dmg per round until free (a reflex roll. With an advantage if friends are helping).
- **Net Trap:** Placed over a warren's exit. Make a might roll or become hopelessly tangled up.
- **Leg Hold Trap:** The initial snap causes 3d6 dmg. It takes a might roll (by a rabbit not in the trap) to open the trap. 4 rabbits can open the trap without a roll.
- **Deadfall Trap:** Reflex roll to avoid being squashed for 3d6 points of damage. It requires might roll to pick a deadfall trap off of a victim.



# Predators & Pals

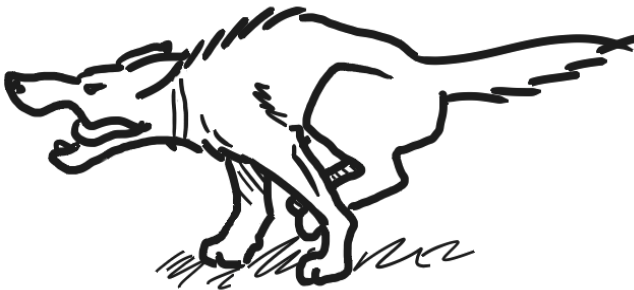
*Oleander emerged from the weeds at the edge of the clearing. He stared contemptuously at the doe. Softgrass cowered back, dragging her hind leg. "So, you couldn't keep up and the coward left you behind?" He sneered.*

*Oleander started toward her, but stopped short, looking at the small pile of leaves he was about to step on. He growled, "Did you really think I would be so foolish as to fall for your trick? I'll kill you for this!"*

*Before Oleander could leap, Thistle burst from his hiding spot and pushed the huge rabbit with all his weight...the man-trap closed with a gruesome SNAP!*

## Non-Player Characters

NPCs are all other animals (and humans) played by the GM. Some of these will be friendly, helping the characters, while others will be hostile and hinder them. Predators are basically "monsters" in the eyes of rabbits.



## NPCs and Attribute Rolls

NPCs are there to hinder, help, or simply have witty dialog with the characters. NPCs simply do things, or don't do things, as it fits the story. If something a NPC does will affect a rabbit character, that character may attempt an attribute roll to avoid it.

If an NPC becomes an ally of the characters, you may need to determine attribute scores for them.

## Random Encounter Tables

If you want to add some random elements to the game, or are in doubt as to how an NPC might react, here are some useful random tables.

### 1d6 Does it happen?

1	No, with dramatic repercussions.
2-3	No, but it's not that big a deal.
4-5	Yes, but not that noteworthy.
6	Yes, and very impressively at that!

### 1d6 NPC Reaction

1	Does not like you at all!
2-3	Indifferent, can take or leave you.
4-5	Enjoys your company, thinks your nice.
6	Thinks you're wonderful and interesting.

### 1d6 Predator Reaction

1-2	Not interested, tired or just ate.
3	Wants to toy with food, might kill or eat it.
4-5	Attack or chase!
6	Vicious attack! +1 to all damage.

### **1d6 Woods Random Encounter**

- |   |                                          |
|---|------------------------------------------|
| 1 | Small wounded bird hiding.               |
| 2 | Lone coyote searching for something.     |
| 3 | 1d6 badgers on patrolling/guarding.      |
| 4 | Mischievous raccoon looking for trouble. |
| 5 | Leg hold trap with a trapped animal.     |
| 6 | 1d6 playful squirrels collecting nuts.   |

### **1d6 River Random Encounters**

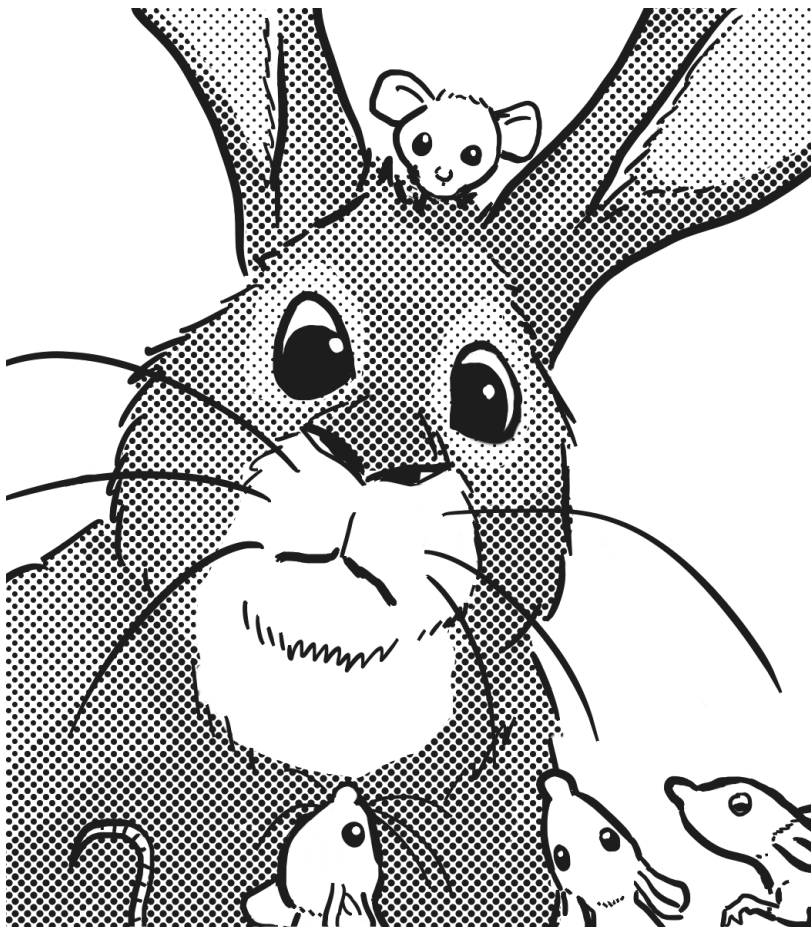
- |   |                                            |
|---|--------------------------------------------|
| 1 | 1d6 ducklings who have lost their mother.  |
| 2 | Crotchety snapping turtle with problem.    |
| 3 | Dog looking for things to chase.           |
| 4 | A man who has fallen asleep while fishing. |
| 5 | A desperate mouse floating in a pail.      |
| 6 | Suave male frog looking for a mate.        |

### **1d6 Field or Meadow Random Encounter**

- |   |                                       |
|---|---------------------------------------|
| 1 | A doe and two fawns eating grass.     |
| 2 | Family of mice collecting food.       |
| 3 | A fox prowling for mice.              |
| 4 | Dead rabbit with an interesting item. |
| 5 | A human kid on a dirt bike.           |
| 6 | A social, but hungry, hawk.           |

### **1d6 Farm Random Encounter**

- |   |                                               |
|---|-----------------------------------------------|
| 1 | A cat pounces suddenly!                       |
| 2 | Curious chickens start following the rabbits. |
| 3 | Surprised farm kid with a pitchfork.          |
| 4 | Mice running from farm wife with broom.       |
| 5 | Aggressive rats protecting their turf.        |
| 6 | A goofy pig that has escaped the pen.         |



## NPC Statistics & Descriptions

**Species (Attitude):** Species and disposition toward rabbits, Friendly, Neutral, Unfriendly, or Predator.

**Move (M):** # of feet the NPC can move each round.

**Damage (Dmg):** Amount of damage the NPC inflicts.

**Hit Points (Hp):** This is the number of hp the NPC has.

**Special Abilities:** Some NPCs have special abilities.

## Arthropods



### **Bug** (Neutral)

**M:** 1 fly 10; **Dmg:** ½ point; **Hp:** 1 hp

**Special Abilities:** Flies, mosquitoes, or other run of the mill bugs. Some can fly; some can walk on vertical surfaces. Most are rather dim witted and pose no threat to rabbits.

### **Bees or Wasps** (Neutral)

**M:** 1 fly 8; **Dmg:** 2 points; **Hp:** 5 hp

**Special Abilities:** Bees and Wasps usually only attack if irritated. They attack in a swarm, and the Dmg and hp reflect a group of 10 bees or wasps.

### **Spiders or Scorpion** (Neutral)

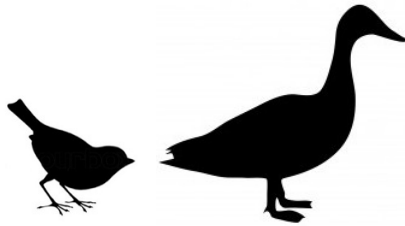
**M:** 1; **Dmg:** 1point+ venom; **Hp:** 2 hp

**Special Abilities:** Spiders and scorpions with venomous bites may hurt or even kill a rabbit if aggravated. If bitten, a rabbit must make a might roll every round or take another point of damage until the roll is successful, they are given the sugarpetal herb, or they reach 0 hp and must roll once on the critical hit table.

## Avian

(Passerine, Anatine, Accipitrine, Galline)

**Swoop:** Birds of prey make their first attack with a swoop. It counts as a move and attack and must be done in an open area. If the target fails its reflex roll, they take damage and are held fast. On thier next turn, the victim may attempt a might roll to kick free. On the birds next turn it takes to the sky. The fight can resume when the bird lands (wherever that may be), unless the rabbit fancies attacking in the air and risking being dropped.



**Bird (common)** (Friendly or Neutral)

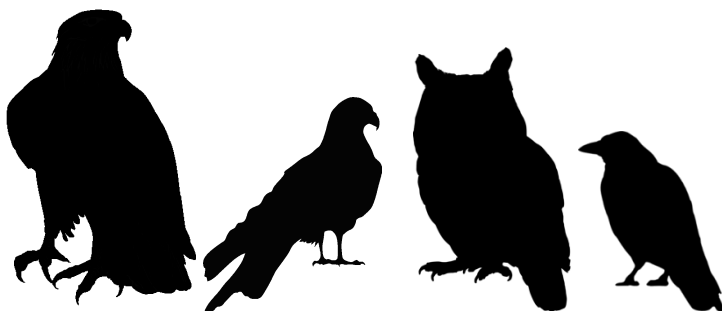
**M:** 4 fly 14; **Dmg:** ½d6; **Hp:** 1d6 (4hp)

**Special Abilities:** These are common birds of various sizes (small to medium). They generally ignore rabbits, but the smaller ones may find them interesting or curious.

**Chicken or Duck** (Neutral or Unfriendly)

**M:** 4 fly 8; **Dmg:** 1d6; **Hp:** 2d6 (8 hp)

**Special Abilities:** Chickens and ducks can spend a move action, before attacking, flapping their wings and hissing. If the target fails a moxie roll, their following reflex roll is made at a disadvantage.



**Eagle** (Predator)

**M:** 5 fly 12; **Dmg:** 2d6; **Hp:** 3d6 (14 hp)

**Special Abilities:** Swoop

**Falcon or Hawk** (Predator)

**M:** 5 fly 14; **Dmg:** 1d6+2; **Hp:** 2d6 (8 hp)

**Special Abilities:** Swoop

**Owl** (Unfriendly or Predator)

**M:** 4 fly 12; **Dmg:** 2d6; **Hp:** 3d6 (12 hp)

**Special Abilities:** Swoop. Owl swoops are silent and surprise prey on a 1d6 roll of 3+.

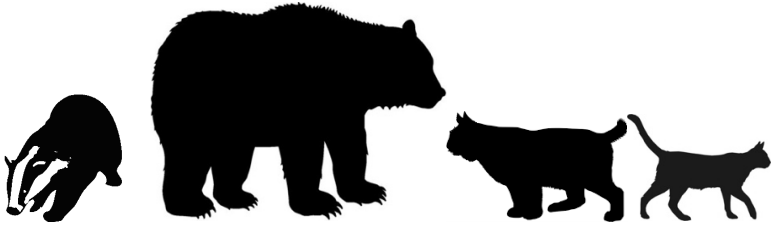
**Raven or Crow** (Neutral or Unfriendly)

**M:** 4 fly 10; **Dmg:** 1d6+1; **Hp:** 2d6 (8 hp)

**Special Abilities:** These thieves can snatch items (even out of a backpack) as an action. Victims may attempt a reflex roll to twist out of the way and avoid the theft.

## Carnivores

(Canine, Feline, Multiline, Ursine)



### **Badger** (Predator)

**M:** 5; **Dmg:** 1d6+3; **Hp:** 4d6 (14 hp)

**Special Abilities:** Badgers are vicious fighters. Once they taste blood, all other reflex rolls to avoid their attacks are made at a disadvantage.

### **Bear** (Any)

**M:** 6; **Dmg:** 4d6; **Hp:** 10d6 (40 hp)

**Special Abilities:** Crotchety when hungry, a bear makes 2 attacks per round instead of just 1.

### **Bobcat** (Predator)

**M:** 7; **Dmg:** 1d6+3; **Hp:** 4d6 (15 hp)

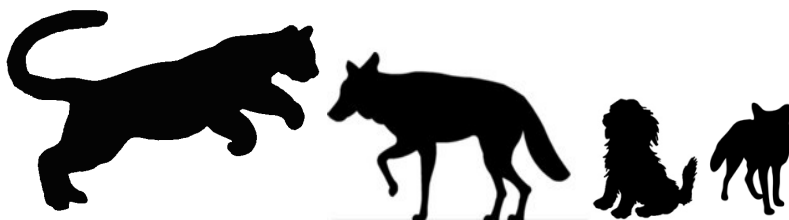
**Special Abilities:** A bobcat surprises it's enemy on a 1d6 roll of 3+. If this initial pounce attack scores damage, the bobcat can immediately make another free attack before initiative is rolled.

### **Cat (house or barn)** (Unfriendly or Predator)

**M:** 6; **Dmg:** 1d6+2; **Hp:** 3d6 (10 hp)

**Special Abilities:** Pounce, same as the bobcat above, but the cat surprises on a roll of 2+ if aware of its prey.





**Cougar** (Predator)

**M:** 8; **Dmg:** 2d6+3; **Hp:** 5d6 (20 hp)

**Special Abilities:** Pounce, same as the bobcat.

**Coyote or Dog (large)** (Predator)

**M:** 6; **Dmg:** 2d6+2; **Hp:** 4d6 (16 hp)

**Special Abilities:** If attacking in a pair on a single target, 1 coyote can use its action to make a feigned attack. If the rabbit fails a smarts roll, the other coyote lunges in and hits automatically.

**Dog (small yapping variety)** (Any)

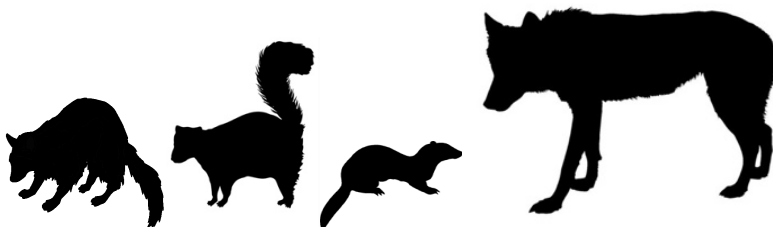
**M:** 5; **Dmg:** 1d6; **Hp:** 2d6+1 (8 hp)

**Special Abilities:** Little dogs bark and bark. Roll 1d6 before initiative. On a 1, this barking attracts a large dog (see above), who starts 30' away.

**Fox** (Unfriendly or Predator)

**M:** 6; **Dmg:** 1d6+1; **Hp:** 3d6 (12 hp)

**Special Abilities:** Foxes can be quick. Before moving, roll 1d6. On a roll of 1-3, the fox moves that many more feet. This applies to recalculating a chase modifier if necessary.



### **Raccoon** (Any)

**M:** 4; **Dmg:** 1d6+1; **Hp:** 3d6 (12 hp)

**Special Abilities:** Raccoons are unpredictable, and while they will eat rabbits, they may even help them (with their dexterous hands) if it serves their purpose.

### **Skunk** (Any)

**M:** 6; **Dmg:** 1d6+1; **Hp:** 2d6 (6 hp)

**Special Abilities:** Skunks generally mind their own business. If food is extremely scarce, they may eat small rabbits. Of course, skunks can spray, and the reflex roll to avoid this is at a disadvantage, as are all rolls for the rest of the encounter if sprayed.

### **Weasel or Ferret** (Unfriendly or Predator)

**M:** 5; **Dmg:** 1d6; **Hp:** 2d6 (5 hp)

**Special Abilities:** Weasels and ferrets are skinny enough to fit into rabbit warrens, and 2 can fight side by side even in cramped tunnels. There they look for prey, or flush out rabbits if working with a man hunter.

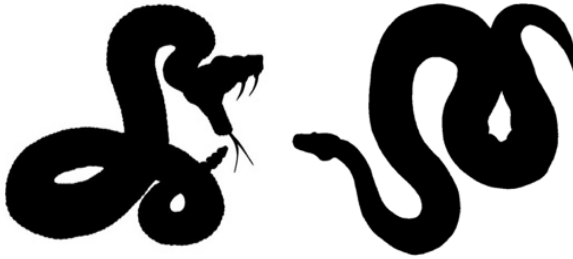
### **Wolf** (Predator)

**M:** 7; **Dmg:** 2d6 (+1 per wolf); **Hp:** 5d6 (20 hp)

**Special Abilities:** Wolves hunt in packs. For each additional wolf add +1 to the Dmg they deal.

## Cold-Blooded

(Reptiles, Amphibian, Piscine)



### **Snake (venomous)** (Predator)

**M:** 6; **Dmg:** 1d6 (+1 venom); **Hp:** 2d6+1 (8 hp)

**Special Abilities:** A snake's scales absorb 1 point of dmg from each hit. Once bitten, a victim must make a might roll every round or take 3 points of damage until reduced to 0 hp. At 0 hp the victim must make a single roll on the critical hit table. The sugarpetal herb will stop the venom. All other rolls are made at a disadvantage until the venom has been neutralized.

### **Snake (Constrictor)** (Predator)

**M:** 5; **Dmg:** 2d6 (1d6 on squeeze); **Hp:** 3d6 (10 hp)

**Special Abilities:** A snake's scales absorb 1 point of dmg from each hit. When a constrictor hits, it wraps around its victim, and squeezes for an automatic 1d6 dmg per round. A victim can escape with a reflex roll as an action. Squeezing counts as the snake's action and it will do nothing else until the victim is dead. It will stop fighting to eat its kill, unless being attacked.



**Turtle (Snapping)** (Neutral, Unfriendly, or Predator)

**M:** 2; **Dmg:** 2d6+2; **Hp:** 3d6 (12 hp)

**Special Abilities:** The turtles shell absorbs 3 points of damage from each attack.

**Toad, Giant Marine** (Neutral or Predator)

**M:** 3; **Dmg:** 1d6 (on swallow); **Hp:** 2d6 (6 hp)

**Special Abilities:** This dim-witted, gluttonous toad swallows a rabbit whole! With a successful hit, the rabbit is swallowed and takes an automatic 1d6 dmg per round until suffocated. A victim can try to kick his way free with a might roll as an action.

**Frog/Toad** (Neutral)

**M:** Frog 6 / Toad 2; **Dmg:** 1pt; **Hp:** 1d6 (3 hp)

**Special Abilities:** Toads tend to be lazy and grumpy while frogs tend to be athletic, hyper, and cheerful. Toads excrete a poison that tastes bad and causes 1 point of damage if attacked with a bite.

## Insectivores

(Didelphine, Chiroptine)



### **Mole** (Neutral)

**M:** 4; **Dmg:**  $\frac{1}{2}d6$ ; **Hp:** 1d6 (4 hp)

**Special Abilities:** Moles burrow into the ground (at a rate of 2) making tunnels, nests, and molehills. Moles are preoccupied with their own personal missions the majority of the time.

### **Opossum** (Friendly or Neutral)

**M:** 4; **Dmg:** 1d6; **Hp:** 2d6 (8 hp)

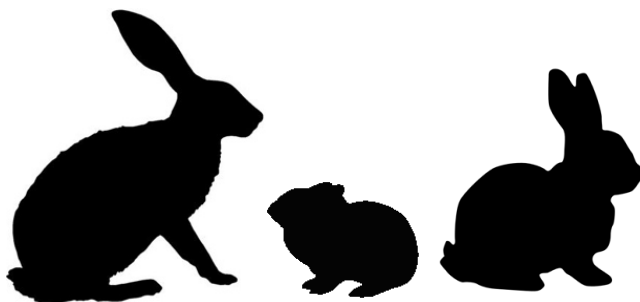
**Special Abilities:** Opossums good-natured solitary marsupials that enjoy gossip or a good story. They sometimes stay in abandoned rabbit burrows. They can convincingly play dead on a d6 roll of 2+.

### **Bats** (Unfriendly)

**M:** 2 fly 14; **Dmg:**  $\frac{1}{2}d6$ ; **Hp:** 1d6 (3 hp)

**Special Abilities:** Bats are nocturnal, roosting with the colony during the day (they hate being woken up). Most bats eat insects, but rabbit folklore includes (false) tales of rabbit-eating bloodsuckers.

## Lagomorph (Lapine)



### **Jackrabbit or Hare** (Friendly)

**M:** 7; **Dmg:** 1d6+2; **Hp:** 2d6+2 (10 hp)

**Special Abilities:** Jackrabbits are sturdier and faster cousins to the rabbits. They tend to be a bit more rustic and sarcastic.

### **Pika** (Friendly)

**M:** 5; **Dmg:** ½d6; **Hp:** 1d6 (4 hp)

**Special Abilities:** Pika are distant cousins to rabbits, whom they admire and look up to. They are very family orientated, but a little dim. Picas are small, fast, and don't like to fight.

### **Rabbit** (Friendly)

**M:** 6; **Dmg:** 1d6; **Hp:** 2d6 (7 hp)

**Special Abilities:** These are the bucks and does that make up the majority of a warren, not the special NPCs or more powerful rabbits. Special rabbits should be given +1 to +4 on dmg and/or hp.

## Rodents

(Sciurine, Murine, Castorine)



### Beaver (Neutral)

**M:** 3 swim 6; **Dmg:** 1d6+2 (1d6+4); **Hp:** 3d6 (12 hp)

**Special Abilities:** Beavers are usually relaxed and practical, but can be fearsome when riled up. While in their territory or protecting their family, beavers add +1 to damage.

### Mouse (Friendly)

**M:** 4; **Dmg:** ½d6; **Hp:** 1d6 (3 hp)

**Special Abilities:** Mice tend to be a bit hyper active and spontaneous, if timid. Mice are small and hard to hit and attacks against them are made at a disadvantage.

### Porcupine (Neutral)

**M:** 4; **Dmg:** 1d6+2; **Hp:** 3d6 (13 hp)

**Special Abilities:** Porcupines tend to take life in a slow and carefree manner. A successful hit to a porcupine causes 1 point of damage to the attacker (from quills).



### **Prairie Dog** (Neutral)

**M:** 5; **Dmg:** 1d6; **Hp:** 1d6+1 (5 hp)

**Special Abilities:** Prairie dogs have entrances to their tunnels everywhere. As an action, they can roll 1d6 and on a roll of 4+ they immediately disappear into a hole.

### **Rat** (Unfriendly)

**M:** 4; **Dmg:** 1d6; **Hp:** 1d6+1 (4 hp)

**Special Abilities:** Rats often carry diseases, so every time a rat hits and causes damage, a rabbit must make a might roll or take another 1 hp of damage.

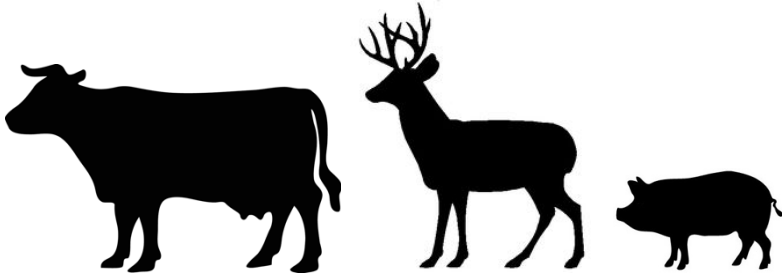
### **Squirrel** (Friendly)

**M:** 5; **Dmg:** 1d6; **Hp:** 1d6+1 (4 hp)

**Special Abilities:** Squirrels don't take anything seriously. They can climb anything and acrobatically jump from tree branches, to fences, to anything in between.



## Ungulates



### **Cow** (Friendly)

**M:** 5; **Dmg:** 3d6; **Hp:** 10d6 (40 hp)

**Special Abilities:** Cows are generally Lackadaisical and full of gossip. They find bouncy rabbits interesting and cute. They aren't impressive fighters, but one good kick or stomp usually means a flattened foe.

### **Deer** (Friendly)

**M:** 12; **Dmg:** 3d6; **Hp:** 8d10 (28 hp)

**Special Abilities:** Deer don't stay long in one place long. They have a soft spot for rabbits, and tend to look out for each other. Male deer with antlers do 3d6+2 damage.

### **Pig** (Neutral)

**M:** 5; **Dmg:** 1d6; **Hp:** 4d10 (15 hp)

**Special Abilities:** Pigs are gluttonous, stupid, and don't care much about rabbits. If annoyed they will try to bite a rabbit, and once they taste them, they might even eat them!

## Man

Man is the stuff of rabbit nightmares! There are no general statistics for a man, because to fight one is something inconceivable to a rabbit.



### Traps

If a rabbit is caught in a man trap (see page 30) and fails to escape by the time a man arrives, the man can instantly kill the rabbit at any time (if he chooses).

### Guns

Men carry guns, a fearful weapon that can kill a rabbit they can see without warning. A rabbit must make 2 reflex rolls at a disadvantage to avoid a gun. If one is made, the rabbit takes 2d6 damage, if none are made, the rabbit takes 4d6 damage.

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*The river was flowing gently before them and they would have to swim. The Blackrock guard would soon find the body of their leader and the chase would be on again. By that time Thistle and Softgrass would be beyond the river and into the Cottonwood. There they would find the safety of the warren.*

# Lookout Hill, A Sample Setting



*From the top of Lookout Hill, a rabbit can see, hear and smell for miles in every direction. From the east come the wild traces of the forest, from the south, the cries of birds echo from the great marsh, from the north comes the smell and lowing of cows from a farm, and to the west is the amazing sight of water as far as you can see, growing hazy in the distance, until it meets the sky.*

## **Wildlife Preserve**

The Lookout Hill area is a preserved wilderness area.

- Rabbits will not encounter hunters or traps here.
- Most humans encountered are campers or hikers.
- Only on the farm are humans likely to have guns.

## **Random Encounters**

Random encounters on a 1d6 roll or 5+ (roll 1d6 again with 1-2 hostile, 3-4 Neutral, or 5-6 friendly).



## Places of Interest

### 1. Lookout Hill

This is a high hill, rocky at the bottom, especially on the sea side, but gradually becoming more earthy toward the top. From here, you can see the land for miles around. Near the top is Lookout Warren (Lookout Warren is fully described on page 56).

## **2. Brimble Rock Farm**

There are many old farm buildings here, a lone silo, and a huge vegetable garden, surrounded by acres of corn and/or soy beans.

- Small farm with cows, chickens, and pigs.
- Grandpa, farmer, wife, and 3 kids.
- Old dog, and a hostile cat (Lilith).
- Tons of broken rusty equipment litters the farm.

## **3. The Lighthouse**

The lighthouse sits atop a high, rocky hill. It contains the caretaker's quarters and the tower has a steep spiral staircase leading to the light chamber, with a balcony/parapet around it.

## **4. Swimming Beach**

This part of the shore is covered with sand. There is a parking lot, dressing rooms, and a concession stand. During the day its full of kids playing and swimming.

## **5. The Campground**

This campground has a small ranger's office and an outdoor amphitheater. There is a building that serves as an activities space with a huge fireplace, concession stand, gift shop, and an indoor bathroom.

- Dumpster in back reeks of rotting food and fish guts.
- Walking trails with empty/full campsites.
- Campsite have a picnic table, fire pit, outhouse.
- Campsites may have tents, squealing kids, tied-up dogs, foraging raccoons, snoring humans, etc.



## **6. Meadow Warren**

Being so close to the human campsite, there are few predators and no lack of food. Rabbits are scattered around the meadow, eating, playing, or just relaxing.

- The rabbits mostly ignore humans & tents.
- The burrow is overcrowded.
- The warren focuses mainly on crafts and art.
- They think outsiders are uncultured and unskilled.
- Outsiders are welcome to visit, but not to stay.
- The warren does have a guard of elite fighters.
- In spring the warren holds a (non-lethal) fighting tournament to join the guard or garner respect.

## **7. The Marsh**

The further you go into the marsh, the less dry land there is. Rabbits will be swimming half the time.

- Running is not practical here (fall in mud pits on 1d6 roll of 3-4 or a hidden saltwater channel on a 5-6).
- Predatory fish lurk among the reeds hoping for the unwary to fall in [M: Swim 6; dmg: 1d6; hp: 6].
- This marsh has semi-aquatic constrictor snakes
- [M: 6 swim 6; dmg: 2d6 (1d6 on squeeze); hp: 10].
- Rabbits may get stuck in mud pits. 6 rounds to get out (might rolls) before being sucked under.
- Songbird, gulls, pelicans, and ducks defend nests.
- Sea otters may be helpful as guides.

## 8. Bridge

A wide wooden bridge. During the day, there might be several people fishing or birdwatching here.

## 9. Shadow Cult Weasels

There is a small, dark pool here, where fresh water bubbles up from a spring at the base of a rocky knoll. This is the meeting (and feeding) place for a group of weasels who prowl the forest and worship the black panther Shadow (an escaped exotic pet).

- Patter of unseen feet, gleaming eyes peering at you from the bushes that disappear immediately.
- Numerous Weasels [M: 5; Dmg: 1d6; Hp: 2d6 (6 hp)].
- Shadow [M: 9; Dmg: 3d6; Hp: 30].
- The weasels will bring captured rabbits here.
- They dance around the pool chanting "Shadow, Shadow!" When Shadow comes, they run away.
- Shadow is well fed, so she may be open to parley.



## 10. Mushroom Warren

The Mushroom Warren is located in a clearing in the midst of thick brush and willow. The grass is very short, a few boulders are scattered about, and an old, dead tree is in its center. The river runs past nearby, and the river bank is much steeper to the west, the earthy slope giving way to a sheer wall of rock. The Mushroom warren is described in detail starting on page 67.

## **Adventure Ideas**

### **Beware the Alligator**

A group of foolish kittens wandered into the marsh, exploring. The party must find them and bring them back safely...in spite of rumors of a strange, giant lizard swimming among the cattails.

### **Poacher Smackdown**

Someone is setting traps in the forest. Find the traps, rescue any trapped rabbits, and stop the trapper.

### **A Fox Among Us**

Foxes have dug a den near the warren! Unless you want to be their future lunch, find a way to drive them out.

### **Never Heard an Otter Tale**

An otter has come to Lookout Warren, but nobody can understand him. Sneak into the lighthouse caretaker's quarters to get Nibbles the Hamster to translate. Bring him to the warren, and then escort him back home. The otter tells of an injured rabbit trapped on an island in the river delta. Can you bring the stranded bunny to Lookout Warren?

### **Saving Piglet Ryan**

There are new animals at the farm ...a littler of piglets! The cute, intelligent animals are doomed to be eaten, and want to escape to the woods and live wild. Can the rabbits help the piglets escape, and protect them until they find a safe place to live?



### **Bullrush Breakout**

Chief Bullrush was caught in a live trap, and is being kept as a pet by one of the farmer's kids. Find a way to break the chief out...and teach the farm's dangerous new dog a lesson in manners while you do it!

### **Hatching a Plan**

Humans take the chickens' eggs away every day. A desperate hen promises the rabbits all the chicken feed they can carry if they hide her eggs, keep them warm, and defend them from predators until they hatch. It only takes 21 days...what could go wrong?

### **Ghost Rabbits**

The warrens seer is having dreams of ghost rabbits begging to find their hides and return them to the earth. The hides have been: made into a hat in a farmhouse closet; made into a rug in the lighthouse; made into a stuffed rabbit in the ranger's taxidermy collection.

### **Reefer Rabble**

Mushroom Warren is in turmoil. Humans have been hanging around their warren, planting the entire clearing with a peculiar, leafy plant. Help them destroy the plants and discourage the encroachers.

### **Squash Squatters**

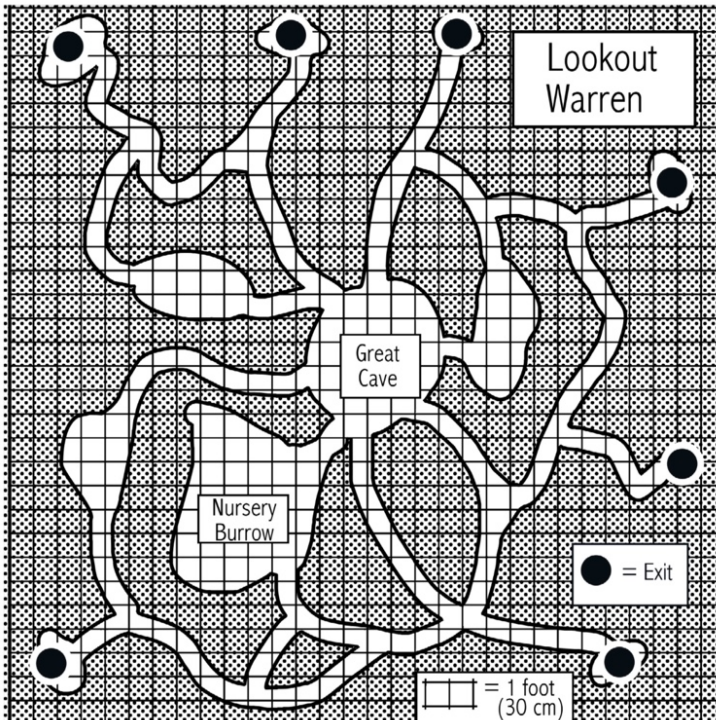
A bunch of rabbits have dug a new warren right next to the farm. Not only are they competing for your resources, but they are riling the farmer up against rabbits by raiding the garden every day! Traps are being set, and the farmer walks around with a gun! Protect the warren by driving out the newcomers.

## Lookout Warren

*Great waves crash against the rocky shore as the fierce wind carries the spray up the hill to splatter your fur.*

*"Better come inside!" calls Bullrush, "That storm is going to break any second, I feel it in my whiskers!"*

*Sure enough, rain starts pouring down from the sky, and you all hurry down the hole. The earthy tunnel opens into a large cave, where all the rabbits of the warren join you to gossip and chat. Kittens scamper around playing and chasing each other as you settle down to enjoy the warmth of close rabbit bodies.*



## **Into the Warren...**

Lookout Warren can serve as a starting point for characters. Assume they have been wandering homeless, and have just been invited to join the warren.

- Meadow Warren is the original home of the Lookout rabbits. Meadow Warren was overcrowded so Chief Harebell chose 12 to leave and start a new warren.
- 3 were lost in the forest on the journey, 1 to the cat at the farm, and 2 never returned from exploring the marsh.

## **Bullrush, the Chief Rabbit**

**[Might +2; Moxie +3; Reflex +2; Smarts +2; Luck 4; hp 12]**

A long, lean grey buck with black-tipped ears and nose, and a stern expression.

## **Thunder**

**[Might +3; Moxie +0; Reflex +1; Smarts +0; Luck 2; hp 13]**

A heavy, powerful brown rabbit without much brain. Looks to Bullrush for answers to everything.

## **Chickweed**

**[Might +0; Moxie +1; Reflex +2; Smarts +0; Luck 3; hp 5]**

A plump, motherly, light-brown doe, fairly dull. She is Bullrush's mate.

## **Teasel**

**[Might +0; Moxie +2; Reflex +1; Smarts +1; Luck 3; hp 7]**

A dark brown doe with a sorrowful expression. She keeps mostly to herself, but adores all the kits. Her mate was Mustard, who died exploring the marsh. She is a storyteller, and whispers stories to the kits to quiet them down.

## **Rose**

**[Might +2; Moxie +0; Reflex +2; Smarts +1; Luck 3; hp 10]**

A brown doe with a splash of white on her chest. She is rebellious and sarcastic, and avoids her six kits as much as possible (though she will fight to the death to defend them!) She is also a good fighter and very clever. She is secretly thinking of leaving the warren, when her litter is old enough to be without her.

## **Muffin**

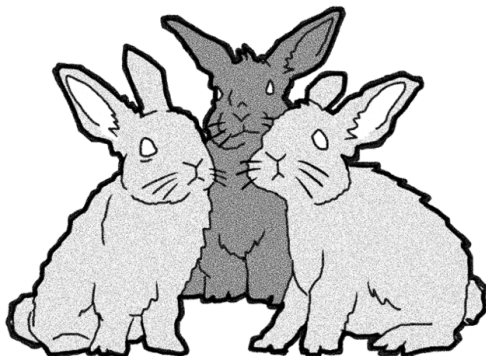
**[Might +0; Moxie +0; Reflex +1; Smarts +1; Luck 2; hp 8]**

An odd-looking buck with shaggy grey and white splotched fur and floppy ears. He escaped from the farm when the cat broke into the rabbit hutch. While very clueless about normal life, and useless in a fight, he has a lot of knowledge about humans.

## **The Kits (20)**

**[Might -1; Moxie +0; Reflex +0; Smarts -1; Luck 1; hp 4]**

Very young, and not yet weaned, they scurry around the den chasing each other or playing games. Apple, Plantago, Rhubarb, Daisy, Bettany, Ivy, Burdock, Nettle, Mullein, Willow, Cabbage, Blackbird, Sorrel, Yarrow, Fennel, Mallow, Mugwort, Lavender, Fescue, Seashell.



# The Haunted Deadwoods

(A Short Introductory Adventure)

## Introduction...

*You are enjoying the afternoon sun and eating some grass on the hillside of the Lookout Warren when 2 of the kits, Apple & Ivy, come running frantically towards you.*

*"Help and hurry!" they cry, "We dared Fennel to go into the deadwoods. We didn't think she would, but she did! We heard her scream and she was gone!"*

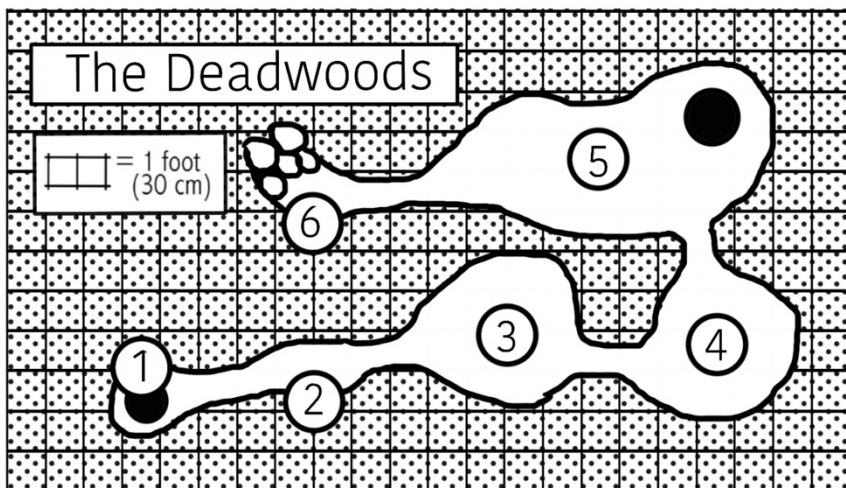
## Adventure Summary

Fennel has fallen into a series of tunnels inhabited by Ferrets and she has become trapped between some rocks. The Ferrets haven't found her yet, but a rattle snake just has entered the tunnels as well.

## The Deadwoods

The deadwoods are a pile of driftwood located among the jagged rocks at the seaside base of lookout hill.

- A wandering human child is there, poking around the deadwoods with a stick.
- A dark entrance is immediately visible upon entering the deadwoods.
- The entrance Fennel fell into is hidden a bit further away and can be found on smarts roll if other entrances are being searched for.
- On smarts roll, rabbits may notice the ferret droppings littering the area.



### 1. Main Entrance

The air smells foul here, and with smarts roll, a rabbit may recognize the smell of ferrets.

### 2. Tunnel Pit

The ferrets have dug a large pit here spanning the entire tunnel. The pit is covered with twigs and leaves, and unless being cautious, the first rabbit in line will fall in.

- Falling in does 1d6 damage.
- The tunnel ceiling is too low to jump across the pit.
- There is a long stick on the opposite side of the pit (the ferrets lay this across the pit and use it as a bridge).

### 3. Ferrets!

There are 3 Ferrets here [M: 5; Dmg: 1d6; Hp: 4,6,8].

- These ferrets are disorganized, with no leader.
- They are unfriendly and don't like guests, but MIGHT listen before attacking on a 1d6 roll of 6.

#### **4. Treasure Room**

The ferrets have been collecting junk from the beach. There are several shiny stones, 3 bottle caps, 2 coins, a hair comb, a Slim Jim wrapper, and a jar with airholes containing a dragonfly.

- The jar top is screwed on and is difficult to open.
- The dragonfly is close to death.
- If freed and healed, the dragonfly may become a friend or ally.

#### **5. The Rattlesnake**

A rattlesnake has just entered the tunnels via the entrance Fennel fell in (an opening in the ceiling). It encountered a ferret that was just going to investigate the noises from area 6. The ferret is in the rattlesnake's jaw, lethargic and almost dead from the venom.

- The rattlesnake immediately notices the rabbits.
- It has a meal, so might, or might not, be interested in the rabbits, and will respond to their actions.
- The snake is currently blocking the tunnel to area 6, where the rabbits can hear the whimpers of Fennel.

#### **6. Fennel**

The kit saw light coming from between the stones here and tried to squeeze her way out, but got hopelessly stuck.

- She is bruised, but basically unhurt.
- 1d6 ferrets may enter this room before the characters can get her free.

## Teasle's Storytime in Lookout Warren



Rabscallion popped his head out of the burrow. It was too wonderful a morning for grass... he wanted a carrot for breakfast! So off he headed to the farmer's garden.

On his way, he came to the man-bridge. Something in the air stank, and as he wrinkled his nose, a smelly bear grabbed him in its powerful jaws!

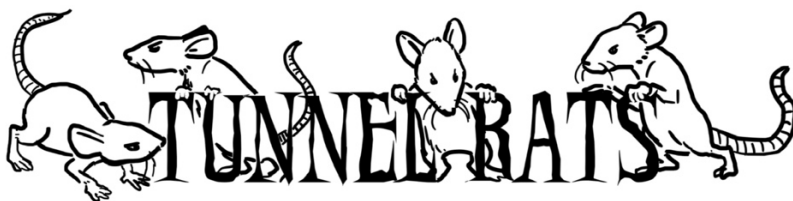
Rabscallion, thinking quick, said, "I'm barely a mouthful for you! You ought to eat my cousin, the water rabbit. Water rabbits are the fattest and tastiest."

The bear frowned. "I nebber herb ub a wabba rabbib," he said. His voice was muffled, because his mouth was full of Rabscallion.

"Down there" said Rabscallion, pointing over the edge of the bridge. The bear stuck his head out and looked down. "Oops, too late," Rabscallion said. "That water bear is about to eat him!"

The bear spit Rabscallion out onto the bridge and said, "I will fight that bear, eat your cousin, and come back for you!" And he leaped off the bridge! As the river swept the bear away, Rabscallion shook out his fur and headed toward the farmer's garden again. "Ody," he said. "What a dull day this is turning out to be after all."





## An Adventure

### **Introduction...**

*On this fine morning you, and the other rabbits from the warren, make your way outside. After the standard check for predators, you're about to sink your teeth into some juicy grass when you notice one of the human's water barns in the water below.*

*You have seen them float by often, but this one has turned over and is half engulfed in the water. One of them sank here once before. There must have been a lot of turnips in it, because the shore was covered with them for weeks (most of them went rotten).*

*As you look down, you see a large brown shadow flow from the boat, into the water, onto the shore, and start up the hill. As you look closer you see that it is a swarm of rats! They are heading right towards the warren!*

### **Adventure Summary**

The warren is under attack from a crew of rats looking for a safe new home. The rabbits must protect their warren by fighting off the endless waves of rat invaders or coming up with a solution to permanently solve the problem.

## The First Battle

There are 5 rounds to prepare for the rats! The battle ends when all the burrows are sealed and any rats inside are dead, OR when 12 rats are killed, the rest flee.

- It takes 1 rabbit 2 rounds to fill in 1 warren entrance.
- Bullrush & Thunder will join in the fighting and digging.
- The does are protecting the kittens in the nursery.
- Muffin is running in circles in a panic.

### Combat Events

After the 5 prep rounds, 1 rat enters each open burrow, then roll 1D6 before each round.

1d6	Event
1-2	½d6 of the filled burrows are opened (random).
3-4	Rat Attack! 1 rat enters each open burrow.
5	A rat breaks into the nursery, grabs a kit, and escapes, if not killed in 1 round.
6	1-3 Nothing; 4-6 Rat Panic! All rats suddenly flee!

### When the battle ends

*You all collapse with exhaustion. The anxious voice of Muffin splits the silence. "Hey, do you guys hear what I hear?" The shaggy rabbit lifts one floppy ear. Soon you hear it, too...the scraping of something digging.*

*"They're tunneling!" says Bullrush. "They've dug into the hill among the big rocks below the warren!"*

*"But...but they could come up ANYWHERE," says Chickweed, "Bullrush, what are we going to do?"*

*"I... have no idea," Bullrush turns to you...*

## Defeat the Rats, Save the Warren

There are many ways to defeat the rats! Bullrush will vehemently object to any solution that endangers the warren, but may cave in if there is no other choice.

### Possible Solutions

The fun comes in seeing what the players devise. They will undoubtedly do something else, totally unplanned.

- Flooding the rat tunnels by diverting the stream by digging, or using some hoses from the farm.
- Bringing predators into the warren may be a solution that's worse than the problem. Snakes from the marsh could get into the rat tunnels, or weasels from the forest. The farm cat could enter the rabbit warren, but the price may be too high.
- Allies may be found among birds, who can harass those rats who are not in the tunnels, or the farm rats who don't want more rats on the farm, or the rabbits of Meadow Warren, or the strange forest rabbit tribe.
- Rats like the dark, and bringing light into the tunnels gives the rabbits a great advantage in fighting. Light sources are available at the farm and campground.
- Scattering dung of predators may also make the rats nervous and less eager to fight.
- Convincing the rats to go elsewhere. They can be introduced to the campground's juicy dumpsters, or lured into the snake-infested marsh.
- Killing the rats' leader may drive the rest away.
- Delaying or fighting off the rats for a day or two gives humans a chance to find the wreck. The rats will be happy to stow away on the salvage boats.

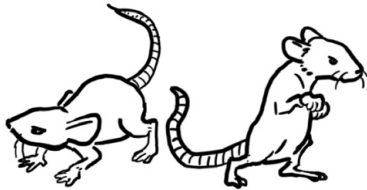
## The Shipwreck

The rabbits may swim out to the sunken ship.

- A garbage skiff that hauls garbage to dump at sea.
- Hard to climb on and keep from sliding back off.
- The whole thing rocks slightly, making them queasy.
- Upside down, the bottom of the hull is above water.
- Rats still swarm on it, and inside it.
- If the rabbits have parleyed successfully with the rats, they will bring them here to talk to Gnawbones.

**The Rats** [M: 4; Dmg: 1d6 (might roll or +1); Hp: 1d6+1]

A huge number of rats encircle any rabbits that come aboard. Some looking angry, some nervous. One ducks down into a crack, and you hear splashes and squeaks echoing from inside. The smell of rotting garbage drifts up from the hole. A large, scarred rat comes forward, accompanied by a band of other tough-looking rats.



**Gnawbones (Rat King)** [M: 5; Dmg: 1d6+1; Hp: 8]

Gnawbones is a reasonable rat. His first priority is to find food and a safe home for his rats. He is quite smart and suspicious, and will not be easily tricked or lied to. He will require proof of anything the rabbits offer, so telling him there is a castle made of cheese in the middle of the forest is extremely unlikely to work. He will demand that the rabbits take a scout to check out anything they suggest.

## The Shadow over Mushroom Warren

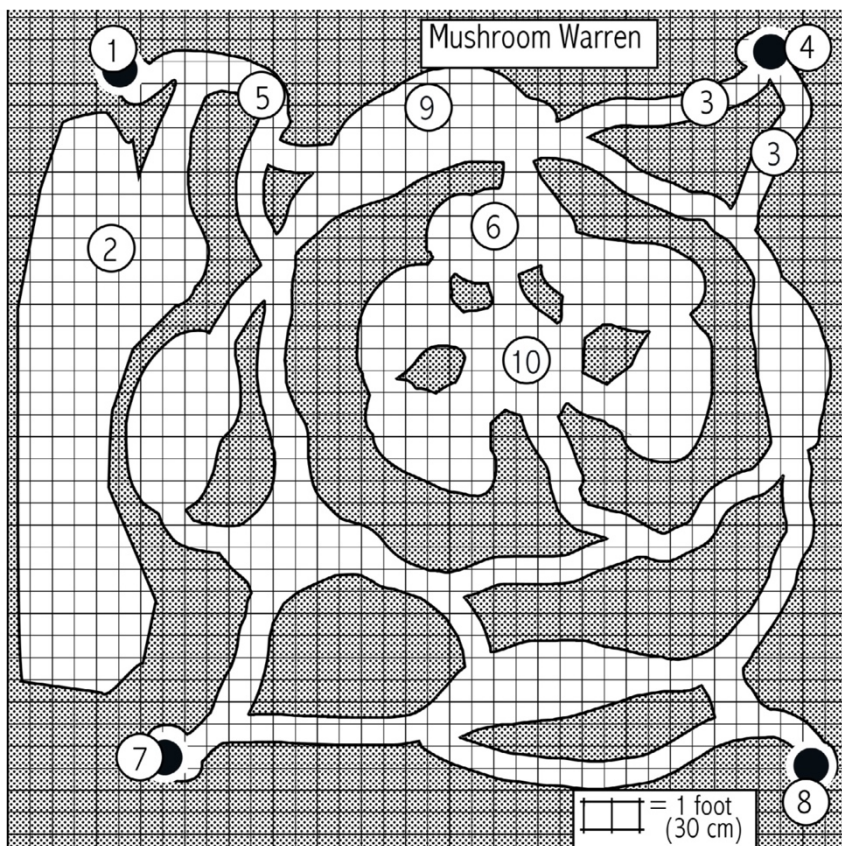
In search of allies, or on a separate mission, our heroes may find themselves seeking out the forest rabbit tribe.

- The rabbits here live in terror of the Shadow cult.
- Their warren is built around the goal of keeping weasels out, and never having to go outside.
- There are 18 rabbits in the Mushroom Warren.
- They are mostly black or very dark grey.
- [M: 6; Dmg: 1d6; Hp: 2d6 (7 hp)]
- All have mushroom names (Chanterelle, Portobello, Shiitake, Morel, Porcini, Puffball, Enoki, Beard Tooth, Oyster, Straw, Miataki, Cremini, etc.)
- Truffle is chief by consensus and challenging him will only enrage the rest of the warren.
- Truffle has the final word in any decision, but the Mushroom rabbits are an egalitarian society.
- Truffle [Mi +2; Mx +3; Re +2; Sm +2; Lk 1; hp 14].
- They are allied with bats, who hear every whisper in the warren, and relay information to the Chief Truffle.
- Bats [M: 2 fly 14; Dmg: ½d6; Hp: 1d6 (3 hp)].
- Strange rabbits will be welcomed with a mixture of suspicion and curiosity.

## Outside the Mushroom Warren

*You fight your way through a patch of thick brush and willow, and finally emerge in a clearing. The grass here is cut very short with no bushes, a few boulders and an old, dead tree. The river runs past nearby, and you see that the river bank becomes much steeper to the north, the earthy slope giving way to a sheer wall of rock.*

- There are four hidden entrances.
- There is a slit in the trunk of the dead tree, from which 2 hidden sentries watch the clearing.
- One boulder seems to have been moved recently.
- There is a hidden entrance in the river bank.
- If searched, one can see a cave high in the cliff wall.
- Peaceful strangers will be taken to the great hall.
- If the party enters without permission, they will be treated as enemies and attacked by 1d6 rabbits.



## **Into the Mushroom Warren**

The warren is damp, and smells of leaf mold and bat guano. Mushrooms, moss and fungus grow on the walls. Some of the fungus glows.

### **1. Cliff Exit**

The tunnel joins a cave of solid rock. Light pours in from an opening. This exit is a cleft in a sheer stone cliff.

- Scouts climb up or down at a disadvantage.
- A fall from this height causes in 5d6 damage.
- The odor of bat guano is particularly strong here.
- In the evening, the bat colony flies out in a massive stream. In the morning, they return.

### **2. Guano Fields**

The stench of bat dung is overpowering in this enormous stone cave. During the day, dozens of bats turn the cavern roof into a squirming, fluttering, squeaking mass.

- The floor of the bat cave is covered with guano.
- At the back are huge fermenting piles of the stuff.
- 4 rabbits are here sorting the guano into piles, based on freshness, and mixing it with moss.

### **3. Flooded Tunnels**

The burrow ahead of you slopes suddenly downward, and is flooded with water.

- Rabbits have to pass through the water and come up on the other side.
- Rabbits on one side of the water cannot see or hear rabbits on the other side.

#### **4. Hidden Riverbank Entrance**

This is a sandy burrow on the bank of the river. Outside, the burrow is well hidden under an overhang, behind a twisted stump of driftwood.

- Grasses and sticks have been woven through the stump's roots to hide the hole even further.
- This is the ONE place in Mushroom Warren where bats can't overhear conversations.

#### **5. The Steep Tunnel**

The tunnel here becomes rocky, and slopes sharply up to the northwest.

- Climbing requires a might roll, or fall for ½d6 dmg.
- A rabbit who makes the roll may choose to 'boost' other rabbits, making the roll at an advantage, but failure causes both rabbits to fall.

#### **6. Mushroom Gardens**

This series of burrows is filled with mushrooms growing on heaps of bat-guano compost. Only a narrow path leads through to allow the gardeners to tend them.

- Rabbits need to make a successful reflex roll to avoid trampling the mushrooms.
- Failure will annoy their hosts, and puts any further negotiations (moxie rolls) at a disadvantage.

#### **7. Rock Covered Entrance**

This exit to this burrow is plugged by a large rock. It takes a combined might of +6 to move it (no roll needed).



## 8. Hollow Tree Entrance

From the outside...

- A single, dead tree stands in the middle of a clearing filled with short grass.
- A smart roll to notice that all the taller plants have been bitten off and cleared away. On a natural roll of 6 they notice that there is a thin crack in the base of the tree. On closer examination, they see eyes are watching them through the crack.
- If speaking to the guards, they send a bat to warn Truffle, and offer to escort the strangers to meet with their chief.

From the inside...

- You are inside a hollow, dead tree.
- 4 rabbit guards are here at all times.
- Guards [M: 6; Dmg: 1d6; Hp: 9, 7, 6, 4].
- A slab of the tree's trunk is cleverly fitted as a door.
- There are peepholes facing every direction, and the brush has been cleared for 40 feet to allow visibility all around.

## 9. The pool.

A pool of fresh water from an underground spring.

## 10. The Great Hall

Like the rest of the warren, this burrow is damp, and smells of leaf mold and bat guano. Mushrooms and fungus cover the walls, some of them glowing to give a faint light even underground. A group of rabbits stands here waiting for the characters.

*"I am Truffle, Chief of this Mushroom Warren," says one rabbit. He is black, and would be almost invisible in the darkness without the mushroom lights. "Why have you come here?"*



If the party asks them to come defend Lookout Warren, Truffle will say he's not sure. One rabbit character should be chosen to convince him by making their case and following it with a moxie roll.

- Suggesting the Mushroom rabbits move to Lookout Warren permanently, puts the roll at an advantage.
- If they have engaged in bad or annoying behavior while in the warren, the roll is at a disadvantage.

### **If the Mushroom Rabbits Agree to Leave the Warren...**

- Some bats will come with them and can act as spies and assistants during the night.
- The weasels will do all they can to stop them.

### **If Truffle Does NOT Decide to Come with Them...**

- Have the chosen player make another moxie roll.
- If the player fails, Truffle has the bats secretly tip off the weasels to come after the party when they leave the warren (to give them a short reprieve).



## The Rabbit Playing Game Character Sheet

Name:

Fur:

Length:

Weight:

Description

☐

Might

☐

Moxie

☐

Reflex

☐

Smarts

☐

Luck

☐

Hit Points

\*Picture\*

Talents

Backpack

\*Notes\*

# Handy Tables

## 1d6 Rabbit critical Hit Result

1-2	<b>Dead!</b> The shadow rabbit visits.
3-4	<b>Unconscious!</b> Knocked out for 2d6 hours.
5-6	<b>Still Kicking!</b> Resilient, the rabbit can carry on, but all actions are now at a disadvantage until hp are healed to at least 1.

**Chase Roll:** 1d6 + might +/- the chase modifier.

## Roll Chase Roll Result

1-2	Caught, predator gets a surprise attack!
3	Caught, unless you make a reflex roll.
4	Zip into a hiding spot with a smarts roll.
5	Outrun! Roll with an advantage next round.
6	Escape! You left the beast in the dust!

## 1d6 Does it happen?

1	No, with dramatic repercussions.
2-3	No, but it's not that big a deal.
4-5	Yes, but not that noteworthy.
6	Yes, and very impressively at that!

## 1d6 NPC Reaction

1	Does not like you at all!
2-3	Indifferent, can take or leave you.
4-5	Enjoys your company, thinks your nice.
6	Thinks you're wonderful and interesting.

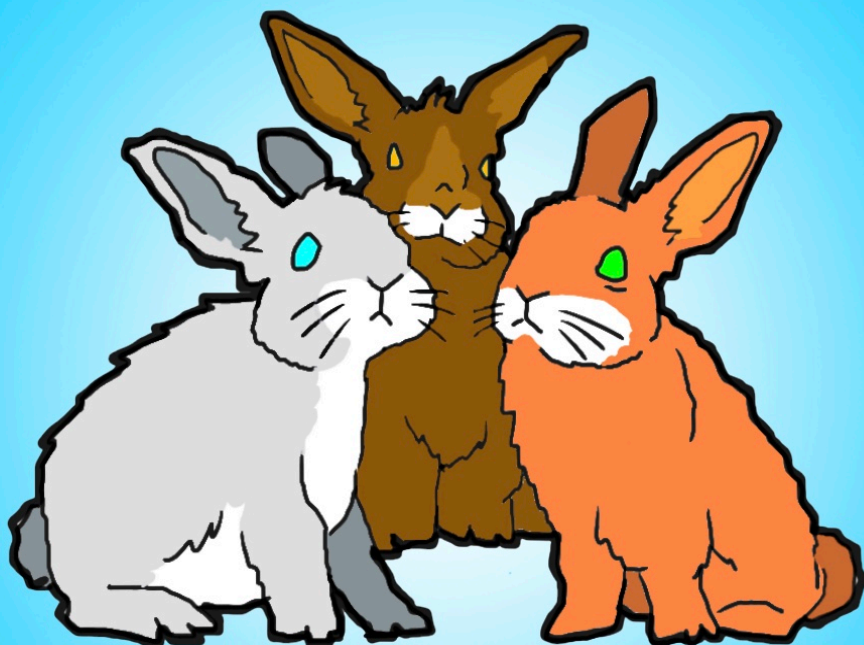
## 1d6 Predator Reaction

1-2	Not interested, tired or just ate.
3	Wants to toy with food, might kill or eat it.
4-5	Attack or chase!
6	Vicious attack! +1 to all damage.

# Notes & House Rules







## **The Rabbit Playing Game 2<sup>nd</sup> Edition**

*The Rabbit Playing Game* is a fantasy role playing game Inspired primarily by Richard Adams' novel *Watership Down*, but also other stories, fables, and role-playing games that have emulated this genre.

Players take on the role of cunning rabbits having dangerous adventures in our world. These rabbits will discover new things, solve problems, befriend allies, and thwart villains.

After a decade, I've found *The Rabbit Playing Game* was used primarily for occasional one-shots, not the traditional "zero to hero" long campaign. This second edition facilitates this type of play with a more minimalistic approach, designed to be faster and easier to learn, prepare, and pick up and play.