



Hare and Gone



HARE AND GONE

or

Let's Jump to the Hoppy Ending!

Written by the GagMen on the GagMen RPG Podcast

Episode 21, "Hare and Gone"

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INTRODUCTION

This adventure was created using the *Basic Fantasy Rules* by Chris Gonnerman, but any other retro-clone version of *Dungeons & Dragons* (or whichever version of *Dungeons & Dragons* you may be most familiar with) will easily work. The adventure is designed for beginning level characters, preferably between levels 1 - 3.



This adventure was created on the *GagMen RPG Podcast*, from Episode 21 entitled “Hare and Gone.” *The GagMen Podcast* is designed to help the stressed DM looking for something to liven up a game or a quick idea to fill in until your real campaign is ready. We hope you and your players enjoy the game, and will look for us the next time you could use some help or a laugh. As always, feel free to modify the adventure to suit your own campaign and game mastering style, and if you do let us know how it came out, where we messed up, or where we went right.

Though this game does involve riding bunnies, the GagMen seriously advise against bunnies attempting to ride, or attempting to ride a bunny. Most bunnies are very small in the real world and will not support the weight of the average human. If you find a bunny large enough to support human weight, we suggest running, as it is very likely a bear wearing bunny ears. Should you find yourself on the back of a bear with bunny ears, put on a pair of bear ears. This might confuse the bear long enough that you might still be able to get away.

SUMMARY



The party joins a Dire-bunny drive as guards on a long cross-country trek to ensure delivery of the furry mounts to the queen’s personal knights; but dangers lurk around every corner. Can your heroes get a wild warren of rabbits through the dangers of the world? Will a tribe of angry Goblins turn the herd into stew? Who knows, but with fifty rabbit’s feet on your side, you might get lucky!

SETTING/THEME

This adventure is set in the GagMen's established Fantasy world of Brattleburg. In this realm, magic is unusual but not unexpected, conflicts are settled with swords and spears, dragons can fly overhead at any moment, and most sentient races live side-by-side cooperatively. The adventure will begin in the Yarlsciff Valley, an area of high altitude grasslands, perfect for raising animals. The valley is near the Ash Mountains, which have been heavily mined over the years, yet still contain many mysteries and valuable minerals.

The average fantasy adventure tends toward the magical, however in this adventure the magic will be of a much smaller and subtle type. With a bunny drive and the introduction of the town of Headstone, it would be best to adapt a very western mentality when approaching this adventure.



The Haskell Ranch

In the Yarlsciff Valley, north of the village of Headstone, east of the Goblin territories, and near the Ash Mountains lies the bustling Haskell Ranch. These lovely



green hills have been a homestead site for the

Halfing family for over twelve generations of Haskell. The Haskell Ranch has been widely known for centuries as the best dire bunny ranchers in the entire valley. Though there is no fence surrounding the Haskell lands, most ranchers understand and respect the territory marked out by one another. Mert Haskell (see Characters) has recently and reluctantly inherited the ranch. For the longest time the nearby Goblins have lived in peace with the surrounding area, however a sudden outbreak of attacks have Mert and the locals of Headstone concerned for their herd's safety.



Headstone

The town of headstone was founded originally as a mining camp for a series of little mines that popped up all along the nearby Ash Mountains. Most notably the Wiggle Twig Mine was the first prosperous mine to put out the gems known as Armarath Diamonds. Since the first mine opened, many more have appeared, with fantastic mineral finds. With prosperity of

the mines, came the prosperity of Headstone a now busy little village that is home to almost four-hundred citizens.

Headstone is far from the big cities, but traveling performers will visit the town from time to time and present such epic stories as, "The Mad King and the Humble Dragon", "The Orange Death", and "The Pirates of the Misty Isle." With three large theaters, fifteen saloons, twelve gambling halls, an array of brothels, and numerous inns the town brings in people from all over just to run the infrastructure of the town. Many of the residents are new arrivals planning on making a big strike in the mountains or just to make a start in a fresh town.

The town is not without its problems, with the amount of money coming in and going out, the town is often bothered by criminals looking for a quick mark. Likewise, the influx of people and the natural demeanor of the miners has made the town difficult to manage. This is why the town hired Samuel "Gravedigger" Russell (See Characters). With his brothers at his side, Russell has kept the chaos off the streets and has maintained the peace in



town. Sheriff Russell sticks enforces a strict no weapon policy in town; visitors are expected to surrender their weapons at the guard post. Any person caught with a weapon in town is instantly arrested.

The Bunny Trail

The acclaim of the Haskell Ranch is so great that the Halfling Queen has always insisted on using their stock as mounts for her personal knights. Halfling knights are known commonly as 'Half-Knights;' not due to their size as much as their use of light armor, favoring speed and agility over the bulkiness and weight of heavy armor. Because of the need for freshly trained mounts, the Haskell Ranch drives two-hundred and fifty head of bunnies to the knights training grounds along the coast every year. The bunny trail is traveled often enough that the road has become a main route from the center of the continent to the coast. The roadway is well worn, leading from Headstone, along the edge of the Ash Mountains, through the Burrow Woods and a series of narrow canyons, following along



the Armarath River, finally leading to the coast and the Keep of the Half-Knights. A normal traveling party can traverse this distance in about a week and a half, though with the bunnies in tow this 800 kilometer (500 miles) trek can take up to a month.

The Ash Mountains

This imposing mountain range lies far to the north of Brattleburg, and requires several weeks of travel to reach. The mountains rise over 6,000 feet above sea level, and some say that upon reaching the highest peak one can touch the sky. The Ash Mountains are chalky-grey in tone, except for the snow white mountain tops. There is a small “goat” path up the mountain, though many loose rocks can cause dangerous landslides. The Bunny Trail leads alongside the Ash Mountains for a forty-mile stretch. The mountain range has sparse vegetation, but enough to feed the bunnies as they travel through the area.



The Burrow Woods

Following the Bunny Trail, past the Ash Mountains, leads travelers to in the mossy overgrown Burrow Woods. The Burrow Woods are rumored to be the home to many mysterious and magical creatures. The moss covered trees of this forest are twisted into unusual and unexpected shapes, giving the area an aura of curiosity and wonder. The woods were named for Burrow Owl, which are plentiful in the area. The Burrow Owls roam through the woods in small flocks, picking and pecking at just about everything they can find, often becoming a nuisance, though hardly a hindrance, to travelers.



The Narrow Canyons

Following the Armarath River out of the Burrow Woods will lead to a narrow gorge, or canyon, with a wide path along the side to the river through the basin of the canyons. The canyon walls can reach as high as fifty-feet in various points along the way. The narrow path naturally forces the rabbits in a tight group while also making turning around impossible; as such it the perfect site for an ambush.

The Coast and Keep

The Armarath River empties out into the Sea of Badabar, where the waters are a brilliant emerald green with hints of blue. The sea is rather calm, with a gentle tide coming in along the shore. From this point the Keep of the Half-Knights lies due south along the coastline, less than ten miles distant. The keep stands atop a craggy cliff outcropping, almost two-hundred feet above the beach. The walls of the keep are twenty-feet higher than most castle walls, making the keep one of the most dangerous to attack and a perfect haven for the youngest of warriors until they are fully trained.

The keep has four standard lookout towers, each manned at all times. The tower guards will light signal fires upon



seeing the arrival of new rabbits. The keep is defended by over three-hundred guardsmen, two-hundred mounted Half-Knight squires, six ballistae, and a drawbridge connecting the keep to the land.

PLOT

A hive of scum and villainy....

Headstone is a small bustling village overrun with different people from all over, and the ideal starting place for the adventure. How the party arrives here is up to the DM, though the party could have been hired to escort Mert's herd, or may have wandered into town looking for a job, or simply have become lost and wind up in Headstone; Whatever reason you choose, Headstone is the right place to begin.

Upon arriving in Headstone the party will be stopped by a single guard on the edge of town. The guardsman will explain that no weapons are allowed in town, and ask them to check in their weapons with him at the guardhouse. The party will be able to

retrieve their weapons on their way out of town. If asked why they have to surrender their weapons, the guard will reply, "By order of Sheriff Russell, in order to keep the peace." If the party should carry on or attempt to ride into town with their weapons, the guardsman will run into his small guardhouse and ring a loud bell that can be heard throughout town. This will bring the Sheriff and a group of deputies, who will threaten to arrest the group if they do not surrender their weapons.

Once the group has made peace with the law, they will be free to enjoy the many comforts of Headstone. With dozens of pubs, inns, theaters, gambling halls, dancing halls, and brothels, it is likely the group will find something to keep them busy.

If they are in route to see Mert, this will be a good chance to listen in to the crowd for rumors and information (see below Rumor Table) that may be useful later in the adventure. Otherwise the party should hear that Mert is looking for help escorting his herd, and has been getting picked on by Goblins like "Crazy Eyes" (see Characters). Any meetings with "Crazy Eyes" should be short and simple, and

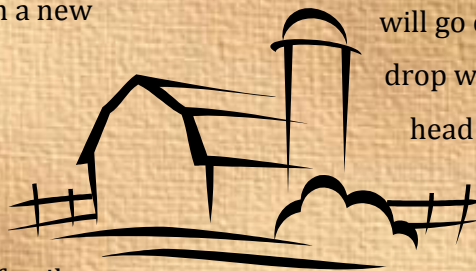


convey the idea that he doesn't like Mert, and will gladly remove anyone that gets in his way.

1D10	Rumor Table
1	Mert's Bunnies have been grazing outside of his normal property.
2	Everyone that goes on a Haskell rabbit drive comes back rich.
3	"Them Goblins is startin' ta' move into the area and taking our jobs!"
4	Anyone that gets too close to the Ash Mountains will turn into a rabbit.
5	The Haskells only hire Halflings.
6	Mert is a no good quitter that is giving up on his family's ranch.
7	A riding bunny is twice as fast as any horse, and more maneuverable.
8	The Bunny Trail is the most used road to the ocean.
9	There is a dragon at the top of the Ash Mountains
10	Mert is looking to get rich quick and doesn't care how.

Meanwhile, back on the ranch...

At the Haskell Ranch, the party will find Mert riding along the corral, watching a bronc-bunny buster breaking in a new mount for the drive. Mert will introduce himself and give the party a tour of the ranch. The party will eventually learn that Mert has little love for the family



business, and often refers to the rabbits as "dumb bunnies." Mert hopes to make this his last drive and sell off the ranch in order to pursue his love of the sea, which has always been his dream.



There are about ten other men that help run the ranch, and seem agitated that Mert would abandon the noble tradition of running the ranch and supplying the most noble of knights with swift mounts.

Bali "Mackie" MacSproy (see Characters) has worked for the Haskell family ranch for as long as he can remember, and dreams of buying the ranch from Mert; unfortunately he has no hope of raising that kind of money. Mackie will finish the tour of the Ranch for Mert, as Mert will just get more and more depressed talking about his 'boring' ranch. Mackie will take the party to the bunkhouse where they will be given a bed and a storage chest for their personal things.

By the end of the tour, everyone should be settling in when the dinner bell will go off. All the ranch hands will drop whatever they are doing and head on up for supper. The party will be encouraged to join them, and most ranch hands will drop sideways

compliments saying, “Peppers food is powerful; it’ll blow right out your backside before you know it!” Should the party go to supper, they will find a long dining hall with several small tables (perfect for Halflings) and chairs enough for over forty people.

“Pepper” Lea Boon is running the chow line with a large pot of beans, fresh apples, and coffee. Most of the ranch hands are eating so fast that they aren’t even looking up, but they will respond to any questions the party decides to ask.



Learning to Ride the Wild Rabbit

The next morning, Mackie will take the party out and teach them to ride; each party member will be given a pair of rabbit-fur riding chaps, which will magically allow them to fit on the rabbits. The riding rabbits are about the size of a pony, so any full sized character will have some difficulty handling the bunny. The animal can carry a

heavy load, but will slow by half of its normal movement, which will make the character a hindrance to the drive. By wearing the chaps they will be able to ride the rabbits at top speed and keep up.

To help the party control the rabbits, Mackie will have them ride around the ranch to get a feel for how the bunnies handle. For simple handling use normal dexterity save, if the animal becomes startled have the player save on wisdom, and if the animal takes off on a wild ride save versus strength to hold on or dexterity to dive off.

Once the party has had a little fun chasing around the yard on their new mounts, Mert will come out and suggest that they try out “Carrot Stomper.” Mackie will advise against it, as the party is just learning and Carrot Stomper is just too wild. If a party member volunteers despite Mackie’s warnings, they will put a bridle on a large black bunny. Once the character mounts him the bunny will take wild leaps into the air in order to knock off the rider.

The character should save against strength to hold on; if they are able to do so for six rounds the rabbit will slow down and start to accept the player. If Carrot Stomper is successfully ‘broken’ by a player, then he may be used as a mount for the rest of the



adventure, and the player will have earned the respect of Mackie and Mert.

We Didn't Start the Fire

After a long, hard day of riding rabbits, the party will hit their bunks or nurse their wounds and drift off to sleep. A loud bell will sound, waking up the entire ranch at two in the morning. The main ranch house is on fire. All ranch NPCs will come running to form a bucket line and start fighting the fire. A small war party of goblins in a balloon overhead attempted to start a fire, but accidentally set their balloon on fire instead and crashed into the house. The three goblins survived the crash, and will draw their weapons and make every effort to escape. If the goblins are captured they will say nothing more than yell at Mert, accusing him and his rabbits of destroying their sacred lands. The sheriff will come out and take any captives to jail in the morning.



I Wanna Rock With You

With all the excitement of the previous night, everyone is a little more anxious than normal; despite this the bunny drive will commence as usual. The herd is driven alongside the Ash

Mountains for a few days. A very perceptive player may notice one or two goblin scouts following the herd. The party may go and investigate, but the scouts will be long gone before anyone gets near them. If the goblins feel that they have been discovered, they will go ahead of the herd and rig a landslide to hurt the herd and/or bunny handlers.



When the landslide starts, the bunny herd will quickly disperse, causing the group to chase down runaway bunnies for most of the day. The player's mounts will also try to escape the landslide by leaping. This tactic should preserve most of the herd from the landslide; however anyone riding a bunny that makes this sudden leap will need to make a strength check or risk flying off of the mount and into the landslide. Any character hit by the landslide will suffer 2D4 damage and be buried until someone (or a bunny) can dig them out.

The Watchers in the Woods

The Bunny Trail leads the drive to the Burrow Woods, a thick mossy forest, with an infestation of Burrow Owls. These



pesky little burrow owls are constantly underfoot while the party is in the forest. The good news is that for the week it will take to get the bunnies through the woods, Pepper will be making her very spicy owl stew every night. The goblins will

plan to kidnap one of the bunny handlers. They were hoping to get Mert, but they really have a hard time telling Halflings apart. In the middle of the night they will sneak into the camp and run off with one of the Halfling wranglers.

They will spend the morning interrogating the Halfling wrangler just a mile away from the party's campsite. With a little investigation the party will be able to track the goblins and plan a rescue to save the wrangler. If the party listens in on the questioning, they will hear the goblins ask repeatedly "Where are the jewels?" or some variation. The Goblins believe they have Mert and that he is simply refusing to talk.

During the week there should be at least two more random monster attacks while in the woods. Feel free to plan out the attacks or use the wandering monster table below. The bunny drive should eventually reach the Armarath River on the outer edge of the forest, which leads to the canyons beyond.

1D8	Burrow Woods Wandering Monsters
1	Wolves
2	Giant Beetles
3	Troglodytes
4	Giant Centipedes
5	Bandits
6	Shroomkins
7	Goblin Scouts
8	Orcs (attracted to Peppers cooking)

Deep in a Canyon

In the Canyons the Bunny Trail will follow along the side of the river bed, making it much easier to keep the rabbits together. The canyon is dusty grey-green clay, and many large well rounded stones lay along the river bed. The Armarath River runs through the canyon basin and is crisp, clean, cool mountain water, filled with a variety of trout and other river fish. The canyon goes on for almost fifty miles before reaching the coastline. Forty-miles short of the coast the canyon will start getting shorter until it disappears, giving way for a sparse coastal forest. The canyon causes an echoing effect so characters could become easily confused in



an emergency, this effect could also frighten the herd more than normal.

STAMPEDE!!!

The goblins have been following along with a small ten goblin squadron of dirigibles, and will eventually attack by dropping flash bombs into the herd. The flash bombs will detonate with a blinding flash and a deafening explosion, guaranteed to start a stampede. The terrified bunnies, caught between blasts, will begin running back and forth, trampling anyone on the ground. All riders will need to make an appropriate save (see Riding a Bunny) to control their mount; failure means they are thrown to the ground to be trampled.

Anyone thrown from their mount will need to save versus dexterity or constitution to avoid full trample damage 1d4 per round being trampled. A second alternative for humans and large humanoids is to simply take off their riding chaps, become full size and only suffer 1d2 damage per round and save per normal

trample rules. Humans and Half-Orcs can put smaller humanoids on their shoulders to avoid the bulk of the damage from the stampede.

Beach Party

With most of the journey behind them, the herders will reach the Sea of Badabar, with its gleaming golden sands stretching along the coastline. The



Armarath River will end at the sea, and from there the herd must be driven south to the keep of the Half-Knights, a small sturdy fortress used for training squires and the steeds they will use. The goblins, led by Crazy Eyes, will make a last ditch attempt to attack the bunnies in an open raid on the beach. The goblins will

surround the herd and Crazy Eyes will challenge Mert to a duel to settle things and end the bloodshed. Mert will likely call on one of the party members to stand in his place, otherwise the goblins will attack.

It is possible for member of the party to run ahead to summon help from the keep. There also a chance a small patrol from the keep will wander by, in either case

the party should have a few options aside from dying on the beach.

CONFLICT

This Land is My Land

From the very first goblin attack, Mert has claimed that the goblins are attacking to protect their land. If the party successfully captures any goblins along the way, Mert will secretly attempt to kill them to protect his secret.

“I am not a Crook!”

Mert stole the goblin’s royal jewels the night before they left on the bunny drive, and was hoping to reach safe location to sell them. Mert will constantly deny any allegations made by the goblins, and claim he had no motive to steal from them, as he stands to make a decent profit from the bunny drive.

In reality, the ranch is losing money; over the years the Haskells never raised their prices, gradually causing a deficit as costs to run the ranch grew. Mert planned to take the money from the rabbits and the jewels, and high-tail it out of there. The party should pick up on little clues from the way Mert deals with the goblins, and they

should eventually realize that Mert has been lying to them.



Super Happy Fun Ending

The best possible ending to the confrontation between Crazy Eyes and Mert should happen with no help from the party; when it looks like he may lose, Mert will signal his wranglers to attack the goblins. This will lead to a dirty fight, perhaps causing the party to sympathize with the goblins. During the battle, a Half-Knight patrol should come riding along the beach, and stop the fighting by getting between the two groups. The honorable Half-Knights will give the goblins equal chance to be heard, and could be persuaded to arrest Mert if given the right evidence.

In the end, the party should discover that the jewels Mert stole are just glass beads that have a sentimental value to the Goblin tribe. The Half-Knights still need a regular supply of mounts, so they will turn the ownership of the Haskell Ranch over to Mackie. Mackie will make peace with Crazy Eyes and offer the goblins jobs on the ranch. With the mystery solved and peace restored, the heroes can hop into the sunset, satisfied with a job well don



CHARACTERS

Mert Haskell

(AC 14; hd 3; hp 13; #AT: 1; DMG short sword 1d6+1)

A Halfling rancher, Mert is trying to get his herd to their new home, but really only wants to be paid. Haskell has grown to hate the “dumb bunnies” as he calls them. The ranch was his father's business, but he wants to sell off all the rabbits and join the navy. He fondly speaks of being at sea and the calm of the ocean. Upon further discussion, however, the party will discover that he has never set foot on a boat.



Bali “Mackie” MacSproy

(AC 15; hd 4; hp 16; #AT: 1; DMG short sword 1d6)

An older Halfling that has worked on the ranch for nearly 55 years, Mackie truly enjoyed working for the Haskells, and resents Mert for wanting to abandon the family business. Mackie can be often heard telling Mert “That ain’t what your daddy would’a done.” While this drives Mert crazy, he tolerates Mackie as he is the best bunny wrangler in the business, and he knows the ranch like the back of his hand.





Moe "Crazy Eyes" Drak

(AC 16; hd 5; hp 32; #AT: 1; DMG short throwing knives 1d4+2)

Leader of the attacking goblins, Crazy Eyes only wants the jewels returned to his people. The goblins had lived in this area for centuries when suddenly outsiders began arriving and picking apart the landscape in order to find minerals. Crazy Eyes has seen the worst of the outsiders, and has become more and more frustrated with the Halflings. He has had many run-ins with Sheriff Russell in Headstone, over miners digging where they are not supposed to be. Crazy Eyes has a lazy eye, giving him his nickname, but he is a deadly shot with his thrown knives. Most goblins are considered savages by the locals but Crazy Eyes worked for a long time as a scout getting very close to the outsiders and learning their ways.

"Pepper" Lea Boon

(AC 12; hd 2; 10; #AT: 1; DMG frying pan 1d6)

Pepper has been the Haskell's head chef for a few years, and is an amazing cook, though she does tend to use too many orcish peppers to enhance her food. Not everyone can handle orcish peppers, and if any of the players are eating orcish peppers for the first time, they should make a constitution save on the first few meals, until they get used to them.

Rabbit Wrangler

(AC 13; hd 2; hp 10-16; #AT: 1; DMG short sword 1d6)

Goblin Scout

(AC 13; hd 2; hp 11-17; #AT: 1; DMG thrown knives 1d4 or hatchets 1d6)



Sheriff Samuel “Gravedigger” Russell

(AC 17; hd 6; hp 36; #AT: 1; DMG two-handed sword 1d12+3)

Samuel is the notorious Sheriff of Headstone; his ironfisted control of the town has kept the peace in a town on the verge of breaking. With so many people coming and going, it was difficult to maintain any control over the crowds without a sword fight in the street every day. Eventually, Sheriff Russell banned weapons in the town in order to keep the peace; this law was not widely accepted at

first, but eventually the constant fights came to an end. Sheriff Russell earned the name Gravedigger due to the amount of deaths in the first year of the “No Weapons Law”, and is known throughout the valley as a stone cold killer when called on to do his job. Samuel brought in his two brothers Jacob and Frances, who are deputized to act in his name when he is not available. The three brothers run the town guard like a small army, dealing constantly with civil disputes.



Half-Knight

(AC 16; hd 4; hp 24-32; #AT: 1; DMG Short Spear 1d8+1)

Normally, riding a dire rabbit. See Optional Rules for more on Half-Knights.

DETAILS

Creatures

Dire Rabbit

Armor Class:	16	No. Appearing:	1d8 or large warren 4d8
Hit Dice:	3	Save As:	Fighter: 3
No. of Attacks:	1 bite/1 kick	Morale:	7
Damage:	1d4/1d4+2	Treasure Type:	None
Movement:	100'	XP:	25

Dire Rabbits are usually found in the wild, but in the Yarlsciff Valley they have become more commonly domesticated. Because of their speed and agility, they are highly sought after by the queen's personal guardsmen to enhance the speed of their cavalry. These large bunnies stand nearly four feet tall, and are easily ridden by Halflings and other similar sized humanoids. The rabbits can only carry a light load of about one-hundred and twenty pounds before halving their speed; they are not suited to be pack animals.



Burrow Owl

Armor Class:	12	No. Appearing:	2d6
Hit Dice:	¼ HD	Save As:	Fighter: 1
No. of Attacks:	1 peck/1 claw	Morale:	6
Damage:	1/1	Treasure Type:	None
Movement:	30' (10' flight bursts)	XP:	1

These rat-like birds inhabit the Burrow Woods and have overpopulated the area. They are not terribly smart and have even forgotten how to fly like a normal owl. They are able to dig small holes to live in, though they will often find another animal's hole and move in. They can be tricky to catch, but are easy to outfox (again, they are not smart). Because they can be captured with little problem, they are the best food source when traveling through any wooded area where they are common.



Shroomkins

Armor Class: 11

Hit Dice: ½ HD

No. of Attacks: 1 (bite)

Damage: 1d6

Movement: 10'

No. Appearing: 4d8

Save As: Fighter: 1

Morale: 10

Treasure Type: V

XP: 4 per shroomkin

These little mushroom-like fungoid creatures live in large groups. While they average only six inches in height, the entire colony will take a bite out of any person or thing unlucky enough to fall into them. Much like piranha, they feed on flesh and can quickly clean the



bones of any creature in seconds. Shroomkins give off a pollen that tranquilizes their victims, so any creature within a ten foot radius should Save vs. Spell to avoid becoming drowsy, falling asleep and falling unconscious into the a Shroomkin colony. Most victims are usually unaware of what's happening until it is too late.

Magic Items

High Hat

This wide-brimmed white hat, is effective at blocking the sun from the wearer's eyes, and is magically enchanted to give the user a +1 to hit bonus using any ranged weapons.

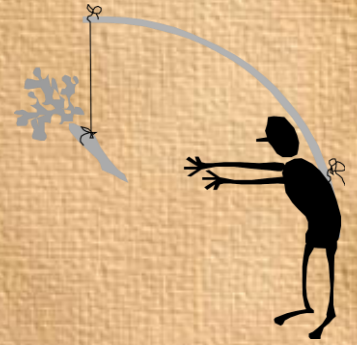


Lucky Rabbits Foot

This is a normal sized rabbit's foot, magically imbued with a lucky aura, giving the carrier a free chance to add a second dice roll once per day. The ability can only be used on dice rolls that normally involve one die. The ability must be declared before rolling, and the user can then pick the preferred dice to count at the official roll. This can be used on any players or the dungeon masters dice roll.

Carrot on a Stick

Not really a magic item, the carrot acts as encouragement to the character's mount to run 1' faster for three turns. This will also encourage other rabbits to follow, which could lead to problems if you only have one carrot.



Rabbit Fur Chaps

These clean soft fur chaps are sized for a Halfling, but are magically imbued to adjust the wearer's size (and their equipment) to take up the space and weight that a Halfling would in case of any oversized races trying to handle a dire rabbit mount. The effect of being Halfling size will last as long as the chaps are worn. The character wearing them will have the same stats as before and suffer no ill effects other than all the short jokes they will have to endure.

Cooking

Orcish Peppers



Are some of the most potent spices to add to any food and only the best trained chefs will even try it. Any person not prepared for the potency of orcish peppers should make a save against their constitution score to avoid massive stomach cramps and diarrhea. If they are prepared by an untrained cook, and the person eating them is not an Orc then they must save verses Poison to avoid seventy-two hours of vomiting, diarrhea, and crippling stomach cramps followed by coma.

A Bunny Drive Song "Oh run those Bunnies Run"

Come on you Bunnymen and all gather 'round,
I got a story that is dirty right from the start,
About a Bunnyman that got paid and went to town,
He went to a henhouse found himself a tart.

Oh, run those bunnies, run them bunnies boy-i-o,
You gotta run those bunnies and get them home,

Now the bunnyman lay his head upon a pillow,

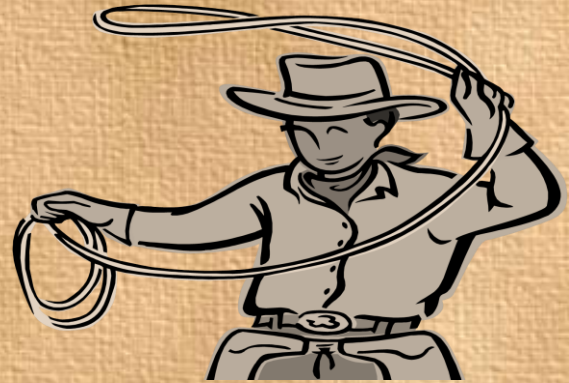


That tart was tasty but now he had his fill of,
He heard a knock at the door and she shoved him out the window,
Turns out her husband did not believe in free love.

Oh, run those bunnies, run them bunnies boy-i-o,
You gotta run those bunnies and get them home,

So let this be a warning be the part,
to Bunnymen on this long long drive,
Don't give your heart to a tart,
because she ain't as sweet inside.

Oh, run those bunnies, run them bunnies boy-i-o,
You gotta run those bunnies and get them home,



Optional Rules

Using a Lasso

When using a basic lasso, simply roll a normal to hit roll against the Armor Class of the target that you wish to ensnare. Because the dire rabbits are easily frightened they will stop moving when snared or start pulling with all their might to be free (roll a die odd = fright and even = flee). If the animal tries to pull the lassoeer will have to make a successful save versus wisdom or strength, depending on if they are trying to calm them down (wisdom) or wear them out (strength).

Riding a Bunny

To control a dire rabbit, use a normal dexterity save, if the animal becomes startled have them save on wisdom to calm it down, and if the animal takes off on a wild ride save versus strength to hold on or dexterity to dive off. For the purposes of racing another character, make a save versus wisdom to coax a little more speed out of your animal. If the animal loses control, roll versus strength to hold on, if it is a particularly wild beast feel free to increase the challenge every round.

Half-Knight

Fighter Class Option

The Half-Knights are a cavalier-style class, requiring a small light stature and handling animals with perfection. Half-Knights formed the honor guard meant for the king, but were instead sponsored by the queen. These gallant defenders of honor and justice are well suited as the queen's champions. Each are sworn to uphold courtly manners, honor, and courtesy; While they may only be half-men in stature but they are full-men in heart.



A half-knight must be half normal humanoid size, such as Halfling or gnome, as any race over four feet would be too large to handle their smaller mounts. A half-knight will focus their prime requisite as dexterity, in order to leap, bound, move quickly, and move quietly. They are able to use any weapon of choice, though they prefer melee weapons or a light lance when mounted. They may also wear any armor, though again they prefer lighter armor that allows them to move faster and quietly. Half-Knights are not timid with using unusual or experimental devices; at times they have employed black powder weapons, spring-loaded holsters, or even clockwork automatons. Their human counterparts (knights) are only interested in brutal warfare, while half-knights know that wars are often won behind closed doors. Thus the subtle and gallant art of warfare is usually won by the noble half-knight.

A halfling knight npc/class mounted on a dire mouse or war-rabbit. The rat rider doesn't need a bridle or harness, talking to the rat and the rat knowing what needs to be done. Only a commander rides the giant rat, they are more intelligent and dangerous than the giant rabbits, and can pack a punch in a fight.

Hare and Gone



The party joins a Dire-bunny drive as guards on a long cross-country trek to ensure delivery of the furry mounts to the queen's personal knights; but dangers lurk around every corner. Can your heroes get a wild warren of rabbits through the dangers of the world? Will a tribe of angry Goblins turn the herd into stew? Who knows, but with fifty rabbit's feet on your side, you might get lucky!