Predators

ATTACK TACTICS VARY AMONG DIFFERENT PREDATORS

RAPTORS' first attacks are from the air; if successful, they must stay on the ground for one combat round before taking flight again.

CATS & BRUTES may *Claw* or *Bite*, and may *Double Attack* with Claw.

STOATS, FERRETS, CHASERS & CRYPTICS only *Bite*. On an attack roll of 6 (excluding bonuses), **CHASERS** also *Shake*, for double damage.

STOATS can *Fascinate* prey: if 1d6 + MYS of Stoat is greater than 1d6 + MYS Rating of Target, then Target is in Shock.

STOATS & SNAPPING TURTLE are difficult to escape once they have bitten — treat a bite like a Jaw-Trap for escape. After Stoat's 1st bite, it may bite again for more damage, but failure does not result in losing its grip.

SNAPPING TURTLE & MINK will attempt to drag prey into water after biting, 1 hex/turn.

PREDATOR ENCOUNTERS

ENCOUNTERS with resident predators, neutral animals, or other rabbits depend on the particular Adventure drafted by the GM. Wandering encounters with predators occur about once/hour. Roll 1d6 each turn; a roll of 6 results in an encounter. The type of predator is determined randomly: 1 or 2: Chaser; 3 or 4: Stalker; 5: Raptor; 6: Cryptic. The GM may choose which predator within the category randomly, or based on appropriate setting, number and level of rabbits involved.

TRAIT NUMBERS shown in Table are Rating equivalents for use in Combat, Spotting Rabbits, and other Skill Checks.

MOVEMENT SPEEDS listed in the Table should be used for large-scale movement above ground. In combat, predator movement is restricted; no predator can move more than 5 hexes in a single combat round.

FLIGHT is a special movement of raptors. SPD Ratings in the Table assume the raptor is flying; if on the ground, SPD=1. Raptors also ignore all terrain restrictions on the Battleboard when flying, but still have an Attack Penalty (-2) across a dotted red line.

SPOTTING RABBITS requires the GM to roll 1d6 + 2 predator's INT greater than the rabbit DV of 6, or greater than 1d6 + INT Rating of lead rabbit if moving stealthily. Raptors are considered as if Posting; add +INT to die roll. Predators automatically decide to hunt if they spot a rabbit.

PREDATOR RETREAT – Any predator will attempt to *Break Off* attack if its HP falls below half of its maximum.

BRUTES

Large predators with great strength & stamina.

BADGER
DV:4 | MOVE: 1 | HP: 50
STR:4   SPD:1   INT:3   AGI:2   CON:7   MYS:2   SML:3   CHA:4

BLACK BEAR
DV:2 | MOVE: 3 | HP: 150
STR:8   SPD:1   INT:3   AGI:2   CON:24   MYS:4   SML:8   CHA:4

CHASERS

Dogs and relatives that hunt by moving over terrain at a steady pace, running down their prey.

DOG, SMALL
DV:4 | MOVE:2 | HP: 25
STR:2   SPD:3   INT:4   AGI:2   CON:3   MYS:2   SML:4   CHA:4

DOG, MEDIUM (BORDER COLLIE)
DV:4 | MOVE:4 | HP: 45
STR:3   SPD:2   INT:4   AGI:2   CON:6   MYS:4   SML:5   CHA:5

FOX
DV:6 | MOVE:6 | HP:40
STR:2   SPD:4   INT:5   AGI:3   CON:5   MYS:3   SML:6   CHA:6

COYOTE
DV:4 | MOVE:9 | HP: 60
STR:3   SPD:3   INT:5   AGI:3   CON:8   MYS:3   SML:7   CHA:7

CRYPTICS

Snakes and other special predators that lie in wait, then strike without warning.

GOPHER SNAKE
DV:4 | MOVE:1 | HP: 15
STR:1   SPD:1   INT:2   AGI:1   CON:1   MYS:1   SML:2   CHA:1

RATTLESNAKE
DV:6 | MOVE:1 | HP: 15
STR:8   SPD:1   INT:2   AGI:1   CON:1   MYS:1   SML:2   CHA:1

SNAPPING TURTLE
DV:8 | MOVE:1 | HP: 40
STR:4   SPD:0   INT:2   AGI:4   CON:5   MYS:4   SML:1   CHA:1

MINK
DV:6 | MOVE:2 | HP: 25
STR:4   SPD:2   INT:4   AGI:4   CON:3   MYS:2   SML:4   CHA:6

RATS (ATTACK IN GROUPS OF 2D6)
DV:4 | MOVE:1 | HP:10
STR:1   SPD:1   INT:3   AGI:1   CON:1   MYS:1   SML:3   CHA:4

STALKERS

Cats and Weasels that hunt by stealthy sneaking until close, then pouncing on prey.

HOUSE CAT (PERSIAN)
DV:6 | MOVE:2 | HP:25
STR:1   SPD:1   INT:4   AGI:1   CON:3   MYS:1   SML:2   CHA:2

ALLEY CAT (TABBY)
DV:6 | MOVE:3 | HP:25
STR:2   SPD:1   INT:4   AGI:2   CON:3   MYS:1   SML:2   CHA:2

BOBCAT
DV:8 | MOVE:3 | HP:40
STR:3   SPD:3   INT:5   AGI:3   CON:5   MYS:1   SML:2   CHA:4

STOAT (SHORT-TAILED WEASEL)
DV:6 | MOVE:3 | HP:15
STR:1   SPD:1   INT:4   AGI:3   CON:1   MYS:4   SML:4   CHA:4

BIG STOAT (LONG-TAILED WEASEL)
DV:8 | MOVE:2 | HP:20
STR:1   SPD:2   INT:4   AGI:4   CON:2   MYS:3   SML:4   CHA:4

FERRET
DV:6 | MOVE:8 | HP:25
STR:2   SPD:2   INT:4   AGI:4   CON:3   MYS:2   SML:4   CHA:2

RAPTORS

Birds of Prey that hunt from the air, striking suddenly, often at great speed.

RED-TAILED HAWK
DV:4 | MOVE:17 | HP:15
STR:5   SPD:8   INT:5   AGI:3   CON:1   MYS:1   SML:1   CHA:2

HARRIER
DV:2 | MOVE:8 | HP:15
STR:3   SPD:8   INT:4   AGI:2   CON:1   MYS:1   SML:1   CHA:2

PRAIRIE FALCON
DV:4 | MOVE: 20 | HP:15
STR:4   SPD:8   INT:5   AGI:4   CON:1   MYS:1   SML:1   CHA:2

OSPREY
DV:2 | MOVE: 12 | HP:20
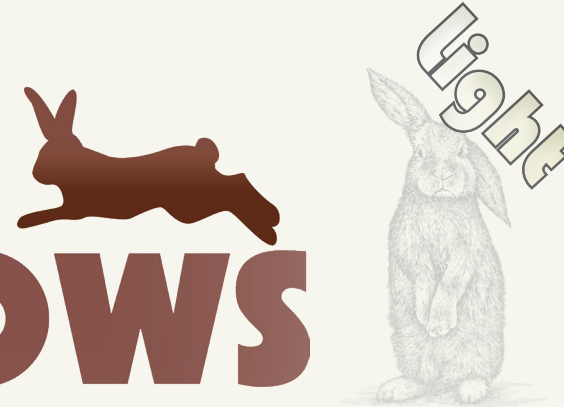STR:5   SPD:8   INT:4   AGI:2   CON:2   MYS:1   SML:1   CHA:2

BARN OWL
DV:8 | MOVE: 8 | HP:15
STR:4   SPD:8   INT:4   AGI:3   CON:1   MYS:3   SML:1   CHA:6

bunnies &burrows light

WELCOME TO B&B LIGHT!

Bunnies & Burrows was first published in 1976, and allowed you to roleplay as an intelligent rabbit. The new edition (2018) has been completely revised to enhance clarity and playability. You are holding the B&B Light version, greatly streamlined to introduce new players to roleplay games, suited to encourage play by younger family members, and convenient for use at conventions and short campaigns.

BASE TRAITS

In B&B Light, create your rabbit character by rolling 3d6 for each of 8 Traits in the order listed below. You may then either add 2 points to a single base Trait score, or add 1 point to each of three base Trait scores. Choose name and gender for your character. Note there is a Primary and Secondary Trait for each of four professions. Every profession is appropriate for either male or female characters. (Gendered pronouns in the rules below do not imply a preference.) There are no gender advantages or disadvantages in combat or other activities.

STRENGTH (STR) – Primary Trait of Fighters; determines jumping distance and damage bonus in combat.

SPEED (SPD) – Secondary Trait of Fighters; determines running speed, climbing and swimming, and defense bonus in combat.

INTELLIGENCE (INT) – Primary Trait of Scouts; determines predator and trap detection.

AGILITY (AGI) – Secondary Trait of Scouts; determines chance to strike in combat, disarm traps, and remove pests.

CONSTITUTION (CON) – Primary Trait of Empaths; determines healing rate and hit point bonus.

MYSTICISM (MYS) – Secondary Trait of Empaths; determines disease detection and shock resistance bonus.

SMELL (SML) – Primary Trait of Herbalists; determines recognition of plants and tracking bonus.

CHARISMA (CHA) – Secondary Trait of Herbalists; determines language bonus.

LEVELS

In B&B, levels are gained separately in each Trait. All levels are initially 0. You may choose any profession for your character, although it is to your advantage to choose according to your best base Traits. When you choose your profession you instantly become level 1 in both your primary and secondary Trait. Thereafter you gain levels by completing adventures. Each time you complete an adventure you may select one Trait to raise by one level, to a maximum of 3. For advancement beyond 3rd level, please refer to the full version Bunnies & Burrows rules.

BASE BONUS AND TRAIT RATING

Base scores for Traits (3d6 die rolls) give a Base Bonus of +1 for scores of 13-14, and +2 for scores of 15 or more. Various abilities (Attack, Defense, Damage, etc.) improve as you gain levels in different Traits. Your Trait Rating is the sum of the Trait Level plus Base Bonus. Thus, if your Base score for Strength is 16 (+2) and your STR Level is 3 — simply denoted as **16 STR, L3** — your STR Rating (which determines damage in combat) is +5 (2+3).

CHARACTER RACES

In B&B Light, all player characters are rabbits (bunnies), with a choice of four professions. In the full version B&B rules, you have the opportunity to play certain other animals, as well as four additional professions.

Bunnies in B&B have a number of idiosyncrasies that expand (or restrict) their abilities compared to their biological counterparts (based loosely on European Rabbits). Bunnies can only count to four; anything above that number is "a thousand". Bunnies also can carry items and spring traps without getting caught (both based on AGI), speak the languages of other animals (CHA), empathically heal (CON), and use herbs to achieve effects that seem magical (SML).

Playing the Game

TIME

A turn represents 10 minutes. A combat round is 6 seconds.

SCALE & TERRAIN

Overground maps for bunny adventures generally are drawn to a large scale, with large hexes of 30-100 meters. Burrow systems and special features above ground should be drawn at a finer scale (~ 1-m hexes). Battleboards are drawn to the finer scale. Many types of terrain, representing different habitats, may be represented. These rules refer to eight habitats: Farm, Orchard, Grassland, Oak Forest, Brush, Rocky Hillside, Mountain Stream, & Marsh.

MOVEMENT RATE

On large scale maps, normal rabbit movement (a hopping or walking pace) is one large hex per 10 min. (Rabbits continually nibble on food as they walk). Stealthy movement is half speed. Rabbits can run fast, but not far. So when players intend to move over large distances quickly, the rabbit movement rate may be doubled to 2 large hexes per 10 min, or faster with a SPD Base bonus (3 or 4 hexes per turn). See Combat for movement on the Battleboard. Rates of movement for various predators also are expressed in hexes per 10 minutes (large scale).

DICE & SKILL CHECKS

Outcomes of many actions by players are determined by die rolls, modified by Trait Ratings, Base Bonuses, or other factors. All die rolls in B&B can be resolved with six-sided dice (d6). Skill checks succeed when the die roll plus a Trait Rating exceeds a Difficulty Value (DV) for that task; thus, high die rolls and high Ratings benefit rabbits. Unless otherwise specified, Difficulty Values are set by the GM, with the following guidelines: Trivial: DV=2, Easy: DV=4, Moderate: DV=6, Hard: DV=8, Expert: DV=10. Combat rolls also add die rolls to Trait Ratings, so higher sums are better. Players may perform Public die rolls, where results are open to everyone. But GMs should conduct passive checks for spotting or detecting hidden features privately.

Combat

When a party of rabbits encounters enemies (predator or hostile rabbits), either side may initiate combat. Combat proceeds as follows:

- The aggressor identifies one opponent as the target of the attack.
- Tokens are placed on the Battleboard to represent each combatant.
- Combat proceeds in a series of rounds, in which all combatants will have a turn to act. The aggressor acts first. If the aggressor achieved surprise (see Spotting Rabbits), then the first round is free and the aggressor immediately begins a second combat round.
- The target acts next, followed by other combatants. Play continues in the same order until (a) the target is captured or killed, or (b) all combatants of one side have fled from the battleboard.

The Battleboard

Combat is played on the Battleboard, with one side for burrows and the other for topside battles. (Battleboards for different habitats are available in the full version of B&B.) The target is placed first in a random location, by rolling 1d6 and placing the token on the numbered hex. The aggressor's token is placed next on any other numbered hex. Up to 4 additional combatants, 2 defenders (players' choice) & 2 aggressors, are alternately placed on any remaining numbered hexes. Other combatants present but not placed are presumed to hide and watch from the shadows.

Action Turns: Attack and Move

Each turn consists of two actions, either attack then move, or move then attack. Moving twice is not allowed. (3rd Level Fighters also have the option of double attack.) Attacks may only occur from an adjacent hex. During an attack, the player chooses among available tactics. After the attack, the defender in that attack may respond with one reaction, either attack or move, but not both. If attacked by more than one enemy, a defender may react only once during the same combat round.

Movement on the battleboard

Rabbits have two points for movement during combat, plus any Base Bonus for SPD (+1 or +2; not the SPD Rating). Movement is limited to one hex if starting adjacent to an enemy. Most hexes cost one point to enter. Hexsides with a dotted red line permit attacks across that line, but with a -2 penalty To Hit. A rabbit (or predator) may move across a dotted hexside during combat movement, but their turn ends at once (no further actions that turn). If a rabbit can reach one of the exit arrows, they successfully flee. No two animals may occupy the same hex (except Rats, up to 4 per hex), but may move through hexes occupied by friendlies with no penalty.

The Attack Roll

To attack, roll 1d6 + AGI Rating; to defend, roll 1d6 + SPD Rating. The attack roll hits if greater than the defense roll; otherwise the attack fails. Damage is determined by the tactic and STR Rating.

Regular Attack Tactics

CLAW: +1 bonus to Hit; Damage = 1 + STR Base Bonus (STR Rating for predators). No effect on next attack by opponent.
BITE: No bonus to Hit; Damage = STR Rating. (Successful Bite permits next turn for Fighters.) A Bite attempt results in -1 defense against next opponent attack.
RIP next turn for Fighters.) A Bite attempt results in -1 defense against next opponent attack.
DODGE: No damage, but +2 defense against next opponent attack.
BREAK OFF: Attempt to flee from the combat. Roll 1d6 + SPD Rating; if greater than difficulty based on predator type, then immediately move up to full allowance. No other attack or reaction allowed this turn.

Special Attack Tactics

RIP (Fighter only, after successful Bite): No bonus to Hit; Damage = 1d6 + STR Rating; successful Rip results in -2 defense against next opponent attack.
APPLY HERB (3rd Level AGI Only): Success is automatic if used on self or ally. If used against opponent, success determined by normal attack roll (1d6 + AGI Rating). Result depends on herb effect.
EMPATHIC HEAL (Empath only): Cannot be performed on self, but automatic on ally. Ally heals 3 HP, but Empath incurs 2 HP damage.
EMPATHIC HURT (Empath only): Successful attack by 1d6 + CON Rating against adjacent opponent, who defends with 1d6 + CON Rating. (Note the different Rating used in this attack.) Damage = CON Bonus to opponent, but if successful, heals self by 1 HP.

Strength (STR)/Speed (SPD): The Fighter

A Fighter is a warrior rabbit that guards the warren from intruders
STR RATING is used for Damage & jumping distance.
SPD RATING is used for Defense, climbing and swimming.
SPD BASE BONUS is used for Movement Rate.
SPECIAL ABILITIES: At 3rd Level STR, the Fighter knows a secret fighting tactic: the Double Attack (two attacks in one combat round, with no move). Refer to Combat Rules for information about fighting.
JUMPING ability (horizontal) is determined by STR Rating + 1 (in meters). Vertical jumping is reduced by half.
CLIMBING ability is SPD Rating + 2 (meters); **Swimming** ability is SPD Rating + 1d6 (meters), rolled for each swimming attempt.

Intelligence (INT)/Agility (AGI): The Scout

A Scout is a rabbit that excels at detection of traps, pests, and other animals.

INT BASE BONUS is used for passively Spotting Predators.
INT RATING is used for Detection & Trap Escape, and actively Spotting Predators.
AGI RATING is used for Attack in combat and Disarm Trap, Remove Pests, and Carry small items.
SPECIAL ABILITIES: At 3rd Level, Scouts have a chance of passively detecting Stalking or Cryptic predators. See Spotting Predators.

Traps

In B&B Light, there are four kinds of traps: Snare/Pit/Jaw-trap/Live Trap. The lead rabbit in the party will notice a trap clue with a 1d6 + INT Rating greater than the concealment DV. If the trap is not detected by the lead rabbit, it is likely that some rabbit in the party will trip it as they walk by; the GM rolls another 1d6 to see which of four random members of the party is caught. On a 5 or 6, nobody is caught and the party passes unknowingly. If the party is not on the move, but has stopped to search for things of interest in their location, each searching rabbit may roll against their INT Rating to try to detect the trap.
Once the trap is detected (either by noticing a clue or someone getting caught), the trap may be disarmed (and any rabbit still trapped freed). The rabbit attempting to disarm must roll 1d6 + AGI Rating greater than the DV to disarm, else the attempt fails and the rabbit is caught in the trap.

TRAP CLUES & DIFFICULTY VALUES: Loop of Vine (Snare); Disturbed Earth (Pit); Glint of Metal (Jaw-trap); Bait (Live Trap). In B&B Light, Concealment DV = 2 for Live Trap and 4 for all other traps; DV to disarm = 2 for Snares and 4 for all other traps.
TRAP DAMAGE: Snare (1 point, +1 point for each minute in trap); Pit (2 points); Jaw-trap (1d6 points); Live Trap (no damage).
TRAP ESCAPE: A trapped rabbit cannot escape by itself (without GM intervention). Another rabbit may attempt to rescue the trapped rabbit once per minute (only one rabbit may try at a time). Escape succeeds on a roll of 1d6 + INT Rating of the rescuer greater than DV to disarm. (Note the different Trait Rating for escape and simple disarming.)

Pests

In B&B Light, there are four kinds of pest. Rabbits pick up pests on a private 1d6 roll of 6 in specific habitats: Ticks in brush, Leeches in marsh, Mites in forest, Fleas in grassland. Pests will automatically be detected if a rabbit grooms. Otherwise they are not noticed until itching occurs, in which case the rabbit has already been infested. Pests prevent a rabbit from healing, and additionally cost 1d6 points of damage per day they remain on the rabbit. Repeat infestations by the same pest cause no additional damage, but multiple infestations result in cumulative damage (e.g., ticks and fleas = 2d6/day).

PREVENTING PESTS: Treatment with Pestflower protects against all pests for one day.
REMOVING PESTS: Grooming removes all pests by rolling 1d6 + AGI Rating greater than 4. Grooming may be attempted once per 10 minutes. It is OK for one rabbit to groom another.
DISEASES: In addition to direct damage, pests can cause disease. Leeches and Mites do not transmit disease, but Ticks can cause Fever and Fleas can cause Plague. See Empath rules for more information on contracting and curing disease.
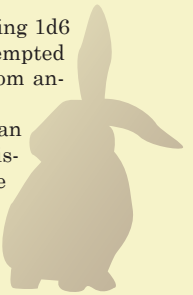
Spotting Predators

One of the greatest hazards that rabbits face is predators. In B&B Light, there are five categories of predator: Raptors/Chasers/Stalkers/Brutes/Cryptics. Predators first appear at Safe Distance; if spotted, rabbits have the chance to hide and evade an attack. If the predator is not spotted, it approaches to Close. Spotting can happen passively, when rabbits are engaged in other activities, or actively, when players explicitly announce they are looking for danger.

PASSIVE SPOTTING: Chasers, Brutes and Raptors are spotted passively only when the lead rabbit, or any scout in the party, rolls 1d6 + INT Base Bonus (private roll) greater than predator DV (see predator table). Thus, a rabbit with a base score of 14 INT (+1) needs a roll of 4-6 to spot a coyote (DV=4) at Safe Distance. Only 3rd Level Scouts have a chance to passively spot Stalkers or Cryptics (same INT check).
ACTIVE SPOTTING: A check is made only when players announce their rabbit is "scanning" or "posting". Scanning spots Chasers, Brutes and Raptors on a 1d6 + INT Rating greater than predator DV. When Posting, add 2 to the die roll. As in Passive Spotting, only 3rd Level Scouts have a chance to actively spot Stalkers or Cryptics by scanning or posting.
If a predator is not spotted at a Safe Distance, then the same spotting rules are applied to see if it is spotted when Close. If no rabbit spots the predator when Close, the predator initiates Combat with surprise, gaining a free attack round. If the predator is spotted when Close, then Combat occurs, but neither side gains surprise.

Carrying Items

Rabbits do not have equipment in the sense of other fantasy games. However, a rabbit may carry one item (no bigger than an apple or a small head of lettuce) in its mouth. In addition, a rabbit may tuck one small item (such as an herb) into its fur. One additional small item may be carried for every point of a rabbit's AGI Rating. Remember that rabbits may carry more than four items, but they can't count higher than four, which can lead to difficulties in keeping track, detecting theft, or trading.

Constitution (CON)/Mysticism (MYS): The Empath

An Empath is a rabbit with the power to lay on paws, by either transferring damage from another rabbit to itself, or by damaging an enemy and healing itself.
CON RATING is used for Healing or Empathic Hurt.
CON BASE BONUS is used for Hit Points.
MYS RATING is used for Shock Resistance.
SPECIAL ABILITIES: A 3rd Level Empath can employ Empathic Hurt as a special combat tactic.

Hit Points (HP)

Hit Points represent the ability of an animal to withstand damage. A starting rabbit has eight HP plus CON Base Bonus. With each new level of CON, the rabbit gains an additional five HP plus CON Base Bonus. Thus a rabbit with **13 CON, L3** would have [(8+1) + 3*(5+1)] = 27 HP.

Healing

A declared Empath may heal another rabbit or willing subject by touching her paws to the body of the victim and absorbing the damage into her own body. Success is automatic on a willing subject. If not engaged in combat, an Empath absorbs 2 HP of damage for every 3 HP of damage healed, up to a maximum of her CON Rating, per hour. A 3rd Level Empath with a base Trait score of at least 13 can deliver Empathic Hurt in combat. See Special Combat tactics for Empathic Heal or Empathic Hurt during combat.
In addition to empathic or herbal healing, a resting rabbit recovers one HP per total CON Rating per day, with a minimum of one HP. Empaths have accelerated healing, of 2 HP per CON Rating per day.

Danger and Death

When a target is hit, the damage is deducted from their hit points (HP). If HP reaches zero, the target is unconscious; if below zero, the target dies within ten minutes unless healed to above zero.

Spotting Predators

[See above section]
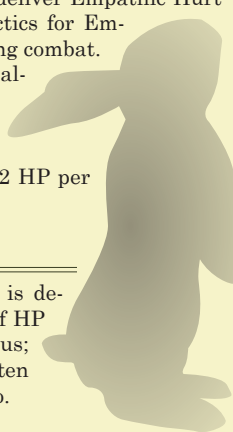
Shock

Rabbits may become paralyzed with fear. When suddenly startled, such as by a loud noise, it may go into Shock. When exposed to sudden or frightening events, each rabbit in the party must attempt to save from shock by rolling 1d6 + MYS Rating and cannot exceed MYS DV of 4. Once in shock, the rabbit stands motionless, and cannot take any action for 1d6 combat rounds (if in combat), or 10 min (if not in combat).

Disease

If a rabbit is infested with Ticks or Fleas for half a day, it will contract disease on a 1d6 roll of 6. **Fever** causes blindness after 1 day, but is not contagious; it is cured by an Empath on a 1d6 roll of 6 (one try per day). **Plague** causes 3 points of damage per day and is contagious (1d6 roll of 6 per rabbit per day). Plague is cured by *Blood-letting*, with leeches or 2 points intentional damage, on a 1d6 roll of 6 (one try per day). Both are cured by the herb Rabbit Flower.

Smell (SML)/Charisma (CHA): The Herbalist

An Herbalist is a rabbit that excels in knowledge of plants and animals, and can prepare herbs for use by rabbits.
SML RATING is used for Identify Herbs.
SML BASE BONUS is used for Tracking.
CHA RATING is used for Languages.

Special Abilities: Only Herbalists can prepare herbs for use or track in habitats other than Grassland or Orchard. A 3rd Level Herbalist has a chance to passively detect herbs without searching, and may track in any habitat.
Herbs: In B&B Light, there are eight different herbs, each of which is usually found in a different habitat (see table below).

Any rabbit may carry and use an herb, but only an herbalist may apply one to an opponent in combat. Hitting a target with an herb in combat is based on AGI Rating (though use on yourself is automatic). If an herb is encountered by the party, either a Scout (INT Check) or an Herbalist (SML Check) may detect it. Only an herbalist may identify and prepare one (1d6 roll + SML Rating greater than 5); if the attempt fails, the herb is ruined. Herbs that are gathered but not prepared last only one day; prepared herbs last indefinitely.

Tracking

A rabbit may track another animal by smell for up to SML Rating X 10 minutes, moving at a normal pace. All rabbits may track in Grassland or Orchard habitats; only Herbalists may track in other habitats, and only 3rd level Herbalists may track in Rocky Hillside or Marsh.

Languages

All rabbits know the rabbit language. There are also the languages of **dogs** (dog/fox/wolf/coyote), **cats** (housecat/bobcat/lynx/puma), **rats** (mouse/rat/beaver/squirrel), **weasels** (weasel/ferret/skunk/wolverine), **diggers** (armadillo/mole/groundhog/possum), **birds** (all birds), **coldies** (fish/frog/snake/lizard), and **crawlies** (insect/spider/scorpion/pillbug). No rabbit knows the language of man. For each point of CHA Rating, you may learn one non-rabbit language from the choices shown.

Herb	Typical Habitat	Effect
Slumberlily	Rocky hillside	Puts target to sleep (1d6 combat rounds, no actions)
Snuffball	Oak forest	Causes target to sneeze (1d6 rounds, cannot attack/pursue)
Poison mushroom	Orchard	Damages target (1d6 points)*
Nettle	Brush	Heals target (1d6 points)*
Pestflower	Grassland	Protects target from pests (1 day)
Orchid root	Farm	Protects target from herbs, including nettle (1 day)
Bounceberry	Mountain Stream	Increase SPD Rating +2 for 1 day
Rabbit Flower	Marsh	Cures any disease

* + SML Rating, if delivered by an Herbalist