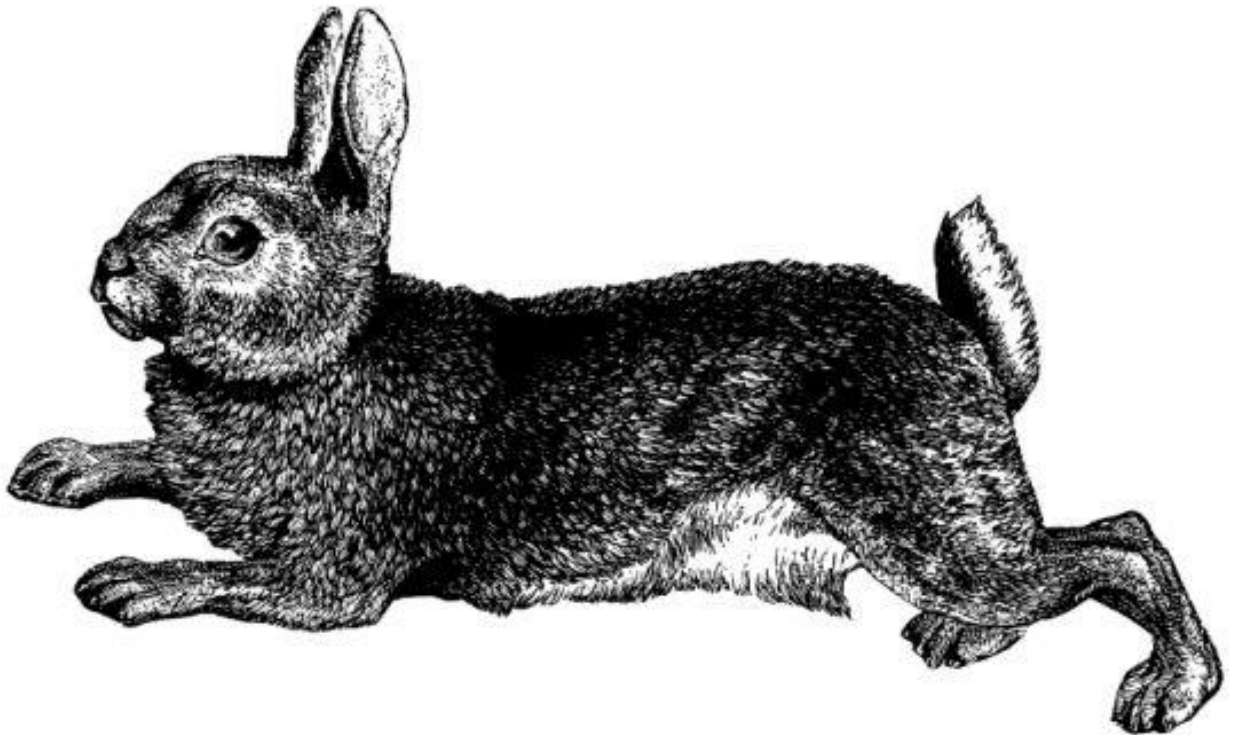


Secret Of The Spooky Old Warren



Beginning-Level Adventure Module for use with the Quick Start version of
GREAT & SMALL: THE ROLEPLAYING GAME OF ANIMAL FANTASY

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“Secret Of The Spooky Old Warren” is an adventure module for use with the Quick Start version of GREAT & SMALL: THE ROLEPLAYING GAME OF ANIMAL FANTASY. It is designed for a party of 2 to 5 beginning level (0-level) characters of Tiny Size or smaller. Preferably, these characters are all rabbits, but the Quick Start rules provide options for other species of suitable Size. Whether other species are allowed by the BM, the adventure still works best if the majority of the player characters are rabbits.

Setting: This adventure is written to be as “generic” as possible, so that BMs can tailor it to their own preferences. However, its default setting is the Trucewood Vale, a fantasy realm that would feel familiar to players of the original fantasy roleplaying game. The Vale is populated mostly by intelligent animals suitable to a temperate woodlands or mountain environment similar to that of Southern California. However, it is also a “holy land” of sorts to animals from all over the world, some of whom come to visit on long pilgrimages; thus, just about any land animal could be encountered there. The Vale lies close to the faerie realms, as well, so small longpaw-like fey beings such as brownies and pixies could also be encountered, along with magical beasts like griffins, owlbears, or unicorns. The magic of the Vale provides all that the animals need for basic survival, so predation is largely unknown, and animals live in relative peace with one another. However, the recent arrival of longpaws to the west seems to have awakened an ancient darkness; corrupt animals and monsters have begun to appear in the land, and there are rumors that dragons will return in the near future.

None of these fantasy elements play a direct role in this adventure, however. “Secret Of The Spooky Old Warren” can easily take place in the modern world, or in prehistoric times, or anywhere else the BM can imagine. There are no magical effects from the classic fantasy game encountered in the Warren, though this adventure does make use of the concept of **spandrels** described in the Characters Quick Start document.

The Set-Up: The player characters are, preferably, a group of young rabbits who live in the “kingdom” of Bramblewarren (pronounced “bramble warn”) and have recently come of age, now ready to start finding their place in society. Bramblewarren is a large kingdom populated by “lots” of rabbits (NOTE: rabbits cannot count higher than four, so any number larger than four simply becomes “lots”; feel free to confound players with this description any time an encounter features more than four opponents), so there are plenty of opportunities for advancement.

Recently, Bramblewarren’s Seer, Thistle, loyal servant to King Truffle IV, has been having disturbing dream visions about an ancient darkness that will bring destruction to the kingdom unless it is found and stopped before it can take root. Like most Seers, Thistle is vague on the details of his dream visions, but he has been increasingly worried that the danger is closer than anyone suspects. Thus far, Thistle has told only King Truffle about his visions, and the two of them are still trying to decide what to do about the matter.

This is where the player characters come in. If one of them is a Seer, the BM should grant them recurring dream visions about the first King Truffle, who lived lots of years ago and is fondly remembered by everyone in Bramblewarren; if there is no Seer among the party, then

the dream should be told to them by either a Seer of their acquaintance, or by a weird wandering mystic of some other species, whom they encounter during their daily foraging.

In this dream, King Truffle I is always seen sitting atop the hill containing Bramblewarren, crying tears of blood. The shadow of a stag leaps across the moon, and Truffle I dashes into the nearby woods, trying to lure the dangerous stag away from the rabbit kingdom. Something – is it the stag? – chases Truffle, and its cry sounds like a female longpaw in anguish. But Truffle’s ruse is to no avail: when he feels he’s lost his pursuer and returns to Bramblewarren, he finds the kingdom destroyed, the ground littered with the bodies of slaughtered rabbit kits and does. Truffle cries out in despair, and dashes into another warren on the eastern border of Bramblewarren... a warren no one awake has ever seen before.

Hopefully, the PCs are motivated to learn more about the meaning of this disturbing dream, and seek out the advice of either Thistle or King Truffle IV. Once they do this, Thistle will connect the dots: there is a potential danger to the kingdom growing in the east, where the remains of the original King Truffle’s old warren lie. The current King Truffle tasks the party of youngsters to journey to the old warren (which lies over lots of hills) and investigate any dangers that may lurk within. If the problem there is too great for them to handle, they are to return to Bramblewarren at once and report to him and the Warren Watch, his elite guard of warriors. If they can handle the problem on their own, however, they should do so.

When they return, he decrees, they will be rewarded with lots of truffles and lettuce, and be granted apprenticeships to the finest masters of their respective niches in all the kingdom.

If this is not enough to motivate the party to go and explore the old warren, the BM should have any Seer among the party (or Thistle, if the party has no Seer) suddenly collapse into a seizure and suffer a vision of themselves and their loved ones being consumed by a hateful darkness. This should remind them that the personal stakes are high, and they appear to have been chosen by fate to go down this path.

The Trip To The Old Warren: The overland journey to the old warren is not the focus of this adventure, so it can be handled in as much or as little detail as the BM desires. The text assumes that after the Set-Up described above, action resumes at one of the entrances to the old warren.

Finding one of the entrances to such an old, abandoned warren after all this time is a Tough Scout lore check. There are 14 possible entrances to the old warren, so the party will have many opportunities to find their way inside. However, there are also six bolt holes and four secret kettles (described later) on the hill containing the Spooky Old Warren, so there is a chance that a search of the hill uncovers an entrance to one of these locations instead.

BMs who wish to play out the search can roll 1d24 (or 2d12). A result of 1-4 uncovers an entrance to one of the Secret Kettles. Results of 19-24 uncover one of the Bolt Holes. Any other result uncovers a true entrance to the Warren itself.

With a successful Challenging Scout lore check, the players can discover that all of the warren entrances (but *not* the Bolt Hole and Secret Kettle entrances) have been recently fortified in an effort to conceal them from outsiders. Clearly, the old warren is no longer abandoned.

Background To The Adventure: Many years ago, in a land far beyond the Vale, there was a religious civil war among that land's moles. The losing faction was persecuted and its leaders banished. Among these leaders was a Seer, and self-styled prophet, named Rootrot, a conniving but not entirely selfish young mole whose star had been rising before his faction was defeated. Rootrot gathered what he could of his religion's followers and led them on a grand, dangerous quest to the Vale, where he hoped to start anew and give his followers a chance to rebuild.

Upon arriving in the Vale, Rootrot began having visions that an ancient being of great power was awaiting his discovery, and could be the key to his people's revenge. The visions led him to the old warren, where a rabbit exiled from Bramblewarren lots of years ago had also recently taken up residence.

Death Cap, as this rabbit called himself, had once challenged King Truffle IV and lost, resulting in his banishment from the kingdom. Death Cap traveled the Vale and lands beyond for lots of years, seeking a mythical power that would allow him to return and depose King Truffle once and for all: the power to become a jackalope. Somewhere beyond the Vale – where, he will not say – Death Cap recently gained this vaunted power, and has now returned to seek his vengeance on King Truffle. He settled in the old warren because he thought it would be a good place from which to observe Bramblewarren, attract dissenters to his side, and plot his campaign against his former home.

Death Cap's arrival at the old warren coincided with Rootrot's, and the two made fast allies. Rootrot found the old warren very attractive as a new home for his people, and Death Cap thought the moles would make excellent minions and spies; after all, moles are everywhere, but few ever see them. They could get into and out of Bramblewarren without ever being seen. So, the two animals made a pact of mutual support.

When this adventure begins, Rootrot's moles have begun a war of conquest against the moles of the Vale, hoping to subjugate them quickly in service to the mighty jackalope Death Cap. The player characters have arrived at just the right time to disrupt Rootrot's plans, and possibly even defeat Death Cap himself.

But it will not be easy. The moles have fortified their new home well, and laid many traps for the interlopers Rootrot's visions told them were coming...

The Challenge: Most of the adversaries in this adventure are moles, and the traps they have laid throughout the old warren. If the players are smart, they can probably overcome most of the challenges they encounter. However, Death Cap the jackalope may be beyond their capabilities; if he escapes or survives this adventure, he could make an excellent recurring villain.

The moles of the old warren have decided that stealth and psychological warfare are their best strategy. The traps and renovations they have made are designed to frighten interloping rabbits away, further bolstering the location's reputation as a dangerous, haunted place. However, they are not averse to lethal conflict if interlopers prove to be more courageous than expected. The BM should assume that Rootrot, Deepdread, and the three enforcers Lincoln, Blinken, and Nod always attack rabbits with lethal intent. The same is not true of Death Cap, however. His hatred of Bramblewarren's citizens makes him an especially deadly opponent, so the BM should use him sparingly, but he is far-sighted enough to know that unnecessarily killing other rabbits at this early stage of his plot is ill-advised.

Because moles play such a prominent part in this adventure, the game rule information for mole characters is provided below. BMs should allow mole player characters in this adventure only after the party has had a few conflicts against mole NPCs. Perhaps one of the mole prisoners from Area 6 could join the party if they are freed.

MOLE

Moles are masters of stealth and the unseen. Their society, existing as it does almost entirely underground, is largely invisible to other animals. As a result, moles are insular and often introverted when not among their own kind. The isolation of mole society makes them subject to many xenophobic philosophies, with schisms and factional wars common among the larger mole populations. Nonetheless, moles make good friends, and can be valuable contributors to a mixed-species group.

Beginning Hit Points: 1 + niche die result

Hit Points By Level: 1 + niche die result

Habitat: Any, underground

Movement: 45 ft. (15 ft.); burrowing

Natural Armor Class: 6

Natural Attack: 1 bite (1d2)

Size: Diminutive

Species Traits:

■ **Blindsense**

■ **Low-Light Vision**

■ **Mole Toxin:** Mole saliva contains a paralytic toxin that is normally only effective against earthworms, their preferred prey. But with a successful Tough Healer lore check, they can boost the potency of this toxin for a number of rounds equal to their levels in Herbalist lore, to a minimum of 1 round. Any target bitten by a mole during this time must make an Average save vs. paralysis, or become paralyzed for 1d3 rounds. Success on the save means the target's actions are all considered Slow for 1d3 rounds. These effects are in addition to any damage inflicted by the mole's bite. This attack is subject to the dosage-to-Size parameters of herbal concoctions and poisons described in the Herbalism rules.

■ **Scent**

■ **Tunnel Masters:** Moles are consummate burrowers. Their burrowing move rate is equal to their land move rate. They also get a +3 bonus on all lore checks to notice

unusual earthenworks, such as traps, recent burrowing, unsafe tunnels, and so forth.

- +2 bonus on all Scout lore checks to set or spot traps in an underground environment
- +4 bonus to all Trickster lore checks to hide and move silently in an underground environment.
- -8 penalty on all Warrior lore checks involving feats of strength.
- **Suitable Niches:** Healer, Herbalist, Scout, Seer, Storyteller, Trickster

Encounters in The Spooky Old Warren: The following are summarized game stats for the major antagonists of this adventure. They each follow an identical format.

Name of character or creature: level and species, Niche (niche die type); hp (hit points); AC (Armor Class); Thr (Threat rating); SZ (Size category); #Atk (number of attacks per round); Attack type and damage die (+ niche die type, if applicable); Specialization: (type of attack that gets +1 to hit/+2 damage from Warrior niche, if applicable); MV base movement rate (with encounter move in parentheses), other movement rate (encounter rate); Spandrels: special abilities gained from other animals or magic powers.

Most of these characters will usually be found in specific areas of the warren, though Rootrot's mole soldiers do regularly patrol the tunnels they've dug alongside the rabbit tunnels. Assuming the party is moving stealthily, there is a base 1 in 5 chance per turn of encountering a soldier patrol containing as many mole soldiers as there are party members. These soldiers will not seek lethal combat unless it is sought against them first (especially against targets larger than themselves). Instead, they will attempt to strike from beneath the floor or within the walls, hoping to paralyze enemies with a concentrated dose of their mole toxin. If they successfully immobilize opponents, the mole soldiers will alert their superiors, who will in turn contact Death Cap.

Death Cap will attempt to convert any prisoners to his cause, regaling them with stories of the alleged atrocities and crimes of King Truffle IV supposedly committed before they were born, warning them of the monster in their midst. Though he is not above murder, Death Cap is not yet ready to risk the wrath of Bramblewarren with only moles to protect him. If he cannot convert the PCs, or at least make them sympathetic to his cause, he will be content to hold them prisoner indefinitely, hoping they have come around to his way of seeing things by the time he is ready to strike at King Truffle. This provides the BM with a plot device that lets unfortunate PC have an opportunity to escape and either claim victory or flee home to warn their people of the impending threat.

Death Cap, The Jackalope: 5th level rabbit, Warrior (d3); hp 22; AC 3; Thr -3 (Formidable); SZ Tiny; #Atk 3; Bite 1d7 (+1d3), rear kick 1d3 (+1d3); *antlers* 1d7 (+1d3); Specialization: bite, or *antlers*; MV 120 ft. (40 ft.), burrow 45 ft. (15 ft.); Spandrels: *burrowing speed*, *antlers of the jackalope*, *mole toxin* (as mole), *tunnel master* (as mole).

Rootrot, Jackalope's prophet: 4th level mole, Seer (d3); hp 11; AC 6; Thr 3 (Tough); SZ Dim; #At 1; Bite 1d2; MV 45 ft. (15 ft.), burrow 45 ft. (15ft.); Spandrels: *Leap* (as rabbit).

Deepdread, Jackalope's poisoner: 4th level mole, Herbalist (d3); hp 9; AC 6; Thr 6 (Average); SZ Dim; #Atk 1; Bite 1d2; MV 45 ft. (15 ft.), burrow 45 ft. (15 ft.); Herbs Prepared – *bitterberry, bounceberry, burning nettle, feverleaf, fireroot, hero flower, orchid root, powderball (x2), purpleberry (x2), scritchweed, snuffball, sour mushroom (x2)*; Herbs Known -- *bitterberry, bitter mushroom, bounceberry, burning nettle, dodgeweed, feverleaf, fireroot, hero flower, lemonberry, locoweed, orchid root, powderball, purpleberry, scritchweed, snuffball, sour mushroom.*

Lincoln, Blinkin, & Nod; Jackalope's enforcers: 3rd level moles, Tricksters (d3); hp 9; AC 6 (or 4 w/*bounceberry*); Thr 3 (Tough); SZ Dim; #Atk 1; Bite 1d2; sneak attack 2d3; MV 45 ft. (15 ft.), burrow 45 ft. (15 ft.); Herbs Carried: *bounceberry (x2)*.

Rootrot's mole soldiers (lots): 1st level moles, Warrior (d2); hp 5; AC 6; Thr 3 (Tough); SZ Dim; #Atk 1; Bite 1d3 (+1d2); Specialization: bite; MV 45 ft. (15 ft.), burrow 45 ft. (15 ft.).

Navigating the Spooky Old Warren: In many ways, “Secret Of The Spooky Old Warren” is a classic “dungeon-crawl” adventure. It takes place in an isolated, underground location with limited options for character wandering. As such, it's perfect for beginning players and BMs because much of the plot and action options are spelled out in advance.

That said, there is no predetermined ending to the scenario. Instead, descriptions of the locations within the Warren are provided, along with the characters, creatures, and/or traps encountered there. Some groups will succeed in exploring the entire Warren and overcoming all the challenges within it. Others may be forced to retreat, and make another attempt. Especially foolish groups may even end up dead. A great deal of the story's ultimate shape depends on the choices made by the players and their characters.

However, the Spooky Old Warren is also different from classic dungeon crawls that more experienced role-players may be familiar with. For one thing, it is a lot smaller than they are used to. The entire “dungeon” could fit into a single large room, or maybe two rooms, in a more traditional fantasy game dungeon (but that's OK, because the adventurers exploring it are also much smaller).

For another, it is not mapped out in any fashion; instead, the rough dimensions of rooms are provided to the BM. This is both because the structure is easily changed by the burrowing mammals who occupy it, and because animal characters, by default, aren't very good at making and reading maps. Therefore, only specific rooms within the Warren are described in detail, while the tunnels that connect them are left nebulous, and changeable to suit the BM's needs and desires for her game (See, “Tunnel Encounters,” below).

Nonetheless, there are still some general guidelines for movement within rabbit tunnels. A standard tunnel is only big enough for a single adult rabbit to walk through at a time (though they can turn around with minimal effort); thus, most “marching orders” will have to be single file. Exceptionally long tunnels will periodically have bulged areas to serve as “passing zones,” but even these are extreme tight fits for anything other than basic walking. This makes combat within tunnels between opponents of Tiny size or larger problematic, and is also where the mole antagonists of this scenario have their greatest tactical advantage. In addition to being able to attack from within walls and floors, the moles of the Spooky Old Warren can move through the tunnels themselves side by side, and thus field more “troops.”

Should the party of rabbits (or other Tiny-sized characters) find themselves engaging with moles in the Warren’s tunnels, they will suffer a -2 penalty to their attack rolls (in addition to the penalty already imposed by their Size difference), as well as find their Armor Class worsened by 1 point.

Rabbit tubes often wind about considerably, and changes in elevation are subtle, so it is often difficult to tell whether one has moved up or down within the Warren. A successful Challenging Scout lore check can tell a character whether they are above, below, or on the same elevation as some previous location they have visited within the Warren.

Finally, a typical rabbit warren includes many bolt-holes and chambers that are inaccessible from the main tunnels, and Death Cap’s lair is no exception. The hill containing the Spooky Old Warren has four secret kettles (chambers) unconnected to the main complex, and six bolt holes. Like the other chambers of the Warren, these areas are described without reference to connecting tunnels; however, it should be remembered that there is no way of accessing the main tunnel complex from these locations (short of digging new tunnels).

TUNNEL ENCOUNTERS

Combat Effects of the Tunnels:

- Characters larger than Tiny size cannot fit in the tunnels at all, without widening them through further digging. If they do not have a burrowing move rate they cannot move for more than a few feet per hour.
- Characters of Tiny size are -2 to hit and +1 to AC (that is, AC worsens by 1)
- Diminutive or smaller characters fight with no penalty
- 1 in 5 chance (roll 1d5) of random encounters

Random Encounters: roll 1d5. On a result of 1, the party encounters one of the following:

1d7 roll

- | | Encounter |
|----------|--|
| 1 | Roof Collapses: Average save vs. breath weapons, or become trapped for 1d5 rounds (subject to free attacks by other burrowing creatures). |
| 2 | Earthworm Swarm: The party hears a strange cacophony of gurgling noises and smells freshly-churned earth all around them. Suddenly, the ground beneath the party’s feet erupts with a clammy, writhing mass of earthworms that “carpets” the floor of the tunnel for lots of feet (BM’s Note: about 5 ft) in every direction. A Tough save vs. breath weapons |

allows characters to dodge the swarm, but those caught within it must make a Tough save vs. poison or develop an itchy rash due to contact with the worms' mucosal secretions. The rash lasts for 1d5 days, and imposes a -2 penalty on all core dice rolls for the same amount of time.

3 **Snuffball Trap:** 1 dose of Snuffball is buried just beneath the floor in this part of the tunnel. The trap can be spotted with a Tough Scout lore check, and "disarmed" with a successful Herbalist lore check (Tough for niche characters, Challenging for non-niche). This is enough to affect two Tiny-sized targets, four Diminutive targets, or 8 Fine-sized targets with full effect, and needs only to be stepped on to be set off.

Snuffball: Clear clarity Inhalation herb; poison save - Avg.; effect - uncontrollable sneezing for one turn (save negates), -2 on all attack rolls, Runner lore checks, and Trickster lore checks for duration. The sound of sneezing has a 1 in 7 chance of attracting a mole soldier patrol, who will arrive in 1d5 rounds.

4 **Mole Patrol:** These are some of Rootrot's followers, one for each member of the party. They initially are underground or in the walls, and detect the party well ahead of time. **Tactics:** Just prior to attacking the party, the moles will roll Tough Healer lore checks to try to boost the potency of their mole toxin. They will then attack the party from beneath the floor or within the walls. The adventuring party should roll for surprise.

Mole soliders: 1st level moles, Warrior (d2); hp 5; AC 6; Thr 3 (Tough); SZ Dim; #Atk 1; Bite 1d3 (+1d2); Specialization: bite; MV 45 ft. (15 ft.), burrow 45 ft. (15 ft.).

5 **Mole Enforcer w/warriors:** As above Mole Patrol, but accompanied by Lincoln, Blinken, or Nod.

Mole enforcers: 3rd level moles, Tricksters (d3); hp 9; AC 6 (or 4 w/bounceberry); Thr 3 (Tough); SZ Dim; #Atk 1; Bite 1d2; sneak attack 2d3; MV 45 ft. (15 ft.), burrow 45 ft. (15 ft.); Herbs Carried: bounceberry (x2).

6 **The Jackalope's Screech:** A bone-chilling scream, like that of a human woman in agony, echoes through the tunnels, seemingly coming from every direction at once. Characters who fail an Average save vs. paralysis become so frightened by the sound that they suffer a -2 penalty on all core dice rolls for the next 1d5 rounds.

7 **Shifting Walls:** The party hears and smells fresh earth being churned just around the bend behind them. Upon investigation, they discover that the path back the way they came has been blocked by a freshly-erected wall. This was done by a squad of moles, trying to control the party's movements throughout the warren.

ROOMS IN THE WARREN:

Compared to classic fantasy "dungeons," the rooms of the Spooky Old Warren are quite small, the largest being no more than 18 square feet in area, and no taller than 4 feet high.

Classic fantasy mapping normally uses square graph or hexagonal graph paper, with a scale of one square/hex equaling 5 feet. This is impractical for mapping the Warren, so the text below provides the current dimensions of the given room and leaves mapping them to the BM's discretion. Unlike traditional dungeons, the Warren is not constructed of stone, and can thus easily be changed by burrowing inhabitants. In addition, it is not full of old furniture, treasure chests, and other objects whose precise location needs to be known.

BMs who choose to draw maps of the rooms can "scale down" a square or hex to standard rabbit size, assuming a rabbit (or other Tiny creature) occupies only 3 feet of space, rather than the default of 5 feet. For groups who prefer to use miniatures and table-top grids during combat scenes, this will make placement and movement of figures more manageable, as rooms too small to be practically mapped at the standard 5 ft./square scale can now be "enlarged" to accommodate smaller spaces and creatures.

The rooms of the Spooky Old Warren are described below in alphabetical order, and are numbered as well. This should not be taken to mean that the rooms are encountered in the order listed. BMs can draw maps placing the rooms where they see fit, or roll to randomly determine which room the player characters find next. Generally speaking, the Assembly Chamber and the King's Chamber are the deepest parts of the Warren, and will be farthest from any of the entrances. Both also have plugged secret exits that can be easily dug out in the event of an emergency; these plugs open onto tunnels that connect directly to the surface at a point far from any other entrances, and are plugged at both ends. In the event of rabbit characters searching the Old Warren's exterior for hidden entrances, there is a 1 in 14 chance each that the entrance they discover is one of these two tunnels (provided they have successfully located a hidden entrance at all; recall that doing so is a Challenging Scout lore check).

Random Room Determination: Roll 1d10. Whenever a previously-visited room is rolled, substitute a Kettle or Large Kettle result instead, or simply have the party continue on through a tunnel as though no result was generated.

| <u>1d10 Result</u> | <u>Room</u> |
|--------------------|------------------|
| 1 | Assembly Chamber |
| 2 | Bucks' Wing |
| 3 | Councilors' Wing |
| 4 | Does' Wing |
| 5 | Guard Room |
| 6 | Kettle |
| 7 | King's Chamber |
| 8 | Large Kettle |
| 9 | Royal Wing |
| 10 | Queen's Chamber |

AREA I: ASSEMBLY CHAMBER

Dimensions: 18 square feet in area; 4 ft. ceiling

Notable Features: A network of tree roots supports the relatively high ceiling. A distinct and unfamiliar odor fills this room, over-powering the lingering rabbit scents from long ago. A Challenging Scout lore check reveals the odor to be the mingled scents of earthworms and moles.

This area connects to three Guard Rooms.

Encounter: This is the most likely place to find **Rootrot**, leader and prophet of Death Cap's moles. He is always accompanied by a number of **mole warriors** equal to the number of characters in the adventuring party. Increase this amount by 50 percent if the warriors are not proving a decent challenge to the party. There is a 50 percent chance that Rootrot's contingent will also include **Deepdread**, the mole cult's poisoner.

Rootrot, Jackalope's prophet: 4th level mole, Seer (d3); hp 13; AC 6; Thr 3 (Tough); SZ Dim; #At 1; Bite 1d2; MV 45 ft. (15 ft.), burrow 45 ft. (15ft.); Spandrels: *Leap* (as rabbit).

Note that Rootrot has the same Leap ability as rabbits, which he gained in a ritual with Death Cap upon the forging of their pact together. He has grown quite fond of this ability, and relishes the chance to use it in combat. Rootrot will always attack intruding rabbits with lethal intent, unless ordered to do otherwise by Death Cap.

Deepdread, Jackalope's poisoner: 4th level mole, Herbalist (d3); hp 9; AC 6; Thr 6 (Average); SZ Dim; #Atk 1; Bite 1d2; MV 45 ft. (15 ft.), burrow 45 ft. (15 ft.); Herbs Prepared – *bitterberry, bounceberry, burning nettle, feverleaf, fireroot, hero flower, orchid root, powderball (x2), purpleberry (x2), scritchweed, snuffball, sour mushroom (x2)*; Herbs Known -- *bitterberry, bitter mushroom, bounceberry, burning nettle, dodgeweed, feverleaf, fireroot, hero flower, lemonberry, locoweed, orchid root, powderball, purpleberry, scritchweed, snuffball, sour mushroom.*

Mole warriors: 1st level moles, Warrior (d2); hp 5; AC 6; Thr 3 (Tough); SZ Dim; #Atk 1; Bite 1d3 (+1d2); Specialization: bite; MV 45 ft. (15 ft.), burrow 45 ft. (15 ft.).

The Assembly Chamber is the largest room in any rabbit warren, where the entire community can gather to share stories, socialize, and hear pronouncements from their rabbit king or queen. The moles of the Spooky Old Warren have converted this Assembly Chamber into a temple, where they gather to worship Death Cap and their mysterious mole god, Maalosh the Burrower. They regularly sacrifice and feast upon earthworms in this chamber, which accounts for the powerful scent the party finds here.

AREA 2: BUCKS' WING

Dimensions: Multiple rooms (1d14 total), each 5 ft. square area, with 3 ft. ceilings

Notable Features: Some of these rooms have collapsed with age, or been filled in by the moles in recent digging that can be detected with a Tough Scout lore check. All of the new tunneling and digging has been performed by non-rabbits. A Challenging Scout lore check reveals the work of "bugs" among the new earth work.

Some of the rooms contain the recent skeletal remains of moles.

Encounter: 1 in 5 chance per room of encountering 1d3 **giant centipedes**, a total of 8 of whom have recently taken over this section of the Old Warren as their lair.

Giant centipedes: 0-level creatures; hp 3 ea.; AC 9; SZ Dim; #Atk 1, bite – poison; MV 60 ft. (20 ft.), burrow & climb; Special – Poisonous bite (Avg. save vs. poison or die within 1d7 rounds); success on save means victim moves at half speed for 10 days and can perform no other physical actions; can be neutralized with Tough Healer lore check, or absorbed by a Healer niche character, who suffers effects of successful save whether her patient succeeded or not.

This section of the Old Warren was once home to the community's male rabbits, and is located south of the Assembly Chamber. Rather than being a single room, it is a collection of small lairs just large enough to comfortably house a single adult male rabbit, or allow two adult rabbits with a tight fit. Many of the rooms have collapsed completely from age, while the rest have been claimed by a hive of giant centipedes. The mole occupiers are currently engaged in a holy war to “reclaim” this section of the Old Warren from the centipedes.

For purposes of this adventure, centipedes do not possess minds capable of communicating with rabbits, moles, or other vertebrate animals. The BM can introduce such an element to liven up her story if she wishes. Even so, the motives and desires of centipedes are inscrutable, and they seem to be smarter in groups than they are alone. Like moles, they are carnivores, and feed mostly on earthworms (which helps explain the holy war). However, they will also eat any mole (or rabbit, or other animal) who dies from their poisonous bite.

AREA 3: COUNCILORS' WING

Dimensions: 1d5 rooms, each 10 square feet with 4 ft. ceilings.

Notable Features: 2 entrances and 2 Guard Chambers connect to this area, each of them to a separate room. The floors and walls here are weak, thanks to the presence of an abandoned mole tunnel system beneath and surrounding this area.

There is a strong, moldy smell in this area, detectable from a distance with Average Scout lore checks. A Challenging Herbalist lore check reveals the odor to be that of a deadly fungus known simply as yellow mold.

Encounter:

Yellow mold: : 2nd level challenge; hp 12; AC can always be hit; SZ Large (area); #Atk 1; spores (1d5 + special); MV n/a; Special – there is a 50 percent chance that the mold will release a cloud of spores every time it is touched; anyone within this cloud takes the noted damage, and must make an Average save vs. death effects or choke to death within 2d3 rounds.

Yellow mold can only be killed by fire. If successfully ignited, it takes 1d5 hp per round, but the fire must be actively sustained. Animals can use *fireroot* for this purpose, if they have an appropriate dose prepared.

In an inhabited warren, the Councilors' Wing is home to a rabbit king's most trusted advisors. When the mole cultists first arrived in the Old Warren, they tried to establish their nest in this area, unaware of the mold infestation. Once the infestation was discovered, the moles immediately moved their home to Area 4, the Does' Wing.

The quick abandonment of their original tunnels left the Warren walls and floors of this area in a particularly weak state. Any Diminutive or larger animal moving through this area has a 50 percent chance of causing a collapse that traps them and anyone within 5 feet in the area for 1d5 rounds (an Average save vs. breath weapons lets them avoid this fate). In addition, such a collapse automatically triggers the yellow mold's spore attack.

AREA 4: DOES' WING

Dimensions: Multiple rooms (1d14 total), each 8 ft. square with 3 ft. ceilings.

Notable Features: These rooms and their connecting tunnels are in a suspiciously excellent state of repair. Beneath the floors and within the walls is the nest of Rootrot's mole followers.

Encounter: There are "lots" of moles here. Assume at least one can be encountered per room, but roll 1d3 per room if you want more encounters. There is a 50 percent chance that the moles encountered are warriors. There is a further 20 percent chance of encountering at least one of the mole enforcers – Lincoln, Blinkin, or Nod – patrolling this area. The warriors will not attack with lethal intent unless ordered to do so by the enforcers.

Mole enforcers: 3rd level moles, Tricksters (d3); hp 9; AC 6 (or 4 w/*bounceberry*); Thr 3 (Tough); SZ Dim; #Atk 1; Bite 1d2; sneak attack 2d3; MV 45 ft. (15 ft.), burrow 45 ft. (15 ft.); Herbs Carried: *bounceberry* (x2).

Mole warriors: 1st level moles, Warrior (d2); hp 5; AC 6; Thr 3 (Tough); SZ Dim; #Atk 1; Bite 1d3 (+1d2); Specialization: bite; MV 45 ft. (15 ft.), burrow 45 ft. (15 ft.).

Typical mole: 0-level moles; hp 1 ea; AC 6; Thr 6 (Average); SZ Dim; #Atk 1; Bite 1d2; MV 45 ft. (15 ft.), burrow 45 ft. (15 ft.).

Located west of the Assembly Chamber, and connected to two surface entrances, this area once housed the female rabbits of the Warren's ancient population. Like the Bucks' Wing, it is a collection of small lairs each large enough to comfortably house a single adult female rabbit and her kittens. Unlike the Bucks' Wing, however, the Does' Wing is not in disarray. On the contrary, the rooms are in excellent condition; they have been refurbished in preparation of receiving Death Cap's future rabbit followers.

AREA 5: KING'S CHAMBER

Dimensions: 15 ft. diameter, 4 ft. ceilings.

Notable Features: The most spacious room in the Warren other than the Assembly Chamber. An intricate root system supports the ceiling in this room. There is a secret tunnel plugged up in the southwest wall that leads directly to the Does' Wing. The room bears a strong scent of a male rabbit in his prime, and is stocked with enough fresh carrots, lettuce, and truffles to feed the entire party for lots of days. The scents of these foodstuffs, and of the male rabbit, can be detected from the connecting tunnels with an Average Scout lore check.

Encounter: This is the lair of Death Cap, so he is most likely to be found here. If the party has been especially effective, however, he will seek out a confrontation with them in another part of the Warren.

Death Cap, The Jackalope: 5th level rabbit, Warrior (d3); hp 22; AC 3; Thr -3 (Formidable); SZ Tiny; #Atk 3; Bite 1d7 (+1d3), rear kick 1d3 (+1d3); *antlers* 1d7 (+1d3); Specialization: bite, or *antlers*; MV 120 ft. (40 ft.), burrow 45 ft. (15 ft.); Spandrels: *burrowing speed*, *antlers of the jackalope*, *mole toxin* (as mole), *tunnel master* (as mole).

Tactics – Death Cap is a very crafty opponent. He has been practicing his burrowing prowess with the moles, but is eager to try them against fellow rabbits. Like moles, he prefers to attack from beneath the ground or within the walls. But unlike the mole cultists, he doesn't automatically attack with lethal intent. He will normally approach a confrontation from a burrow, and then dig back in after a successful attack, trying to gauge his opponents' capabilities. Once he has determined who the biggest threat is, Death Cap will focus his efforts on subduing this character with a wrestling antlers attack, and holding them hostage while he explains his grievances against King Truffle IV (most of which involve hoarding all the good food and preventing too many young bucks from bringing does into the kingdom from other warrens). He'd much rather convert the party to his cause than slay them, though has no compunctions about using deadly force if necessary.

The King's Chamber is, obviously, normally the home of a warren's head rabbit. Death Cap has respected this precedent, and claimed the room for himself. Like the Does' Wing, this room has been completely rebuilt and is well-maintained by the mole cultists, in preparation of the day Death Cap has his own rabbit kingdom. It is the one room in the Old Warren that will instinctively inspire awe in visiting rabbits.

Any rabbit entering the King's Chamber for the first time must make an Average save vs. paralysis, or be awed for 1d5 rounds. During a fight, this will impose a -2 penalty on all her attack rolls and lore checks.

AREA 6: ROYAL WING

Dimensions: 1d5 rooms, ea. 10 sq. ft. in area, with 3 ft. ceiling.

Notable Features: This area, located directly north of the King's Chamber, is a prison for dissident moles and others captured in Rootrot's crusade. Thus, it is kept in fairly decent repair, and is full of stones meant to impede any burrowing escape attempts.

Encounter: The area is constantly under guard and patrolled by mole warriors. It is also "home" to a small group of mole prisoners who've been kept underfed, and are frightened to try and leave the area, thanks to the pair of monstrous ants the moles cultists have lured into the area and partially tamed.

Ant, monstrous (2): 2nd-level creatures; hp 8 ea.; AC 3; SZ Dim; #Atk 1, bite 1d5; MV 180 ft. (60 ft.), climb.

NOTE: An Average Herbalist or Scout lore check reveals that these creatures, while highly aggressive, can be lured away from the area by a strong scent of sugar or other sweet foods. These ants are about the size of an adult rabbit.

Mole prisoners (typical moles) (lots): 0-level moles; hp 1 ea.; AC 6; Thr 6 (Average); SZ Dim; #Atk 1; Bite 1d2; MV 45 ft. (15 ft.), burrow 45 ft. (15 ft.).

NOTE: If encountered and liberated, these can be a source of mole characters if any of the players wish to adopt such a role. Simply choose a niche and add the niche die result to the mole's hit points as usual.

Mole guards (lots): 1st level moles, Warrior (d2); hp 5; AC 6; Thr 3 (Tough); SZ Dim; #Atk 1; Bite 1d3 (+1d2); Specialization: bite; MV 45 ft. (15 ft.), burrow 45 ft. (15 ft.).

This area once housed the Old Warren's nobles; in a typical warren, this would normally include a Seer, an Herbalist, a Scout, and a great Warrior. Each of the rooms is spacious by rabbit standards, and absolutely palatial by mole standards.

AREA 7: QUEEN'S CHAMBER

Dimensions: 15 sq. ft. area, 4 ft. ceilings.

Notable Features: Nearly identical to the King's Chamber in every regard, except that it lacks a secret tunnel. The room is dominated by the mixed scents of various herbal components. Any Herbalist in the party will easily recognize the lair of a colleague.

Encounter: If he is not encountered in Area 1, the mole Deepdread can be found here.

Deepdread, Jackalope's poisoner: 4th level mole, Herbalist (d3); hp 9; AC 6; Thr 6 (Average); SZ Dim; #Atk 1; Bite 1d2; MV 45 ft. (15 ft.), burrow 45 ft. (15 ft.); Herbs Prepared – *bitterberry*, *bounceberry*, *burning nettle*, *feverleaf*, *fireroot*, *hero flower*, *orchid root*, *powderball* (x2), *purpleberry* (x2), *scritchweed*, *snuffball*, *sour mushroom* (x2); Herbs Known -- *bitterberry*, *bitter mushroom*, *bounceberry*, *burning nettle*, *dodgeweed*, *feverleaf*, *fireroot*, *hero flower*, *lemonberry*, *locoweed*, *orchid root*, *powderball*, *purpleberry*, *scritchweed*, *snuffball*, *sour mushroom*.

NOTE: Especially if he is encountered here, Deepdread will fight with lethal intent, and fight to the death to protect his stockpile of herbal secrets.

The room contains the ingredients for every herbal concoction Deepdread knows, as well as a single dose of each concoction he typically keeps prepared. If the party defeats him here, they have earned a great advantage in their future endeavors within the Old Warren.

OTHER AREAS: BOLT HOLES

Dimensions: 5 sq. ft. are, 2 ft. ceiling

Notable Features: Located separate from the rest of the warren's tunnels, bolt holes come in several varieties. Some are merely tunnels between two points with no chamber along the path. Others feature a pair of chambers but only one entrance, or multiple entrances but only one chamber. They are designed to give rabbits quick escape routes or hiding places in time of danger.

As noted above, there are 6 bolt holes in the area surrounding the Spooky Old Warren. All are empty and mostly collapsed, except one, which has become the nest of Barnabus, a burrowing owl.

Barnabus's nest is a single tunnel connecting to two bolt holes. The walls are lined with dried mammalian dung, as is the way with his kind, which helps regulate the temperature of his nest.

Encounter:

Barnabus: 3rd level owl (burrowing), Storyteller (d3); hp 19; AC 3; Thr 3 (Tough); SZ Tiny; #Atk 1; Talons 1d3+1; MV 60 ft. (20 ft.), fly 120 ft. (40 ft.); Special – Burrowing owls have longer legs than their kin, and can thus move faster on the ground; *Mimicry* – Burrowing owls can successfully mimic the hissing and rattling sounds of rattlesnakes with an Average Trickster lore check. A Challenging Scout lore check reveals the ruse.

Tactics: If confronted in his lair (1 in 3 chance), Barnabus will attempt to frighten interlopers away with his *Mimicry* ability. Failing this, he will flee the bolt hole and take flight as soon as possible, fighting from the air using *Flyby Attack* and *Swoop* maneuvers whenever he can.

Barnabus prefers to avoid confrontations with other animals, as he is pre-occupied with preparing his nest for the upcoming mating season. If approached peacefully, he proves an amicable, somewhat eccentric chit-chatter who is full of anecdotes and gossip about surrounding communities of animals beyond a rabbit's normal range. His default Attitude to non-owls is Indifferent (see "Social Interaction," in the *GREAT & SMALL Core Rules Quick Start*).

He knows the following facts about the nearby Spooky Old Warren, which he will share with interested rabbits in exchange for a one of three things (roll 1d3):

1 – a pile of bugs to eat; 2 – some fresh dung (preferably from cattle) to line his nest with, or; 3 – a tale he's never heard before.

What Barnabus Knows:

- The rumors of the Old Warren being haunted are true, just not the parts about evil spirits. It's actually a monster.
- There are at least two over-sized ants living there. He'd really like to eat them, but they're too big.
- Someone has been digging new tunnels in the Warren. He knows, because he's heard them behind the walls of his nest.
- Sometimes, the monster who lives in the Warren screams like a female longpaw. It's the scariest thing he's ever heard.

OTHER AREAS: GUARD ROOMS

Dimensions: 5 sq. ft. area, 3 ft. ceiling

Notable Features: Multiple locations throughout warren, all identical; there is one Guard Room for every entrance, four surrounding the Assembly Chamber, one each for the King's Chamber, the Royal Wing, and the Queen's Chamber, and two connecting to the Councilors' Wing. Each can hold one adult male rabbit comfortably, and two snugly.

Encounter: There is a base 1 in 5 chance of encountering a mole soldier patrol in one of these rooms. As with other such encounters within the Warren, there is one mole soldier per PC.

Mole warriors (lots): 1st level moles, Warrior (d2); hp 5; AC 6; Thr 3 (Tough); SZ Dim; #Atk 1; Bite 1d3 (+1d2); Specialization: bite; MV 45 ft. (15 ft.), burrow 45 ft. (15 ft.).

In a warren populated by rabbits, there would be one rabbit Warrior for each room. But in the Spooky Old Warren, however, these rooms have fallen into disuse and disrepair, as moles have their own nest structures beneath and behind the Warren.

OTHER AREAS: KETTLES LARGE AND SMALL, SECRET OR OTHERWISE

Dimensions: Variable; between 3 sq. ft. to 9 sq. ft. in area (1d7+2), with 3 ft. ceilings

Notable Features: Multiple locations throughout warren, and beyond

Encounter: n/a

“Kettle” is a general term for any chamber within a rabbit warren large enough to hold at least one adult rabbit. Technically, every room within the Spooky Old Warren is a kettle, but for purposes of this adventure, the term refers to any room whose function has not been specified. Most of the rooms in the Bucks’ Wing, the Councilors’ Wing, the Does’ Wing, and the Royal Wing are mere kettles. When rabbits are present, they serve many functions, from sleeping areas, storage, or impromptu gathering spots for small groups.

Most of the kettles within the Old Warren itself have been cleared and reconstructed by Death Cap’s mole followers; he wants his future rabbit followers to feel at home when they begin arriving. If a roll the Random Room Determination Table generates a result of “Kettle” or “Large Kettle,” the BM can use the guidelines under Dimensions, above, to determine the room’s details. Kettles and Large Kettles are excellent places to roll for random encounters.

As noted earlier, there are four Secret Kettles on the hill that contains the Spooky Old Warren. These are essentially Bolt Holes designed for multiple rabbits. Each of these Secret Kettles is long-abandoned, and would thus make an excellent base of operations for a party of rabbits who’ve been forced to flee the Old Warren to lick their wounds, but aren’t quite ready to return to Bramblewarren in defeat.

Clearing out one of the Secret Kettles takes one adult rabbit working on her own most of the day (12 hours) to complete. This time is reduced by ¼ for every rabbit who helps her, to a minimum of 3 hours. The end of this process will produce a small network of tunnels and kettles just the right size to house the party members; essentially, a miniature warren of their own.

REWARDS

- All characters who survive this adventure should be immediately advanced to 1st-level.
- If they manage to clear the Spooky Old Warren of all threats on their own, the party will have a veritable treasure trove of carrots, lettuces, and truffles to split amongst themselves, collected from Area 5, the King’s Chamber. Each party member gains enough such treats to feed themselves for 2 weeks.
- They’ll also be able to claim Deepdread’s stash of herbal concoctions from Area 7.

- In the unlikely event that Death Cap is slain during this adventure, the rabbit who strikes the killing blow against him has a chance to claim the spandrel *horns of the jackalope*. To claim this spandrel, the character must make a Challenging Healer lore check, followed by a Challenging save vs. Spells, to retain their sanity in the process. The *horns of the jackalope* are detailed below.

Spandrel: *Horns Of The Jackalope* – This spandrel can only be claimed and used by rabbits or other lagomorphs (hares, pikas, etc.). It grants the following abilities:

- Three times per day, the rabbit can cause a pair of antlers, similar to those of a male deer, to appear on his or her forehead. These antlers will behave in every way as though they were a normal part of the rabbit's anatomy. They inflict 1d7 hp of damage. As long as the antlers are manifested, the rabbit can use them as her preferred attack form, even if she chose another such attack for herself at the time of character creation. In addition, Warriors can use the antlers as their specialized attack form, even if they normally use another attack form for this purpose. The antlers manifest for 1 turn per Total Level of the rabbit.
- Once per round, the bearer of the *horns of the jackalope* can emit a bone-chilling scream, like that of a human woman in agony. Characters who fail an Average save vs. paralysis become so frightened by the sound of this scream that they suffer a -2 penalty on all core dice rolls for the next 1d5 rounds.