

NO RABBITS IN RABBIT WOOD

An adventure module for
The Hateful Place

By Dave Mitchell

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A simple, introductory adventure for
The Hateful Place

For two to six characters
& A suggested two NPCs

Requires Core Rules, Book B, and 3.

tHp

With many thanks for Playtesting to:

Bronson Gorham (whose PC lived to tell the tale and succeeded in the goal of the adventure — no mean feat — he was rewarded with £100,000, a ruined keep; and in the tunnels he found the Skull of the Magician Fern, and a Sword of Love).

And Paul Myers (whose PC sadly died in a really, really horrible manner when he was so close. He ended up with a record -75HP, it was that hideous!).

tHp



From "The Dance of Death" (1523-25)
Hans Holbein the Younger

No Rabbits in Rabbit Wood

Introduction for Players & Referees

When the darkness fell, all life within the once flowery and wildlife stocked Rabbit Wood was quickly eradicated, becoming food for monsters and demons. All that remained was a dead place throughout which an inescapable and lethal gas hugged the ground. No traveller would pass through the wood again.

Rabbit Wood (located between an area of extensive demonic occupation and a supposed hidden paradise of safety and natural beauty located 25 miles North East - “Armitage’s Sanctuary” – named after Professor Robert Armitage, the supposed finder/founder of said sanctuary - and surrounded on both sides by poisonous mountains) is impossible to enter and survive (DR every 5’ hex or die from poison gas). The only way to get to the other side is via a series of gas-free tunnels beneath the woods, known locally as the Worm Tunnels.

Two days ago, deposed young Queen Tamatha and her entourage entered the tunnels, attempting to reach safety on the other side, her people already waiting for her. Two days have passed and nothing else has been heard. A four-person rescue party of adventurers has also failed to reappear.

Mission: rescue the Queen.

For 100,000CUR each* you are to enter the tunnels, find and rescue the Queen, alive and unharmed.

*Payable in full upon exit and confirmation that Queen Tamatha is alive and in good health.

REFEREES ONLY

There are **TWO** queens. The fake is a demon named Tamarin. If the players exit with the Fake Queen she will immediately reveal herself to surviving party members, who must make a successful DR or find themselves back inside the tunnels as though they have just gone through the IN door with the Fake Queen. She will then run off further into the dark tunnels and disappear. The party obviously cannot escape the tunnels until they find the Real Queen, who will unfortunately now be dead, killed by the Fake Queen (who will roam the tunnels with the Sisters in Red seeking to send you as mad as those survivors still there; or just kill and eat you).

Should the players kill the Fake Queen and the Sisters in Red, they will find in their possession a map of the tunnels and clearly marked OUT door. Exiting, the players will find nobody waiting, but a note from the Real Queen's brother (dated one year previous) saying that they waited, but fearing the Real Queen lost, departed. A waiting PROFITEER will quietly alert you that 180 miles north is Blood City; it has flesh markets that will pay 250,000CUR or more for the Real Queen (alive or dead).

In general, the current inhabitants/prisoners of the Worm Tunnels are particularly fond of adding numbers to those already trapped and blind until they either die or are eaten in these passages of doom.

The tunnels range in width (as per map at end of module) but are all roughly 15' high.

NOTE:

The Wood Demons hidden through the tunnels might best be removed as it's probable it'd be near impossible for any PCs to survive. In the playtest, there were 2 PCs and 2 NPCs, with no Wood Demons, and the only surviving rPC found the Real Queen and escaped.

Roll Cursed weapons, treasure, monster types etc. before game (all from the three tHp rule books). This means that you will be able to run this again with a different set of rewards and problems each time.

In the playtest, the players were told beforehand, as a clue from a dying man, that there "are ends that are not dead" to signify the existence of secret doors (would you usually expect a secret door in such roughly hewn tunnels? Maybe). A meaner referee might wish to withhold such information from the players.

NOTES:

GUIDE TO MAP

- A. An aged FIGHTER sits against a wall, badly wounded and bleeding heavily from a chest wound. 2HP (+2/-1). (If post 1945, the fighter is a SECRET AGENT in a tuxedo). He has one shot left in his handgun. His name is Strong. John Strong. When he speaks, he sounds like a drunk Scotsman and will tell any argumentative women present that they “need a slap with an open hand. Not a fist”, because they’re women, “just an open hand”. He has 10,000CUR on him and a cursed dagger. If you decide not to finish him off, he will offer to help you find the Queen. He actually works for the Fake Queen. He will harass any female PC/NPCs as well as actively trying to divide the group and turn them against each other. Without his wound receiving treatment in some way, he will die in 2 Turns.
- B. A scroll. It is a detailed map of how to get to a local witch’s cottage 30 miles North. 50,000CUR is buried beneath the cottage. As is a deadly trap. The witch is still in residence.
- C. GUARDIAN OF THE CROSSROADS. An insane, aged FIGHTER stands guard. HP29 (+2/+1). Sword. Ring of Teleportation. The old fighter is blind, but has excellent hearing and sense of smell. (He is also cunning and will pretend to offer the PCs a better route, which it won’t be). As with all the NPCs, he will side with any other NPC against the PCs. He is trying to impress the Sisters in Red (D) in the misguided hope of gaining the hand in marriage of one or both of them).
- D. THE SISTERS IN RED. (One located here, the other at Q). Two blind, 70 year-old twisted sisters in long, red gowns stand 50’ apart, hurling insults at each other. Both are widowed and each blames the other for the death of their late husbands in horrific, if absurd, ways. HP28 (-2/-2). Poisoned dagger (DR

required if hit). If threatened, they will work together and attack if confined. Otherwise, they will depart in different directions. If they escape, they will begin stalking their new prey. NB: one of them moves only clockwise, the other only anticlockwise.

E. **THE DREADMAN.** A brute of a being. Ten feet tall, ivory white in body, hair and eyes, this creature will kill and immediately feed upon its victim, allowing others one round to act, run, attack, etc. The Dreadman guards the two secret doors that lead to the final passage and freedom. HP₅₀. (+5/+5) (5-50HP damage). The Dreadman can see in the dark, but is blinded by light. It stands as still as a statue until anybody or anything passes within 100' of it, so PCs cannot pass without disturbing it. NB: If The Dreadman kills an NPC, it automatically keeps their soul. PCs are afforded a DR as usual. Souls are kept for himself in his "Room of Bottled Souls" which is located at the back of his mind.

F. A red jewelled ring and a trap. Putting the ring on results in it shouting loudly: "They're here! They're here! They're meaty, fresh and they're tasty flesh!" Remove the ring and it will fall silent. The ring is worth 100,000CUR (more if an expert knows that it is The Ring of The Trapped Demon Harasan). It is a trapped and treacherous demon. Destroy the ring and the Demon enters the nearest person if they fail a DR. The trap causes 4-40HP of damage if fail DR.

G. **THE HANGING MAN.** Guards the approach to S. (-2/-2) 20HP. This long dead, hideous corpse hangs from a short rope from the ceiling. Wearing a rotting suit of leather clothes and holding a razor sharp blade in one withered hand, The Hanging Man is doomed to stay here for all time and will lash out at the throat and faces of any who try to pass. In the pocket of the Hanging Man's rotting jacket is a cursed JEWEL OF

BETRAYAL. Whoever retains possession of this otherwise valueless, dark blue, palm size gem will betray anybody and everybody at the final and most profitable hour. DR required per action to escape the Jewel's control.

H. Gem (worth 5,000CUR) and a trap. 4-40HP damage if fail DR. The gem floods the tunnels with blinding green light if held, but that also will attract literally anybody and everybody nearby. Put it down, it'll go dark; pick it up it illuminates.

J. A MONK that is now blind, both eyes sewn shut as a grim act of atonement for his sins. He will offer to lead the way (but if PCs accept his offer, they will soon realise that his sense of direction is terrible). 20HP (-3/-3). He will badly and repeatedly try and steal from the PCs, denying it each time, confessing, apologizing, like it's a disease. He is almost comical, that's how inept he is. Although, he will cut your throat and has an already bloody dagger hidden, fresh from killing its last victim.

K. A statue of a crocodile with no eyes killing a man. On it are four gold buttons marked with the numbers 1-4. Moving it opens a secret door behind it, leading to U. Move it by pushing the buttons 2143 in order (NB: numbers found on the skeleton's note at S).

L. A pool of blood. Some of the remains of the previous four-person rescue party are scattered. There is also a now useless dagger, its tip broken off and handle lost. A blood trail leads off into the darkness. SNIFFING can be heard close by, as though something is taking in the scent of the PCs. It will be gone as soon as anybody moves in that direction.

M. OOZE on the ceiling above you. DR: fail and it drops on you. 4-40HP damage. Only affected by fire.

N. Trap and weapon. DR or 4-40HP damage. Weapon is +2/-11 Dagger of Complete Unreliability. It will increasingly try and convince the owner to stab somebody close by on a 1 in 6 if removed from its scabbard. DR fail results in owner complying.

OO. HELENA. A young, pretty woman. Vampiric NPC. She will attack on a 1 in 6 every six hours. 20HP. 4-40HP damage. Friendly and apologetic for her nature, she stays because she finds the place homely and a great opportunity to meet new and interesting people.

P. A freshly dead body drained of blood. It is a female FIGHTER. 2000CUR on the body and a cursed item. Helena killed her, but will be apologetic, not even wanting any of the money on the body.

Q. A SISTER IN RED shouting back insults at her sister at D (See D).

R. BLOOD DRINKING CULTISTS (x2). NPCs. 15HP each. Armed with sacrificial daggers. Crazed, but plausible sounding when they offer to help the party find a way out. They will actually seek to get the party to their cult in the nearby mountains for sacrifice. Both have small candles and can see badly in the darkness. Each wants the credit for anybody delivered as a sacrifice to the cult as well as a sizeable bonus given for each new victim. Both cultists hate each other.

S. Trap and cursed item, both connected to a skeleton in rotted clothes. Also in its pocket is a note written to a loved one; it's dull but also has the numbers 2-1-4-3 written on the back. DR fail results in 4-40HP damage.

T. BELIEVER. More a deluded maniac. Convince him that it's in his religious beliefs to let you pass or he'll attack to kill. He can see due to a small, pink jewel in his ring giving off as much or as little light as he requires. 35HP. (+1/+1). Weapon: Spiked club. Spells: Freeze, Heal, Kill, Storm, Steal. The Believer is convinced that in one of the tunnels is a hidden passageway which leads down to a hell in which his god is trapped as a prisoner.

U. 1000CUR. Gold Fangs.

V. ASSASSIN. Sent to stop anybody finding the Real Queen, this assassin will attempt to draw the PCs away from the Real Queen's location and into greater danger (such as by making the SNIFFING noises at L). The Assassin is a sadist and torturer who will kill the party one by one and escape with the most valuable body for selling at the flesh market 180 miles north in Blood City. 36HP. +3 AR TO STEAL. +1 DR VS POISON.

W. GUARD. One of the Real Queen's guards. Now crazed from being unable to find her. He will keep searching. 15HP. (NB: He will recognise the Fake Queen as such if he meets her, but he is not as yet aware of her existence). The guard will see the party as lost brothers if they reveal that they are seeking to rescue the (Real) Queen.

X. MAGICIAN. Deranged to the point of exploding like the fragile time bomb she is. 30HP. (+2/+2). Spells: Fire, Freeze, Steal, Heal, Kill. This female Magician can see with the light of a gem around her neck. She is broken-hearted after being jilted by her husband to be in favour of a demon and now seeks to kill every demon in the name of a broken heart. The Magician also tends to keep complaining about being dumped.

Y. A spider like creature with the mouth of a large VENUS FLYTRAP is on the ceiling. DR to avoid it dropping down onto PC/NPC head and attempting to bite it off. 4-40HP damage.

Z. Ring of Teleportation and 20,000CUR. Both are wrapped up in an old and large piece of parchment. Closer examination will reveal it to be a map of a section of sewer beneath Blood City.

End of Map Guide

NOTES:

OTHER MAP SYMBOLS & ABBREVIATIONS

FQ : Fake Queen.
RQ : Real Queen.
CURLY CIRCLES: Wood Demon in the walls. 1 in 6 chance of waking when passing. DR to avoid being pulled into the wall with it. Forever.
* (asterisk=)
1. NPC
2. Monster
3. Cursed item
4. Reward
5. Cursed item
6. Monster
S Secret Door
Shaded in parts of map are rocks/tree roots and impenetrable.

THE TWO QUEENS

THE REAL QUEEN (TAMATHA)

A kind and benevolent young woman, dedicated to restoring the rule of law and the destruction of evil. A bit of a bore, actually.

20HP. Believer (+1/+1).

20 years old.

Spells: Heal, Protect, Give, Bleed, Storm.

THE FAKE QUEEN (TAMARIN)

In reality a demon. A vile creature that takes the form of others so as to spread more evil and sew mistrust. Open to offers from people with a sick sense of humour. She traps unsuspecting travellers and sends them insane so that she has enough “mad meat” to trade with a local demonic flesh merchant.

100HP. 5-50HP of damage.

Abilities: Brain Food, Drain/Husk.

TRAPS

(Roll d20)

1. **THE POISONED NEEDLE OF AGED FOOLS:** Needle shoots out. DR or age 10 years every Turn. (DR per Turn allowed). Ageing cannot be reversed.

2. **THE BURROWING BUG OF BARON BEAUMONT:** A small, thin, hollow, bronze tube stabs into the flesh of the victim, allowing a tiny bug to enter the body and travel to the brain and embed itself, turning the victim into an psychotic who will lie continually and pathologically.

3. **FINGERNEEDLES OF DOCTOR PAN:** Tiny needles stick into the fingers beneath the nails of the victim. DR failure results in fingers and nails growing and becoming demonic. Victim will slash themselves and anybody close enough and will, in turn, infect them also if they fail DR. Eventually, infection will result in the victim becoming a demonic looking monster that will wander the tunnels.

4. **CLEAREST OF VIEW LIQUID:** A fine, clear mist sprays onto the victim's eyes. DR required. If Fail: initially, the victim will be able to see clearly in the dark and with 20/20 vision. This will last 2 Turns and then the intensity of the clarity will increasingly become x-ray for One Round (60 seconds) before the victim sees the fabric of the universe and all the horrors within it and goes blind and violently insane.

5. **BANSHEE SCREAM FOR HEALTHY EARS:** Two brass tuning forks strike each other, creating a horrific ringing that becomes a banshee like scream. Failed DR results in deafness for 24 hours. Success and deafness lasts four hours.

6. **SLEEP OF THE PETTY:** A thorn like needle cuts the flesh of the victim. The wound is tiny, but a failed DR and the victim will fall into a happy and peaceful sleep for five hours. A successful DR and it will be only one hour. Either way, the sleep will seem so beautiful and refreshing that on waking the victim will become increasingly

judgmental and petty towards the rest of the party, as though they are to blame for the sleep ending. The victim will act poisonously and treacherously, setting the party against each other, taking every chance to put them at risk.

7. BOILS OF SELF DOUBT: A dirty green brown liquid which will spray onto the skin and does 2HP/hour damage until in direct sunlight*

*The mean referee would decide that if this PC does manage to get out of the tunnels, they will immediately discover that it has just gone dark and there are now 23 hours until daylight. So, that's 23 X 2HP = 46HP = DEATH. Just a thought (not a nice one, clearly!)

8. MR BEE HAPPY BEE: A bumblebee-like sting. Successful DR and the sting will do 4-40HP of damage, but will do no further damage if the bee's stinger is quickly and carefully removed. A failed DR results in the following:

A: 2HP lost per Turn due to poison.

B: Bee Madness. Victim sings increasingly menacing bee-related songs. A popular one is "Mr. Bee, the happiest bee you'll ever see". Which will eventually become "Mr. Bee the killer bee. He'll kill you all, just wait and see". The victim will see themselves as Mr. Bee.

C: Deluded and delirious. Victim will experience hallucinations, usually of bees trying to attack them. This runs the risk of victim attacking what they think is a swarm with their weapon, when it's actually other party members.

9. BLUE SMOKE OF THE LAUGHING MADMAN: A blue smoke fills your nostrils. A failed DR and blue smoke results in continual, uncontrollable, loud laughter that attracts at least one NPC or Monster on a 1 in 6. Laughter becomes hysterically psychotic as the victim's sole intent will be to use the sharpest object to hand and surgically remove the skin of the nearest person. A successful DR and the victim will merely attempt to cut their own wrists. Maybe somebody will try and stop them? Maybe not! The now madman will seek to escape and then stalk the party. Twisted laughter will echo through the tunnels after each successful kill.

10. THE GRAND OLD CLOCK OF MISTY EYED NOSTALGIA

AND CONFUSION: A bronze clock face is embedded in the wall at head height. The numbers are visible, but both hour and second hands are long gone. A failed DR and the victims are hit by a fine spray, that marks their faces with a purple dye. The liquid that goes up their nose and into their mouth will also dye. The dye cannot be removed except by drinking fresh garlic (a rare item) water (also very rare) that will cure the physical aspect completely. The victim(s) will also begin to blame one other member of the group for the fact that the past was better: this will become increasingly hostile as the victim will now fixate on actually creating their version of how things used to be and how they should be now. Blue blemishes and patches will appear on the skin (considered by the extremely pious as a sign of a lack of moral cleanliness and also a sign of the deadly plague). Flesh traders will only burn the body.

11. SWEET SWEET HONEY PIE: DR to avoid a honey smelling fine glue sticking to you, attracting anything within 100'. The glue is edible and harmless, but it is very sticky. Tastes great, monsters love it.

12. WORMS OF LOW AMBITION: Larvae spray from the walls. Failed DR and one of them is in your mouth and down your throat. It will reduce the victim's drive and energy to (-5/-5). Eventually, the victim will be so lethargic that they will sit down and not move, eventually starving to death unless they get eaten first.

13. PENDULUM OF DOOM SWEET DOOM: A Poe-like pendulum swings down from the ceiling. DR to avoid 4-40HP damage on the forward swing and then another DR on its reverse swing to avoid another 4-40HP damage. If victim's skin is cut, a green and purple rash will appear. This will cover the victim's body within one day. After seven days, the victim's brain will be puss custard and only a zombie remains.

14. SCRATCH ME MIST: Almost microscopic shards of metal are released into the air. A failed DR will see the mist of metal get into the victim's hair, eyes, mouth, nose, genitals etc. As each Round passes, victim will feel increasingly as though it's hot pepper and the scratching

will become frantic and flesh removing, as the victim literally rips themselves apart trying to remove the shards, only driving them deeper beneath the skin. 4-40Hp per Round of non-stop scratching.

15. **CAT CLAWS OF EXTENSIVE INCONVENIENCE:** A small, metal trap of three poisoned claws which will shoot out from the trap mechanism and scratch the flesh of anybody attempting to open/close the trap. Failed DR results in being scratched. The claws are coated with a toxin which effects the victim's sense of physical and mental balance. During stress of combat, especially, victims have been known to continually lose balance and fall on fellow adventurers; knock over precious and fragile items at completely inappropriate times; accidentally bump into people on high ledges, edge of volcanoes etc.

16. **FOAM OF BIG LOVE:** A multicolored foam-like substance quickly fills the area, inadvertently trapping anybody close that fails their DR. Like cotton candy and smelling twice as sweet, the foam creates a euphoric feeling of love and friendship among the victims who will also feel increasingly protected, nurtured and safe by the now-hardening foam which will (within 4 rounds, so DR/round allowed) quickly trap and suffocate the victims. The bodies are usually removed by NPCs within the tunnels that have direct contacts to the flesh markets in Blood City.

17. **FLARE OF HEROIC STUPIDITY:** A flash of bright light followed by purple smoke will temporarily blind anybody that fails a DR (lasting 2 Rounds) and also leave them open to inhaling the purple smoke (another DR required to avoid the victim becoming intoxicated by an overwhelming sense of heroism). The victim will believe that saving the day in every situation is now their personal responsibility and will test every trap, race off to fight and kill as many monsters, NPCs etc. as they can, and perform other reckless acts. Victims often abandon any sense of reason or stealth in favour of shouting outlandish challenges to the enemy as loudly and as bravely as possible.

18. **PINKSNIFFGUM:** Seemingly harmless pink-coloured gum-like substance. However if picked up, touched, molded with bare hands, etc. the warmth of the victim's hand will also trigger the gum's explosive

properties. If placed against an object (door, lock, etc.) it will explode within two rounds and destroy said object. However, if PC/NPC/etc. is still holding it/still has it within their possession within two Rounds, it will explode and do 4-40HP/damage. REFEREE: Be realistic about damage: if it was being held, surely that's the loss of fingers/hand/arm/etc?

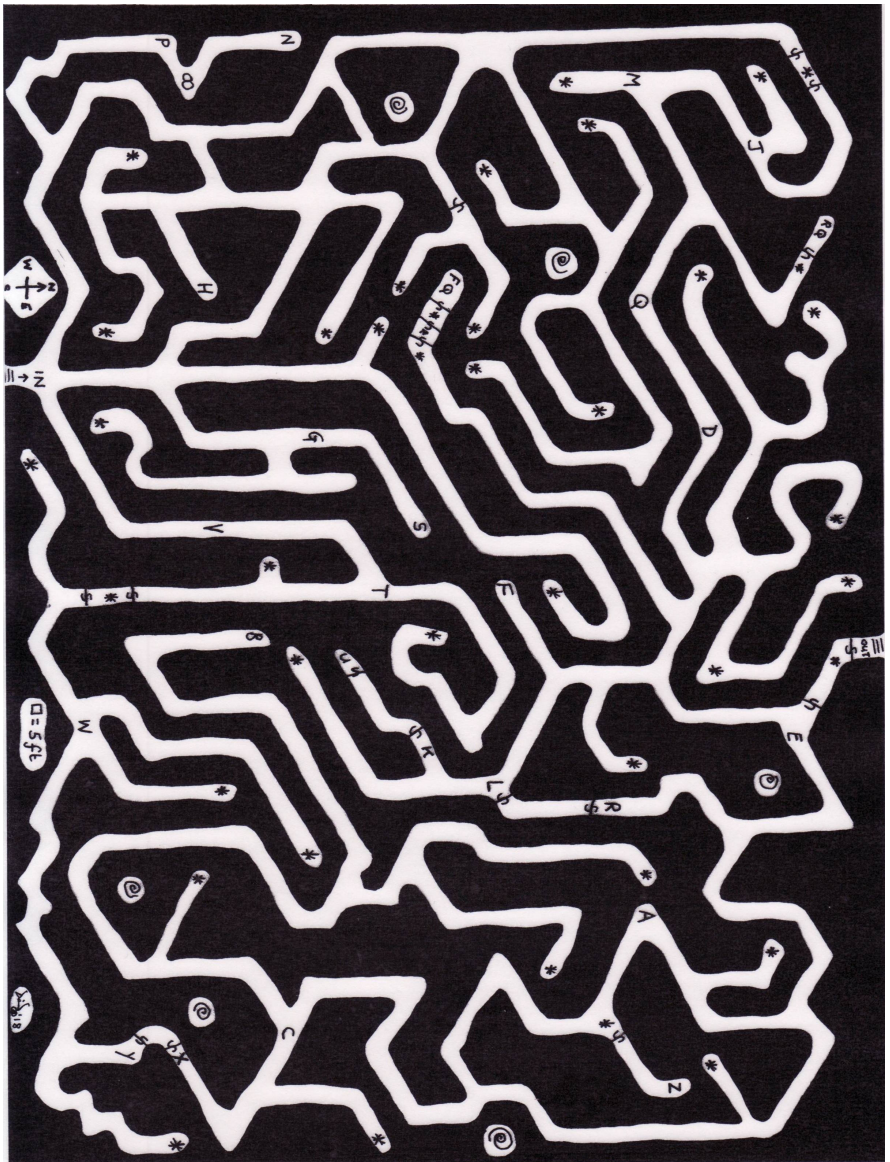
19. SAND IN A BOX OF SPIDERS: A wooden box fixed to the ground containing ten small spiders and lots of sand. Kill the (actually harmless) spiders and in the sand will just be visible a clear gem. It is thumb sized and slippery, only able to be picked out of the sand by bare hand/fingers. As soon as the gem is picked out from the sand it will shatter, releasing a clear liquid into the sand and immediately igniting it as though phosphorescent. DR to avoid 4-40HP Damage by burns and 1 in 6 chance of permanent blinding. After the flash fire stops, now visible at the bottom of the scorched box will be a dazzling fist-sized ruby-red gem. If picked up, the gem will immediately shatter, leaving the PC/NPC now holding a deadly SPIDER. Roll for Initiative. Lose and the Spider tries to bite.

20. THE RED ASH: A small, heavy gold coin is on the ground. Fail DR and see that it was covering a small hole in the floor. Poisonous, red gas fills the victim's mouth, nose and body. The skin becomes red ash and the blood a toxic, red dust (if touched/inhaled -DR to avoid).

NOTES:

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THE WORM TUNNELS BENEATH RABBIT WOOD
(A4 PDF version available free on request)





THIS WAS THE ORIGINAL VERSION OF THE MAP
(Also available as free A4 PDF on request).



