

World of Abingdon Meadow

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The fallow meadow lies nearby the town of Abingdon, a short ways down a narrow county road. Stories tell of a time when the the meadow was planted with barley but the overgrown meadow has long since gone to seed. Humans still come to hunt for rabbits caught out in the open but at least they've let the warren be. Very little has happened in the warren since the time of barley. The hedgerows are as they ever were and the same predators worry the warren that did a generation ago.

Questions: The Warren

- What part of the meadow marks the warren's location?
- How much of the vast warren goes unused?
- What do your senses tell you about the warren?
- What is the one story everyone in the warren knows and who tells it best?
- Why aren't you in charge of the warren?
- What might others covet about the warren?
- Before Cottontail, how many winters had it been since the warren last saw a newcomer?

Questions: Relationship

- Who makes your life miserable?
- Who do you wish was your mate?
- Who have you let sleep in your burrow?
- Who's the oldest rabbit you know?
- Who has turned out to be your rival?
- Who would you like to see in charge?

Questions: Situation

- Is it day or night or somewhere between?
- Why are you all so far away from the warren?
- How did the hunters get between you and the warren?
- What other animal shares your hiding spot?

Questions: Stakes

- What do they do when rabbits die?
- What will happen when, by chance, a tunnel connects with another warren?
- What will happen if the rabbits are driven from the warren?

...What do you do?

Custom Moves

Nose Around

When you start asking questions, roll+Shrewd. On a 10+, choose 2. On a 7-9, choose 1.

- You get answers to your questions
- You're sure no one witnessed your inquiries
- You don't answer any of their questions

Lost

When you try to find your way in a strange warren, roll+Shrewd. On a 10+, you make your way to your intended destination. On a 7-9, you find your way to the surface but you'll have to find another way down if you hope to find your destination.

Names

Hedgerow Foliage:

Hawthorn, Blackthorn, Holly, Ivy, Hazel, Dogwood, Dead Wood, Honeysuckle, Blackberry, Field Maple

Warren Rabbits:

Rosemary, Aster, Thistle, Sedge, Cress, Boxwood, Heath, Snowflake, Foxglove, Primrose

Other Rabbits:

Buttercup, Knotgrass, Sorrel, Bracken, Dorset, Poppy, Sundew, Birch, Adler, Bounder

Birds:

Tawny Owl, Woodpecker, Rook, Jackdaw, Warbler, Wren, Starling, Thrush, Honey Buzzard, Sparrowhawk, Eddy, Balmy, Aurora, Cirrus, Pileus, Parhelion, Nimbus, Muggy, Isobar, Squall

Other Creatures:

Stoat, Badger, Weasel, Roe Deer, Pine Martin, Brown Rat, Feral Cat, Red Squirrel, Mountain Hare, The Hungry Tunnel

the warren

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NPCs

COTTONTAIL, Newcomer Rabbit

Trait: Ambitious

Voice: Trustworthy Used Car Salesman-like

- Speak up for someone beneath his station
- Idly point out the problems of the warren and its leadership
- Meet with small groups to talk about how things could be
- Stage an increasingly less bloodless coup

WINTERGREEN, Head Rabbit

Trait: Practical

Voice: Calm and Frank demeanor

- Ask others for their opinion
- Act decisively when her mind is made up
- Delegate, delegate, delegate
- Pause to settle others' disputes

LONGTOOTH, Wintergreen's Father

Trait: Absent

Voice: Cheerful

- Volunteer for whatever the task
- Wait it out till things settle down
- Share a bit of history
- Dress someone down

NETTLE, Hedgehog

Trait: Sneaky

Voice: High and Sniffly

- Roll into a spiny ball
- Call on the extended family
- Give dogs pause, the second time
- Hibernate in winter

Predators

LESLIE AND CADBY, Terriers

Trait: Naive

Voice: Young, Wistful, and British

- Bark and bark and bark
- Give merry chase all around the meadow
- Scruff and shake them with great gaiety
- Sniff out a trail without breaking a constant stream of banter
- Widen an existing hole before crawling right in

SAX, Fox

Trait: Curious

Voice: Unconcerned

- Disappear and reappear somewhere else
- Bite and hold while deciding what to do
- Follow at a distance, biding his time
- Entice them and make assurances

SKREE, Hawk

Trait: Efficient

Voice: Sated

- Swoop from above at blinding speed
- Gouge their flanks with sharp talons
- Tear their ears with a hooked beak
- Snatch them and carry them up and away
- Buffet them with wings

JAKE AND CLYDE, Hunters

Trait: Drunk

Voice: Incomprehensible to Rabbits

- Fire their rifles indiscriminately
- Use spotlights in the dark
- Loose dogs and shout encouragement
- Set clumsy snares

Threats

THE THREAT OF COTTONTAIL'S ASCENDANCY

Intent: to reorder the warren's hierarchy

- Some rabbits are cagey and whisper in groups
- Cottontail's followers barricade tunnels
- Cottontail's followers exile Wintergreen
- Cottontail assigns new social statuses

THE THREAT OF BLAZING SUMMER

Intent: to become Fall

- The day goes on and on and on
- Thick, thick vegetation chokes the low places
- Pastoral views attract humans, their children, and their pets
- Water sources run dry and the earth bakes

THE THREAT OF THE MERGE

Intent: to upset the natural order of things

- Tunnels join, to the digger's surprise
- Guards, scouts, or emissaries are met
- New tunnels are dug and rabbits intermingle
- Popular support swings to new leadership

THE THREAT OF LATE FALL

Intent: to become Winter

- Leaves change color and fall
- Hunters hunt with dogs and lamps
- Surrounding fields lie fallow and empty
- The birds depart leaving only hungry raptors



some other rabbits this way too

the maple tree

dogs in the yard

people house

fresh spring water

watch for snares

people road

peaceful spot

wildflowers

gloomy hedge

blackberries

be careful of foxes in the wood

sharp rabbits seen here

hawk tree

down