

# World of Bayou Dupre

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**Well, things are tough all over in the bayou, *c'est vrai, c'est vrai 'tit monde*.** We all got to stay sharp, because everyone here around wants to eat us. Be alert! *Lâche pas! Lâche pas la patate*, my darlings! Everybody hungry, everybody like a nice piece of rabbit, *c'est vrai*. We got to be smarter than them, and fast, too. We can't swim like the swamp rabbits, but who wants to swim? If we were meant to swim we'd have fins. We can't climb like a squirrel but if we were meant to climb we'd be dumb as rocks like them, *'tit monde!*

## Questions: The Warren

- What directions would a rabbit give to locate the warren?
- What bayou vista can you see as you look out from the warren?
- Is the warren large, small, or somewhere in between?
- How many generations ago did you cross the Great River?
- Where's the stand of bottomland hardwood, the dry hill of clay, the sleeping bear's den?
- Which rabbit, alive or dead, is revered here?
- What do your senses tell you about the warren?
- How are decisions made in the warren? Who is in charge?
- What is your relationship with the Swamp Rabbits who were here when your ancestors arrived?

## 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's unhappy about the way things are in the warren?

## Questions: Situation

- Is it day or night or somewhere between?
- Why are you all away from the warren?
- When did you realize you were lost?
- Who is hurt or trapped?
- What animal just approached you—A pelican, an opossum, or a raccoon?
- What predator has just revealed itself? A bobcat? A big snake? Something else?

## Questions: Stakes

- What happens when rabbits are born, and when they die?
- What happens when a new rabbit arrives?
- What will happen if the rabbits are driven from the warren?
- What happens when rabbits' status in the warren changes?

## Custom Move

### Stare Into The Eyes Of The White King

When you lock eyes with the White King, roll+Steady. On a 10+, choose 2. On a 7-9, choose 1.

- You can look away
- Your body does what you ask it to
- You don't crave the sweet comfort of the White King's jaws

## Names

### Kinds of trees:

Willow Oak, Bald Cypress, Water Tupelo, Dwarf Palmetto, Spanish Moss

### Big, lanky swimming swamp rabbits:

Milkweed, Iris, Lineberry, Buttonbrush, Grooveburr, Mulberry, Bittercress, Dewberry, Teaberry, Pansy, Marigold

### Egrets, heron and ducks:

Sherwood, Moody, Willis

### Rats, nutria, squirrels, muskrats and beavers:

Derriel, Bassee, Gosie, Tinch, Dower, Balles, Moxley

### Alligators, rat snakes, giant yellow-bellied frog-eating diamondback water snakes that stink like fish shit and murder:

Okhina, Achuffa, Pisa-Tuk, Affetipoa

## ...What do you do?

# the warren

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## NPCs

### DELPHINE, a Brown Pelican

**Trait:** No Nonsense

**Voice:** Southern lady

- Beat up a mammal
- Observe from the air
- Scold bad behavior
- Hide something (or someone) in her beak
- Shame cowards and the recalcitrant

### BOUPIGNON, a Raccoon

**Trait:** In the Way

**Voice:** Thick, Cajun

- Eat well
- Act as an intermediary
- Talk in third person
- Tag along, friendly-like
- Share dubious knowledge

### THE CAPTAIN, an Opossum

**Trait:** Treacherous

**Voice:** Tired Abe Vigoda-type

- Smile with needle teeth
- Call in a favor
- Summon his muscle, Monette
- Demand tribute
- Protect his own possum ass

## Predators

### MONETTE, a Bobcat

**Trait:** Lethal

**Voice:** Cynical, Nerdish

- Snag in gigantic paws
- Death shake
- Limp from a hunter's wound
- Make a cynical comment
- Back-talk The Captain

### AFFETIPOA, "THE WHITE KING"

#### Albino Canebrake Rattlesnake

His name is Choctaw for "One who enchants and ruins." Five feet long, milky white with bands of gold and red eyes.

**Trait:** Enchanting

**Voice:** Soft-spoken, Bored

- Humor his prey
- Appear out of nowhere
- Sink fangs into warm-blooded flesh and wait
- Sun on a log
- Dazzle with unearthly beauty

### HOUSATONIC, Hound Dog

**Trait:** Stupid

**Voice:** Idiotic and Shouty

- Bark and bark and bark
- Give chase
- Bite and shake
- Sniff out a trail
- Dig it up and eat it

## Threats

### THE SWAMP RABBITS

**Intent:** To drive the warren out of the bayou

- Emissaries arrive with talk of peace
- Soldiers and nutria minions amass across river
- Patrols are ambushed
- The warren is flooded

### THE WHITE KING

**Intent:** To receive tribute and sacrifice

- A messenger arrives with an ultimatum
- The warren is divided
- Enforcers appear
- The White King reigns

### THE HUNTER

**Intent:** To destroy the warren

- The hunter arrives crashing through the swamp
- Housatonic runs free
- A grand council is called, for all are in danger
- The warren is sold out and sacrificed

### THE BIG MUDDY

**Intent:** To drown the world

- The rains come and the ground is wet
- River rises - Standing water collects in low places
- Entrances are filled with water as the warren floods
- The world is submerged and everyone is drowned

slow water

view point

tall trees

boat bones

dark, mossy woods

mosquitoes!

so silent

mirror pool

fast river

