

# World of Borealis Wood

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The boreal forest lies between the towering mountains and the immense frigid lake. The summers are hot and prone to wild storms with hail and thunder, and the forage is good. The winters are impossibly cold and cruel. Humans come rarely, trapping hares for pelts, especially when the snowfall turns them ghostly-white. Snowshoe hares do not live in burrows together, but alone in hedges and tall grass, under tree boughs, but above ground. Territories are massive, but overlap; meadows and valleys are shared. Hares hide in the brambles and tangles of juniper, raspberry, and wild rose.

**Note:** This World playset focuses on hares instead of rabbits. See “Appendix 3: A Bit About Hares and Pikas” on page 99 in the rulebook for more details.

## Questions: The Wood

- How rugged or forgiving is the land here?
- Where are the best places to hide?
- How broad is the river? How far are you from the frigid lake?
- Where do the hares meet when a discussion must be had?
- How do the local hares make decisions, and who doesn't listen?
- What do you do when your neighbours suffer hardships?
- Are the other animals of the Wood welcome when the hares meet?

## Questions: Relationship

- Who would you gladly feed to Nôsemaskwa?
- Who have you already amted with once?
- Who is your trusted friend?
- Who has seen the most of the world?
- Who's been chattering about changes coming to the wood?

## Questions: Situation

- Is it summer or winter or somewhere between?
- Why are you all travelling together?
- What is the nature of this ravaging storm?
- Why won't your shelter last much longer?
- What smell on the wind presages trouble?

## Questions: Stakes

- What happens when hares are born or die?
- What things in the Wood are worth fighting over?
- How do the hares measure status?
- What will happen in the summer, when everyone fights for mating rights?
- Where is the bear's den?
- When was the last time the owl known as The Nightmare took someone?
- What other animals live nearby?
- What problems do humans cause?

...What do you do?

## Names

### Hares of the Mountainside:

Galliarda, Goldenrod, Aster, Tansy, Lightning, Sweetgrass, Snowberry, Yarrow, Paintbrush, Juniper

### Hares from the Lake's Edge:

Sage, Poppy, Broadfoot, Oxeye, Wintergreen, Fescue, Puddle, Wood Lily, Alder, Bergamot

### Birds:

Woodpecker, magpie, sparrow, great horned owl, ptarmigan, Canada goose, mallard, grouse, golden eagle, broad-winged hawk, sandpiper, thrush, raven, hummingbird, gull, loon, flycatcher, chickadee, gray jay

### Other Creatures:

Deer, brown bear, bighorn sheep, lemming, mountain goat, field mouse, lynx, beaver, moose, coyote, squirrel, black fly, bison, pika

### Mountainside Foliage:

White spruce, trembling aspen, jack pine, douglas fir, wild rose, raspberry, western hemlock, lodgepole pine, scotch thistle, alpine timothy

the  
warren

# World of Borealis Wood

## NPCs

### SUNFLOWER, Wanderer

**Trait:** Wanderlust

**Voice:** Slow cowboy

- Talk of places far away
- Sigh wistfully when children are mentioned
- Run faster and farther
- Back down from almost every fight. Almost
- Eat more than her share

### ONE-EAR, Storyteller

**Trait:** Ambitious

**Voice:** Fire and brimstone preacher

- Tell a tale of human danger
- Unite hares against a common foe
- Treat someone as a coward
- Define things in black-and-white
- Make another fight his battles

### NEEDLE, Ancient Porcupine

**Trait:** Inscrutable

**Voice:** Drowsy by day, sarcastic by night

- Dig a deep hole
- Rattle with menace, back up the threat
- Climb a tree with surprising speed
- Know where the best green shoots are
- Remember something from the distant past

### SCRAMBLE, Eager chipmunk

**Trait:** Curious

**Voice:** Excitable!

- Hide from danger
- Scold from a safe spot
- Stuff cheeks with food
- Stockpile for winter
- Watch for trouble

## Predators

### ONE BLUE EYE, Wolf

**Trait:** Patient

**Voice:** Wry, gentle

- Lead the pack
- Sniff out a hiding spot
- Maim or kill with a bite
- Pick a battle
- Harass and hunt over distance

### PADFOOT, Lynx

**Trait:** Hungry

**Voice:** Casual, almost friendly

- Laugh at her own mistakes
- Tear with tooth and claw
- Climb a sheer surface, swim with ease, appear from shadow
- Search for a mate
- Impersonally eat another animal, even a friend

### NÔSEMASKWA, Grizzly Bear

**Trait:** Devastation

**Voice:** As condescending as possible

Her name is *Mother Bear* in Cree. She's seen nine litters come and go, and outlived many of her children. She is scarred from old wounds. She eats tremendously of berries, eggs, fish, carrion, and roots. Hares, with their fast feet and short lives, barely concern her, unless there is nothing else around to eat. She, with her endless appetite and incomprehensible size, concerns hares greatly.

- Eat everything but bark
- Destroy what threatens her and hers
- Sleep away the winter and rise hungry
- Range tirelessly across all terrain
- Impart ancient wisdom

## Threats

### THE FIRE

**Intent:** To consume all in flame

- Weeks without rain
- Lightning sparks a flame, and smoke rises
- The animals crowd the lake's edge
- Everything burns; regrowth takes generations

### THE KILLING FROST

**Intent:** To make perfect stillness

- Snowstorms that last for days
- The snow stops; the temperature drops so fast that tree branches shatter
- Hares huddle together and jockey for position
- There's nothing to eat but bark and dead hares

### THE FLOOD

**Intent:** To wash the world away

- Spring rains that last a month without cease
- Meltwater pours down from the peaks
- The rivers rise out of their banks; water covers the world
- Trees uproot, earth turns to mud, no hare can swim against the current

### THE DOOM OF UNITY

**Intent:** To dominate all the hares of the wood

- One-Ear tells tales of threats beyond
- Hares begin to repeat his words
- His followers demand tribute
- One-Ear is crowned

# World of Borealis Wood

## Custom Moves

### Camouflage

When you rely on your pelt and your stillness to hide from a predator, roll+Steady. On a 10+, choose 3. On a 7-9, choose 2. If it is spring or fall, and your coat is still mottled with the change, choose one fewer:

- You are invisible.
- You can't be heard or smelled.
- Nothing threatens to disturb your stillness.

### Endure

When you are caught in dangerous weather, roll+Shrewd. On a 10+, choose 2. On a 7-9, choose one:

- You make it to shelter.
- Trouble doesn't nip at your paws.
- You aren't isolated by the aftermath.

see everything  
from up here

Eagle

Spring landslide

flowers here

deer  
meadow

Bear

high meadow

tangled woods

tall rock

way up

Balls

old berry patch

berries

shore territory

owl

icy cold

don't sp

