

World of City Park

Written by Kristin Firth & Eric Mersmann
Edited by Steve Segedy

The park is the Green. It is surrounded on all sides by the Grey, but the Grey is no place for decent rabbits. The Green sometimes gets overrun with humans but they don't come to the park at night, or when it rains or gets too cold, so really there's plenty of time for rabbits. You just need to stick to the green and avoid nice days, and you'll be sort of okay. You might also want to avoid whatever weird new thing the humans are doing to the Green, and keep a look out for animal control, and the feral cats, and the birds of prey that hunt at night... but other than that, it's really a great place to be, really.

Questions: The Warren

- How long has your warren been in the Green?
- When the rabbits talk about previous years were things better or worse?
- How does your warren regard the humans?
- What scary stories do you tell your kits to warn them of the dangers of the Grey?
- What legends do you tell of the All-green?
- How are decisions made in the warren?
- How would you give directions to the warren?
- Who has ranged the furthest south in the Green?
- What do you make of the stories the pigeons tell of the smaller green places nestled among the Grey?

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

- What season is it now? (If Spring-Summer "how are you coping with the throngs of people" if Fall-Winter "what food do you miss the most")
- Who is responsible for digging out the back entrance that collapsed when the rumbling came nights ago?
- How long has Fennel been missing and who is the most concerned about them?

Questions: Stakes

- What will happen when rabbits from the warren are lured into the Grey?
- How will the rabbits survive in the increasingly hostile environment of the Green?
- How will the rabbits handle a rift forming in the warren?

Names

Warren Rabbits:

Link, Sedge, Cross, Cupcake, Luna, June, Harp, Kale, Jasper, Milo

Additional City Rabbits:

Pip, Ruby, Flax, Lil, Arlo, Wit, Jazz, Latte, Shep, Dash, Crunch

Birds:

Pigeons, Sparrows, Blue Jays, Cardinals, Crows, Waterfowl (common) Heron, Red-Tailed Hawks, and Eastern Screech Owls (rare).

Boston, Cornell, Digby, Highbridge, Lefferts, North, Redhook, Orville, West

Other Creatures:

Squirrels, Raccoons, Dogs, Feral cats (common) Foxes, Coyote (rare) Released Exotic Pet (very rare)

...What do you do?

the warren

World of City Park

NPCs

DEMON, Carriage Horse

Trait: Depressed

Voice: Deep, Slow, and Sad

- Trade information for good jokes
- Repeat himself
- Never surprised by anything

FENNEL, the Rabbit who Dared to go Into the Grey

Trait: Injured

Voice: Super-fast and excited

- Wide eyed and jittery
- Not long for this world
- Tell awe-inspiring stories

ZED AND SQUASH, Hardened City Rabbits

Trait: Hard-core Survivors

Voice: Grizzled tough guys

- Act tough and distant
- Threaten when feeling threatened
- Recruit new survivors for their group

PIGEON, One of Many, Many Pigeons

Trait: Gossip

Voice: Hateful / eccentric / depressed / touristy

- Each pigeon has their own unique NYC personality
- Tell different versions of the same story
- Listen and immediately misunderstand
- Know important things, but lack ability to communicate them

Predators

MANX AND SASHA, Feral Cat Couple

Trait: Neurotic

Voice: Post-Therapy Paint-By-Numbers

- Pin rabbit to be captive audience/mediator
- Take out frustrations on prey
- Become distracted by insecurities

MARNIE, Pitbull

Trait: Angry

Voice: Gruff, Short Sentences

- Rage at everything
- Shout and demands attention
- Issue threats she can't fulfill

CLEMENTINE, Owl

Trait: Watching and Waiting

Voice: Gentle, Melodic, Quiet

- Plan for future meals
- Philosophize about the natural order
- Vomit up balls of rabbit bones at embarrassing times

SAM, Animal Care and Control Worker

Trait: Obsessive

Voice: Constant muttering

- Talk to rabbits, but of course doesn't understand what they are saying
- Take away dead animals
- Capture rabbits and take them to "safety"

Threats

THE THREAT OF CONSTRUCTION

Intent: To destroy the warren

- Landscaping above the warren begins
- Partial collapse of the warren from construction
- Back escape destroyed
- Whole warren destroyed

THE THREAT OF HARDENED CITY RABBITS

Intent: To upset the rabbit hierarchy

- Fennel returns, telling tales of the Grey, dies.
- Hard-core city rabbits come looking for Fennel
- City rabbits encourage others to join them
- More rabbits threaten to leave
- Just a few stragglers left in Warren

THE THREAT OF THERAPY CATS

Intent: Use rabbits to resolve their problems

- Manx and Sasha corner some rabbits
- Rabbits forced to choose sides
- Befriend, threaten, and cajole rabbits
- Make up happily, leaving rabbits alone
- Split up, taking out anger on rabbits/warren

World of City Park

Custom Moves

Brave the Grey

When you attempt to travel through the Grey increase your Panic by +1 and roll +Shrewd. On a 10+, choose 1. On a 7-9, choose 2. On a miss, you cannot move voluntarily at this time.

- This is the scariest thing you have ever done, take an additional +2 Panic.
- Your senses are overwhelmed, you cannot Pay Attention until you return to the Green.
- Nothing is right here, take -1 forward on every roll you make while in the Grey.

Become Hardened

Average rabbits are unable to Relax in the chaos of the Grey. If you wish to become hardened to the Grey, cross out Help/Hinder and roll. On a 7+ you are now able to Relax when you are in relative safety, even if you are in the harsh environs of the grey. On a miss you must return to the green if you wish to Relax, forever scarred by your attempt.

