

World of Painted Desert

Written by Marissa M. Kelly
Edited by Steve Segedy

When you look across this great desert of the Southwest, what do you see? Some say they only see sand and death, but that is not what I see. I see life. I see warm clay, blooming cacti, and compassionate storm clouds brewing on the horizon. The Desert can be unforgiving, but for those who know where to look the landscape yields a rich and vibrant world full of life, spirited colors, and a welcoming warmth found nowhere else on earth. So, when you look across this ocean of sand, tell me... what do you see?

Questions: The Warren

- What animal's bones mark the warren's entrance?
- What tradition has your warren carried since before the sun rose?
- Why are the warren's numbers dwindling?
- What mystical secret does your warren protect from the world?
- What is the first story a young kit learns about death?
- Why do you believe in the chief rabbit's wisdom?
- How does your warren welcome outsiders from the lands beyond the horizon?

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 monsoon season or the dry season?
- What spirit did you pursue and why?
- Who has heard rumors of approaching outsiders?
- What instructions did the chief rabbit give you? Why did he select you?

Questions: Stakes

- What is a rabbit naming ceremony like?
- What is said among the warren when a rabbit dies?
- Which rabbits in the warren share visions?
- What other creatures know about the warren?
- What do rabbits do to thank one another?
- What problems do scorpions cause?
- How does your warren get food and water?

Custom Moves

Honoring Your Elders

When you ask one of your elders for guidance, roll +Shrewd. On a hit, the elder tells you a story of how your warren has overcome such problems in the past. On a 10+, take +1 forward if you follow the course of the story. On a miss, the elder reveals that the problem is worse than it seems.

Spirit Offerings

When you make an offering to a Spirit, roll +Steady. On a 10+, the spirit accepts your payment and offers to help you with a problem. On a 7-9, the spirit gives only vague advice or visions. On a miss, something about your offering offends the spirit.

Names

Warren Rabbits:

Ashpaw, Bena, Cactusflower, Claysnout, Cliffrose, Dustbringer, Mudtail, Redshoulder, Viho

Outsider Rabbits:

Brice, Cole, Gale, Leland, Luca, Mosley, Samson, Skylar, Vic

Other Creatures:

Bats, bobcats, coyotes, hawks, javelinas, lizards, mice, mountain lions, owls, rats, roadrunners, scorpions, spiders, vultures, wolves

Desert Spirits:

Storm, Fire, Death, the Mother

Desert Assets:

Yucca, cactus, volcanic rock, heat lightning

...What do you do?

the warren

world of Painted Desert

NPCs

SUNTAIL, Chief Rabbit

Trait: Patient

Voice: Calm, reassuring

- Share a vision of the future
- Enforce a social norm.
- Oversee the birth of a litter
- Protect the warren from a threat

JOSHUA, an Outsider Rabbit

Trait: Greedy

Voice: Confident

- Invite other rabbits to accompany him
- Talk freely about the land beyond the horizon
- Present a new resource to the warren
- Steal something from the elders

GHOST, an Elder Rabbit

Trait: Wise

Voice: Jovial

- Survive an impossible predicament
- Lead a warren ritual
- Share a meal with a young rabbit
- Shut down a new idea or innovation

PRETTY, the Deceiver

Trait: Ambitious

Voice: Sensual

- Befriend the rabbits of the warren
- Use a gang to enforce their will
- Murder another rabbit for power
- Move a crowd to action

Predators

JEWELFANG, a Snake

Trait: Calculating

Voice: Hungry, impatient

- Claim a water hole
- Misdemeanor the young and naive
- Seek shelter from a raptor
- Sunbathe while digesting

SLY ONE, a Coyote

Trait: Trickster

Voice: Trustworthy and charming

- Dance in the moonlight
- Delight in riddles or jokes
- Kill more than it can eat
- Play with its food, cruelly

VESH, a Scorpion

Trait: Curious

Voice: Hissing

- Investigate commotions in the warren
- Plead for favors and accommodations
- Betray rabbits to escape danger
- Lay a nest in an inconvenient spot

TALON, a Hawk

Trait: Vicious

Voice: Crass

- Hunt from the sky, precise and quick
- Seek help in locating a mate
- Strike to protect its nest
- Carry prey a great distance

Threats

DROUGHT OF A THOUSAND, THOUSAND SUNS

Intent: To scorch the earth and birth it anew

- Water sources dry up around the warren
- The wildflowers don't bloom
- Predators become desperate and bold
- The rain forsakes this land and the fires come to cleanse it

OUTSIDERS

Intent: To change the warren's way of life

- The newcomers are welcomed into the warren
- The newcomers convert rabbits in the warren to some of their strange ways
- The outsiders send word to the rest of their rabbits to join the warren
- Outsiders overwhelm the warren and the traditional ways are lost

DEATH OF SUNTAIL

Intent: To destroy the warren through murder, paranoia and intrigue

- Whispers of the chief rabbit falling deathly ill spread through the warren
- The chief rabbit is killed and the favored rabbit for succession is framed for the murder
- The real murderer moves to displace their competition, by force if necessary
- The murderer takes over the warren as chief



WINDY VALLEY

VISION

SCORCHED

BONES

REFUGE

SHARP STONES

NOISY STONES

LOOKOUT

WATER, SOMETIMES

SCORPION HERE

SouthA