

World of Deck 17-R01

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gordsellar.com/2019/04/09/thewarren/

Once a great park provided for the Starship *Destiny*'s maintenance crews to enjoy during their periodic wake cycles, Deck 17-R01 is now wildly overgrown. The breakdown of the *Destiny* enroute to a distant star has created many new dangers for the rabbits who once lived a life of relative ease there. The ship's AI, bots, and failing systems, the various competitors and predators that inhabit its decks, the heavily mutated rabbits of Deck 31-R04, and occasional groups of accidentally woken passengers all pose terrible hazards, but brave rabbits can uncover surprising mysteries and even, perhaps, take a hand in their own fate upon the *Destiny*, or perhaps on some other world, somewhere in the cosmos.

Questions: The Warren

- How is the warren's presence concealed from outsiders?
- What strange ancient objects exist nearby?
- What is the warren's biggest vulnerability?
- What was the last major disaster to strike the warren and how do its effects linger even now?
- Why is Deck 17-R01 such a safe place?
- What might others covet about the warren?
- Before Carrot King, how many generations had passed since the warren last saw a newcomer?
- When was the warren's last major disaster?
- How did the rabbits of the warren befriend the Monkey known as Galax, and how long ago did this happen?
- What is the warren's Rite of Passage for rabbits?
- How long have there been signs of trouble on Deck 17-R01?

Questions: Relationship

- Who has the instincts you wish you had?
- Who do you wish was your mate?
- Who have you let sleep in your burrow?
- Which rabbit's mutation has proven most useful?
- Who has turned out to be your rival?
- Who would you like to see in charge?

Questions: Situation

- Which season is currently being simulated?
- What time of day is currently being simulated?
- Why are you so close to the elevators?
- What alerted you to the presence intruders on Deck 17-R01?
- Who or what just arrived in the elevator ?
- How many days is it since the warren's last death?
- What has gone wrong in the last year?
- What responsibility did Carbon delegate to you?
- What resource is scarce on Deck 17-R01?

Questions: Stakes

- What is done when a rabbit dies?
- What will happen if Carbon dies or is ousted?
- What will happen if the rabbits are driven from Deck 17-R01?
- What will happen if the warren experiences a population bottleneck?

...What do you do?

Names

Hedgerow Foliage:

Oak, Thistle, Rose, Birch, Megacarrot, Bamboo, Cane, Weeping Willow, Kth-th (Carnivorous Plant)

Warren Rabbits:

Glimmer, Aster, Sinew, Lettucemouth, Carrotkiller, Galax, Plutonia, Vacuum, Peter, Copernicress, Newtonia, Einsteiner

Other Rabbits:

Deckjumper, Evac, Big Dipper, Paracelsus, Carrot King, Anaximander, Clot, Bottle, Idleheart, Biter

Machines:

Scrubby, Securimax, Greenthumb7, Handybot (Maintenance bot), Lindy (the ship AI's, and its line of avatarbots), Buzzers (bots hacked by a glitch virus), Igors (science rsearch bots)

Intelligent Life

Mutant Tribesmen, terrified thawed passengers, recently woken maintenance crew, The Philosophers (descended from lab rats), *Les Chats* (humanoid cats), The Chicken Army, The Godlike Bovoids

Other Animals (Less-Mutated):

Mole, Badger, Fox, Chicken, Leopard, Horse, Parrot, Cobra, Agrisynthetic Chimeras

the warren

www.bulypulpitgames.com/games/the-warren

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NPCs

CARROTKING, Newcomer Rabbit

Trait: Fearful

Voice: Hesitant, soft-spoken, but insistent

- Talk about what happened on Deck 12-S4
- Worriedly talk about all problems on Deck 17-R01 in terms of worst-case scenarios.
- Meet with small groups to talk about the need to search for a safer Deck
- Lead a splinter group on an exodus

CARBON, Head Rabbit

Trait: Reasoning

Voice: Confident and Performative, Oratory

- Review what is known and what isn't
- Request suggestions and consideration
- Organize committees to study the issue
- Fortify and defend the warren with tech
- Assign her children to lead expeditions

MEMORY, Carbon's Mother

Trait: Feeble

Voice: Baleful

- Watch the warren's members quietly
- Offer a tidbit of information about the *Destiny*
- Share a bit of history
- Warn misbehaving rabbits: "When we arrive..."

GALAX, Monkey

Trait: Sneaky

Voice: High and Sniffly

- Take to the trees
- Throw explosive fruit at attackers
- Manipulate technology (sloppily)
- Explore adjacent decks alone

Predators

NOVA AND FLASH, Mutant Cats

Trait: Vindictive

Voice: Hissing, French accent

- Prowl various decks of the *Destiny*
- Torture a rabbit with their claws and teeth
- Suggest a truce to deal with other threats but break their word once it's dealt with
- Manipulate the ship's AI for their gain

NOBILITY, Mutant Eagle

Trait: Amoral

Voice: Haughty, New Englander accent

- Disappear and reappear elsewhere
- Carry a captured rabbit away in its claws
- See what's happening anywhere aboveground while flying
- Tauntingly regurgitate rabbit skin/bones

KTH-TH, Telepathic Carnivorous Plant

Trait: Manipulative

Voice: Seductive

- Expand vines to reach more of the Deck
- Whisper promises to stressed rabbits
- Pull up roots and move from place to place
- Foment a sense of helplessness among rabbits
- Capture and devour rabbits who come too close

THE MONSTERS, Mutant Human Hunters

Trait: Primitive

Voice: Guttural, Incomprehensible to Rabbits

- Fire blasters haphazardly
- Mess with the *Destiny*'s systems via the A.I.
- Cooperate with dogfolk in hunting rabbits
- Use technologies & mutations (haphazardly)

Threats

THE THREAT OF CARROT KING'S EXODUS

Intent: to siphon away as many rabbits as possible

- Some Rabbits begin questioning Carbon
- Carbon's followers begin agitating for exodus
- Carbon's followers steal food stores & gear
- Carbon leads half the warren off Deck 17-R01

THE THREAT OF THE SCIENCE BOTS

Intent: to study the Rabbits

- A science bot approaches the rabbits, filming
- The bot returns to learn the Rabbits' tongue
- More bots come, offering the Rabbits a safer place to live where they can be studied
- Bots swarm the deck, abducting rabbits to a lab

THE THREAT OF SYSTEM BREAKDOWN

Intent: to kill everything on Deck 17-R01

- The climate control system malfunctions
- Gardener bots begin cutting back on rounds
- Bots attempt to relocate the rabbits by force
- Elevators malfunction
- Cracks appear in the hull and air begins venting
- Deck 17-R01 is locked down and purged

THE THREAT OF HUNTERS

Intent: to eat all the rabbits

- Elevators are suddenly active at odd times
- A settlement of primitive humanoids appears
- Rabbits begin disappearing from the warren
- Hunters attack the warren directly

THE RABBITS OF DECK 31-R04

Intent: to steal breeding partners & resources

- Random individual rabbits go missing
- Surprise incidents of sabotage to the warren
- A raiding party attacks the warren
- The warren is captured and hauled to Deck 31-R04

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Custom Moves, General

Collective Memory

When in a moment of crisis, roll +Steady to draw on the collective memory of your species. On a 10+, choose one of the following. On a 7-9, the GM chooses one of the following. If you fail, you gain 2 Panic.

- Insight gives you +1 Forward
- Reduce your Panic by 2
- Reduce others' Panic by 1 each
- Give another rabbit +2 Forward for the scene

Birth Mutants

When you are birthing a litter with a Panic level of half or more your max Panic, roll +Strong. On a 10+, choose two of the following. On a 7-9, choose one and the GM chooses a drawback.

- All your kits have minor, useful mutations
- One of your kits has a major, useful mutation.
- All of your kits are born healthy and viable
- Gain +1 Forward to one of your Mutations until your kits are adults

Manifest a Mutation

When you experience stress or injury, roll +Strong. On a 10+, choose 2. On a 7-9, choose 1.

- +1 to all Mutant Ability rolls for the scene
- Gain a useful mutation (CharacterMove)
- Convert 1 point of Panic to +1 Forward on a mutation for the remainder of the scene.

Handle a Gadget

When you try to interact with Technology, roll +Shrewd. On a 10+, choose 2. On a 7-9, choose 1.

- You understand what this device does
- You avoid disastrous side effects
- You correctly operate the device

Supplementary Character Moves (Mutations)

The following are examples of possible mutations. A player who wishes to play a mutated rabbit can choose one of the following, or design something similar (subject to the GM's approval). When a character chooses one of the following, or design something similar (subject to the GM's approval). When a character successfully executes the **Manifest a Mutation** move to gain a useful mutation, they may do the same. For the **Birth Mutants** move, the GM chooses the mutations that kits are born with.

Telepathy

When you try to communicate with another creature telepathically, roll +steady. On a 10+, you succeed and your message is transmitted to the intended recipient. On a 7-9, choose one of the following:

- The message is garbled
- Only the intended recipient receives the message
- You are harmed by the psychic exertion

Telekinesis

You can move things with the power of your mind. Roll +steady when you try to use this power. On a 10+, choose two of the following. On a 7-9, choose one of the following, and take -1 Forward for all further attempts for the day:

- You can move any object up to your own weight
- You can move the object with concentrated force
- You can control the object's trajectory perfectly
- You can control the object's trajectory perfectly

Mental Blast

You can move things with the power of your mind. Roll +steady when you try to use this power. On a 10+, choose two of the following. On a 7-9, choose one of the following, and take -1 Forward for all further attempts for the day:

- You can move any object up to your own weight
- You can move the object with concentrated force
- You can control the object's trajectory perfectly
- You can control the object's trajectory perfectly

Extra Appendages

You have extra appendages (tentacles, hands, wings), but your brain isn't quite used to using them. When you attempt to use your appendages, roll +strong. On a 10+, you succeed and use the appendages effectively. On a 7-9, you succeed but tax your strength: -1 Forward for all rolls +strength for the current scene.

Energetic Blast

Your body absorbs and can unleash a form of energy: electrical, static, sound, light, or something else. On a 10+, choose two effects for one the target of your blast, or one single effect for two targets. On a 7-9, choose one effect for one target, and -1 Forward for the scene (because you're exhausted).

- The target is stunned
- The target loses the use of an appropriate sense
- The target gains a scar (or is seriously injured)
- The target is frightened away by the spectacle of the blast

Photosynthesis

You can survive on sunlight (real or simulated) alone. For each week you attempt to do so, roll +strength. On a 10+, you thrive. On a 7-9, choose one negative side effect, which continues until you next eat real food.

- Weak: -1 Forward on all roll +strength
- Your maximum Panic is reduced by 2 points
- Slow metabolism: -1 Forward on all rolls +speed
- Distracted: -1 Forward on all rolls +shrewd.

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Visiting Other Decks

The damage to the starship *Destiny* may be mild, moderate, or extreme, depending on your group's preferences.

Rabbits can reach the other decks by various means: they may be kidnapped to them by predators or bots, may travel to them using elevators or ship infrastructure (such as air vents or drainage pipes), or by other means imagined by the players and GM.

WHEN YOU ENTER AN UNKNOWN DECK

Resist Panic. In addition to the ordinary effects of the roll, on a 10+ choose the answer to one of the questions below, and ask one more and have it answered. On a 7-9 ask one question about the deck and have it answered.

- Are there any immediate threats here?
- Where is the nearest safe spot on this Deck?
- What is the apparent nature or purpose of this deck?
- Can I see anything useful from where I am?

Deck Conditions

pristine, damaged, on red alert, occupied, trashed, smells like death, very cold, extremely hot, lightless, overgrown, booby-trapped, filled with bones, decorated with primitive art, gadget stockpile, malfunctioning bots, plague-ridden community, silent, uninhabitable, saturated with radiation, grey-goo-flooded, on fire, flooded, lacking life support systems, verdant, sterile, tidy, warm, infested with vermin, overrun by bots, breached hull, inaccessible, home to a rabbit colony, empty

Deck Types

LIVING QUARTERS

Small cabins line long hallways. Machinery dispenses food by request (verbal or touchpad). The Monsters (primitive mutant human tribes) sometimes occupy these decks and become semi-sedentary... but some continue to hunt.

COMMAND

From here, a long-dead (or hibernating) captain once commanded the Starship *Destiny*. You can issue directives, alter the Starship's flight plan and weaponry, and take control of the ship's systems from here.

CARGO

Contains hardware, supplies, and gear galore. Often also contains Monster squatters.

ENGINEERING

Filled with gear, reroute power, and manuals and schematics for systems and gadgets.

RELAXATION

Parks emulating Earth-nature, like Deck 17-R01. Wildlife varies from deck to deck.

OBSERVATION

A few of the upper decks are dedicated to astronomical observation. They're domed decks on the outer layer of the ship, filled with different pleasant environments. Most are infested with intelligent Mutants, who prefer to inhabit these decks as they engender mutations in their offspring. (+1 on the **Birth Mutation** move.)

HIBERNATION

These decks contain row upon row of hibernation pods—some functional and maintaining sleeping crew/colonists, others long-ago broken down and containing skeletons, rotting corpses, or even recently woken humans struggling to escape.

Recurring Locales

Some chambers occur with greater frequency appearing on multiple deck types to allow greater access.

MED CHAMBER

Dedicated bots wait on standby, while coffin-like Treatment Cells await humans in need of medical attention. These are not designed for rabbits, though they could be commanded to perform some treatments on them.

REFERENCE CHAMBER

Provides access to the ship's AI, allowing users to interrogate the ship's massive library.

ARMS LOCKERS

Contains weapons configured for human use, as well as combat bots on standby. Not all combat bots have retained full functionality over the aeons.

AIRLOCKS

Double chambered locales. Interior Chamber contains controls for the airlock, slimsuits and helmets, and airtight cargo containers. Outer chamber is a bare-walled airlock.

ELEVATORS

Allows access to other decks within the *Destiny*. Often not completely functional; some elevator shafts are completely broken, with doors open to empty elevator shafts.

ESCAPE PODS

Contains small, self-piloting pods that can be launched into space to escape threats. Automatically follow and re-dock with the *Destiny* on a different, uncompromised deck if the ship AI is functional.



1 square = 0.25km²