



DEEP WARREN

MAP DESCRIPTIONS

Making your way up the hillside you see a copse of ancient oaks at its crest. Below the trees are sandy cliffs, held together by roots and grasses. At the base of one of these cliffs is the entrance to a den, dug into the cliff wall by some unknown, but obviously large creature.

- The grass is closely cropped around the entrance, and large round dung pellets litter the ground.

As you enter the den, you feel a change in the air. The clear, fresh scent of the hillside is replaced with musty earth and cool dampness. In places, light filters through holes in the roof, created by roots and small slips of earth. The interior walls are unstable, seemingly only maintained by constant repair.

- Claw marks can be seen on some of the stones and roots.
- Gnarled roots grow through the walls and in places hinder your passage. In these places, the earth has been dug away under or around the obstacles.
- Some roots have been cut through, or more precisely gnawed through by sharp cutting teeth.
- There are small alcoves dug into the walls, their interiors littered with hay and grasses. Ticks and other insects infest the bedding.
- Dry and rotting vegetation covers the floor of the chambers.

NOTES AND TIPS

- **30x45 Grid Map**
- *Not just bunnies:* Although this is designed as a rabbit warren, which could certainly house a fluffle of killer rabbits (yes the internet has decided to call a group of rabbits a fluffle). The map is just a group of connected chambers and could house any number of monsters. There are plenty of giant versions of creatures to choose from. Badgers, mice, rats, weasels, multiple insects. They don't have to have dug the warren, they just use it as their home now.
- *Rocks fall:* The walls of this map are crumbling and unstable. Cave-ins are a serious danger. Any loud noise or concussive shock risks the party being crushed by falling rocks and soil.
- **Killer Rabbits:** Something dark lurks in the ground below the fields of this pastoral landscape. A horror that farmers fear to name above a whisper, in case they are summoned... yes, it's giant bunnies. Giant KILLER bunnies! Treat them like some supernatural horrifying creature, and they should actually be dangerous! You need to get your party scared of these creatures before they ever enter the warren to clear them out.
- **Lucky Rabbits:** In this region live a species of giant rabbits that are revered by the locals. Having a warren located near a village is good luck and ensures a good harvest. However, the local warren has been taken over by something else and the villagers have tasked you to clear them out.
- **Country Kobolds:** Kobolds have taken up residence in an old giant rabbit warren. They have started raiding local farms for

food and the farmers need them dealt with. But with Kobolds come dragons and this warren is home to a small but vile wyrm, wyvern or other dragonkin. It should be fairly low-level, more of a local threat for lower-level adventurers but could still possess limited draconic abilities.

VARIANTS

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