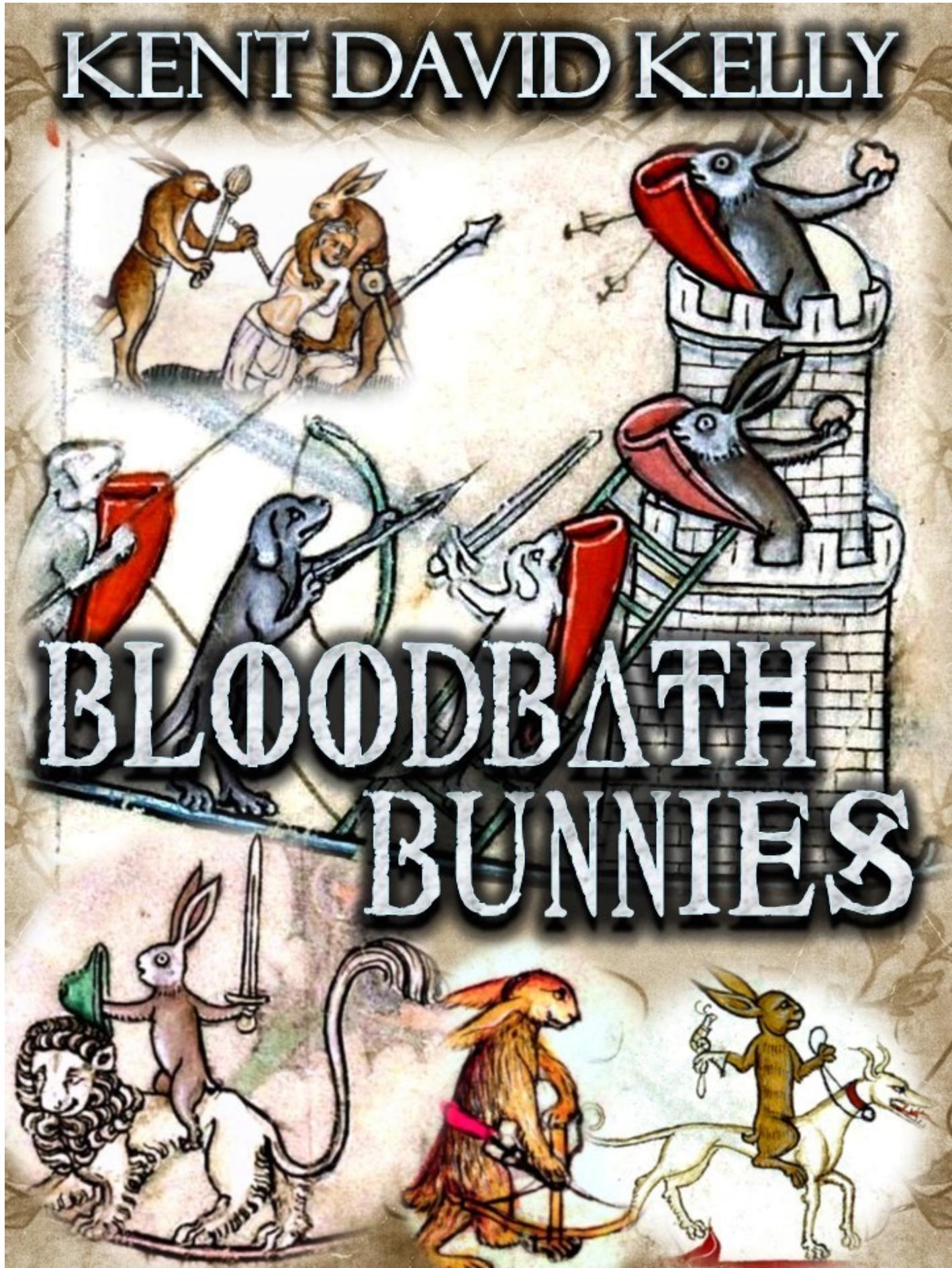
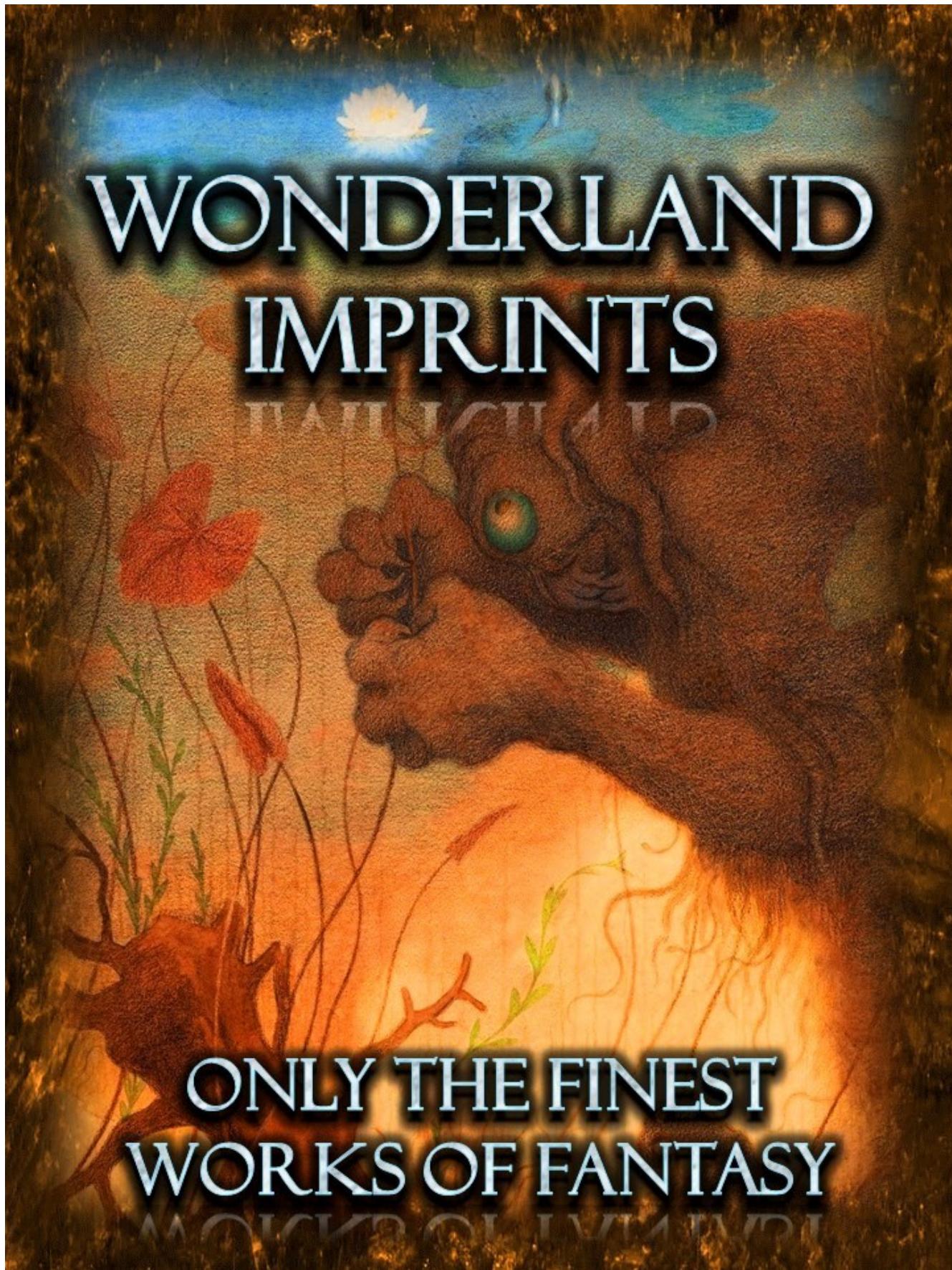


KENT DAVID KELLY

BLOODBATH  
BUNNIES





# Bloodbath Bunnies

**An Old School Supplement  
For Fantasy Role-Playing Games**

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*Only the Finest Works of Fantasy*

**OSR**



## Description

***Run away! Run away!***

No! Come ye hither. Avaunt not, you ninny. Behold ye the drunken, juvenile scroll-doodles writ centuries ago by real-world medieval scribes ... see here glorious art depicting the original Murder Hobos (tm), the mighty DEATH RABBITS. Behold them hopping about preciously here and there and back again whilst merrily shearing the heads from atop unwary knights, nasty halflings, and pompous elven magi. Death by bunny, aye, with nasty big teeth. Ridiculous dark fantasy as envisioned by delirious magi back in the 1300s. You can't get much more old school than that!

Inspired by all those unsettling medieval sketches and illuminations of murderous rabbits cruelly slaughtering hapless foes, Wonderland Imprints is proud (?) to bring you the year's most sorely needed and



thankfully 100% unexpected gaming supplement: Bloodbath Bunnies. Too long have we Gaxian grognards toiled neath chains of grimdark Elric tragimourn ... it's time at last once again to hearken back to the RPG cartoons of c. 1979, take a break from Lovecraftian horror, and have some fun!

This ribald and Pythonesque race-as-class supplement is for anyone and everyone, either as a campaign enema (individual effects, particularly on the elf-born, may vary) or as a one-shot "night off from all the serious" variant to be enjoyed with your easily-amused friends.

In this booklet you will find rules for Bloodbath Bunny (*Letholepus*) abilities, weapons, armors, shields, dual wielding, skills, various nasty combat techniques, level advancement, and the infamous lepus name generator ... arguably one of the more questionable random systems ever devised since the 1979 harlot encounter table. Sample output names derived from the lepus name generator include Trapspringer Hackenscullion, A Hero Reborn; Bigwig Mumble-Daisy the Decapitator; Goodwife Pumpkin-Bounder the Flibbertigibbet; Leaplord Thumprump o' the Pellet; and Smellfungus Prunetumble Bombasticus.

Yes, it's a real playable game addition, and it's here: a complete class supplement for both old school B/X and advanced RPGs, profusely illustrated throughout with real-world snippets of gory art culled from the finest medieval manuscripts of yore.

Being yet another oft-unrequested release from Kent David Kelly and Wonderland Imprints, *Only the Finest Works of Fantasy*.

(Hey, I didn't create these beasties; they've been around for hundreds of years and I just gave them stats. Have a laugh, get some chips and drinks, order a pizza and enjoy.)



## Introduction

Why so serious?

The Bloodbath Bunny (*Letholepus*) is both a race, and a specialized sub-class of fighter. Other races and classes cannot even dream of reveling in the awesome repertoire of Bloodbath Bunny special abilities. The descriptions in this supplement are provided for Bloodbath Bunnies exclusively, and the Game Master must approve of the race and class (with any needed modifications) before they can be played in an ongoing campaign. However, these creatures are ideal for hack-and-slash one-shot scenarios, introductory learning-by-playing sessions, and casual game nights with friends.

It is believed by sages that some mad wizard — likely, the same befuddled elderly chap who spawned badgerbears, spilled ochre jelly potions, and who excavated a subterranean labyrinth filled with deathtraps and lonely orcs trapped in 10' x 10' cubicles — created these horrors some decades ago, and accidentally unleashed them upon the unsuspecting world.

Using their surprising cunning and insinuative charm to great advantage,

Bloodbath Bunnies have mastered the Common tongue, limited armor and weapon use, acrobatic feats of adorable prowess, and the grandiose arts of extra-blood-spattery death dealing. Having been needlessly slaughtered one too many times, they have risen from the nether in the name of Chaos to wreak a most terrible revenge.



These ribald beasties breed like ... highly enthusiastic goblins, and their population has in the past several years exploded from <50 specimens to tens of thousands. Collectively they have sworn themselves to the cause of murdering Lawful Oppressive humans and demi-humans. Further, they enthusiastically slay monsters of any alignment and steal satchels full of silver and gold to glorify and enrich themselves.

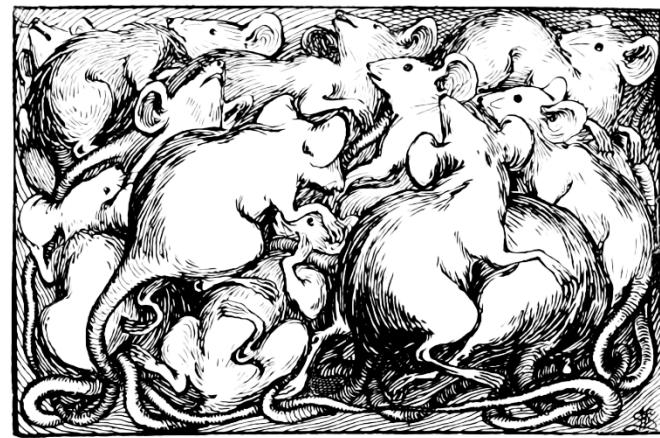
They can suppress their bloodthirsty urges and engage in charming parley whenever such delayed gratification is required by either society or a highly annoyed Game Master. But be wary ... their arts of deception can lead any adventurers who dare to adore them down to a miserable and grisly end.

## The Rule of the Missing Rule

If you're seeking a class-oriented rule and it is not addressed here in this supplement (e.g., starting gold, secondary skills, age, any proficiency system you might enjoy, chance for psionic powers, use of specific magic items, whatever), treat the Bloodbath Bunny as belonging to the fighter class. And in most instances, Bunnies have the same rules as human characters do (for unlimited level limits, chance of disease or effect resistance, social standing, the effects of vampirism or lycanthropy, or whatever other pedantic technicalities you're currently interested in pursuing).

## Basic Class Precepts

The following quick summaries explain the general abilities of Bloodbath Bunnies by experience level.



### **EXPERIENCE LEVEL 1**

**(Suggested potential level titles Garden Pest, Greatmouse Herder, Mole Slayer)**

Experience points 0 to 1,999, hit dice 1D6, number of melee attacks 1 per round (or 1 each per round if using 2 weapons). Player Character Bloodbath Bunnies begin play with the maximum 6 hit points, modified by Constitution. For NPC Bloodbath Bunnies, level 1 hit points should be rolled randomly.



## EXPERIENCE LEVEL 2

### (Beast Subjugator, Garden Gnome Nemesis)

Experience points 2,000 to 3,999, hit dice +1D6 (2D6 in total), number of melee attacks 1 per round (or 1 each per round if using 2 weapons). Beginning at experience level 2 and thereafter, Bloodbath Bunnies gain advantaged hit points. This means that 1D6 is rolled twice, the lower roll is ignored, and the higher roll is accepted. Constitution adjustments always apply.



## EXPERIENCE LEVEL 3

### (Burrow Warden, Halfling Slayer)

Experience points 4,000 to 7,499, hit dice +1D6 (3D6 in total), number of melee attacks 1 per round (or 1 each if using 2 weapons).



**EXPERIENCE LEVEL 5****(Blood Bunny, Warhound Rider)**

Experience points 15,000 to 29,999, hit dice +1D6 (5D6 in total), number of melee attacks 1 per round (or 1 each if using 2 weapons).



once with the secondary weapon in every even-numbered round.

**EXPERIENCE LEVEL 6****(Gore Bunny, Monster Tamer)**

Experience points 30,000 to 59,999, hit dice +1D6 (6D6 in total), number of melee attacks 3/2 per round (or 3/2 each if using 2 weapons).

Note that the ability to attack multiple times per round in melee is gained slightly sooner than for a standard advanced fighting man.

If the Bunny is wielding 1 melee weapon, then the character attacks once every odd-numbered combat round, and twice every even-numbered round.

If the Bunny is wielding 2 melee weapons, then the character attacks once with the primary weapon and twice with the secondary weapon in every odd-numbered round, and twice the primary weapon and

**EXPERIENCE LEVEL 7****(Doom Bunny, Lion Rider)**

Experience points 60,000 to 119,999, hit dice +1D6 (7D6 in total), number of melee attacks 3/2 per round as above.

**Note:** Bunnies do not gain multiple attacks with missile or thrown weapons; their number of ranged attacks is determined by the weapon's rate of fire. They do not gain faster missile attacks because they are melee berserkers, not sniping death machines.

This is a basic and intentional game balance feature.



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## EXPERIENCE LEVEL 8

### (Hell-Hound Rider, Slaughter Bunny)

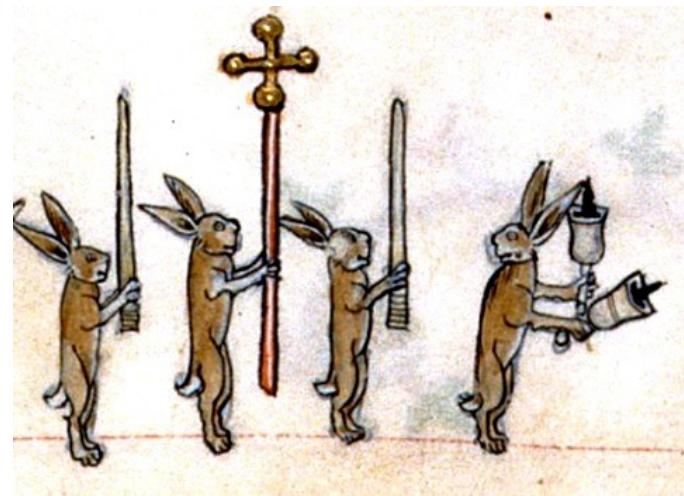
Experience points 120,000 to 209,999, hit dice +1D6 (8D6 in total), number of melee attacks 3/2 per round as above.



## EXPERIENCE LEVEL 9

### (Bunny Procession Lord, Death Bunny)

Experience points 210,000 to 299,999, hit dice +1D6 (9D6 in total), number of melee attacks 3/2 per round as above.



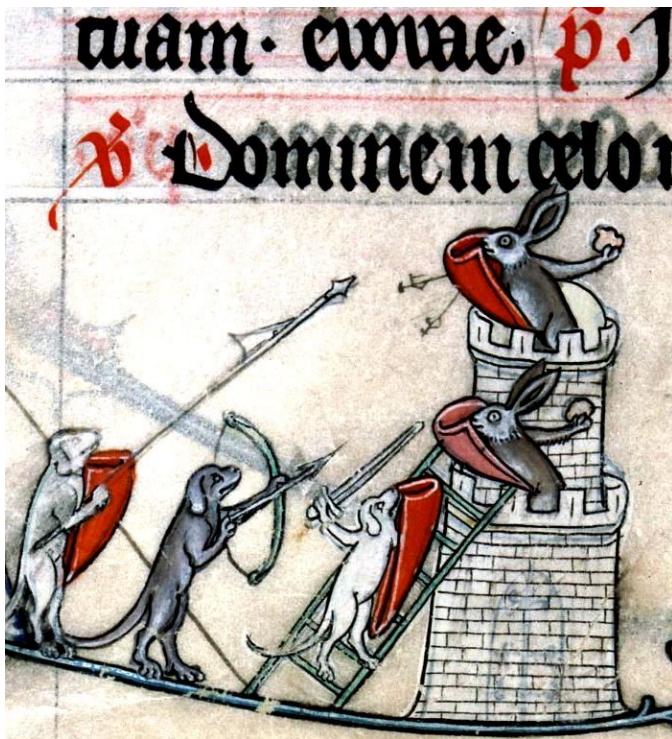
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## EXPERIENCE LEVEL 10

### (Lord Death Bunny, Siege Lord)

Experience points 300,000 to 389,999, hit dice +1D6 (10D6 in total), number of melee attacks 3/2 per round as above.

Note that unlike fighters, Bunnies continue to gain a full hit die at higher experience levels. This design allows the class to maintain survivability at higher levels without imbalancing play (too much!) at lower levels.



**Mild Game Balance Warning Which Should Be Ignored:** Please note that at higher experience levels, the melee prowess of Bloodbath Bunnies can — extremely intentionally — get wildly out of hand.

If your campaign can handle cavaliers, monks, and weapon specialization, it can easily handle the relatively disruption of risk-vs.-reward-centered Bloodbath Bunny play.

### EXPERIENCE LEVEL 11

#### (Bunny Demon Slayer, Death Bunny Warlord)

Experience points 390,000 to 479,999, hit dice +1D6 (11D6 in total), number of melee attacks 2 per round. If the Bunny is wielding one melee weapon, he attacks twice per round with it; if the Bunny is wielding two melee weapons, he attacks twice with each.

### EXPERIENCE LEVEL 12

#### (Death Bunny Overlord)

Experience points 480,000 to 599,999, hit dice +1D6 (12D6 in total), number of melee attacks 2 per round as above.

### EXPERIENCE LEVEL 13

#### (Death Bunny Tyrant)

Experience points 600,000 to 719,999, hit dice +3 hit points (12D6+3 in total), number of melee attacks 2 per round as above.

### EXPERIENCE LEVEL 14

#### (Death Bunny Tyrant II: 2Furred 2Furious)

Experience points 720,000 to 839,999, hit dice +3 hit points (12D6+6 in total), number of melee attacks 2 per round as above.

**EXPERIENCE LEVEL 15****(Death Bunny Tyrant III: The Quickenings)**

Experience points 840,000 to 989,999, hit dice +3 hit points (12D6+9 in total), number of melee attacks 2 per round as above.

**EXPERIENCE LEVEL 16****(Death Bunny Tyrant IV: The Dark Lepus Rises)**

Experience points 990,000 to 1,139,999, hit dice +3 hit points (12D6+12 in total), number of melee attacks 5/2 per round.

If the Bunny is wielding 1 melee weapon, then the character attacks twice every odd-numbered combat round, and three times every even-numbered round.

If the Bunny is wielding 2 melee weapons, then the character attacks twice with the primary weapon and three times with the secondary weapon in every odd-numbered round, and three times with the primary weapon and twice with the secondary weapon in every even-numbered round.

**Note:** For higher-level game balance purposes, Bloodbath Bunnies never exceed a 5/2 melee attack rate.

**EXPERIENCE LEVEL 17****(Death Bunny Tyrant V: The Search for More Mutilation Devices)**

Experience points 1,140,000 to 1,319,999, hit dice +3 hit points (12D6+15 in total), number of melee attacks 5/2 per round as above.

**AND BEYOND**

Beyond experience level 17, the Bunny requires an additional 180,000 experience points for each level.

For example, the experience range for level 18 is 1,320,000 to 1,499,999. The Bunny continues to gain +3 hit points per level, but the melee attack rate does not exceed 5/2.

## Combat and Saving Throws

**Combat and Saving Throws:** Bloodbath Bunnies have the same to hit rolls and saving throws as fighters of equivalent experience level. Keep in mind however that Bunnies gain special bonuses to hit rolls and damage and saving throws under various circumstances, as you will find detailed throughout this supplement.



## Hit Dice

Due to their small size (and despite their vicious temperaments), you will note that Bloodbath Bunnies only gain 1D6 hit points per experience level. However, they gain full normal Constitution-derived hit point modifiers, and they can stand bloodily and keep fighting all the way down to negative hit point levels (see below). Please note too that the class is balanced by relatively low hit point totals for a skill-based non-spell-using class, but they have additional survival abilities.

## Bloodbath Bunny Hit Points

**Average Bloodbath Bunny Hit Points:** These figures are provided for those GMs who wish to make statistical comparisons to other classes at various levels of progression.

Bunnies are balanced to become the game as “strong yet vulnerable,” and they advance more quickly than fighters while gaining skills, but they are not as powerful (in the author’s opinion) at high levels compared to cavaliers, magic-users, monks, paladins, and so forth.

**CON 9 to 12 HP Averages:** HP 6 At Level 1, 9.5 At Level 2, 13 At Level 3, 16.5 At Level 4, 20 At Level 5, 23.5 At Level 6, 27 At Level 7, 30.5 At Level 8, 34 At Level 9, 37.5 At Level 10, 41 At Level 11, 44.5 At Level 12, 47.5 At Level 13, 50.5 At Level 14, 53.5 At Level 15, 56.5 At Level 16, etc.

**Important Note Concerning Bloodbath Bunny Hit Points:** The figures above are for a B/X game, in which normal fighters gain 1D8 hit points per experience level.

In an advanced game (wherever fighters gain 1D10 hit points per level instead of 1D8), Bunnies should receive 1D8 hit points per level instead of 1D6.

Therefore, a level 1 advanced PC Bloodbath Bunny would have 8 points (modified by CON), a level 2 would have 8+1D8, a level 3 would have 8+2D8, and so forth. The +3 hit point bonus at higher experience levels remains the same, regardless of rules system.

## Physical Size

The average Bloodbath Bunny is 3’ to 4’ tall, weighing as much as a similarly-sized human child (30 to 60 pounds). Bunny height and weight are dependent upon their Strength score, as follows:

- **STR 9:** 3’ tall, 30 lbs.
- **STR 10:** 3’ 2” tall, 35 lbs.
- **STR 11:** 3’ 4” tall, 40 lbs.
- **STR 12:** 3’ 6” tall, 45 lbs.
- **STR 13:** 3’ 8” tall, 50 lbs.
- **STR 14:** 3’ 10” tall, 55 lbs.
- **STR 15:** 4’ tall, 60 lbs.

As might well be imagined, Bunny height and weight can be very limiting in consideration of effective equipment usage, blending into a crowd, surviving being hurled by a giant, etc.; but they can also fit into very small spaces that even a halfling cannot enter.



## Random Bloodbath Bunny Names

Bloodbath Bunnies enjoy giving themselves grandiose titles, although they are never members of the nobility. They also earn various epithets based on their behavior while growing to maturity. Players who enjoy random generation can use the following table to determine a Bunny's title, name (in two random pieces), and epithet, as follows:

*(Roll D100 successively)*

**Title:** [01-02] Baron / Baroness, [03-05] Big, [06-07] Bigwig, [08-10] Brother / Sister, [11-12] Buckthorn, [13-15] Bunbun, [16-18] Burrowmeister, [19-20] Buttery, [21-23] Captain, [24-25] Count / Countess, [26-28] Cousin, [29-30] Creamface, [31-32] Dandelion, [33-35] Duke / Duchess, [36-37] Goodman / Goodwife, [38-40] Goodsage, [41-42] Goodsnout, [43-45] Great, [46-47] Haystack, [48-50] King / Queen, [51-52] Leaplord / Leaplady, [53-55] Lil', [56-57] Marquis / Marchioness, [58-60] Master / Mistress, [61-62] Merrybrindle, [63-65] Overlord / Dame Overlord, [66-67] Padawan, [68-70] Papa / Mama, [71-72] Pimpernel, [73-75] Prince /

Princess, [76-77] Pumpin', [78-80] Sir / Lady, [81-82] Slappin', [83-85] Smell-Feast, [86-87] Smellfungus, [88-90] Smitefather / Smackmother, [91-92] Sweet Petunia, [93-95] Trapspringer, [96-97] Trompabout, [98-00] Viscount / Viscountess

**Name Prefix:** [01-02] Black-, [03-05] Blood-, [06-07] Bobble-, [08-10] Breed-, [11-12] Buggs-, [13-15] Bum-, [16-18] Bunn-, [19-20] Carrot-, [21-23] Clover-, [24-25] Death-, [26-28] Droll-, [29-30] Flopsy-, [31-32] Fluff-, [33-35] Fur-, [36-37] Gob-, [38-40] Grim-, [41-42] Hacken-, [43-45] Hopalong-, [46-47] Hoppa-, [48-50] Jackrab-, [51-52] Killa-, [53-55] Luna-, [56-57] Mumble-, [58-60] Murda-, [61-62] Obi-bunn-, [63-65] Oops-, [66-67] Pounce-, [68-70] Prattle-, [71-72] Prune-, [73-75] Pumpkin-, [76-77] Rabb-, [78-80] Romp-, [81-82] Roust-, [83-85] Scobber-, [88-90] Slashen-, [91-92] Slaughta-, [93-95] Snow-, [96-97] Stick-, [98-99] Thump-, [00] Toodle-

**Name Suffix:** [01-02] -adaisy, [03-05] -aleapy, [06-07] -alot, [08-10] -aplopper, [11-12] -ball, [13-15] -berry, [16-18] -bounder, [19-20] -bramble, [21-23] -brash, [24-25] -breedies, [26-28] -bumbles, [29-30] -crust, [31-32] -cuddles, [33-35] -cumberbun, [36-37] -deniro, [38-40] -drool, [41-42] -dumpling, [43-45] -ears, [46-47] -footsies, [48-50] -gnasher, [51-52] -hare, [53-55] -hazel, [56-57] -hobo, [58-60] -jumpy, [61-62] -lepus, [63-65] -loucher, [66-67] -lubber, [68-70] -mallow, [71-72] -muffin, [73-75] -nibbles, [76-77] -rump, [78-80] -scullion, [81-82] -some, [83-85] -spank, [86-87] -spit, [88-90] -ster, [91-92] -stiltskin, [93-95] -tail, [96-97] -toe, [98-00] -tumble



**Epithet:** [01-02] A Hero Reborn, [03-05] Bombasticus, [06-07] Dark Angel, [08-10] Flattener of Gnomes, [11-12] Halfling Slayer Extraordinaire, [13-15] le Boops, [16-18] le Plopball, [19-20] le Poop, [21-23] o' Bunbun, [24-25] o' Cadbury, [26-28] o' Strawberry, [29-30] o' the Incisor, [31-32] o' the Pellet, [33-35] Rottentail, [36-37] Savager of Lettuce, [38-40] The Banana Feaster, [41-42] The Barbarian, [43-45] The Bed-Swerver, [46-47] The Braggart, [48-50] The Deadplayer, [51-52] The Decapitator, [53-55] The Destructor, [56-57] The Dwarfboxer, [58-60] The Elf-Rubber, [61-62] The Flatulent, [63-65] The Flibbertigibbet, [66-67] The Goremonger, [68-70] The Goreshredder, [71-72] The Hell Screamer, [73-75] The Lollygagging, [76-77] The Rapscallion, [78-80] The Ripper, [81-82] The Rough-and-Tumble, [83-85] The Roustabout, [86-87] The Scabrous, [88-90] The Snail Tamer, [91-92] The Stinksprayer, [93-95] The Triumphator, [96-97] The Whompabout, [98-00] The Whoreson / Whoresdaughter

### Example Name Generator Output:

- Trapspringer Hackenscullion, A Hero Reborn
- Bigwig Mumble-Daisy the Decapitator
- Goodwife Pumpkin-Bounder the Flibbertigibbet
- Leaplord Thumprump o' the Pellet
- Smellfungus Prunetumble Bombasticus

## Ability Score Minimums and Maximums

Ability scores are rolled normally, per each Game Master's individual preference. The most common ability score generation systems in old school FRPGs are (1) Roll 3D6 in order, (2) Roll 3D6 six times and arrange as desired, or (3) Roll 4D6 per ability, drop the low die, and arrange as desired. Check with your GM for more specific instructions.

As a highly lethal yet diminutive race, Bloodbath Bunnies have uniquely-required ability score minimums, and ability score maximums. Any ability score that is rolled below the minimum must be raised to the minimum, and any ability score that is rolled above the maximum must be reduced to the maximum. The ability ranges are:

- **Strength:** Minimum 9, Maximum 15
- **Dexterity:** Minimum 13, Maximum 18
- **Constitution:** Minimum 6, Maximum 17
- **Intelligence:** Minimum 7, Maximum 13

- **Wisdom:** Minimum 4, Maximum 10
- **Charisma:** Minimum 12, Maximum 18

## Prime Requisites

The twin prime requisites of the Bloodbath Bunny class are Strength and Dexterity.

If a Bunny has either STR 13+ or DEX 15+, they gain a +5% bonus to all earned experience. If both of these thresholds are met, the bonus is +10%.



## The Enigmatic Lepus Cornutus Sub-Race

When creating a new Bloodbath Bunny Player Character, the player can opt to use the special Lepus Cornutus sub-race. These bunnies have bony antlers on their heads.

Every time a Lepus Cornutus successfully hits with a melee attack, it inflicts +1 bonus damage (due to striking with antlers in addition to the weapon). However, the

Lepus Cornutus race suffers a -2 penalty to rolled Charisma, with an associated minimum Charisma score of 12 and a maximum Charisma score of 15.

Players must decide whether to use the Lepus Cornutus sub-race before any dice are rolled to determine ability scores.

## Hare-Raising Alignment Concerns

Bloodbath Bunnies have not acclimated well to the civilized world as of yet; they are having far too much fun reaping humanity with crimson glory and slaughtering every foe who dares cross their path.

As such, they must begin play with Chaotic alignment. Over time, they may gravitate toward Neutral (no sooner than experience level 2) or even Lawful alignment (no sooner than experience level 4), depending on the player's changing preference. At least 90% of NPC Bloodbath Bunnies will remain Chaotic through their rather regrettably short lives.

Player Character Bloodbath Bunnies can change their alignment up to two times, by the sole determination of the player, without suffering any ill effects (such as GM-imperative experience level loss, the need for penance, or any experience point penalties). However, they must turn to the Neutral alignment before they can turn Lawful, and each such change would count as one of the two allowed non-penalized alignment changes (first from Chaotic to Neutral, and then secondly from Neutral to Lawful). At least one experience level must pass before the second non-penalized alignment change can be enabled.

Under the advanced "nine-point" alignment rules, Bloodbath Bunnies must begin play as being Chaotic Evil, Chaotic Good, or

Chaotic Neutral. Their first alignment change would be to either Chaotic Neutral, or True Neutral; and thereafter, their second alignment change could be to any alignment desired by the player.

## Allowable Weapons

### **Concerning the Sacred Blood Oath of the Letholepus**

Uniquely, Bloodbath Bunnies are only allowed to wield weapons which they have been illustrated using in real-world medieval manuscripts. Referenced drawings of bunnies wielding weapons must be at least 400 years old to qualify for inclusion in these (highly dogmatic) rules.



To date, the known allowable weapons in the Bloodbath Bunny arsenal include:

- **Axe, Battle** (used 2-handed)
- **Axe, Hand** (used 1- or 2-handed, sometimes thrown)

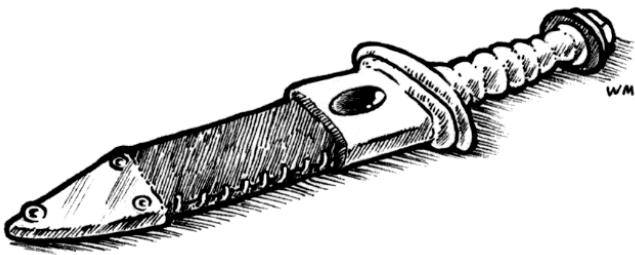
- **Bow, Short** (used 2-handed; Long Bows are too large for Bunnies to wield effectively)



- **Club** (used 1- or 2-handed; cannot be effectively thrown unless DEX 14+)



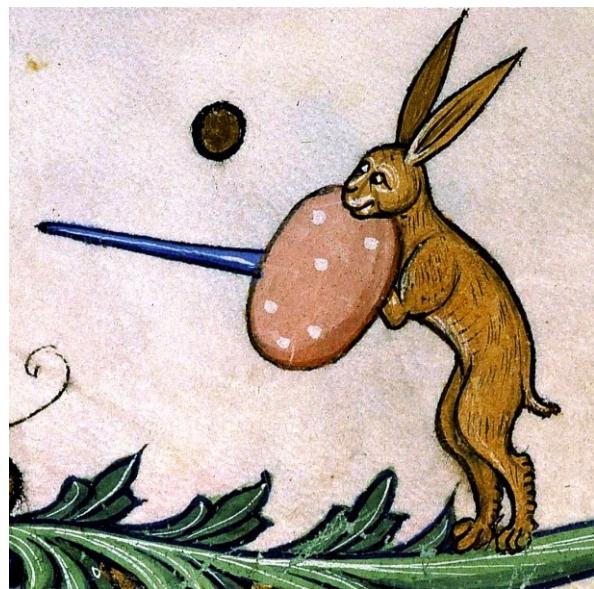
- **Crossbow, Light** (used 2-handed; able to fire once per round if DEX 16 or less, twice per round if DEX 17 or 18; Heavy Crossbows are too cumbersome for Bunnies to load effectively)
- **Dagger** (used 1-handed, sometimes thrown)



- **Dart** (used 1-handed, thrown)
- **Lasso** (used 1- or 2-handed, primarily for strangulation)
- **Mace, Footman's** (used 2-handed, or 1-handed if STR 15)
- **Mace, Horseman's** (used 1- or 2-handed)
- **Sling** (fired 1-handed, loaded 2-handed; either stones or lead sling bullets can be used)



- **Spear** (used 2-handed, maximum length 6'; cannot be effectively thrown unless STR 13+)



- **Sword, Broad** (used 2-handed, or 1-handed if STR 14+)
- **Sword, Long** (used 2-handed, or 1-handed if STR 15)



- **Sword, Short** (used 1- or 2-handed)

## Single- and Two-Handed Death Dealing

As a Castle Oldskull campaign house rule, weapons which can be used either single-handedly or two-handedly inflict +1 damage when they are wielded in two hands.

GMs are encouraged to adopt this house rule in their own games if it seems reasonable, because it encourages some players to add more weapon selection variety to their in-character tactical decisions.

Players are further encouraged to seek out illustrations of other bunny arsenals throughout the world; GMs should allow any (non-modern) weaponry that is illustrated and proven to have been mastered by historical Bunny death lords.

(We are reporting on the bloody exploits of real-world creatures, right?)



## Nasty Big Dual Wielding

Due to their Chaos-enhanced martial prowess and berserker frenzy, Bloodbath Bunnies can wield two weapons at once; the only penalty is that the off-hand weapon is always at -2 to hit. A Bunny that can attack once per round (due to fighter experience level) can attack once per weapon while dual wielding.

The following weapons can effectively be used in either the main hand or the off hand:

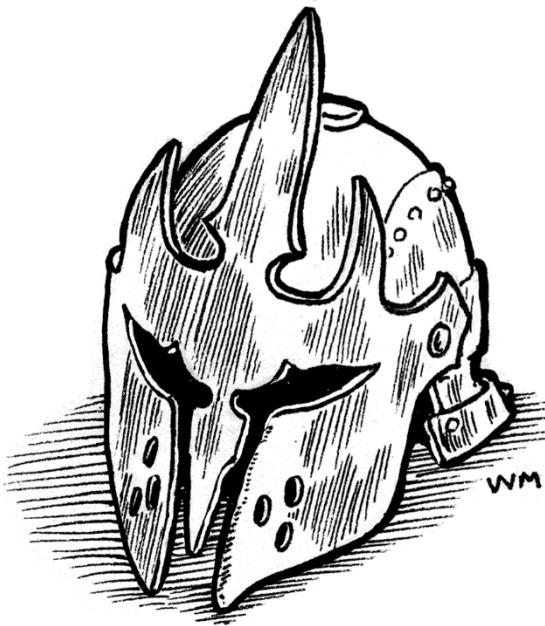
Axe, Hand; Club; Dagger; Dart; Mace, Footman's (only if STR 15); Mace, Horseman's; Sword, Short.

Bunnies can mix and match with this arsenal (a hand axe and a dagger, a club and a mace, two short swords, etc.), but other weapons cannot be dual-wielded unless the GM decides otherwise. And yes, this specifically excludes broad swords and long swords (for example) by intentional design.

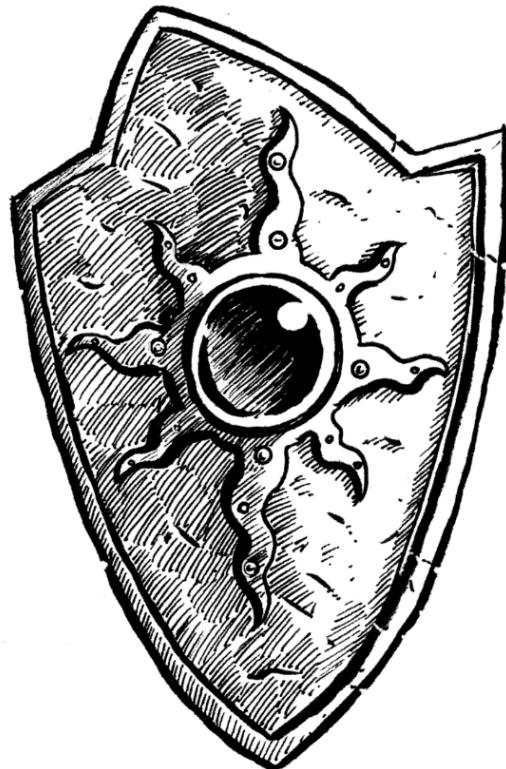


## Allowable Armor and Shields

Bloodbath Bunnies have not yet mastered the use of metal armor; and they wouldn't use such cumbersome things even if they could. Such burdensome things which can't be dropped for combat hinder a Bunny's leaping and dodging abilities. They can use metal helms, though, including (halfling-sized) great helms.



Medium (normal) and large shields are too bulky to confer this +2 bonus, so most Bunnies prefer bucklers and small shields over the larger types ... unless they happen to find a quality magical shield that is on the larger side!



Bunnies can use any shields that are smaller than pavises or tower shields. Of course, using a shield prevents dual wielding or two-handed weapon use while using the bulky shield.

Uniquely, Bunnies learn a form of skilled shield blocking which is termed "Boisterous Bloodbath Bunny Blur Blocking." This means that a Bunny enjoys a +2 Armor Class bonus, instead of +1, when using either a buckler or a small shield.

## Penalties for Use of Forbidden Weapons and Armor

There's nothing physically stopping a Bloodbath Bunny from picking up and using a forbidden weapon, or even halfling-sized metal armor, if that's what the player opts to do. However, the cackling berserker gods of Chaos look dimly upon cowardly and unworthy Bunnies who do not uphold the precepts of their honorably instilled Blood Fury incarnation.

In any play session where un-allowed weapons and/or armor are used in combat, the Bunny gains no experience for that session; this includes the loss of any XP that session which was gained prior to using the forbidden gear.

Old school Bunnies, born to the ethos of honorable slaughter, take their oaths of vengeance and Lapine hero emulation very seriously.

## Superior Rabbit Senses

Bloodbath Bunnies can only be surprised on a roll of 1 on 1D6, and in turn they surprise foes on a 1-3 on 1D6. Even silent and stealthy creatures such as bugbears can be surprised by a sneaky adventuring Bunny. In fact, bugbears honestly fear Bloodbath Bunnies above all of the other pantywaist "civilized" creatures.

If a Bloodbath Bunny is adventuring in a party, all present allies enjoy the Bunny's "surprised only on a 1" bonus as well due to the very alert Bunny's movements, expressions, and gestures. However, the ability to surprise foes 50% of the time only

applies if the Bunny is alone, or exclusively in the company of other Bunnies.



## Rabbiting Skills

Similar to orthodox thieving skills, the highly resourceful and independent Bloodbath Bunnies gain several innate percentage-driven skills which increase in effectiveness as additional experience levels are gained.

These skills include:

**Sense Trap:** The ability to detect traps before they activate. The use of this skill in game does not need to be announced, it occurs innately when a trap involving the Bunny as victim is triggered.

A successful Sense Trap roll indicates that the Bunny completely avoids the trap; if the trap is declared unavoidable by the GM (example, a 100' long stone bridge that collapses into a chasm), the Bunny instead either (a) takes only the absolute minimum amount of possible damage, or (b) automatically makes a saving throw, as appropriate.

This ability can trigger any number of times in one game day. Non-Bunny allies, even if they are warned, cannot benefit from this effect.

**Escape Snare:** This is the ability to free one's self from gripping traps, cages, binding ropes, and even manacles. The GM decides what types of traps and situations constitute a snare. For example, being stuck in a narrow hole is probably a snare; but being grasped by a magical fist (caused by a wizard's spell) is probably not.

An escape attempt can be made once per round, but a failed attempt will inflict an automatic 1D2 points of damage.

**Find / Remove Fruits and Vegetables:** Bunnies have an uncanny ability to find unprotected fruits and vegetables. Any time they are in a dirt-floored area (or the wilderness, excepting desert and wasteland environments), the Bunny's player can roll once a day to find food. Even cavern and netherworld areas will provide digging bunnies with tubers, fungi, roots, etc. in only 1D4 rounds' time.

The GM might need to justify successful such scavenging rolls by declaring discovery of buried plants, a broken chest filled with old rations, or whatever. When a roll is successful, 1D6 days' worth of food will be scavenged.

If the Bunny who finds the food immediately eats one day's portion, the Bunny will heal 1D4+2 hit points. No other characters (not even other Bunnies who did not find the food) can gain this benefit of selfish nom-nom satisfaction.

The percentage ratings for these skills are based on the Bunny's experience level and ability scores:

- **Dexterity Modifier:** +2% to Escape Snare for each point of DEX above 13.
- **Intelligence Modifier:** +3% to Find / Remove Fruits and Vegetables for each point of INT above 7.
- **Wisdom Modifier:** +3% to Sense Trap for each point of WIS above 5.

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The base percentage ratings that the DEX, INT, and/or WIS modifiers should be added to are as follows:

- **Sense Trap Rating:** Base chance 15% at experience level 1, +5% per level, to a maximum of 80%.
- **Escape Snare Rating:** Base chance 10% at experience level 1, +5% per level, to a maximum of 75%.
- **Find / Remove Fruits and Vegetables Rating:** Base chance 50% at experience level 1, +2% per level, to a maximum of 90%.

## Known Languages

Bloodbath Bunnies know Common, the appropriate alignment tongue (typically Chaotic), and the curious silent language of burrowing animals, as gnomes do.

Those of INT 12 can learn 1 additional language, and those of INT 13 can learn 2 additional languages. However, due to lack of worldly experience, this young upstart race cannot know of these additional languages at the beginning of the game.

An INT 12 or 13 Bunny can learn one new language when attaining experience level 2,

and an INT 13 Bunny can learn a second new language when attaining experience level 3.

## Ere the Wrath of the Holy Hand Grenade, Lo, the Death Parley

Bloodbath Bunnies are masters at mentally disarming their opponents. Even while wielding bloodied weapons they exude a powerful aura of cuteness, humor, camaraderie, and charm.

In game terms, this means that any time a Bunny is involved in a parley with potentially hostile monsters or NPCs, the Bunny gains a Charisma bonus to a future possible attack, whether or not the Bunny is the primary communicator.



If the encounter after the initial parley turns violent — through willful deception from either group, misunderstanding, circumstance, whatever — and the monsters had initially responded to the PCs either neutrally or favorably (as determined by reaction roll), the Bunny then gets a special bonus to hit and to damage during the first attack round.

Monsters that initially respond with hostility or distrust, or which do not communicate effectively with the party, do not suffer the effects of the Death Parley.

The one-round bonus depends on the Bunny's Charisma score, as follows:

- **CHA 12:** +1 to hit, normal damage
- **CHA 13:** 90% chance of +1 to hit, normal damage; 10% chance of +1 to hit, +1 damage. The 10% “special” rating is typically accompanied by the Bunny’s eyes growing large and sweetly dark, likely accompanied by batted eyelashes.
- **CHA 14:** 90% chance of +1 to hit, normal damage; 10% chance of +1 to hit, +2 damage
- **CHA 15:** 90% chance of +1 to hit, normal damage; 10% chance of +2 to hit, +2 damage
- **CHA 16:** 80% chance of +1 to hit, normal damage; 20% chance of +2 to hit, +2 damage
- **CHA 17:** 70% chance of +1 to hit, normal damage; 30% chance of +2 to hit, +2 damage
- **CHA 18:** 60% chance of +1 to hit, normal damage; 40% chance of +2 to hit, +2 damage

All intelligent monsters, demons, devils, dragons, undead, etc. are susceptible to this effect; no intelligent creature is fully immune, even if Bloodbath Bunnies have previously been encountered.

Note that the bonuses apply to attacks made in the first combat round, not just the first strike; e.g., if a Bunny was able to throw three darts during that one round, each dart would benefit from the to hit and damage bonuses.

## Lepus Leaping

Bloodbath Bunnies have the ability to perform superior vertical high jumps, horizontal standing jumps, and running broad jumps. The base figures are as follows:

- **Level 1:** High Jump 3', Standing Jump 5', Broad Jump 9'
- **Each even experience level (2, 4, 6, etc.):** High Jump +1', Standing Jump +2', Broad Jump +1'
- **Each odd experience level after 1 (3, 5, 7, etc.):** Broad Jump +2'
- **Maximum leaping ability:** High Jump 12', Standing Jump 20', Broad Jump 35'

For each point of Strength above 13, the Bunny gains a +1' bonus for high jumps, +2' for standing jumps, and +3' for broad jumps. Similarly, for each point of Dexterity above 16, the Bunny gains an additional +1' bonus for high jumps, +2' for standing jumps, and +3' for broad jumps.

These STR and DEX bonuses are cumulative. Please note however that the maximum leaping ability thresholds cannot be surpassed under any circumstances; exceptional Bunnies just reach these physical limits before average Bunnies do.

Leaping attacks can certainly be made, but they confer no additional to hit or damage bonuses; they simply change the range from which a Bunny can make a melee attack. For example, a Bunny with

standing jump 10' ability can jump 10' forward while attacking with a 3'-long sword, giving an effective melee range of 13'. Whether GMs want to use miniatures while getting this tactical and technical is a matter of personal taste. Bunnies can leap once per round, and attack after (but not before) leaping in the same round.

## Martial Celerity

Bloodbath Bunnies who wear padded, leather, or studded leather armor — or no armor — gain a double Dexterity bonus to Armor Class due to their leaping and evasion skills. Under the basic rules, this means that they gain +2 AC (e.g., improving from AC 8 to 6) for DEX 13 to 15, +4 AC for DEX 16 or 17, and +6 AC for DEX 18.

This bonus does not apply when metal armor is worn, even if the metal armor is magical.

The use of a shield, however, does not prevent these Armor Class bonuses from being obtained.

Bloodbath Bunnies highly covet magical items such as rings of protection, cloaks of protection, bracers of defense, etc. for obvious reasons.

## Critical Hits for the Chaos God

Whenever a Bloodbath Bunny successfully hits a foe (either in melee or with a missile weapon) by a natural D20 roll of 20, the Bunny performs a bloody critical hit. The damage bonus of the hit depends on the Bunny's experience level, as follows:

- **Level 1:** +1 damage

- **Level 2 to 4:** +2 damage
- **Level 5 to 7:** +3 damage
- **Level 8 to 10:** +3 damage, and a further 1% chance of causing an instant fatality (reducing the target to -10 hit points)
- **Level 11 to 13:** +4 damage, and a 1% chance of causing an instant fatality
- **Level 14 to 16:** +4 damage, and a 2% chance of causing an instant fatality
- **Level 17 or higher:** +5 damage, and a 2% chance of causing an instant fatality



Instant fatalities cannot be inflicted upon Player Characters, or non-living monsters (undead, golems, etc.). Anything else the Bunny crits on is fair game. However, no Bloodbath Bunny can ever score more than one instant fatality during a single game session.

Chaos and headache-inducing mayhem are invited by the fact that a Bunny might instantly kill a kobold, a giant rat, a dragon, or a level 20 NPC archmage integral to the campaign; it's entirely random by the whim of the die, and any resultant wild game disruption should consider gleefully apace.

## Battle Rage and Joy

Whenever a Bloodbath Bunny strikes a killing blow against a living foe, Chaos seethes to a boil and cackles in its black little heart, and therefore the Bunny instantly heals 2 hit points of damage.

Blows that render foes merely unconscious give no such bonus; therefore a player might opt to keep attacking an unconscious foe until it is thoroughly pulverized.

Non-living opponents (golems, undead, etc.) give no such bloodthirsty satisfaction, and no healing is then provided.

## Unholy Blood Fury

Bloodbath Bunnies can remain conscious, pain-resistant, and fighting until they reach a negative number of hit points. The exact rules vary based on the Bunny's Constitution score, as follows:

- **CON 6:** Remain conscious and fighting at -1 or higher hit points; fall unconscious at -2 hit points, die once they reach -10
- **CON 7:** Remain conscious and fighting at -2 or higher hit points; fall unconscious at -3 hit points, die once they reach -10
- **CON 8:** Remain conscious and fighting at -3 or higher hit points; fall unconscious at -4 hit points, die once they reach -10
- **CON 9:** Remain conscious and fighting at -4 or higher hit points; fall unconscious at -5 hit points, die once they reach -10
- **CON 11:** Remain conscious and fighting at -5 or higher hit points; fall unconscious at -6 hit points, die once they reach -10

- **CON 12:** Remain conscious and fighting at -6 or higher hit points; fall unconscious at -7 hit points, die once they reach -10
- **CON 13:** Remain conscious and fighting at -7 or higher hit points; fall unconscious at -8 hit points, die once they reach -11
- **CON 14:** Remain conscious and fighting at -8 or higher hit points; fall unconscious at -9 hit points, die once they reach -12
- **CON 15:** Remain conscious and fighting at -9 or higher hit points; fall unconscious at -10, die once they reach -13
- **CON 16:** Remain conscious and fighting at -10 or higher hit points; fall unconscious at -11, die once they reach -14
- **CON 17:** Remain conscious and fighting at -11 or higher hit points; fall unconscious at -12, die once they reach -15



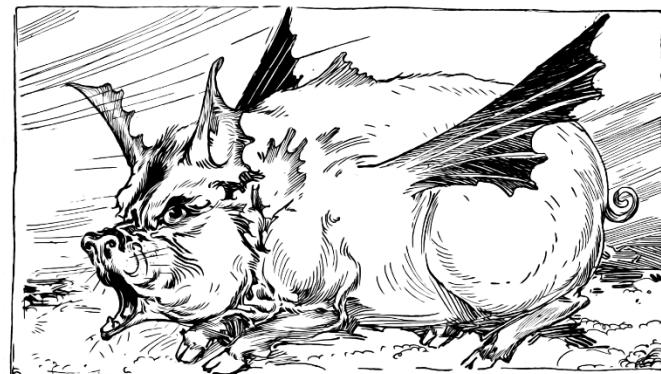
## Grim Whimsy: Utter Humiliation

Bloodbath Bunnies gain a +50% experience reward for vanquishing intelligent foes (INT 3+) who are forced to surrender, flee, or

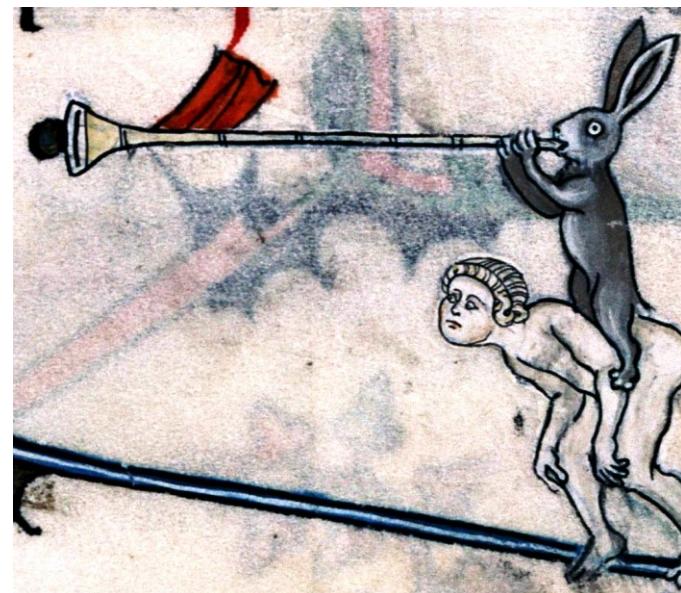
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otherwise survive defeat at the Bunny's paws.

For example, a Shrieking Hellpig normally worth 600 XP would be worth 900 XP to the Bunny; or, if the Hellpig was killed by the Bunny's party, then the 600 XP would be split among all PCs and the Bunny (only) would gain a further +300 XP bonus.



This bonus reward can only be given to that Bunny for the first three conquests of each day, and the three bonuses might be given simultaneously (for example, if three or more orcs are forced to flee from the Bunny's party of victorious allies).



Killed monsters, and monsters who fight to unconsciousness, do not provide this XP bonus; their humiliation is not complete. The bonus can only be derived through inducing surrender or flight.

## Lucky Foot Trophy Takers

Believing in an age-old and rather romantic superstition, Bloodbath Bunnies love to hack the feet off of their foes and carry them around their necks as bloody lucky charms.

Any creature which the Bunny has personally killed, which has a recognizable foot at least 2" long, can provide such a trophy. Bunnies have been seen proudly sporting dragon toes, houndman paws, ogre feet, and even giant spider legs.



Player Character Bunnies who begin play at experience level 1 do not begin play with a foot trophy. The young garden hopper must earn his first kills and hack off those lil' goblin toes for himself.

A carried trophy provides the Bunny with a +1 bonus to all saving throws. Multiple

lucky charms do not provide cumulative bonuses.

Importantly, the foot must be carried, and it will rot in 24 hours and lose all of its magical charm. Hacking a foot off a surviving foe confers no bonus, as the trophy is a symbol of victorious Bloodbath.

Trophy feet cannot be given away, sold, traded, etc.; they only benefit the Bunny who hacked who the foot off.

The rot of a trophy foot is a sad thing for a Bloodbath Bunny, but he will typically cheer himself up by hacking a new foot off something else and going on his merry way.

## The Incarnation of Hop-Hopdu'um, the Blood Fury of Chaos

As empowered creatures born of Chaos, Bloodbath Bunnies gain a +1 bonus to a random ability score with each experience level they attain beyond level 3.

When any new level (beginning with attainment of experience level 4, Lepus Outlander) is gained, the player of the Bunny rolls 1D6, with 1 indicating an increase to STR, 2 DEX, 3 CON, 4 INT, 5 WIS, and 6 CHA. The affected ability score gains a permanent +1 bonus.

However, Bunny maximum ability scores cannot be exceeded in this manner. For example, if a Bunny of INT 13 (the racial maximum) had a D6 roll of 4 indicating a +1 INT bonus, the D6 would be rerolled.

This truly impressive unholy power can result in significant levels of lethality at higher experience levels. (For example, a level 12 Bloodbath Bunny could have ability scores that are fully 9 points higher than those score originally rolled.) This

power is meant to balance well-played and lucky Bunnies with the game's other powerful classes, including all those nasty barbarians, magic-users, monks, the omnipresent and insufferable multi-classed elves, etc.

Importantly, this ability is balanced by a curse known as Blood-Thumper's Bane: Every time a Bunny dies and is later resurrected, there is a permanent -1 point loss to a random ability score. And similarly to the "no +1 to a maxed ability score" rule above, these curse penalties cannot force a Bunny's ability scores below the racial minimums, so (for example) a -1 to STR when STR is already at the minimum would be rerolled.



These rules mean that Bunnies who never die are wont to become unstoppable killing machines.

Skilled Bunny players will possibly disrupt game balance if they play the class for several years, but most Bunnies will have their power checked by frequent deaths in melee. This is all as it should be. It's all in good fun.

## To You, from Tim the Enchanter:

### Ye Ever-Important End Note

It's all a joke. A very playable, friendly joke which is meant to bring some levity to your gaming time with buddies. Have fun with your Bloodbath Bunnies, and be sure to post your favorite names on the web for other gamers to marvel over.



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**K**



## About the Author

Beginning play as a chaotic neutral normal human with one measly hit point to his name, KENT DAVID KELLY eventually became apprenticed to a magic-user of ill repute ... a foul man who dwelt in the steamy deeps of the Ivory Cloud Mountain. After this mentor carelessly misplaced an intelligent soul-sucking sword and then died under suspicious circumstances, his former henchman Mr. Kelly escaped to the

deeper underground and there began playing Satanic role-playing games. This, the legends tell us, occurred in the year 1981.

Hoary wizard-priests who inspired Mr. Kelly in his netherworldly machinations included the peerless Gygax, Carr, Arneson, Cook, Hammack, Jaquays, Bledsaw, Moldvay, Kuntz, Schick and Ward. Sadly, a misguided made-for-the-basements movie entitled *Mazes and Monsters* gave Mr. Kelly's parents conniptions in 1982. As a result of that blasphemous Tom Hanks debacle (and other more personal lapses in judgment), Mr. Kelly was eventually forbidden from playing his favorite game for a considerable length of time.

Nonplussed but not defeated, he used this enforced exile to escape to a friend's alehouse, and there indulged himself in now-classic computer RPGs such as Zork, Telengard, Temple of Apshai, Ultima, Tunnels of Doom, The Bard's Tale, Phantasie, Pool of Radiance, Wizard's Crown and Wasteland. He then went on to write computer versions of his own FRPGs, which led to his obsession with coupling creative design elements with random dungeons and unpredictable adventure generation.

Mr. Kelly wrote and submitted his first adventure for Dungeon Magazine #1 in 1986. Unfortunately, one Mr. Moore decided that his submission was far too "Lovecraftian, horrific and unfair" to ever serve that worthy periodical as a publishable adventure. Mr. Kelly, it must be said, took this rejection as a very good sign of things to come.

In the late 80s and 90s, Mr. Kelly wrote short stories, poems and essays ... some of

which have been published under the Wonderland Imprints banner. He wrote several dark fantasy and horror novels as well. Concurrently, he ran Dark Angel Collectibles, selling classic FRPG materials as Darkseraphim, and assisted the Acaeum with the creation of the Valuation Board and other minor research projects.

At this time, Mr. Kelly and his entourage of evil gnomes are rumored to dwell in the dread and deathly under-halls of the Acaeum, Dragonsfoot, ENWorld, Grognardia, Knights & Knaves, ODD, and even more nefarious levels deep down in the mega-dungeon of the Web.

There he remains in vigil, his vampiric sword yet shivering in his hand. When not being sought outright for answers to halfling riddles or other more sundry sage advice, he is to be avoided by sane individuals *at all costs*.



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