

Welcome to the world of The Night of the Rabbit, an enchanting Point & Click Adventure by Daedalic Entertainment detailing the adventures of Jerry Hazelnut and his magical apprenticeship with the Marquis de Hoto in Mousewood. As usual, you'll be spending 10 years in the setting, though I suppose it's bound to take you beyond just one world... ah, it matters not. Your adventure will begin on the day Jerry Hazelnut arrives in Mousewood. Oh, and be sure to take this:

+1000 CP

Background

Drop-in: Not really from around here, huh? That's fine, Mousewood gets lots of travelers. Oh, but watch out for the Woodsprite. He's rather protective of his stories, so he might not appreciate it if you meddle with this one too much.

Resident: I see, so you're a local, then? You probably live in Mousewood, though you weren't necessarily born here. Either way, you have a place of your own somewhere around town, although the recent crow attacks and the floodings may have taken their toll on it.

Treewalker: Ah, yes, the Treewalkers! An ancient order of magicians who use Portal Trees to travel between worlds. You could just be an apprentice or a full-blown grandmaster of magic, but you are expected to help others to the best of your abilities, so do keep that in mind.

Consortium Squamata: This is the other side of the Treewalker coin. The Consortium Squamata is a mysterious organization of reptilian creatures that sought out the Great Zaroff and turned him to the dark side. Not all that much is known about them, but if you wanna go villain, here's your chance.

Perks

Generic:

Mousewood Native (Free but optional): Maybe you'd like to fit in a bit better around these parts. This perk grants you an alt-form resembling a non-crow forest critter of your choice. Or maybe a wood dwarf or something, if you really want it to be humanoid. Although, of course, this perk is by no means necessary to blend in with the locals – if you're human, most people will probably just assume you're some kind of strange weasel.

Crow (200 CP): Hey, so you know that thing I said about how Mousewood Native allows you to be a non-crow forest critter of your choice? That's because the crows of Mousewood aren't like other animals. They're wild, uncivilized and extremely aggressive. They're also notable for being the only non-anthropomorphized animals around (excluding a few stray fish and butterflies and such), so they're far bigger and stronger than any citizen of Mousewood could ever hope to be. In future Jumps, this alt-form will retain this advantage of scale over average humanoids.

Drop-in:

Anything Is Possible on a Day of Summer Vacation (100 CP): You are guaranteed to have a good time during summer vacation. Whether this means adventure or relaxation depends on how you're feeling. This perk serves no purpose during any other time of year and won't function if summer vacation is outlawed or whatever. Of course, this also means that this perk functions year-round if a law declares summer vacation to be everlasting...

Brain Work, Whoo (200 CP): Like Conrad Owl, you can sleep while standing and with your eyes open. This does not mean you'll actually notice anything going on around you, of course, but it's sure to freak people out – maybe they'll wake you up in the process.

Woodspriting (400 CP): Woodsprites are ghostlike beings that take control of wood- and stone-based constructs in order to interact with the world. Their reason for doing this is a bit of a complicated mess that has to do with the nature of stories, but it matters not for our purposes. What matters is that you can now do the same: Instead of sending your mortal body out into the cold, harsh world, you can temporarily put your consciousness into a body made of twigs or pebbles while keeping your own body safe and sound. Of course, this temporary body will be far weaker and less capable than your regular one, but should it ever perish, your soul will return to your original body – nothing of value will be lost.

Active Sleep (600 CP): When you sleep, your waking spirit goes wandering. This basically functions as a form of astral projection, although it can only be activated while sleeping, which might get a bit awkward – you know how in dreams, you sometimes have less self-control and end up doing things you'd never do in real life? It's kinda like that. This perk can be toggled, though, so you should be fine for the most part.

Resident:

A Handful of Skills (100 CP): Choose a mundane profession – you are now capable of performing that profession to at least a satisfactory degree. Whether it's carpentry, baking or plumbing, you can do it now.

Jumper Radio 103.5 (200 CP): You have a very pleasant voice and a great sense of humor. You know exactly how to best relay a story and your pronunciation is flawless. You are, in short, very charismatic – notably, you'd make for a great radio host.

Hare Family Birthday (400 CP): You ever need a good reason to get drunk and/or have a party? Well, now you have one. It's a birthday in the Hare family. Just like yesterday. And the day before that. Of course you're not required to do so, but nobody will be bothered by it if you have a loud, obnoxious celebration every night for a full month. As an added bonus, you're also on the guest list for seemingly every party in the world.

"Huge Problems That Can Barely Be Solved"-Solver (600 CP): You have an uncanny ability to find the most exact, ideal and convenient solution to a given problem. Your house might get flooded and the very next day you'll stumble upon a strange fruit that can absorb large quantities of liquid. You might lose your keys in the sand only for a kind stranger to let you borrow their metal detector. You might find that you're out of toilet paper only to realize that, for whatever reason, there's a free sample of toilet paper in the letter you were going to read on the toilet. Now, of course, this ability has its limits – it'll only solve one of your problems every now and then. Maybe about once per month. And, for obvious reasons, you don't have any control over which problem gets solved. But when it kicks in, boy, does it kick in.

Treewalker:

How He Made a Carrot Flame (100 CP): Like the Marquis de Hoto, you have a summoning ritual. You decide the exact form this ritual takes (maybe you'd like to be summoned when someone makes a special sandwich?), but no matter how it works, when someone performs this ritual, you may either stay where you are or instantly appear at the site of the ritual.

Basic Spells (200 CP): This perk grants you knowledge of the five spells that Jerry learned during his apprenticeship. *Advice Seeker* allows you to communicate with any person you're studying under to ask them for hints and tips. *Rock Whisper* allows you to hear the voice of any rock that has been granted a face – they might not always have useful information, of course, but they can tell you what they've seen. *Green Growth* creates rain that makes plants grow to potentially quite large proportions, though it depends on the type of plant. *Fox's Cunning* allows you to create illusions that hide your true form. *Glimmer of Hope* can prevent anyone from giving up even when things look bleak, including yourself. Although Jerry needed a wand for all of these spells, you're much more adept in their use and can cast them without one.

Advanced Spells (400 CP): Mythological and supernatural creatures can now teach you how to use magic the same way it naturally comes to them. Any spell learned this way grants you one ability possessed by the creature in question. For example, a fire-breathing dragon could – given sufficient motivation, of course – teach you a fire spell of some kind. This process usually

doesn't take terribly long, but unless you're some kind of prodigy, you'll want to use a wand for practice.

Treewalking (600 CP): This is it. The ultimate discipline all Treewalkers set out to master. Here's the deal: By using a Portal Tree, you can travel to a different location, time period or even world. Every Portal Tree in the multiverse is linked with exactly one other Portal Tree. Good luck finding them, though – they're pretty rare and they don't really have any distinguishing features beyond a bit of magic in the air around them.

Consortium Squamata:

Lizard Scam (100 CP): Sometimes, people really want something. And sometimes, you could just give it to them. Or maybe, juuuuust maybe, you could instead scam them out of all their possessions. People are less likely to call your scams now – especially if you're personal about it. Scamming someone by promising money is one thing, but scamming someone by promising specifically what *they* would want to do with that money is far more effective.

Your Word Is Enough (200 CP): Any agreements you make with others now carry the exact same amount of legal weight as a notarially certified contract. No matter what form your agreement takes, it will hold up in court all the same.

Fog of the Mind (400 CP): This is a mass mind control spell. It creates a mist that causes any who breathe in too much of it to become obsessed with some idea you've decided on beforehand. The amount of mist created depends on the amount of practice you have with the spell. You'll want to be specific about the idea, though – you don't want an entire town's worth of people being obsessed with *you* rather than being obsessed with *serving* you.

Banish to Act 1 (600 CP): Now here's a way to keep someone busy: Force them into a demoralizing stageplay! By casting this spell on someone, you can banish them into a realm of your creation taking the form of a stage. The only way they can leave is by acting out a stageplay prepared by you. Of course, this does mean you need to have a script ready... Still, it's a very powerful spell.

Items

Drop-in:

Day-and-Night Book (100 CP): This enchanted book can enthrall you for hours. By the time you look up from it, day will have turned to night and night will have turned to day. Of course, that's only assuming you aren't interrupted.

Star Map (200 CP): This is a magical star map that will update to match whatever world it's located in. If you hold it up to the night sky, you'll inexplicably be able to see a map of your surroundings up there. A bit of a strange method of navigation, but certainly not an ineffective one.

Electromagical Printing Apparatus (400 CP): This large, strange gizmo processes information from the past and future, then prints it out in pictures on cards pressed from the leaves of portal trees (don't worry, it's well-stocked). That is to say: When someone activates this machine, it prints sixteen cards that show their future. You can also play Go Fish with them.

Resident:

Dwarf Root Seeds (100 CP): Start your very own Dwarf Root field! Dwarf Roots look a bit like blue turnips, but they have a very distinct taste that's hard to replicate. You have a large bag of seeds that refills every year. And if you're not into farming... I guess you can always sell it to the Wood Dwarves?

Blue Juice Machine (200 CP): A machine that turns Dwarf Roots into Blue Juice. Its inner workings are a mystery, but they presumably can't be replicated by hand. Blue Juice is one of the most successful beverages in Mousewood and represents the Wood Dwarves' main source of income. It also appears to be an alcoholic drink, judging by a few puns in the German version.

Mug (400 CP): It's a mug with the Swamp Radio logo on it.

...What, is that not good enough? You'd be surprised how many problems in this world can be solved with a simple mug.

...Okay, fine. The mug is enchanted. By placing a liquid inside of it and saying aloud the name of a different liquid, you can change any liquid into any other liquid. And yes, you can turn water into wine this way.

Treewalker:

Wand and Hat (100 CP): The absolute basics of magic equipment: A wand and a magician's hat. Wearing the hat is optional, but the wand is kinda important, don't lose it.

Magic Coin (200 CP): This coin has a hole in it. Look through it and you'll be able to see what's hidden from the naked eye – invisibility spells tremble at this item's power. More critically, it also allows you to see traces of magic. You could also tie it to a string to trick vending machines, but that would be very irresponsible.

First Tree (400 CP): This is a replica of the Clearing of the First Tree, including the First Tree itself. The clearing can be reached through a door in your warehouse, which doesn't make a whole lot of sense geometrically speaking, but what else is new. Its function is what's interesting, anyways: The First Tree remembers all those who step into the clearing and it is capable of creating manifestations of these memories. However, this replica is a bit weaker than the original, and so it's impossible for memories to leave the clearing. Still, as long as you're willing to stay for a bit, talking to the First Tree's memories of someone can offer an insightful window into their past.

Consortium Squamata:

Banishing Bottles (100 CP): These bottles trap whoever opens them inside until their glass is broken from the outside. If you can trick an enemy into opening one, that's an easy win. Just, uh. Handle them with care. You get a set of eight and if one of them shatters, a new one will appear in your warehouse five days later.

Spell Nails (200 CP): That's false advertising, actually. These big, rusty nails aren't magical by default. They're just really good at carrying curses. Put any negative enchantment on one of these nails, then hammer it into whatever you want to curse – the enchantment will be carried over to the object and its power will be multiplied. They also function wonderfully as dueling wands, though you might have to make them a bit bigger first. You have four of these nails and if you use one, you get a replacement after a month.

Mirror of Shadows (400 CP): The Mirror of Shadows is a magical artifact. It shows you nothing less than the absolute, definitive truth. It shows you your true potential, your brightest virtues and the darkest chasms within your soul. Only the strongest of the strong can bear this kind of truth without faltering in their beliefs, however, so the mirror is far more useful as a weapon against those who draw their strength from faith.

Companions

Import (100 CP): Pick one of your companions. They gain a free origin and 800 CP to spend in this Jump.

Mass Import (200 CP): Pick up to eight of your companions. They each gain a free origin and 400 CP to spend in this Jump.

Local Folk (100 CP): You are hereby permitted to take one non-magical citizen of Mousewood with you on your journey, canonical or not. Also, for reasons that are completely unrelated to any romantic subtexts, should you choose Plato, you may also take Anja for free.

Magic Folk (200 CP): You are hereby permitted to take one magically inclined character known to have spent time in Mousewood at some point with you on your journey, canonical or not. Also, for reasons that are completely unrelated to any romantic subtexts, should you choose Jerry, you may also take Kitsune for free.

Drawbacks

The Rabbit's Apprentice (+0 CP): This Drawback allows you (yes, you!) to become the second Apprentice of the Marquis de Hoto. As such, you'll replace Jerry (who will instead be living happily with both his parents accounted for) in his adventures in Mousewood.

You Do Not Change a Name (+100 CP): For the duration of this Jump, the name you're known by will be terrible. Maybe it takes forever to say it, or maybe it makes people laugh when they hear it. Or maybe it's hard to remember or hard to pronounce. The thing is, nobody will call you by a nickname or anything of the sort. If you ask them to, they'll be confused and say something like "You don't change a name. Well, you rarely do. But usually, you don't."

Brackish Tea Drinker (+100 CP): Others will spend a disproportionately large amount of time thinking up really mean insults for you. If someone gets mad at you, expect them to be overprepared.

Ursula Owl (+100 CP): This is Ursula Owl. She's an owl hatchling that gets a lot of enjoyment from disorganizing things and now she has a key to your warehouse. I think you can probably guess where this is going. The key is bound to her by fiat, but she will leave the warehouse for a bit if you can get her grounded with her uncle Conrad. She can't steal anything from the warehouse, either – at worst, she might break something if you leave her unattended for too long.

Grouchy and Grumpy and in a Really Bad Mood (+200 CP): For the duration of this Jump, you will find that minor irritations can ruin your entire day. Maybe you get up, make breakfast, then realize you're out of honey, which will stay in the back of your mind for the entire day and keep you from properly enjoying any good things that happen.

Curse of the Everpresent Humbert (+200 CP): This is Humbert the mouse. He's fussy, full of himself and really annoying. He is also going to stick with you for the duration of your stay. He's going to make obvious attempts to con you out of money at every turn – usually, this takes the form of a toll. And he'll take it seriously, too – he won't let you through until you pay up. You could also bribe him with sweets, but as I said, he's very fussy. You also can't kill Humbert – he'll just turn up with a few bruises the next day, ready to tell an authority figure allllll the gruesome details.

Giant (+300 CP): You are far too big to live in Mousewood. The Old Magician of Mousewood could probably make you smaller, but it would only last for a few hours – barely enough time to stop by the post office, let alone do something meaningful!

Ending

Well, that's the last you'll be seeing of Mousewood for a while. Would you like to…
Go home? Surely, a Treewalker doesn't have much need for a benefactor anymore, hmmmm?
Stay? Maybe you grew fond of the squirrels and hares? I'm not judging.
Keep going? You're probably just going to choose this one, but that's fine. You don't have to overthink everything.