

WORLD OF **CARCOSA** Lamentations of the Flame Princess x The Warren

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The terrible world of Carcosa is peopled by the 13 races of men and the Great Old Ones they fight, fear, or worship. Primitive tribes war amongst one another and amongst themselves. Strange technology, magnificent architecture, and horrific sorcery tell the tale of ancient civilizations now long extinct. Nestled within this world of horror **lays a warren of small furry rabbits**, their cuteness incongruent with the world that surrounds them.

Questions: Warren

- What wasteland vista can you see as you lookout from the warren?
- What food does the warren subsist on?
- What ancient secret does the warren hide from the world. Do the rabbits understand what is in their care?
- What sorcerous ritual requires the blood of rabbits?
- Where is the village of ravenous Jale Men?
- Where does the Mummy Brain Simenhay lay in relation to the warren?
- How are the dead remembered?

Questions: Relationship

- Who is the strongest rabbit in the warren and why aren't they in charge?
- Who is the sickliest rabbit and why haven't they been cast out?
- Who do you follow without question?
- Who has recently wronged you?
- Whose wrath do you fear?
- Whose touch do you fear?
- Whose influence do you fear?

Questions: Situational

- Is it the sun baked daytime or the blistering cold nighttime?
- What creature stands between the rabbits and their warren?
- The Jale men you fled from looked hungry: how many still pursue you and what are they armed with?
- Who has returned twisted from the wasted lands? How have they changed?
- Who is injured? (Are they going to make it?)
- Why did you split up?

Questions: Stakes

- What unknown effect has the radioactive wastes of Carcosa had on the rabbits?
- Who seeks the secret power hidden within the warren? What happens if it is found?
- Are there other rabbits and other warrens in Carcosa?

Names

Titles for Rabbits and the Men & Women of Carcosa:

He of the Pale Sceptre, the Illumination of Beauteous Countenance, the Falling King, the Essence of All Graces, the Illustrious Brightness, She of Many Hues, the Duke of Splendour, the Overking upon the Shining Throne, the Puissance by Whom All See, the Coruscating Light, the Infinitude of Dreamers, the Foundation of Glory, the Constant Crown, the Mind of Defence, the Soul of the Gatherer, the Vault of Small Petals, the Lover by Whom All See, the Bestower of the Sun

Robots:

CIS-167, E103, T14001, J-83, Scrapbot, Exoid-5, Fourbit, Hexotron, Octalbot, Rusty

Aliens:

Igal, Etum, Nanna, Ayarun, Annal, Ninki, Insum, Sidur, Mikushsu, Dameshu, Onotial, Annalar, Edulim, Daona

Cthuloid Creatures:

Soth-Yigguhg, Bithola, Nithee, Yub-Sotha, Vhothatak, Shoa-Xothu, Kub-Bhotho, Uhg-Yekub, Bha-Cthanach, Ktur-Voormog

the warren

Predators

The Jale-Men, hunters

Trait: Hungry

Voice: Desperate and Unintelligible

- Strike with their spears
- Seek out the warren
- Lay traps and snares
- Shoot with crude bows and slings

TMAX J-86, the Spherical Hunter-Killer Robot

Trait: Seek out and capture organic life

Voice: Beeps and Boops

- shoot projectile nets
- grab with retractable appendages
- self-repair when injured
- seek out life with infrared and long-distance vision
- chain captured life forms up in the radioactive wastes surrounding an abandoned outpost

Daambrolbh, a Spawn of Shub-Niggurath

Trait: Mindless and Unrelentingly

Voice: Terrifyingly Mute or Unintelligibly Loud

- Inflict Otherworldly Terror
- Bite with toothed maw
- Pin down with tentacles
- Strangle in tentacled grasp

NPCs

The Lawgiver upon the Black Throne, a twisted rabbit

Trait: Lonely

Voice: Sickly

- Creep everyone out with powers of precognition
- Reminisce about old life
- Beg for food Rabbits shouldn't eat
- Shares stories of otherworldly terror.

Henttabu, the Alien Scientist

Trait: Detached and Amoral

Voice: Hyper Rational Nerd

- Feed the rabbits food to befriend them
- Tag the rabbits to track them later
- "Improve" the rabbits with strange alien technology
- Stand by as nature takes its course

Simenhay, the Mummy Brain

Trait: Bossy

Voice: British Boarding School Teacher

- Demand the Rabbits use their mobility to perform petty tasks
- Pontificate on previous life as vile sorcerer in service of Nyarlathotep.
- Use psionic abilities (3-6 times per day)
- Perform powerful ritual magic when angered

Threats

Threat of Carcosa, a terrible blighted world

Intent: To destroy itself

- the land leaves the rabbits twisted
- food is scarce or has grown poisoned
- terrible storms of sand and rock
- this broken rocky land makes travel slow and difficult

Threat of the Overqueen of Small Petals, a vile sorceress

Intent: To summon a great horror

1. They come to chant and make sacrifices
2. The air is heavy and tremors shake the earth
3. The warren changes its very shape
4. Tunnels suddenly lead to strange new places
5. Suddenly, Shub-Niggurath.

Threat of the Rainbow Connection, thespian adventurers

Intent: To unearth ancient treasures best left unearthed

1. Men & women set up camp nearby
2. Consume nearby vegetation
3. Wage bloody battles with various beasts
4. Displace rabbits to retrieve the ancient treasure

What does the NPC want? By John Wilson

Pick one:

- to escape Carcosa
- to help you feel at home in Carcosa
- to make you stay with them
- to make you like them
- to become like you
- to complete the transformation that Carcosa has begun in them
- to go back to the way they were
- to overcome a Carcosan threat
- to build something here
- to pervert something pure
- to destroy something corrupt
- to learn a truth
- to change a truth

Carcosan Colours

Pick one:

- Black
- Blue
- Bone
- Brown
- Dolm
- Green
- Jale
- Orange
- Purple
- Red
- Ulfire
- White
- Yellow

Carcosa is peopled by 13 races, denoted by their vivid and pronounced skin colour. (Think of the people of Mars/Barsoom described by Edgar Rice Burroughs.) The planet of Carcosa has two additional primary colors: Ulfire and Jale. These colours are mixed to produce a 3rd colour, Dolm.

Notes on Carcosa

You can find a [fairly thorough review of the often maligned Carcosa on my blog](#). Carcosa is a gonzo science fantasy that feels like a mix of Barsoom, Lovecraft and Masters of the Universe—to me. There are aliens, cthulhu monsters, mutant dinosaurs, robots, etc. You can play it lightweight and silly, or dark and horrific. This playset likely works better playing up the horror.

Notes on the Warren

The Warren is a Powered by the Apocalypse game about Rabbits—think Watership Down. The game has a very old-school D&D vibe, even though it's obviously not anything like D&D. I play it with my daughter: it can be light hearted and fun. But, like Watership Down, it can also be dark, gripping, and full of terror!

Thanks

Thanks to Marshall Miller and John Willson for additional writing and suggestions. [The Warren](#) was written by Marshal Miller. [Carcosa](#) was written by Geoffrey McKinney. Both are great books: you should get them!

March 24st 2017, v0.1 - Initial Draft
March 25th 2017, v02 - Add Sample Hex Map

