



LAMENTATIONS
of the
FLAME PRINCESS
ADVENTURES

BARBARIANS *of* ORANGE BOILING SEAS

ZZARCHOV KOWOLSKI

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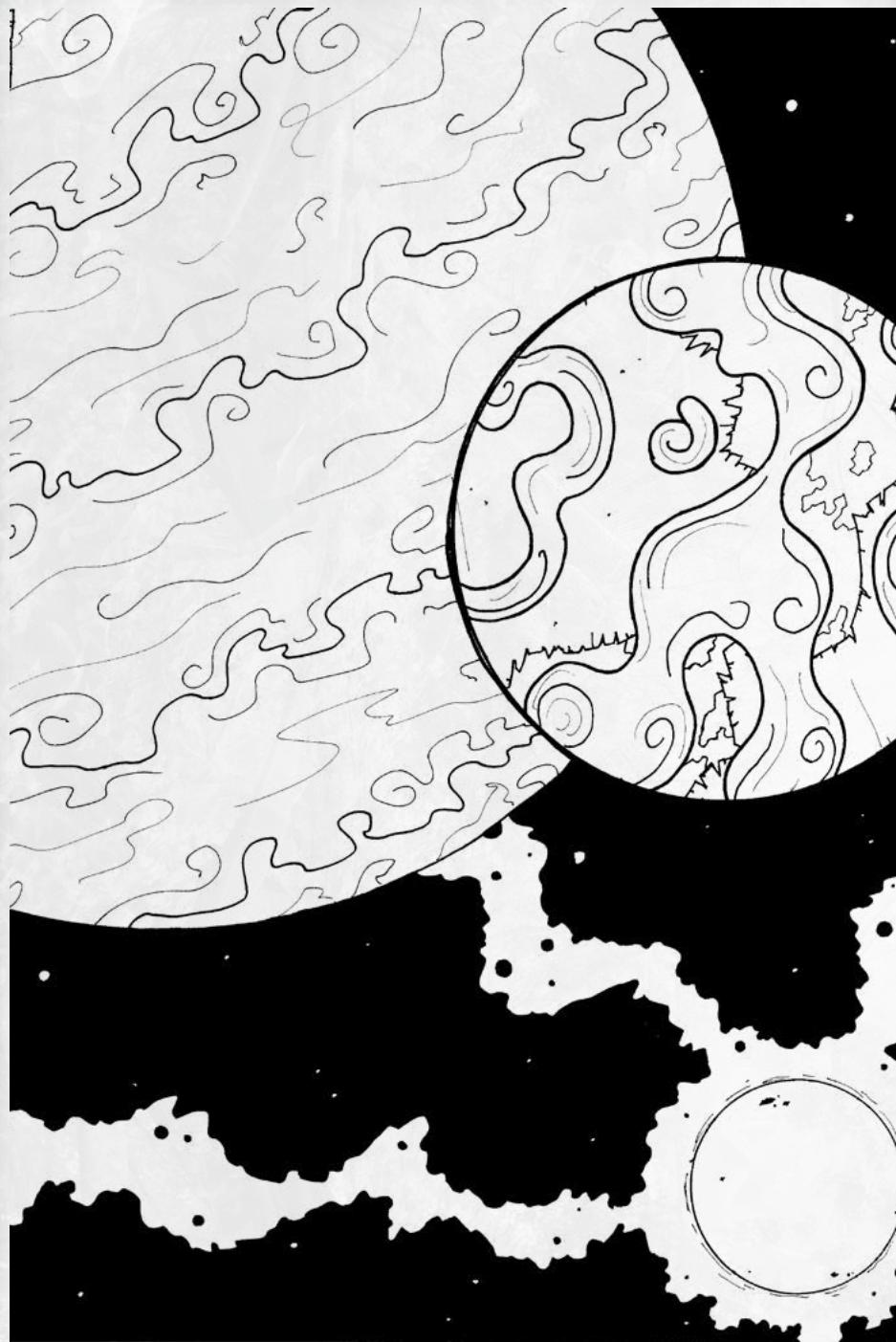
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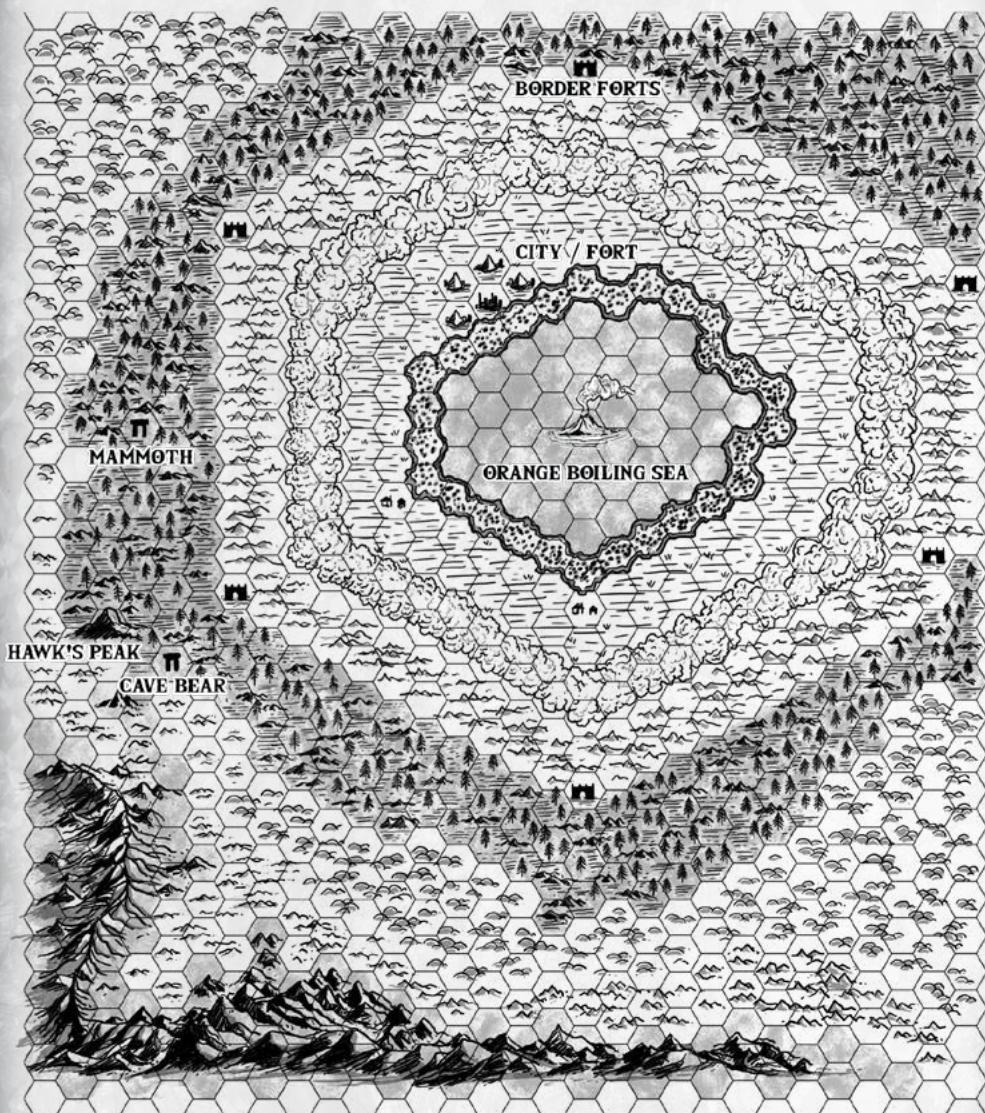
BACKGROUND

In the far reaches of prehistory, a powerful cabal of Alien Wizards colonized an icy moon newly captured by a gas giant orbiting a distant star. The moon had a narrow habitable region, but to their tropical biology it was only barely so and even then only around certain volcanic hotspots. That left a much larger (though still small) portion of the equatorial region lifeless. They used their same methods of mystical travel to go to Earth about 45,000 years ago to abduct an abundance of cold weather life forms to populate the rest of the moon that they might harvest useful resources from them. This included a large number of ice age plants, animals, and even neanderthals. After a few thousand years of exploitation the Aliens finished mining what resources they cared about and abandoned the moon. Eventually the Alien's wards and unmanned defenses decayed to ruin and some of the neanderthals moved into the abandoned volcanic regions. After countless generations of considering the settlements themselves taboo, they too were settled and the neanderthals forged the great city state of Bwang-Quos in the ruins of the Alien's former prime settlement, revering them as an ancient race of gods. The heavy mining left few useful minerals for the neanderthal civilization and so it has never advanced beyond the stone age and potentially never will before the moon becomes tidally locked and its thin slice of habitable region is reduced to but a pair of isolated specks in eternal twilight. The ruins of the Alien settlements contained vast amounts of silver and it was jealously hoarded by the nobility and priesthood as a sign of both divine mandate and military

power. Outside of the volcanic hotspots, nomadic tribes of neanderthals still exist as they have for tens of thousands of years.

Back on earth, some scattered records of the methods the Alien Wizards used survived in deep caves. A Jesuit occultist used those recovered secrets to bring Portuguese conquistadors to the icemoon of Nibu, directly into the sacred tunnels beneath the former Alien capital. The city fell in under an hour, the rookery-pyramid of the fabled hawk-knights was burned to the ground and only 12 knights escaped the city with the royal princess, now heir to the throne given the slaughter of the former queen. The city ruled over a vast agricultural valley and resentment against the new masters is simmering. In the rich orchards and bulrush farms surrounding the the boiling sea, bands of partisans and secret devotees to the old gods gather and whittle primitive weapons, waiting for a signal from the princess to strike. How long can hundreds hold down tens of thousands?

While on the moon, characters from Earth will have +2 to their strength score due to the lower gravity and higher oxygen content in the atmosphere. Light sources will shine light 25% further but burn out a quarter faster as well.



HOW TO ACTUALLY USE THIS ADVENTURE

So there is a classic conquest versus liberation adventure hook going on, but the bigger question is then how do the players get entangled? The easiest solution is that this adventure is a sequel to “Going Through Forbidden Otherworlds”. If they enter this adventure through that interdimensional hub they can arrive in the Sewers at location A (Mystic Entry). If they have church officials in tow, or documents in lieu of them, they will be greeted warmly. If they haven’t but are at least potentially Christian they will be coolly taken into custody to meet with the Commander who will deal with them based on their ability to re-establish communication with the Church and/or establish supply lines.

If they did not come through that method (or perhaps they played Going Through Forbidden Otherworlds but broke the place) you could have some different magical mishap transport them to this world. If that is the case I would suggest having them appear at one of the stone circles (currently surrounded by the Mammoth and Cave Bear clans) or make a new abandoned stone circle in the wilderness they can arrive at. This allows the party more freedom in selecting a faction to get involved with and/or play them all off each other for the player character’s personal gain.

You could also have the party be locals adjusting to the arrival of the conquistadors. In that case they could be anywhere, but starting as a band of ne’er do wells at a city drinking establishment gives the most freedom. Player characters could be recent converts to Catholicism, secret remnants

of the old faith, rebels, selfish opportunists, or a mix of the above. Just make sure they play characters with a need to get involved in faction conflict. If they make a party of apolitical pacifists consider explaining that they need to be the engines of adventure to at least some extent.

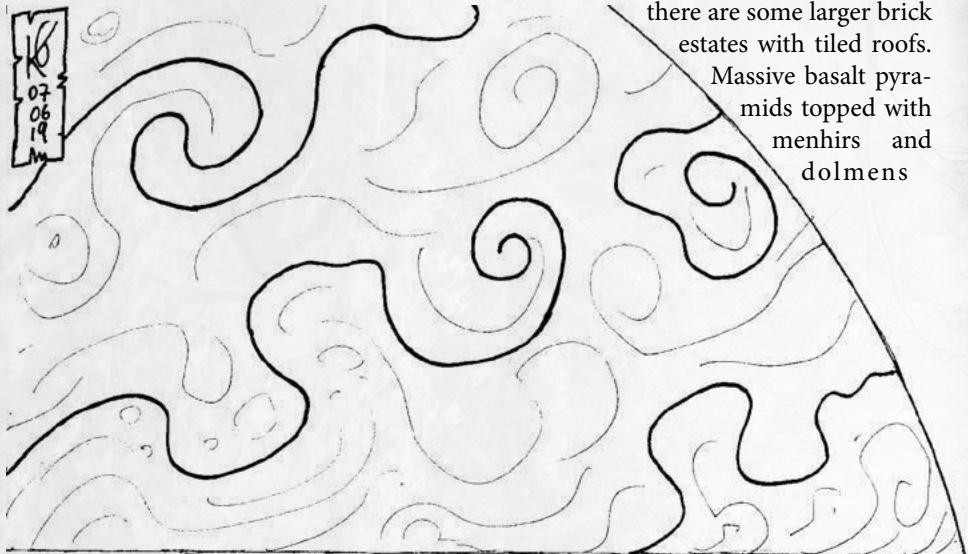
CONQUERED CITY OF BWANG-QUOS

The city sits on the shores of the boiling sea and its streets are all flanked with shallow ditches bringing hot water into the city's ancient labyrinthine sewers before flowing out with as much waste as it can carry into the bulrush paddies throughout the

rest of the valley. The city is walled with cyclopean stones, but they are weathered and covered in mosses with small shrubs growing between stones here and there. Inside, most of the homes were round stone huts with woven reed roofs though

~~there are some larger brick estates with tiled roofs.~~

~~Massive basalt pyramids topped with menhirs and dolmens~~



cast long shadows over the plazas. Workers under the conquistador's whip tear down the great stones and haul them away to work on a cathedral being built on the site of the former royal palace, itself surrounded by the conquistador's wooden fort.

Earth characters (or at least Catholic ones) will be welcome inside the conquistador fort and how they arrived on the moon will indicate how they are treated.

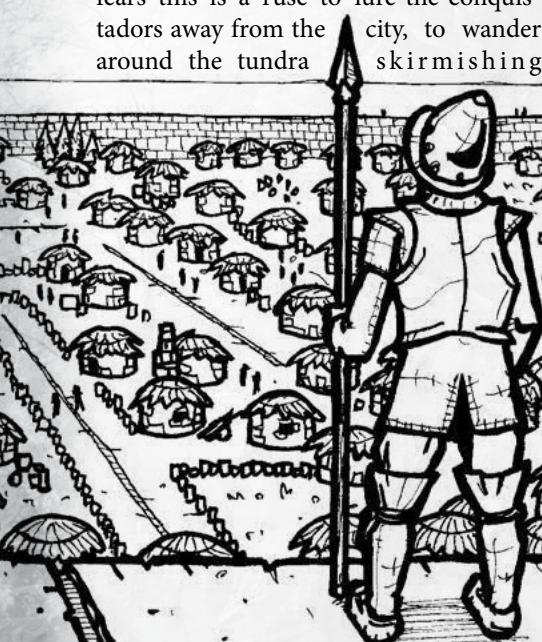
The princess of the ten thousand year dynasty escaped the invasion and retreated with a handful of her loyal knights to a mountain peak fortress supposedly accessible only by air. A former aide to the royal family has confessed (under "enhanced inquiries") that there is a labyrinth of tunnels through the mountain peak and it contains a secret passage to the mountain-top fortress itself. Captain Carlos Mendes fears this is a ruse to lure the conquistadors away from the city, to wander around the tundra

with Ice Barbarians before getting lost and ambushed in a labyrinth of tunnels. If some enterprising young adventurers could map out the tunnels however, he would be willing to reward them handsomely with ten slaves and as much silver as they could haul away in wagons.

What is there to do in Bwang-Quos?

The obvious two adventure hooks are to either side with the conquistadors and mount an expedition to find a route to Hawk's Peak through the caves, or to side with the princess or the local rebel movements to blow up the conquistador's powder store. Many slaves under the conquistador's whip spread rumours about a foretold hero who will retrieve an ancient weapon from Hawk's Peak known as "The Voulge".

Various amenities are available in the city; market plazas still sell local goods using newly minted silver coins (the previous currency of carved stones in different denominations is banned, but they still float about). The local staple foods are breads using flour from the domesticated bulrush variant and melon sized acorns from a domesticated oak variant, though various small gourds, berries, and other tubers are common in small amounts. Salt seems to be almost unheard of beyond alchemy and so all meat is fresh, mostly being capybara. Caribou are a domestic beast of burden but they are fairly rare so most wagons are better considered wheelbarrows and are pulled by docile wolf sized dogs. Boats don't really exist beyond novelty toys.



In terms of weapons and armour, merchants will require that player characters either have a license from the conquistadors or are willing to pay triple. To most characters the weapons are probably garbage, as they are bone or antler tipped due to a lack of metal and flint. They do have impressive ceramic technology. They have pottery that may be valuable as a trade good, and ceramic bladed ulus which aren't much use in combat. They never seem to have developed bows and rely on atlatls, darts, and spears. They use lacquered wicker covered in linen for shields and to make breastplates equivalent to leather armour.

	Cost	Notes
Ceramic Ulu or Knife	2sp	Weapon minor, -2 to hit vs metal armour, breaks on >3dmg
Antler Dagger	3sp	Weapon minor, -2 to hit vs metal armour
Antler Spear	4sp	Spear, -2 to hit vs metal armour
Stone Mace	50sp	Weapon medium
Logging Celt (Axe)	50sp	Weapon great, -2 to hit vs metal armour
Ceramic Atlatl Dart	1sp	Dart, -2 to hit vs metal armour, breaks on >3dmg
Atlatl	2sp	triples the range of darts, Lowers AC by 1 at short range
Wicker Shield	10sp	
Wicker Armour	30sp	
Pack Caribou	75sp	
Pack Dog	2sp	
Dog Wagon	40sp	

* Other non-metal, non-european goods and normal services are available at urban rates

There are earthen amphitheatres that serve as combination taverns/wrestling arenas where one can procure meads and down on their luck neanderthals willing to work as henchmen for a few coins. Various conquistador informants and rebel agitators both work the circuit of drinking establishments and will be paying close attention to any player characters. Depending on the relationship between the party and the local authorities the rebels will either try to assassinate or recruit the party to blow up the powder store. If the party is seen being too chummy with suspected rebels the informants will summon the local goon squad.

Rebel assassins (2d4 Specialists with a half dozen ceramic knives each)

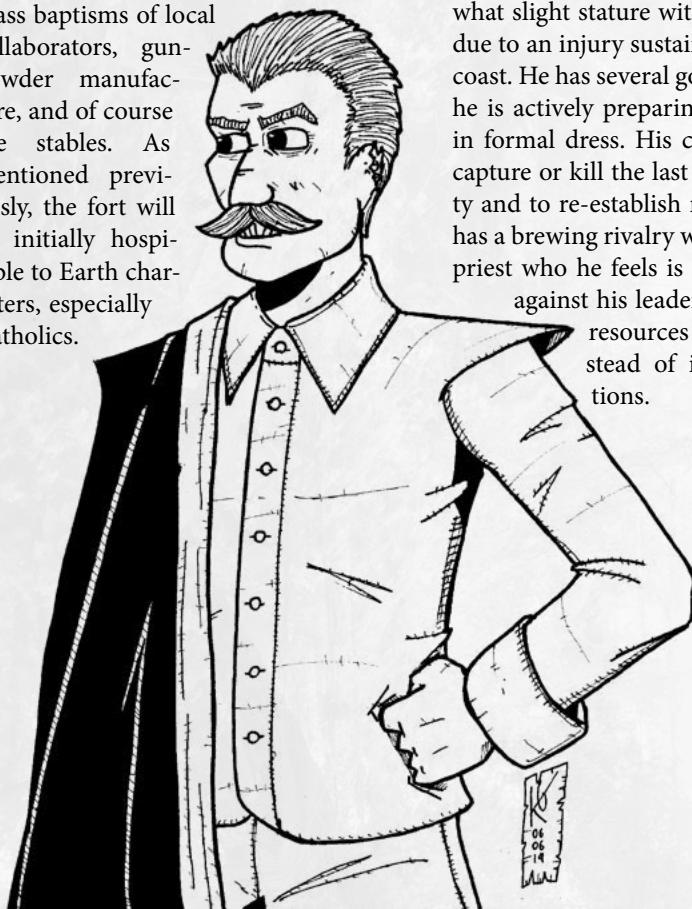
Collaborator Goons (2d4+3 Combatants with wooden clubs, wicker armour, and wicker shields)

	Daily	Monthly	Live-in	Space	Share
Guides (Specialist)	10sp	100sp			1/10th
Translators (Noncombatant)	10sp	100sp	75sp	10'	
Thugs (Combatant)	5sp	50sp	30sp	5'	1/20th
Porters (Noncombatant)	3sp	30sp	25sp	5'	



The Conquistador Fort

The fort itself is mostly just a log palisade and a dozen wooden blockhouses. Inside the palisade are a number of barracks, the stone ruins of the palace and the beginnings of a cathedral being constructed from massive cyclopean stones. The palace gardens have been trampled and their elegantly shaped pines used as part of the fort's palisade and blockhouses. Inside the walls, the conquistador's special projects take place: blast furnaces attempting to make use of the vast slicks of orange bacterial sludge from the boiling sea, small gardens attempting to grow Earth crops, mass baptisms of local collaborators, gunpowder manufacture, and of course the stables. As mentioned previously, the fort will be initially hospitable to Earth characters, especially Catholics.



The Commander

Captain Carlos Mendes is currently in charge of the "expedition" that took over Bwang-Quos using the process detailed in "Going Through Forbidden Otherworlds". They have lost contact with Earth due to the events of that adventure and would love to re-establish supply lines. If that is impossible or unfeasible (such as if the party has taken over the facility for themselves and has no intention of letting an army in) then Carlos can be a pragmatic man.

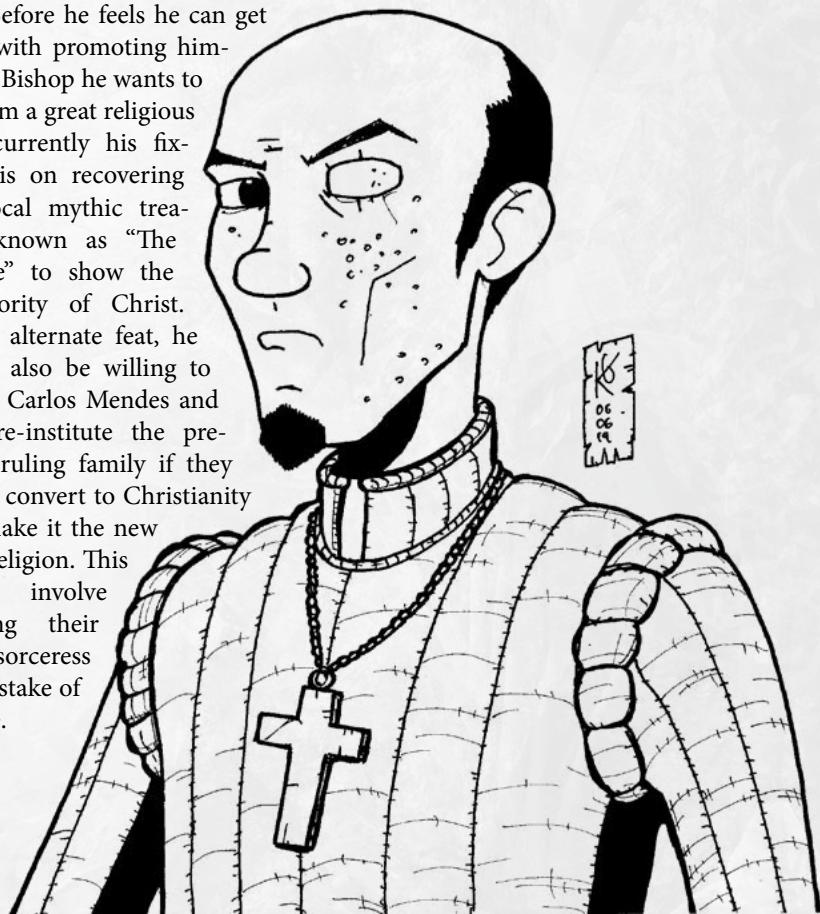
Physically he is an older man of somewhat slight stature with a missing left ear due to an injury sustained along the ivory coast. He has several gold teeth and unless he is actively preparing for battle will be in formal dress. His current goals are to capture or kill the last of the royal dynasty and to re-establish routes to Earth. He has a brewing rivalry with the expedition's priest who he feels is poisoning the men against his leadership and diverting resources to a cathedral instead of improved fortifications.

The Priest

Father Reynaldo Castro is the lone surviving priest of this expedition and has begun taking on a more fanatical (and fantastical) persona as of late after recovering from a fever. He is beginning to win over a majority of the conquistadors and believes their mission must focus on spiritual rather than temporal victory. If contact with Earth remains cut off he will shortly declare himself a bishop and begin creating a local church. To this end he has been using his sway to make the construction of a cathedral a priority over improving the fortifications of the conquistador fort. Before he feels he can get away with promoting himself to Bishop he wants to perform a great religious feat, currently his fixation is on recovering the local mythic treasure known as "The Voulge" to show the superiority of Christ. As an alternate feat, he would also be willing to betray Carlos Mendes and help re-institute the previous ruling family if they would convert to Christianity and make it the new state religion. This would involve burning their court sorceress at the stake of course.

He will buy bibles at 5 times their normal cost and will hire anyone literate in latin to train some of the local converts as scribes for 10 silver a week.

Physically he is a scrawny balding man in his mid thirties who has lost the use of his cloudy left eye. He wears only the simplest of vestments.

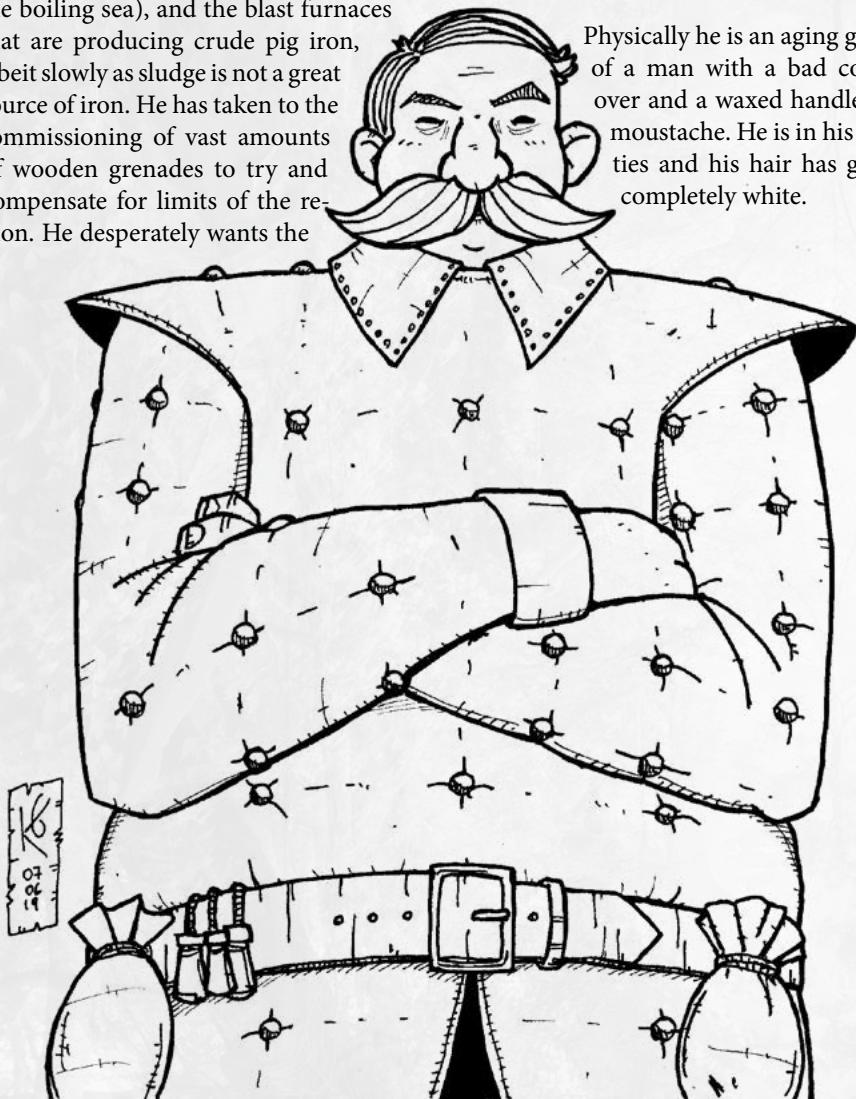


Quartermaster

Sargent Hansruedi Kämpf is the expedition's quartermaster, and a former swiss mercenary in service of the pope. He stays out of the growing schism between Reynaldo and Carlos and focuses instead on supplies. He oversees the gunpowder production (the former palace had great layers of guano and sulfur is common along the boiling sea), and the blast furnaces that are producing crude pig iron, albeit slowly as sludge is not a great source of iron. He has taken to the commissioning of vast amounts of wooden grenades to try and compensate for limits of the region. He desperately wants the

supply lines to Earth reopened, but failing that will pay 2000 pieces of silver to anyone with enough smithing knowledge to help him make steel instead of pig iron. If that is done, he will begin the production of steel weapons and arbalests instead of the current low quality items. In the interim he will buy any steel items at double their normal price but will not sell any.

Physically he is an aging giant of a man with a bad comb over and a waxed handlebar moustache. He is in his sixties and his hair has gone completely white.



Garrison

In case the party decides to lead an attack (or I suppose defense) of the fort, the current forces stationed there are as follows:

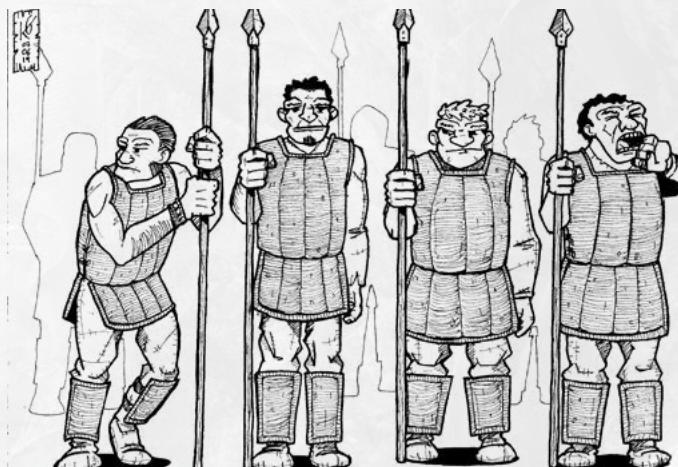
200 Conquistadors in steel armour, equipped as sword and buckler men or as arbalesters. If a surprise assault is launched there will be 3 patrols of 10 conquistadors in the city and/or sewers at any given time. They will fill the blockhouses and try to hold the gate.

25 Portuguese support personnel who will grab pikes and light crossbows before retreating to the barracks.

60 Local Auxiliaries armed with pig iron weapons and wicker armour. They will never be voluntarily put in a position where they could single handedly open the gates or allow invaders into a blockhouse. They will be initially sent to defend the gate with a complement of conquistadors.

There are also **18 horses**, **22 warhounds**, **2 cannons**, and **20 Arquebuses** that will initially be stored by the barracks but will quickly be moved to where they are needed. The blockhouses are all provisioned with a large number of wooden grenades.

For Sale	Cost	Notes
Cheap Liquor (bottle)	1sp	
Gunpowder	5cp	
Stone Shot (1)	2cp	
Wooden Grenades	5sp	As Firebomb
Light Crossbows	35sp	
Pig Iron Bolts / Arrows (1)	1sp	Pig Iron Bolts only reduce AC by 1 vs steel armour
Pig Iron Spears	12sp	Spear
Pig Iron Hatchets	12sp	Weapon small



Sewer Entrance

A trio of conquistadors always guard a small unassuming shed in the middle of the fort. Inside this shed is a set of stairs leading into the sewers next to the chamber being used to store the majority of the fort's gunpowder.

Sewers

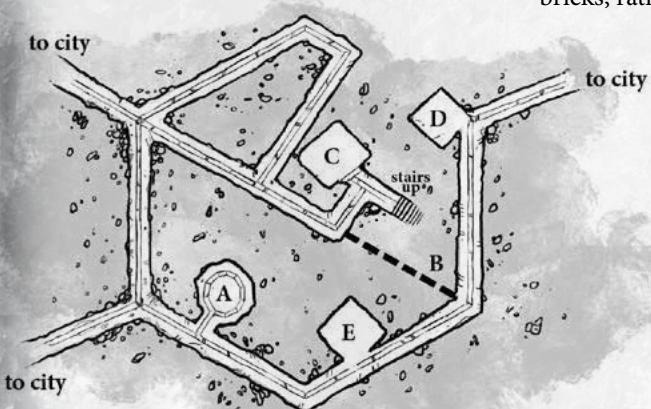
The sewers themselves are truly ancient, made of basalt bricks with arched ceilings. Instead of mortar the Alien Wizards used molten silicate. The steamy, humid sewers smell foul and are lit with periodic beams of light from small grated holes in the roads above through which the city dumps its waste. Wooden boards provide a raised platform in the center of the corridors over the uncomfortably hot water below. The boards have historically been kept in good condition as a civil engineering task, but here and there rot has recently started to settle in. There is a maze of tunnels through most of the city, but guides who can lead you to the portion under the conquistador fort (which has no holes to provide light) are easily found.

(A) Mystic Entry

This is the crumbling moongate long ago used by the Alien Wizards to travel between worlds (see "Going through forbidden otherworlds") more recently it is where the conquistadors entered this world and began their conquest of Bwang-Quos. There is a set of wooden bars with a simple wooden door set at the end of the hall. A writing desk and several stools of earth make are between those bars and the moongate and at the start of this adventure two conquistadors and a scribe will be stationed here, waiting for contact with earth and growing increasingly worried. As this is where a party from earth would arrive from, their behaviour may change depending on the circumstances of their arrival.

(B) Smuggler's Point

This secret passage was once a route used by royalty to move lovers in and out of the palace discreetly. Post occupation, a few former palace servants have turned it into a smuggling route, sneaking out trinkets from the conquistador camp and smuggling in mead and sex workers. It is only used on Sunday morning. The passage is hidden on both ends by dry stacked bricks, rather than the normal sewer wall.



**Sewer Encounter Table
(2d6)**

2-3	Rebel Spies	(1d4 Specialists with stone maces)
4-5	Feral Dogs	(3d4)
6-8	Nothing	
9-12	Conquistador Patrol	(7 conquistadors with plate, swords, and bucklers)

(C) Magazine

This chamber is fitted with a fully wooden wall and door, devoid of any metal. Even the lock and its oversized key are made of wood. Inside are rows and rows of gunpowder in both barrels in sacks. The three guards outside of the magazine wear no armour, wield wooden clubs and have on felt slippers. Light is provided using a trio of candles kept 15 feet from the door and 2 large glass mirrors. They do not take any chances with sparks.

Igniting the magazine would collapse much of the local sewer network and cause great gaps to appear in the palisade and topple a handful of the blockhouses. The water would pool here and prevent access to the Mystic Entry which would be severely damaged by the blast as well. Barring any coordinated attack the conquistadors could survive the loss, though they would be weakened without access to gunpowder. It would take them months

and months to make enough to replace the loss and they would need to build a new fort in the interim. Their steel weapons and ample collaborators (from the previous underclass) would otherwise allow them to hold the city against the inevitable riots that would follow the explosion unless outside forces also attacked.

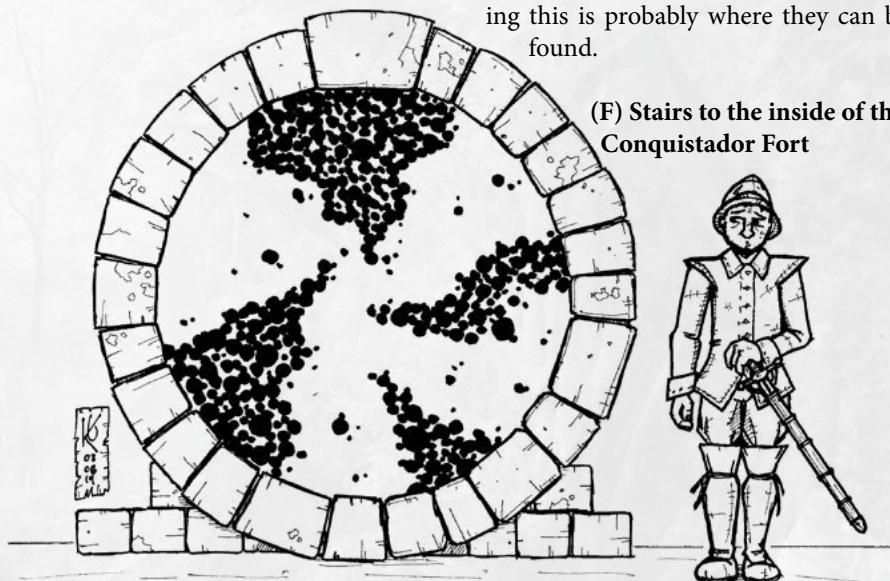
(D) Secret Shrine

Behind this false wall is a makeshift shrine to the traditional gods of the city. In addition to the large stone idol, there are two smaller silver idols worth 200sp each. There is a 10% chance that 1d4+1 locals with ceramic knives and small clubs will be present.

(E) Black Site

This is an “Enhanced Inquiry” room in which the conquistadors try to gain local insights...they torture people. It is a torture room with a coal pit for hot irons, a rack, a few scourges and of course a wooden tub for drowning. If anyone the party cares about has been taken captive for questioning this is probably where they can be found.

(F) Stairs to the inside of the Conquistador Fort



RESTLESS RURAL

Leaving Bwang-Quos (most likely to seek the Hawk's Peak), the party will need to cross several distinct bands of settlement. Directly adjacent the city and the boiling sea will be a vast marsh of bulrush paddies criss-crossed by a massive network of earthen mounds and raised boardwalks. The waist-deep water is piss warm and reeks of sulfurous sewage. The bulrushes reach 9 feet above the water level in the low gravity of the moon. Villages here are all wooden huts on stilts. Every now and then a feral capybara will scurry away from a band of neanderthal workers harvesting the bulrushes. Rebel spies carefully watch the comings and goings of conquistadors.

As the water cools and the paddies get shallower it is diverted into a series of small ditches only a few feet deep in a lattice pattern through groves of massive oak-like trees. These have been so specially bred over the years that their acorns are the size of melons and the branches hang low with vast bounties of nuts. These trees cannot survive outside the low gravity of this moon. Villages here are clusters of stone huts around vast granaries. Shepherds herd small packs of capybara and are permitted to carry batons to chase off any feral dogs.

As the hills begin to rise the irrigation stops. The foothills are full of vast open fields of flax and fallow meadows full of grazing caribou. The residents here live in semi-nomadic tents and the conquistadors experience small bouts of open rebellion. The conquistadors have taken over a number of small border forts originally built to repel the ice barbarians from the

forest and tundra beyond. This is the extent of the conquistadors' reach.

Any party traveling through the paddies with 5 or more people which includes Earthlings that does not have the backing of the Rebels will be spied upon in the paddies and tailed. If they have under 10 people they will be ambushed in the Oak Orchards. If they have more than 10 but fewer than 20 they will be attacked in the foothills. Count anyone in metal armour as 3 people and anyone mounted on a horse as 5 people for the purpose of determining when they will be attacked. Killing or losing the tail in the paddies will prevent an ambush.

Rebel Tail (Specialist with Antler dagger)

Orchard Rebel Mob (2d6+3 Noncombatants with clubs and a single ceramic dart each)

Foothill Rebel Raiders (3d6+5 Combatants with maces, atl-atls, shields, and wicker armour)

Border Forts

The six border forts at the edge of the crater that houses the boiling sea are rings of cyclopean stone walls 10 feet in height atop large earthen mounds, with a wooden gate overseen by a pair of thatch roofed wooden watchtowers. The conquistadors have added wooden blockhouses in the centre and painted white crosses on the gates. They keep about a month of supplies as well as large amounts of wet brush about so they may light a signal fire.

Garrison

15 Conquistadors

10 Auxiliary (Combatants) armed with atl-atl, bone darts, and wooden clubs.

3 Horses

1 Arquebus



Seed Table

How to use the table:

Roll a single d8, d6 and d4 against the chart below. Note that you should never roll any additional dice, just the one throw of the dice. The results on each die, the sum total of all dice and whether or not that total is odd or even is all important to generating the random encounter. Special additional effects may be added to the encounter if there are doubles, triples, a run of three, or if 18 is rolled.

Where	Weird
1 A dense grove of giant pines	A log carved with spirals and adorned with animal skulls tied with leather straps
2 Giant charred stumps and a dense amount of 5 to 10 foot tall spruce saplings	2 Nothing
3 Well spaced out fir trees with large amounts of old growth logs	3 A stone menhir
4 Several massive boulders litter the area between a light blanket of pine trees.	4 A fast moving stream
5 A marshy pond, about an acre in size, surrounded by evergreen trees	Trips
6 A small grove of wild oak tree clusters in a small vale between hills	
7 A rolling hill covered in a mix of evergreen trees	An elderly (and influential) woman of the Mammoth clan is trying to ward off the pair of wolves with a torch. If not saved they will eat her when the torch burns out.
8 An open meadow	222 The bison herd is incredibly aggressive and will stampede anyone who approaches or shoots at them.
What	
1 A pack of dire wolves (1d4+1d8)	333 A small herd of mammoths. 3 females and a pair of calves.
2 A Herd of Wild Game (1d4: 1- Caribou, 2- Bison, 3 -Megaloceros 4: Big-horn Sheep)	444 There is a small mound of earth near one of the boulders; digging it up will reveal a rebel supply cache including a few clay jars of flour and a pair of ornate silver daggers (115sp each).
3 Megafauna (1d4: 1,2 - Mastodon 3- Mammoth 4- Wooly Rhino)	
4 Nothing	
5 Smilodon	
6 Neanderthals (1d8) (1d4: 1- Mammoth Clan Hunters 2: Foragers from Cave #2 3- Bear Clan Warriors 4- Charcoal Burners from Bwang-Quos gathering wood)	
Dubs	
55	There is a freshly dead (from age) wooly rhino at the edge of the marsh, the smilodon has just started scavenging it.
66	The neanderthals are gathering wild acorns and have left a large amount of dried meat (about 40 lbs) unattended at the edge of the grove.

Runs

123 A **hawk knight** is flying high overhead, surveying the area.

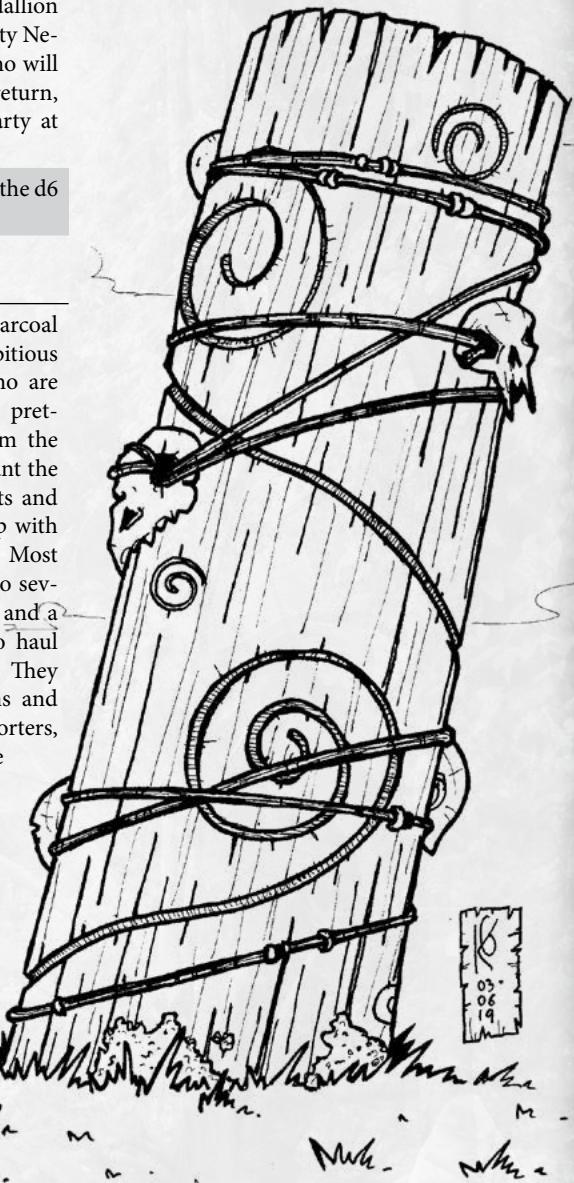
234 **Harsh subzero winds** kick up

A **recent campsite** that is only a few hours old has a carved ivory medallion worth 25sp. A trail leads to a party Neanderthals (based on the d4) who will be grateful for the medallion's return, enough so to vouch for the party at their home.

345 A **freshly killed bison** (killed by the d6 result).

Max

A **large camp** of about 30 charcoal burners is present. They are ambitious low lifes from Bwang-Quos who are technically breaking laws with pretty much every group but whom the conquistadors ignore as they want the charcoal. They have simple tents and a wicker fence around the camp with several large charcoal mounds. Most have logging celts. There are also several wagons, a half dozen dogs, and a trio of domesticated caribou to haul charcoal back to Bwang-Quos. They will trade charcoal for weapons and supplies. Additional guides, porters, and translators can be hired here



BARBARIAN LANDS

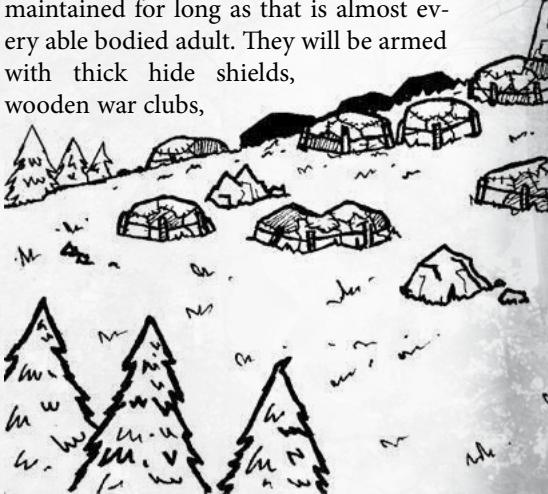
Past the view of the border forts lies the start of the barbarian lands. A dense evergreen forest separates the Ice Barbarian infested tundra from the flax fields of the foothills. The low gravity of the moon allows the trees to reach almost twice the height they would on earth. As winter approaches, much of the local megafauna moves into the forest and bands of Barbarians follow them. Before the Great Peace was declared 15 years ago this was a time of raids and skirmishes. Now the Ice Barbarians are uncertain of the future and how they should react to the upheavals, dangers, and opportunities of recent events.

Of note to adventurers, there are two nearby tribes of Ice Barbarians (each has a village surrounding a megalithic circle of standing stones) and the Hawk's Peak. Any guides would know the way to those villages and it is plainly obvious where Hawk's Peak is. Hawk's Peak itself is a sanctuary fortress atop an unusually tall mountain peak.



Village of the Mammoth Clan

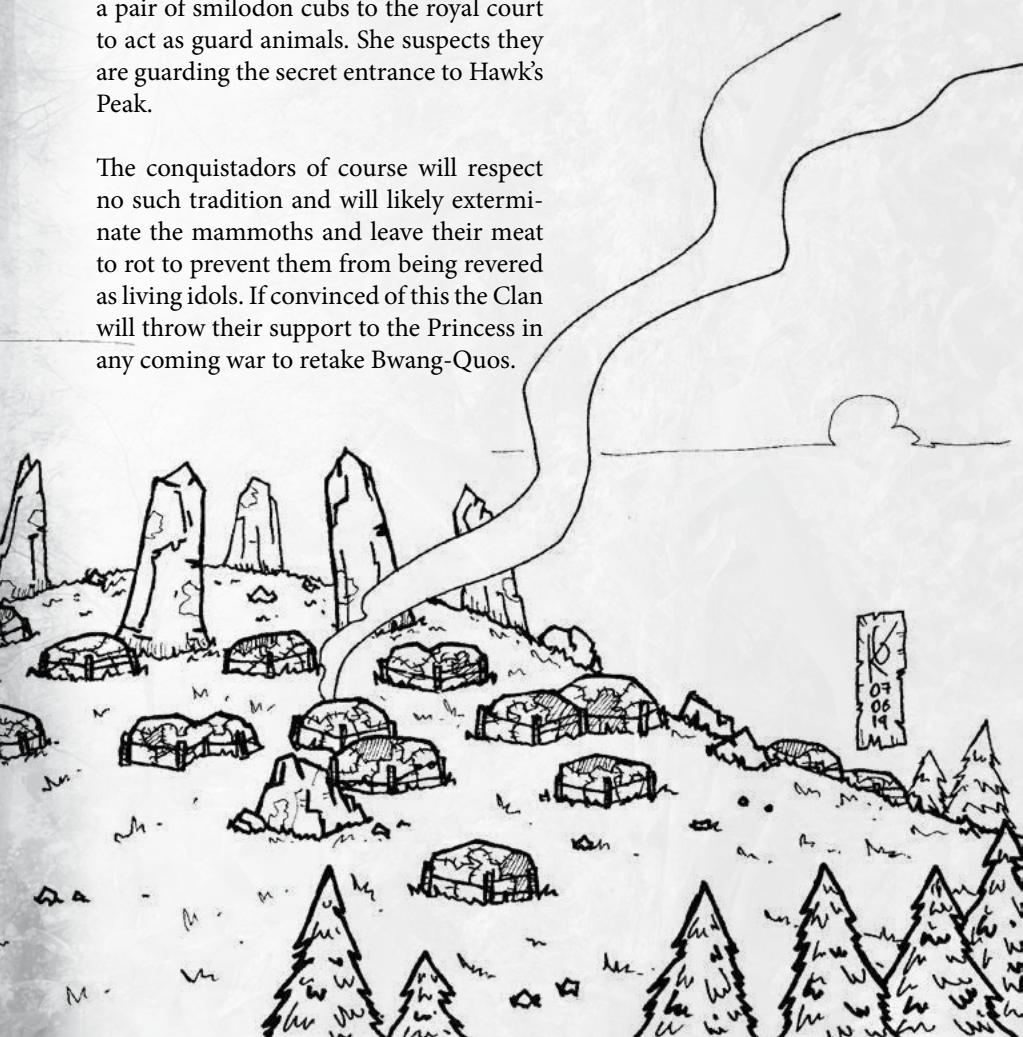
The Mammoth Clan has wintered since time immemorial in hide tents set up around a massive circle of megalithic standing stones. Every year they follow a massive herd of mammoths that also winter in the coniferous forest that surrounds the volcanic hotspot of the boiling sea. The mammoths are essential to the survival of the Mammoth clan and so they carefully manage the cull of the herd to ensure a stable population. This had frequently brought them into conflict with other clans, and with nobles from Bwang-Quos who enjoyed the sport and fame associated with hunting mammoths. As part of the Great Peace of fifteen years prior, Bwang-Quos banned the hunting of mammoths, leaving disgruntled nobles nothing to hunt but the far less prestigious mastodons that live in the forest year round. Around 400 adults can be called into battle by the clan matriarch should the need arise, but such a force cannot be maintained for long as that is almost every able bodied adult. They will be armed with thick hide shields, wooden war clubs,



and bone tipped spears. There are 20 Mammoth ivory tusks each worth 60 s.p. In the village, but they are sacred and will not be sold.

The Matriarch is unsure about the conquistadors and the changes afoot. If she can be convinced the conquistadors will continue to respect the sacredness of mammoths she will turn on the Princess and reveal that four years ago they traded a pair of smilodon cubs to the royal court to act as guard animals. She suspects they are guarding the secret entrance to Hawk's Peak.

The conquistadors of course will respect no such tradition and will likely exterminate the mammoths and leave their meat to rot to prevent them from being revered as living idols. If convinced of this the Clan will throw their support to the Princess in any coming war to retake Bwang-Quos.

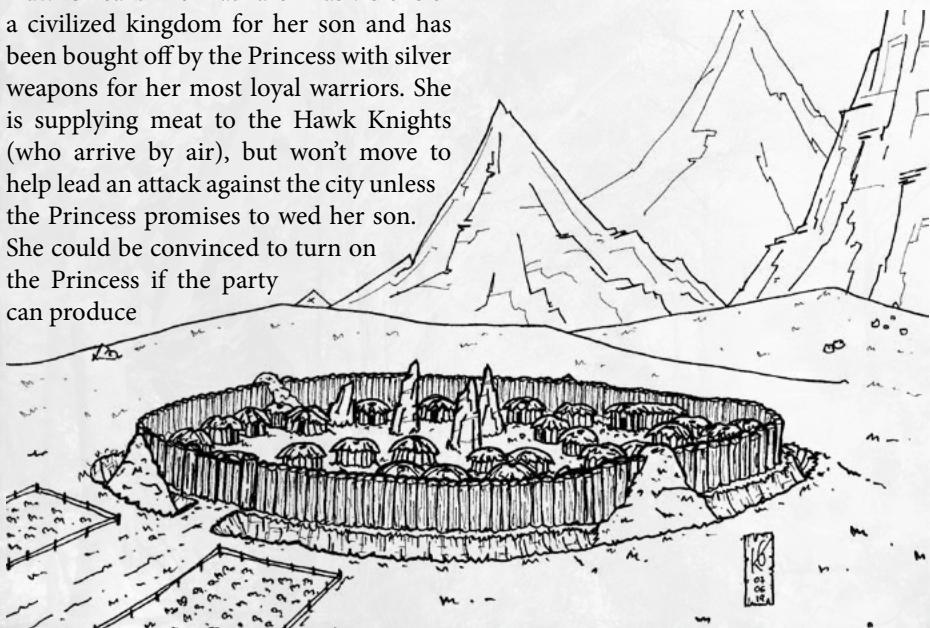


Village of the Cave Bear Clan

The Cave Bear Clan has resided in a growing village around the standing stones near the base of the mountains for almost 20 years. They agreed to the Great Peace in exchange for shipments of food and goods from the city. They have built a wooden palisade and trench around their village with a handful of raised earthen mounds acting as towers. The area approaching their village is covered in small gardens of hearty vegetables, but the climate is unsuitable for enough agriculture to support more than a fraction of the population of the sprawling village, which hovers around 2000 people.

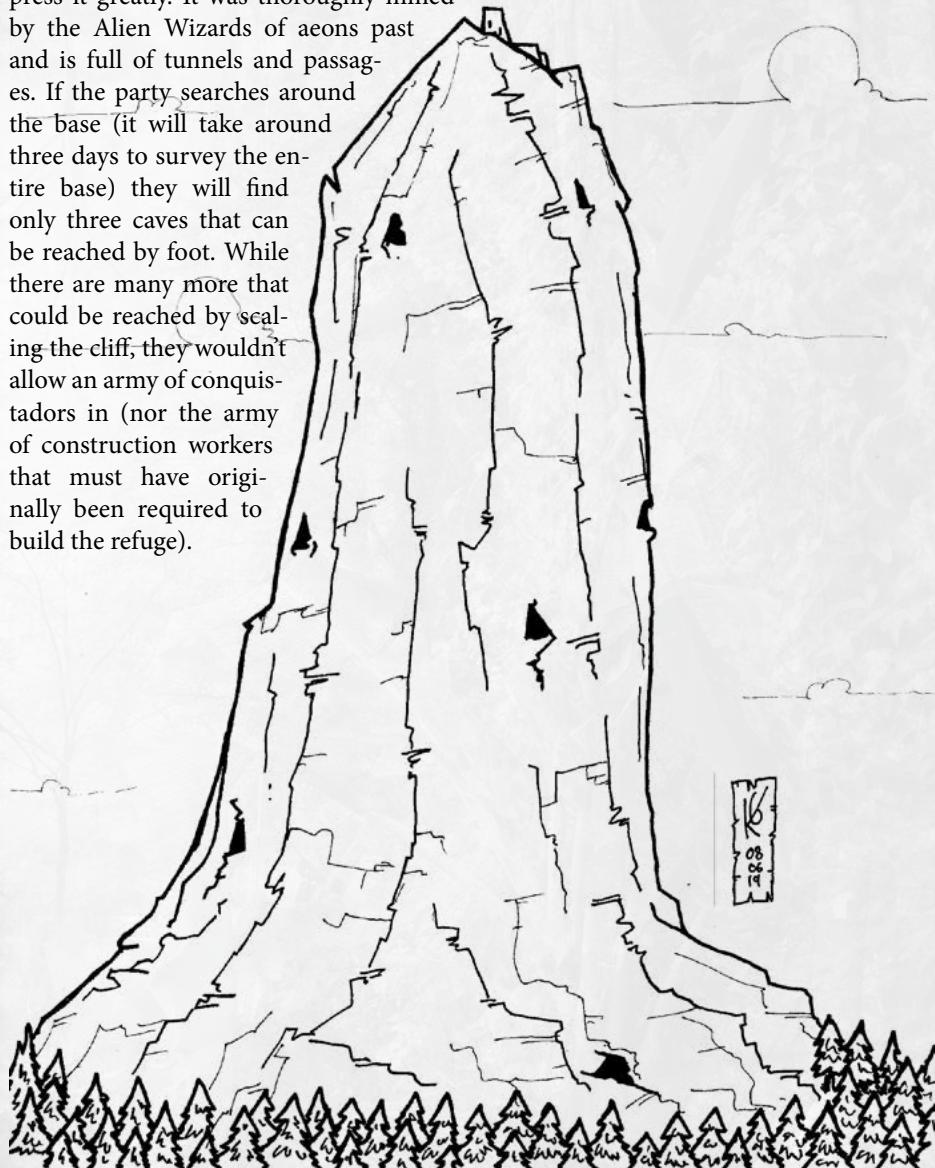
Technically the Cave Bear Clan reveres cave bears as sacred, but public opinion on that has waned since a local cave bear ate seven children two years ago. This is the cave bear in cave #1 at the base of Hawk's Peak. The Matriarch has visions of a civilized kingdom for her son and has been bought off by the Princess with silver weapons for her most loyal warriors. She is supplying meat to the Hawk Knights (who arrive by air), but won't move to help lead an attack against the city unless the Princess promises to wed her son. She could be convinced to turn on the Princess if the party can produce

a credible plan to make her son King of Bwang-Quos. She would be willing to convert her people to Christianity and so a scheme with Father Castro could be hatched. Without such offers she will fake an acceptance of any tribute and send the party towards cave #1 to face the cave bear. She has a standing force of 40 warriors armed with silver axes, wicker armour and shields, and atl-atls. She can also muster a temporary force of 600 adults with war clubs and bone spears. She has a chest full of carved stones, but the old currency is largely worthless now.

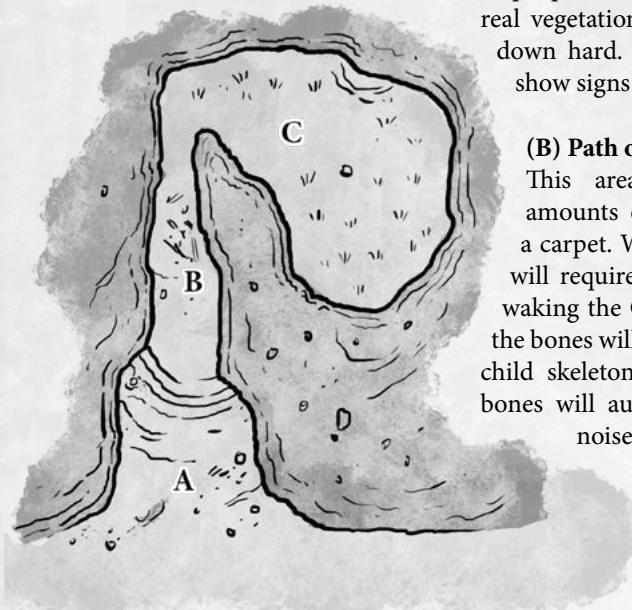


SECRET REDOUBT: HAWK'S PEAK

So the massive mountain peak that holds the last remaining bastion of royal control would seem unnaturally narrow, and indeed in Earth's gravity physics would compress it greatly. It was thoroughly mined by the Alien Wizards of aeons past and is full of tunnels and passages. If the party searches around the base (it will take around three days to survey the entire base) they will find only three caves that can be reached by foot. While there are many more that could be reached by scaling the cliff, they wouldn't allow an army of conquistadors in (nor the army of construction workers that must have originally been required to build the refuge).



Cave #1 - Lair of the Cave Bear



(A) Entrance

The entrance to the cave is fairly wide, 10 people could walk abreast. There is no real vegetation and the earth is packed down hard. A Bushcraft check would show signs of bear tracks.

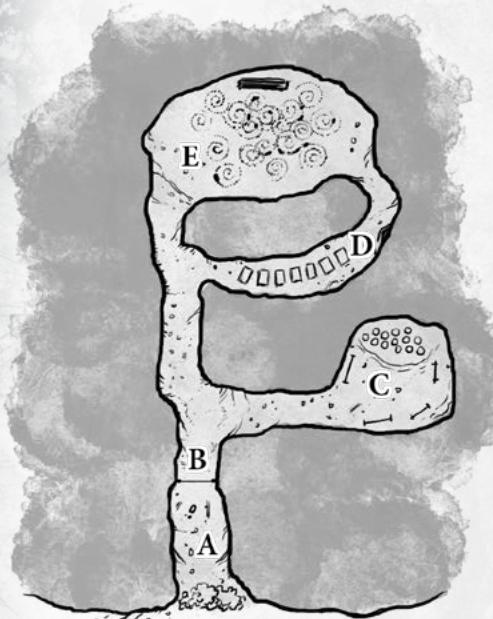
(B) Path of bones

This area is littered with vast amounts of bones, almost forming a carpet. Walking through the bones will require a Stealth check to avoid waking the Cave Bear in C. Searching the bones will reveal a number of partial child skeletons. Searching through the bones will automatically make enough noise to wake the Cave Bear in C. The path between B and C narrows to where individuals must walk through single file. The bear can move through, but cannot run through.

(C) Lair of the cave bear

The ground of this chamber in the cave is covered with dried grass and twigs. A giant heavily scarred Cave Bear is starting to hibernate here, but is not yet fast asleep. Bringing light into this chamber will automatically wake the Cave Bear.

Cave #2 - Scouts from the southern lands of the Cannibal Caverns



(A) Entrance

The entrance to this cave is partially obscured by a large number of dead bushes. Basic investigation shows they were cut down from elsewhere and stabbed into the earth to try and hide the cave entrance, though not very effectively. The entrance leads to a corridor that quickly ramps upward.

(B) Tripwire

Halfway up the corridor is a small tripwire. Anyone walking past it has a 1 in 6 chance of setting off a tripwire. This will drop a clay pot full of rocks from a small tunnel above the tripwire. Anyone paying close attention to the ceiling will notice the suspicious hole in the ceiling. The sound of the pot breaking will alert all of the inhabitants of the cave.

(C) Food Stores

A lone cultist is guarding this chamber and occasionally sneaking extra food from portions of the food stores when he thinks no one will notice. There are about a dozen clay pots of flour and several crude wooden racks where meat is drying.

(D) Sleeping Quarters

The floor to this chamber is covered with straw and rows of sleeping furs. 8 cultists will be in this chamber, either sleeping or playing some form of gambling game involving throwing different lengths of sticks and measuring the results. They appear to be gambling with small amethyst crystals (in total there are 45sp worth of small crystals between them all)

(E) Religious Chamber

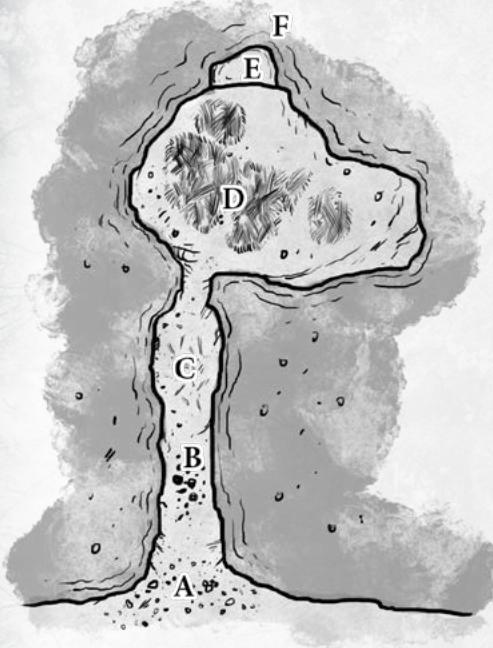
The floor to this chamber is painted with spiraling designs using animal blood. A length of log has been turned into a pedestal that holds a terracotta idol of an inhuman monster. A priest in a cloak stained with phosphorescent dye will spend most of his time keeping watch over the idol while 4 (always 4) cultists whisper to him questions of philosophy.

The priest is trying to find the secret entrance to the Hawk's Peak. They come from a subterranean underground sea under the glaciers to the south. They are nominally enemies of the people of Bwang-Quos because they view the Alien gods of Bwang-Quos as devils in their own faith. The hawk-knights flew as messengers and brought an emissary back to the Hawk's Peak to discuss an alliance against the conquistadors. The rulers of that sunless place sent this expedition to follow and try to find a weakness they can exploit. They are curious about the conquistadors and (be-

ing cannibals) intrigued by the rumours from refugees that catholicism is a cannibalistic practice. If you could somehow talk to them they would be willing to help find the entrance, but barring magical means to talk they will probably be hostile. The priest wears a diamond studded porcelain amulet painted with geometric designs (worth 500sp).



Cave #3 - Lair of the Smilodons (and secret entrance)



(A) Entrance

The entrance to this cave has a fair amount of small rocks and gravel strewn about. Any examination of the ground will reveal large amounts of bloodstains on various rocks. Watching the cave for several days will show Hawk Knights swooping low at night and dropping piles of meat at the cave entrance.

(B) Spoor

Deeper into the cave the walls have large amounts of smilodon spoor, none of it is very fresh. The smilodons normally go outside, but periodically it has been picked up and moved here to deter animals and explorers, and to show obvious signs of predator habitation.

(C) A carpet of bones

The floor here is covered in animal bones. These bones are remnants of food brought to the smilodons, padded out a bit with leftover rubbish bones from the garrison at Hawk's Peak. Careful investigation will show tool and cut marks on some of the bones. The path narrows towards D, requiring a single file marching order.

(D) Smilodon lair

The floor is covered with large amounts of straw and a pair of smilodons will be here three quarters of the time, always travelling together and never too far from the lair as this is where they are fed. They are very aggressive.

(E) Cave art

The back wall is covered in mud and painted with primitive cave art of hunters attacking mammoths. This is actually what is in effect a plaster covering of a secret door. Underneath one of the mammoth paintings is a rod that can be dug free from the inches of layered mud. Pulling the rod out removes a pin and causes a chain reaction of breaking rods which ends up dropping the megalithic slab behind the mud (what is really a chunk of the wall) into a pit. The layers of mud will likely crumble at that point. If the players scrape away all the mud they will clearly see the megalithic slab and the rod, but there isn't any real way to tell what will happen if the rod is pulled free. It takes a team of workers and several hours to reset the block and several days to cover it back over with mud.

(F) Path up

This is an ancient mining tunnel that widens drastically and spirals up to a handful of flat landings within the mountain.

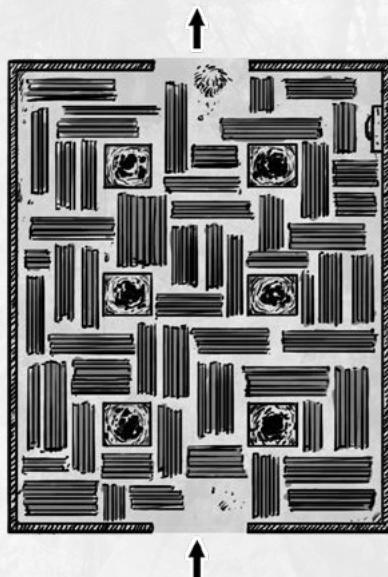
These ramps are gentle slopes that allow 6 men to walk abreast with irregularly spaced pillars carved out of the rock that seem to serve as supports. It will take about two hours of marching to reach the first landing.



Level of Wood

The first major landing is stacked floor to ceiling with dried wood with only narrow pathways winding between them. The level is filled with stacked lengths of greying logs topped with bundles of twigs for kindling and a single haystack near the ramp to the next landing. There is a cave tunnel that leads to a cliff face on the east of the landing, but it has been sealed off with cyclopean stones. It is an hour of marching to reach the next landing. Once every other day a team of servants comes down to this level to bring up more wood.

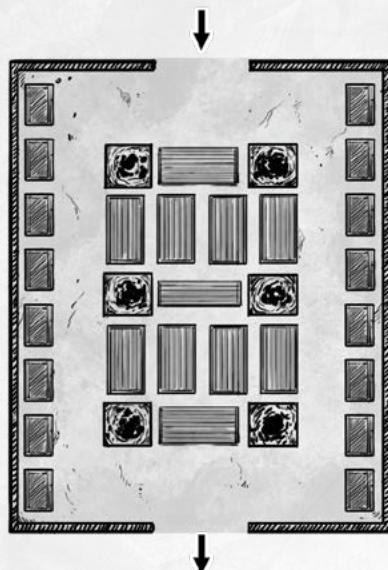
Effects of burning: This wood is in many instances centuries old and very dry. If ignited it will quickly turn into an inferno, sending great clouds of smoke up the ramp to higher levels and creating a great updraft from below.



Level of Grain

The air on this level is chilly and only a few degrees above freezing. Shelves upon shelves are full of sealed clay jars full of bulrush flour and great wicker bins along the outer walls are full of giant acorns. To keep rodents at bay, a handful of domesticated foxes roam free on this level. They have small wicker baskets full of furs for beds and little clay water bowls. They are attention seeking and will yelp excitedly if they see people and seek pets. If not quieted down this will eventually draw suspicion from the denizens of Hawk's Peak. Servants come down twice a day to bring up food, once at dawn and once at noon. It is half an hour of marching to reach the next level.

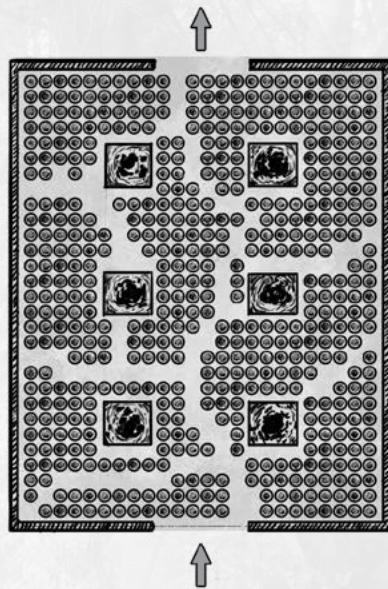
Effects of burning: Flame would not spread as easily on this level as the flour is kept in sealed clay jars. That said, flour in an enclosed space is quite dangerous and an inferno could be stoked. This would destroy almost all of the food supplies of the peak and force its abandonment within days. It would also send billowing smoke up above.



Level of Ice

It is always below freezing on this level. It is stacked floor to ceiling with wooden barrels full of blocks of ice. There are also a number of wooden racks with frozen meat hanging from them by bone hooks and twine. The cavern to the south leads to a plateau on the side of the mountain, not accessible without incredible difficulty and the scaling of multiple sheer cliffs. There is a reinforced door (in the rare case enemy hawk knights may try to attack), but it has not otherwise been blocked off as collecting the snow from that plateau can be used to resupply water. If the party tries to scale the mountain, they would spot this plateau and likely enter the complex from this point. Servants come to this level to chip out ice every couple of hours. It is a ten minute march up to the next level.

Effects of Destruction: It would be very difficult to destroy blocks of ice, but with the access to the snow on the plateau it would have limited impact. In the event of an attack, defenders may try rolling the barrels down the ramp to delay attackers. Due to the many stone pillars to hide behind, it is unlikely to be very effective beyond the initial surprise of the first wave of barrels but it would stall progress to give others time to launch an aerial escape. If the conquistadors take this level quietly they will move onto the plateau and set up several guns to shoot at any escaping hawk knights.



The Catacombs

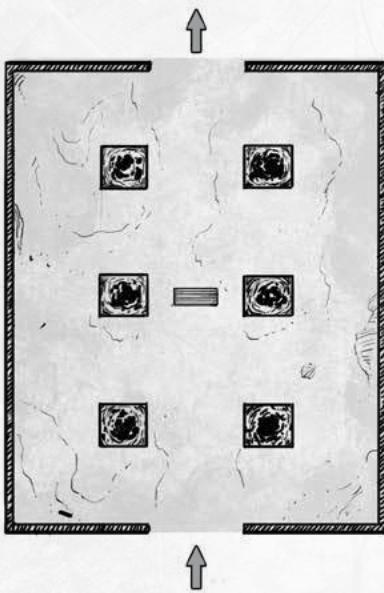
This level is also frozen, though the walls and pillars are painted with murals depicting kings and other nobles performing a variety of heroic deeds. There is an obvious change of art styles over the thousands of years the murals span. The walls are lined with ornately painted porcelain canopic jars containing the frozen brains of past royalty. Each of the jars is painted on one side with an image of a royal (with styles ranging from crude, to stylized, to hyper realistic) and a picture of their Alien god on the other side. The local religion believes their gods will one day resurrect the royalty by placing their minds into other bodies. They won't, but oddly enough could.

In the center of the room is a stone table covered in scraps of parchment with written messages to the souls of the dead monarchs. Four giant candles are kept lit at the corners of the table and about once every hour a servant will come down to tidy and ensure the candles are lit.

There are 682 canopic jars, each has a small amount of silver jewellery inset with gemstones or ivory worth 1d6sp (2350sp if the entire room is ransacked). If the jars are searched for larger offerings there is also an ivory hafted silver mace inset with gems (800sp) and a trio of brittle scrolls which hold the following spells: Feather Fall, Floating Disc, and Magic Mouth.

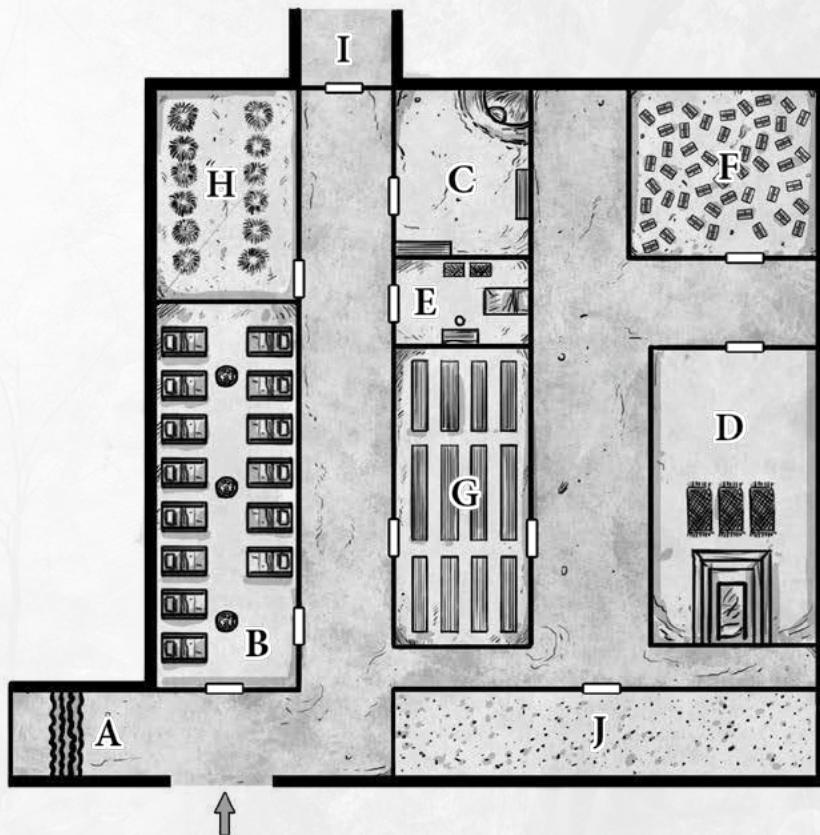
The next level is a quick 2 minute jog up the ramp.

Effects of Destruction: Smashing the canopic jars would have both an enraging and demoralizing effect on the defenders of Hawk's Peak. The princess could easily be blackmailed into almost anything if the party was able to seize control of this level and threaten the destruction of the canopic jars. She truly believes that thousands of years of the royal family have their souls contained in those jars. The conquistadors would not bargain and would destroy the jars out of principle.



The Main Level

This landing has been converted into the primary living area of Hawk's Peak residents. The walls are covered in hanging linen tapestries of nature scenes and the floors are covered in thick fur throws over top of reed mats. It is very easy to sneak about on this level as most footfalls make no noise. The interior walls are plastered over wattle and daub while the doors are lightweight wicker with leather coverings and can be easily broken by almost anyone. The exception to this is the interior of the Temple of the Voulge. It might be worth reminding players that they could turn away now and sell the information to Carlos, especially if they were stealthy as no one would know that a secret route had been found. But then they wouldn't get whatever treasure is up here; it would go to the conquistador's coffers instead.



(A) Temple of the Voulge

The entrance to this room is blocked with several layers of thick linen curtains. Once past those, this room is freezing and has its ceiling, floor, and walls made out of solid titanium. There is a vault door at the back of the room adorned with a keypad containing a series of buttons with unknown symbols on it. Directly in the center of the room is the frozen mummy of a long dead neanderthal mystic. Despite being long dead it still has powerful telepathic abilities and will psychically speak to any who enter the room telling them that only the worthy will be given the sacred pattern needed to access the all powerful voulge, warning that those who guess a false pattern will be incinerated by the powers of the ancient gods. Only those of noble spirit, great intelligence, and strong bodies may possess the voulge.

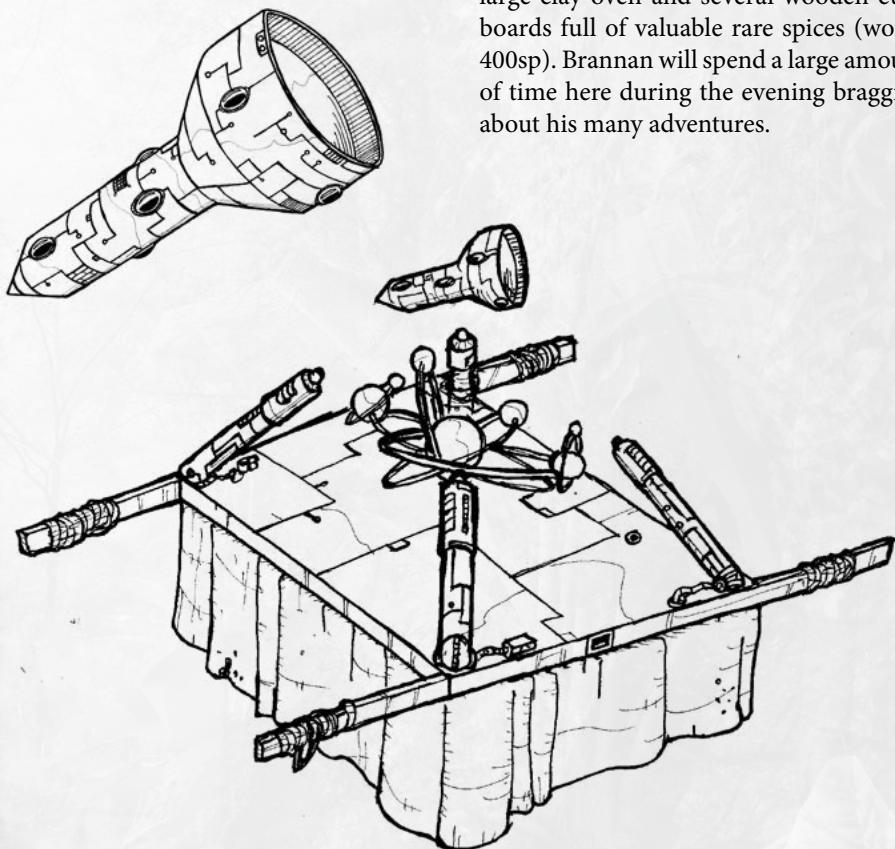
The mummy is a dick and doesn't think anyone is worthy because it holds them to its idealized view of itself from 3000 years ago, the last time anyone accessed the voulge. The mummy really can't defend itself and will change its mind pretty quickly if people start to set it on fire, it is used to religious tradition keeping people respectful. It's a three digit base 12 combo (there are 12 symbols on the keypad). If someone is legitimately some sort of paladin the mummy might also give the combination, but for most groups it will be fire that unlocks the Voulge.

When the vault door dramatically opens it will reveal the all powerful Voulge. It is not a polearm, it's just a linguistic quirk that the same word is used. It looks like a gem encrusted golden chalice floating between the points of a tripod attached to an orrery, itself atop a palanquin. The mummy

would tell you (perhaps to avoid more fire) that one can either manipulate the orrery to move the chalice and then touch the sun to activate it, or just pick up and squeeze, pointing the chalice at the target you wish to obliterate.



The voulge is a communications maser meant for astronomical distances. It isn't floating with magic, but carefully calibrated magnets controlled by the orrery to point it precisely at the right target. A communications maser meant for those distances equates to liquifying and igniting any organic materials in line of sight without heavy shielding (Save or Die). It has 27 charges and is recharged by cosmic background radiation at a rate of 1 charge per 20 years. The Alien Wizards left it behind as an emergency beacon in case someone somehow got trapped here. The code to the room is the Alien equivalent of "9-1-1" or "S.O.S".



(B) Barracks

This long chamber is filled with rows of simple beds covered in thick furs. Three clay fire pots provide heat. About half of the Hawk Knights will be here at any given time, gambling with lengths of sticks for chores or sleeping. The other half will be roaming the halls or out dealing with the Ice Barbarians and feeding the Smilodons.

(C) Kitchen

A trio of servants live and work in the kitchen, though they spend much of the time wandering various storage levels to gather supplies. They also cook the daily meals and feed the War Hawks. There is a large clay oven and several wooden cupboards full of valuable rare spices (worth 400sp). Brannan will spend a large amount of time here during the evening bragging about his many adventures.

(D) Royal Chambers

This room features a large feather bed set between the tusks of a massive mammoth skull. Three sleeping mats are set at the foot of the bed where the caretakers sleep during the day. They stand guard over the princess at night.

(E) Guest Suite

This room features a simple bed, a stool, a desk, and a pair of wicker chests. Ovar-Ghul spends most of his time here writing encrypted messages to his countrymen in the subterranean realm to the south. He will not be immediately hostile to Earth beings and will even kill others in Hawk's Peak to keep their presence hidden if he thinks he can communicate and make a deal. He does have some concern about the conquistadors, but figures they too must be from a subterranean civilization with cannibalistic tendencies based on the rumours he has heard and the fact that they attacked the palace from below. If the truth of the conquistadors is explained to him fully, perhaps by helping him translate some biblical passages, he will write to his people asking them to support the princess, bringing a thousand warriors come next spring.

(F) Treasury (Worthless)

This room contains dozens of large stone chests with heavy lids. Each contains a fortune in carved stones, the previous currency used by Bwang-Quos. They are now worthless; even if the Princess regains control, the silver floating around the markets and the new supply of iron will prevent it from having any real value.

(G) Library

This room is full of shelving containing a multitude of scrolls. Most of it is history and genealogy, especially about neighbouring kingdoms intermarrying with Bwang-Quos. There are also many religious texts, including a fair amount of heretical (locally) theories about the universe and some magical treatises. This section would be of great value to a wizard, having a library value of 3000sp. Vana and Brannan both sleep in here on two makeshift cots. Vana has grown to detest Brannan.

(H) Stables

This area does not have the same plush flooring, instead it is simple mounds of straw. The kennels keep a dozen War Hawks warm from the bitter cold of the mountain top. They aren't actually hawks, but are more closely related to condors. They are a domesticated breed of Argentavis that has been selectively bred for a size only possible due to the lower gravity of the moon of Nibu. They cannot fly on Earth.

(I) Surface Access

This is a ramp secured with a set of heavy timber gates that leads to the top of the mountain.

(J) Training Room

This is a largely featureless room with a thick layer of sand over the floor. In theory the Hawk Knights should be using this to keep in peak hand-to-hand training, but morale is pretty low so they don't. Hand to hand fighting with conquistadors is seen as pointless given their steel plate armour.

THE HAWK'S PEAK

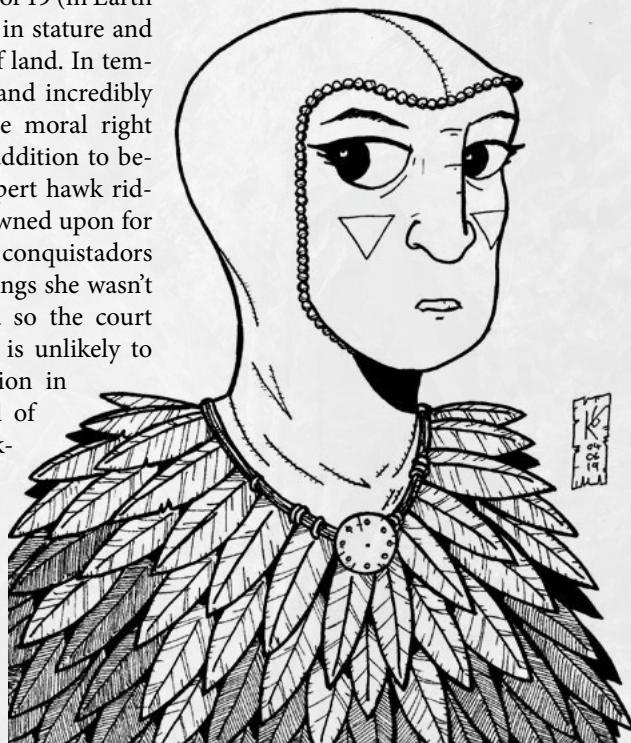
Hawk's Peak isn't very impressive itself as a fortification. A single squat tower and a long hall closer in appearance to a barn, both made of imported bricks and permanently covered in a glazing of ice. There is a low brick wall no more than 4 feet high above the whole compound and a massive mound of wood and tinder in front of a giant silver mirror (worth 2500 sp). The mound would be lit to send messages to Bwang-Quos.

Princess Tare Oakoo

The Princess is the last of the royal line of Bwang-Quos (barring the usual assortment of bastards and distant relatives who totally don't count in dynastic melodrama). She is a young woman of 19 (in Earth equivalence). She is stocky in stature and the heiress to large tracts of land. In temperament she is stubborn and incredibly egotistical, believing in the moral right of her dynasty to rule. In addition to being a polyglot she is an expert hawk rider, something normally frowned upon for royal heirs, but prior to the conquistadors killing her many older siblings she wasn't thought likely to rule and so the court looked the other way. She is unlikely to make any serious concession in an effort to regain control of Bwang-Quos unless blackmailed with the canopic jars of her ancestors or presented with the religious awe of someone recovering "the voulge", in which case she will be willing to compromise heavily.

High Sorceress, Vana Takka

Vana is the highest ranking master of white magic in Bwang-Quos. She was the third highest but the conquistadors burned all the magical students at the stake when they took over. Technically she is also therefore the lowest ranking master of white magic in Bwang-Quos. She is a tall middle-aged woman with long red hair that she normally keeps hidden beneath her head dress. She will usually be seen wandering around in a feather cape and has an infuriating habit of only answering in questions.



Captain of the Guard, Brannan

Brannan is a dwarf. Not the fantasy species, he has dwarfism. His small stature has allowed him to train as a hawk rider despite not having the lean build associated with Hawk Knights. He is incredibly muscular, and even wears silver brigandine armour, while still being light enough to take flight on hawk back. He is easily excitable with a booming voice, and takes great pride in his majestic beard.

Caretaker Guards

Being a Caretaker Guard of Hawk's Peak is normally a pretty cushy (if isolated) retirement posting of high prestige. All three of the guards are septuagenarians and are far from their prime, but they were skilled and loyal soldiers once. They wear ceremonial silver brigandine with a feathered silver helmet. They have silver axes and they keep wicker shields painted with fantastic scenes in the royal chambers in case of attack.

Hawk Knights

To be a Hawk Knight requires a lean build and short stature. Their build is similar to that of racing jockeys, fit but slim. Despite their massive size and the low gravity, a War Hawk cannot carry most full sized neanderthal warriors. Even the Hawk Knights wear specially made linen armour (AC as leather) and carry only quivers of silver tipped darts and a ceremonial silver dagger. There are currently 10 Hawk Knights of Bwang-Quos in Hawk's Peak and 4 allied Hawk Knights from two neighbouring cities (several weeks flight away) with less valuable ceramic darts and ivory daggers.

Ovar-Ghul , Emissary from the under-ocean

Ovar-Ghul is an Emissary brought on the back of a spare hawk from the subterranean realm under the southern glaciers known colloquially as the "Cannibal Caverns". It is a massive labyrinth of abandoned mines around an underwater sea warmed by great hydrothermal vents. Its endless passageways are filled with phosphorescent fungal forests and mutated beasts escaped from the laboratories of the Alien Wizards. The people who dwell there have pale skin and poor eyesight, and through the necessity imposed by that harsh land have adopted cannibalistic practices and draconian laws. They view the Alien Wizards as evil demons and have always born great enmity towards Bwang-Quos (and vice versa).

Ovar-Ghul is a small elderly scholar from those lands who has agreed to hear the tales of woe from the Princess and to also discuss an alliance against this new threat. He is using this rare opportunity to act as a spy but also has a great deal of curiosity about the nature of the conquistadors and any other being from Earth.



APPENDIX

Cultures of the Moon of Nibu

Royalty

The Royalty of Bwang-Quos (and most of the civilized cities) view themselves as a higher form of being than the masses. Traditionally they see themselves as not only a different species, but as living demigods. Portray them as a mixture of Incan royalty with strong sumptuary laws that prevent any but them (or the royal guard) from wearing or using silver. They have many harsh laws about interaction with the lower classes: No touching, no direct eye contact, no allowing your shadow to touch them.

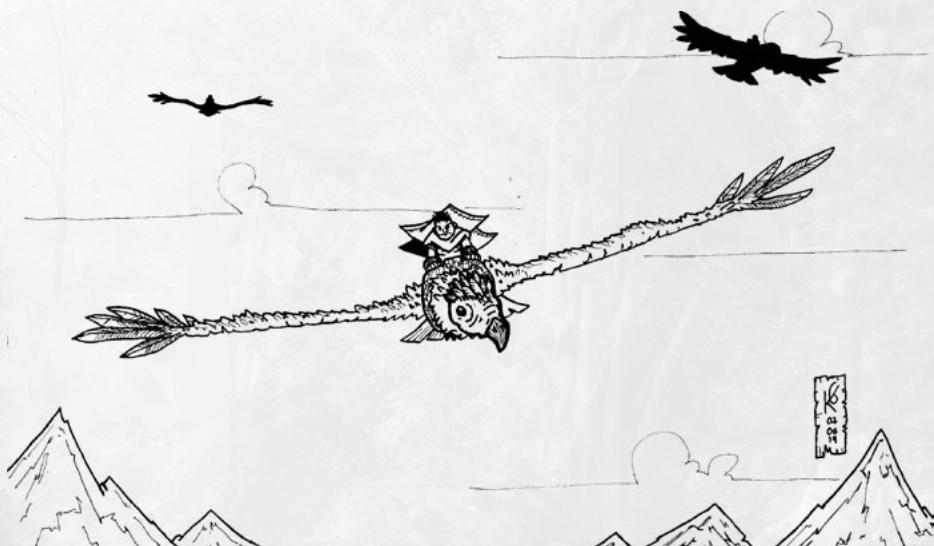
Those still in in the city are all Christian converts (or dead) but still try to maintain many of the previous rules (that work in their favour) in a syncretism with new Christian beliefs.

The Hawk Knights

One of the few methods of social advancement of any sort is the life of a hawk-knight. Anyone of the right build, skill, and bravery could become a hawk-knight, though it is usually pretty much a hereditary title. Hawk-knights are obsessed with personal bravery, martial skill, and most importantly their reputation of those two qualities. They are prone to bragging and risking their life if called on their boasts. Portray them temperamentally as French musketeers mixed with Polish winged lancers.

Urbanites

Previously those living in the city had to adopt an almost monkish lifestyle when out of the home. Simple robes, silent contemplation, and diligent toil. Since the Conquistadors took over the city has become much more bustling and a relative hive of commerce-based greed and lib-



ertine behaviour. Many urbanites give at least token nods to Christianity for legal and economic benefits. They can be portrayed as pretty much any people recently liberated from an oppressive regime before the new oppressive regime has really had time to enforce the new rules, same as the old rules.

Rural

The rural commoners are superstitious with a strong moral and philosophical code that would be viewed as stoicism on Earth. The rule of Bwang-Quos is seen as more of a natural phenomenon like the changing of the seasons rather than a specific political regime. Tribute goes into the city and destruction flows out if local order is not kept. Unless they are mobilized to fight in a war against Ice Barbarians that is the limit of most rural interaction with the city. While they are all superstitious to the core, the further from the city one gets the more independent-minded the people, and the more likely they are to ignore the city and its edicts.

Ice Barbarians

There are a multitude of different clans, but they do share some rough cultural similarities. They have animist belief structures with superstitious fears of anything relating to Alien Wizard activity. This leads to the consideration of areas tied to those ancient beings as taboo. The clans are matriarchal and culturally very conservative. The Cave Bear Clan has been opening up culturally since the Great Peace, but the Mammoth clan is doubling down and turning inward.

The Cannibal Caverns

Those from the cannibal caverns have a very pragmatic and comparatively materialistic view of the world. They consider the gods of Bwang-Quos as meddlesome devils and view their own god as an amoral being to be placated in exchange for indifference to their society and a mild set of protections against the powers of foreign gods. The caverns are very resource scarce, leading to a very rigid and draconian society with strict population controls and extremely tight limits on food export. Leaving the caverns requires paying a tax equal to twice your bodyweight in food.

BARRBARRIANS *of* ORANGE BOILING SEAS

Sometime in the future, over a thousand years since mankind first set foot on the moon, a robotic probe will offload its fusion ramjet and coast into a distant star system, its ancient computer systems powering on to scan the system for potentially habitable worlds.

Its sensor suite will contain instruments undreamed of by any man alive today, but when the beam of its all powerful communications array reaches the nearest listening station several decades later with details on one of the moons of the system's gas giant it will detail the prior presence the one thing NO ONE expects.

This book describes a time over fifteen hundreds year prior to that day, shortly after the Catholic church first reached the ice moon of Nibu.

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