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The WONDROUS HOARD

An Adventure Setup

For Use with the **BLOOD & BRONZE** Game System

The WONDROUS HOARD *of* DILIMBABBAR

A Fantasy Adventure
For Use with the Blood & Bronze Game System

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The WONDROUS HOARD

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Legend says that there once lived a Great Moon Sage in a wondrous palace. Dilimbabbar—for such was his name—was a leader of armies and a scholar of the night sky. In his palace, he collected wondrous things and hoarded riches beyond belief. He summoned servants from the ether to bestow upon him their most precious secrets, and demons from the earth to bring treasures no mortal eyes had ever seen. But that was long ago, before the flood washed over the lands. Now, the Sage is lost to an unknown fate, his powers having faltered. Yet his palace remains, brimming with wealth still locked away in the vacant halls. Or so travelers say, telling tales to each other under starlit skies.

Introduction

Start the adventure by letting the adventurers be summoned to the house of an old scribe in the Foreigners' Quarter of Sippar. The thin man presents himself as **Sinezer**, a seer from the far-away kingdom of Maghreb now residing in the city. In a grave voice, he asks the adventurers to help him retrieve an ancient mask of silver and lapis lazuli. The mask, he tells, is kept in the halls of the fabled Moon Sage Dilimbabbar, hidden by sand in the Karkal Barrens.

Sinezer learned the location from a powerful djinni, but is himself prevented from traveling there by an oath he took to obtain this knowledge. Thus, he needs the adventurers to travel there for him. In return for bringing him the ancient mask from the Moon Sage's halls, **each adventurer can take two things** for herself. Sinezer warns them not to become greedy, for if they exceed this number he cannot foretell the consequences.

Upon accepting the task, the **adventurers receive a silver ring with a pale blue stone** of unknown origin. This ring will guide their way: at night the stone will reflect the moonlight to show the path they must travel to reach the Moon Sage's halls.

PREPARATIONS

As this is a starting adventure, no particular preparations should be required on the players' part. If they are eager to set out on adventure, let them. Still, preparations can be a fun part of the session, and better prepared groups stand a better chance of succeeding.

For equipment, use the guidelines in Chapter IV (p. 36). For information, ask the players what they do to acquire it and judge the outcomes based on that: offering services to the temple of the moon god Sin or paying a scribe to enter the holy libraries of Shamash is likely to yield reliable information, whereas asking smugglers could result in thieves trailing the PCs.

If the adventurers find information about the Karkal Barrens, roll a chance encounter and base it on the corresponding entry. Withhold any secret or non-obvious knowledge.

If information is instead found about the halls of the Moon Sage, roll 1d12 (or 1d16 if you have one) and base it on the corresponding room.

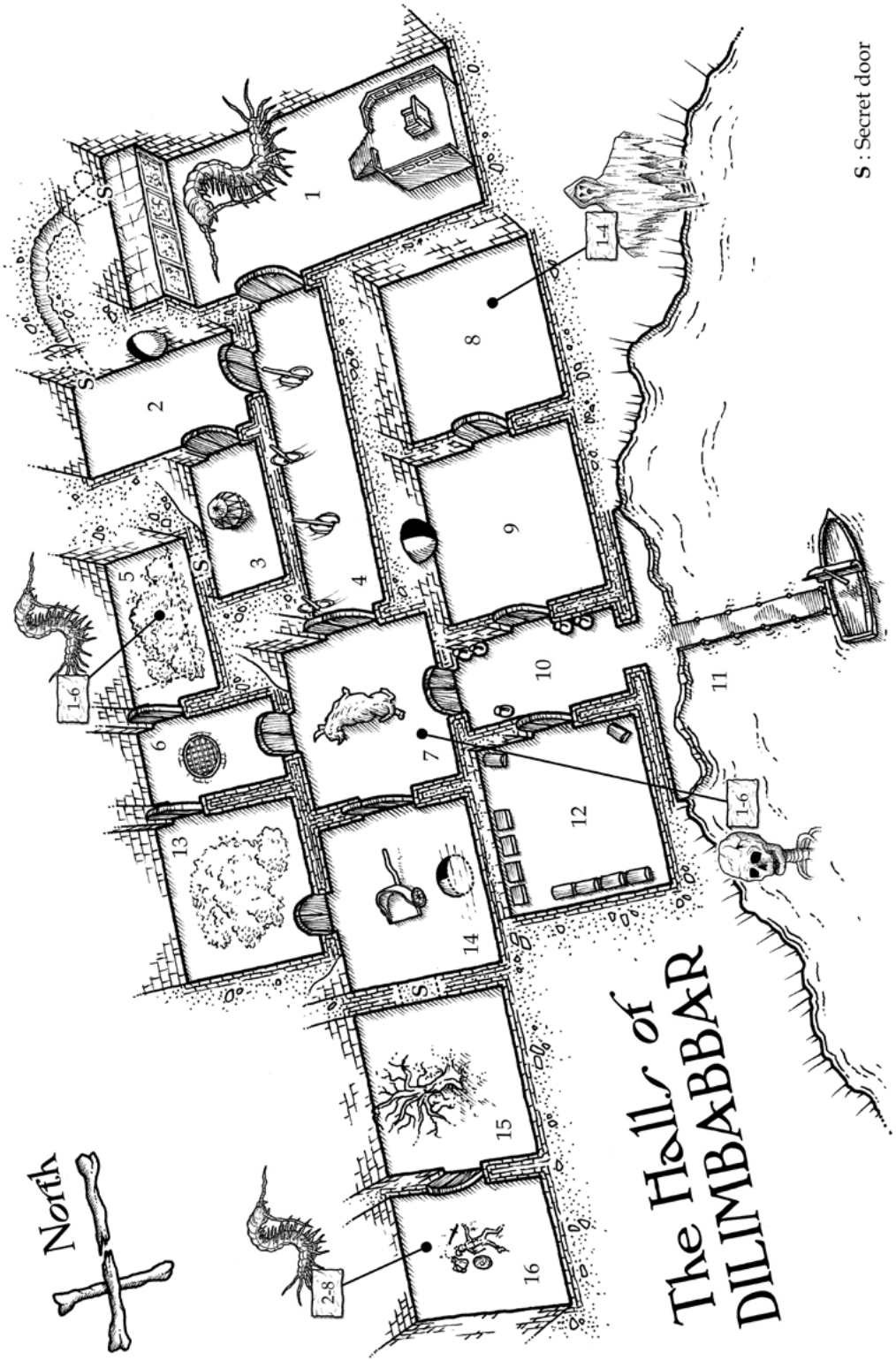
Crossing the Karkal Barrens

The lost halls of the Moon Sage are located in the Karkal Barrens. Mark it on the map, and use the rules for wilderness adventures found in the rules booklet (p. 64) or *Wonders of the Wild*.

THE ENTRANCE

The ring leads the way to an abandoned well, covered by a wooden lid and partly hidden by sand. At the bottom of the well, about 30 feet of slippery rock below ground, lies a cave half full with stale water.

The cave is some fifty fathoms in all directions. The floor is slippery and curves towards the center like a bowl, forcing all but the tallest characters to swim. Hidden below the surface is a **stone hatch**, requiring the simultaneous effort of all PCs to open. Once the hatch is opened, the water will rush out of the cave with tremendous force. The adventurers can do nothing but follow the current down into the Halls of the Moon Sage, landing in room 6.



The Halls of DILIMBABBAR

S : Secret door

Exploring the Halls
of the Moon Sage

The palatial halls form a big and spacious dungeon, brimming with treasure. The floors are tiled with white stone, and the walls are decorated with mosaic patterns depicting the moon phases, stars and the silver mask the adventurers are looking for. The PCs enter the halls through a hatch in the ceiling in one of the great corridors (room 6). The water continues down a metal drain in the floor and the hatch slams shut as the well above starts filling again.

Treasures

Upon assigning the mission to the adventurers, Sinezer warned them that they could only bring two things each from the halls in addition to the mask he covets. If they exceed this number, half of their treasures will turn to dust when exposed to moonlight. In addition, they will suffer the Curse of Sin as if each item was a broken Covenant Rank (see p. 12). For example, a character bringing five treasures from the halls of the Moon Sage will suffer the wrath of Sin as a Rank 5 traitor.

To lift this curse, a character must bring compensation equal to the full amount stolen to the temple of Sin.

The Moon Garb

Much of Dilimbabbar’s mystical powers resided in his mask, his scepter and his robe, woven from silk of larvae native to the outer spheres. Only he can utilize the moon garb to its full potential, but all wearers can exploit some of its mystical powers. If the items are combined, a Seer or Mystic can gain enough of the sage’s power to enable limited communication with the moon-beast (room 1). It becomes non-hostile and submissive, and expresses but one desire: to be free and return to its home in the heavens. A Rogue wearing the garb can attempt to impersonate the Moon Sage for similar effect.

Chance Encounters

For every two explored rooms roll 1d6: on a result of 1 there is a chance encounter. Extra rolls should be made whenever the adventurers do something noisy that could attract attention.

1D10 ENCOUNTER

- 1-4 **CENTIPEDES (1D10):** pwr 1, save 4, end 4. Bite (dmg 1d4; no crit; poison: 1 dmg per round). See also room 105.
- 5-7 **SKELETONS (1D6):** pwr 2, save 5, end 10. Old weapons (dmg 1d6; no crit).
- 8-9 **ETHEREAL SERVANTS (1D4):** pwr 3, save 5, end 5. Spectral blade (dmg 1d6). The ghosts of ancient servants. When reduced to zero endurance, a servant dissipates with a paralyzing scream (check Lore or suffer a negative re-roll on all actions in the following round).
- 10 **DILIMBABBAR:** pwr 5, save 7, end 35. Curved sword (dmg 1d8). 2 spells, cast at will. Gains an additional pwr 3 action and end 30 for each part of the moon garb he wears. Returning to plot a horrible revenge on his nemesis, the djinni of the desert.

Silver Mask. Allows its wearer to read invisible writing, and allows a reroll to all saves against rays and other light-based attacks (600 s). Found in room 1. This is the mask that Sinezer seeks.

Crescent Scepter. Allows the wielder to reroll one die while casting a spell each gaming session (360 s). Found in room 12.

Lunar Robe. Makes its wearer immune to cold (armor 3; 520 s). Found in room 2.

Locations

1 Chamber of Ceremonies. A wide room, lined with pillars. The western part of the room forms a large balcony, rising 20 feet above the floor. On the balcony stands a statue of Dilimbabbar, high sage of the moon, his head covered by a **silver mask** with a beard of lapis lazuli. Above the balcony, the vaulted ceiling forms a dome painted like a night sky with curves in silver tracking the moon's journey across it. In the north-west corner of the balcony, a small door is built at such angle as to be impossible to spot from the lower parts of the room.

In the eastern part of the room, a narrow staircase leads up to a **throne on a lower platform** opposite the balcony and about half as high.

A **giant centipede** lies coiled in the middle of the lower room, preternatural frost radiating from its body. It is chained by silver shackles to a large meteoric rock that prevents it from climbing the balcony, but not from moving freely—albeit with some effort—across the rest of the room.

The giant centipede is a beast from the moon. Bound here by the sorcerous chain, it has but one desire: to be released and return to its distant home. The moon-beast holds immense hatred for all Earthen creatures but fears Dilimbabbar with panicked reverence. A Seer or Mystic wearing his garbs will instill a similar fear in it, making it possible to communicate basic concepts and release it if so desired. A Rogue may attempt to impersonate Dilimbabbar for identical effect, but the remaining classes have no power over it.

If the moon-beast is released from its chain, it will bide its time until the moment at night when the painted sky on the ceiling matches that outside. At that instant, its lunar powers will cause the two to merge, and it will fly straight out into the ether. Upon releasing the centipede, all characters gain a free rank in the Covenant of the Waxing Moon (see p. 12).

MOON-BEAST: PWT 4, save 7, end 30. Bite (dmg 1d6; piercing +2). Coldness of the void: all characters and creatures in the same zone as the moon-beast suffers 1d8 dmg each round from the preternatural cold radiating from it (Might saves for half).

Silver Mask. Allows its wearer to read invisible writing, and allows a reroll to all saves against rays and other light-based attacks (600 s).

2 Study Chamber and Library. The walls are covered with shelves stacked with cuneiform tablets. The tablets contain astrological calculations and formulas. A secret door behind a shelf leads to the upper northern floor in **Chamber of Ceremonies** (room 1). Glass vials and clay amphorae with strange infusions lie scattered across the floor: some broken, others still intact. The players can find 1d6 doses of Lotus Powder and Bone Salt respectively. In a corner of the room hangs a **beautiful robe** that once belonged to the moon sage.

Lunar robe. Makes its wearer immune to cold (armor 3; 520 s).

A **spherical stone** sits in a hole in the wall: one side white as bone and the other obsidian black. The stone can be rotated: if both this sphere and the matching ones in **Banquet hall** (room 9) and the **Trophy room** (room 14) are set to correspond with the current phase of the moon, all three will start to emit a pale glow. Under such circumstances, Under such circumstances, chance encounters (p. 6) become more frequent and happen on a roll of 1 or 2.

3 The Gem Vault. This room is filled with cut and uncut gems and minerals: some stored in pots and baskets, others displayed on shelves or set in rings or headbands or other jewelry. The vault contains seven thousand gems of assorted size, color and quality. The gems are worth 1d12 x 50 s per item's weight.

On a pedestal in the center of the room, an **exotic gem** (425 s, wt 2) sits on display. A strange scarab seems trapped inside it. Touching the gem with bare hands, or any bare skin, will release the insect.

A door with an ocean painted on it leads to the **Chamber of Golden Quicksand** (room 5).

ANCIENT SCARAB: pwr 3, save 4, end 10. Strong mandibles (dmg 1d6). Vampiric: for each point of damage caused by the scarab, its endurance increases by 1. Flying. If the scarab is killed or has no-one to attack for three rounds, it withdraws to the gem. Crushing the gem releases the creature but also allows it to be killed permanently; if not killed, it will fly away to weave a new gleaming cocoon for itself over the course of a hundred years.

4 Corridor of the Crescent. The floor is covered in tiles of glazed clay in blue and black. In the middle of the corridor lies the severed corpse of an adventurer. Stepping on the blue tiles **will release crescent blades** swinging from the walls (1d8 dmg, Vigor saves for half).

The adventurer is dressed as a man from Sippar and carries a healing potion—of the sort sometimes sold in the foreigners' district—in a small leather pouch (heals 1d8 endurance and doubles all rolls during an extended rest; 400 s).

5 Chamber of Golden Quicksand. The room appears to be filled with golden coins. This is in a sense true: the room is a deep pool filled with gold from the moon, semi-liquid under Earth's alien atmosphere. Anyone walking into the gold must check Vigor or begin to sink into it. Sinking characters will start to drown (see p. 49). A cunning alchemist or a master smith can temper the gold into regular gold. Currently, the gelatinous moon-gold is worth 1d6 x 50 s per bucket or similar (wt 1).

A **narrow ledge** running around the pool but hidden by an inch of gelatinous moon-gold makes it possible to cross safely to the other side. In the north-western corner, a hidden door leads to **The Gem Vault** (room 3).

A **number of centipedes** make their home in the pool, the gold being their natural habitat.

CENTIPEDES (1d6): pwr 1, save 4, end 4. Poisonous maws at each end (dmg 1d4; no crit; poison: 1 dmg per round until treated with a successful test). After a successful attack the creature attaches to the opponent's flesh, making future attacks with its rear maw instead. This yields the creature an automatic success on all attacks against the target it is attached to.

6 Hallway and drain. The adventurers enter the halls of the Moon Sage through a hatch in the ceiling in this corridor. The water continues down a metal drain in the floor and as the outpour subsides, the hatch slams shut and the well above starts filling again.

The walls in this corridor are covered with cuneiform writing, proclaiming the greatness of the Moon Sage Dilimabbār.

The large drain in the floor—where the water from the hatch in the roof escapes—can be forced open. 100 feet or more below it is a vast underground ocean, connecting with the Abzu where Ea resides. What happens if an adventurer tries to swim this ocean is up to you.

7 Great Bull of the Moon. A huge chamber; in its center stands a large statue of a bull. The statue rotates slowly, completing one revolution each midnight as it aligns with the chariot (room 14) and the Corridor of the Crescent. **Several corpses** lie on the floor, not more than a few years old. Among their equipment is a rope with grappling hook, an oil lamp and a strange bronze idol with glowing eyes (worth 1d100 s).

The statue will speak if addressed directly. It will answer 1d6+1 questions to the best of its ability (roll die secretly). The Great Bull knows of things before the flood, where Dilimbabbar is held prisoner by the Djinni of the Howling Desert and many things about the moon. If the adventurers damage the Bull or otherwise enrage it, it will animate the dead adventurers in the room and compel them to attack.

SKELETONS (1d6): pwr 2, save 5, end 10. Broken weaponry (dmg 1d6; no crit).

8 Dilimbabbar's Respite. It was here the Moon Sage rested between his campaigns. The walls are draped in silk and the floor is covered with rugs of exotic origin (each worth 1d6 x 50 s; wt 5). The room holds nine bathtubs, one larger and more luxurious than the others. Each tub is filled to the brim with salt water, enabling a person to float in it as if weightless. Four servants of the Moon Sage are resting their bodies in the smaller tubs, their spirits free to wander the halls. If their bodies or the water they lie in are tampered with, the ethereal servants will materialize and defend themselves.

ETHEREAL SERVANTS (1d4): pwr 3, save 5, end 5. Spectral blades (dmg 1d6). Ethereal: the servants cannot be permanently destroyed by mundane weapons. When reduced to zero endurance, a servant dissipates with a paralyzing scream (check Lore or suffer a negative re-roll on all actions in the following round). Dissipated servants are banished for a minimum of 1d4 rounds, but otherwise reform when a chance encounter or other event dictates that they are encountered.

9 Banquet hall. A square room, exquisitely furnished with low tables, thick carpets and brightly-colored seating pillows. The walls are smoothed with white plaster that has then been decorated with flowing designs, floral patterns and the square glyphs of an alien tongue. The room is large enough to seat at least twenty persons comfortably, and has room for an equal number of slaves to tend to them.

While no guests can be seen, the tables are set and a proper feast is served: pennyroyal salad, goat cheese, coriander and lentils, boiled eggs with fermented fish and pine nuts, roast wild boar with honey, cumin-baked ostrich, tiger nut flatbreads, water lily gel, pistachio tarts and many more things whose names are unfamiliar to all but the Sage and the servants who cook them. The plates, mugs and cutlery are of the finest craftsmanship (worth 1d6 x 50 s), and are decorated with small figures, ocelots, elephants and flowering trees. Remarkably, the food is still warm—albeit a little dry. Any character eating the food will not feel hunger for a month but suffers no other effects. If all food is eaten, the **ethereal servants** (see room 8) will come after 1d4 hours to clean the table and start preparing new food in the clay oven situated in the south-east corner of the room. While doing these chores, the servants are generally non-hostile and gain a +2 bonus on their reaction rolls.

A **spherical stone** sits in a hole in the wall: one side white as bone and the other obsidian black. The stone can be rotated: if both this sphere and the matching ones in the **Trophy room** (room 14) and the **Study Chamber** (room 2) are set to correspond with the current phase of the moon, all three will start to emit a pale glow. Under such circumstances, chance encounters (p. 6) become more frequent and happen on a roll of 1 or 2.

10 Hall of the Amphorae. Dozens of great clay amphorae stand against the walls, filled with incenses, fragrant oils, salves and myrrh (1d8 x 50 s; wt 3), as well as food and dried produce.

11 The underground sea. The gate leads to the stone pier of an underground port; it has room for several large boats but presently holds but one. The boat is vaguely shaped as a moon-crescent, and age has turned the reed from which it is made into a silver gray color. Around it, the vast underground sea is calm like a black mirror.

The **boat can be used to exit the halls** of Dilimbabbar: a sudden breeze will fill its sails and carry the adventurers across the pitch-black depths. The journey takes 1d6 days, plus 1d6 additional days for each excess item stolen. During this time, the adventurers lose all sense of time and direction to the point where the eternal darkness around them seems to become perforated by and tiny swirling lights. Finally, light comes fading back in and the small boat washes ashore on the banks of Euphrates.

12 Chamber of Chests. This room contains several stone chests, filled with assorted treasures looted from now-forgotten enemies. Six of them are closed, see table.

1D6	TREASURE CHEST
1	A sky stone that radiates a scorching light when the chest is opened. 1d8 dmg per round to everyone in the room, Lore saves for half.
2	10 fathoms of finest silk (1d6 x 100 s; wt 3)
3	Writing set, with a stylus made out of ebony (1d20 s; wt 0).
4	Oil lamp in bronze (1d12 s).
5	A key that opens any door—once.
6	Crescent Scepter. Allows the wielder to reroll one die while casting a spell each gaming session (360 s).

13 Piles of gold, silver and copper coins. Carvings on the wall depict great battles between antediluvian monsters and men. In a corner lies a **cuneiform tablet** with secret writing, telling of a powerful and ambitious djinni living in a palace that moves across the Shifting Sands with the wind, appearing in a new location each daybreak. The gold is worth 1d10 x 60 s per pouch, silver 1d8 x 60 s per pouch, whereas the shield-size bronze coins are worth 2d4 x 50 s each (wt 4).

14 Trophy room. This chamber features trophies from the wars and campaigns Dilimbabbar led before the great flood. Helmets of fallen warlords, heads of terrible beasts etc. The main piece is a **great chariot**, which the warlord and sage rode into war. The chariot is covered with ornaments of the moon in all of its phases. It allows up to two passengers to ride to the moon and back. Any character who is either a Seer or Mystic will understand this upon contemplating its meaning.

A **spherical stone** sits in a hole in the wall: one side white as bone and the other obsidian black. The stone can be rotated: if both this sphere and the matching ones in **Banquet Hall** (room 9) and the **Study Chamber** (room 2) are set to correspond with the current phase of the moon, all three will start to emit a pale glow. Under such circumstances, chance encounters (p. 6) become more frequent and happen on a roll of 1 or 2. Holding up **Sinezer's ring** in this pale light will reveal a hidden passage to the **Secret Garden** (room 15).

There are plenty of precious things in here, for example a beautiful harp made out of ebony (2d100 s; wt 2) and stacks of ocean pearls (1d12 x 50 s per scoop). One of the more remarkable pieces are the **Axe of Wardum-Im**—the servant of the storms. (1d10 dmg, wt. 3; guard breaking, 500 s). It can be sacrificed to create a thunderstorm. It once belonged to the fourth king of Nippur.

15 The Secret Garden. This room can only be found by rotating the three spheres in rooms 2, 9 and 14 and by holding up the farseer's ring in the resulting light that fills room 14. Then, and only then, the door to this room appears and can be opened without effort.

The secret room contains a strange garden, lit by an alien light emitted from a ball of colored glass (900 s, wt 3). Weird plants thrive in the serene light: spindly bushes, grass like seaweed and fragrant trees with rubies as fruits.

Each seed from the ruby trees counts as one item stolen from the hoard: if cultivated it will grow into a similar jewel-tree. Each jewel harvested has a 9-in-10 chance of having the properties of a fruit—including shriveling and decaying with age—but the tenth remains a jewel.

A massive door in the south end of the room is barricaded from the other side.

16 Lunar Temple. This room is covered in ancient reliefs showing the birth of the moon god Sin. A silver orb—patterned by tiny scratches as if rotated innumerable times at different angles against a sharp object—is held by a tripod in the middle of the room (440 s; wt 2). By its side lies a **bronze tablet** with semi-intelligible writing (see below).

The **room is barricaded from the inside** by Sandu, a surviving adventurer from a lost expedition, that has taken refuge into the temple. If the adventurers manage to break down the door or otherwise enter the room, she wakes up from her slumber. **Sandu** tells the players about her expedition, which was sent out by a farseer from Sippar who wanted them to find a silver mask. They could take anything they wanted as long they didn't steal more than two items each. They paid no heed to the old man's warning and loaded their barge with enough treasure to nearly sink it. But as they set off, the promised opening failed to materialize and they sailed for weeks without finding their way out. She is now the only surviving member.

As Sandu's story comes to an end, her eyes become blank and she starts to shudder. Moments later, her stomach bursts open in a mass of blood and gelatinous gold as 2D4 centipedes eat their way out to attack the adventurers.

CENTIPEDES (2D4): pwr 1, save 4, end 4. Poisonous maws at each end (dmg 1d4; no crit; poison: 1 dmg per round until treated with a successful test). After a successful attack the creature attaches to the opponent's flesh, making future attacks with its rear maw. This gives the creature an automatic success on all attacks against the target it is attached to.

The Bronze Tablet

A bronze tablet with secret writing (wt 2; 50 s, 650 if its contents are deciphered), containing the Lotus spell **Call Moon-beast**. Unless the reader makes use of some trick or device that allows her to understand secret script or renders visible what is invisible, the text cannot be understood well enough to allow casting the spell. If the tablet is shattered, its spell is cast with the person destroying the tablet functioning as the summoner.

Call Moon-beast (Lotus spell). A Mystic can speak the words of this tablet and expend one dose Lotus Powder to summon a moon-beast. The beast must immediately make a saving throw: on a miss it is under the command of the summoner and cannot harm her, on a hit it heeds the calling only to devour the caller. Regardless, the moon-beast will remain on Earth until dead, but suffers 1d10 dmg each round in its oppressive atmosphere. If the moon-beast in room 101 is released, it will come: being accustomed to the atmosphere it suffers only 1 dmg per round instead of the usual 1d10.

MOON-BEAST: pwr 4, save 7, end 30. Bite (dmg 1d6; piercing +2). All characters and creatures in the same zone as the moon-beast suffers 1d8 dmg each round from the preternatural cold radiating from the beast (Might saves for half).

Covenant of the Waxing Moon

Sin is the god of the moon, of change, madness and navigation. Alone among the Anunnaki to wander freely in the realms of both the living and the dead, Sin is worshipped by lotus eaters and oracles, by sailors, herders and pregnant women, and anyone else who sets out on uncertain endeavors in the hope of returning safely.

In Sippar, the temple dedicated to Sin lies in the southern city. Here, young acolytes of serene beauty lie dreaming in poisoned sleep, their naked bodies covered in divine glyphs that guide their meditations and the sacred serpents that sting them again and again.

Sin ruled over Southern Sippar in the years before the flood. Now, his interests have shifted: leaving behind a cadre of blue-bearded priestesses and their eunuchs to tend to his temple, Sin has retreated to his ziggurat in Ur, many days to the east. But still his presence is everywhere felt. The mercurial dreams of prophets and sages, the caravans coming back from nameless lands and the growing bellies of soon-to-be mothers—all bear testimony to the power of Sin. Even on the very stairs of the Ziggurat of the Zenith Sun, there grows a white magnolia tree that opens its petal only when the sun has set. To those who know of such things, there can be no doubt that Sin will reappear in unbearable splendor: for Day and Night are of equal length, and the moon is bound by neither.

Entering the Covenant

Any character can enter the Covenant of the Waxing Moon at the appropriate time of the month. If the PCs liberated the moon-beast, they are awarded with a rank. Otherwise, see the rules booklet p. 19 on gaining ranks.

RANKS AND IMPROVEMENTS

The waxing moon is the princely moon—youthful but gradually assuming its full potential. When a character gains a rank with the Waxing Moon she may increase two ability scores by 1, to a maximum of 12.

TRIBUTE AND WRATH

Whenever a character in the Covenant of the Waxing Moon increases ranks with another Covenant, even the Queen of No Realm, Sin demands tribute as per the chart below:

COVENANT RANK	TRIBUTE DEMANDED
1	100 s
2	200 s
3	300 s
4	400 s
5	500 s
6	600 s

If a character fails to pay such tribute, her player must immediately roll a six-sided die under or equal to her current Covenant rank. On a hit, the god forgives her trespass, but on a miss she suffers its curse.

When suffering the curse of Sin, roll on the chart below. The effects apply only to cursed nights: to determine if a night is cursed, roll 1d10 and compare it to your crossed-out Covenant rank. If the result is lower than or equal to your rank, the night is cursed for you.

ID6	EFFECT
1	Your recovery dice are halved (round up) on cursed nights.
2	All saving throws are modified by one to your disadvantage on cursed nights.
3	You suffer a negative reroll on all attempts to hide or sneak on cursed nights.
4	You suffer a negative reroll on all attempts to run, climb or jump on cursed nights.
5	You suffer a negative reroll on all attempts to discern truth from lies, find hidden things on cursed nights.
6	All reaction rolls against characters and creatures you meet are made with only 1d6 during cursed nights.

There once lived a Moon Sage in a wondrous palace.

Dilimbabbar—for such was his name—was a leader of armies
and a scholar of the night sky.

In his palace, he collected wondrous things
and hoarded riches beyond belief.

He summoned servants from the ether
and demons from the earth

to bring treasures no mortal eyes had ever seen.

But that was long ago, before the flood washed over the lands.

Now, the Sage is lost to an unknown fate,
his powers having faltered.

Yet his palace remains,
brimming with wealth locked away in the vacant halls.

...or so travelers say,
telling tales to each other under starlit skies.

THE WONDROUS HOARD
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BLOOD & BRONZE

THE WONDROUS HOARD
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