

BEFORE HIS UNTIMELY DEATH, SUPREME EMPEROR VOLLNICKE SUVELLIS OF THE THRICE-SIGNED COVENANT, LANTERN OF THE NORTH, CONQUEROR OF STONES, AMASSED A COLLECTION OF ARTIFACTS AND CURIOSITIES UNRIVALED IN THE KNOWNLANDS. SCHOLARS AND ARCHAEOLOGISTS ARE STILL FINDING EXAMPLES OF HIS HOLDINGS IN LIBRARIES AND CLOISTERS ACROSS THE WORLD. IT IS RUMORED THAT A PIECE OF EXCEPTIONAL VALUE IS HIDDEN IN A SUBTERRANEAN CHAMBER NEARBY. THE PIECE IS KNOWN ONLY AS...

wonder, *noun*:
a feeling of surprise and admiration caused by something beautiful, **unexpected**, unfamiliar, or **inexplicable**.
wonder, *verb*:
1. desire or be curious to know something.
2. **feel doubt**.

THE ELEVENTH WONDER OF THE SUVELLIAN AGE

G: Chamber of the Wonderwyrms. Corridor from Area F enters mid-way up side of the room, connecting to the central pedestal by a bridge. The Wonderwyrms are enclosed in a glass fluid-filled sphere. Bridge is counterbalanced so that as soon as 2-3 characters are on bridge it will fold down, causing the sphere to roll down (Dexterity save or bludgeoning damage for those on the bridge) and shatter against the wall of the chamber (see diagram at right).

G1: The Wonderwyrms: Claw/claw/bite on ground or tail lash when airborne. At 1/4 hit points will emit a 30' diameter psionic wonder-blast: make a Wisdom save or disbelieve that the creature exists for d4+1 rounds. Disbelievers will try to calm down anyone still fighting the "hallucination"; meanwhile Wonderwyrms will try to escape to Areas D or F. Crystalline organ in neck can be harvested and made to emit a blast with similar effect d4 times before becoming inert.

G2: The Eleventh Wonder: If bridge is triggered, a subchamber containing the Codex of Beasts -- which can provide useful lore regarding strange creatures -- is exposed.

D: The Pantry. Smells faintly of rotting meat. Walls of the passage to Area G show scratch marks, as if something was desperately trying to not be forced through.

D1: Three levers raise/lower the bars sealing areas D2, D3, and D4.

D2: 2-5 Firenewts, very hungry for something other than rats.

D3: Empty save for rat droppings.

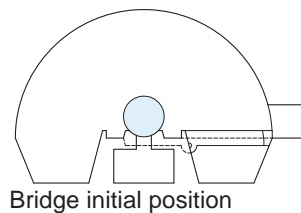
D4: 2-5 Zombies, quite dry.

A1: Stone bridge to the Entry Gate.

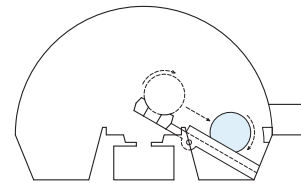
A2: Raptor nest! Two adult raptors will attack. Amid the litter is an adventurer's journal with correct ball order for Area B (in code/ancient language), as well as d4 valuable/tasty eggs.

B: Four colored spheres are perched above a stone bowl with a hole in the bottom. Drop in three of them in the correct order (arbitrary) within 30 seconds or floor gives way. Door to Area C is locked; correct sequence unlocks door.

C: Antechamber. Door to Area E is barred with a portcullis (Str. check to lift). Lintel above opening to Area F reads, "Hall of the 10th Wonder" in ancient language. Faint smell of smoke from Area E.



Bridge initial position



Bridge after triggered by weight

F1: The Guardian: A robed automaton/construct will leap from the niche if any but members of the Suvellian Imperial House cross the threshold at the top of the stairs. As its first attack it will attempt to push the largest character down the stairs toward Area C (extra bludgeoning damage)

F2: Observation Gallery. The underside of the Loftmantle can be observed from this vantage (if it is still there): eyes, teeth, gas ports.

E: Ever-burning logs light the room. If logs are extinguished (difficult) or removed, E1 will attack. E1 is a Loftmantle. It furls its membranes and dives with advantage for first attack, inflicting ongoing suffocation/bite damage. While attached, characters' attacks inflict half damage to victim, half to Loftmantle. If it misses it will reinflate gas-bladder and rise back to ceiling to attack again. If slain near open flame the gas-bladder explodes.

