

# WONDER HEIST

A ONE-PAGE DUNGEON BY CARLES HERNANDEZ-FERRER (2022)  
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## HOW TO PLAY

The players might choose to play as guards of the museum or as the culprits of the robbery. In any case, they will be playing during the evening of the inauguration of this special event. The thieves have sent a letter to the museum's general director. In, the letter, they explain that three wonders were picked to be stolen, and they even tell one of their targets (pic randomly 3 of the wonders as the target of the thieves and let know one of them to the guards).

## PLAYING AS THIEVES

Using the right column, the one with rounded boxes with information on each wonder, the players can prepare their heist. The players have an inside source that provided them with invitations to attend the inauguration for half the party. Their goal is to steal the three wonders required by the game-preparation step and avoid as much as possible any issues with the guards and the guest. The general information on the square boxes on the left is revealed to the players once they move and interact with each room. After stealing each one of the wonders they planned to, roll for a complication in the "Complication for the thieves" list. The inside source can give some of the extra information to the thieves so they can prepare in advance for the heist (in other words, to lower the difficulty for the players).

## COMPLICATIONS FOR THE THIEVES

Roll a d6 to generate a complication: 1) The next wonder is protected by some sort of unusual spell or unknown technology by the thieves; 2) Museum's guards are taking the lead and a small battalion is waiting for them when the thieves get to the next wonder; 3) The information provided by the Museum was wrong and one of the wonders they planned to steal is misplaced (switch one of the wonders with any other one still in the museum); 4) The inside source has its agenda and will help the players but then try to get one of the wonders to themselves and disappear; 5) One of the guests is a military expert and will combat the thieves with unexpected techniques; 6) After one of the wonders being stolen, the guards have set a new set of traps to protect the remaining wonders.

## PLAYING AS GUARDS

Using the general information from the left column, the one with squared boxes and with information on each floor of the museum, they can prepare a plan to protect the wonders and catch the thieves. They do not know the extra information from the left column, but, as members of the security of the museum, but they have all the information from the right column. If the guards protect a wonder from the thieves, they will flee out and try for the next wonder after some time. Roll for a complication in the "Complication for the guards" list every time this happens. If the guards do not succeed, they will get a tip of one of the wonders that will not be stolen. Also, their boss will reveal some of the extra information from the left column so they can prepare in advance according to the set-up security measures.

## COMPLICATIONS FOR THE GUARDS

Roll a d6 to generate a complication: 1) The thieves lied about the wonders they want to steal and they will leave alone the one announced to the director of the museum; 2) Instead of acting as a single party, the thieves split and they try to steal two wonders at the same time; 3) The thieves are coming back heavily armed and they will tear down anyone that tried to stop them; 4) At some point, there is a malfunction in the museum that helps the thieves and slows the players (such as the lights go out, the fire fighting system goes on...); 5) One of the guests is taking the opportunity to steal one of the wonders, although it is not a member of the thieves; 6) One of the guards is a member of thieves and will attack the players in the worst moment for them.

### MAIN FLOOR

**Description:** A big hall was set to welcome all the dignitaries, members of the novelty, and renowned intellectuals. A cocktail party is given here for all the attendants.

**Extra:** Members of the museum security forces are guarding the big two entry doors and checking the invitations. The team deployed here is not paying proper attention to their job.

### FIRST FLOOR

**Description:** The museum placed two experts in crystallography to entertain the visitors, but they only care about their research and they are focused on the wonder.

**Extra:** An extraordinary system will reveal any living creature that moves close (within a ring from 5 to 1 ft) to the Dark Crystal, even if it is invisible.

### SECOND FLOOR

**Description:** Two special members of the museum, some sort of scholars, attend to the visitors claiming to be experts on the gigantic monolith. It is a lie.

**Extra:** The museum says it is inert, but the Marenostrum is held within special protection because touching it with bare hands burns the shin of any living creature (or metallic constructs) because of the bolts of lightning it emanates.

### THIRD FLOOR

**Description:** During the magnificent event, a short conference on astrology and its pass-through history is held at this level. The conference is unexpectedly and irritatingly long, gathering even more people in the room of the wonder.

**Extra:** Few members of the security forces are here, in contrast with the crowd that is interested in the art of reading the future.

### FOURTH FLOOR

**Description:** It seems that the guests of the event are not interested in "luck" since few of them are visiting this dark and cold space. The wonder's room has few light points and it is in shadows, mainly broken by the phosphorescing of the fishes.

**Extra:** Almost no security is located on this floor. The Lucky Swarm is protected by a special and new field that fixes the aquarium to the floor. Unfortunately, this field is experimental and there are 15% chances that it fails.

### FIFTH FLOOR

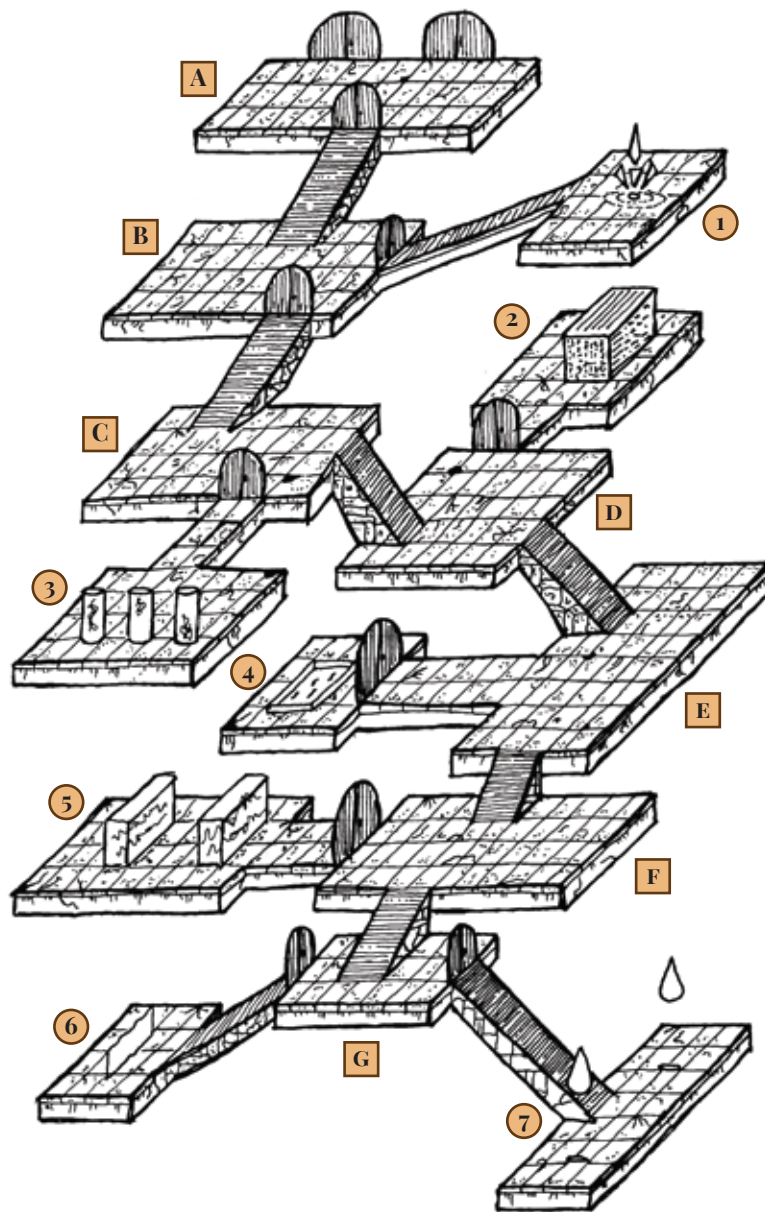
**Description:** During the event, a couple of families seems to be obsessed with The Library. Although two of the experts who studied this wonder are here to answer questions, they can't cope with these two families. Other guests seem more interested in the questions from the families than in the wonder.

**Extra:** A force field protects The Library and if it breaks, a security system closes the doors. Two guards are outside the wonder's room. They might come in because of the insistent families.

### SIXTH FLOOR

**Description:** Few people visit The Veil, it seems to create some uneasy feeling in the guests. On the other side, groups of people come and go from The Tear's room. At some point, during the event, two kids are injured because of the fire and the cold of the tears.

**Extra:** Two pairs of guards, are guarding The Veil, The Tears, and this floor. They do not talk, they only march, and they take more time than needed in Tears' room, while less than expected in Veil's one. No traps or advanced security settings were deployed here.



### THE DARK CRYSTAL

**Description:** A composition of five small floating crystals. Several investigations realized that it radiates some sort of energy signature. No effect was observed to its short time exposure, but no research was done to assess its long-term impact.

**Material:** Unknown.

**Size:** A total of 6 ft. tall and 4 ft. in diameter.

**Weight:** 11 pounds in total.

### MARENOSTRUM

**Description:** It is said that this large container can perform arithmetic operations faster than any living being. Unfortunately, scholars do not know how to operate it, although they know a power source is needed but lacking.

**Material:** Silicon.

**Size:** 10 ft. large x 5 ft. wide x 5 ft. tall.

**Weight:** 16 tones.

### A3

**Description:** Its name means "past", "present" and "future", but in an extinguished language. Each of these glass cylinders encloses an amalgamation of threads of light and dark. Looking at the patterns of the threads, some experts can entangle past events. Further research may lead to understanding future events and preventing future disasters.

**Material:** Glass.

**Size:** 12 ft. tall and 2 ft. in diameter each.

**Weight:** 2.5 tones each.

### THE LUCKY SWARM

**Description:** These little phosphorescent fishes are said to bring luck to their owners. Unfortunately, no experiment could prove or deny this statement since they were studied by The Professor (who became a known biologist after their contribution to the understanding of the mating strategies of the hidden mammals of the Shadodark afterward studying these fishes).

**Size:** 0.32 in. on average length, each.

**Weight:** 2 mg on average, each.

### THE LIBRARY

**Description:** These two large shelves of translucent crystals contain the voices of all creation. With the appropriate instrument, scholars were able to select one specific voice, that started to explain its own life. Scholars were able to place it 75 years ago approximate, according to some historical events described by the voice.

**Material:** Plastic crystal.

**Size:** 5 ft. wide x 10 ft. long, and 5 ft. tall, each

**Weight:** 18 tones each

### THE VEIL

**Description:** This sheet of unknown fabric has the property to let the observer see deceased members of their family. Unfortunately, it also generates a hypnotic pattern attracting the same observer to it. Those who crossed "the veil" are never seen again. Not recommended to stay in this room for more than 5 minutes.

**Material:** Scholars believe it is made from some organic material.

**Size:** 10 ft. long x 0.05 mm.

**Weight:** 16 oz.

### TEARS OF SUN AND MOON

**Description:** While the Sun's tear emanates high levels of heat, the Moon's tear absorbs surrounding heat. It is unknown why or how those two tears levitate. One must move in caution to avoid burns either by heat or by extreme cold.

**Material:** Although scholars know both tears have a metallic origin, no known metal is light enough to explain the weight of the tears.

**Size:** 1.2 ft. tall and 0.65 ft. in diameter each (as a cylinder).

**Weight:** 35 oz. each.

