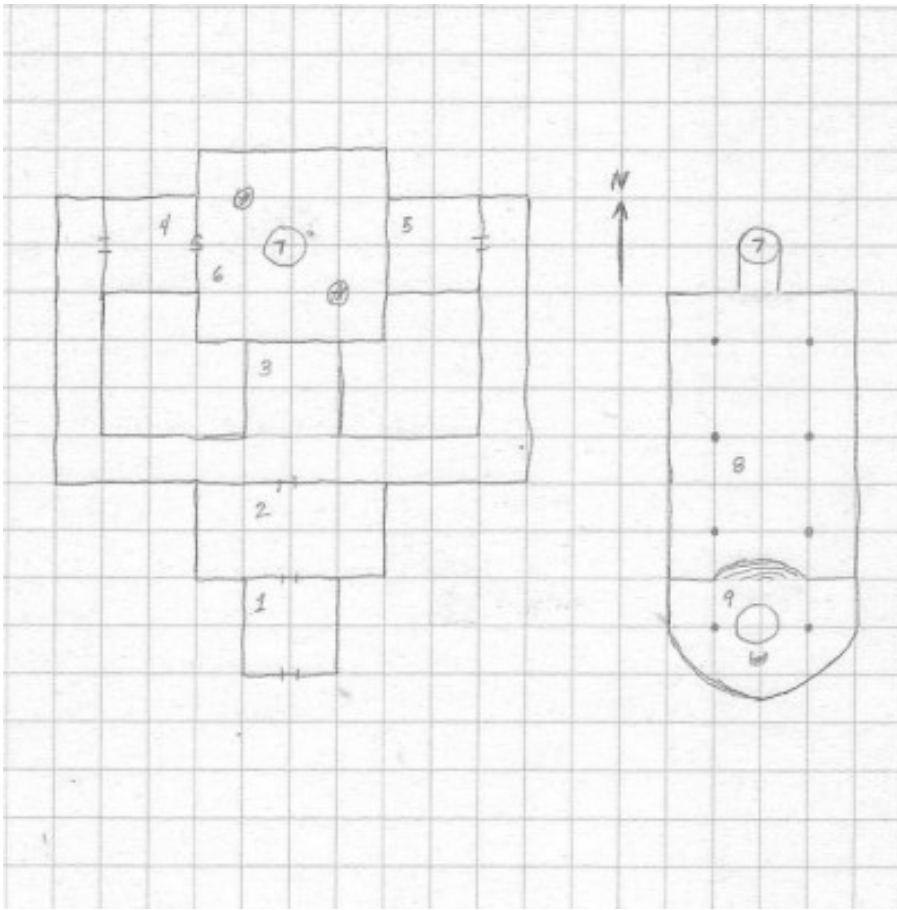


# The Gravity Well – Level 4



**1 Square = 10 feet**

**Lighting:** During the day, light filters into rooms 2, 3, & 4 through cracks in the ceiling. At night, a small campfire is lit in room 3. Room 5 is lit with magical light. The eight total columns in rooms 8 & 9 generate standard light. The other areas are dark.

## Background

Hundreds of years ago, "The Gravity Well" was created by a wizard as a remote base to study magic and gravity. The location was chosen because it was in an isolated section of desert, away from possible interruptions, and for its abundant source of water beneath where the structure was built. Eventually, the wizard and his apprentices abandoned the area and never returned.

Recently, "The Gravity Well" was claimed by a crazed druid named Martooph and his followers. The druid had discovered fish skeletons in the vast desert and came to realize that the area had, in the distant past, been covered by vast interconnected lakes. Blaming the gods of the desert for disturbing nature, the druid plans to use what little magical knowledge that he's gleaned from "The Gravity Well" to flood the desert and overthrow the tyrants of sand and thirst.

## Room Key

- 1. Entrance:** The door is unlocked. The floor is covered in sand and a large pile of sand is pushed up against the southwest wall. Intruders that fail to speak the proper password aloud draw the ire of an angry sand elemental. (For the sand elemental, use the stats for a medium earth elemental that is amorphous and has the special ability to engulf its opponents.) If the sand pile is searched, the bones of medium-sized predatory fish can be found.
- 2. Stables:** This room houses four camels that will begin making noise in the presence of strangers if they are not quickly quieted or appeased, which may attract the guards in room 3. Treasure: Feed for the camels, water, saddles and saddlebags are stored here.
- 3. Guardroom:** Six guards are located here. At night, a small fire is lit in the center of the room for warmth and cooking. The smoke escapes through a small vent in the ceiling. Treasure: The guards carry mundane equipment and each has a handful of coins.
- 4. Supply Room:** Treasure: Food stuffs and barrels of clean water are stored here. A hidden door on the eastern wall leads to a secret chamber. The mechanism to open the secret door, a brick that must be pushed inward, is relatively easy to find. A monstrous scorpion squeezed through the crack in the ceiling and has so far, gone unnoticed by the other residents. (Use the stats for a small-sized monstrous scorpion.)
- 5. Bedchambers:** This opulent room is the master's bedchambers. The door into this room has two locks. If either lock is tampered with by someone without the correct keys, a magical alarm is sounded inside the bedchambers as well as the oasis throne (room #9). Martooph can only be found here late in the evening. However, the druid's consort, Marta, an angry rage-driven warrior who fights with two scimitars, spends much of her time here. Treasure: Nicely made furniture and two fine rugs can be found in this bedroom. Of note are Marta's two scimitars. One is exquisitely made. The other is magical.
- 6. Secret Chamber:** In the center of this room is a pit that leads 60 feet straight down. Two statues on opposite sides of the pit face each other. The two statues are in fact the room's animated guardians. (Treat them as medium-sized animated objects.) Arcane markings in the floor form a tight circle around the 10 foot wide pit. The markings, if correctly deciphered, refer to magical levitation.
- 7. The Gravity Well:** Because of an ancient spell put in place here, people that enter the well may levitate up and down its length freely.
- 8. Topsy-turvy Room:** A large pool of water is magically suspended twenty feet above the floor of this room and stretches another ten feet to the ceiling. Light emitted from the columns reveal the forms of four sizeable predatory fish swimming about. (Use the stats for medium-sized sharks.) People that enter this room without intoning the proper magical phrase are telekinetically grappled. Those that fail to resist this magical trap are forcibly thrust to the ceiling into the pool of water and within range of the predatory fish. Only people coming from the direction of The Gravity Well are affected by this trap. People are affected only once unless they leave and return from room #7. Swimming downward or merely dropping is the easiest means of escape. A special command phrase given from room #9 can bring the water crashing down to the floor. Water that reaches The Gravity Well (room #7) will not float upward, but people can still make use of the levitation affect to travel up or down the well.
- 9. Oasis Throne:** Very steep stairs lead up twelve feet to this room, which overlooks room #9. The circular well is filled with fresh water from an underground source. Martooph spends most of his time here, sitting in the ornate wooden throne situated south of the water well. Very crudely carved hand and footholds that reach from the floor to the ceiling are carved into two columns in this room. Treasure: Coins and gems that make up Martooph's personal treasure can be found at the bottom of the well of water (ten feet underwater).