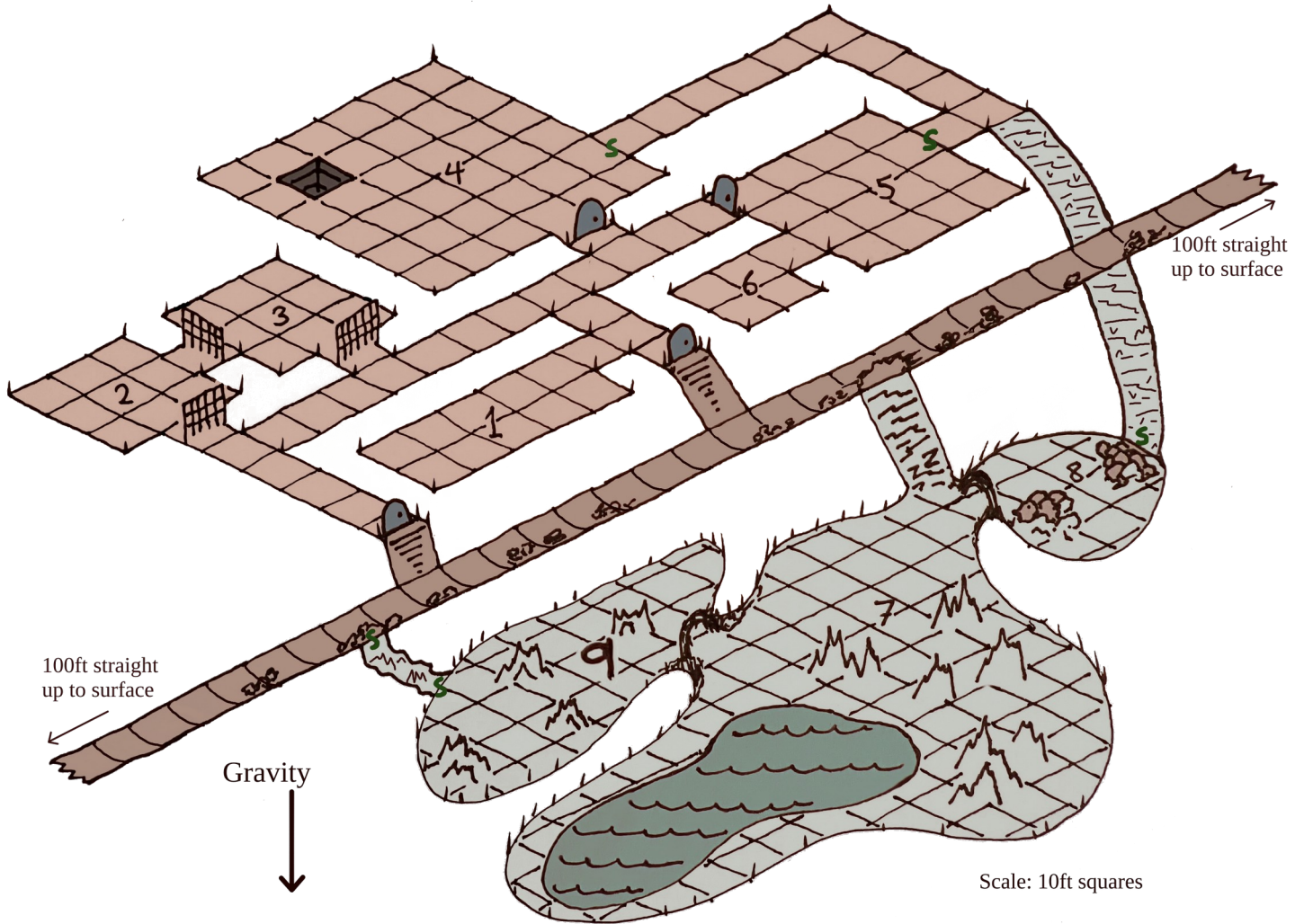


GRAVITY WELL



An abandoned dried-up well appears innocent, but hides a mystical phenomenon and a wizard's lair.

In this map area, **rotated 90°**, gravity is also rotated 90° and everything **weighs double**, due to an unknown object below with mystical properties. The transition to this is gradual, and almost imperceptible from the surface.

The long corridor is the **vertical** well shaft, which is straight and double ended. Each end opens up in arbitrary locations in the world (even directly adjacent) as an abandoned well.

William the wizard resides here, performing magical experiments, drawing on the gravitational properties here, to enhance beasts: significantly increased weight, strength, and armour, at same size. Evil, greedy, aspires to be a novelist.

His well-treated assistant, **Ike**, is an enhanced goblin. Would do anything for William, who took him in as a young orphan.

If not randomly encountered soon enough (see table), William can be found in his lab, and Ike in the kitchen.

1. Kitchen. Clean and tidy. The rear section is partitioned off with sack cloth for Ike's quarters. Boxes and shelving with exotic foods and spices.

2,3. Cells. Portcullises. The one separating the cells is rusty. Each has 4/6 chance of containing an enhanced beast.

4. Lab. Tables and shelving, surgical equipment and magical supplies scattered everywhere, very clean. 30ft deep pit; gravity at the bottom is strong enough to squash a human. Secret door behind shelving to escape tunnel.

5. Bedroom/study. Bookshelves along the back wall, filled with literature, arcane tomes, a few scrolls, and William's writings and research. Four-poster bed, ornate desk, trapped chest under bed full of coins, secret door behind a bookshelf.

6. Storeroom. Blank parchment, cleaning supplies, crates, rope, chains, random wands with some remaining charges.

7. Large cave. Down in these caves, everything weights triple. 20ft deep lake, bio-luminescent fungi, stalactites, stalagmites, cultivated herb garden, dank and swampy. Lake contains enhanced piranas and leeches. William's treasure at bottom of lake, but gravity down there will crush a human.

8. Junk cave. Full of rubbish and junk thrown down the well. Escape tunnel hidden behind pile of rubbish.

9. Debris cave. Also dank and swampy. Lots of debris from recent cave in. Tunnel to well shaft behind pile of debris.

d6	Encounter (lair)	Encounter (caves)
1	William (once only)	Ike (once only)
2	William (once only)	1d4 giant leeches
3	Ike (once only)	1d6 giant vampire bats
4	1 animated statue	grey ooze (extra large)
5	1d4 small enhanced beasts (random choice)	
6	1 medium size enhanced beast (random choice)	