
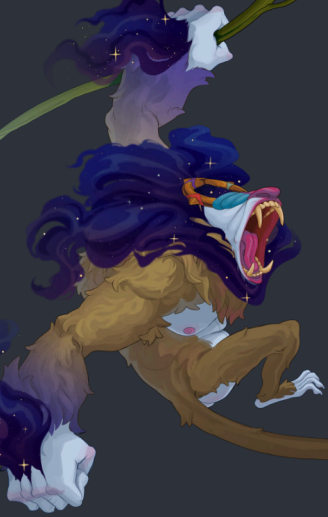


Gravity Circle Dungeon

A one-page dungeon by The Dungeon Archive 

Legends say that deep in this dungeon there is an ancient artifact called 'The Gravity Circle'. It allows their holder to control gravity at will. The artifact can be formed by combining the four Fragments. There is a fragment at the end of each room. Gravity shifts through the dungeon at random, but that's not the biggest challenge, a group of wild monkeys have taken control of the dungeon and will attack anyone on sight.



Second Room
Here is the first encounter with the Monkey Boss and a couple of small monkeys. They attack anyone on sight. Before being defeated, the Boss flees (will return later), dropping the Red Fragment he was holding. When the Purple Fragment is retrieved, the heavy rock gate slides into the ceiling, as if normal gravity inverted.

First room
The players experiment the shifting gravity for the first time. The Artifact Fragment is not on the pedestal and the door to the next room is open.

Gravity shift
The direction of gravity changes periodically all throughout the dungeon, pushing every creature and object in that direction and dealing falling damage. The GM can manually choose a cardinal direction or roll a 1d4. Frequency of change increases the deeper you delve. Resetting gravity after every change or not, is up to the GM. Creatures can grab an edge or object they pass by as a reaction to avoid receiving damage.

Monkeys
All monkeys are very agile and strong creatures. They are very good at balancing and jumping between obstacles, so they rarely miss a grab.
Attacks: Claw, Bite, Bottom Bump (poison).
Abilities:
- Push Boulder
- Demoralizing roar
- Throw dung



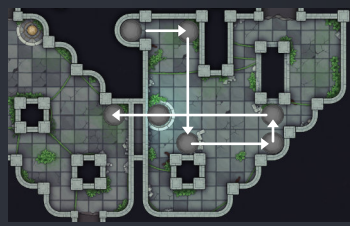
Third Room
The monkeys didn't like the humming sound of the two portals, so they didn't delve much deeper into the dungeon. A few small monkeys mess up with the players when they try to figure out how the portals work.

Portals
When someone or something enters a portal, it appears through the other one. Momentum is preserved but direction is reset to the portal's direction.

Fourth room
Here the Gravity Shift changes at maximum frequency, (once per round), so it's hard to reach the fragment.

When the heroes enter the room, a boulder is released, and follows gravity. If it collides with a creature, it deals massive damage. Gravity here should shift so the boulder hits the "Cracked Wall" as soon as the heroes reach the pedestal and complete the artifact. The rock hits the wall, destroying it, and the hero holding the artifact loses grip of it. The Monkey Boss, who is in the first room, takes the artifact and embeds it in his face like a crown. Then he becomes the Gravity Monkey and the final battle starts.

Final battle
Now the Gravity Monkey is enhanced and stronger than the first time. He can shift gravity once per turn and can summon portals at will. This allows him to redirect the Boulder towards the players. There can only be two portals at once, but he can change the position of one of them instead of summoning a new one. The first and fourth rooms are most likely where the final battle will occur. The boulder is still rolling, so positioning is key in this battle.



Reward
When the Gravity Monkey is defeated, the artifact can be torn off his face. The holder can, at the GM's discretion, do any of these:
- Change gravity of the holder (1d4).
- Change gravity of an area (1d4).
- Summon/change portals (2 max).
- Use it as a Bag of Holding.

