

As Above, So Below

Gertz begins before the cave in. He eventually meets another slave, Edric. Edric is a priest of Adun, but has chosen no saint.

He's from Orlane. He left when the curse settled over the town but now regrets it. He was afraid then, and didn't feel like he could stand up to the evil that was taking over his town. But now he knows there are worse things than being afraid.

He was captured by the Grey Slavers, the Duergar, and brought here. There was a wizard in their caravan. He was given to the Voiceless Speakers, the Mind Flayers. Edric was thought promising and forced to work the mines in case his spellcasting talent grew. The rest of the caravan was fed to the Duergar's Dire Scorpions.

Edric has a stammer he developed in the mines.

Meeting the Alienist

At one point in the Slave Pens of Aravak Sul, Vorrikus and the other slaves are visited by a group of four:

Advena, the Alienist. The guy who runs this whole place. The Duergar work for him.

Lady Morgant, here from Bedegar. She provides many slaves.

Xal'hoon, the Mind Flayer. Bad news.

Thanagart – Head of the Slave Pens of Aravak Sul. Wears Sinmetal armor and wields a sinmetal war pick. Looks like smoky glass.

Duergar guards grab a slave and forces her to drink the potion. She immediately becomes pliant.

Advena says "What is your name?" It's **Pinna**.

Advena says "Do you hear another voice?"

"Yes."

"What does she ask of you?"

"Blood!"

"Good! Take her below."

He surveys the other slaves.

"Is this the best we can do?" the Alienist says.

Lady Morgant: "There'll be more."

The mind flayer's eyes glow.

"Yes I agree with our esteemed guest. You promised us the Baron's mage. Not these pitiful hedge wizards. The Machine needs fuel Lady Morgant."

“We’ll have him,” Lady Morgant says.

The Mind Flayer’s eyes glow.

“Do not threatened me, Xal’hoon. The only way your plan has a chance of succeeding is because Ajax permits it. He permits much, but not everything.”

They continue surveyed the slaves.

Advena: “This one is interesting, what is he?”

The duergar gabbles in deep speech.

Lady Morgant: “What did he say?”

Advena: “He said this a mutant. A half-breed of some sort. Cast off from the Overlord’s armies.”

Lady Morgant: Some cast-off. He was a Sand Scorpion.

Advena: A what?

Lady Morgant jabs the scorpion tattoo: “Ajax’s elite desert troops. For use in fighting the Pharaoh. Apparently our slave here was once quite a soldier.”

“I don’t like the look of him. Kill him.”

Thanagart: He’s one of our best. We just hit a vein of *kollar* (sinmetal) we need him.

Advena: Oh very well. But carve the tattoo off. He’s not a soldier anymore, he’s a slave. **I want him in the mines until he dies digging.**

[Keep The Tattoo, Head to the Mines](#)

Thanagart comes and gets a digging crew. He grabs Vorrikus’ arm and says “When they’re done with shift, cut this off.”

They’re digging through a deep vein of sinmetal when it collapses. The metal isn’t as strong as the rock and once the rock was cutaway, cave-in!

Sinmetal Armor: Absorbs light, removes disadvantage from sunlight.

Sinmetal Weapon. If you make your save against poison, spells, or illusions, the effect is stored in the weapon, and automatically inflicted on the next opponent the weapon hits.

The cave in seals off the mine in the direction of the Fortress, but opened up a passage out.

There are pieces of *kollar* in the rubble. Of every size.

There are two ways to go. Of course, whichever choice brings them to Broken Spire Keep.

They have no arms or armor. They make their way through the under dark.

Edric introduces himself. I’d like to go back to Orlane. But I’ll go where you go.

“Vorrikus have you ever been afraid?”

“Were you ever afraid you’d die in the mines?”

“They said you served in the Overlord’s army. Is that true?”

“Did you ever see the Overlord?”

“I don’t know what’s going to happen. But anything’s better than that place.”

Broken Spire Keep

One the way to BSK, Edric prays. At first, his prayers go unanswered because he’s in the underdark. But eventually his prayers are answered.

They emerge in the secret chambers of Bonebreaker Dorokor.

Maybe they get a chance to get some armor. But this is where they fight an orc or two before they escape.

Orlane

Getting to Orlane is a series of unpleasant evenings spent at taverns.

Random Encounter: goblins! Why not. Or maybe a Hill Giant?

At the Sign of the Black Frog

Vorrikus and Edric arrive in Orlane and find the place doing well.

“This place has changed. Maybe the curse is lifted. Maybe there was no curse!”

They see the ruined temple of St. Isolde, still a ruin, but there are people in there and the grounds seem well-tended.

Edric says “You get us a room, I’m going to see the temple.”

At the Inn, Vorrikus is met with typical xenophobia.

Food: “We’re fresh out.” Even though you can smell lamb being roasted.

Place to stay: “Aye, we’ve a room. 100 gold.” Each, if Edric is there.

Edric knows these people and stands up for Vorrikus. The people challenge Edric. “And where did you go, godbotherer, when things were bad? You ran. We stayed. You can keep running for all we care.”

In the Temple of St. Isolde

If Vorrikus goes with Edric, then basically the same thing happens, except its Rector Ives

Enter the Dragon Knight

Of course, Sir Razallax shows up and challenges the ignorant townsfolk and immediately they see Vorrikus through his eyes. Not literally, he needs his eyes.

Razallax ‘adopts’ Vorrikus and Edric.

Sir Razallax: You can stay at the temple, if you're willing to work.

He says there's work clearing out the ruins of Castle Greywall.

Edric: "You mean the black tower?"

Razallax smiles. "Not any more."

Razallax describes the Revenant Vow, now decamped at Tor Keep and tells Vorrikus; "If anything happens here, if anything happens at the excavation site, and you can't find me? Go to Tor Keep. Seek the Revenant Vow. Look for Bhaltair. He will help.

Excavating the Ruins

It's backbreaking work, but unlike the mines, there are masons and carpenters helping, they have pulleys and black-and-tackle to help. And food and water and good cheer.

Lady Sariel's Minions (night)

Some Ghouls. Or...a wight? I dunno, some undead show up bearing the sign of the Blood Moon Rising. They want the *Mirror of Gilmarra*.

A Room & Passage Revealed

Perception Check (DC15): Lifting a huge stone, with ropes and an A-Frame, Vorrikus sees a rope about to snap under the strain. There's a villager, Worrec, near the stone.

Dexterity Check (DC 13): Vorrikus can act quickly and pull the lad to safety before the stone falls on him.

The stone hid a room deep under the ruins. In the room is the *Mirror of Gilmarra* also a passage Down.

The Mirror

The mirror is so large it's not easy to move, at least not for one person. Edric can tell it's magical and suggests they get Sir Razallax.

Yes, Get Sir Razallax

Sir Razallax recognizes the Mirror as the Mirror of Gilmarra. He knows Sigurd was looking for it, but isn't sure why and is hesitant to give it to him lest it fall into the hands of the Clock.

Then...Duergar attack, take the mirror, and Sir Razallax, and leave everyone else unconscious! The revealed passageway leads to the Underdark where they retreated!

Folks in Orlane

1: Farmer Willem

2: Reeve Grover. Also deputies, Allard and Hulbar.

5: Weaver Galen

6: The Black Frog.

Lowenna the Innkeep owns and runs the place.

Pascoe, her husband, the cook.

Their son, Jory, tends the tables.

7. Jeweler Haskell Oil (late of the former barony).

8. Stablemaster Killian.

10. Mayor Lilian Ormond.

11. Tailor Myron

12: General store. Carter Brennan and his family work this store.

13: Carpenter Teobald

14: Rector Ives at the Temple of St. Isolde

The Mirror of Gilmarra

At nine feet by four feet, the gilded Mirror of Gilmarra is huge. It's made to look like two trees growing together.

An Elf Lord (aka Lady Sariel) can commend it easily. An *identify* spell reveals it is a powerful artifact, similar to a crystal ball. It can be used to see into another place, or even another time. It may have other properties, but *identify* is not strong enough to divulge them.

In truth, the mirror is much more powerful than a mere crystal ball. It allows the viewer to see as per the *scrying* spell with *detect thoughts* as per a Crystal Ball of Mind Reading, but it also allows the viewer to see into other times, both past and potential futures, and use the mirror to journey there. Of course, once translated thus, the only way back is to hope the *mirror of Gilmarra* is in that time, find it, and use it to get back. The ancient elf lord Gilmarra never used it this way, but sent prisoners into exile with it as punishment.