

# THE OBSIDIAN MIRROR'S GAZE

*The dungeon's heart is a labyrinth of warped stone and echoing chambers, perpetually bathed in an unnatural twilight. Here, gravity itself seems to be a fickle master, pulling towards unseen ceilings or tilting floors into impossible angles, a constant disorienting threat mirroring the fractured reality the entity seeks to impose.*

## ADVENTURE HOOKS & RUMORS

- Whispers among the Luminary Order speak of a newly discovered chamber where the gravity shifts are most intense, and a fragment of the reflected reality is attempting to solidify, threatening to breach the barriers between worlds.
- A desperate plea from a remote outpost reveals that a Luminary expedition vanished while investigating a series of gravity anomalies, and rumors persist of a corrupted artifact they sought – one said to amplify the reflection's power.
- A traveling merchant claims to have seen a shimmering distortion in the air near the dungeon entrance, accompanied by unsettling echoes of forgotten events, suggesting the reflection is growing stronger and attempting to influence the outside world.

## LOCATIONS

### 1. The Shifting Threshold

The entrance chamber is a vast, circular cavern carved from black, glassy stone. Strange, geometric patterns pulse faintly across the walls, and the air hums with a low, unsettling frequency. Gravity fluctuates here most violently, with patches of floor tilting sharply upwards, creating precarious ledges and disorienting drops. Runes etched into the floor seem to writhe and rearrange themselves, further adding to the instability. Navigating this room requires careful timing and the use of gravity compensating devices, a stark introduction to the dungeon's perilous nature.

### 2. The Hall of Shifting Perspectives

Walls display impossible geometries, testing perception and spatial reasoning.

### 3. The Echoing Galleries

Whispers of forgotten histories echo through these long, winding corridors.

### 4. The Chronarium

A chamber filled with fragmented temporal echoes, requiring precise timing to traverse.

### 5. The Reflection's Core

This immense chamber is dominated by a colossal, shimmering surface a fractured mirror reflecting distorted images of the world outside. The Luminary Order's last bastion stands before it, a small group of monks desperately chanting protective verses while wielding arcane devices to

## ENCOUNTERS

Name	Details
Gravity Guardians	Animated constructs powered by gravity fields, attacking with crushing force.
Reflection's Echoes	Phantasmal copies of past events attack, attempting to disorient and overwhelm.
Lost Luminaries	A group of corrupted monks, driven mad by the reflection's influence, attack with zeal.
Temporal Anomaly	A localized time distortion traps adventurers in repeating loops or accelerates aging.

## TREASURE

- Gravitic Stabilizer:** A device that temporarily anchors the user to a specific gravity direction, but drains energy rapidly.
- Chronal Shard:** A fragment of temporal energy that allows brief glimpses into the past, but risks attracting unwanted attention.
- Mirror Shard:** A piece of the fractured reflection, granting minor illusions but slowly eroding the user's sense of self.

## NPCS

- Sister Evadne:** A Luminary Order scholar, fiercely protective of ancient knowledge.
- Kaelen:** A reclusive artificer, knowledgeable about gravity manipulating technology.
- Vorlag:** A power hungry cultist, seeking to harness the reflection's power for personal gain.

## PLOT RESOLUTIONS

- The adventurers could choose to reinforce the Luminary Order's ritual, dedicating their own energy and skills to strengthen the barrier between worlds. This might require a perilous gamble, potentially drawing the attention of the reflection's influence and risking personal corruption.
- The PCs might attempt to locate and destroy the corrupted artifact sought by the vanished Luminary expedition. Success could sever the reflection's immediate power source, but the artifact's volatile nature might unleash unforeseen consequences upon activation.
- The adventurers could confront Vorlag, the power-hungry cultist, directly, attempting to dissuade him from his actions or seize control of his efforts. This presents a moral dilemma – potentially saving the world but risking the cultist's desperate actions escalating the crisis.

