

## Personal Journal of Magnus Cornario

### The Twenty-Sixth Day of April, in the Year of our Lord 1530

Isle of Crete, Second Mirror Chamber underneath the City of Kydonia

#### Mid-Morning(?)

As I write this, we have been reunited with our lost comrades. Despite my worries, no one was killed, although Sigurd and Christshon both came close to a meeting with Orcus. I myself took a most grievous wound, the worst I have received in my life.

My companions and I discussed various plans on dealing with the earth creatures. If possible, we would use stealth to sneak by them. Only if that failed would we use force. We surmised that the wheel in the room might be the key to bypassing the earth creatures.

Instead of my normal diverse mix of enchantments, I prepared five Incantations of Mystical Force and an equal number of Balls of Abysmal Flame. I reasoned that beings of elemental earth should have no particular resistance to either. I also cast a long-lasting spell of Arcane Armor upon myself and a spell of Protection against missile attacks.

One of the Potions we had recovered was labeled "Dark Vision." Tauron drank this and gained the ability to see in absolute darkness. As he is the stealthiest among us, we also equipped him with the magical boots we acquired in the mirror chamber, in order that he might be as silent as a cat watching a mouse-hole. David cast a spell that I recognized as the Incantation of Gyges, whereupon Tauron faded from normal sight.

We extinguished our lights and Tauron snuck into the earth chamber. The door was cracked open and Christshon, who can naturally see in the dark, observed the earth beings' slow progress through the room. As soon as one neared the far end, another would ooze out of the western wall.

Tauron stealthily turned the wheel to the right. He informed us later that there was some initial resistance, but the application of oil fixed that. When the wheel completed several turns to the right, the door in front of us closed with what seemed to me a thunderous click. Christshon and Sigurd could not open the door – it was sealed shut.

Tauron reversed the turning of the wheel and the door unlocked. It became clear that only one of the doors could be open at the same time. Upon this consideration, the party decided that it would have to battle the elemental guardians of the room.

We waited until the farther guardian was out of the room, leaving but a single creature. Christshon went into the room and breathed fire upon the earth being, melting it severely. The rest of us restored our lights and entered the fray. Shortly afterwards, while battling the creature, another earth being came out of the western wall, trapping us between two of the monsters. I attempted to cast a Sphere of Fire from a scroll recovered from the laboratory beneath ruins of the temple of Helios, but as my Concentration was interrupted by the monsters I failed to cast it. The eastern monster was defeated quickly despite this, opening a path for us to retreat upon, if it came to that.

Another elemental came out of the west wall, again leaving us with two to face. The new one struck Sigurd down. Adam cast a Sphere of Fire (the spell I failed to cast). I attempted to recover Sigurd. One of the elemental beings struck me for my temerity, wounding me most severely. Igos, though, managed to restore Sigurd with an Incantation of Healing. Sigurd then reentered the battle.

We ended up fighting the six of the earth elementals. While many of us threw acid and Greek fire upon them, Christshon's virulent breath was the true force that brought most of them down. I also noted that many of them seemed to target Adam, far above and beyond his ability to threaten them. I surmise that this might be due to the Medusa shield that Adam carries. Adam himself was struck several times. He attempted to withdraw from the fray temporarily to cast a spell to repair the damage he had taken, but the creature he was engaged with followed him.

#### Notes On Earth Creatures

The six creatures of elemental earth we battled were quite similar. They were about fifteen to sixteen feet tall and could easily reach past the front rank of the foes they were engaging to strike blows to those in the second rank. I estimate that they must have weighed several tons each.

They proved resistant to physical blows, but fire and acid appeared to have the same effect upon them that they would upon ordinary rock or earth.

When destroyed, they collapsed into a pile of ordinary earth and rock.

Finding nothing of value in the chamber after defeating the elementals, we quickly headed out the eastern door. This led to a passage into a chamber with two sarcophagi. These sarcophagi were guarded by an elemental earth creature far greater than the ones we fought before.

There was no question of attempting to sneak past this creature. Christshon and Adam held themselves at the entryway, not attempting to enter the room. Christshon breathed fire upon it and Adam simply fought defensively, attempting to shield both Christshon and himself from the earth creature's blows.

Mighty blows the creature delivered, too. I cast four Balls of Abysmal Flame upon the earth monster. Christshon breathed fire upon it four to five times before the creature struck him down. Sigurd shot arrows at it, but physical blows just seemed to bounce off of its rocky hide. David once again used his unearthly music which seemed to enhance the damage our magics did against it. Still it stood.

Igos managed to cast another Incantation of Healing upon Christshon, right after the creature felled him. Christshon, rather than attempting to stand, merely breathed dragon fire upon the earth creature from the floor. I cast my last Ball of Abysmal Flame. Still it stood.

Just before it could strike again, I managed to cut it down using one of the Incantations of Mystical Force that I had prepared.

Tauron checked the sarcophagi for traps while Igos and I cast spells to detect magical energies. We determined that something inside the southern sarcophagus was radiating magic.

Inside the sarcophagus was a Dwarven lich, accoutered with a mithral heavy shield, a mithral chain shirt, a helm and robe. At its right side was a Dwarven Waraxe that Christshon and

### The Greater Earth Creature

The being of elemental earth we encountered guarding the sarcophagi was much, much larger than the previous ones. It was at least six to seven times as tall as man and was nearly fifteen feet in diameter.

Considering the pile of earth left by its demise, it must have weighed a good 25 tons.

It easily had a reach of 15 or more feet and while physical blows had affected the lesser earth beings, this one appeared to be totally resistant.

Sigurd both said was masterwork. It also wore a finely crafted belt of metal links, like a chain. The belt, shield and chain shirt all radiated magic.

The other sarcophagus also contained the body of a Dwarven warrior. None of its items were magical, but at its right hand was a War Hammer made of Adamant.

Using the monocle of artifice I crafted less than a week ago, I determined the properties of the various items. The mithral shield and chain shirt both had a standard protective enchantment upon them of the first magnitude. The belt, though, was unusual. Its wearer would obtain many of the resistances inherent in the Dwarven constitution, as well as the ability to see in the dark and to speak and read Dwarven.

Sigurd laid claim to the belt, Adamant War Hammer, and mithral chain shirt. Christshon took the magical shield. The Dwarven Waraxe was added to the party treasury.

We went out the east door of the Dwarven Tomb. The passage went east and then turned south, ending in a door. Passing through the door, we entered another room that was the mirror image of the chamber we had encountered the shapechangers. Inside the chamber were our missing companions, who seemed none the worse for wear.

As the group that came out of the earth path was low on spells, we decided to rest here in the second chamber. I discussed what happened to the other group and have recounted that here.

### The Tale of the Dark Path Group

I have spoken with the group that had to take the Dark Path. They confirmed my suspicions that their pathway was a mirror of our own. Instead of creatures of earth, they encountered spectral undead empowered by negative energy.

In the first room, they encountered six shadow-like creatures. Humanoid in form, they seemed to be composed of darkness, without features and with glowing red orbs where their eyes should be. Despite the shadow beings' ability to pass through the walls without effort, the group dispatched the shadow beings with much greater ease than we dispatched the

elemental earth creatures. Apparently Helios gave Haldar the power to drive these creatures back for a time, although they would then return.

The second room also contained two sarcophagi, of two humans. It was guarded by what looked like the ghost of a human warrior. It too, passed through the walls with ease. I understand that it struck Luna, draining her of some of her vital energies. Haldar said he used a small piece of the diamond they received for the plate armor to empower a spell to restore her.

#### Note On Intangible Undead

In addition to being able to pass through walls, the group told me that half of the time physical weapons seemed to pass right through the shadow-creatures and ghost.

The sarcophagi contained some magic items as well, which I identified for them using my monocle. There was a set of lenses, that when placed upon the eyes, gave the vision of an eagle. The next item was a longsword that possessed an ordinary battle enchantment of the first magnitude along with another ensorcellment that made it more likely to target the vital areas of a foe. The third item was a scabbard that would resize itself to fit any bladed weapon. Three times per day it may enchant a weapon within to seek a foes vitals in the same manner as the longsword. The last item was an enchanted amulet whose properties I could not determine. Sigurd put it around his neck and is currently unable to remove it.

The other group did not find any Adamantine weapons.

Currently, Christshon carries the longsword and Wulfgar the scabbard, although Jean-Claude has exhibited an interest in it as well.

As our group is nearly out of spells, we have to decided to rest here for a day to recover. Considering the difficulty of passing through the mirrored areas, I don't think this way is a feasible method of sneaking the army into Kydonia.

The Twenty-Seventh Day of April, in the Year of our Lord 1530

Isle of Crete, Kydonia City Armory, Turkish Occupied Kydonia

Mid-Afternoon

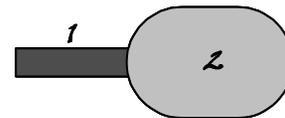
The news is grim. In the two days that we spent underground, the Hapsburg army has been defeated utterly.

We left the second mirror chamber in the morning. Looking back into it, we could see that certain items were reflected in the mirror that were not in the room and vice-versa. I am guessing that it would be as difficult to go back that way as it was to get here in the first place.

We went through a short passage and came into a room containing a large number of crates. One of the crates was trapped with an enchantment of Fire, cast by a wizard of far greater skill than I. Haldar, Igos, Jean-Claude and Tauron were caught by the fire blast, but were easily healed afterward. The enchantment did not damage the crate's contents, for which I am grateful – it contained twenty black-powder bombs which had been magically enhanced. It also contained instructions on the making of more such devices.

Powder Bombs

These devices are basically a fragile glass container attached to a stick. They contain black-powder mixed in with Greek fire. When the glass is broken, it explodes in 5' or so radius, burning all within. The magically treated bombs explode the same, but burn much hotter.



- 1) Wooden Handle
- 2) Glass jar filled with black powder & Greek fire.

Overall, this room must have been a special storage area for the Kydonia armory. There was a vast quantity of ordinary weapons and armor, all of them masterwork quality. In addition, we found the following:

Four Hellbreath guns. These are rather dangerous devices that can shoot a stream of Greek fire nearly 20 feet long.

Four dragon rifles

Four dragon pistols

Twenty powder bombs

Twenty of the magically enhanced powder bombs (mentioned previously)

Eighty flasks of Greek fire.

The book of munitions mentioned previously. This includes instructions for creating the magically enhanced powder bombs.

We also found some notes on the magic mirror. It creates a set of dimensionally separate subworlds, using advanced planar magic. Apparently a wizard skilled in dimensional manipulation can pass directly through the mirror. The map that was attached to the notes bears only the most passing resemblance to the one I made.

The eastern door to the room with the crates was hidden on the opposite side. It opened into a room which was a mirror of the torch chamber we encountered earlier. Moving the torch sconces to in the key of  $\pi$  worked to open the secret door from the concealed side.

The eastern door out of the torch room leads into a stairway leading up to the armory. We were about to open the door, when we heard a couple voices in Orcish. David, who speaks Orc like a native, said that they were grousing about searching the room. With the assent of the rest of the party, he lured them into the room by pretended to be a lone Dwarven merchant who had more goods than he could carry. When they came through the door, we captured and interrogated them.

The orcs said that the army was defeated the day before yesterday and that General Frederich was killed. Having no further intelligence to give us, Christshon bit out their throats.

We went up the stairs into the armory. Peering out the windows, we saw a large number of Orcs, Trolls, Ogres and Turks milling about. There was cannon fire coming from somewhere; we were unsure of who was shooting as the army did not have cannon.

We spied a group of four Turks leading sixteen human prisoners towards a breach in the walls. David cast a spell of Translation upon himself and went out of the armory, pretending to be a Turkish officer. David haughtily informed the Turks that General Xon, the Turkish commander, said the prisoners were to be brought to the armory. The Turks, almost as dimwitted as the orcs, complied. Two of the came inside with the prisoners, while two remained outside at the door. David lured the inside ones down the stairs where they were swiftly subdued by Wulfgar and Jean-Claude.

Unable to bluff the two remaining Turks, David used a spell to trip them. I cast a spell of Uncontrollable Laughter upon one, which actually worked for a change. The other Turk was overpowered and dragged inside. Igos changed form into a great eagle and went to scout the city and environs. We interrogated the Turks and freed prisoners.

They had the following information:

- After setting Beta and his companions upon us, General Frederick ordered an assault upon Kydonia.
- The Trolls and Ogres (whom the ex-prisoner referred to as "brown trolls") decimated the army.
- General Frederick was captured and hung yesterday.
- There are prisoners scattered throughout the buildings in the city, although many are being led back to the eastern section of Crete as slaves. Captain Abellius was captured again.
- There are some rumors that some cavalry escaped and is in the woods to the west of the city.
- The shelling was coming from two Venetian vessel in the harbor, which arrived yesterday.
- General Xon and the rest of the Turkish command are in the City Hall.

Our lookout then informed us that a group of Turkish troops were headed towards the Armory. Someone leading them said that he had seen our prisoners go into the building and not come out. We headed down to the secret room, while Wulfgar covered our tracks. We could hear them searching, but they apparently never found the room. After about 20 minutes, we heard them leave. An hour or so later, Igos returned.

Igos confirmed the presence of the Venetian ships as well as the fact that the army appeared to be gone. He said that the mouth of the witch's cave was caved in.

We sent Igos to the ship carrying a note that I had written, providing the information we had uncovered and asking if they had room on board for us. Apparently, they were here to rescue survivors and had a list of specific people, including myself. This was a surprise to me. While the Cornario family is not unknown in Venice, I am hardly famous. I have only met the current Doge, Andrea Gritti, upon two occasion.

The return message did say that they would like us to kill General Xon if at all possible. The Hapsburgs have taken southern Greece and the death of the General should mitigate the morale boost the Turks would receive for driving the Hapsburgs off of Crete. We have come up with a plan to use the cavalry in the woods as a diversion, if possible.

Igos was sent off to find them. After an hour, he confirmed that he found the cavalry. There were about sixty, lead by Colonel Hidalgo (Jean-Claude's advocate in his court martial) and our old friend Lieutenant Kendrick.

We have outfitted the ex-prisoners with the masterwork weapons and armor found in the secret room. The current plan is to assault City Hall an hour after midnight.

