

Personal Journal of Magnus Cornario

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

Isle of Crete, Town of Armeni

Late Evening

It is clear that the Stone Beta and his constructs are guarding has a vast enchantment. I did a week's worth of enchantments and rituals today. The entire time it seemed as if the I could see the stone out of the corner of my eye, infusing me with energy. I could clearly see the Eye of Horus etched in the stone; yet when I saw it in reality, it was covered in a thick layer of dust.



*The Eye of
Horus as it
appeared in my
vision.*

Strange that the Stone with the Eye was found in what used to be a Temple of Helios. Helios is a sun god. Horus is associated with the moon.

Given the scroll I found with the words of Alesandros Eremides, it is clear that the Stone is the reason for the presence of magic on the island. It is also implied that is responsible for the absence of magic elsewhere. Five other stones mentioned as well, each in an area where I have heard rumors of magic. I must think on this.

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

Isle of Crete, Hidden Armory under the Temple of Helios

Late Evening

I have mixed feelings about the events of the day. Materially, we are much wealthier. However, it seems Darius has the stone and we are being followed by a deranged warforged and its two construct bodyguards.

We had determined that we should head back to the temple to determine what happened to Darius and his men, as he did not appear upon the transfer point as I had expected. Louis declined to come with us, as he declared that “you lot are crazy.”

Fortunately, General Frederich had some replacements handy whose skills we think will make up for the ones Louis had. Unfortunately, they make Louis, who believes soap and water are poisonous, look like a model of hygiene.

Our three new recruits were Igos the Twisted, a foul-smelling Tartar Shaman, or so he says. He was joined by Tauron, another Tartar and former scout or spy – it was not exactly clear. Lastly, we were joined by Dingus. Wulfgar identified him to me as a Dwarf, not unlike his old friend Rurik. Wulfgar did say that Rurik tended to be immaculate, however. Dingus is most definitely not. Despite the fact that their presence makes breathing painful, I welcomed them to “Jean-Claude’s Traveling Circus and Freak Show.”

Speaking of Jean-Claude, he was promoted to Sergeant Major by General Frederich himself.

Alpha changed his name, stating that he was a person, not a letter. He is now called Adam Lithos, although he confided to me that this new name still seemed a little off, and that he might change it again. Wulfgar and he and procured supplies yesterday and had requisitioned some light horses. Not war-trained; those are harder to come by.

We left Armeni before first light as we were to be advanced scouts for the army before branching off to the temple. Near mid-morning we learned that I had not paid enough attention to the bestiary we recovered: “*Wondrous Creatures of Greece*.” I had made note of the fact that Gryphons were chimerical creatures combining the body of a lion with the wings and beak of a giant raptor. I failed to notice the paragraph mentioning their love of horseflesh.

Suffice it to say, our horses appeared to attract a pride of Gryphons. We were attacked by ten of the beasts, striking from the air. As they were diving upon us, I cast a Ball of Abysmal Flame upon them and Haldar called upon the power of Helios to force the air around them



to drive them into the ground. Igos proved that his status as a shaman gives him some skill in the art of magic, as he managed to call up a concealing mist to provide a safe haven for us.

Despite the fact that Gryphons are fierce fighters, we slew nine of them. Two of our horses were killed and our warriors suffered severe wounds. Haldar produced a couple of new wands (so that is what he did yesterday!) which he and Igos used to heal our party's wounds. In addition, he also created a wand which can Enlarge those people whom it touches. Wulfgar used the Amulet which I had created for him and afterwards he mentioned that the Fire Crystal I had attached to his sword worked quite well.

Adam was using the ensorcelled shield we found in the temple armory. He had been damaged in the battle and when attempted to withdraw into the mist, he said that it seemed that the shield was encouraging him to stand and find.

After the battle, we found a copse of trees a couple of hundred yards off of the path and chose to rest for a couple of hours. Haldar enchanted a skull that he had acquired (Orc, I think), to provide us with a warning if we were approached. About noon, we heard a deafening shriek from the skull. We prepared for battle, but it turned out to be our companion Kendrick leading a band of mounted warriors.

Kendrick was wearing the insignia of a Lieutenant. I congratulated him on his promotion as did Jean-Claude, although I have the feeling that Jean-Claude was a little put out that Kendrick was promoted above him. I asked Kendrick what he was doing here. He said that he had his group were tracking Beta and his two construct guardians.

Apparently Beta and company had appeared in Armeni coming through the portal from the Temple. They were looking for Adam and Christshon specifically and ending up killing about 200 people. They left Armeni, apparently following our track. Kendrick was set to follow them from a safe distance. He and his group sidestepped them and came to warn us.

We gave Kendrick's team our horses and mule, as they could not come in the temple with us and we did not wish to leave them to Beta's construct mercies. Even Jean-Claude entrusted his warhorse to Kendrick. We bade him farewell.

Wulfgar then lead the group in laying a false trail to the beach and we double-backed to the temple. In doing so, Wulfgar spotted tracks leading to and from the temple. He told the group that he counted six horses that looked to be shod in the Turkish fashion. Following the tracks, we encountered six Turks wearing plate mail and riding heavy warhorses. We targeted their horses, which seemed to upset Igos, and then slaughtered the dismounted warriors, although not before one of them winded a signal horn.

About a minute after the horn was sound, we came across another half-dozen Turks on heavy horse. Again we target the horses, although this time Igos and Haldar using the healing wands to restore them after the battle. We decided to keep the horses as spoils of war. Plus, Jean-Claude was feeling a little off, not being mounted.

The Turk leader managed to escape and a companion escaped, but Wulfgar tracked him back to the temple. They proved little difficulty and were swiftly dispatched. The leader was carrying an enchanted scimitar, which we added to our pile of booty.

We had no more encounters in the temple. We did find the bodies of sixteen of Darius' men. Several were in the Orrery chamber while most were in the room where Beta had guarded the Stone. The Stone was gone. Beta and his guardians are apparently fighters of Epic proportions – the sixteen men killed had all been wearing plate armor. Several were using ensorcelled weapons and armor and they had a large supply of alchemical weaponry. They even had six Everburning Torches which are produced via arcane magic. Unless they had acquired these as items as loot on the island, it means Darius has a sorcerer working him or perhaps the other way around.

Jean-Claude also mentioned that he heard the voice of an armorer he knew speaking to him on the wind. The voice mentioned that Kydonia had fallen, a sorceress on the beach, monsters beneath the armory, raising torches and something about Pi.

As I noted earlier, I think Darius has the stone. He stole it and his men died allowing him to escape.

Author's Note: Gryphon Image from <http://www.dreslough.com/main/bandw/gryphons.html>