

Personal Journal of Magnus Cornario

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

Isle of Crete, Passageway underneath the City of Kydonia

Mid-Afternoon

At this moment, I hate mirrors. I both fear and loathe them with a fiery passion. Unlike most sufferers of catoptrophobia, however, my feelings are not based in vanity. No – my fear and hatred are due to the fact that I might very well be facing my imminent demise because of the machinations of some mad mage's magical mirror.

In order to explain my newly acquired disdain of all things reflective, I suppose I should start with recent events. When I last finished writing in this journal, Tauron had just noted that the torch sconces on the western wall were movable. Upon further inspection, it became apparent that the first, third, fourth, fifth and ninth torches showed more use than the others. Examination of the rest of the room showed that the north wall might be movable.

Before we could puzzle out this riddle, though, we heard a knocking upon the door.

Turns out the knocker was Jean-Claude, accompanied by Haldar and Christshon. Jean-Claude informed us he had seen General Fredrich conversing with Beta at the entrance to the harpy witch's cave. Jean-Claude said that the General managed to send Beta and his bodyguards after us and that they were following behind him (Jean-Claude) even now.

The puzzle of the torches became more pressing as it was clear our retreat was cut off. I knew that I had seen them before, but could not place where. David suddenly recalled a book by a mathematician from the previous century. He said that the cover had a number using all of those digits on it. David then wrote down the number, "3.141519", at which point I began kicking myself. In my journal three days ago I wrote down what Jean-Claude could recall of the voice he heard on the wind. The voice spoke of a sorceress on the beach, monsters beneath the armory, and raising torches and pi.

Tauron locked the southern door. By raising and lowering the torches in the order of the first seven digits of pi, we saw the northern wall slide open. It revealed a stone passageway headed north.

We were about to head north, when we heard pounding on the southern door. Beta had arrived.

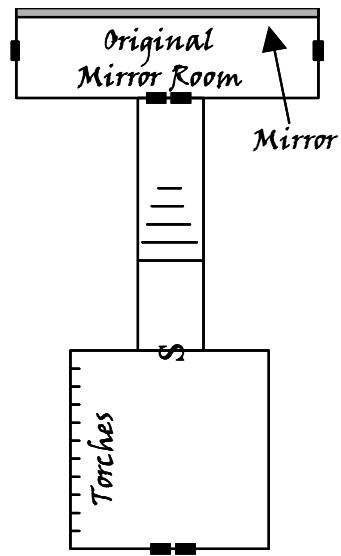
Despite the urgings of the rest of the group, I attempted to speak with Beta. Beta informed us that it believed that we had stolen the stone and that General Fredrich had informed it of this. I attempted to reason with it, telling Beta that Darius had stolen the stolen. It was futile, however, and he resumed his attempt to break down the door.

We retreated to the north, but just before doing that Wulfgar laid a false trail leading into the east wall and covered our actual tracks leading to the north wall. There was a lever which we used to close the wall behind us. As it is several feet of solid stone and Beta does not strike me as a mathematician, I expect it will be a day or two before it manages to break through the wall. Longer perhaps, if it spends time trying to batter through the east wall. To the best of my knowledge, there is nothing but earth and stone behind that wall.

The northern passageway became a flight of stairs descending downward about ten feet before resuming its northward progress. After a short distance, the passageway ended in a set of double-doors.

The double-doors led into a large east-west room. There was a door in the middle of the west wall and another door opposite it in the middle of the east wall. The entire northern wall appeared to be a giant mirror. There were several corpses upon the floor and the ground was covered with weapons, armor, various other items and no small number of coins.

I was suspicious, suspecting a trap. I cast a spell to detect magical energies and the mirror radiated strong auras of both Conjunction and Transmutation. I sent Luigi into the room first to see if anything would happen. When nothing did, most of the party went



into the room.

Adam picked up a bottle labeled "Healing" when he noticed that there were items in the room that didn't show in the mirror and vice-versa. Before we could puzzle this out, reflections of ourselves charged out of the mirror and attacked us. Even the mule was attacked by two duplicates.

Fortunately, the mirror creatures couldn't mimic our Everburning Torches and the duplicates of Luigi the Mule were very poor, so it was easy to tell who was real and who was a mirror duplicate. Even so, there were several of them to each of us and a vicious battle ensued. Indeed, for a time, it appeared that we might need to retreat.

We decided to fight our way to one of the doors in the room, as the double-door led nowhere we wished to return to. However, when we made this decision, we noticed that half of our group could only see the west door and the other half could only see the east door. Both doors could be seen in the mirror, though.

We did manage to kill all of the mirror creatures (about two score) and then realized that the party had been split in two. One group was on one side of the mirror, and the other group was on the other side. Neither appeared to be in the original room, as the way out was blocked. My guess is that we were split up upon entry into the room and simply did not notice it immediately due to the influence of the mirror and the rigors of combat. We managed to communicate via writing upon the mirror.

The people who could see the east door were Wulfgar, Jean-Claude, Haldar, Dangle, Luna, Caliph and Luigi. Their "entryway" was blocked by a pool of blackness. Wulfgar approached it and felt ill. The group tossed the end of a rope into it and deduced that there

Notes On The Mirror Creatures

The mirror creatures had some of our knowledge or could read our thoughts as I asked Wulfgar the name of his sister, and both the creature and he answered "Freya" simultaneously.

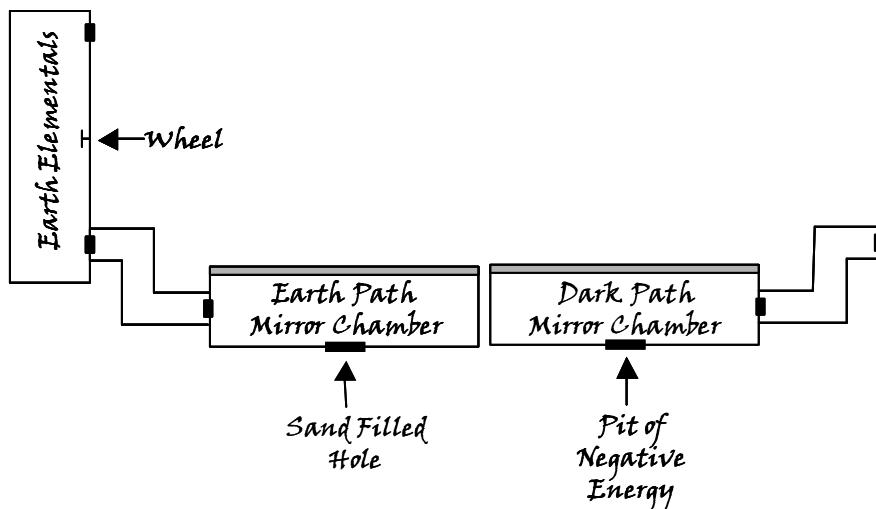
Fortunately, they did not seem to be able to assume our abilities as both Wulfgar and Jean-Claude killed them with blows that the warriors themselves could have withstood.

When killed, they resumed what I expect are their natural forms. They were slender and appeared to be frail. Their skin was a pale color and seemed half-melted. Their limbs were kind of gangly and seemed to be only unfinished. They had no hair and their yellow eyes were large and bulging with pupils slitted like a cat's.

was a pit shortly beyond the entrance. From the description, I believe it was filled with negative energy, anathema to all living creatures.

The people who could see the west door included Adam, Christshon, Igos, Tauron, David, Sigurd and myself. What looked to be the entryway to our room was blocked with earth and sand.

Each group looked through the door available to them and saw a passage that headed away from the door before turning north. After a going north for a short distance, the path then made a turn back in the direction it originally headed and then ended in a door. When I mapped this out, it became clear that the paths were mirrors of each other. On my map (below) I have chosen to label these as the Dark Path (east door) and Earth Path (west door).



Seeing no other alternative, each group decided to go their own separate ways and follow the path available to it. I saw the other group gather up items from the ground and head through the eastern door and vanish from my sight.

We gathered such valuables as we could find in our room. There was a vast quantity of silver, a thousand gold pieces and four hundred fifty platinum coins. Among the many items, there were a dozen flasks of acid, four potions, six arcane scrolls and a set of magical boots. I determined the boots enhanced the stealthy qualities of the wearer, making he or she able to move almost noiselessly. We gave the boots to Sigurd as shares scouting duty with Tauron. David took the scrolls that he was able to use and I took the rest. Sigurd and the rest of the group took such mundane and masterwork items as met their fancy.

Our lesser group then proceeded out the western down of the mirror chamber. Tauron scouted ahead down the western passage and stealthily opened at its end. Looking through it he saw a large north-south room with a wheel in the middle of the east wall and another door in the east wall near the northern corner. He then noticed a vaguely man-like creature about fifteen to sixteen feet tall that seemed to walk out of the southern wall. The creature appeared to be made of earth and rock. It slowly traversed the room until it melded back into the north wall. Another creature came out of the south wall as it did this. Tauron shut the door very quietly and informed us of his findings.

I recognized these creatures as elemental beings and likely to be very dangerous. Considering the mirror nature of this set of rooms and the dual facts that our entryway was blocked with earth and the Dark Path entryway was filled with negative energy led me to fear for Wulfgar and my other missing companions. They might very well have to face creatures of negative energy.

I hope they are well, but have no way available to me at the moment to determine that.

With us low on spells and our best fighters separated from us, we have decided to rest and recover our magical energies before proceeding. Not all of us are happy with this decision. Tauron and Igos looked particularly upset and for a moment I feared that they might do something rash. Fortunately, the moment passed. We have arranged ourselves as best we can in the corridor to rest. Adam is standing watch, as he does not suffer from fatigue.

When we awake, we are going to assay the earth elementals. With luck, I will survive to meet up with my other companions and to write in this journal again.