As you will soon learn, these pages are in no particular order, I have too many thoughts to get onto these pages to worry about the order of them. As always, I am forgetful, if there are errors in this story, please correct them for those that find this after you.

Most recently, I walked to a region of the world known as Torkord. It is made up of mostly Dwarves. The reason I speak of my time in Torkord is because of the interactions I had with The Mirror. The people in this story are real. They died as heroes and they deserve respect.

The Mirror is from the Olden Gods, made up of all of the flaws the hobbits have, everything wrong with them. Its purpose is to torment the world, and spread its pestilence.

The Mirror is evil and sadistic, it thrives in darkness and chaos. It is attracted to squabbles and pestilence, just as moths are to light. As far as we know, there is no way to kill it for good, besides starmetal, or possibly rejoining it with the primal darkness. I wonder if the second method would work on the rest of them also. As for what it looks like, it is hard to say exactly, but it has long Moriganti claws and a laugh that boils blood. It can paralyze you by looking at you, and it can charm you for long periods of time just because you got too close. I am rambling, so let me organize these qualities more clearly.

The Mirror

-Moriganti Claws about 1-2 feet long
-Can regenerate quickly, even from star metal
-Can teleport from shadow to shadow, most likely not long distances however.
-Can "Jump" between reflections". We never found a maximum distance for this ability.
-Resists magic?
-Resists charms and most mental effects
-Can impale, and disembowel
-Has free movement, which means it can "phase out" instantly, even the exact moment before one would attempt to bind it. I do not known if it is to other scapes, or simply traveling/teleporting a long distance,
-Can work with other evil entities
-Can create nightmares that act in the form of whatever you fear

During our work in Torkord, our focus was to deal with Shards from the Black Court that fell from the moon. This task became complicated once we found reflective pieces of mirror near each of The Mirrors victims. Each person The Mirror murdered died seeing a reflection of one form or another. These reflections can be as obvious as a mirror itself, but also can take the form in reflections of any other kind, such as from water, glass, or even jewels. When dealing with this entity, it is important to be incredibly careful to hide these reflections until one wishes to confront it. As said above, it is drawn to what it represents, in this case I believe it was because of the way the Litches in Torkord used hobbits as slaves, as the pain, agony, and mistreatment of hobbits specifically is something that the mirror is attracted to.

We tried to deal with this entity twice.

The First time

> We were quick to get to it's latest victims, and encountered it still in the area. It was in a warehouse, spreading pestilence into our food supplies. It killed many of us, and only left because of a duty I took. I took on a duty of pestilence from the world, which for some reason made it leave. I wish I understood this more. Maybe someone after me can experiment with this more. But I suppose the world only listened because I intended to permanently kill myself as part of the duty, trading one duty and purpose for another. I guess the world wasn't done with me yet.

The second time

> The night we tried to confront this entity, we were out of time. It was killing those who organized us, such as the commander of the guards. We summoned it by performing a ritual on a special mirror that we found pieces of throughout Torkord.
> The mirror seemed to be moving closer to the center of our leadership, with the end goal of killing the queen quite possibly. I regret everything that happened, we were foolish to try to fight it. It killed so many of my friends, even trading blows with "Star Ass" and giving them moriganti wounds. It left because of a ritual I completed, which summoned primal

darkness. To this day I can't figure out whether it was simply afraid of the unknown, or whether this darkness would have actually affected it.