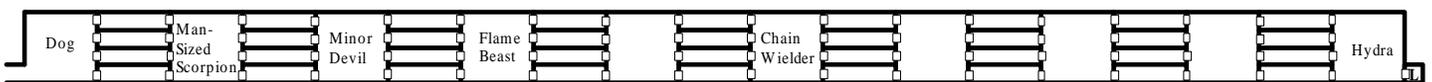


Excerpt of Report made Magnus Cornario to Captain of the Guard in Aremeni

... after passing through the hidden door we went down a short passage into a 40' by 40' room with four doors along the far wall. Each door had a single Greek word written on it. From left to right the doors read, "Aetna, Aegis, Argus, And Abus." On the walls were murals, with the primary focus being on people carrying shields.

Each door lead to a 40' long by 10' wide corridor, ending in a door. As soon as the door was raised, the ceiling would begin to slowly descend. I calculated that it would take shortly over a minute for it to reach the floor. We managed to bypass this trap by wedging weapons into the ceiling, but it was a close call.

It turned out that there were nine such rooms, each with a different mural and set of words on the doors. The secret was to select the door with the word closest to the scenes depicted by the murals. The other doors would lead to a trapped door at the far end of the corridor. If the door was opened, the trap would conjure up some creature in each of the nine rooms. We ending up battling dogs, man-sized scorpion, minor devils, flame beasts and some sort of chain-wielding fiends. I have drawn a rough sketch of the rooms below.



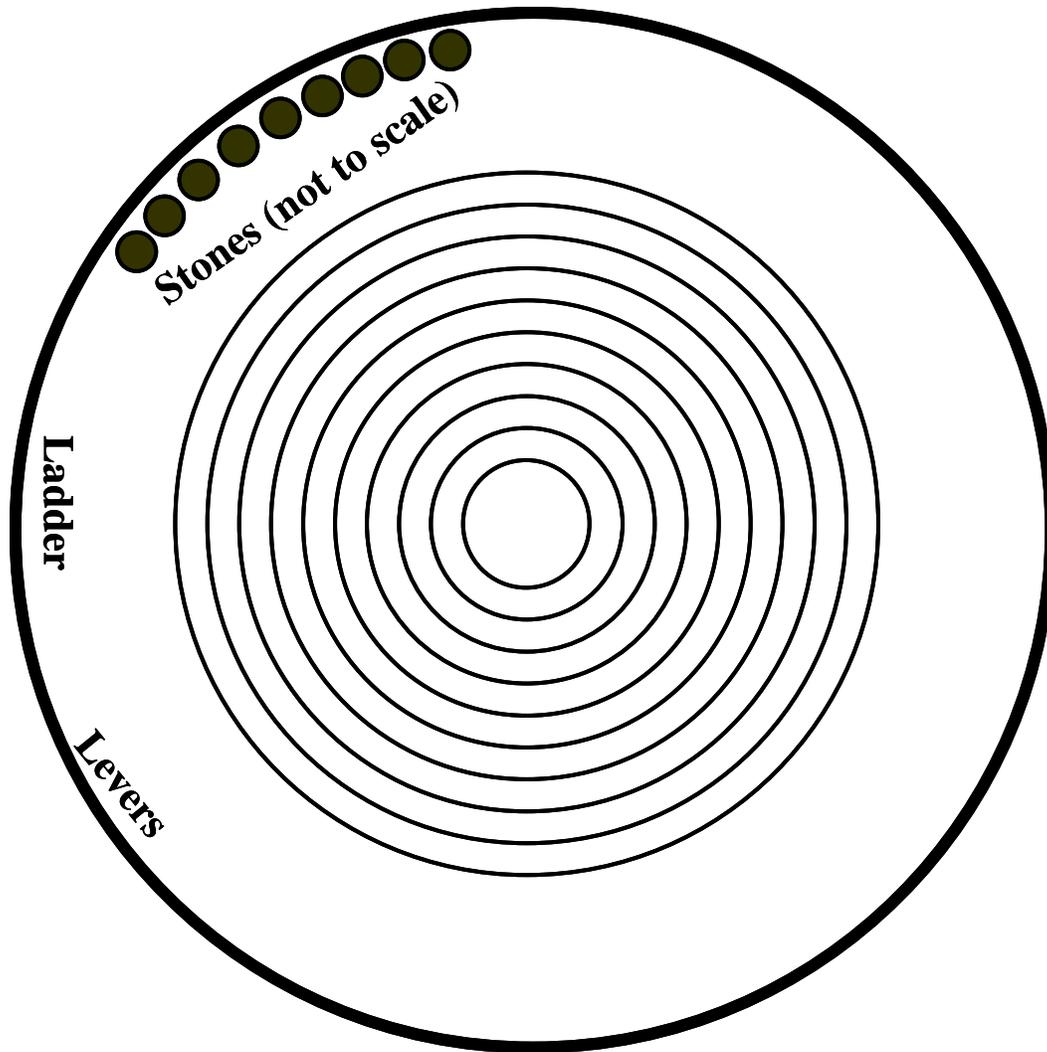
At then end, there was a hydra with ten-heads. While all of us contributed to defeating the creature, special commendations must go to Jean-Claude for his valor in slaying the beast. The most amazing thing is that wounds made upon the body of the beast would close almost as fast as they were made.

We have brought back parts of the beast as proof of my words and to see what other special properties it might have.

After the room with the hydra, we found a small chamber with a ladder descending into the depths. It led to a large, circular room, at least 120' in diameter. This room was as much a challenge to our wits as the hydra was to our valor and brawn. It contained nine large, round stones, the largest of which could be barely moved by Wulfgar and Jean-Claude combined. In addition, there were 10 sets of circular metal rings, nested within one another. The

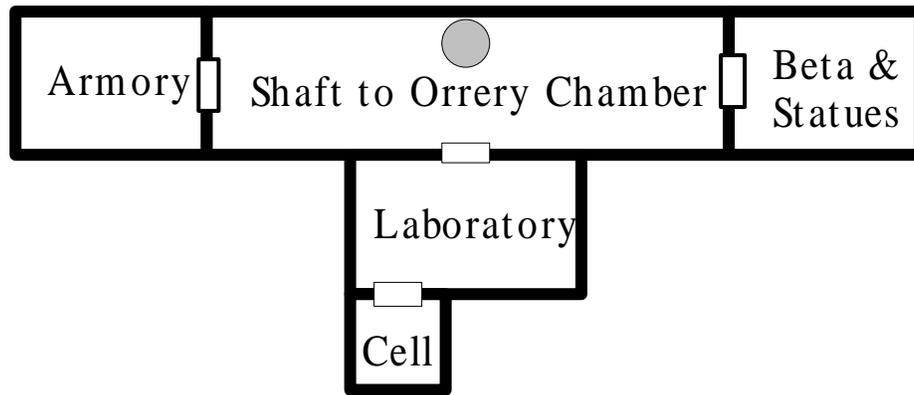
outermost ring was approximately 110' in diameter. The next ring was about 100' in diameter and so-on.

A sketch is below:



The room apparently is some sort of strange, stone orrery, obviously based upon the celestial models advanced by Aristarchus of Samos. When the stones are placed inside the ring in the order of the planets and the proper lever is pulled, the rings spark with lightning and the stones rotate around the innermost stone, which revolves in place. While the stones are rotating, another lever causes the innermost stone to descend. It took much work, but we were able to avoid the stones and descend down the shaft revealing by the descent of the innermost stone.

Descending from the Orrery Chamber via a knotted rope tied to a stone bridge conjured up by Haldar we came down into a large chamber with three doors. On the left side the door was labeled in Greek “Armory.” In front of us was a door labeled in Greek, “Laboratory”. The door on the right was unlabeled. A sketch is below.



Inside the Armory we found many excellent quality weapons, true masterworks, most of which we have donated to the army for your impending battle with the Orcs. Certain others we determined that we could use and we kept them for ourselves.

In addition to the weaponry, there was what looked like a circular window against the far wall that appeared to be made of standing water, with ripples and distortion of light coming through it. It showed a scene showing the Muselman crescent upon the ground. We have since learned that this used to be the site of an ancient temple to the pagan god Helios.

Inside the Laboratory, we found a most excellent library on history and natural philosophy. In addition, there were many ingredients and potions useful in experiments derived from natural philosophy.

In a cell to the south, we liberated a most strange creature. Alpha, to whom you have been introduced, looks like an animated suit of armor. He says is an artificial creature called a “Warforged” and that he was imprisoned in that cell for three centuries, due to its unwillingness to be used by its creators as a guard.

Alpha informed us that there was another Warforged, called Beta, guarding the contents of the unlabeled room. When we investigated the room, we found that he was correct. In

addition to Beta, the room contained two huge armored statues carry hammers, that moved to attack us after Beta order us to leave. Realizing that we were outmatched after our numerous battles, we chose to leave rather than fight, so I cannot tell you what the creature was guarding.

We ascertained that the Window of Standing Water was also a portal and provided instantaneous transportation to the area shown. Normally this would be a trip of a half-day. We removed the contents of the Laboratory and Armory and tossed them through it the portal before entering it ourselves. Witnesses said that the items and we appeared out of thin air. I recommend that a guard be placed upon our arrival point, as this could be used by the Turk to bypass our defenses and attack us from within.

I have nothing further to report.

Magnus Cornario

The 20th Day of April in the Year of Our Lord 1530.