

Level 1C: The Mouth of Doom

The Mouth of Doom is a subterranean fortification connected at its deepest level to the rest of Rappan Athuk by a miles-long tunnel. This outlying entrance to the main dungeon was built by the Priests of Orcus to be used as an escape tunnel or as a way of sneaking their troops to the surface in case the main entrance were to fall under siege. Because of the great distance between the Mouth of Doom and the central environs of the dungeon's vast catacombs, this is perhaps the least dangerous region in Rappan Athuk—which isn't saying much, but at least the chances of survival for a low-level adventuring party are somewhat better here. With a bit of luck, low-level adventurers will figure this out and begin their explorations at the Mouth of Doom, rather than marching directly into the core levels of Rappan Athuk... which represent almost certain death for first or second level characters. If they don't figure it out, that's what dice and blank character sheets are for. This area is shown on **Map RA-1C**.

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Equivalent Dungeon Level: 2

Entrances and Exits: Stairs to **Level 2B** at **Room 1C-33**, shafts to **Level 2B** at **1C-17** and **1C-23**, stairs to **Level 3C** at **Room 1C-26**, Zelkor's Ferry map **Area 11**.

Wandering Monsters: Roll on the table below every 30 minutes

1	1d4 skeletons
2	1d6 kobolds
3	1d2 zombies
4	2d4 giant rats
5	1d6 bandits or 1d4 giant ants (50% chance of each, see Area 1C-14)
6-20	No Encounter

Standard Features: Unless otherwise noted — all doors in the Mouth of Doom are made of iron-reinforced wood and all secret doors are sliding stone unless otherwise noted.



1C-1. The Chamber of Doors

Skeleton: HD 1; AC 8 [11]; Atk 1 strike (1d6); Move 12; Save 17; AL N; CL/XP 1/15; Special: Immune to sleep and charm.

Kobold: HD 1d4 hp; AC 6 [13]; Atk 1 weapon (1d6); Move 6; Save 18; AL C; CL/XP A/5; Special: -1 penalty fighting above-ground.

Zombie: HD 2; AC 8 [11] or with shield 7[12]; Atk 1 weapon or strike (1d8); Move 6; Save 16; AL N; CL/XP 2/30; Special: Immune to sleep and charm.

Giant Rat: HD 1d4 hp; AC 7 [12]; Atk 1 bite (1d3); Move 12; Save 18; AL N; CL/XP A/5; Special: 5% are diseased.

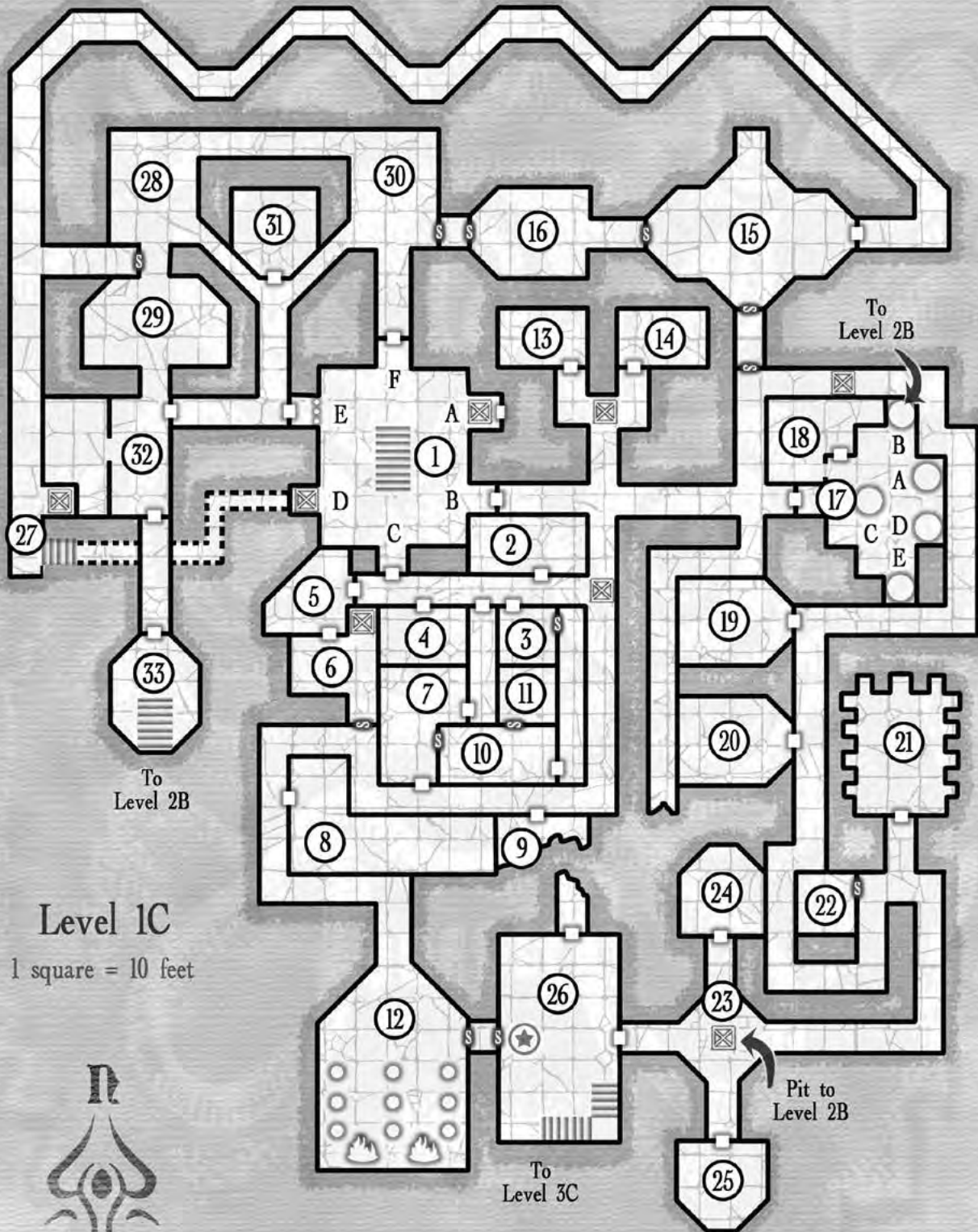
Bandit: HD 1; AC 7 [12]; Atk 1 longsword (1d8); Move 12; Save 17; AL C; CL/XP 1/15; Special: None; Gear: Leather armor, longsword.

Black stone stairs lead down to this room from the ruined tower above in a staircase that the characters estimates has taken them about forty feet underground. The room at the bottom of the staircase has six doors leading out, each one set into the far end of a ten-foot-by-ten-foot alcove in the wall. There is a faint smell of old rot in the air, like a graveyard, and any torches carried by the characters gutter slightly in the stale air.

A. Trapped False Door. In the stone over the top of this alcove, there is a carving of a goat's face, with curling horns, narrowed eyes and small fangs visible at the corners of its mouth. The "door" at the back of this alcove is fake, and anyone stepping into the alcove without probing the floor first has an unpleasant surprise. A **trapdoor** in the floor opens when weight is placed onto it, dropping any victims into a ten-foot deep pit.

B. Eastern Door. There is a skull carved into the stone over the top of this alcove. The door has normal chances to open, but when it does, the unoiled hinges make a loud, metallic squeal. Check immediately

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1 square = 10 feet



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for wandering monsters.

C. Southern Door. There is a pentacle carved in the stone over the top of this alcove. The door has the normal chances to be opened.

D. Trapped False Door. There is a carving of a hand over the top of this alcove. As with **Alcove A**, the door on the far side of the alcove is false, and there is a **covered pit trap** in the floor. Unlike the pit trap in **Alcove A**, there is a secret door in the western wall of the pit, leading to a low-ceilinged tunnel (four feet high). The tunnel, as shown on the map, proceeds roughly westward, crossing underneath one of the other corridors, and then rises a short flight of steps into a normal corridor (**Area 1C-27**).

E. Portcullis Trap. There is a wolf's head carved into the stone above this alcove. The floor of the alcove is a **very sensitive pressure plate**. After a person's weight has pushed it down by stepping onto it, when it rises again (because no one is still standing on it) a portcullis of iron bars drop from the ceiling and lock, blocking passage through the alcove and trapping the characters on the far side if they walked all the way through.

F. Northern Door. Nothing is carved into the stone above this alcove, but when the characters approach the alcove within about ten feet or so, a *magic mouth* forms in the stone and speaks: "You stand at the threshold of the Rappan Athuk, the Dungeon of Graves. Turn back, trespassers, for you will find nothing but your death in these dark halls." After delivering its message, the mouth disappears once again into the stone.

1C-2. Old Cobwebs

The ceiling of this room is hung with abnormally large cobwebs, but they crumble at the touch, being extremely old.

1C-3. Empty Room

This room is featureless and empty, yielding no clues about its original purpose.

1C-4. The Abandoned Kitchenette

This room contains a very rusted, iron fire-pit that is set beneath a small hole in the ceiling. This was originally a small kitchen; the hole leads to the surface and is well-ventilated, but it is too small to serve as an exit from the dungeon.

1C-5. The Infested Mosaic

The angled northwestern wall of this room is a mosaic depicting numerous different kinds of plants and animals, most of which are immediately recognizable to the characters. The central figure in the mosaic is a dark, human-like figure that was once carrying something, but the glass tiles of the carried object have all been broken away, revealing the plaster behind them. Wet plaster has given way in several other places, most of which are near the ceiling. There is nothing otherwise unusual about the mosaic itself.

In the places where the plaster has begun to rot and fall away due to seeping water, there are several nests of **giant centipedes**. They do not all come out at once; in the course of a single combat only 1d6 centipedes emerge initially, with an additional centipede emerging each round for 1d6 rounds. In total, however, if the party keeps returning to the room, there are 50 centipedes. Once these are all killed in a series of combats, no more appear in subsequent visits to the room.

Giant Centipede: HD 1d2 hp; AC 9 [10]; Atk 1 bite (0 + poison); Move 13; Save 18; AL N; CL/XP 2/30; Special: poison bite (+4 save or die).

Treasure: The centipedes do not have any treasure in this room, although their presence has prevented adventurers from discovering the treasure in **Room 1C-6**.

1C-6. Tapestry Room

This room is decorated with tapestries, although anyone looking at them immediately realizes that the rough cloth and crude sewing makes them worthless. The tapestries depict the outside of the dungeon—the demon-mouth which conceals the stairway down into this level. Around the demon-mouth, a battle appears to be raging between a small army of human archers and a larger force made up of ogres, who are led by three black-robed figures wearing helmets decorated with curling ram's horns. These leaders are apparently human, and each one carries a mace topped with a metal skull.

At the bottom of the **concealed pit trap** in the northeast corner of the room, there is a skeleton wearing leather armor, which is pierced in several places by arrows. The leather armor is worthless, and only 3 unbroken arrows can be recovered. The skeleton also has a good backpack (containing 5 iron spikes, a lantern, a pint of oil, and 50 ft. of rope), a belt pouch (200 gp), and a pair of extremely fashionable leather boots (10 gp). The **Concealed pit trap** can be located by a thief searching for traps. A PC stepping on the trap must make a saving throw or fall and take 2d6 damage unless they make their saving throw.

1C-7. Suffocated Room

It is more difficult than normal to open the door of this room (-1 to open doors check), and once it is forced open the reason is apparent; it was spiked shut from the inside, and a skeleton was leaning with its back against the door. When the spike has been knocked out and the skeleton toppled forward, the adventurers can get into the room, where they find two more skeletons wrapped in bedrolls. A burned-out lantern stands on the floor in the middle of the room. The room also contains an old-looking wooden chest, which is not locked. It contains ten sets of garments: eight of these appear to be servants' clothing, one of them is a silk gown (30 gp), and one of them is a crimson wizard's robe embroidered with stars and astrological symbols (20 gp). There is also a backpack beside each of the two bedrolls; these contain a large ball of twine, a bottle of holy water, 30 sp, and sketched map from Zelkor's Ferry to the Mouth of Doom's entrance.

This room has an extremely slow draft of **poisonous air**: falling asleep in the room requires making a save against this poison or falling into a deep sleep that may end in suffocation (save to avoid falling unconscious for 2d4 hours, save again at end of sleep or die).

1C-8. Abandoned Barracks

This room has recently been used as a barracks for bandits, and all traces of its original function have been cleared away. There are ten crudely-built wooden beds in the room, each with a wooden footlocker underneath. All of the footlockers are empty, with the exception of a candle stub, a mouse skeleton, a needle and thread, and a bent copper piece. The blankets on the beds are intact and can be used, although they are only worth a couple of copper pieces each.

1C-9. Collapsed Room

The southern portion of this room has collapsed, and is filled with rubble and dirt. There is nothing of interest in the intact part of the room, but if anyone enters there is a 1 in 6 chance that the movement causes the rest of the room to collapse for 6d6 points of damage.

1C-10. Beneath the Slime Pocket

The entire ceiling of this room is coated with **green slime**—so much so that it is immediately visible when the characters look into the room. The

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room itself is located directly underneath a very large natural reservoir-like pocket of living slime, and the slime seeps and drips into the room below. Even if the characters burn away the ceiling slime, a character who remains in the room (searching for secret doors being the main issue here), the character has a 10% chance (per round) to be hit by a falling droplet of slime that has oozed through the ceiling after the original mass of it was burned away. These droplets cause 1 hit point of damage immediately when they turn flesh into slime, and it only takes 1d2 points of damage from a torch or other fire source to kill the tissue that is transforming to slime.

The ceiling of this room is already under stress from the weight of the green slime resting on it, which is the reason why there are enough cracks to allow the dripping. If the alchemical bomb in **Room 1C-11** explodes in that room, the shockwave causes the ceiling here to become entirely unstable. Within 2d6+3 rounds, the ceiling collapses, killing anyone inside the room. It is impossible for characters to escape from **Room 1C-11** without breaking through a wall into one of the surrounding corridors, and the air supply in **Room 1C-11** runs out in 1 hour. Hopefully, the party brought a tool such as a shovel or pick that can be used to get out quickly.

1C-II. Hidden Treasure Chests

This room was built long ago to conceal a small cache of treasure, and the green slime in **Room 10** has kept anyone from ever finding the **secret door** that conceals it. There are three treasure chests in the room. Each one is locked

Chest #1: **Poison needle trap** (1d6 immediate damage) on latch; contains 220 gp

Chest #2: If the chest is hit hard, it explodes for 2d10 hit points of damage; it contains a highly unstable alchemical bomb and nothing else. If the chest explodes in this room, then **Room 10** becomes unstable (see description of **Room 10**).

Chest #3: Contains a *scroll of fly* and a *potion of healing*.

1C-12. The Chapel of Green Flame

This large room contains three rows of pillars running north to south, leading to two deep bronze fire pits that stand against the south wall. Each fire pit contains a wide bronze bowl ten feet across, and these are both blazing with eerie green flames that rise ten feet into the air, throwing emerald sparks toward the chamber's arching thirty-foot high ceiling. Both bowls are decorated with leering gargoyle heads around the rims, and have two massive handles at the sides. The pillars in the room are also carved with a multitude of small gargoyles. Although the fire-bowls are magical, they are immensely heavy, weighing many tons apiece.

This room is the lair of a **giant fire cobra**, identical to a normal giant cobra but immune to fire. It sleeps coiled in the pleasant warmth of the blazing magical fire, but if anyone approaches the fire pit, it slithers out like lightning to attack.

Giant Fire Cobra: HD 4 (24 hp); AC 5 [14]; Atk 1 bite (1d3 + poison); Move 12; Save 13; AL N; CL/XP 6/400; Special: Lethal poison, immune to fire.

Treasure: The snake is a brilliant emerald-green color, and its skin is quite valuable both for its beauty and for its fire-resistant properties. If the snakeskin is sold, it is worth 1,000 gp.

1C-13. The Pile of Skulls

There is a pile of 8 skulls in the northeast corner of this room, which is otherwise completely empty and filled with dust and normal cobwebs. The skulls are normal, but each one has a small hole bored into the top.

1C-14. Small Bandit Hideout

This room is the lair of **4 bandits** who hide out here between their sorties to the surface. They are part of the group in **Room 15**, and if they are faced with overwhelming odds they may try to trick the party into a situation where the rest of the group can reinforce or rescue them.

Bandits (4): HD 1; AC 7 [12]; Atk 1 longsword (1d8); Move 12; Save 17; AL C; CL/XP 1/15; Special: None; Gear: Leather armor, longsword

Treasure: The bandits have no treasure other than their possessions, but there is a 25 gp reward for them, dead or alive, that can be collected in Zelkor's Ferry if sufficient evidence of the bandit's demise can be provided.

1C-15. Main Bandit Hideout

This room contains several bedrolls, a table made from a plank of wood placed over a pair of dilapidated old barrels, and six rickety stools.

This room is the main bandit hideout, the remnants of a much larger band that no longer uses the dungeons as a base of operations. The small troop includes **3 human bandits**, **4 orc warriors**, and their leader, **Tall Jack Ratt**.

Bandits (4): HD 1; AC 7 [12]; Atk 1 longsword (1d8); Move 12; Save 17; AL C; CL/XP 1/15; Special: None; Gear: Leather armor, longsword

Orc: HD 1; AC 6 [13]; Atk 1 by weapon, usually spear (1d6) or scimitar (1d8); Move 9; Save 17; AL C; CL/XP 1/15; Special: None.

Tall Jack Rat, Thief 3: HP 9; AC 7 [12]; Atk 1 rapier (1d4+1) or 1 dagger (1d4) or 1 shortbow (1d6); Move 12, Save 13; AL C; CL/XP 2/30; Special: Backstab (x2 damage), CW 87%, DT 25%, HS 4 in 6, HS 20%, MS 30%, OL 20%, read languages. Gear: Rapier (1d4+1 damage), dagger, shortbow, 40 arrows, leather armor, 1d4 sp, 2d4 cp.

Treasure: The bandits have, of course, accumulated some spoils by robbing merchants on the surface, although as a small band they have not been wildly successful. In addition to their weapons, the chainmail worn by Tall Jack, the bandits have a total of 175 gold pieces stashed away in one of the barrels that support the table.

1C-16. Zombies

This room contains **4 zombies**. They do not roam around the dungeon because they were *raised* to protect the room's treasure. The bandits in **Room 15** use this room as an ingenious way of guarding the back door of their own lair, and as an escape route. The zombies are slow enough that a person running through here at top speed can cross the room without being attacked. To increase the zombies' efficacy as a rearguard, and prevent others from using their run-through-fast trick, the bandits spent several quick excursions into the room to install a tripwire halfway through it. The tripwire runs north-south; anyone moving through this area has a 3 in 6 chance to trip on the wire (saving throw avoids falling prone). Somehow, the zombies do not get tangled up in the wire.

Zombies (4): HD 2; AC 8 [11] or with shield 7[12]; Atk 1 weapon or strike (1d8); Move 6; Save 16; AL N; CL/XP 2/30; Special: Immune to sleep and charm.

Treasure: The zombies were placed in this room long ago to protect a stone sarcophagus. The bandits have left it alone, preferring to keep the zombies as gatekeepers rather than killing them just to find out the

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contents of the stone coffin. The coffin contains a **ghoul** that wears a necklace worth 1,000 gp. The ghouls do not awaken immediately; if the party opens the sarcophagus, treat the ghouls as having been surprised.

Ghoul: HD 2 (12 hp); AC 6 [13]; Atk 2 claws (1d3), 1 bite (1d4); Move 9; Save 16; AL C; CL/XP 3/60; Special: Immunities, paralyzing touch.

1C-17. The Chamber of Magic Pools

This room contains 5 circular pools, each of which is 5 ft. in diameter and has a 1 ft. tall stone lip. Once the characters have entered the room, they notice a hole beside the north door of the room; it was obviously once a much smaller murder hole used to guard the door, but it has been partially battered away, and the opening is now about one foot by two feet large.

The stirges from **Room 18** begin coming through this hole soon after they perceive light or movement in the room, emerging one per round for 2d6 rounds. This does not account for all the stirges in **Room 18** — some do not come out at all, being asleep or full. If a stirge is wounded before attaching, it goes back through the hole into **Room 18**.

The water in each pool is 3 ft. deep.

A. The Pool of Terror: Anyone coming within five feet of this pool flees in a state of magical terror (*fear*) for 3 rounds (no save).

B. The Pool of Descent: The water in this pool is *illusionary*, concealing a shaft down into the darkness. Iron rungs are set into the stones to serve as a ladder which leads all the way down to **Room 2B-20** in the Demon's Gullet. One of the rungs is rusted almost all the way through, so each person using the ladder has a 1 in 6 chance to fall if checking the rungs and a 3 in 6 chance to fall if not checking. Anyone below the falling person must make a saving throw to avoid falling also. The rung is almost at the bottom of the ladder, so the fall is only 20 ft. (2d6), but it still has a good chance to kill a low-level character.

C. The Pool of Detection: Any magic item dunked into this pool glows with a faint reddish light. The pool's supply of divination magic is not unlimited; each time it *detects* a magic item, the pool has a 1 in 10 chance to run out of magic and it functions no more thereafter.

D. The Pool of Prodigious Fortune: Anyone drinking the water of this pool gains a +2 on all saves and attack rolls for a period of 24 hours. Drinking from the pool a second time has no result; after the first sip the character becomes immune to the pool's magic.

E. The Pool of Poison: The water of this pool is **poisonous**; it still radiates a very, very faint aura of magic. Anyone drinking the water must save or die. The drinker also automatically shrinks in height by one inch. The effect does not last more than 30 seconds.

1C-18. Stirge Nests

The floor of this room is scattered with what are obviously stirge skeletons, most of them old and yellowed. Large nests made of mud and bone fragments have been built on the walls near the ceiling, sticking to the stone like wasp nests.

This room contains a total of **15 stirges**; they are more likely to be encountered in **Room 17** than here, since they fly from here into that room to attack. In the southeastern "corner" of the room there is an old murder hole that has been bashed inward to form a larger gap; the hole is now one foot by two feet, and stirges fly out as described in **Room 17**.

There are twenty stirge nests in this room, although the mated pairs of stirges occupy only 8 of these. The other 12 nests are dusty and crumbling.

Stirges (15): HD 1+1; AC 7 [12]; Atk 1 proboscis (1d3); Move 3 (Fly 18); Save 17; AL N; CL/XP 1/15; Special: blood drain (1d4), +2 to hit bonus.

Treasure: Four of the nests contain some shiny treasure that attracted the stirges' attention: these are a necklace of small jade beads (100 gp), a shiny silver piece, a shiny silver mirror (200 gp), and a glittering little diamond (350 gp)

1C-19. Broken Trap Room

This room is empty. At one time it contained a trap; one of the stones directly in front of the door is a pressure plate, and if someone steps on it there is a sudden very strong draft of air through the room. The draft has a 1 in 20 chance to blow out any open flames (such as a torch) but has no other effect.

1C-20. Rat Nest

Opening the door of this room activates a **dart trap** on the far wall; 4 darts launch, each one attacking as a 6 HD monster and inflicting 1d4 points of damage each. The room is the lair of **10 giant rats**.

Giant Rats (10): HD 1d4 hp; AC 7 [12]; Atk 1 bite (1d3); Move 12; Save 18; AL N; CL/XP A/5; Special: 5% are diseased.

Treasure: Along with a vast quantity of nesting material (mainly scraps of cloth) there is some treasure in the room. Searching through the rubbish uncovers 20 gp, 100 sp, 231 cp, a silver necklace (25 gp), a fork (worthless), and a bottle containing half of a (now spoiled) *potion*.

1C-21. Altar of the Gods of Chance

There are **11 alcoves** in the room, ten of which contain statues that appear to be idols or religious statues of gods. They are all quite different in style and appearance, but they seem to have one characteristic in common; all of them are depicted holding dice, cards, or some other sort of gambling imagery. The one alcove that does not contain a statue is the one at the middle of the north wall, directly across from the entrance. This alcove contains an altar with a bowl-shaped indentation in the top.

Each of the three alcoves in the room's northern wall has the indented impression of a hand pressed into the back wall of the alcove. If anyone places a hand into the impression, a glowing rune appears in that alcove. It is not necessary to place money in the bowl in order to make the runes appear or to get magical effects from the altar, but most of the beneficial results are based on how much money is in the altar bowl.

Roll 1d6 to see which rune appears:

- 1 Skull
- 2 Sword
- 3 Circle
- 4 Pentagram
- 5 Moon
- 6 Demon

There is no result until the handprints in all three of the alcoves have been pressed, and three glowing runes have appeared. Once the runes have appeared, the combination of them forms a magical effect, which affects only the person who triggered the last rune in the sequence. The dice must be rolled in order as shown (e.g., a roll of 6-1-6 is *not* Demon-Demon-Skull). A character may only attempt the game five times, after which runes no longer appear for that character. Using dead goblin hands and other attempts to bypass the system do not work.

Major Combinations:

- 1-1-1 Skull-Skull-Skull; Make a saving throw or die.
- 1-2-3 Skull-Sword-Circle; The amount of money in the altar bowl is doubled.
- 2-2-2 Sword-Sword-Sword; A magic sword appears, with an enchantment as follows (d100): 01-75 sword is +1; 76-95 sword is +2; 96-98 sword is +2 *undead bane*; 99-00 sword is +2 *holy*.
- 3-3-3 Circle-Circle-Circle; The amount of money in the altar bowl is multiplied by 10 and the character gains 100 XP.
- 4-4-4 Pentagram-Pentagram-Pentagram; The amount of money in the altar bowl is multiplied by 12 and the character gains 1d4 x100 XP.
- 4-5-6 Pentagram-Moon-Demon; The amount of money in the altar bowl is doubled.
- 5-5-5 Moon-Moon-Moon; The amount of money in the altar bowl is multiplied by 50 and the character gains 1d6 x100 XP.
- 6-6-1 Demon-Demon-Skull; The amount of money in the altar bowl is doubled.
- 6-6-2 Demon-Demon-Sword; The amount of money in the altar bowl is tripled.
- 6-6-3 Demon-Demon-Circle; The amount of money in the altar bowl is quadrupled.
- 6-6-4 Demon-Demon-Pentagram; The amount of money in the altar bowl is multiplied by 5.
- 6-6-5 Demon-Demon-Moon; The amount of money in the altar bowl is multiplied by 6.
- 6-6-6 Demon-Demon-Demon: A demon is *summoned* and attacks.

For all other results, any money in the altar bowl disappears, and there is no further effect.

Vrock Demon: HD 8; AC 1 [18]; Atk 1 beak (1d6), 2 foreclaws (1d4), 2 rear claws (1d6); Move 12 (Fly 18); Save 8; AL C; CL/XP 9/1100; Special: Magic resistance (50%), darkness, immune to fire.

1C-22. Secret Treasure Room

This heretofore-undiscovered room served as the hidey-hole for the **treasure** of some long-dead inhabitant of the dungeon. There is a treasure chest against the south wall of the room. The chest contains 207 gp, 3,072 sp, and 5,184 cp, together with a +1 *dagger*. It is **trapped**; the chest rests on a pressure plate that releases a heavy stone block from the ceiling if a significant weight is removed from the chest. The block falls directly in front of the chest (to the north). The block is tremendously heavy: anyone failing the saving throw is crushed into pulp.

1C-23. Pit-Shaft Chamber

This chamber is empty, but there is a covered **pit trap** in the middle of the floor. The pit is 10 ft. deep; at the bottom there is a small side chamber with another pit leading downward. The side-pit is not covered, and has iron rungs set into the stone as a ladder. The shaft leads down to the second level (Area 2B-36).

1C-24. Empty Room

This room is featureless and empty, yielding no clues about its original purpose.

1C-25. Gelver the Lunatic

The door to this room is spiked shut from the inside, and it takes quite a bit of effort to open. Inside, the stone floor is scattered with human and goblin bones. A human is crouched in one corner, holding a shield over his head in a vain attempt to remain concealed. This is **Gelver the Lunatic**, the sole survivor of an adventuring expedition that was wiped out here by goblins. Gelver offers to remain with the party until they return to the surface, but he has a tendency to shriek wildly if he is faced with combat, and his screaming immediately causes a check for wandering monsters (highly inconvenient since he does this when the party is already facing combat). He also breaks out into screaming if anyone in the group is killed by a trap or other such hazard.

Gelver the Lunatic, Fighter 2: HP 12; AC 5 [14]; Atk 1 longsword (1d8) or 1 longbow (1d6); Move 12, Save 14; AL C; CL/XP 2/30; Special: None. Gear: Chainmail, shield, longsword, longbow, 20 arrows.

Gelver is a bit evasive about how he has survived in the dungeons for almost a month; he ate his companions rather than trying to find the exit by himself. The adventuring equipment in the room includes five backpacks, 20 iron spikes, 4 spears, a longbow, 3 lanterns (no oil remains), 2 sets of leather armor, a suit of chainmail, a wizard's robe, a holy symbol, and a crowbar.

1C-26. Stairs and the Great Skeleton Statue

The immediately obvious features of this room are the stone stairs leading downward and the **huge statue** against the western wall. The statue is a ten-foot tall carving of a human skeleton with each hand resting on the head of a stone wolf. It stands upon a stone dais five feet tall. The stone dais is almost completely hollow, although it has a support pillar in the middle to support the weight of the statue; there is a **secret door** in the southern side of the dais, allowing entry into this small chamber under the statue, and a **second secret door** inside the chamber allows entry into **Room 1C-12**.

This room is the lair of several (relatively small) **giant leeches**. There is one leech in the chamber underneath the statue, three that lurk on the ceiling of the stairs down, four that are stuck to the ceiling until they choose to drop down, and one that is stuck to the inside of the eastern door.

Giant Leeches (9): HD 2; AC 8 [11]; Atk 1 bite (3hp/round); Move 6; Save 16; AL N; CL/XP 5/240; Special: Sucks blood (3hp/round).

Treasure: The skeleton of a dead adventurer lies in the chamber underneath the statue. It wears chainmail and has a longsword and a short bow, in addition to a belt pouch containing 15 gp and a gem worth 50 gp.

The stairs in this room lead down to the third level of the dungeons; a dwarf will automatically notice that the staircase is descending farther than one might expect, and even a human has a 1 in 6 chance to realize that the stairs must be going down by more than just one level.

1C-27. Sub-Tunnel Steps

This short flight of wooden steps leads up from (or down into) the sub-tunnel between here and **Area D** of **Room 1C-1**. One of the steps creaks loudly, but it is a normal creak due to age, and is not loud enough to alert any monsters that might be wandering nearby.

1C–28. Empty Room

This room is featureless and empty, yielding no clues about its original purpose.

1C–29. Gelatinous Cube

This room is the lair of a **gelatinous cube**. It is immune to the glue in **Room 1C–31**. The room is completely empty, with the exception of the treasure still suspended in the cube's gelatinous body.

Gelatinous Cube: HD 4 (23 hp); AC 8 [11]; Atk 1 (2d4); Move 6; Save 13; AL N; CL/XP 5/240; Special: Paralysis, immune to lightning and cold.

Treasure: The gelatinous cube contains a suit of chainmail, a spearhead, five arrows (one of which is +1), 40 gp, and a gem worth 250 gp.

1C–30. Empty Room

This room is empty, and contains no clues about its original purposes or use.

1C–31. Woe Betide the Barefoot Halfling

There is a pair of boots and a metal gauntlet lying in front of the door to this room. Note that the party is almost certain to encounter the room's **trap** before actually entering. The floor directly in front of the door, the door and its handle, and the floor and walls of the room itself are all coated with an extremely adhesive alchemical glue. Anything touching the glue sticks to it with an essentially unbreakable bond. After the glue has been holding something for 3d6 x 10 min., it deteriorates and gives way to the slightest pull. The glue can be washed off with lantern oil, but no other liquid affects it. Note that the gauntlet and the boots outside the room are now immune to the glue, since they have already been affected once.

If the characters look into the room, they see a treasure chest on the northern wall across from the door, and a skeleton's hand lying on the floor just next to the door, cut off at the wrist. The treasure chest is not glued to the floor any more, but it is bolted in place. It contains 500 gp and 1 silver piece.

1C–32. Room of the Grim Fossils

The walls of this room are made of mortared stones, but fossilized human skeletons poke out from it to varying degrees. In one place, a skeletal stone hand pokes out from the wall, in another place the skull and ribcage of a stone skeleton protrudes from the wall along with one arm holding a sword in its hand, and in a third place the entire left side of the fossilized skeleton is visible, with the right side embedded in the wall.

There is nothing magical about the skeletons; whatever bizarre event happened here, it happened a long time ago. The sword is not magical, and cannot be removed from the skeleton's stone hand without breaking the stone with a hammer or some other sturdy implement.

1C–33. The Cobra Stairs

This room is relatively featureless, but it is an important discovery. In the southern part of the room, there is a stairway leading down into the darkness, flanked on either side by iron statues of cobras. Both cobra statues are coiled, but with the head raised and the hood out, as if ready to bite. Each of the statues sits upon a short stone pedestal six inches in height. One of the two "statues" is an **iron cobra**, a magical, machine-like creation that has been placed here to guard the stairs from intruders.

The stairs in this room lead down to the second level of the dungeon (**Level 2B: The Demon's Gullet, Area 2B–1**), and they are rigged with a **trap**. Ten feet down, there is a stair that, if pressed, causes each step to flip over into a smooth ramp, coated with an almost frictionless substance that slides anyone down to the bottom of the stairs. There is no damage from the descent, but the stairs do not reset for 24 hours, possibly trapping the party on the lower level. The walls of the staircase remain normal, and could be climbed even while the frictionless slide-floor of the stairs is still face up.

Iron Cobra: HD 3 (13 hp); AC 1 [18]; Atk 1 bite (1d4 + poison); Move 9; Save 11; AL N; CL/XP 5/240; Special: Poison.

Treasure: The stone pedestal that supports the iron cobra has also been used as concealment for a small amount of treasure (1 in 6 chance to notice). The pedestal can be unscrewed from the floor to reveal a small chamber beneath, containing three gems worth 100 gp each.