

# Level 2B: The Demon's Gullet

The Demon's Gullet is the second level of the Mouth of Doom, the largest outlying region of Rappan Athuk outside the "central" levels. The Gullet is a large level in terms of the numbers of chambers and the length of its branching corridors; the corridors may be the reason that the level took on the "Gullet" nickname at some time in the unknown past. The Demon's Gullet shares the general characteristics of the rest of this remote entrance to the main dungeons: it is not currently controlled by any single power, and its denizens are not usually as dangerous as those competing for control and survival in the deadlier main levels of Rappan Athuk. Since rulership of the Mouth of Doom levels has changed hands (claws?) much more than in the more stable central levels, the Mouth of Doom regions have a layering of strange architectural and magical features left over from countless subterranean battles, marking of territorial borders, dark cult-worship, and the other mysterious purposes for which these far-flung dungeons have been used over the centuries.

The halls of the Demon's Gullet, being deeper underground than the first level of the Mouth of Doom, are somewhat more plagued with stirges and dungeon vermin, as reflected in the wandering monster tables. The level is shown on **Map RA-2B**.

Save 18; AL N; CL/XP A/5; Special: 5% are diseased.

**Giant Ant:** HD 2; AC 3 [16]; Atk Bite (1d6 + poison); Move 18; Save 16; AL N; CL/XP 2/30.

## 2B-1. Stairs Up

These stairs lead upward from this level to **Level 1C**: The Mouth of Doom. The stairs are trapped and can turn into a chute; see the description of **Room 1C-33**.

## 2B-2. The Taunting Gate

There is a pressure plate in the floor to the east of the portcullis (just where the corridor turns southward). When a person's weight depresses the plate, the portcullis drops closed and locks itself in place. It unlocks and rises again after 24 hours. In the center of the portcullis a demonic looking face has been fashioned onto a disk of metal; when the portcullis falls, the face issues a deep, amused chuckle before falling silent, although any time an unsuccessful attempt is made to open the portcullis, the face chuckles again. Any time that there is no one within 20 ft. of the portcullis (to either direction), the lock at the bottom audibly clicks open but remains unlocked for no more than a second before re-locking. By using the right tools, the party might be able to take advantage of this annoying behavior, but it would be difficult in the very short period during which the portcullis is unlocked. Most likely they are simply be trapped on one side of the corridor.

## 2B-3. Statue and Reflecting Pool

The western alcove in this room is filled with a large stone statue of a man in armor riding a dragon. The man's helmet (or possibly his head; it isn't clear) is in the shape of a demonic-looking mountain goat with large curved horns. He carries a heavy mace in his left hand, and bears a shield with the device of a bat. There is a large, oval-shaped pool of water directly in front of the statue, apparently intended as a reflecting pool. The water in the pool is green and stagnant, covered in algae.

If anyone touches the water in the pool, either directly or by using a tool of some kind, the **stone bat** on the statue's shield animates and detaches itself from the statue, flying to the attack. Once it is killed, the fragments of broken stone begin to skitter and bounce across the floor, back toward the statue, where they eventually put themselves together again on the shield exactly as before. It is clear from the speed at which the fragments move that it will take an hour or so for the process to complete itself. No further experience is gained from killing the bat more than once.

**Stone Bat:** HD 3; AC 2 [17]; Atk 1 bite (1d6); Move 0 (Fly 9); Save 14; AL N; CL/XP 4/120; Special: No damage from wood weapons, half damage from weapons other than picks and hammers (magical weapons do full damage), regenerates 1 hp per round.

**Treasure:** Raking the bottom of the reflecting pool to get below the

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**Equivalent Dungeon Level:** 1

**Entrances and Exits:** Stairs to **1C**: The Mouth of Doom at **2B-1**, shafts to level **1C** at **Rooms 2B-20** and **2B-38**, and stairs to **Level 3C**: The Fountain of Pestilence from **2B-23**.

**Wandering Monsters:** Roll on the table below every 30 minutes

1	1d6 skeletons (see <b>Area 2B-29</b> )
2	1d6 stirges
3	1d4 zombies
4	2d4 giant rats
5	1d4 giant ants
6-20	No Encounter

**Standard Features:** Unless otherwise noted, all doors in the Demon's Gullet are made of iron-reinforced wood. Unless otherwise noted, all secret doors are sliding stone.

**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.

**Stirge:** 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.

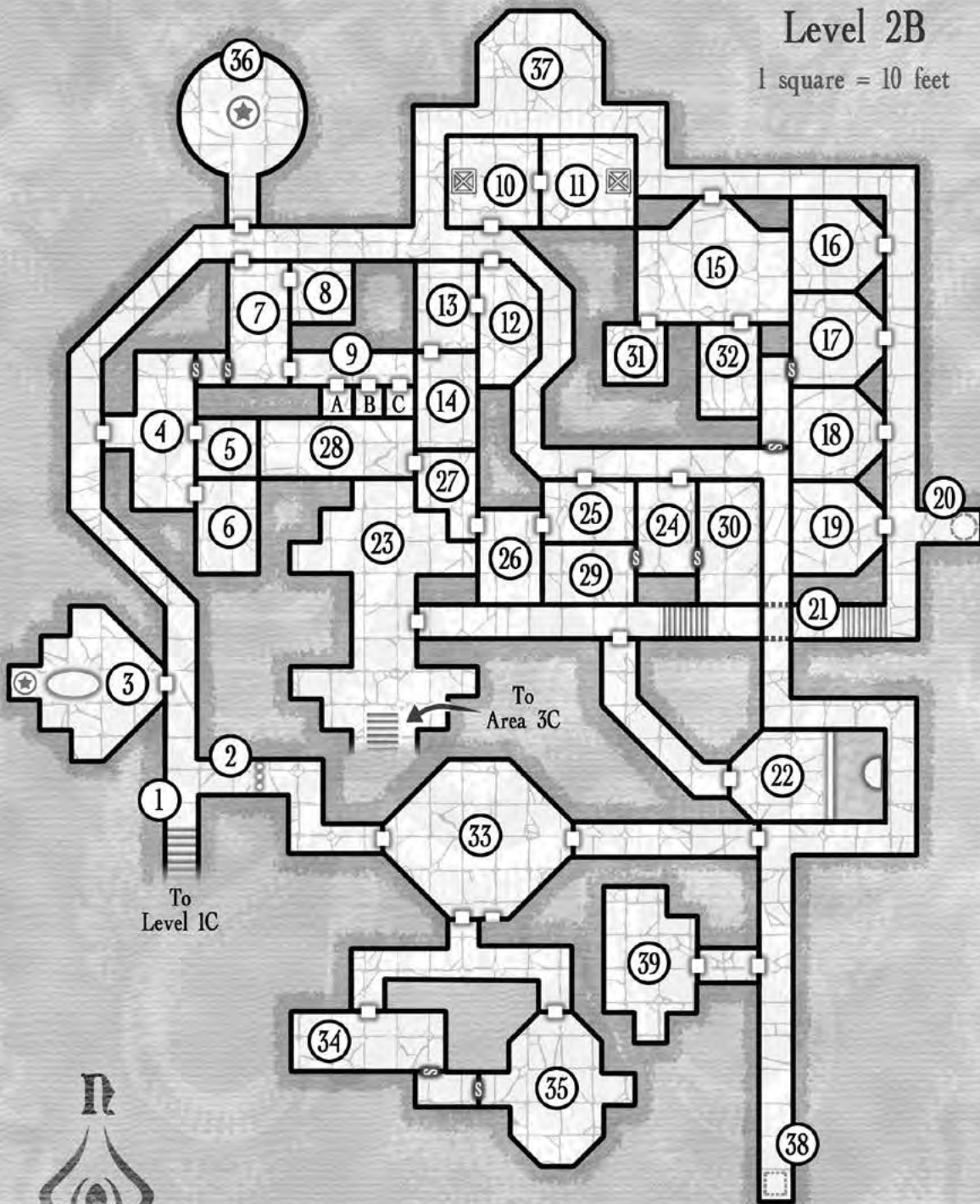
**Zombie:** HD 2; AC 8 [11] or with shield 7[12]; Atk 1 weapon or strike (1d8); Move 6; Save 16; AL N; CL/XP 2/30; Special: Immune to sleep and charm.

**Giant Rat:** HD 1d4 hp; AC 7 [12]; Atk 1 bite (1d3); Move 12;

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1 square = 10 feet



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scum on its surface allows the characters to find 20 gp, 100 sp, a broken tooth, and an old boot with a 100 gp gem sewn into the heel. The gem is easily (automatically) found if the boot is closely inspected or if it is tried on; it is unlikely to be detected by a casual glance

### 2B-4. Empty Room

This room has obviously been used recently by some unsavory characters, for there are freshly gnawed bones scattered about the floor, a broken iron cooking pot in one corner, and scorch marks where a campfire was built directly on the stone floor. There is a large ventilation grill in the northern part of the room's eastern wall, an iron grate three feet in diameter. Note that looking through the grille does not allow characters to see anything because there is a *permanent darkness* spell cast in the center of the short passageway in between the grille here and the one in **Room 2B-7**.

This room serves as a common room for the gnolls who lair in **Rooms 2B-6** and **2B-7**. Sounds in any of these three rooms can be heard in the others.

### 2B-5. Scrawled Message

Scrawled on back wall of room: “*Dam it is alive. Have to sleep, or die.*”

This message refers to the living dam in **Room 22**, but the word “*Dam*” in this message might easily be taken as a swear word rather than a noun, even though the spelling is actually correct as written. “*Have to sleep*” is actually an instruction for handling the dam rather than a comment about the author’s state of exhaustion. It is a good idea to write the message for the players to see, so they have a chance to notice the strange spelling.

Other than the message on the wall, the room is bare.

### 2B-6. Gnoll Den

This room is the lair of 5 gnolls, part of the same band as the ones in **Room 2B-7**. They have not explored any of the dungeon other than the hallway between here and the stairs at location **2B-1**, for they use this room as nothing more than an underground den—they do all their prowling and hunting on the surface rather than in the dungeons. The gnolls are accompanied by 2 pet hyenas.

**Gnolls (5):** HD 2; AC 5 [14]; Atk 1 bite (2d4) or weapon (1d10); Move 9; Save 16; AL C; CL/XP 2/30; Special: None.

**Hyenas (2):** HD 1; AC 7 [12]; Atk 1 bite (1d3); Move 16; Save 17; AL N; CL/XP 1/15; Special: None.

**Treasure:** Each of the gnolls carries 1d10 gp in a belt pouch, and under one of the flagstones in the room they keep a somewhat larger treasure; a small wooden box containing five 100 gp gems (sapphires).

### 2B-7. Gnoll Den

This room is the second den inhabited by a gnoll band that lairs in this part of the dungeon (the rest of the band sleeps in **Room 2B-6**). The room is filthy and smells of rotting meat, a smell that probably rises from the uncured hides the gnolls use as bedrolls.

The **secret door** noted in this chamber is identical to that in **Room 2B-4**, a metal grate in the stone wall that appears to be for the purpose of ventilation. The passageway in between the two rooms is obscured by a *permanent darkness* spell, making it impossible to see any light shining all the way through the passageway itself. Because of these grates, sound travels easily between this room, **Room 2B-4**, and **Room 2B-6**; combat in any of the rooms draws reinforcements in response to the noise.

**Gnolls (6):** HD 2; AC 5 [14]; Atk 1 bite (2d4) or weapon (1d10); Move 9; Save 16; AL C; CL/XP 2/30; Special: None.

**Treasure:** Each of the gnolls carries 1d10 gp in a belt pouch, and one of the bedrolls has 300 gp sewn into it (heavy enough that if the bedroll is even lifted, the extra weight is apparent).

### 2B-8. Empty Room

### 2B-9. Trapped Door and Cells

When the door into this corridor-room is opened, a **poisoned dart** shoots from the far wall. The lead character must pass a saving throw or be struck for 1d3 points of damage and must save again vs. poison or die.

This corridor has three iron doors along its southern wall, each with a small barred window in the center of the door.

A. Empty, although there is a scattering of straw on the floor.

B. Empty, also with some straw scattered about.

C. This cell has straw on the floor like the others, but there is also another **dart trap** directly across from the little barred window. Under one of the flagstones of the floor of this small cell, there is a cache of items: 200 gp, a holy symbol, a vial of holy water, and an ornate mirror in a gold frame (100 gp).

### 2B-10. Teleportation Trap

This room is a **trap** (actually, two traps!), perhaps designed to protect the treasure kept in **Room 2B-11**. The pit trap in front of the western wall of the room is not covered and is easily visible from the room’s entrance. Anyone who touches the door in the eastern wall of the room, whether directly or by using a tool of some kind, is instantly *teleported* over the top of the pit (and then fall into it). At the bottom of the pit, there is an iron button shaped like a gargoyle’s face, recessed an inch deep into the wall. If this button is pressed, a stone block falls from the ceiling above, leading to the pit, inflicting 3d6 points of damage (save for half).

### 2B-11. Treasure Room

Because of the trap in **Room 2B-10**, this treasure room has never been looted. It contains a deep pool (30 ft. deep) filled with clear water. At the bottom of the pool there is a golden skull with gems set into the eye sockets (500 gp value).

### 2B-12. Empty Room

### 2B-13. Yaza Mongro’s Notes From the Void

The walls of this room are covered in bizarre pictures and symbols, hastily splashed on with messy, slashing brush-strokes. The words are in the Common tongue, but they make no sense whatsoever. Any attempt to magically comprehend the “language” requires that the caster of the spell make a or fall into a catatonic state of insanity for 3d6 turns. These are the scrawlings of Yaza Mongro (see **Room 2B-14**), attempts to record things that he hears in his head from the whispering of the chaotic voids. If there is any unusual noise in this room, Yaza Mongro may come to investigate. Moreover, if anyone becomes insane in the room as a result of reading the writings on the wall, Yaza Mongro “hears” the insanity and knows that there are intruders in his lair.

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### 2B-14. Yaza Mongro's Bedchamber

This room is comfortably furnished with a bed, chairs, a small table, and a locked wooden chest.

This is the home of **Yaza Mongro**, an insane evil cleric of Orcus who hears the voices of the mad voids of space whispering in his head. He wears a helmet fashioned to look like an array of curling tentacles, and the irises of his eyes are a strange yellow color.

**Yaza Mongro, Cleric 3:** HP 15; AC 5 [14]; Atk +1 mace (1d6+1); Move 12; Save 13; AL C; CL/XP 4/120; Special: Rebuke/control undead, spells (1st – *fear*, *cause light wounds*). Gear: Chainmail, unholy symbol of Orcus, +1 *light mace*.

**Treasure:** In addition to Yaza's +1 *light mace*, his locked wooden chest contains a *potion of healing* and 100 gp, the gold stored in a nicely embroidered bag (10 gp).

### 2B-15. The Head of Steam

There is a short, squat pillar in the middle of this room, standing five feet tall and three feet in diameter. Eyes, a nose, and a mouth have been carved into it to form a primitive face. When anyone enters the room, it shoots out a jet of steam, to a maximum of three times per day. Regardless of the nature of the steam, a character hit by it must make a saving throw or suffer one of the following effects (roll 1d4):

- 1 Shrink to one foot in height for 3d6 turns
- 2 Coughing and paralyzed for 1d6 turns
- 3 Become *invisible* for 1d6 turns
- 4 See hallucinations for 1d6 turns (Referee to describe, be creative!)

### 2B-16. Empty Room

### 2B-17. Shrieker Room

Water drips from the ceiling of this room, which is filled with mushrooms and fungi of many kinds and colors. The room is the home of 3 **shriekers**, and when the door is opened they immediately begin their shrill screaming. The sound automatically causes wandering monsters to appear in 1d2 turns, and the number of monsters indicated by the table is doubled. If the shriekers continue to shriek for more than 4 more melee rounds, add another wandering monster encounter to arrive in 1d2 turns.

**Shriekers (2):** HD 3; AC 7[12]; Atk None; Move 1; Save 14; AL N; CL/XP 3/60; Special: Shriek.

**Treasure:** Among the fungus growth in the room, the characters can find two skeletons. One of these wears a tattered robe and carries a scroll of *web*, *fly*, and *invisibility* along with a normal quarterstaff and a lantern. The second skeleton wears full plate (normal), holds a longsword (normal) in its bony hand, and has a belt pouch with 127 gp and a 130 gp gem. There are also 3 gp, 248 sp, and 621 cp scattered about under mushrooms and lichen. Many of these coins are badly crusted with clinging fungus growths and strange-colored patinas.

### 2B-18. Gas-Trap Room

Once three people have stepped into this room, the floor begins sinking rapidly (10 ft. per round) until it has reached a depth 60 ft. below its original

level. From the ceiling, a luminescent **yellow gas** (4d6 damage, save for half) begins to drift downward from three vents; the gas is poisonous if inhaled, is much heavier than air, and does not begin to spread out until it hits the floor. The gas fills the entire chamber up to the level of the door, far above. The floor returns to its normal position after 24 hours.

### 2B-19. Empty Room

### 2B-20. Shaft to the Mouth of Doom

A shaft leads upward through the ceiling of this room, with iron rungs set into the side as a ladder. The shaft leads upward to **Room 1C-17B**, and one of the rungs is dangerously rusted through (see description in 1C-17B).

### 2B-21. Sunken Corridor

Short flights of steps lead down into this corridor, which is ten feet lower than the rest of the corridors in this dungeon level. The floor of the corridor is dark and slick with water, but the corridor is not dangerous.

### 2B-22. The Dam

Water trickles from a crack in the ceiling in the eastern side of this room, where it gathers behind a thirty-foot long stone dam that is about a foot in height. On the eastern wall, on the far side of the gathered water, there is a niche in the wall. The niche is one foot tall, six inches wide, and six inches deep. The bottom of the niche is ten feet above the surface of the water (the room's ceiling is fifteen feet high).

The thirty-foot long dam which holds back the water is alive, a **magically constructed serpent**. It is automatically vulnerable to a *sleep* spell, which is the way in which the trap was bypassed, when necessary, by those who created it. If put to sleep, it slumbers until someone crosses the threshold to enter the room. The dam-thing is completely immune to weapons, but can be affected by spells.

**Dam-Thing:** HD 7 (29 hp); AC 4 [15]; Atk 1 bite (1d10); Move 12; Save 9; AL N; CR/XP 7/600; Special: Immune to physical weapon damage, vulnerable to *sleep*

**NOTE:** The Dam-Thing is an exceptionally powerful guardian for parties of this level, and it is very possible the entire party will be killed if they do not possess the *sleep* spell (or think to use it). The Referee is encouraged to let the party escape this area if they realize they are overmatched (or if they keep fighting against bad odds, let them fall gloriously!). The Dam-Thing does not pursue beyond this room.

**Treasure:** On the far side of the room across the water there is a black stone in the wall, with a bronze handle set into it. The stone is actually the front of a stone drawer that can be pulled out by the handle. The drawer contains a *scroll of protection from undead*, a *potion of invisibility*, a silver dagger (30 gp), three +1 *arrows*, and a gem worth 100 gp.

### 2B-23. Reflections on Greed

**Note:** When describing this room to the players, remember that the stairs against the south wall are *invisible*, and can only be seen in the painting.

The north wall of this room is a mosaic that depicts the characters themselves moving inside the room, as if it were a mirror. The south wall is painted, and the painting, like the mosaic, depicts the characters. The pictures in the mosaic and in the painting move as the characters move about in the room. The north-wall mosaic shows a treasure chest sitting on

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the floor against the south wall (directly on top of the *invisible* stairs)—this is the only feature that is not a precise reflection of reality. The “reflected” treasure chest does not exist; it is simply a feature of the magical picture.

The painting on the south wall also shows something that does not appear to reflect reality. It does not show the treasure chest depicted in the mosaic, but it *does* show the *invisible* stairs. The stairs are real (leading down to **Level 3C, Room 3C–23**). Anyone who steps onto the stairs in an effort to get to the illusory treasure chest will fall down the stairs.

Neither the mosaic nor the painting poses any risk to the characters, but they offer no reward, either.

### 2B–24. Empty Room

### 2B–25. Empty Room

### 2B–26. Empty Room

### 2B–27. The Glistening Webs

Water drips from the ceiling of this room, sparkling and glistening on thousands of spider webs that are as thick as string. The room is the lair of 2 **giant spiders**. Due to the room’s dampness, the webs cannot be burned.

**Giant Spiders (2):** HD 2+2; AC 6 [13]; Atk 1 bite (1d6 + poison); Move 18; Save 16; CL/XP 5/240; Special: lethal poison, 5 in 6 chance to surprise prey.

**Treasure:** There are two large cocoons in the room, which contain thousands of tiny spiders that run away into cracks in the walls if the cocoons are cut open. There is no treasure in the room.

### 2B–28. Room of Secret Panels

This room appears to be empty but has 3 **secret panels** in the floor.

**Treasure:** Each panel contains a leather bag. The bag in the first panel contains 100 gp. The bag in the second panel contains a *scroll of read magic* and 15 sp. The bag in the third panel is saturated with **contact poison** (save or paralyzed for 1d2 turns), and contains a small ivory figurine worth 500 gp.

### 2B–29. Hidden Crypt

This room contains three tone sarcophagi and the remains of two wooden coffins that appear to have rotted mostly away, revealing the skeletons they once held. The skeletons in the wooden coffins wear scraps of black shrouding, are normal skeletons, and have no treasure. Sarcophagus 2 contains a black skeleton. Each sarcophagus has a stone latch that requires the strength of two people to open.

Sarcophagus 1: **Normal skeleton** wearing necklace worth 50gp

Sarcophagus 2: **Black skeleton** wearing bracelets worth 100gp each, and a ruby necklace worth 500gp.

Sarcophagus 3: The stone latch of this sarcophagus is **trapped** with a poison gas spray. If the trap has not been detected and deactivated before it is opened, the poison gas causes all in the room to become nauseated and writhe around on the floor, emptying their stomachs. What is worse, if the trap is activated it also awakens the black skeleton in sarcophagus 2. The sarcophagus contains a **normal skeleton** in tattered black robes, carrying

a golden scepter with a skull at the tip, worth 250 gp.

**Black Skeleton:** HD 6; AC 4 [15]; Atk 2 claws (1d4); Move 12; Save 11; AL N; CL/XP 6/400; Special: Shriek, immune to sleep and charm.

### 2B–30. Cursed Altar

This room contains an altar with black candles on it. The candles light themselves when anyone enters the room. Removing one of the candles from the altar requires a saving throw or the character immediately drops to 0 hp from the altar’s curse.

### 2B–31. Empty Room

### 2B–32. The Statue of Wishes

There is a **large statue** of a head, ten feet in height, against the southern wall of this room. A large, circular flagstone, five feet in diameter, is set into the normal flagstones of the floor directly in front of the statue. When anyone enters the room, the statue’s mouth animates, and it speaks: “*What do you wish? Experience or a reawakening?*”

Standing upon—or being placed upon—the circle allows anyone in the room to state a *wish* that affects the person on the circle. The only two permissible *wishes*, as the statue has indicated, are for experience or for “reawakening,” by which the statue means *raising* a person from the dead (see details under **Grant Wish**, below). The statue grants up to two *wishes* per day.

If any person returns to the Statue and was ever involved either in an attack on the statue or was present when a *wish* was made, the statue does not grant any *wishes* or animate in any way while that person is in the room. A person may only receive the “blessings” of the Statue on a single visit, although a target may be **raised** and gain experience on that visit.

**Statue of Wishes:** HD 4 (25 hp); AC 5 [14]; Atk 5 *magic missiles* (1d4+1); Move 0; Save 13; AL N; CL/XP 4/120; Special: Immune to non-magical missiles, grant wish.

The Statue of Wishes may grant either a *raise dead* effect or an experience bonus to anyone standing in the target circle. There is a 20% chance of failure, however, for the spirit inhabiting the statue is somewhat capricious. Failure is automatic if a wish is made for anything other than reawakening or experience. If a wish attempt for reawakening is made, any single dead person on the flagstone is *raised* from the dead. If a wish is made for experience, one person on the flagstone gains enough experience points to gain the next level of experience. Note that if a wish is made for reawakening and there is no dead person on the flagstone, it is as if no wish had been made (i.e., there is no “failure” result and the statue is willing to allow another attempt at a wish). If the wish fails, however, the statue opens its mouth and the person who made the wish is magically pulled into the statue’s mouth, which then closes. Once the mouth closes, the target is completely sealed inside the stone statue (there are no air gaps). The target dies by suffocation within 1d6 hours if not rescued. Rescuing a person who is trapped in the statue requires killing the statue. If the statue is killed, it breaks apart and anyone inside is freed. Although it does not affect combat, the statue regenerates 1 hit point per day, so if a later party of adventurers enters the room several days later, the statue will have re-formed itself.

## 2B-33. The Fire-Floor Chamber

The floor of this room is five feet lower than the doors, and the entire floor burns with magical flames reaching to a height of two feet. In other words, there is a three foot gap from door level down to the top of the flames, the flames are two feet high, and the floor is at the bottom. To anyone standing at the level of the doors, there is no heat emanating from the flames. However, if the characters reach down to test for heat, they discover that the heat starts one foot above the level of the flames and that the flames themselves are as hot as normal flames—the heat just doesn't rise very high, for some reason.

Each door has a button next to it on the inside of the room to the left of the door. The button can easily be reached from the door without any risk of falling into the flames.

In addition to the fiery floor and the buttons, the room has a third strange feature: chains hang from the twenty foot tall ceiling at ten-foot intervals, each chain fifteen feet in length. Thus, a six foot tall person hanging from the end of the chain would have his feet approximately at the point where the heat of the fire begins. It is obvious that one way of crossing the room would be to swing across by using the chains (hold your feet up!), catching the next chain at the end of each swing. If the characters attempt this, the Referee may use any sensible means of determining success with each swing. One method is to treat each attempt to catch a new chain as an attack roll against AC 4 [15], with failure requiring a saving throw to avoid falling into the flames.

Pressing one of the buttons by the east or west doors releases a thirty-foot bridge from beneath the door, which extends at door level (three feet above the fire). There is a similar bridge under the southern door, but it extends only twenty feet (joining up with the east-west bridge, if that bridge is also extended). A button directly across from the door can be pressed by hitting it with a small ranged object (such as a crossbow bolt, arrow, sling bullet, rock, etc.), but this is extremely difficult, requiring a roll to hit AC -2 [21]. Each arrow, of course, falls down into the fire and burns after it hits the wall.

## 2B-34. Empty Crypt

This room contains five sarcophagi; the lid of each one contains a small dent where something has been dug out from the stone. The first three sarcophagi have already been opened and stand empty with their lids beside them. The fourth and fifth sarcophagi are still closed: the fourth sarcophagus contains a normal skeleton and a nest of mice, and the fifth sarcophagus contains a normal skeleton holding a rusted (and worthless) dagger.

## 2B-35. Shadow Crypt

This room contains three sarcophagi, each with a single ruby set into the stone lid.

Sarcophagus 1: Contains a **skeleton** wearing rusted chain mail and holding a sword (+1 *longsword*). It also contains a **shadow** which attacks when the sarcophagus is opened.

Sarcophagus 2: Contains a **skeleton** holding a silver goblet (100 gp)

Sarcophagus 3: Empty, with the exception of dust and cobwebs.

**Shadow:** HD 3+3; AC 7 [12]; Atk 1 touch (1d4 + strength drain); Move 12; Save 14; AL C; CL/XP 4/120; Special: Drain 1 point str with hit, hit only by magic weapons.

**Treasure:** In addition to the contents of the sarcophagi, the rubies in the three sarcophagus lids are worth 250 gp each.



## 2B-36. Round Statue Room

The round room contains a **statue** at the center, mounted on a dais three steps high. The statue depicts a man in full plate armor, the armor chiseled with evil-looking runes and the helmet decorated with curling ram's horns.

The statue is not dangerous in any way; it is a normal statue.

## 2B-37. Gargoyle Chamber

The corridor broadens into an open chamber here, with a very high ceiling (60 ft.). The northern wall is lined with five statues of gargoyles in niches; four are normal statues and one is a living **gargoyle**. The gargoyle has only a 1 in 6 chance to attack passers-by unless someone tampers with it, touches it, or annoys it in some way. Check each time the party passes through the area to see if the gargoyle attacks.

**Gargoyle:** HD 4+4 (21 hp); AC 5 [14]; Atk 2 claws (1d3), 1 bite (1d4), 1 horn (1d6); Move 9 (Fly 15); Save 13; AL C; CL/XP 6/400; Special: Fly.

**Treasure:** The gargoyle keeps its treasure behind it in the niche it occupies, which is carved deeper than the niches in which the normal statues have been placed. The niche contains a *potion of healing*, a *scroll of protection from evil*, a gem worth 250 gp, and 27 gp.

## 2B–38. Shaft to First Level

The end of this corridor has a large, 10 ft. x 10 ft. opening in the ceiling which leads upward into darkness. This is the bottom of the pit/shaft described in **Area 1C–23**; it leads to a side alcove at the bottom of a pit trap. This shaft can be used to reach **Level 1C**, The Mouth of Doom.

## 2B–39. Chamber of Eternal Sleep

As soon as anyone enters this room, several candles in small wall alcoves ignite, dimly illuminating the room. In the center of the room there is a **square red carpet** ten feet by ten feet in size. Anyone stepping onto the carpet falls asleep (no save), and cannot be awakened for 24 hours, at which time the sleeper awakens automatically (unless suffocated: see below).

Beneath the carpet there is a **trap door** to a ten foot by ten foot chamber underneath the floor level. If the trap door is opened, everyone in the room must make a saving throw to avoid falling into the same magical slumber caused by stepping onto the carpet itself. This is the effect of a magic effect, not a sleeping gas. Inside the chamber beneath the carpet is a treasure chest containing 1,000 cp, 207 sp, and 201 gp along with a gem worth 10 gp. There is also a **secret cabinet** in the side of the sub-chamber. If this is opened, anyone in the sub-chamber must make a save vs. spells or fall into enchanted sleep. The secret cabinet contains a gem worth 50 gp, which sits on a small velvet cushion (worth 1 gp).

The candles in this room are magical and do not use oxygen. In fact, this room presents a danger of suffocation if anyone remains within for more than an hour with the door closed continue to burn merrily as people fall asleep and die from suffocation. A person who is awake during this period of time has a 1 in 6 chance to notice a creeping sense of fatigue in the last ten minutes or so before being overcome by sleep and subsequent death.