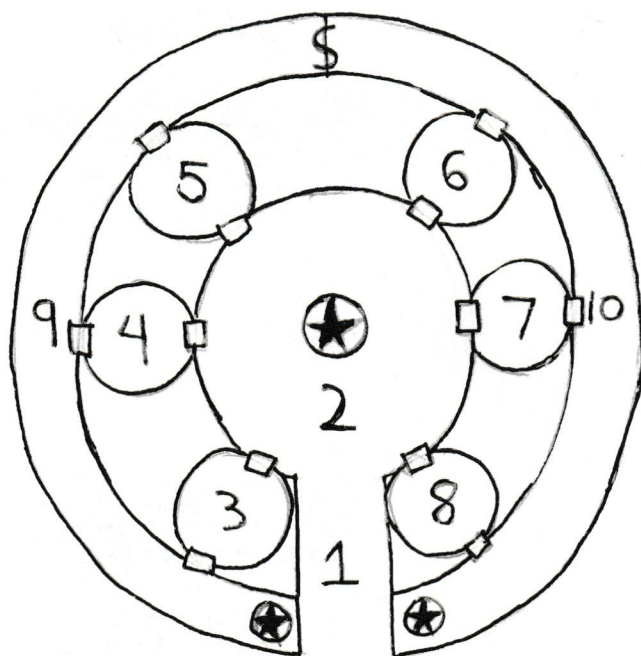
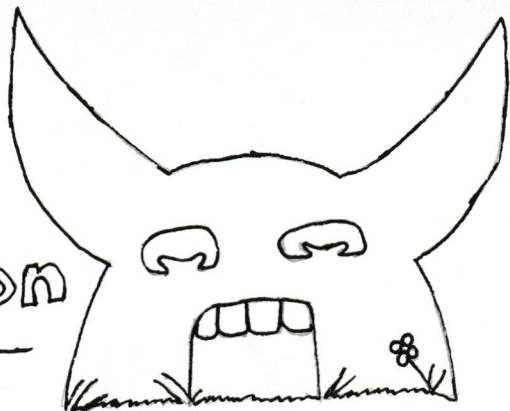


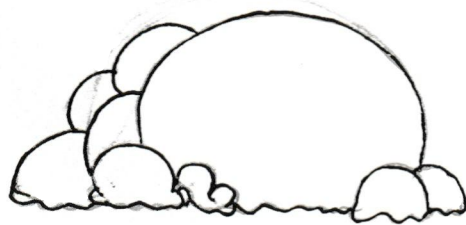
Gullet of the Rust Demon

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The Ooze



- Clotted blood and shards of bone, leaves a pinkish film.
- Ambush attacks: drop from ceiling, slip under doors, spring from cracks and hollows.
- Flees after taking 1d20 damage (roll each encounter)
- 1-in-6 chance per room; always attacks when both switches are pulled or secret door is forced open.
- Two rolls made in rooms 9 and 10; pause for false security.

Room 1

- Slick ivory tiles
- Teeth slam shut after entry.
- Mouth opens when the switches in 9 and 10 are pulled simultaneously.

Room 2

- Rusted statue of a tangled, tortured mass of humans.
- Close inspection reveals:
 - 3' wide hole, no bottom
 - Coiled helix amulet

Room 3

- Dense, broken machinery.
- Difficult terrain.
- Can cause injury.
- Tetanus risk.
- Salvage possible

Room 4

- 50' pit
- Pool of weak acid
- Visible valuables at bottom (gold)

Room 5

- Pool of oily water
- Flammable
- Impedes movement.

Room 6

- Personal chamber?
- All is coated in rust.
- Prison cell?
- Written on wall: "I am feeling ill."

Room 7

- Roiling furnace, unbearable heat.
- Obsidian weapons on a rack.

Room 8

- Electrified coils and cables.
- Live wires.
- Salvage possible.

Rooms 9 and 10

- Murals and statues of beastly demons; statues wield heavy iron weapons.
- Secret door opens silently with key-amulet from room 2.
- Switch statues have outstretched arms - clasp wrist to activate.
- Switches make loud machine noise in room 1.