

BLOAT

A GLUTTONOUS DUNGEON FOR

MÖRK BORG

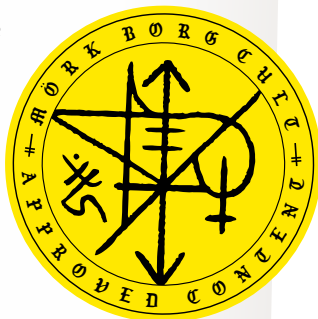
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THE TALE

Silas, a vagabond, sought shelter from a storm in a large animal burrow. To his surprise he found a set of stairs leading to an underground labyrinth, once the home of an obscure cult of bacchanalian priests dedicated to a goddess of fat and plenty. In the chapel he found a beautiful knife and fork, and a statue that compelled him to use them...

The Gourmand's Cutlery allows the wielder to eat *anything*. Which is good, as the user becomes famished and must eat. Luckily, everything tastes wonderful! Silas overcome—all he wants to do is eat, so he has compelled the automatons of the labyrinth to feed him:

As Silas accepted the statue's offering it animated **two fleshy ceramic automatons** to serve him, and now they are creating more of their kind! They are kidnapping people to feed to their Fattened King. Perhaps the disappeared villagers' relatives or lords have asked the PCs to find and rescue them? Or the PCs find the hole when hiding from brigands or inquisitors? Perhaps they are even looking for the vagabond-turned-fattened-king Silas?

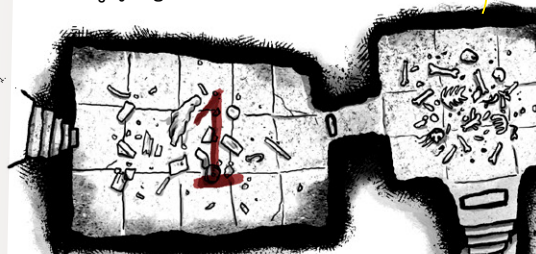


1. VESTIBULE

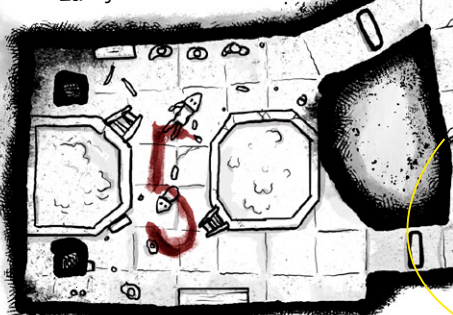
Tight crawlspace (armor won't fit) dug by a ratbadger is leading to a set of stairs to the vestibule:

- Pitch black. Stinks. White fungus.
- The **ratbadger** is still here:
HP 5, Morale 9, Tough hide -d2, Nasty bite d4
- Debris (and d10 silver) on the floor.
- A search reveals a **mosaic of bloated people in robes and bizarre headdresses** enjoying a massive feast.

Discarded bones.



Doors are stone slabs carved with reliefs of a great feast. Easily moved.



5. AUTOMATON STORAGE

This is where automatons are stored and created in huge vats of rendered fat. Empty ceramic humanoid figures and parts are strewn on the floor.

- Smell of fat, blood and offal.
- The **two original automatons** animate others by pouring bodily fluids into their empty heads.
- Anyone who enter who is not an automaton is taken to the Larder for processing.

Fleshy automatons

Ceramic bile-filled golems. Smells of rot, meat and decay.

- If **knocked over**, spills their contents and deactivate.
- HP 8, Morale -, Ceramic - d4, Violent shove d6

2. ROTTING LARDER

Here the fleshy automatons prepare gourmet feasts for Silas, and render down substance for themselves.

- **3 automatons** looking for suitable ingredients.
- Smell of rotting flesh.
- **Huge trenchers** full of decayed meat, offal, clothes and blood. Tiny salad leaves for garnish.

Slimy, stinking passage.



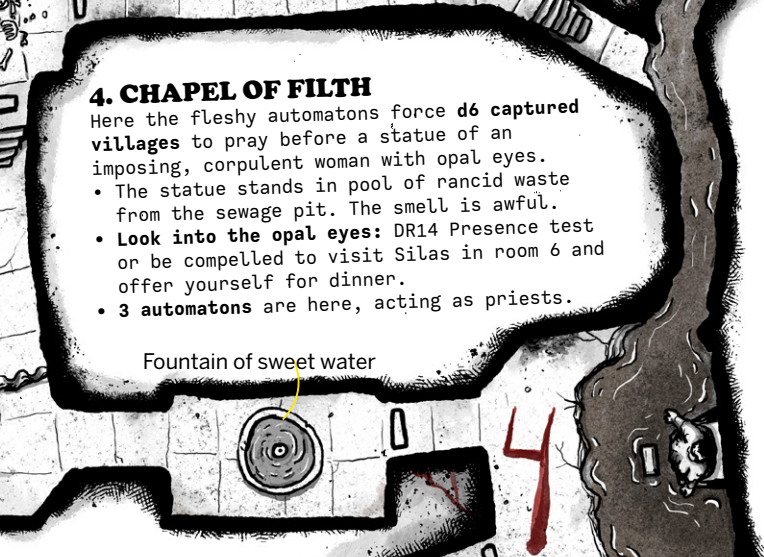
4. CHAPEL OF FILTH

Here the fleshy automatons force **d6 captured villages** to pray before a statue of an imposing, corpulent woman with opal eyes.

- The statue stands in pool of rancid waste from the sewage pit. The smell is awful.
- **Look into the opal eyes:** DR14 Presence test or be compelled to visit Silas in room 6 and offer yourself for dinner.
- **3 automatons** are here, acting as priests.

Fountain of sweet water

Moldy curtain hides tripwire. If not found, (describe the search or Presence DR14) a falling block deals d6 damage.



3. SEWAGE PIT

The fleshy automatons deposit Silas' collected filth in this stream. Sadly, as reality breaks, this gunk has been imbued with a life of its own.

- Debilitating stench makes all tests DR+2.
- The animated waste cannot be killed, only temporarily dissipated by enough water. Leaves a horrendous stench. HP -, Morale -, No armour, Fecal acid burn d4
- The only thing Silas can't digest is metal: beneath the sludge are **d6 silver** and a **long, curved knife** shaped like a tongue (d6 damage, on a hit makes the target ravenously hungry and desperately thirsty, must eat and drink within the hour or die).

6. THE FATTENED KING

Redolent in travesty, the bloated form of Silas fills this chamber. Too large to fit through the door, instead he waits for the fleshy automatons to feed him. **The Gourmand's Cutlery** which commands them looks tiny in his swollen, greasy hands.

- HP 20, Morale 9, No armour, Cutlery d4 + Engulf
- **Engulf:** When hit by Silas, pass a DR10 Strength test or be partially swallowed for d6 points of chewing damage.
- **Flatulence:** when Silas takes damage he loses control of his body. All in the room make a DR14 Toughness test or gag for d3 rounds, increasing all tests by +2 DR (cumulative).

