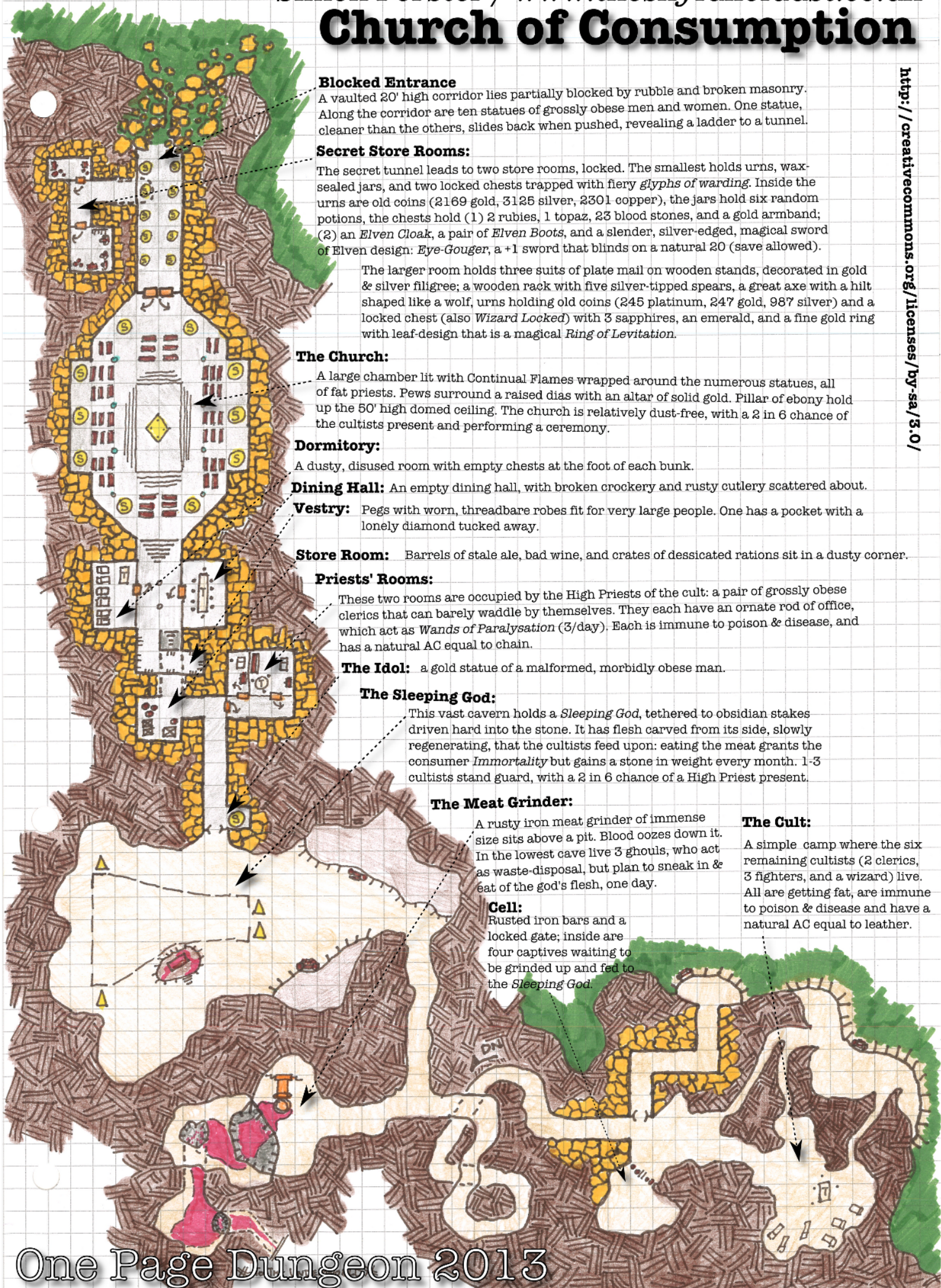


Church of Consumption



Blocked Entrance

A vaulted 20' high corridor lies partially blocked by rubble and broken masonry. Along the corridor are ten statues of grossly obese men and women. One statue, cleaner than the others, slides back when pushed, revealing a ladder to a tunnel.

Secret Store Rooms:

The secret tunnel leads to two store rooms, locked. The smallest holds urns, wax-sealed jars, and two locked chests trapped with fiery *glyphs of warding*. Inside the urns are old coins (2169 gold, 3125 silver, 2301 copper), the jars hold six random potions, the chests hold (1) 2 rubies, 1 topaz, 23 blood stones, and a gold armband; (2) an *Elven Cloak*, a pair of *Elven Boots*, and a slender, silver-edged, magical sword of Elven design: *Eye-Gouger*, a +1 sword that blinds on a natural 20 (save allowed).

The larger room holds three suits of plate mail on wooden stands, decorated in gold & silver filigree; a wooden rack with five silver-tipped spears, a great axe with a hilt shaped like a wolf, urns holding old coins (245 platinum, 247 gold, 987 silver) and a locked chest (also *Wizard Locked*) with 3 sapphires, an emerald, and a fine gold ring with leaf-design that is a magical *Ring of Levitation*.

The Church:

A large chamber lit with Continual Flames wrapped around the numerous statues, all of fat priests. Pews surround a raised dias with an altar of solid gold. Pillar of ebony hold up the 50' high domed ceiling. The church is relatively dust-free, with a 2 in 6 chance of the cultists present and performing a ceremony.

Dormitory:

A dusty, disused room with empty chests at the foot of each bunk.

Dining Hall: An empty dining hall, with broken crockery and rusty cutlery scattered about.

Vestry: Pegs with worn, threadbare robes fit for very large people. One has a pocket with a lonely diamond tucked away.

Store Room: Barrels of stale ale, bad wine, and crates of desiccated rations sit in a dusty corner.

Priests' Rooms:

These two rooms are occupied by the High Priests of the cult: a pair of grossly obese clerics that can barely waddle by themselves. They each have an ornate rod of office, which act as *Wands of Paralysis* (3/day). Each is immune to poison & disease, and has a natural AC equal to chain.

The Idol: a gold statue of a malformed, morbidly obese man.

The Sleeping God:

This vast cavern holds a *Sleeping God*, tethered to obsidian stakes driven hard into the stone. It has flesh carved from its side, slowly regenerating, that the cultists feed upon: eating the meat grants the consumer *Immortality* but gains a stone in weight every month. 1-3 cultists stand guard, with a 2 in 6 chance of a High Priest present.

The Meat Grinder:

A rusty iron meat grinder of immense size sits above a pit. Blood oozes down it. In the lowest cave live 3 ghouls, who act as waste-disposal, but plan to sneak in & eat of the god's flesh, one day.

Cell:

Rusted iron bars and a locked gate; inside are four captives waiting to be grinded up and fed to the *Sleeping God*.

The Cult:

A simple camp where the six remaining cultists (2 clerics, 3 fighters, and a wizard) live. All are getting fat, are immune to poison & disease and have a natural AC equal to leather.