

THE MEAT GRINDER TOO

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You have survived the trials of death and chaos. Your families were killed by the GREAT PIG MAN BEAST and his demonic Baphamorian GOAT MEN! YOU SLEW THEM ALL!

A great transformation has come over you! You are FIRST level survivors of a terrible trial. Pick one character to play and the rest are reserves. Any new players can start out with four funnel characters. You don't get a first level character for free. YOU MUST HARD EARN WHAT YOU GET!

For your surviving Funnel Characters.
Split your gold and treasure.
Pick your class.
Roll your hit points.

A 1st Level Adventure
for
DUNGEON CRAWL CLASSICS

Arrive at Porttown. The "town" is a horrid collection of 12 huge rotting buildings all built over the murky stinking Arkham River. Most of the buildings are on stilts and go up some four stories. Crossing the river is a huge cyclopean stone bridge with foul carving of hedonistic heathen rites and practices from some ancient age. On the other side of the river is remnants of a once great city recently burnt to the ground.

If asked, the people will tell you, it was not three weeks ago the city across burnt to the ground. Only a few survived as it happened in the middle of the night during a drunken festival.

If you have more than one surviving character, well that is okay they can hang out at the 1. **River Rat Tavern** for some whoring and drinking.

You need to go to the 2. **Rough Hide Supply and Armory Store** and buy your equipment.

There are other buildings, such as 3. The Giant Toe Apartments, 4. Temple to Pelegia, goddess of the Sea, 5. The Store Houses of the Great Shipper's Guild, 6. The Stevedore Guild, 7. Temple to Amun Tor, god of mysteries and riddles, 8. The Cockatrice Hostel, 9. The Keep of the Unseen Lord, 10. The Barracks 11. The Docks, 12. Wizard's Tower



The party returns to the River Rat Tavern to plan their next adventure. Rumors have traveled how these heroes fought off and killed the Goat Men and the current party is ushered into a large back room with a free feast and drink. Scantly clad maidens throw themselves at the party members. Wenches galore! The smell of fine foods, wine, beer, incense, and perfumes fill the air. There are at least fifty people here!

SUDDENLY!

A sweating fat serving wench comes forth with a gigantic covered serving tray. She says in a weird demonic voice "Have you seen the children? Here they are!" as she lifts the cover off the serving tray revealing the severed heads of at least 20 children of the town! Everyone screams in horror! She throws the tray at one of the fine wenches and cuts her in half with it as her blood sprays across the room. She grabs another wench and tears her head off in a gory mess! The people of the town all run out, leap out windows, and hide! Only the band is left standing to face this blasphemous child killing demon from hell alone! The anger that cause one to blood lust comes forth. This evil must die! But wait! Something happens to this foul fat demon wench.

A foul glowing symbol of a pentagram whereupon an eye opens in the middle appears upon her forehead. Her mouth widens as a huge tongue with a foul stinger erupts out of her mouth. Huge sharp teeth burst from her now huge mouth! Her arms grow and elongate as bloody claws erupt forth from her fingers. Her legs contort strangely as her feet break off revealing cloven hooves. The skin off of her back tears open to form fleshy bloody wings. Six horns burst from her head! Three more eyes open on her face!

It takes 3 rounds for her to transform and the people of the town that did not run like cowardly dogs are paralyzed by fear. The party can decide to attack right away for 3 rounds if they decide to do so.

DEMON WOMAN ATTACKS!

Demon Woman: (type I demon): Horse, Humanoid, Goat, Obese,



Horns, Smelly, Many Eyes Init +4; Horns +4 melee (1d8+2) and bite +4 melee(1d6) or Stinger tongue +4 Save or Take 1D6 Stamina; AC 16; HD 4d12; MV 30' or climb 30'; Act 2d20; SP disease, *detect good* (+6 spell check), demon traits; SV Fort +6, Ref +8, Will +6; AL C.

She says while in combat "THE WORLD OF ORDER SHALL COME TO AN END! CHAOS AND DEATH SHALL RULE THIS WORLD!"

Once she gets to half hit points her neck elongates and two other heads come out of her shoulders. When she is finally killed her head pops off and scurries through the window before anyone can act. The Demon Woman's head cackles all the way out the window. If the player pursue, her head cannot be found.

If a player dies his reserve character comes out of a drunk slumber and can run into the room to join the fight.



Upon her death the townspeople cheer a sad cheer. For they are glad the demon is dead but sad due to the loss any future they may have had and that they were cowards and did not fight the evil themselves.

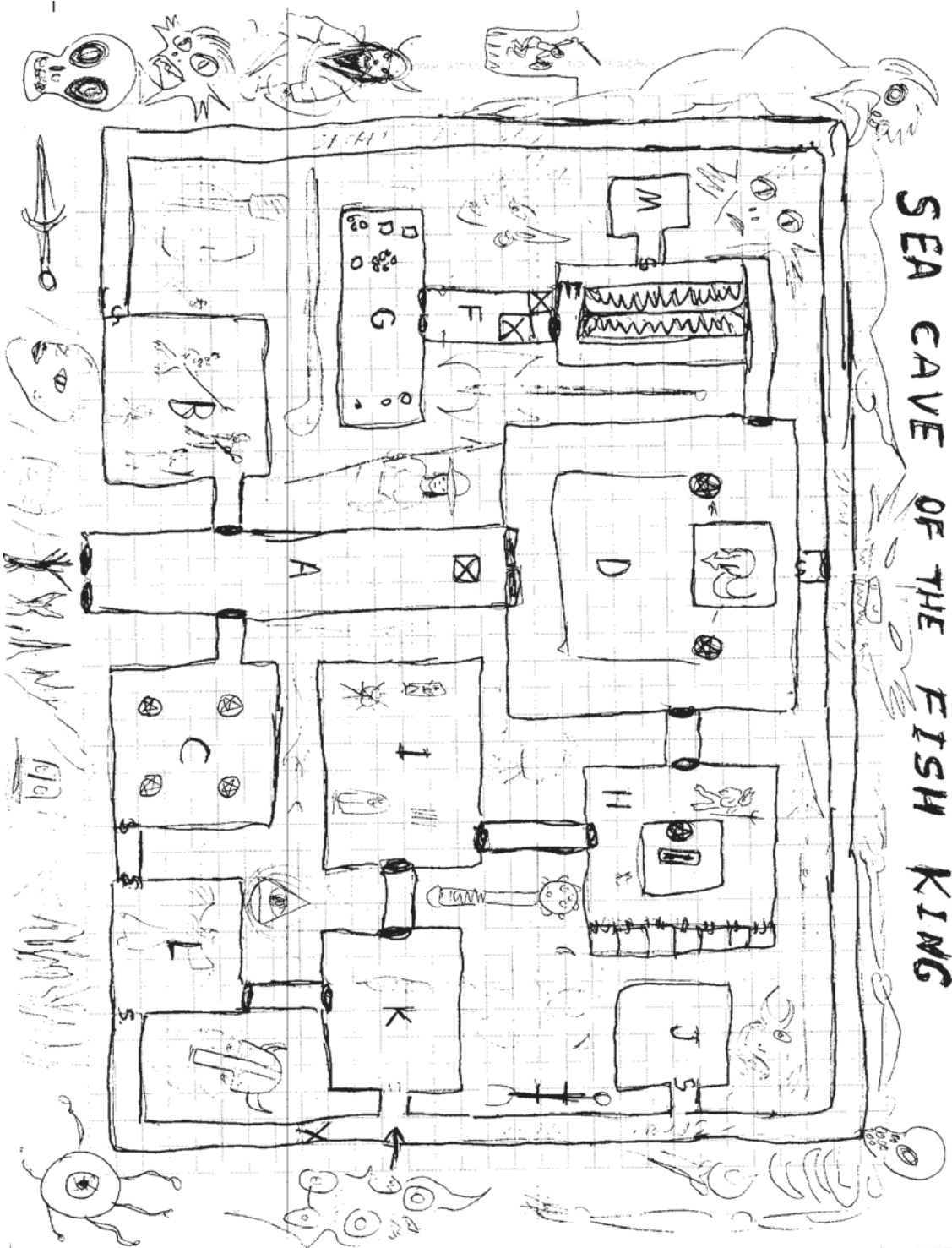
Old Man Eli comes forth. "I know where this Demon comes from. The fish men sent her. **Upon her forehead is a foul pentagram with an eye in the middle. Upon the sea cave is where I last saw that symbol when I was a young man.** Each year we give those foul fish men one of our maidens in tribute for peace so they they may kill and eat her. For the last few years you foolish young men of the new council who lead our people have stopped giving tribute. This is what you get. This is what you deserve! Our city has been burnt down! Now our children and grandchildren have been murdered! You bastards! We must give the rest of our children and women to the fish men before they come and kill us all! **Old man Eli:** Init -2; Atk club -1 melee (1d4-1); AC 9; HD 1d4; MV 30'; Act 1d20; SV Fort -1, Ref -2, Will -1; AL varies.

One of the town guards says "Shut your piehole you old fool! The clerics have been told by the gods that the fish men are no more! Now the lord mayor has warned you and your tongue, so it's to jail for you!" Guards attempt to take away Old Man Eli but he quickly grabs a sword and surprisingly attacks a guard and decapitates him. Other guards show up but not before he attacks one of the party members. Five guards show up and spear him to death if he survives the party member. "Here dies the last of the Old Council of this town that made deals with demon fish men for our women and girls!" say one of the guards.

Town Guard: Init +0; Atk Sword +1 melee (1d8); AC 14; HD 1d8; MV 25'; Act 1d20; SV Fort +1, Ref +1, Will +0; AL L.



SEA CAVE OF THE FISH KING



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The townspeople point towards a foul and polluted coastal plain save for corral spires and hills covered in a dead forest littered with broken ships and trash. "That is the way you must go to get to the sea caves." says a towns person pointing east to the coast. Strange screeching black sea birds fly above. The sea behind crashes on a rock cliff face below. A storm is blowing in from the distance with thunder and lightning crashing blows a stinking sea air into the faces of the party. One large hill juts out of this area with huge double doors. Above the doors is a pentagram with an eye in the center.

A. Main Entrance: Huge carved doors of corral are locked DC15 and with faces of rusted iron. The faces say in unison "Leave or die, those of pink flesh and bloody meat!" and then they laugh for days afterwards. A long empty hallway with doors to the east as west and a set of huge double doors to the north. A PIT TRAP 20 foot deep is on the map. The room is otherwise empty. Fish Men from room B attack!

B. A guard room with 10 Fish Men. They have been busy trying to create fish men hybrids with some poor maidens from a recent shipwreck. They are ready to attack and kill any invaders to their Sea Cave. **Fish Men:** Init -2 Atk mace +2 melee (1d6+3) or other weapon; AC 13; HD 1d8+2; MV 20' or swim 40'; Act 1d20; SV Fort +3, Ref -1, Will +3; AL C.

C. Four fish men statues are here. A huge diamond sits in the middle of the room worth 500 gold pieces. If the diamond is touched the statues turn and each one fires a death ray each round that does 1d12 and is DC10 to dodge. Each fish man statues will target only one victim at a time if there are multiple targets.

D. The Fish King Throne Room: here lies the fish king and his five weird brides. Ugly half human/half fish stinking wenches lay around the room. There are five of them.

The Fish King: Small Dragon Init +5 Atk 1 claw, bite Daily Breaths 1 Sleep Gas (fall asleep for 1d6 hours) 1d4 X10' 60' away; AC 15; HD 5d12; MV 30' or swim 40';

Infravision 100', Teleport 1/hour for 1 mile, mercury scales, Act 1d20; Spell Action Dice SV Fort +3, Ref -1, Will +3; AL C.

Half fish wench: Init -2 Atk mace +2 melee (1d4) or other weapon; AC 13; HD 1d6; MV 20' or swim 20'; Act 1d20; SV Fort +3, Ref -1, Will +3; AL C.

E. Meat Grinder Too: A thin walkway goes over an open pit that is a huge churning meat grinder. It is a DC10 to walk across the beam. To the south is a slanted landing (DC5 or slip off and die) with door with a needle trap in the door handle (DC15 to find or if you grab the handle it's a DC10 Save or Die).

F. Hall of Pits: Here is a hallway with two pits. DC 15 to notice and DC 10 to avoid.

G. Treasure Room: A pile of 1234copper pieces, 457 silver pieces, and 57 gold pieces lay in a pile. There is also on the wall a +1 Spear named Thisagious or the Bear Slayer in common tongue. A quite famous spear that with a DC20 Intelligence check will reveal that this spear was made in the seventh age of the trivilium wars and was passed down to Tussgous the war lord and his Hung Yun dynasty. It is said that Smaltos was slain by this spear, so it is a great spear indeed.

H. Prison Sacrifice Temple: Here is a sacrificial room of death. Pile of bodies sacrificed to some ancient dark god. There are many prisoners here that could be used as Funnel Replacements for dead characters. There are five deadly fish men here, ready to kill. Fish Men Init -2 Atk mace +2 melee (1d6+3) or other weapon; AC 13; HD 1d8+2; MV 20' or swim 40'; Act 1d20; SV Fort +3, Ref -1, Will +3; AL C.

I. Fish Men Torture Room: For no apparent reason people are brought here to be tortured to death. Any victims here die as as soon as rescued. Six Fish Men Init -2 Atk mace +2 melee (1d6+3) or other weapon; AC 13; HD 1d8+2; MV 20' or swim 40'; Act 1d20; SV Fort +3, Ref -1, Will +3; AL C.

J. The Secret Room: Here is a room where four (or more) zero level funnel characters have been hiding and sneaking around. They have no food left and are too afraid to try and make a break for it. Now they have no choice. They can be NPCs or be used as replacement characters.

K. The Demon Servitor: Here above the door is a carved set of runes that with a DC intelligence check will say "Here is Xtchitty the Demon. He is a Swirl of dust and eyes. His worm filled bite is terrible. Do not wipe off this ward or open the door. If the door is open a spinning whirl of dust, eyes, teeth and mouths are seen about four foot tall. The cries and screams of men, women, and children are heard coming from the mouths.

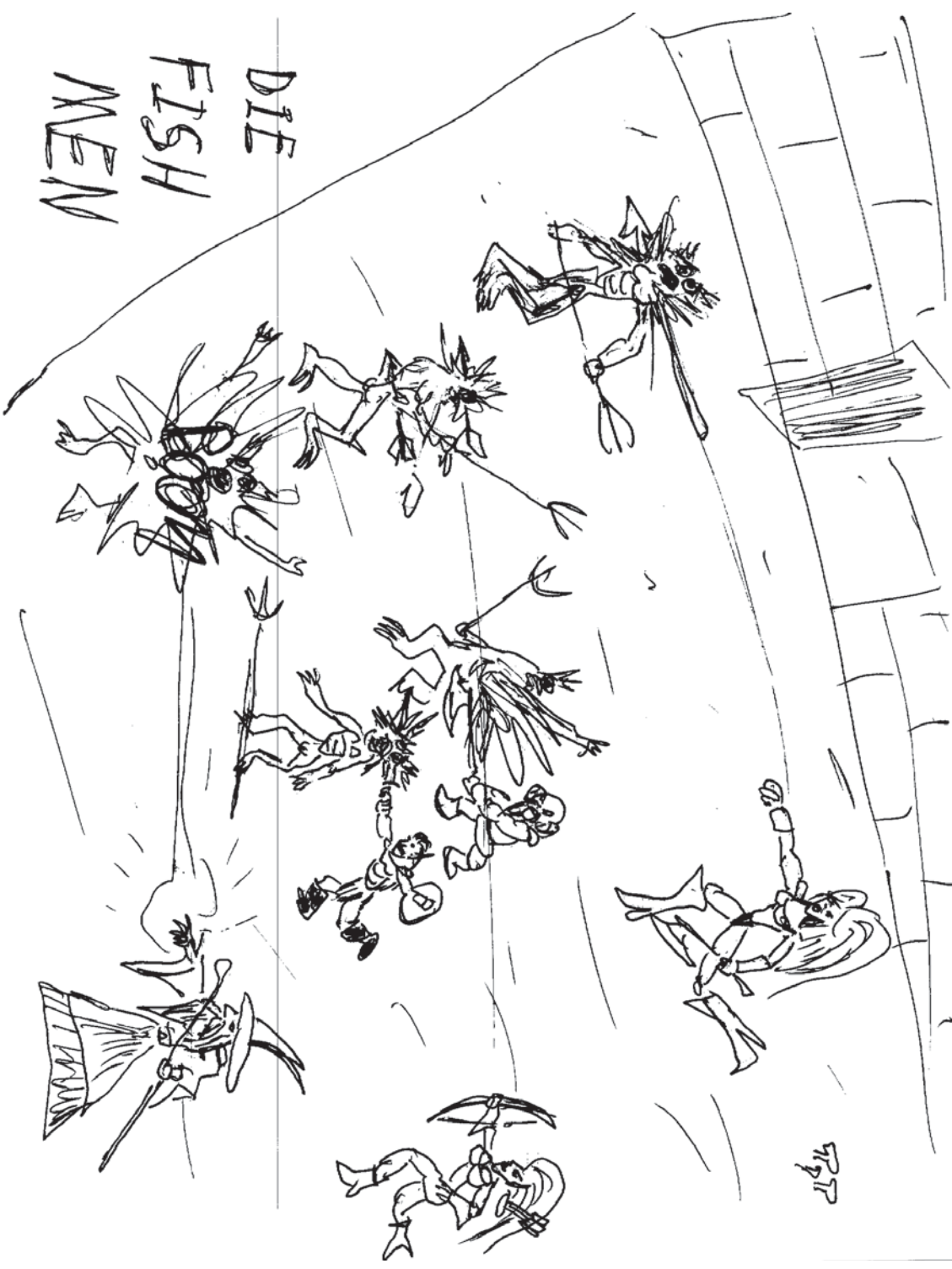
Xtchitty Demon (type I demon, : Init +6; Atk bite +4 melee (1d6+2) and DC10 or take another 1D12 from small worms boring out of you.; AC 13; HD 3d12; MV Float 40'; Act1d20; SP demon traits; SV Fort +4, Ref +2, Will +0; AL C.

L. The White Lady: Above the door it say "Her Beauty is Dangerous". When the door is opened all that is seen is a beautiful young maiden in white. Her skin is also pale white.

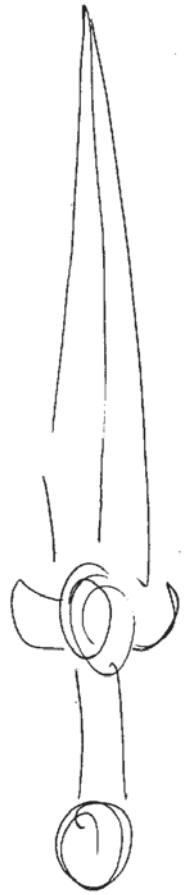
The White Lady: Init +2(able to always surprise); Atk debilitating touch +4 melee (1d6 Str); AC 15; HD 4d8; MV fly 30'; Act 1d20; SP stalk prey to guarantee surprise, incorporeal, immune to non-magical weapons, undead traits; SV Fort +5, Ref +10, Will +8; AL N.

M. The Secret Staff Room: If this room is found it contains only one item. A staff, that when held give on the power of a Wizard with these three spells: Magic Missile, Binding, and Knock! This is the staff of Hargemel the Demon Wizard who had his magic taken away and put in a staff. The room had magical wards where he could not detect his staff, but now if it is out of the room Hargemel will be looking for it. Anyone who is not a wizard or elf can try and use it with a D10 chance. Good luck...

DIE
FISH
MEN



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PARENTAL ADVISORY:
EXTREME VIOLENCE
AND
HEAVY METAL OCCULTIC CONTENT