

Lord Eldrad Wolfsbane Presents
A **Back to the Dungeon** Production

THE MEAT GRINDER



An unofficial "0" Level Funnel
to
1st Level Hero Adventure
for
DUNGEON CRAWL CLASSICS



THE MEAT GRINDER (A 0 level funnel for at least 20 characters)

The Great Pig Beast and his Goat Men Soldiers born of demons and chaos, he is the enemy of everything! The Soldiers of the King's Army have all died in battle, at least that's what they dying soldier told us when he rode up bloody and babbling. We (A LARGE Group of "0" Level Characters) were sent as irregulars from our village to stop the goat men from circling around and coming through the west hills! There were no goat men coming through the west hills as they MUST have came through on the east river! OH NO! Right where our families were sent. BY THE GODS NO! Our families will be killed by ambush on the way to safety by the vile stinking goat men. We will have nothing left to live for except for blood and vengeance.

It is as we feared...

Blood, Chaos, and Death!

We come upon the banks of the east river to find many of the goat men still torturing and eating our women and children! Those are our people! The people of Southland Village! OUR FAMILIES! One of the character's wife, husband, or child is seen being gutted! In the distance, on the southern edge of the clearing a HUGE BEAST MAN at least 10 FEET TALL with the HEAD OF A BOAR PIG commands in a BEASTIAL VOICE *"Finish up killing those people and come back to Mountain Pass Caves! No one can stop us as we gather a great and terrible army for our master to rid the world of mankind, elves, and dwarves!"* The Pig Man Beast then disappears into the forest, heading south. After we finish with these Goat Men then HE WILL DIE!

Time to die Goat Men! The characters get a free round of surprise as the goat men are deep into their quagmire of torture and fear! The Great Pig Beast and his Goat Men must die!

Writer's Notes: It is suggested that any players have at least 4 "0" Level Funnel Characters with an other 4 in backup as this battle is deadly to most!

Setting: An blood soaked open battlefield surrounded by a ancient dark haunted forest.

There are three piles of bodies. The elderly, women, and children. Most have horrible evidence of tortures in the worst ways. A few still gasp their last breaths...

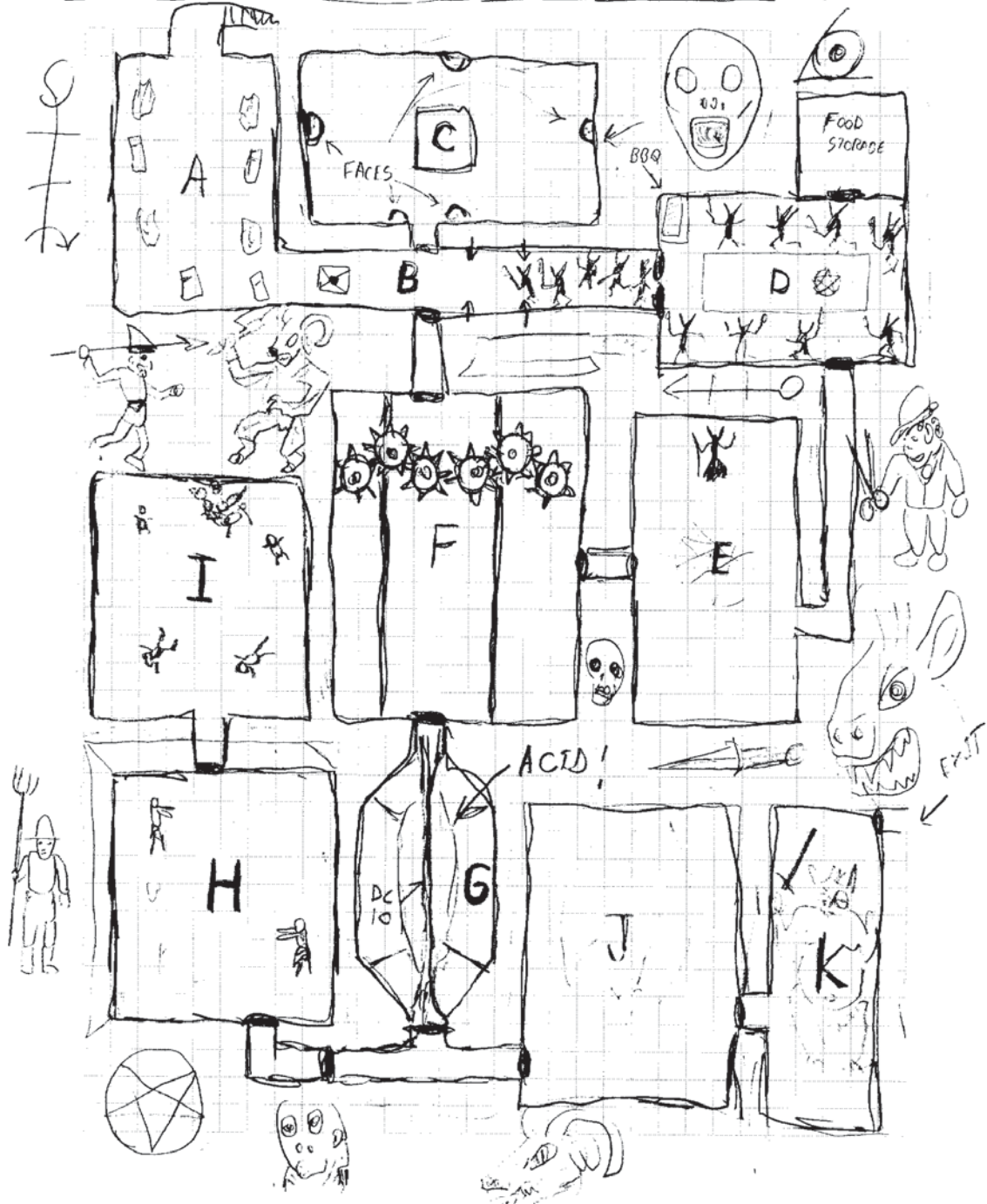
A large fire burns in the middle of the field with bodies cooking like roast pigs.



20 Goat Men (Baphometians): Init -1; Atk Meat Axes +3
melee (1d4+2); AC 13; HD 1d8+2; MV 30'; Act 1d20; SV Fort
+2, Ref +1, Will -2; AL C.

The by the end of the battle the rest of your family has died from their wounds.

THE MOUNTAIN PASS CAVES OF DOOM



THE MEAT GRINDER: DIRT FARMERS MUST DIE! Funnel Part 2

The Soldiers have all died in battle. Our families have been horribly massacred. Our pitiful lives mean NOTHING save for bloody vengeance.

The Great Pig Man Beast must die!

The lands burn with fire! Dirt Farmers Attacked by Goat Men. The harvest had been terrible these last few seasons and now the farms have been burnt, their women and children murdered or taken captive for foul torturous rituals to dark and ancient gods.

To the south a group of goat men and the pig man beast went. The funnel characters have nothing to live for so they track their enemies! Through the Swamps of Dark Thorns, past the foul Ruins of Ragnarok, finally over the foul River Stygian to the foul Deathless Mountains! Here is a well known haunt the Deathless Mountain Pass and the Mountain Pass Caves of Doom.

The Mountain Pass Caves of Doom

A. Entrance: Stairs lead up some 40 feet up to a stone entrance some 10 feet wide. Inside the room is evidence that someone had been resting there as there are many cots and mite ridden furs all over the ground. A layer of blood and gore covers all the floors and walls. The room smells of death.

B. The Long Hallway has a creepy feeling. Intricate carvings of people being murdered and tortured are all over the walls, ceilings, and floors. A 20 foot deep Trapped Pit DC10 and four DC10 Energy Blast that do 1d6 damage are in this hallway. Five foul goat men stand ready in this hallway. Fight or die! **5 Goat Men**

(Baphometians): Init -1; Atk Meat Axes +3 melee (1d4+2); AC 13; HD 1d8+2; MV 30'; Act 1d20; SV Fort +2, Ref +1, Will -2; AL C.

C. In this room a pile of gold sits on a pedestal. There are five faces with eyes of jewels on the walls with mouths open wide as if in a tortured scream. The jewel eyes can be pried out at a DC15 with no effect. If the pedestal is stepped on or touched in any way a cloud of Toxic Gas (DC 8 or die) comes out of the mouths and

fills the room for 3 rounds then dissipates. The pile is 537 gold pieces and each gem eye is worth 50 gold pieces each.

D. This is the feast hall where they barbecue their victims. In the center of the table is a statue to one of the Chaos Gods! A young maiden is about to be cooked in the northwest corner. In the northeast corner of the room is a food (prisoners) storage area. The door has a DC10 lock on it. Prisoners could provide more funnel fun. If a player is OUT of characters (or down to one) then he may have another sheet of four zero level characters at this time. Eight beastmen! Fight or die!

8 Goat Men (Baphometians): Init -1; Atk Meat Axes +3 melee (1d4+2); AC 13; HD 1d8+2; MV 30'; Act 1d20; SV Fort +2, Ref +1, Will -2; AL C.

E. Here is a large evil temple ritual room. Foul symbols are carved into the wall and pained by innocent's blood. A foul and evil Goat Man Summoner calls forth a Demon as he plunges a dagger into a small girl's chest ending her life just as the characters enter the room. Defeat it and victory!

Goat Man Summoner (Baphometians): Init -1; Atk Staff +1 melee (1d4+1); AC 10; HD 1d8; MV 30'; Act 1d20; SV Fort -2, Ref +1, Will +2; AL C. Spells: Magic Missile, Summon Hegoredulthu on a 11 or more, Shield DEMON Hegoredulthu : Init -1; Atk Horn +3 melee (1d8+2), Sting +3 DC 13 or lose 1d10 AGILITY, or 2 Claws +3 (1d6+2); AC 12; HD 3d8+2; MV 30'; Act 1d20; SV Fort +2, Ref -2, Will +1; AL C.

A demon from the eighth transitional plane of Sooth the formidable. Looks like a Lizard, Elephant, Armadillo with Horns and Antennae. It speaks in foul telepathic whispers. It has a terrible Gore attack and a Sting that Drains your AGILITY.

F. In this room is a huge mechanical Meat Grinder. As the players enter the room the gears begin to slowly hum and grind for one round. On the second round the doors slam shut try (DC15 or take 1d12 from a steel door shutting on you) to jump back out! The Meat Grinder begins to move south and then back north at a speed of 20' a round. On the EAST side of the room one can make a DC5 roll by pressing against the wall to avoid being pulled into the meat grinder. One can climb over it or jump through it avoiding the gears at a DC 10 difficulty. Failure results in being pulled through the meat grinder gears and teeth and taking 2d6 damage. One can disable the meat grinder

by pulling out the master cog located in the center of the meat grinder. To break down the metal door is a DC20!
G. A bridge over an glowing green liquid (acid) pit. The bridge looks like it has been eaten away (by acid) making it an unsafe narrow walkway. It's a DC10 to cross or die. The door on the south end is locked with a DC10 to pick it or DC15 to break it down.

H. On the door it says "DO NOT OPEN". Inside the characters see their knight commander and one of his knights. They stare blankly with clouded over eyes, pale skin, the stench of death, and begin to moan and come towards the party menacingly. The knight commander has a sword in sheath dragging uselessly behind him.

Zombie: Init -4; Atk bite +3 melee (1d4); AC 9; HD 3d6; MV 20'; Act 1d20; SP un-dead; SV Fort +4, Ref -4, Will +2; AL C. Magic Long Sword +1 Algamar The Blade of Law Int3 Purpose: Punish Murderers, Special Power Detect Sloping Passages from 1d10 x10'

I. Here is a room full of dead bodies scatter all about with a pile of them in the north corner. One of the players notices that one of the victims is a child or sibling. You have nothing left to live for but vengeance. They may be possibly a few surviving funnel characters here if the Game master is feeling merciful.

J. In this room is a gigantic dragon! It opens its eyes and then shuts them as the player's enter. If the players enter it roars and comes towards them. If they start to attack it will try and run away into the corner. Once it takes half it's hit points (or is killed) it reverts back into a pig and squeals in fear. Polymorphed Pig: Init +1; Atk bite -1 melee (1d4); AC 11; HD 1d8+2; MV 30'; Act 1d20; SV Fort +3, Ref +2, Will -1; AL N.

K. Here alone in his huge room of filth squalor the Great Pig man beast tortures and mutilates his prisoners. It is time for him to pay for what he has done to the people of Southland Village. The GREAT PIG MAN BEAST Init +2; Atk Gore Tusk +5 melee (1d6+4) or great Meat Axe +5 melee (1d10+4); AC 14; HD 4d8+4; MV 20'; Act 1d20; SV Fort +4, Ref +2, Will +1; AL C. Treasure 345 gold pieces, 127 silver pieces, and 234 copper pieces. There may be a few funnel characters available at the beginning of combat only if they can be untied.



NOTHING LEFT EXCEPT PORTTOWN

All the forest have burnt. The grasslands offer no safety. Even more foul beast roam the wilderness.

There is nothing left for you here except a small trading post.

Your characters are now Level 1, Buy stuff.

A river barge is leaving in the hour.

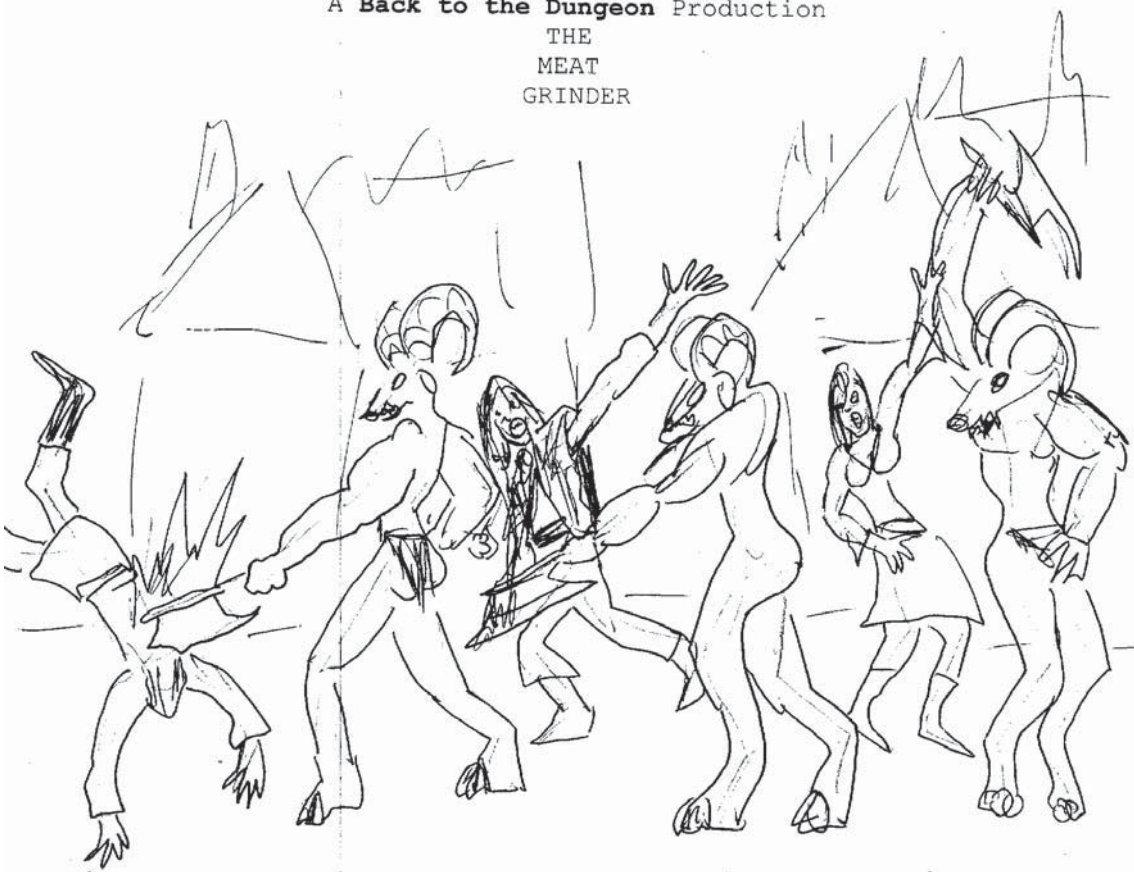
It is time to take one's self to PORTTOWN!





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THE
MEAT
GRINDER



Poor villagers face an attack from the foul Pig Man Beast and his foul army of Goat Men Baphomentians leaving their family dead. Now with only blind quest for vengeance the party of "0" Level Characters will face death and danger. Very few will survive but those who do will have been tested in the fires of The MEAT GRINDER

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