



**A SHORT OSR HORROR ADVENTURE FOR
4-6 FIRST LEVEL CHARACTERS
BY TRISTAN TANNER**

THE MEAT GODS

AN ADVENTURE FOR LEVEL 1 CHARACTERS

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INTRODUCTION

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The Meat Gods is a horror adventure for 4-6 first level heroes. It is a weird adventure with some disturbing themes and imagery, so it is not recommended for players and Game Masters who do not wish to play such types of games. **The Meat Gods** is short, designed to be finished in one or two gaming sessions.

The setting of the adventure is Autumn Island, a rocky island inhabited by farmers. It can easily be inserted to your campaign world wherever there is a temperate ocean.

The Meat Gods is roughly compatible with most Old School Role-Playing Games, but assumes the use of an ascending armor class system, with unarmored opponents having a base AC of 11. If your system used descending armor class, simply subtract the existing AC from 20. In addition, this adventure assumes that the system you use has a gold standard for currency, with gold pieces being the chief unit of wealth. If your system uses a silver standard instead, replace all instances of the term Gold Piece or GP with Silver Piece or SP.

NPCs and monsters are listed in the following format:

Cultist: HD 1, hp 4, AC 11, Atk 1; Dmg 1d6 shovel, mv 40'

HD stands for Hit Dice, and represents the number of 8 sided dice rolled for hit points.

hp stands for Hit Points, and represents the specific number of hit points that specific NPC/monster has.

AC stands for armor class.

ATK stands for the number of attacks an NPC/monster has per round.

DMG represents how much damage is inflicted on a successful attack, with the kind of attack listed after the damage.

mv stands for movement, and represents how many feet the NPC/monster may move per round

GM INFORMATION

Off the coast of Sharoom (or whatever continent your campaign takes place on) there is a farming community on **Autumn Island**. The shores are rocky and sharp, and the waves come crashing high into the air during storms, but strangely the soil of Autumn Island is extremely fertile. The people of Autumn Island are rather shut in, and rarely visit the mainland. Autumn Island is a very religious community, and officially they worship the goddess Demeter (or any other harvest deity to fit your campaign). Most think of the islanders as somewhat cooky, but ultimately harmless.

The truth however, is much darker. A cleric named **Temperance Whitelock** found something terrifying on Autumn Island. She delved deep into the **Dweomerlight Cavern**, a cave system named for the strange glowing blue crystals that line the walls. In the cave, Temperance found the **Meat Gods**, strange fleshy cubes lined with humanoid faces and coated in fat.

The Meat Gods spoke to Temperance, telling her secrets that no human (or demi-human for that matter) should ever have learned. On that day, Temperance became a loyal follower of those strange and terrible gods, concocting a plan to convert the entire town into the charmed slaves of the Meat Gods.

INTRODUCTION

Carving bits and pieces from the Meat Gods' bodies, Temperance fed them to the people of Autumn Island and, sure enough, one by one they turned to her new faith. Those that became blinded by their newfound devotion and consumed too much holy flesh devolved into strange **Flesh Things**.

The Autumn Islanders abandoned their farms, as Temperance offered food for free, and seemed to have an infinite supply. The farmland that once covered the island became overgrown and wild, abandoned by their farmers.

Beneath the church of Demeter, Temperance had her cult dig tunnels connecting to the Dweomerlight Cavern, allowing her easy access to the Meat Gods.

WHY DO THE PLAYERS CARE?

There are many reasons why you could have the players want to visit Autumn Island. Here are a few possible hooks:

- They had a shared dream with strange flashes of blue light and skulking meat creatures with the words "Autumn... Island..." repeated over and over.
- A strangely deformed and insane man washes up on the beach on the mainland. He babbles things about "Meat Gods" and a weird cult. He dies soon after muttering the words "Temperance... On Autumn Island...".
- One of the character's relatives lives on the Island, and they have not seen them in nearly 10 years.

GETTING TO AND FROM AUTUMN ISLAND

Autumn Island, while not particularly far out to sea, takes about 4 hours to reach by ship. This makes it somewhat difficult for

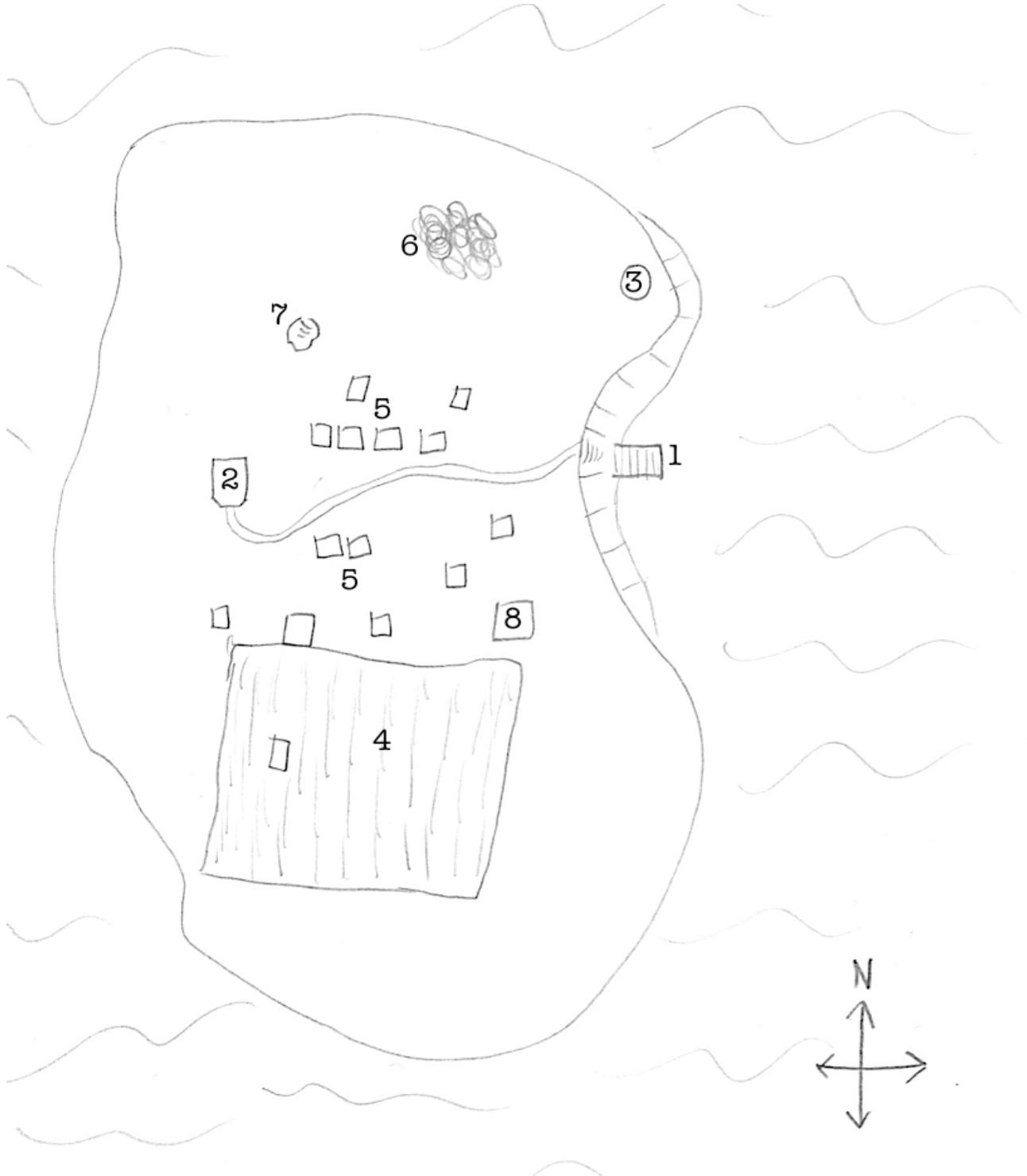
characters to simply leave the island when things go badly. The ship is scheduled to come back after a week of the party investigating, though if the party is able to somehow contact the mainland they may be able to get a ship to come by sooner.

There is an old ruined **lighthouse** on the craggy rocks of the island that could be useful in attracting passing fishing boats, but unfortunately the lighthouse is haunted by 3 **Greater Flesh Things** (described later in the monster section). Adventurers trying to get the lighthouse in working order once again would have to fight their way past these monstrosities.

Keep in mind that while running away from the island is a perfectly logical course of action, it should not necessarily be easy to do. Make the party have to barter with or pay a fishing boat to carry them to the mainland, or perhaps the islanders noticed the party is trying to escape, and try to apprehend them. There should be no easy way out of this adventure (or any other adventure for that matter).

AUTUMN ISLAND

MAP OF AUTUMN ISLAND
(Please note that this drawing is not to scale)



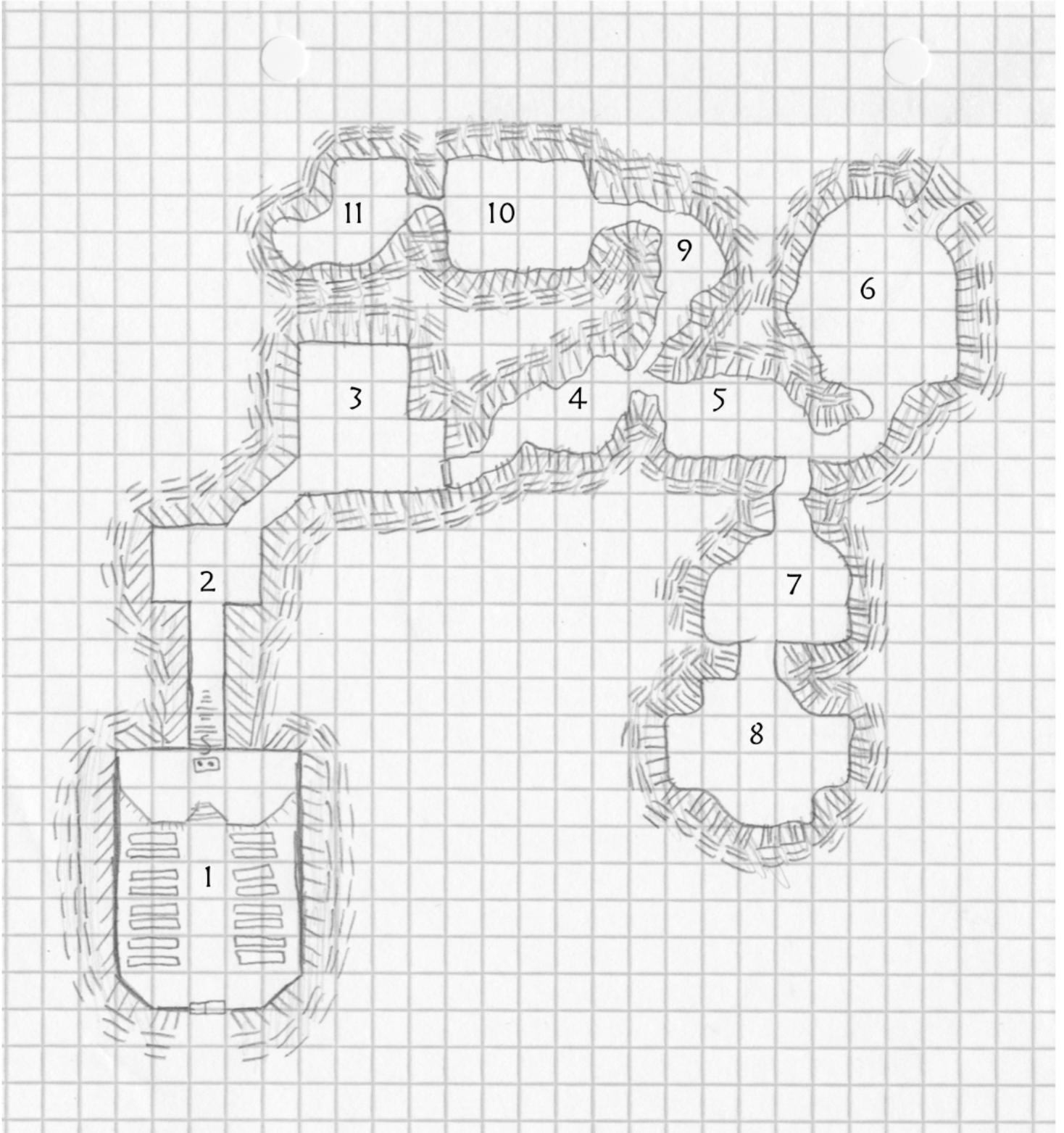
AUTUMN ISLAND

AUTUMN ISLAND LOCATIONS

- 1. Dock:** This rickety wooden platform doesn't see much use, as the islanders are relatively self-sufficient. However, occasionally fishing boats or trading vessels arrive here. This is where the player characters will first arrive.
- 2. Church Of Demeter:** This old wooden church was formerly used by **Temperance Whitelock** to preach her faith before she found the Meat Gods. There is a secret door leading to Dweomerlight Cavern behind the altar. More information on the church can be found in the Dweomerlight Cavern section of this module.
- 3. The Lighthouse:** Abandoned only recently, the old lighthouse has since become a haunt for 3 **Greater Flesh Things**. They only come out at night, for some reason these particular Flesh Things hate the light. The lantern in the lighthouse produces light using the blue crystals in Dweomerlight Cavern. However, the crystals that normally illuminate the lighthouse have been smashed into powder by the **Flesh Things**. The lighthouse tower is about 40 feet tall and 20 feet wide.
Greater Flesh Thing: HD 3, hp 12/13/14, AC 13, Atk 2; Dmg 1d8 claw, mv 40'
- 4. Abandoned Farm:** While it does not hold any dangerous creatures, the old Crawford farm is eery. After Temperance provided free meals for the village, the Crawford family no longer has any reason to grow crops. However, without the maintenance of the farmers, the plants have grown into enormous and grotesque forms. This is a side-effect of the Meat Gods' presence, and the true reason behind Autumn Island's fertility.
- 5. Houses:** The island's population mostly lives in these old wooden houses, though some of the poorer residents reside within the church. If any islanders are talked to, they will invite the party to a "Great Feast". No matter who is talked to and whatever the conversation is, eventually this feast will be brought up. There is a feast every night, so characters have time to do other things about the village if they so choose. The town has a population of 53 people, though only 30 or so people are allowed to attend a feast at any given time.
- 6. Dump Heap:** This pile of rotting foodstuff is where the islanders put the food they no longer need. Fish, grain, and other foods are piled together, fed upon by gulls. If the party comes to investigate the enormous cloud of birds descending on the heap, an islander will explain that "We don't need any other food no more, Temperance provides us with the meat, so we just threw the rest away! Say, you're coming to the feast tonight aren't you?".
- 7. Dweomerlight Cavern:** The main entrance to the cave is open, though the townsfolk will warn the party not to go inside, telling them there are dangerous pit falls.
- 8. Jail:** Though there is little crime among the Autumn Island community, the little town does have a jail. Currently imprisoned are 4 islanders who assaulted other members of the town during a feast. They are emaciated and shivering, as they refuse to eat any of the meat provided them. If talked to, they will warn the party to leave the island, claiming "Temperance has done something wrong, something against nature itself".

DWEOMERLIGHT CAVERN

MAP OF DWEOMERLIGHT CAVERN
(Each Square is 10 Feet Across)



DWEOMERLIGHT CAVERN

DWEOMERLIGHT CAVERN ENCOUNTERS

- 1. Church Of Demeter:** One entrance into Dweomerlight Cavern is through a small secret door activated by twisting a candlestick on Demeter's altar. This leads to the artificially carved out rooms that lead to the cavern proper. There are usually at least 10-15 **cultists** attending the church at any given time. However, if the player characters arrive for the feast, 30 **cultists** will be seated at a large table set up in the middle of the room. **Temperance Whitelock** will give a prayer in an unknown language, and tell all attending to eat. The meat placed in front of everyone attending is raw and pinkish, and the **cultists** will immediately and messily devour what is on their plate. One of the **cultists** will suddenly and violently transform into a **Lesser Flesh Thing**. 8 of the **cultists** will stay to fight the heroes, while **Temperance** and the rest of the cult exit through the secret door. The cultists carry 1d4 GP each. Cultist: HD 1, hp 4,4,3,3,6,7,8,5, AC 11, Atk 1; Dmg 1d4 knife, mv 40'
- 2. Excavated Chamber 1:** This room has been carved out of the rock and is used to store meat for the feasts as well as providing an entrance to Dweomerlight Cavern. The cult has fled deeper into the cave itself, so this room is empty except for 5 barrels of holy flesh.
- 3. Excavated Chamber 2:** The recently converted **Lesser Flesh Thing** and 2 **Knights Of The Meat Gods** have been left here to stop the adventurers. There are 7 barrels of holy flesh here, which the **Knights** will overturn to try and trip adventurers. The **Knights Of The Meat Gods** have 1d6 GP each. Lesser Flesh Thing: HD 2, hp 10, AC 12, Atk 2, Dmg 1d6 slam, mv 40' Knight Of The Meat Gods: HD 2, hp 8, 12, AC 14, Atk 1, Dmg 1d8+1 longsword, mv 30'
- 4. Cave 1:** Blue glowing crystals line the walls of Dweomerlight Cavern, making torches unnecessary. A **Greater Flesh Thing** roams about this room, trailing its deformed limbs along the crystals. If it notices the party, it immediately attacks. Greater Flesh Thing: HD 3, hp 15, AC 13, Atk 2, Dmg 1d8 slam, mv 40'
- 5. Cave 2:** Stalagmites and stalactites provide a lot of cover in this room. 5 **cultists** armed with slings hide about the room, trying to get the jump on the party. Cultist: HD 1, hp 4,4,3,3,6, AC 11, Atk 1 (30'/90'); Dmg 1d3 sling, mv 40'
- 6. Cave Entrance:** Moonlight (or sunlight, depending on when the party delved into the cavern), pours from the cave entrance. Less crystals are in this room, as many had been carted out and sold to travelers long ago.
- 7. Cave 3:** The entrance northern entrance to this room has a tripwire set up to knock prone the first person to enter the room. As soon as someone falls down, 9 **cultists** attack. Cultist: HD 1, hp 1,2,3,3,4,5,5,6,7 AC 11, Atk 1; Dmg 1d6 shovel, mv 40'
- 8. Cave 4:** The remaining 8 **cultists** hide in here, but will not attack, cowering in fear. These are the members of the cult who have not yet completely been converted, and are treated as normal humans for the purposes of combat statistics. They will tell the party that they don't want to be killed, and that **Temperance** has fled to the north caverns to commune with the gods. They will offer up all their valuables (24 GP) to try and make the party spare them. **If the party did not attend the feast, there are no cultists in this room.**
- 9. Cave 5:** The floor of this room seems to be covered in some kind of fatty substance. The fat is excess material

DWEOMERLIGHT CAVERN

removed from the Meat Gods by the cult, and covers up a pit full of sharp rocks. The fat remains taut and allows passage for cult members, but unbelievers (such as the adventurers), will cause it to rupture, dropping them down a 10 foot deep hole to take 1d8 damage.

10. Cave 6: In the center of this room is a small pile of gold coins, 500 GP in total. However, the coins cover up a small hole where a **Meat God** dwells, fat covering its terrifying faces. If the gold is removed, the character who took the coins must make a saving throw versus spells or be **charmed** to attack all non-cult members in the room. If the character is knocked unconscious, the spell is broken.

11. Cave Of The Meat Gods: Here is where **Temperance Whitelock** fled, seeking help from her gods. The blue crystals lining the walls give an eery blue glow to the room, and 5 cubes of fat and flesh protrude from the walls. These are the **Meat Gods**, and they have had sections of their fat removed with a ritual knife, exposing the quasi-humanoid faces. **Temperance** has donned a set of holy **+1 Chainmail Armor** and is wielding two war hammers. She will fight to the death, using both spells and weaponry to try and stop the party. If **Temperance** is killed, the **cultists** and **Flesh Things** will dissolve into pinkish slime which slithers its way to the cavern.

Temperance was the link between the cult and the **Meat Gods**, and once that link is broken, the **Meat Gods** attempts to reclaim the flesh that has been consumed by absorbing their cultists.

Some Possible Endings To This Module

- The party slays Temperance Whitelock and flees the island, possibly allowing the Meat Gods to lie in wait and build up strength.
- The party slays Temperance Whitelock, burns the Meat Gods to death, and barricades Dweomerlight Cavern, thus ensuring that their horrible plans for the world never come to fruition.
- The party somehow repairs the light house or attracts outside attention another way and escapes without ever confronting the Meat Gods.
- The player characters delves in Dweomerlight Cavern, but does not successfully kill Temperance. Thus, the cultists remain intact and will try to hunt down the party.
- The player characters agree to join the cult and consume the holy flesh, becoming servants of the Meat Gods.
- The party confronts Temperance but does not slay her, instead forcing her to let them go from the island in peace.

None of these endings are in any way more valid than another, and often times players find ways to end adventures that surprise even the most seasoned game masters. This concludes the adventure portion of this module, what follows after this are the combat statistics for the monsters and NPCs. **It is advised that game masters read this next section**, as some NPCS have unique combat abilities not mentioned in the short encounter stat blocks. In addition, Temperance Whitelock's personality and mannerisms are also described, which is important for role playing her.

MONSTERS AND NPCs

CULTISTS OF THE MEAT GODS

Cultist

Hit Dice 1

Armor Class 11

Movement 40'

Attacks 1 weapon

Damage 1d4 or by weapon

Experience Points 25

Morale 8

Save As Fighter 1

Alignment Chaotic

Knight Of The Meat Gods

Hit Dice 2

Armor Class 14

Movement 30'

Attacks 1 scythe

Damage 1d8+1

Experience Points 75

Morale 9

Save As Fighter 2

Alignment Chaotic

Temperance's cultists were once completely normal people before they consumed the holy flesh of the Meat Gods. Because of this twisted communion they now serve Temperance and the Meat Gods eagerly, desperate for more flesh. The flesh of the gods puts them a head above normal humans, giving them slightly enhanced strength and hardiness. Some cultists become holy knights, clothed in armor made from tanned flesh and wielding scythes. These faithful are only one step from becoming Flesh Things, and are likely to turn within a week at most. Though they have lost much of their will to Temperance and the Meat Gods, the cultists are not mindless, and will flee fights that are clearly not going their way.

FLESH THINGS

Lesser Flesh Thing

Hit Dice 2

Armor Class 12

Movement 40'

Attacks 2 slams

Damage 1d6 each

Experience Points 100

Morale 12

Save As Fighter 2

Alignment Chaotic

Special Lesser Flesh Things only take 1/2 normal damage from blunt weapons and only take 1 point of damage from missile weapons. All fire based damage dealt against a Lesser Flesh Thing deals an additional 1d6 damage.

Greater Flesh Thing

Hit Dice 3

Armor Class 13

Movement 40'

Attacks 2 slams

Damage 1d8 each

Experience Points 175

Morale 12

Save As Fighter 3

Alignment Chaotic

Special Greater Flesh Things only take 1/2 normal damage from blunt weapons and only take 1 point of damage from missile weapons. All fire based damage dealt against a Greater Flesh Thing deals an additional 1d6 damage.

The victims of consuming too much holy meat have their organs and bones are dissolved and replaced with twisted flesh. Toothless maws are covered over with pink meat and nails retract into their bodies. Despite the lack of any hard tissue or organs, the Flesh Things are still very much alive, and extremely dangerous. Due to their lack of important organs and bones, bludgeoning does little to deter an attacking Flesh Thing. The only way to kill one is either to burn it to death or hack it to pieces.

TEMPERANCE WHITELOCK

Hit Dice 4d6 HP (13 Hit Points)

Armor Class 10 (15 with armor)

Movement 40' (30' with armor)

Attacks 2 war hammers

Damage 1d6-1 each

Experience Points 280

Morale 8

Save As Cleric 4

Strength 7 -1

Dexterity 8 -1

Constitution 7 -1

Intelligence 10

Wisdom 16 +2

Charisma 12

Spells Cure Light Wounds, Protection From Evil, Hold Person

Alignment Chaotic

Temperance Whitelock was a cleric of Demeter before she found the Meat Gods. She acts very friendly to outsiders, but there is a slight touch of instability to her tone, as if she is holding back laughter. Due to her pronounced canines Temperance speaks with a very slight lisp, and her smiles can be terrifying. She tends to dress in farmer's clothing, even though there hasn't been any farming happening on Autumn Island in nearly a month.

When Temperance first meets the party she should act welcoming and kind, just like the other cultists, but she should act much more intelligent than her followers. She still possesses a bit of free will, controlling the members of her cult.

When Temperance is fighting the party however, and pretense of friendliness is thrown away, and she fights like someone with nothing left to lose. She wields 2 war flails, one in each hand, and will cast Cure Light Wounds on herself to make sure she survives as long as possible. If a player



character is already wounded, she will attack that character first, eager for the kill.

When fighting she will shout phrases like;

- “The Gods are separate but they form a whole!”
- “They are our makers and they deserve to be our destroyers!”
- “All shall be reunited in the holy flesh!”

Spell Effects, Simplified'

1st level spells (x2 per day)

Cure Light Wounds: The caster heals 1d6+1 HP.

Protection From Evil: The caster gains a +2 bonus to AC and a +2 bonus to saving throws against those who wish to harm the Meat Gods.

2nd level spells (x1 per day)

Hold Person: A target within 180' must make a saving throw versus spells at -2 or be paralyzed for 2d8 turns.

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