

The Meat Locker

By Jason C. Hall

The Set Up: The barbarian tribes have finally ended their years of bloodshed between them and are ready to celebrate.

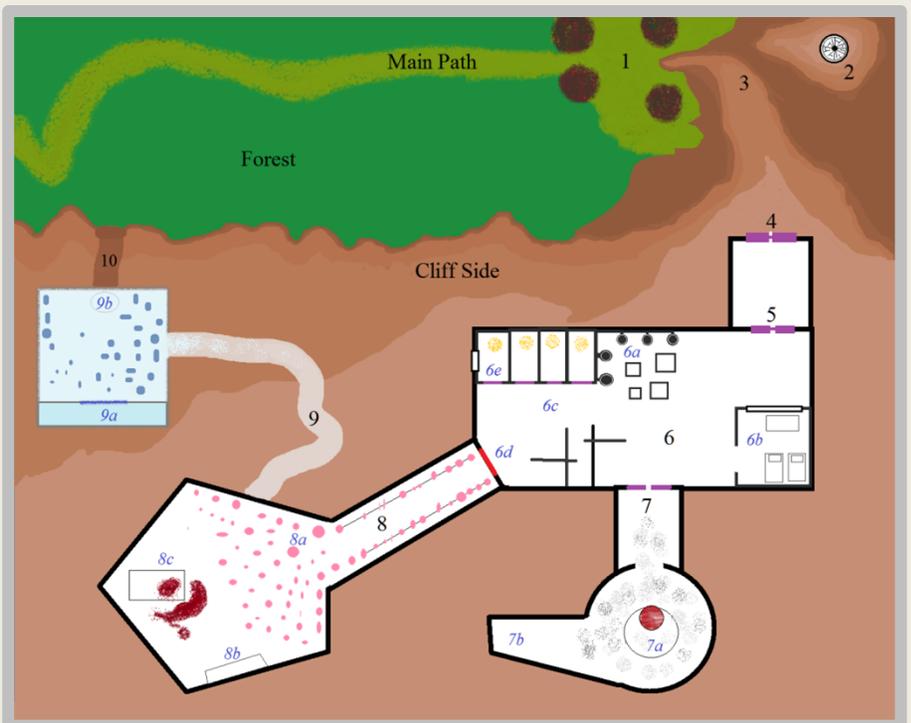
The party must, as loyal servants to one of the warlords bargaining the truce, get meat for the ceremonial feast from the hilltop butchery stronghold, called the Meat Locker. And not just any meat will do. You must obtain a rack of ribs that has been aged and tenderized for half a century waiting for this day. Unfortunately the orc tribe that runs the stronghold has no interest in peace or giving up their sweet magical side of ribs.

Without this choice cut, the ceremonial feast is doomed to failure and peace with it!

Main Path: The journey in is *fairly* easy going, birds are singing, the sun is bright. It is great day for adventuring.

Forest: The forest is *dense, dark and bit dangerous*. There is a good chance that *average* Wolves may patrol the area. They are *loyal pets* to the orcs, attacking with their *sharp teeth*.

Cliff Side: This is *very hard* to climb and will require equipment.



Zone 1: This is a small clearing surrounded by berry trees that are turning brown. The berries can be gathered and used for food (*can heal minor injuries*) or for distractions.

Zone 2: Watching the area is a small guard tower, with single *average* orc sharpshooter with a bow. It is on small rise that is a *hard* climb up. If you take him out without killing him, he has a key for the main door (area 4).

Zone 3: A *hard* rocky path leads up the hill with a long steep fall off it as you get to the top. Loose rocks may cause climbers to slide back down the hill as well.

Zone 4: If you took out the orc in area 2 without killing him, he will have a key for this huge door. Otherwise it is a hard task to both pick the lock and get the door moving. Teamwork is required.

Zone 5: If you enter using the area 2 orc's key, there is a *really surprised* fair orc warrior inside. If you broke into the main door, the orc is *ready to attack you*, with his *really big spiked club*. The second set of doors is not locked.

Zone 6: This is the livestock room. Bird cages and chicken coops (6a) lie in one corner, getting too close will make them *awaken everyone with their squawking*. The guard room (6b) has a small window facing the entrance, and two *average* orcs are *lightly sleeping* inside. Hitching posts (6c) are currently free of animals. A tightly closed door (6d) with no signs of a way to open it lies on the south east side. Stables are on the north wall. There is a *fair* orc guard cleaning up a stable (6e), which has the *only escape to the outside through a small window*.

Zone 7: This is a kiln room for smoking meat. The area is *really smoky* and a fiery oven (7a) sits in the middle with a *fair* orc cook attending it. If attacked he will try to *push a party member in the oven* or *light them on fire with a nearby torch*. A nook (7b) has racks of sharp knives and cleavers with a switch hidden behind them to open door 6d.

Zone 8: This is the meat hanging room and as you enter you see a line of *unsettling slabs of meat hanging from the ceiling* (8b, the pink dots), that is maze-like to get through. Another tool table (8b) lies to the south, with a big (*good ranked*) Ogre Butcher armed with a *hefty meat hanging hook* preparing some items. He does not take kindly to people interrupting his work. A killing table surrounded with a pool of gore (8c) hides a hidden passageway to area 9, which is *hard* to find without an orc's assistance, who may also spill info of the ice room (area 9) where the ribs can be found.

Zone 9: A long passageway down starts becoming *slick with ice and quite cold* the further down you go. Another hanging room lies at the bottom which is *very cold*. It is *fairly* difficult to navigate through the hanging meat (blue dots) and if you touch one, you will become *frozen and stuck to a slab of meat*. There is a freezer room (9a), with a *very hard* wall of ice to break to get in it. Once you do, you will get the *mystical side of ribs* you have been looking for. A secret passage (9b) is revealed if you are able bluff or intimidate any fair or better orc you may have kept as prisoner to this point.

Zone 10: A one way secret passage (from 9b) out to the bottom of the cliff gets you to the path back home without going back through the Meat Locker. If you didn't find this door you will have to make your way back through at least 3 *average* orc warriors who are really angry.

Conclusion: If you are successful in the mission you are met as "heroes of the rib" upon your return. You are first to part-take in the mystical ribs (possibility unlocking greater powers within you) in a night of rowdy celebration for peace. Good Job Heroes!

Notes: There are some suggested *aspects/complications/ratings* for Fate in the text, but it can be adapted to any system.

Optional play: Instead of retrieving the meat, you must return it back to its place in the locker. Its irresistible taste and smell are on the verge of causing all-out war. Instead of a meat oriented adventure, one could go vegan, with a group of crazed elves hording a special spice or a magical vegetable.