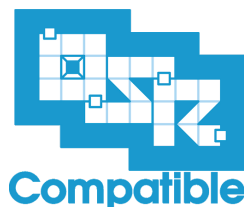


THE BLOODY ENGINES OF THE DINOSAUR-MEN

An OSR-compatible adventure for 3-6 characters
Levelled 3-5. Made with Labyrinth Lord.



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Writing and Design

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Cartography

The "Salisstach Meat Processing Plant" map was created by Brian C. Rideout using the Dungeon Scrawl open beta. <https://dungeonscrawl.com/> and Adobe Photoshop Elements 14

Game

This game is built using the 1991 Rules Cyclopaedia for the world's most popular fantasy role playing game, and is compatible with most "basic line" Old-School Renaissance games, such as Labyrinth Lord, Old School Essentials, and Lamentations of the Flame Princess. It should require very little work to use with "advanced line" games like OSRIC. Link and QR Codes to several popular OSR games are available near the end of this module.

Typography

This document includes the Arial, Comfortaa, Lora, Ultra, & Amatic SC fonts.

Art

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Introduction

Sixty Five million years ago, the Salisstach rose to consciousness; a race of dinosaur men of staggering intellect and ambition. Their empires spanned the entire world, and eventually beyond, masters of machinery, genetic modification, and control of entire ecologies. Their steam-powered machines allowed them to build grand industrial projects that harnessed the power of volcanoes. For a time, it seemed their supremacy would be eternal.

But then a shift in the environment, a cooling of the world caught them off-guard. Soon their food animals were dying in droves, as were their preferred fruits. Facing starvation, the Salisstach fled to a few hidden valleys. Here they used the apex of their magic and technology to preserve their favoured ecology in contained biomes, and created underground Arks for themselves, where they would slumber untold aeons waiting for the day where the world would be warm enough for them.

Once or twice every epoch there is an awakening; some shift - often temporary - that will trigger the ancient machines designed to wake up the advance scouts and labourers and make ready for their return. Each time in the past the Salisstach have made small kingdoms, conquered a little land, but chosen not to awaken their Empire. Some because they did not think the world was yet suitable, some out of selfishness. During an awakening seven million years ago, they captured and enslaved an entire people of Australopithecines to serve - and feed - the conservationists.

A few weeks ago, the glacier on the side of Eira Peak collapsed, crushing much of the town of Eirata under mountains of ice and snow. The sudden change in temperature has awakened a new crew of ambitious Salisstach. Ones who see the world of humanoids as ripe for conquest. They took advantage of the disarray in the village below to take two dozen human slaves to study, test, and devour. Since then, some of their livestock, Amargasauri, have escaped into a marsh at the foot of the mountain, and their most ambitious warriors attacked a nearby monastery and wiped it out. They have begun sending spies to learn what they can of the lands nearby and their people.

The surviving villagers of Eirata are afraid and desperate to find those who went missing during the avalanche. They've put out a call for heroes to help them find their lost loved ones. Their burgomaster is pledging rewards and glory to the people who can help them discover what- or who- has been causing the strange disappearances around Eira Peak.

Rumours

Any time the PCs spend time gathering information or carousing roll 1d6 to see what gossip they hear.

1d6 Rumour

- 1 A glacier on Eira peak collapsed, it was a disaster that decimated the village of Eirata. Many are still missing.
- 2 The Monastery of the North Wind has not sent traders for weeks, and no lights are on at night. We fear the worst.
- 3 A terrible wingless dragon with many horns was killed near the Salka marsh. No hunter has ever seen anything like it. They think it came down from Mt. Eira.
- 4 Wanderers claiming to be from a country North beyond the Ice-Shield have been selling exotic fruit and meats in exchange for information on trade routes.
- 5 A monstrous body washed downriver, like a man covered in feathers and scales. It is a mystery we have given to the sage Gorum.
- 6 When tremors shook Mt. Eira, terrible screams echoed from the mountain from days. Some think they come from a cave that was revealed when the glacier fell.

Following up on the Rumours

Players may spend some following up different events. Each of these follow-up explorations take 2d3 days to complete, and can offer some small rewards as well as good intelligence.

The Monastery of the North Wind

The Monastery of the North Wind has been wiped out by Salisstach raiders. A destroyed Biomech Triceratops, some venomous spines and shed feathers, and a lost *Alchemical Mortar* are all that is left. Tracks show that the few survivors were taken prisoner and dragged off toward the mountain.

The "Dragon"...

...is a dead Amargasaurus, one of several that have been spotted in the Salka marsh to the South of Eira. They only started to appear after the glacier broke. A herd of them now roam the marshes. Hunting an Amargasaurus can earn the PCs 50gp in exotic horns, 12gp in hide, and a staggering amount of flavorful meat.

Amargasaurus: SZ: Large; Atk: horns and tail: Dmg: 2d6 and 1d10; ThAC0: 9 [+11] AC: 5 [14]; HD 11; MV: 90' (30'); SA: Impale; ML: 7; Int 3; AL: N; XP: 1,200

Impale: A creature hit by an Amargasaurus's horns must Save vs. Wands or be caught on the back of its neck. Each round a character takes automatic horn damage at the beginning of their action, and may only use their action to attempt a Strength check to break free.

Gorum the Sage

Gorum is a mage that specializes in the study of anatomy and physiology in order to further the discipline of transmutation, and he hopes one day, find an arcane means of healing wounds. He has come into possession of a female Salisstach corpse, one with a Biomech prosthetic leg.

Gorum knows the following:

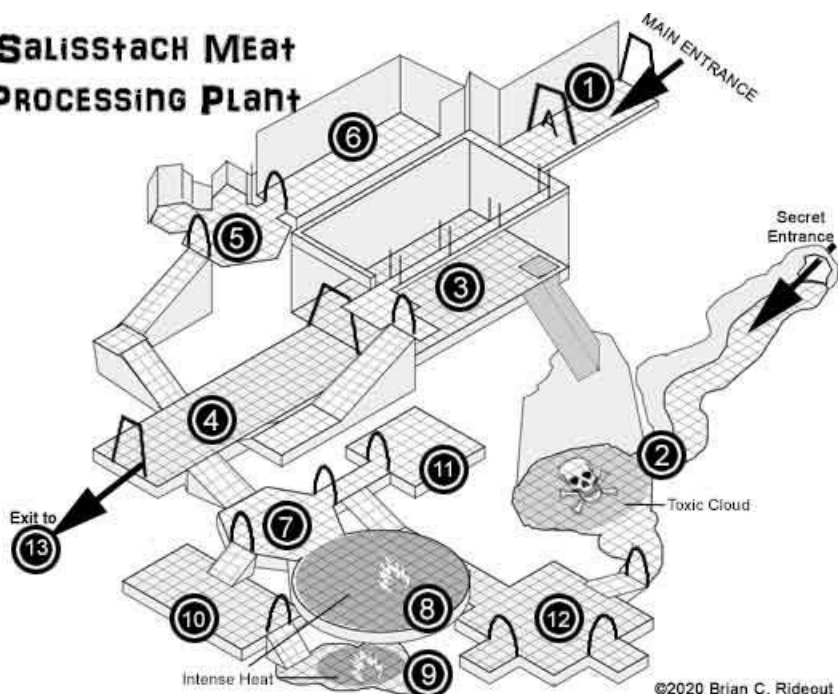
- The creature was highly intelligent.
- She is neither mammal, bird, or reptile, but has traits of the last two. She comes from some ancient kingdom of life he cannot place.
- A divination for finding the age of things claims that she is 7 million years old, but that her limb is 65 million years old.
- The magic and science that made her limb is a mix of fusing crude machinery to magically warped flesh, and a scientific understanding of nerves he cannot match.
- She was hatched from an Egg.
- She could spit toxic spines with a powerful sedative.
- She died from a fall from a high place, probably near the source of the river under Eira peak.

Gorum is fascinated by her prosthesis and will pay in potions, medicine, and spell tutelage for more samples of the tech.

The Meat Merchants

These are Salisstach spies selling dinosaur meat. They wear concealing clothes and trade for coin and information. One carries a map They have been making of the area. The oldest, most detailed places filled in radiate from mount Eira. They carry tentacle grenades and spine muskets.

Salisstach Meat PROCESSING Plant



Master Encounter List

1. The Plateau	2 Salisstach Guards and Biomech Triceratops
2. The Garbage Pit	Arla, Poisonous Fumes, Flooding*
3. The Abattoir	Salisstach ambush Area 6*, Butchering machine
4. Hallway	Salisstach and drugged Triceratops*
5. The Staff Quarters	no encounters
6. The Control Room	5 Saliistach
7. The Office	High-Caste Salisstach, Flooding*
8. The Boiler	Extreme heat*
9. Lava Tube	Extreme Heat
10. Meat Packing Line	8 Human Prisoners, Flooding*
11. Machine Room	5 Human Prisoners, Flooding*
12. Store Room	5 Human Prisoners
13. Dinosaur Pen	no encounters

*Indicates possible encounter based on PC Actions

1. The Plateau

A huge trapezoidal archway opens into the Cliffside at the edge of this stone shelf. Aeons of erosion have worn away most of the ornamentation around it, but there are still traces of strange markings around the door. Wet air that stinks of blood and offal comes out in hot foggy blasts every few moments, accompanied by hissing and gurgling sounds.

This doorway is guarded by two Salisstach and a Biomech Triceratops. If they detect the PCs approaching one will run back to the door (Location A) and shut it. This takes him 4 rounds to complete. The other will command the Biomech and fire on the PCs with his spine musket.

The door is heavy and plated in bronze and fossilized bone. It is controlled by weights and pulleys. It requires a combined Strength of 40 to force open. The other Salistach Guard will alert the others then guard the entrance with its musket. The door will close automatically if not opened by the lever controls at Location B. Getting caught in the door causes 3d6 damage and 1d6 crushing damage every round afterward until the door is forced open.

Players who scout the area have a 3 in 6 chance (4 in 6 if they have infravision) to notice the tunnel into the garbage pit (Area 2).

Salisstach (2): Atk: cleaver (1d6), spine musket, or poison dart (1d3); ThAC0: 18 [+2]; AC: 7 [12]; HD 2* (9 hp); MV 120' (40'); SA: poison dart (save vs. Poison of fall asleep); SV: D2; ML: 7; Int: 12; AL: C; XP: 25

Biomech Triceratops: SZ: Large; Atk: Gore or Trample (2d8); ThAC0: 11 (+9); AC: 4 [17]; HD 9 (42 hp); MV 90' (30'); SV: F9; ML 10; Int: 4; AL: C; XP: 1,000

Spine Musket: This rifle-like device is molded from hard organic resins, with bottles of fluid in various chambers protruding from it. Salisstach can load it by injecting their poisonous spines into a mouthpiece on the top. It can hold a magazine of 10 in a cooled chamber in the weapon. When fired, the musket launches the spines with deadly accuracy to a range of 200', dealing 1d6 damage. Targets damaged by the spine musket must save vs. poison or fall unconscious for 1d3 hours. It can also be loaded with metal flechettes with some slight modification. Most Salisstach carry fully loaded spine muskets. Weighs 52cn

2. The Garbage Pits

This pit is filled with heaps of rotten tissue, offal, and organic sludge floating in reddened scum-covered water. The stench brings bile to your throat. Luminous fungus and corpse-lights fill the air with pale violet light. Among the heaps of mushroom-coated sludge you can see the fast-decaying remains of both humans and something smaller and more ape-like. Somewhere a pitiful whimper comes from one of the vile heaps.

The **air in this environment is toxic**. Every 3 rounds the PCs must save vs. Poison or take 1d4 damage.

The **chute to Area 3** is a sheer surface that a Thief is best suited to climb. The stairwell to Area 11 has a **locked and stuck door** of bronze-bound wood.

Arla, the Australopithecus is laying in one of the few high and dry spots in the chamber. She is badly hurt with only 1 hp out of her 11 maximum remaining. Although the stench and spores do not affect her, she has an infection on a wound that was inflicted by the slaughtering machines in area 3; She cannot walk unless she is healed, then taken to a sanitary location to have the infected tissue removed (A Wisdom check at -4). If they do not attend to her, she will die of sepsis in 1d3 turns.

Arla: Atk: Sling (1d3); ThAC0: 17 [+3]; AC: 8 [12]; HD 3 (11); MV 120' (40'); ML: 5; Int: 11; XP: 50

What Arla Wants

- To escape from the Salisstach.
- To find protectors for her fellow Australopithecines.
- To please the spirits by showing gratitude to those who saved her.

What Arla Does not Want

- To serve the Salisstach ever again.
- To let the slumbering Salisstach civilization to wake up again.
- To let the "world within" and the "world without" collide.

What Else?

- Arla's people have been preyed on by the Salisstach for aeons. She regards them like demons or evil gods. While she knows where Salisstach can be found, she avoids them.
- She knows a great deal about prehistoric creatures.
- She is terrified of magic.

If the PCs save Arla, she will try to help them. She does not speak Common, and understands only a little Salisstach; a *comprehend languages* or *tongues* spell will let her communicate. Here is what she knows:

- On the far side of the factory is an entrance to a "World Within walls of stone" that the Salisstach have "ruled for all time."
- The Salisstach became ill and needed to sleep. They have slept long enough that their temples and cities have crumbled to dust.
- The Salisstach froze the *World Within* out of time, so that the Great Beasts they tamed and fed on - and their slaves, would be waiting when they woke.
- Now that they are awake, the Salisstach have been making as much food as they can to feed their empire when it awakes. This place prepares and preserves the meat of the Great Beasts,
- Several spies have passed through here into the world beyond the walls to learn about the new slaves they wish to take.
- The humans here have been forced to work. A few were killed so the Salisstach could drink the language of the *World Without* out of their brains.
- Her own people have been waiting for this day, and are hidden. They know a way to escape to the *World Without*.
- She also knows the layout of the factory and can draw a map.

Note: GMs may wish to award PCs experience for Aria for saving her life and getting intelligence from her.



3. The Abattoir

This colossal chamber is filled halfway to the ceiling with articulated blades and claws made out of brass, bronze, and copper. Much of the machinery also appears to be made out of and sinew and fossilized wood. It reeks of blood and feces.

The catwalk above the chamber is made panels of petrified wood suspended by and found together by copper cables. The whole chamber, like the hallway before it, lit by blue-tinged flames spouting from bronze fixtures on the wall. The air in here is stiflingly wet and hot. The hiss of steam and jets of vapor rise from the machinery.

As the PCS enter from Area 1, a triceratops will have already been driven into the central part of the machinery. It will be butchered stripped, and separated with terrifying efficiency by articulated bladed limbs. Scales, skin, horn, and bone are fed into grinding machines. Meat is dropped onto conveyor belts. Organs are swept into various pits on the floor, and parts that are not useful are tossed into the garbage pit chute to Area 2 in the Southeastern corner of the room.

Anyone in the lower part of the room while the machines are running must make a Save vs. Wand every round. On a failed saving throw they take 6d6 damage; they take half on a successful saving throw.

The team of five Salisstach managing the control center (Area 6) will notice PCs on the catwalk unless they are effectively hiding in shadows. If they are spotted, a Salisstach with a chemical mortar will fire corrosive projectiles at the support cables. They must hit an AC of 14 to damage them. Once it has hit three cables, the catwalk will begin to tip towards the machinery. In two rounds after that, everyone must Save versus Wands or be pitched into the machines. Climbing to the other end of the catwalk will then require an action and a successful Dexterity check for every 20 ft moved. A thief may substitute their climb sheer surfaces ability.

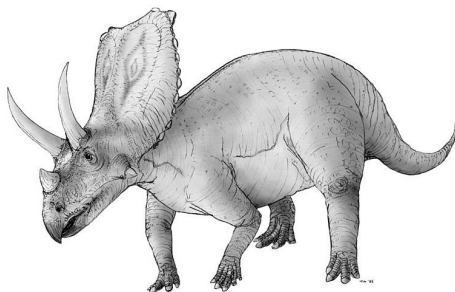
The rest of the Salisstach will take cover behind the control panel and attack with spine muskets. Characters who fall asleep after being hit by a spine musket cannot succeed saving throws to avoid falling or taking damage from the machinery. While covering behind the control panel, the Salisstach have an Armor Class of 5.

If the PC come up through the garbage chute, they have 3d3 rounds to move through the lower part of the room and get out to the archway to Area 4. They have 2d3 rounds before a Salistach driving a drugged triceratops enters; the machines will start a round later as the drover leaves (see Area 4). The triceratops will not interact during the encounter. The Salistach will run and raise the alarm in Area

Salistach (5): Atk: cleaver (1d6), spine musket, or poison dart (1d3); ThAC0: 18 [+2]; AC: 7 [12]; HD 2* (9 hp); MV 120' (40'); SA: poison dart (save vs. Poison of fall asleep); SV: D2; ML: 7; Int: 12; AL: C; XP: 25

Chemical Mortar: This resinous device fires globes of alchemical preparations. It has a range of 40'/80'/120'. 1 in 6 Salistach are proficient in its use. It weighs 75cn When found it will be discovered with a pouch of the following ammunition types:

- **Corrosive:** Deals 1d6 damage to a living target, but corrodes metal, dealing 3d6 to metallic targets. If the target is wearing non-magical metal armour, the AC value of that armor is reduced by 1d6. When found, there will be 3d3 rounds of this ammo type.
- **Sleep Gas:** Every living creature that can sleep within 15' of the target must make a Save vs. Poison or be knocked unconscious. When found there will be 1d3-1 of these.
- **Glue Bomb:** When a creature is hit with this weapon, it must Save vs. Wands or be immobilized for one turn. Large creatures get a +4 to the save. When found, there will be 1d6 rounds of these.
- **Stench Bomb:** creates the effect of a stinking cloud spell at the target. When found there will be 1d4-1 of these.
- **Light Bomb:** This bomb covers an area with a 10' radius around the target with luminescent sludge, creating illumination like a bonfire. Creatures caught in the sludge shed light like a torch after leaving the area, making stealth impossible. The effect lasts 24 hours, or until it is washed off. When found there will be 1d4-2 of these.



4. The Hallway

Two steep stone staircases meet in a long hallway here. It reeks of animal dung, and is lit by the same eerie blue flames that illuminate the rest of the structure. Here, reliefs of reptilian monstrosities herding gigantic scaly creatures and ruling over tiny ape men is depicted. The Air here is so warm that it is sweaty. The sounds of clattering machinery come from a side passage West of the stairs. A massive double-doors at the far end of the structure is partially open, showing daylight beyond.

A Salisstach dino-herder might be encountered here leading a drugged Triceratops if the PCs managed to sneak through the lower abattoir floor before the machines started. Once the Triceratops is in the machines, he will move to Area 5. The Triceratops is drugged and cannot act unless it is given 24 hours to recuperate

Salisstach: Atk: cleaver (1d6), spine musket, or poison dart (1d3); ThAC0: 18 [+2]; AC: 7 [12]; HD 2* (9 hp); MV 120' (40'); SA: poison dart (save vs. Poison of fall asleep); SV: D2; ML: 7; Int: 12; AL: C; XP: 25

Triceratops: SZ: Large; Atk: 3 horns (1d8/2d8/2d8); ThAC0: 5 [+15]; AC: 4 [15]; HD: 20* [90hp]; MV: 90' (30'); SV: F10; ML: 10; Int 2; AL: N; XP: 4,175

Charge: On the first round of combat, or any round where the Triceratops has moved more than 60', it may deal double damage.

Note: The triceratops is drugged and will not act or award XP

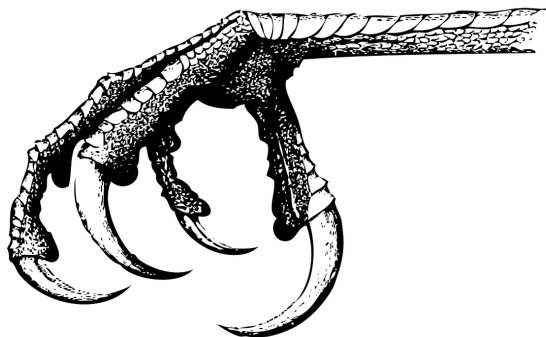
5. The Staff Quarters

Beds made out of frames of bone and sinew with mattresses of piled hides ring an octagonal table made out of interlocking bony plates. Pottery bowls and two-bladed forked eating utensils sit in the hollowed out skull with a huge creature, now filled with water and used as a wash basin. Shallow alcoves contain hanging cured meat, some of it shaped like tiny humanoids. Another contains what appears to be a latrine. This chamber has a distinct reptilian Stench - like an unwashed snake's terrarium. It overpowers even the smell of the uncooked meat.

This is the Salisstach living quarters. The staff spend most of their time resting here when not working or managing the dinosaur pens. If players do a thorough search the room, they will find several pockets in each bed containing:

- Several scrimshawed bone plates depicting their recent awakening (worth 350gp as a set, weighing 50cn) along with bronze carving tools to make them (20cn).
- A kit for doing alchemical work that is alien in design to what any character already versed in alchemy may be familiar with, but easily adapted to (180cn). It contains samples of Sleestak venom enough to coat 3d4 weapons (5cn/dose), and four hand thrown poison gas grenades that cause any creature within 15 ft of the target to Save vs. Poison or fall asleep (10cn ea.).
- A collection of 4 rarefied fossils worth 100gp and weighing 3cn each.
- A suit of dinosaur hide armor, nearly completed. An armor-smith could easily finish this and fit it to a player character with a day of work and 10gp (AC 5 [+4], 200cn).
- 19 resin discs the size of dinner plates covered in writing. 12 comprise a mythic account of a mighty dinosaur hunter. Five comprise a poetic telling of the coming of the ice age and the duty of those suspended near the surface to wake and feed their brethren. Two are instruction manuals on the maintenance of the slaughtering machines (70gp and 10cn each).
- A trio of glass and resin hookahs filled with a euphoric drug. There's enough of the drug for 10 doses. It has little effect on non-sleeve stacks other than making them feel relaxed. The hookahs are covered in brass leaf Pteranodon imagery, and are worth 45gp and weigh 30cn each.
- A collection of exotic feathers and shells (30gp, 6cn).
- An alchemy kit (as 2) and three *potions of giant growth*

One of the nooks contains cleavers, butchering knives, and hooks for preparing meat. Resin discs depict the ways of preparing several breeds of dinosaur and Australopithecus (125gp, 50cn).



6. The Control Room

A series of pipes, valves, and dials fill this room. The chamber is steamy, and hisses gently from hot pipes and spigots from which tiny brass bells and collection of feathers are hung. Shiny resin discs hang on hooks in several places, covered in writing. A large open window overlooks the abattoir. Several decayed raffia stools are arranged around the room.

This control room allows the Salisstach to adjust the abattoir machines for different prey, or to **control the shutoff and cleaning** systems. An operator's manual in the Salistach tongue can be found across 16 resin discs tucked into one of the stools (worth 1120gp, 160cn). Another bundle of five resin disks have detailed **instructions for the controls of the boiler** (worth 350gp, 50cn).

The tiny bells and nozzles serve as warning systems for various pipes in lieu of pressure gauges.

The five **Salisstach** here are the same ones who will attack the PCs if they cross **Area 3** without stealth. One has a Chemical Mortar. The window above the control panel overlooks the Abattoir at 5' above the level of the catwalk.

Salisstach (5): Atk: cleaver (1d6), spine musket, or poison dart (1d3); ThAC0: 18 [+2]; AC: 7 [12]; HD 2* (9 hp); MV 120' (40'); SA: poison dart (save vs. Poison of fall asleep); SV: D2; ML: 7; Int: 12; AL: C; XP: 25

Tentacle Grenade: This is an example of the peak of Salisstach Biomancy. When thrown, this clay pot explodes open into a fast-growing life form that is little more than a hungry mass of rubbery, suckered tentacles. (AC 8, 18hp). Any creature within 10' of the point of impact must Save vs. Wands or be coiled in thrashing tentacles. If they fail the save, they are immobilized for 3 turns. Each round they may try to break free as Strength Check at -3, but will take 1d4 damage in doing so. After 3 turns the creature dies and liquefies.

7. The Office

This large chamber contains reliefs of numerous large reptilian beasts as well as portraits of the creatures controlling this facility and working laboratory equipment or mastering ape-man slaves. Bone and leather tables arranged around the chamber in several places. Gigantic flowers the size of halflings hang in several places; they overwhelm the stench of gore and reptile with perfume. The room is almost as hot and wet as a sauna and the hiss of steam is strong from the far entrance.

There are four workstations in this office for different tasks, but they are all manned by a single **High-Caste Salisstach**. If the alarm has been raised by the guard in Area 1, or by loud fighting occurring in Areas 3 or 4 he will have **overloaded the boilers**, and will taunt the player characters that they and the prisoners might actually be palatable if boiled. He will also activate the Boiler if the PCs pass him on the way to Area 10, 11, or 12.

This High-Caste Salisstach wears a *ring of fire resistance*, and will have drunk a *potion of water breathing* hidden in one of the desks. He holds the **keys to the chains** for the prisoners in Areas 8 and 9, and the **key to the cell door** in Area 11 on his person.

Unless attacked, he will not fight the PCs as a group; He will taunt them, while keeping his distance as best he can. If he is attacked, he will use his poison spines and tentacle grenades to disable as many as he can, then leave them to be boiled. **If PCs move through the chamber alone** or a lone character tries tampering with the boiler he will try to disable them with a poison spine. Once the packing room (Area 8) is flooded he will retreat there, relying on his magic to keep him safe.

Once the Boiler begins to overload, **Area 9**. Will Flood in 1d6 rounds. **Area 10**. in 1d6 rounds after that. **Area 11**. in 2d4 rounds after that, and **Area 12** in 1d4 rounds after that, then **Area 8 and 7**. Finally **Area 4 and Area 3** will become obscured, and **Area 2 Flooded** (see the section on Escape, below.) Each round a creature spends in a flooded area, they take 2d6 damage as if from fire.

High-Caste Salisstach (5): Atk: Macahuitl (1d8), or poison dart (1d3); ThAC0: 12 [+8]; AC: 7 [12]; HD 8* (40 hp); MV 120' (40'); SA: poison dart (save vs. Poison of fall asleep); SV: D8; ML: 8; Int: 14; AL: C; XP:1,200

8. The Boiler

This room is occupied by a colossal copper boiler shaped like a giant bronze egg tucked into a nest of bronze piping and waxed hide hoses. An assortment of valves and levers painted in some obscure colour code before you. Beneath it stone-carved heads of great reptilian beasts roar from a vast obsidian base; the light and scorching heat of an intense fire blast from their eyes and mouths.

If the boiler is **overloaded**, the boiler room will be dangerously hot. Characters attempting to guess the machine's workings and **vent it** may do so with an intelligence check and then a strength check. Using some kind of lever can add a +3 to the Strength check. If they have found and translated the manual in Area 6, they may automatically succeed at both.

While a character is in the room and the boiler is overloading, they take 1d4 damage on the first round, 1d6 on the second, and 1d8 damage every round thereafter, as if being damaged by fire at the beginning of their action.

If a player character **successfully vents** the boiler, add 2d6 to the current timer, and that character no longer takes damage while in the room until this additional time runs out. **Most of the Prisoners in Areas 10, 11 and 12** will die within a round of the room flooding.

9. The Lava Tube

This room rattles, hisses, and grinds as several steam-powered pistons work pumps attached to a glowing hot pipe that a human could easily walk through, bending up to the dripping ceiling. The heat stings your eyes, and you can barely look long enough to notice a rivulet of lava leaking from the pipe and dropping onto a pile of jagged volcanic glass.

The pipe in this room pumps lava from the Salisstach lava-pump network to where it can heat the boiler. Sabotaging the lava pump will prevent the explosion in the Escape section.

The **heat** in this room is unbearable, however, and characters take 1d6 damage at the beginning of their action each round that they spend within 15' of the tube, and 1d8 damage if they touch it. Treat this damage as fire.

10. The Meat-Packing Line

A series of gory conveyor belts carry hunks of meat in jerking stop-and-start motions along a shelf in the wall. Sitting on stools made out of bony dinosaur crests, human prisoners chained together by the ankle - all men - are equipped to take turns cleaning, steaming, adding seasoning, carving fat with a tiny knife, oiling, wrapping, and wax-sealing the hunks of meat. They bare fresh bloody scars from the whip that hangs coiled on one wall. The heat in the room is unbearable, and aside from the blue flames, a dull red glow comes from the passage to your right.

Each prisoner is clasped in a manacle by their work station. If the PCs have the **keys** from the High-Caste Salisstach in Area 7, they can identify the correct key (an Intelligence check) with an action. After that, a character can be freed with an action. Smart players may wish to **pass the keys** back and forth... Allow a player to either throw or catch the keys as a part of their action. This should make freeing two prisoners a round with the keys possible. A thief using **Open Locks** can free a prisoner per round on a successful roll. Using a weapon a character may try to **break the chains** using a Strength -4 check. If they fail by more than 10, the weapon will be damaged.

11. The Store-room

This massive chamber is full of shelves of packed meat. A wheelbarrow of bone and hide sits overturned to one side. A slick of grease runs along the floor to a stairwell on the Eastern wall. Occasional puffs of a putrid stench and cool air erupt from that passage. In a nook in the West wall there is a bronze-barred door with a strange mechanical lock. Beyond it an old woman and several children huddle together.

The Salisstach keep prisoners that are not useful to them except as hostages in a converted high-security locker for storage. The door is **locked**, and strong enough that it applies a -1 penalty to attempts to force it open. The High-Caste Salisstach in Area 7 holds the **key**. Because of the alien design, **picking the lock** requires 1d4+1 rounds.

The old woman, Marga, can tell the PCs about the location of the other prisoners and that the passage on the East wall leads to the garbage pit (**Area 2**) but that the door is stuck and cannot easily be opened. She is feeble and can only move at a speed of 45' (15") unless carried, and weighs 920cn

12. The Machine Room

This room reeks of grease, and is almost deafening with the sound made by boxes of grinding gears and steam pumps that work everywhere. Massive grinding cogs threaten to eat limbs of the unwary. Here a group of grimy and weary women are chained together by bronze loops on leather collars wrapped tightly around their throats. Their work has covered them in grease and soot. Their chain is battered from attempts to break it, and their skin bears marks from a whip hanging on the wall for it.

Five human female **prisoners** are kept here cuffed by the necks together by a single **chain and lock** to a massive gear hub for the machines. They are responsible for greasing the parts with rendered dinosaur fat, patching hoses with tar, attending to fussy valves, and replacing wooden parts as they break. They know where the other prisoners are being kept.

A **whip** hangs on a hook by the door. There are an assortment of tools and several buckets of dinosaur oil which can be used to fill lanterns and flasks,

Breaking the chain that holds them together on the line requires a blow from a weapon using a Strength Check at -4. Only one attempt may be tried each round. A failure by 10 or more damages the weapon instead. Clever characters might **feed the chain into turning gears** while the women hold on to protect their necks. This automatically breaks the chain. Cutting the leather coffles from around their necks takes 2 rounds each. **Picking the lock** holding the chain in place requires 1d4+1 rounds.

Escaping

If the boiler is overloaded, the **machines in the lower abattoir** (Area 3) will go berserk, requiring saves every round to avoid being damaged. Because the room fills with **obscuring steam**, saves to avoid the blades are at -2. With the sound and steam it is possible for a character to get confused and move in the wrong direction. If they fail an intelligence test they lose the round moving in circles. Escaping by the garbage chute through the abattoir will take the PCs to Area 2.

When **Area 12 floods, so will Area 2**. After that, any creature wading through the boiling toxic sludge will take 2d6 damage per round from the heat until they reach the tunnel leading out. **Area 4** will be dark and filled with steam. Finding a way out up the stairs can be perilous, assuming there is still a catwalk to cross at all. The only **light** will be the open doors to Area 13.

13. The Dino-Pen

You step out of the gloom into the light from a clear sky. Massive scaly creatures wheel above on leather wings. Below you is a valley full of sprawling jungle vegetation. On the plateau on which you stand has a vast animal pen of colossal bone and spun metal wire. Several huge triceratops wander the pen. The doorway behind you, less eroded by time is a mirror of the one you first arrived by.

If the boilers have been **overloaded**, steam and the noise of groaning and warping pipes will rumble behind the PCs. 1d4+1 rounds after the PCs leave the door, the machinery within will **explode**. Any character within 15' of the rear exit of the dungeon must Save Vs. Wands or take 3d6 damage from steam, concussion, and shrapnel. Area 4 will be closed by a cave-in.

Triceratops (7): SZ: Large; Atk: 3 horns (1d8/2d8/2d8); ThAC0: 5 [+15]; AC: 4 [15]; HD: 20* [90hp]; MV: 90' (30'); SV: F10; ML: 10; Int 2; AL: N; XP: 4,175
Charge: On the first round of combat, or any round where the Triceratops has moved more than 60', it may deal double damage

Note: These triceratops are passive, mildly drugged, and semi-domesticated. They should not be worth XP unless antagonized. They may be used as mounts or beasts of burden.

Need a Game?

Here are just a few of the amazing role-playing games from the OSR community perfect for playing The Bloody Engines Of the Dinosaur-Men.

[Labyrinth Lord](https://goblinoidgames.com/index.php/downloads/)



<https://goblinoidgames.com/index.php/downloads/>

[Old School Essentials](https://necroticgnome.com/collections/old-school-essentials)



<https://necroticgnome.com/collections/old-school-essentials>

[Basic Fantasy](https://www.basicfantasy.org/)



<https://www.basicfantasy.org/>

Appendix A: Monsters

Arla

Armor Class:	8 [Ascending: 12]	
Hit Dice:	3* (11 hp)	
Move:	120' (40")	
Attack:	Sling	
ThACO:	17	Base Attack: +3
Damage:	1d3	
No. Appearing:	1	
Save As:	H3	
Morale:	5	
Treasure Type:	nil	
Intelligence:	11	
Alignment:	Lawful	
XP Value:	50	



Monster Type: Humanoid

Arla is an Australopithecus adventurer. She is a small ape-like creature about the size of a halfling. Her race is highly resistant to disease and poison, she takes half damage from either. She has the following thief skills: Climb Walls 87%, Move Silently 30%, Hide in Shadows 20%, Hear Noise 40%.

What Arla Wants

- To escape from the Salisstach.
- To find protectors for her fellow Australopithecines.
- To please the spirits by showing gratitude to those who saved her.

What Arla Does not Want

- To serve the Salisstach ever again.
- To let the slumbering Salisstach civilization to wake up again.
- To let the "world within" and the "world without" collide.

What Else?

- Arla's people have been preyed on by the Salisstach for aeons. She regards them like demons or evil gods. While she knows where Salisstach can be found, she avoids them.
- She knows a great deal about prehistoric creatures.
- She is terrified of magic.

Biomech Triceratops

Armor Class:	4 [Ascending: 1t]
Hit Dice:	9 (Large)
Move:	90' (30")
Attack:	Gore or Trample
ThAC0:	11
	Base Attack: +9
Damage:	2d8
No. Appearing:	1
Save As:	F9
Morale:	10
Treasure Type:	nil
Intelligence:	4
Alignment:	Neutral
XP Value:	1000

Monster Type: Construct

An example of the horrors of Salisstach technology at its most vile. This Biomech is made by replacing the muscle and sinew of a butchered triceratops with leather, tar, copper cables, and clockwork. It's replacement parts are driven by probes embedded in the Biomech's brains, which are kept alive by proto-Necromancy. While weaker than a living Triceratops, the Biomech is stupidly loyal and fearless. They are used as beasts of burden and machines of war by the Salisstach.

Terrain: Caves

Dinosaur

Triceratops: SZ: Large; Atk: 3 horns (1d8/2d8/2d8); ThAC0: 5 [+15]; AC: 4 [15]; HD: 20* [90hp]; MV: 90' (30'); SV: F10; ML: 10; Int 2; AL: N; XP: 4,175

Charge: On the first round of combat, or any round where the Triceratops has moved more than 60', it may deal double damage.

Amargasaurus: SZ: Large; Atk: horns and tail: Dmg: 2d6 and 1d10; ThAC0: 9 [+11] AC: 5 [14]; HD 11; MV: 90' (30'); SA: Impale; ML: 7; Int 3; AL: N; XP: 1,200

Impale: A creature hit by an Amargasaurus's horns must Save vs. Wands or be caught on the back of its neck. Each round a character takes automatic horn damage at the beginning of their action, and may only use their action to attempt a Strength check to break free.

Salisstach

Armor Class:	7 [Ascending: 12]	
Hit Dice:	2*	
Move:	120' (40")	
Attack:	Cleaver or Venomous Dart	
ThAC0:	18	Base Attack: +2
Damage:	1d6 or 1d3 and poison	
No. Appearing:	2-8 (1-6)	
Save As:	D2	
Morale:	7	
Treasure Type:	O, special	
Intelligence:	12	
Alignment:	Chaotic	
XP Value:	25	



Monster Type: Humanoid

Salisstach are humanoid dinosaurs. They stand roughly 7' tall and bear claws and numerous horns positioned around their heads. Some males have feathers around their scalp and neck as well. Females tend to be bright green, males vary in striped patterns of greens, blues, and golden colors.

The Salisstach developed complex clockwork, alchemical, and biological technology as well as primitive magic before becoming extinct during an ice age. A few survivors placed themselves in an alchemical stasis in hidden, sheltered locations where they could preserve pockets of the ecosphere they were adapted to.

Salisstach generate **venomous spines** of keratin in a pouch in the back of their throats. As an attack they can spit them up to a range of 30'. Creatures damaged by the dart must save vs. poison or fall unconscious for 1d3 hours. A Salisstach can generate up to five darts at a time, and can grow new ones at the rate of one every two days.

Many Salisstach carry technological weapons like the spine muskets. 1 in 6 carries a Chemical Mortar.

Salisstach speak their own tongue. Roughly half of the personnel of the processing plant speak common thanks to the help of biomancy; they forcibly ripped the knowledge from a prisoner's brain and imbibed it.

Terrain: Cave or Jungle

High-Caste Salisstach

Armor Class:	5 [Ascending: 14]
Hit Dice:	8*
Move:	120' (40")
Attack:	Macahuitl or Venomous Dart
ThAC0:	12 Base Attack: +8
Damage:	1d8 or 1d3 plus poison
No. Appearing:	1-2 (1)
Save As:	D6
Morale:	8
Treasure Type:	special
Intelligence:	14
Alignment:	Chaotic
XP Value:	1,200

Monster Type: Humanoid

This High-Caste Salisstach serves as the manager and slave-driver of the facility. He carries a Macahuitl (a wooden sword embedded with obsidian razor blades) and wears a metallic harness that improves his armour class. He also possesses a *ring of fire resistance* and 5 Tentacle grenades.

All Salisstach generate **venomous spines** of keratin in a pouch in the back of their throats. As an attack they can spit them up to a range of 30'. Creatures damaged by the dart must save vs. poison or fall unconscious for 1d3 hours. A Salisstach can generate up to five darts at a time, and can grow new ones at the rate of one every two days.

Terrain: Cave or Jungle

Appendix N: Inspiration

Books: The Face in the Abyss by Abraham Merritt, The Land that Time Forgot by Edgar Rice Burroughs, The Gods of Mars by Edgar Rice Burroughs, King Solomon's Mines by H. Rider Haggard, "The Picture in the House" by H.P. Lovecraft

Television: *The Land of the Lost* by Sid and Marty Croft (1974-1977, 1991-1993)

Film: *The Land that Time Forgot* (1975), *King Kong* (1976, 2005), *The Mangler* (1995), *Journey to the Center of the Earth* (2008),

Help Me Make More!

The bloody engines of the dinosaur men is the first Adventure in a series I have designed. Beyond **Area 13: the Dinosaur Pen**, is the Caldera of a volcano filled with prehistoric creatures.

Factions of the lost Salisstach Empire war over the final fate of their species.

A hidden tribe of free Australopithecines plot the liberation of their species.

An ancient machine taps the lava flows of an active volcano to power industrial engines for horrific purposes.

An ancient library documents the rise of life itself.

Time travellers search for a beacon that will let them pull free of this place.

Dutiful ancient Salisstach animal handlers breed pteranodons as flying mounts for an awakening army.

A cryo-stasis crypt near the edge of the mountain slowly fills with the supplies to wake hundreds of thousands of Cruel Salisstach.

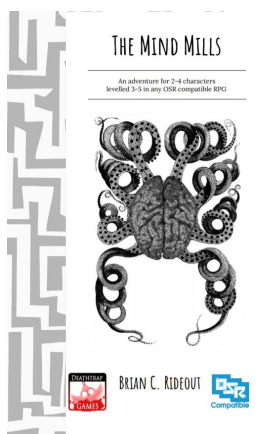
I would love to create an art-rich and complex campaign book with a 12-hex valley to crawl, hiding six dungeons similar to this one, and a procedurally generated labyrinth of ancient machine tunnels. The rescued prisoners of this dungeon will be detailed to serve as henchmen, allies, or even replacement PCs. It also would include optional playable classes for Australopithecus, Time Traveller, and Biomancer. It would end with guidelines for annihilating the Salisstach, redeeming them, preventing their awakening, or preparing the world to defend from their invasion.

Right now, I need feedback! I need to hear that you are interested in reading more. Send me a comment with your thoughts about this adventure. I need to know if you would want the book I'm describing, if you would prefer it as an OSR game, updated to 5e, or maybe reimaged for Dungeon Crawl Classics RPG? Would you consider backing it as a disaster or through Patreon? Most importantly, was it fun?!



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THE MIND MILLS

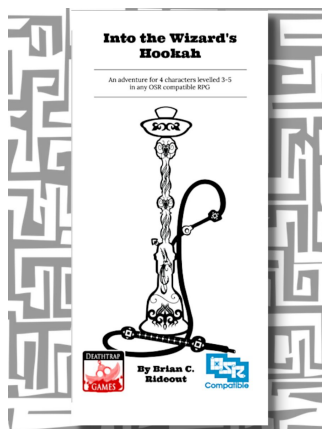
Kobol the Visionary is a magician with a reputation for witty repartee, warm hospitality, and fine brandy; a reputation he uses to lure lonely magic-users into his lair, where he drugs them with a unique toxin. His concoction sends their minds across the planes in Astral Form, letting him explore the planes with borrowed senses, and a borrowed life... All to feed his lust for eldritch knowledge. This time, however, he has taken the wrong wizard, and the PCs are hot on his heels... but can they navigate the dangers of The Mind Mills?

The Mind Mills is a weird, Lovecraftian adventure for 2-4 characters levelled 3-5 in any OSR compatible role-playing game. Made using **OSRIC**. A 5-Room Dungeons in pamphlet format.

Into the Wizard's Hookah

Help a friend whose mind is lost adrift on the Astral Plane with the aid of a crazed hookah-smoking monk! Travel into a psychedelic inner-world dungeon and navigate strange traps that require a calm head in order to forge a holy relic designed to heal an impossible wound.

Into the Wizard's Hookah is a psychedelic adventure that follows The Mind Mills for 2-4 characters levelled 3-5 in any OSR compatible role-playing game. Made using **OSRIC**. A 5-Room Dungeons in pamphlet format.



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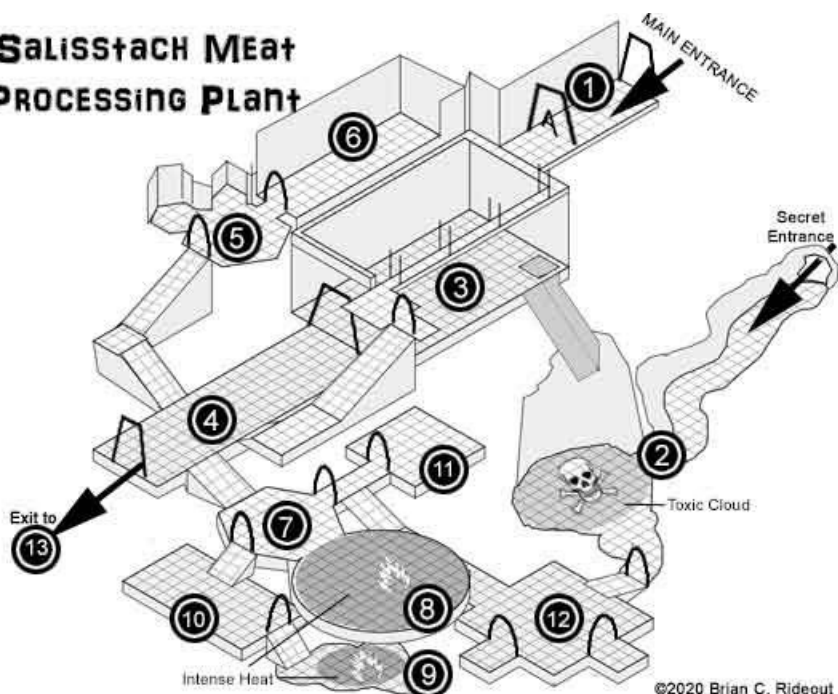
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Salisstach Meat Processing Plant



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