

**FOR 4 PCS OF  
3RD LEVEL**



# **THREE LITTLE PIGS**

## **PART ONE: NULAH'S TALE**

**A 5E WARLOCK ADVENTURE  
BY RICHARD PETT**

# THREE LITTLE PIGS-PART ONE: NULAH'S TALE

*Three Little Pigs is an adventure for the 5th edition of Dungeons and Dragons. It is designed for four player characters of 3rd level but can easily be modified for higher level adventurers. The adventure takes place in the Southlands of the Midgard Campaign Setting and occurs in Per-Bastet, Everlasting City of the Cat; however, it can easily be modified to take place in any city.*

*The adventure occurs in three parts, the other two of which follow in coming editions of Warlock.*

## Adventure Summary

This adventure occurs during one of Per-Bastet's lesser known market festivals, the Day of Pigs, where farmers, landowners and many famous hog-breeders bring their precious pigs to market to trade. Some farmers will be lucky; their beautiful pigs will command fabulous prizes at the many souks that spring up this day. Fortunes are made for hogs of prowess, breeding, and, occasionally, intelligence. The festival ends at dusk when a mass slaughter and hog roast takes place in the Wharf District's Grand Souk, an event known as the Night of Pigs. The residents of Per-Bastet go out of their way to dress in colourful pig masks, wear cunning pig costumes and garb, and oink their way through the day.

The PCs happen upon a weeping merchant who has had his three daughters transformed into pigs by a mysterious group of masked attackers, and he asks the PCs to help recover them. Setting out into the city, the PCs must use their wits as well as their swords and magic to bring the girls safely back to their father.

Sadly, not only does the festival conspire against the PCs, but they are harassed by the masked attackers. The attackers are the merchant's own villainous were-crocodile half-brother Mahmud and his trio of revolting ogre accomplices, who are able to move about in the city unnoticed thanks to their magical fezzes. The quartet are intent upon kidnapping the girls and have been stalking their prey all morning, readying their ambush. A peculiar magical accident involving a chanting street priestess of Bastet ending her transmutation spell exactly when Mahmud conjured a giant boar are behind the girls' unfortunate transformations. To make matters worse, it soon becomes obvious that to transform the girls back, Mahmud must be caught and persuaded to replicate the magic effect that changed them.

The adventure becomes a race against time as the PCs seek to outwit or overcome their foes and local hazards and rescue the daughters before the Night of Pigs begins!

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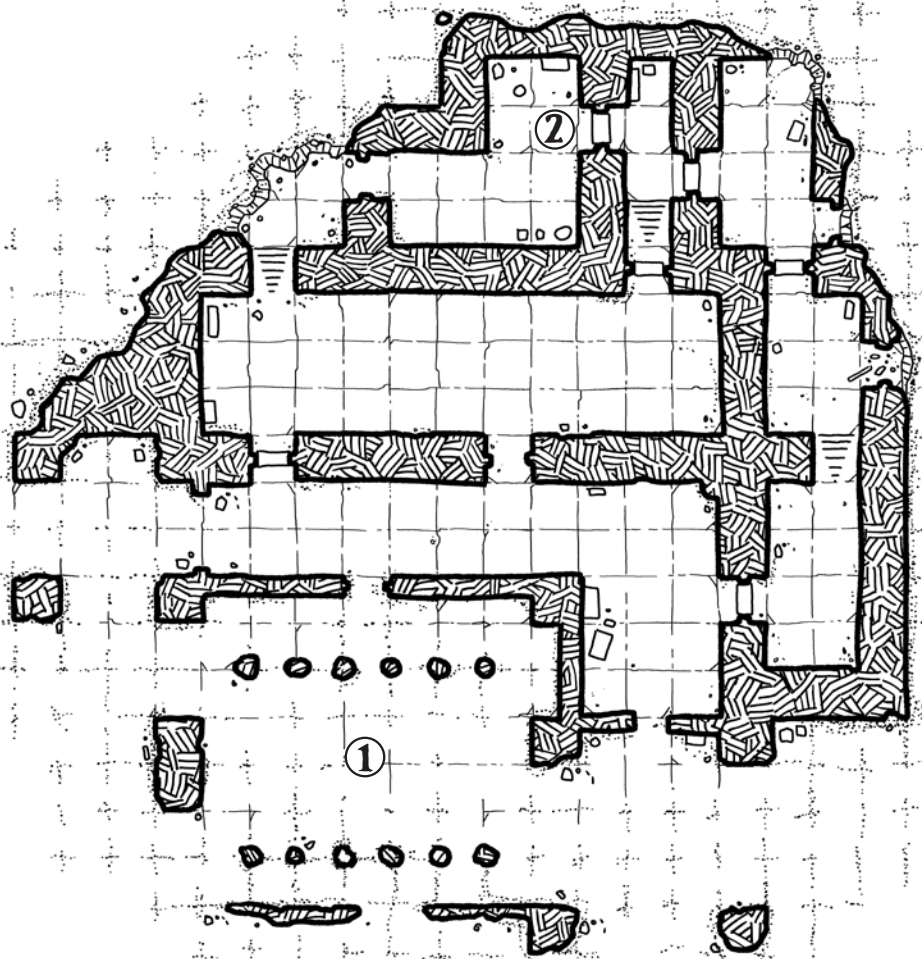
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# Palace of the Sands



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## Adventure Background

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Alas for Omar-bac-Maheem and his trio of wondrously beautiful daughters!

How can fate have dealt such a cruel hand to them this very morning—but a few minutes ago in fact?!

There was the innocent and respected merchant Omar, enjoying the Day of Pigs in magnificent Per-Bastet with his beautiful offspring—indeed on their very way to meet his wealthy (and very available) friend Khangi-Jann to suggest a betrothal for his eldest...

How much he and his daughters, especially Nulah, who it has to be said has a bit of a greedy head, were looking forward to the taste of juicy pig fat and the crunch of finest crackling. How proud he was of his daughters, parading them and extolling their virtues and beauty: Nulah with her curly, black locks and gift for mathematics, the red-headed and demure Armina whose poetry can cause crocodiles to weep, and blonde-haired Madgit with her angelic singing voice. Now terror has visited his family in the form of porcine misery!

He was enjoying the sing-song prayers of a street-priestess of Bastet, her ceremony just about to end with an incredible display of her powers. Out of the blue, a trio of rather large, ugly men and a dubious-looking man in a white robe who was chanting words of magic dashed towards them. All the villains were clearly intent upon harming his daughters, that much was clear. As both incantations reached their zenith, the words took on a new horrific form, like feline pigs bathed in chaos. The magic reached out to the daughters, engulfed them, and then—horror of horrors—turned them each into pigs, marked only as his daughters by their pretty hair, which remained as abundant and luxurious as ever! In the confusion, the pigs fled, as did the white-robed villain and his oddly-large, fez-wearing cohorts. An unlucky pair of passersby had also been transformed, and they now cower in an alley nearby, confused and trapped.

Alas! For soon the slaughter will begin! What if his beloved daughters remain as pigs throughout the day? Or worse, forever! What if they are eaten? Omar has only moments ago been told by the helpful priestess that she believes that to turn the girls back, the magic situation that caused the change and perverted her spell must be repeated. The white-robed man must be found and returned here to perform his magic once again and hopefully restore the girls.

How fortunate for him that at that very moment as he kneels, pounding the sandy streets with his fists, a group of adventurers arrives upon the sorrowful scene. Praise Bastet!

As he sets eyes upon them, Omar begs for help! ‘Save my daughters!’

## Adventure Hooks

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Adventures that suddenly happen can be fun, and the PCs chancing upon the stricken Omar as they are out carousing, shopping, or just sightseeing in Per-Bastet is a great way to test your players’ improvisational skills as well as their quick thinking. However, you may want something a little bit less random to link your players into this adventure. Perhaps Omar and the PCs have a mutual friend in the city who happens upon the stricken merchant and dashes off to find the helpful PCs, or maybe Omar knows the PCs himself through some social event they attended. However you approach this, the format should be one of running into adventure while Omar uses his contacts across the city to urgently search for clues that lead to the whereabouts of his three daughters. Omar uses his loyal friend and former pet, a talking, awakened vulture named Nefertari, as a means of communicating with the PCs as they search the city.

## Beginning the Adventure—A Race Against Time

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The attackers had stalked Omar from his lodgings (which were well guarded) and prepared to put their cunning plan into action. Their intention was for the ogres to rush and take the girls while Mahmud summoned a giant boar to cover their actions and escape. How Mahmud laughed at his own cleverness in conjuring such an animal on such a day.

The villains followed the happy family group into a plaza in the Wharf District of Per-Bastet on the very edges of the Grand Souk. On his signal, the magically-disguised ogres rushed in as Mahmud cast his spell. Sadly, Mahmud’s mouthful of big, pointy teeth (they often don’t quite change back properly when he’s in human form) made him mispronounce the incantation. That mispronunciation, together with the simultaneous climax of the priestess’ transmutational spell, resulted in a wave of chaotic magic which changed the girls and two bystanders. Mahmud and his underlings left the scene moments later, chasing the fleeing girls.

Omar, a **noble** from Per-Bastet, rushes toward the PCs, pleading for help. Omar briefly explains what has happened, while leaning heavily on his walking stick. As he speaks, the priestess Raheema interjects, pointing out her magical theories and the fact that the white-robed man will need to be present to undo the magic that transformed the girls. Omar explains that he has sent servants into the city to chase his beloved daughters. He also says his precious (and very gifted) awakened **vulture** Nefertari is circling to keep eyes on where the girls might be. Shortly before the end of Omar’s conversation with the PCs, Nefertari swoops down, politely introduces herself and reminds Omar that in the street nearby a group of locals has the other two victims of this terrible event cornered—for their own safety.

Just as the PCs begin to pay attention to the pigs, a messenger of the temple of Bastet arrives to call Raheema away. She promises to return here at dawn to recast her spell in exactly the same conditions and, hopefully, restore the girls to their true selves.

### PIGS IN BLANKETS

The two transformed men are down an adjacent cul-de-sac alleyway which leads to a small group of doorways into homes. A trio of brave locals shout and hold blankets across the end of the alleyway in a barrier the pigs have so far not rushed. The pigs are getting scared and want out. If the pigs are not restrained, they won't be here when the PCs return and may meet unpleasant ends when the Night of the Pigs begins. A *detect magic* spell cast near the pigs reveals transmutation magic on both pigs. Omar feels—at least partially—responsible for their wellbeing and asks the PCs to help. Unfortunately, the men transformed were both burly and were transformed into **boars**. The men are still reeling from the dizzying chaos of the magic and aren't fully aware of what has happened to them. They yell and shout at the unknown locals who are trapping them in this alley, not understanding why their voices sound like pig squeals.

A successful DC 10 Wisdom (Perception) check notices several large, empty wicker cages on a nearby stall that could each hold a single pig. The owner is happy to sell the cages for 25gp each (never one to shirk good fortune), though a successful DC 15 Charisma (Persuasion) check can convince him to lend them to the PCs for the good of Per-Bastet.

If the PCs succeed in capturing the pigs or safely restraining them, the little crowd that gathered after witnessing the transformation applaud. Award the PCs double the experience points for the encounter if both pigs were not harmed during the capture.

### A MESSENGER ARRIVES!

Regardless of the PCs' actions, one of Omar's servants soon arrives. He has found one of the daughters! Or at least he has heard a rumor. He met a merchant in the south of the Wharf District who claimed

he'd heard someone was selling a magic pig today. The pig apparently has a head of curly, black hair!

Omar collapses into weeping misery at this news, confirming that pig must be his daughter Nulah, who is gifted in mathematics. He offers the PCs 900 gold pieces on the spot to save his daughters (300 gp for each daughter), and he begs them to race to the south of the Wharf District with all speed. He immediately sends his servant off to haggle with a nearby camel seller and, within minutes, each PC is presented with a **camel** to ride.

Omar, dripping with gold rings, is happy to increase his offer, but PCs haggling may be booed by the gathered crowd.



## Part One—Nulah's Tale

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Nulah has been seized by a repulsive farmer, a horrible lady called Jubb-il-Fatmina, and even now is being readied to be auctioned as a magic pig. What's worse, Jubb is suggesting that magic pork might well imbue the eater with magic and is promising that those who eat the crackling might be granted wishes! Alas that Nulah cannot talk to defend herself; though her wits remain, she is very much a pig.

Woe piles on woe, for stories travel quickly in the Everlasting City of the Cat. A hag, who has need of special magic and a taste for pork, hears of the magic pig and begins to seek out the auction with great haste.

### SEEKING A MAGIC PIG IN THE WHARF DISTRICT

The PCs do not have long before the auction starts. A crowd is already gathering for it in the old, abandoned Palace of the Sands on a small cliff overlooking the Dome of the Divine Face of Bastet.

Oh, how the **green hag**, Latifa, would like to have her wishes come true! She's fed up with being a hag and the abuse that comes with it. Raised among humans, she was horrified when she became an ugly hag right as she was on the cusp of womanhood. She is in Bastet today with her two favorite chickens (the little cockatrices do love a day out) and lo! Salvation has come in the form of a magic pig. Even now she lurks at the auction, her form disguised by magic. She is determined that pig will be hers, and then she'll eat it, become the human she once was, and marry a prince with silky hair and perfect teeth.

The PCs know the auction is somewhere in the southern section of the district, but it is a large area to search. Furthermore, the PCs aren't the only ones who've heard the tale—the were-crocodile, Mahmud, is also nearby.

A successful DC 15 Charisma (Persuasion) or Wisdom (Perception) check while talking to locals or looking around finds the auction—even during the Day of Pigs, magic pigs are a rarity, and the auction has gained attention. If the PCs fail the check, they run into a group of shady dock thugs known as the Big Ears Gang. The gang knows all about the auction and is on the lookout for those seeking magic pigs, as such folk may well be carrying lots of riches!

### TROUBLE AT THE WHARF

The local leader of the Big Ears Gang is Afaf, an overly-friendly lady known for her terrible swear words and short temper. Once a mercenary for hire, she's now retired and earns easier money as a **bandit captain**. She has six **bandits** with her, but other members of her gang lurk nearby, also looking to muscle money out of those looking for the auction, and appear in 1d4 rounds if she calls for them.

Afaf approaches the PCs, leading a very fat ewe, after a member of her gang told her the PCs are after a magic pig. She offers to sell them a magic sheep instead, and she's willing to let it go for everything the PCs have. In truth, Afaf is lonely and looking for love. A successful DC 15 Charisma (Persuasion) check from a handsome male PC could charm her into backing down and leaving them alone—but only if the PC promises to join her for the feast tonight. If the PC fails to eat with her during the Night of the Pigs, she and her gang seek out the PC for retribution.

If the check fails, or the negotiation sours, she and her group draw weapons and attack. The Big Ears Gang aren't that tough, being more petty thieves and thugs than hardened murderers, and quickly back down if half their number are overpowered or Afaf is knocked down. If forced to back down, the gang quickly reveals the location of the auction and apologizes for any inconvenience before asking to be let go.

**Treasure.** Afaf has a nice collection of rings depicting snakes worth 100 gp, and the other gang members each have 20 gp in various coins.

### A PECULIAR AUCTION

The Palace of the Sands is a roofless ruin of weathered sandstone in the southern section of the Wharf District. A crowd of just under one hundred people has gathered within it for the auction.

The farmer Jubb-il-Fatmina, a **commoner** in a dirty smock, greedily conducts the auction in the southern section of Area 1. The transformed Nulah stands beside her on a chain held by Benji and Jabb, Jubb's two **thug** sons.

The **green hag** Latifa, magically disguised and wearing a mask, lurks in a corner along the northern wall, clutching a wicker basket which contains her two **cockatrice** pets. Mahmud stands nearby, a huge smock covering his white robes, with four recently-hired **thugs** beside him.

## RUNNING THE AUCTION

If the PCs arrive late, such as by taking a rest before going to the auction, the auction has already reached its climax, and Latifa has legitimately bought Nulah for 250 gp. Otherwise, the PCs arrive just as the auction starts. Nulah has a starting price of 25 gp, but the crowd erupts with bids that rapidly increase her price. When the price reaches 200 gp, the last of the bidders backs down, and Latifa remains the only person bidding, determined to win the pig at all costs. The PCs can try to outbid her, but the sale is legally binding, requiring the PCs to pay Jubb-il-Fatmina or forfeit the prize to the next highest bidder, Latifa.

Mahmud watches on but doesn't participate in the bidding. He intends to track the winner and overpower them with the help of the thugs he hired. Latifa and Mahmud's actions are detailed below.

Jubb-il-Fatmina wants as much money as she can get for Nulah and expects immediate payments when the auction concludes. If payment isn't forthcoming, her sons try to collect while she calls for the authorities to help. A **veteran** city watch captain arrives in 1d4 rounds with six **guards** to sort out the mess. How this develops is left to you.

Instead of participating in the auction, the PCs can try to prove Nulah is not a pig but a woman. If they remember that her father described her as a mathematician, they can ask her a mathematical question, which she correctly answers by stomping her trotters. Unfortunately, this merely causes more interest—a magic *counting* pig is even more valuable! A successful DC 20 Charisma (Persuasion) check eloquently tells the tale of her transformation to the crowd and shames them into letting Nulah be returned to her father. However, Jubb-il-Fatmina isn't fully convinced and still wants compensation for a pig she views as rightfully hers. She releases the pig for no less than 100 gp.

Other approaches may work at your discretion.

If the PCs obtain Nulah from Jubb-il-Fatmina, the jealous Latifa follows and attacks them when they turn down an alley or in some other relatively secluded area. Mahmud follows as subtly as he can and acts as detailed below.

If Latifa wins Nulah, she brings the pig into Area 2, a dark sandy cellar in the back of the ruin, and starts a fire using old wood in the cellar. Unless stopped, Latifa then slaughters, cooks, and eats Nulah, wishing for her former youth and beauty as she eats. Sadly, she remains a hag no matter how much she eats. If Mahmud is still free, he intervenes by sending his thugs after Latifa. How that encounter develops is left to you.

## LATIFA AND HER POULTRY

Swathed in dirty robes and wearing a mask, the **green hag** Latifa keeps two **cockatrice** in a wicker basket she carries and releases them whenever she feels she is in danger. The cockatrice do not attack the hag, but they bite anyone else nearby. Latifa uses her claws above spells in combat.

During the auction, the PCs may see through her disguise and seek to unmask her. If they actively see through her Illusory Appearance, they can point it out to other people in the crowd. Though the average person is unable to see through her disguise, the commotion quickly derails the auction, forcing Jubb-il-Fatmina to call the authorities as detailed in Running the Auction. Latifa, having been found out, throws her cockatrice into the crowd and uses Invisible Passage to escape. She watches the PCs from a distance and attacks them in a secluded area after they retrieve Nulah, desperate and determined to have her wish granted by the magic pig.

**Treasure.** Latifa has a bag made of woven seaweed decorated with barnacles which contains 250 gp. She also carries a sack of whelks, three of which are stuffed with bloodstones worth 50 gp each, and a small box holding three pots of *marvelous pigments*.

## MAHMUD

Mahmud intends to steal the pig from the winner then escape, covering his tracks with the *entangle* spell and vanishing into the crowds. Though he lurks at the back of the auction, a successful DC 20 Wisdom (Perception) check notices his white robes beneath his smock. If the PCs aren't studying the crowd, they have disadvantage on this check. If the PCs ambush him, he immediately swallows his *potion of gaseous form* and escapes—there are still 2 daughters to find!

How and when he attacks those who have Nulah is left to you. However, he does not engage in combat personally, and he doesn't linger, trusting his thugs to handle the capture of the pig. Ever cautious, if Mahmud expects trouble, he has a *potion of gaseous form* inside arcane sugar glass in his cheek. He can bite it at any time, and the potion takes immediate effect. If pursued, he hides in the rush of crowds celebrating the Day of Pigs. This isn't the last the PCs see of Mahmud as he heads off to find the other daughters.

## Nulah Saved!

If the PCs return Nulah to her father, he weeps tears of joy and pulls a ring worth 250 gp from his fat fingers in addition to the promised 300 gp for her safe return. But even as his sobs of joy echo around the plaza, a vulture circles above, calling 'I have found Armina, but she is in terrible danger!'

Armina's fate awaits in the next part of this adventure, *Armina's Peril*.

## GREEN HAG

*Medium fey, neutral evil*

**Armor Class** 17 (natural armor)

**Hit Points** 82 (11d8 + 33)

**Speed** 30 ft.

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| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 18 (+4) | 12 (+1) | 16 (+3) | 13 (+1) | 14 (+2) | 14 (+2) |

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**Skills** Arcana +3, Deception +4, Perception +4, Stealth +3

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Common, Draconic, Sylvan

**Challenge** 3 (700 XP)

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**Amphibious.** The hag can breathe air and water.

**Innate Spellcasting.** The hag's innate spellcasting ability is Charisma (spell save DC 12). She can innately cast the following spells, requiring no material components:

**At will:** *dancing lights*, *minor illusion*, *vicious mockery*

**Mimicry.** The hag can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

## ACTIONS

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**Claws.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

**Illusory Appearance.** The hag covers herself and anything she is wearing or carrying with a magical illusion that makes her look like another creature of her general size and humanoid shape. The illusion ends if the hag takes a bonus action to end it or if she dies.

The changes wrought by this effect fail to hold up to physical inspection. For example, the hag could appear to have smooth skin, but someone touching her would feel her rough flesh. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 20 Intelligence (Investigation) check to discern that the hag is disguised.

**Invisible Passage.** The hag magically turns invisible until she attacks or casts a spell, or until her concentration ends (as if concentrating on a spell). While invisible, she leaves no physical evidence of her passage, so she can be tracked only by magic. Any equipment she wears or carries is invisible with her.

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