

FOR 4 PCS OF
3RD LEVEL



THREE LITTLE PIGS PART TWO: ARMINA'S PERIL

A 5E WARLOCK ADVENTURE
BY RICHARD PETT

THREE LITTLE PIGS-PART TWO: ARMINA'S PERIL

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 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, starting with Nulah's Tale. The third part will follow in a coming edition of Warlock.

Adventure Background

The beloved daughters of Omar-bac-Maheem have been transformed into pigs in a perilous magical accident! This, on the Day of Pigs where hog traders, admirers, and merchants come to trade their beloved porkers. But woe of woes! The celebrations end with a mass feast of pork! The swarthy (some might also add handsome and very comfortably moneyed) merchant has offered the PCs 900 gp for the successful return of his daughters to the very plaza where the foul transformation took place. To make matters more complex, the successful capture of the villainous Mahmud, the half-brother of Omar, is required to replicate

the magical accident and hopefully transform the lovely daughters back.

Have the PCs returned his first daughter, the lovely Nulah? Or is she someone's lunch? What terrible fate awaits the weeping noble of Per-Bastet next?

Adventure Summary

What joy! By sweet chance, the transformation has enabled Armina to escape the clutches of that sweating pig of a man, Khang-i-Jann, with his unwanted offers of betrothal. Now she can seek her true love, Amir. She heads to his place of work at the back of the Endless Bazaar in the north of the Wharf District. Her heart is filled with love—surely a kiss from the love of her life will undo this terrible curse! The gnoll ruffians who made sport of her on her way did not stop her reaching her beloved and seeking his lips.

Unfortunately, as she reached Amir and tried to kiss him, he screamed in horror. Now the gnolls are back, chasing her! Is this her end? Unloved and destined to be dinner?

Luckily for her, a friendly vulture has spied her peril and is even now bringing help...

Design: Richard Pett

Editing: Meagan Maricle

Graphic Design: Rick Kunz

Art Director: Marc Radle

Cover Art: Phil Stone

Interior Art: Phil Stone

Cartography: Dyson Logos

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Beginning Part Two—A Dash to the Hunting Grounds

At the end of the last adventure, the PCs returned to Omar, hopefully with his daughter, Nulah, intact. Reunited with his daughter, he weeps tears of joy and has already rewarded the PCs.

At the end of *Nulah's Tale* (Warlock Lair #30), the awakened vulture Nefertari swooped down and told the group that Omar's daughter, Armina, was in peril. The vulture has just seen a most beautiful pig with red hair in the north of the Wharf District, alas not far from the perilous area of the city known as the Hunt. She believes the pig is none other than the red-headed and demure Armina whose poetry can cause crocodiles to weep. When Nefertari saw Armina, the transformed girl was being chased by a bunch of ruffian gnolls mounted on strange birds who seemed to be making sport of chasing the scared pig. Time is short; there is not a moment to lose!

At this news, Omar collapses into weeping once again and begs the PCs to make all haste. If they do not have the camels he offered them in *Nulah's Tale*, he supplies some now, begging the PCs to ride immediately.

RIDING NORTHWARD

Nefertari soars above the rooftops, leading the PCs to the area where Armina is being chased by gnolls. While traversing the busy, crowded streets of Per-Bastet on camel back, each PC must succeed on a DC 12 Wisdom (Animal Handling) check. If a PC fails a check, roll on the City Occurrences table to determine what happens to the PC as it struggles to direct its camel. If the majority of the PCs fail their checks, they are delayed in reaching the chase area, changing the encounter with Armina and the gnolls as detailed below.

Outside the Endless Bazaar

Once she had calmed down after the transformation and realized that maybe things weren't as bad as she thought, Armina went straight for the Endless Bazaar. Her love, Amir, works there, and she believed his kiss would transform her back like it says in all the old tales. On her way, her sumptuous red hair betrayed her as an unusual pig, and she gained the unwanted attentions of a trio of **gnolls**, who are mounted on **war ostriches** (*Tome of Beasts*, p. 307) and armed with spears. Their leader, the haughty and very loud Safiya, has a taste for pig and sport. She is a **gnoll slaver** (*Creature Codex*, p. 189) and has been having fun chasing the pig just outside the Bazaar. She has been particularly enjoying its almost lyrical squeal.

Sadly, Safiya and her followers are not the only ones after the pig. A trio of fez-wearing ogres are also on the scene. They've just stolen a big net and, once they have settled the argument about who is the best at using nets, move in to catch the pig for their master, Mahmud.

CITY OCCURRENCES

1d4 OCCURRENCES

- 1 A quartet of men dressed as pigs and beating drums appear from a side-street. The PC must succeed on a DC 13 Dexterity saving throw or be hurled by its startled camel onto the burning brazier of a meat seller, taking 1d6 bludgeoning damage from the fall and 1d6 fire damage from the brazier.
- 2 As the PC passes the stall of the famous crocodile merchant, Abus-ni-Khom, a small child screams at the merchant's largest crocodile opening its mighty jaws. The scream causes the PC's camel to lurch rapidly away from the child and toward the crocodile pit beside the merchant's stall. The PC must succeed on a DC 13 Strength saving throw to hold onto the reins and avoid falling off the camel. If the PC falls off the camel, the PC must succeed on a DC 13 Dexterity saving throw to avoid falling into the 10-foot-deep crocodile pit. The crocodiles in the pit are docile, having been feed this morning, but the slimy walls of the pit require a successful DC 15 Strength (Athletics) check to climb out.
- 3 A trio of jugglers dressed as piglets approach the PC who is struggling to control the camel in the crowded streets. The PC must succeed on a DC 13 Dexterity (Acrobatics), Wisdom (Insight), or Charisma (Intimidation) check to avoid losing 5 gp to the jugglers as they momentarily dance around the PC before dashing into the crowd.
- 4 A passing pig merchant has several sows on leads, pulling him along like dogs. The pigs squeal in unison when they see the stalled PC, and a few dash below the PC's mount. The PC must succeed a DC 15 Dexterity (Acrobatics) check to heroically leap the pigs or a DC 13 Wisdom (Perception) check to steer a safe course past them. A heroic leap draws applause from onlookers if successful, but a failed leap results in the PC falling from the camel's back and taking 1d6 bludgeoning damage.

A Sudden Arrival!

When the PCs reach the outskirts of where Armina was spotted, Nefertari swoops down, gripping a small box in her claws. The box is a gift from the vulture, something she had hidden in one of her nearby rooftop perches. The box contains 10 magical dates (each acts as a *goodberry*), and a cordial of magical strength in a small vial (a *potion of hill giant strength*). Nefertari explains that Omar and the girls are her only family, and she can't bear the thought of losing any of them. She hopes the gifts help the PCs rescue the remaining daughters.

Shortly after the awakened vulture bestows her gifts, a terrible pig squeal echoes from a nearby street. Read or paraphrase the following:

.....
The street ahead looks like a great market. Stalls are everywhere and the narrow streets are thronged with merchants, shoppers, and pigs—on leads, in pens, even wandering freely in places. One pig stands out from the others, however, a pig with red hair. It dashes through the crowd of people, its flank clearly bleeding. Not far behind the pig, a group of gnolls, mounted on ostriches and gripping spears, shouts 'there goes our sport!'
.....

If the majority of the PCs succeeded on their checks in Riding Northward, they arrive just after Armina has taken 1 piercing damage from a spear. She is being chased by Safiya and three gnolls, who begin this part of the adventure 40 feet ahead of the PCs and 30 feet behind Armina.

If the majority of the PCs failed their checks in Riding Northward, they are late, and two more gnolls on war ostriches have joined the others. The group of gnolls is 60 feet ahead of the PCs and 30 feet behind Armina.

As the PCs glimpse the scene, a man dashes out of an alley beside them, rubbing his lips in horror. Behind the man a group of locals shout 'Amir was kissed by a pig and liked it!' Amir and his part in this adventure are detailed in *The Man Kissed by a Pig* below.

Chasing a Pig

This race to defeat the gnolls and catch Armina is purposefully described in an abstract way to allow the adventure to unfold cinematically. Combat should play out as normal with the exception that all of the participants are moving a specific distance (listed in each entry below) in the same direction each round. The PCs must chase Armina through the busy city streets while also dealing with the unruly gnolls hunting her. To make matters worse, there are complications along the route, including haphazardly-placed stalls, festival performers, and a trio of disguised ogres. As the PCs pursue the gnolls, remember to describe the bazaar around them: locals scream and shout as the PCs race past, stalls rattle with shaken goods from the thunder of the running mounts, and children cheer when the PCs do something particularly impressive or eye-catching, such as scoring a critical hit or casting a colorful spell.

The PCs can give chase on foot, but, if they do so, they risk losing the gnolls and Armina. The camels the PCs were gifted by Omar are fast enough to keep up with the gnolls on their ostriches, who are letting Armina have a sporting lead. The gnolls block the PCs' way forward, preventing the PCs from gaining ground and catching Armina. The PCs must deal with the gnolls before rescuing the frightened pig.

Each round, a PC's camel moves 50 feet toward Armina and the gnolls, and each PC can take one action at any time during the camel's movement. The camels aren't accustomed to being raced through busy city streets and won't move faster than their normal movement each round unless directed to do so. A PC can encourage its mount to Dash by succeeding on a DC 10 Wisdom (Animal Handling) check. If the PC uses its action to encourage the camel, it has advantage on this check. The gnolls block the PCs' way forward, ending the camel's movement that turn once it is within 5 feet of a gnoll. If the PC's camel uses the Dash action, the PC has disadvantage on its next attack roll or ability check, and it has to succeed on a DC 10 Constitution saving throw to cast a spell that round, losing the action but not the spell slot on a failure.

ARMINA

A red-headed **pig** (use the statistics of a boar, except her Intelligence is 12 and her Charisma is 15), Armina flees her pursuers. Each round, she moves her walking speed (40 feet) and uses the Dash action in an attempt to escape the gnolls. She ducks and weaves through the narrow streets, terrified of the gnolls and the PCs, who she doesn't know. In her terror, she eventually runs full-circle, if not stopped, and hides in an alley not far from where she kissed Amir. Armina cannot talk, but she does keep trying to recite love poems through her porcine mouth to bring herself comfort while hiding. If the PCs find her in hiding or catch her as she flees, she struggles to escape them, but, in her fatigue, she is unable to fight for long. A successful DC 15 Charisma (Persuasion) check convinces Armina that the PCs are there on behalf of her father. The PCs have advantage on the check if they mention Omar by name or if Amir or Nefertari are with them.

THE MAN KISSED BY A PIG

Amir lurks near the alleyway where he was kissed by Armina, being mercilessly taunted by his co-workers. He does not want to talk about what happened, as he can honestly say he's never been kissed by a pig before. He finds the whole episode revolting. A successful DC 15 Charisma (Persuasion) check convinces him that the pig is Armina transformed. The PCs have advantage on this check if they point out Armina's red hair. If the PCs convince Amir that the pig is Armina, Amir works with them in whatever way they ask to calm Armina or stop her from fleeing. Armina races to Amir if she can see or hear him.

GNOLL HUNTERS

The all-female, slaver gang of **gnolls** ride **war ostriches** (*Tome of Beasts*, p. 307), and use spears to attack the PCs and harry Armina. Each gnoll has six spears hanging from her saddle. The beautiful **gnoll slaver** (*Creature Codex*, p. 189), Safiya, carries eight spears and a whip. Her war ostrich wears studded leather barding which increases its Armor Class to 13. Safiya is an auburn-furred gnoll wearing a black, silk dishdasha.

The gnolls are having sport and aren't interested in catching Armina any time soon. They whoop, cheer, and laugh while pursuing the scared pig.

Each round, they move 50 feet, making sure to get no closer than 30 feet to Armina. If the PCs attack the gnolls or Safiya, the gnolls attack the PCs with their spears while Safiya uses the Disengage action to continue pursuing Armina.

If the PCs catch up to Safiya after dealing with her gnolls, she uses her *potion of animal friendship* to convince the closest PC's camel to give up the chase. If the camel fails its saving throw, it skids to a halt, and the PC must succeed on a DC 13 Dexterity saving throw to avoid being thrown from the camel's back. The PC must either succeed on a DC 15 Wisdom (Animal Handling) check to convince the camel to rejoin the chase or a DC 15 Charisma (Persuasion) check to borrow a camel from a passerby. Alternatively, the PC can pay 25 gp to a nearby merchant for one of its camels. The PC must then encourage its camel to Dash on the following round to catch up with Safiya.



ENDLESS BAZAAR OBSTACLES

1d8 OBSTACLE

- 1 **Street Sign.** A sign hangs above the street, advertising for a local pottery shop. Each creature must succeed on a DC 12 Dexterity (Acrobatics) check or take 1d6 bludgeoning damage as it hits the sign.
- 2 **Flagged Banner.** A string holding flags that spell out the phrase “Day of Pigs” stretches across the path. Each creature must succeed on a DC 12 Dexterity saving throw or be unseated. An unseated creature has disadvantage on its next attack roll or ability check as it rights itself in its seat. A creature can choose to have disadvantage on this saving throw. If it does so, it can use its reaction to cut down the banner, earning angry shouts from the crowd but allowing those behind it to pass through the area without having to make the saving throw.
- 3 **Narrow Stalls.** A section of street holds temporary stalls clustered together, creating a narrow path for those on mounts. Each creature must succeed a DC 12 Dexterity (Acrobatics) or Wisdom (Perception) check or take 1d6 slashing damage as its mount crashes through a stall.
- 4 **Leap of Faith.** Large, plaster casts of cats and pigs are spread out in front of two stalls. Each creature must succeed on a DC 12 Strength (Athletics) check to pull its mount into a leap over the plaster casts or take 1d6 slashing damage as its mount clumsily stomps through them. Alternatively, a creature can carefully go around the plaster casts but loses 20 feet of movement that turn.
- 5 **Bothersome Monkeys.** Small monkeys hang from colorful decorations adorning the streets. Each creature must succeed on a DC 12 Wisdom (Animal Handling) check or a monkey jumps down onto its shoulders. The monkey hangs onto the back and shoulders of the creature, scratching and pawing at the creature. While a creature has a monkey on it, it has disadvantage on attack rolls and ability checks. The creature can use its action to shake off the monkey, which leaps away into the crowd.
- 6 **Street Offal.** A section of street is slippery with discarded, rotting fruit and vegetables from an earlier day’s market. The area is difficult terrain for the mounts that move through it. A successful DC 15 Strength (Athletics) check pulls the mount into a leap over the offal, or a successful DC 15 Wisdom (Perception) check finds a safe path through the offal, bypassing its effect.
- 7 **Party Swings.** A group of laughing revelers swings back and forth across the street on some colorful swings. As each creature passes through the area, roll a die. On an odd number, the creature takes 1d6 bludgeoning damage and is knocked prone in its saddle as it is hit by a swinging reveler, risking falling off its mount. On an even number, the creature passes through the area unscathed.
- 8 **Parfumerie.** A cloud of strong fragrances and incenses hovers on the street outside a large parfumerie stall. Each creature must succeed on a DC 12 Constitution saving throw or be poisoned until the end of its next turn.

Treasure. Each war ostrich is worth 150 gp—if the PCs capture them. The saddles and tack are of a good quality and worth 25 gp for each set. The barding on Safiya’s mount is worth 90 gp. Safiya’s saddle bags hold a bronze model of a bird eating a monkey worth 75 gp, a well-made pottery panel depicting a beautiful gnoll dancing to an al-aeshma genie worth 50 gp, a purse containing 35 gp, a *potion of animal friendship* (if she didn’t use it in the chase) and a *potion of healing*.

NEFERTARI

The awakened **vulture** soars in and out of the chase, aiding the PCs when she can while also keeping an eye on Armina. Every other round, she distracts one of the gnolls by flapping just above its face, swooping in front of its mount, or clawing at the mount’s tail feathers. A distracted gnoll has disadvantage on its next attack roll or ability check. Nefertari never gets close enough to engage in melee; however, the gnolls get sick of her interference after she distracts them three times and throw spears at her if they aren’t engaged in combat with the PCs.

Obstacles

Aside from catching a fleeing pig and dispatching the gnolls who are chasing her, the PCs must contend with busy city streets and Mahmud’s ogre accomplices. The PCs encounter at least four obstacles during their chase with their fifth obstacle being Mahmud’s ogres (though you can add more obstacles between the PCs and the ogres if you feel they handled the gnoll problem too quickly). To determine the obstacles the PCs face, select an obstacle or roll on the Endless Bazaar Obstacles table. Each obstacle requires the creatures encountering it to make an ability check or saving throw. For ease of play, these obstacles treat the rider and mount as one, and any mention of “creature” refers to the rider. You can roll the appropriate check or saving throw for each gnoll, or, for the sake of brevity, you can assume each gnoll succeeds on each obstacle’s challenge.

THREE FAT MEN IN FEZZES

Three **ogres**, faithful accomplices of Mahmud, are squabbling over a net they have stolen to capture Armina. When Armina passes the ogres, one throws the large net at her (+6 to hit), hoping to capture her for Mahmud. If they succeed, the ogres, who all appear like the exact same large, portly, human man thanks to the magic fezzes they wear (see Brotherhood of Fezzes sidebar), scoop up Armina and run through the streets back toward their master. If they fail, they join the chase on foot, hustling after the fleeing pig.

The gnolls are after sport, not trouble, and ride by the ogres whooping unless the ogres have Armina. If the ogres have captured the pig, the gnolls lash out at the disguised ogres who stole what they believe is their rightful prey.

Treasure. The ogres carry three fezzes that are a *brotherhood of fezzes*, a large net, three gourds of arak, a selection of local snacks, and a total of 50 sp in pig cheek purses.

BROTHERHOOD OF FEZZES

Wondrous item, uncommon

This trio of fezzes only works if all three hats are worn within 60 feet of each other by creatures of the same size. If one of the hats is removed or moves further than 60 feet from the others or if creatures of different sizes are wearing the hats, the hats' magic temporarily ceases.

While three creatures of the same size wear these fezzes within 60 feet of each other, each creature can use its action to cast the *alter self* spell from it at will. However, all three wearers of the fezzes are affected as if the same spell was simultaneously cast on each of them, making each wearer appear identical to the other. For example, if one Medium-sized wearer uses an action to change its appearance to that of a specific elf, each other wearer's appearance changes to look like the exact same elf.

Armina Saved!

If the PCs return his second daughter, Omar howls in happiness, immediately handing the PCs one of his most precious rings—a *ring of protection*.

As Omar consults with his servants and Nerfertari, the PCs have a moment of respite. The PCs can take a short rest while Omar's agents search for the final daughter, Madgit. As the Day of Pigs continues, the sun slips below the skyline of Per-Bastet and the Night of Pigs begins. Braziers begin to burn and the smell of charcoal permeates the air. 'Where is my little one?' sobs Omar, just as a very dubious-looking hooded figure taps him on the shoulder...

Madgit's fate awaits in the conclusion of this adventure, *Madgit's Story*.

War Ostrich

In the wild, war ostriches are dangerous and skittish beasts, prone to lashing out with punishing kicks while sprinting around the battlefield. The nkosi use them to create chaos among their foes, by driving a flock of fast-moving war ostriches into a caravan or into enemy troop formations.

Faster than Horses. War ostriches have been domesticated for centuries, and they are a fearsome sight on the field of combat when bearing warriors into battle. War ostriches are heavily employed in regions where horses are rare or impractical or where their incredible leaping ability enables cavalry to charge over broken ground.

WAR OSTRICH

Large beast, unaligned

Armor Class 11

Hit Points 42 (5d10 + 15)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	16 (+3)	2 (-4)	10 (+0)	5 (-3)

Senses passive Perception 10

Languages —

Challenge 1/2 (100 XP)

Battle Leaper. If a riderless ostrich jumps at least 10 feet and lands within 5 feet of a creature, it has advantage on attacks against that creature this turn.

Standing Leap. The ostrich can jump horizontally up to 20 feet and vertically up to 10 feet, with or without a running start.

ACTIONS

Multiattack. The ostrich makes two kicking claw attacks.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage.

Gnoll Slaver

With a fistful of chains and shackles and a fat money pouch, the cackling of a successful gnoll slaver is hard to mistake for anything else. They are common in slaveholding societies, though treated with respect only among their own kind.

Occupying a strange role in a human land, gnoll slavers perform duties at which their bestial appearance and nature work to their advantage. They serve as brutal enforcers among the slave population, as captains of raiding bands, and as slave catchers, leading patrols along the land's borders in search of escapees.

Brands, Scars, and Marks. Gnoll slavers have a fondness for gnawing their victims or threatening the creatures with punishments that scar and mark the victim. Branding slaves is a popular pastime among gnolls.

Slain on Sight. Races near gnoll slavers tend to show no mercy towards the evil raiders; a captured slaver can expect a speedy execution and often is slain out of hand by a former slave. This merely drives gnoll slavers to some degree of caution; they prefer to operate in groups with other gnolls, and they are often the first to flee if things turn against them.

GNOLL SLAVER

Medium humanoid (gnoll), chaotic evil

Armor Class 15 (chain shirt)

Hit Points 71 (11d8 + 22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	14 (+2)	12 (+1)	11 (+0)	12 (+1)

Skills Athletics +6, Intimidation +5, Perception +2, Stealth +6

Senses darkvision 60 ft., passive Perception 12

Languages Common, Gnoll

Challenge 3 (700 XP)

Rampage. When the gnoll reduces a creature to 0 hp with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

ACTIONS

Multiattack. The gnoll makes three attacks: one with its bite and two with its whip or three with its longbow.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Whip. *Melee Weapon Attack:* +6 to hit, reach 10ft., one target. *Hit:* 6 (1d4 + 4) slashing damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Menace Captives (Recharge 5–6). The gnoll selects up to three creatures it has taken captive within 30 feet. Each creature must succeed on a DC 15 Wisdom saving throw or have disadvantage for 1 minute on any attack rolls or skill checks to take actions other than those the gnoll has ordered it to take.

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