



FOR 4 PCS OF
3RD LEVEL

THREE LITTLE PIGS

PART THREE: MADGIT'S STORY

A 5E WARLOCK ADVENTURE
BY RICHARD PETT

THREE LITTLE PIGS-PART THREE: MADGIT'S STORY

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 three-part adventure of the Three Little Pigs, which starts with Nulah's Tale (Warlock Lair #30) and continues with Armina's Peril (Warlock Lair #31), concludes here.

In the dark, everyone can hear you squeal...

Adventure Summary

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 900gp 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.

In the streets near the Bazaar at a small but infamous crocodile souk called the Souk of False Smiles, a notorious chef with the unlikely noble name of Qadi Hafeez-i-Burhan has stated that he will pay handsomely for a blonde-haired pig known to be at large. Rumor has it he hosts strange dining events to curry favor with certain well-connected individuals with particular—some would say revolting—tastes.

Known as the “Feaster” by locals, Hafeez has instructed that those with any information on the pig bring that information to his smiling partner, the terribly-tempered werecrocodile Aibtisamat. The Feaster believes the pig to be a magically-transformed princess, something that would command a very high price on certain menus...

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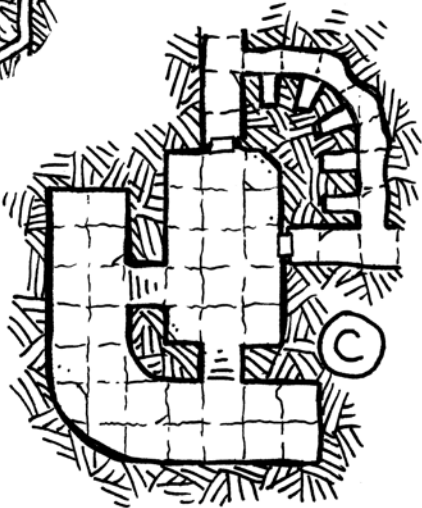
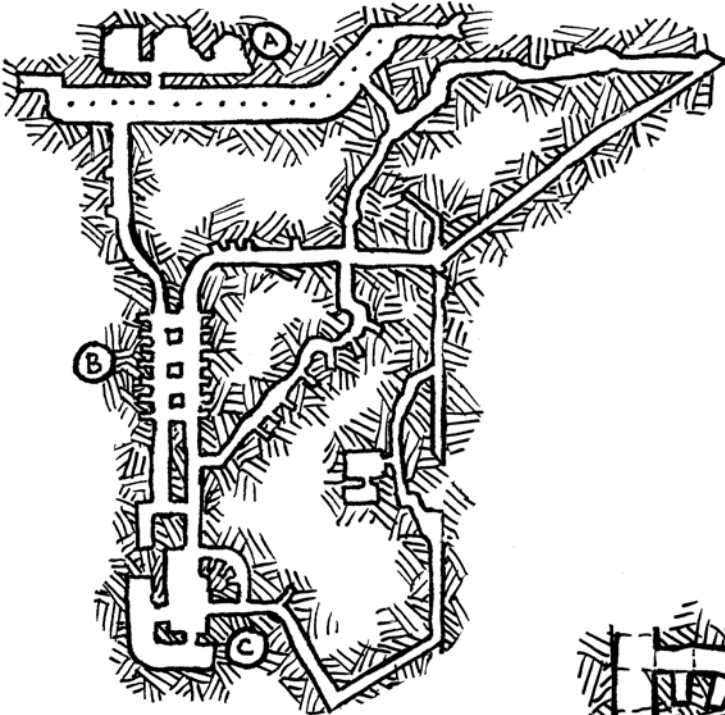
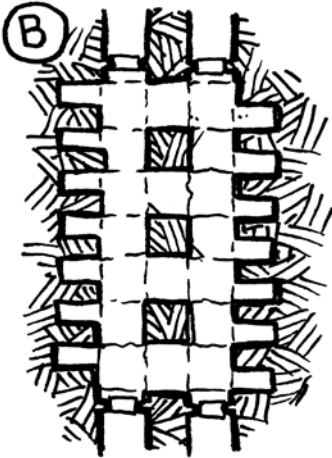
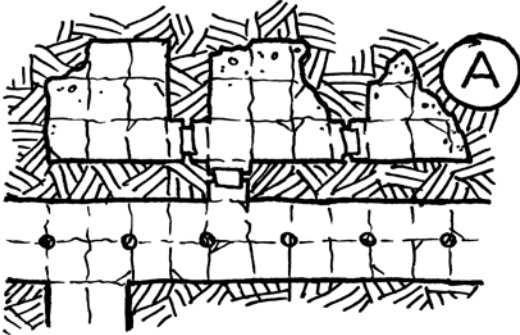
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Beginning the Final Part—Something Ratty and Wicked This Way Cooks

The PCs have hopefully returned two of Omar's three beloved daughters, however, the last, and youngest—blonde-haired Madgit with her angelic singing voice—eludes Omar's servants. Even now, charcoal fires are glowing and pigs are being slaughtered for the Night of Pigs, the conclusion to today's festivities. 'Where is my little one?' sobs Omar, just as a very dubious-looking hooded figure taps him on the shoulder...

The dubious-looking figure is Aalim Tufferniti, a former **bandit captain** and now slave-trade fixer who has a trio of his **thug** friends standing beside him. He heard that both Omar and the Feaster were looking for a blonde-haired pig, and he believes he can get more money out of Omar. He knows Omar is a wealthy merchant and eyes the smaller man's rings greedily. Play out this scene to show Tufferniti's cruelty and Omar's desperation—first one ring is demanded, then another, until Tufferniti has them all. After he has all of Omar's rings, he starts to talk about property. He doesn't know the extent of Omar's holdings, but he suspects the merchant has a nice house. Unless the PCs intervene, time wears on, the rogue does not stop until Omar is literally on his knees, a legal expert is brought in, and a vast fortune is signed over—by which time it might already be too late for Madgit.

Tufferniti is a hard nut and not easily bullied. His thugs are very loyal and support him, but they do not share his knowledge. If Tufferniti is reduced to 10 hit points or less, he is magically coerced, the PCs convince him with a DC 15 Charisma (Intimidation or Persuasion) check, or the PCs perform some other action you deem is appropriate for convincing a petty thief to hand over valuable information, he spills the beans about the chef and the equally dubious Aibtisamat, as described in the Adventure Background. If the PCs step in, Omar begs them to stop, afraid to lose the one lead he has to Madgit's whereabouts, while Nefertari cheers and squawks them on from a nearby lamppost.

Once Tufferniti shares the information, Omar begs the PCs to find his daughter and bring her back to him. In the meantime, he sends all his most watchful allies and friends into the city to seek the white-robed villain who caused this terrible transformation.

The Souk of False Smiles

Located just west of the Bazaar of Lamentation, this infamous crocodile market sells everything crocodilian, from trained crocodiles to wind chimes made in the likeness of crocodiles, to enormous crocodile costumes to smoked crocodile meat. The odd thing about the werecrocodiles that

thrive in this area is how courteous and civilized they are—manners are everything. Many of them like to do any serious business in hybrid form as it tends to ensure better prices. The gnolls around Per-Bastet see hunting crocodiles as a local rite of passage and are treated with hostility in the Souk of False Smiles. A gnoll PC has disadvantage on checks when interacting with the werecrocodiles of the souk.

As the PCs travel to the souk of False Smiles, the streets on Per-Bastet are filled with people dressed as pigs, jovial oinking, and the plentiful butchering and cooking of pigs. When the PCs reach the souk, read or paraphrase the following:

Here is one of the oddities of the City of the Everlasting Cat—a souk given over to everything crocodilian. Carvings of crocodiles, cages full of the smiling beasts, chained crocodiles that seem to be trained, crocodile skin bags, crocodile meat, and even a huge false wicker crocodile fill the streets. Crocodilian people walk between the stalls or haggle from behind them.

Aibtisamat has a huge carpet shop at the northern edge of the souk. PCs who succeed on a DC 10 Charisma (Persuasion) or Intelligence (Investigation) check soon learn where it is and can seek out his warehouse shop. If the majority of the PCs fail the check, they meet a quartet of **thugs** intent upon separating them from their gold.

Aibtisamat, the Ever-Smiling Host

Aibtisamat, a werecrocodile cursed by a hag he happened to be tasting one day, is permanently stuck somewhere between his hybrid form and crocodile form. But he never lets a little thing like being a massive, hunched-over, crocodilian man get in the way of civilized chat—at least with those who can cope with his appearance. He has adopted a few peculiarities since his curse—he occasionally snaps his mouth open and closed with a small growl whilst in deep thought and he tends to fly into a rage and eat people who upset him, especially by insulting his wares.

A sign above the open door to his warehouse depicts a smiling crocodile and the words Aibtisamat's Humble Carpet Shop. When the PCs enter, read or paraphrase the following:

The carpet shop, in truth more carpet warehouse, is overrun with chickens. They perch in cupboards, roost in shelves, and lay eggs on rolled up rugs. Carpets are laid everywhere, but the room is dominated by an enormous, hunch-backed crocodile squatting on two almost-human legs. A vast fez perches on his head, and one of his claw-hands holds a smoking hookah. He smiles, revealing a live chicken perched in his mouth. He grins and swallows before offering a greeting...

Aibtisamat, like other werecrocodiles, is nothing if not civilized. He immediately calls for his cringing, terrified servant to bring mint tea, sherbet, and lokum, offers the PCs seats on any of the countless cushions near him, and tries to sell them a nice carpet. Their host claims to know

nothing of the Feaster, indeed he laughs heartily when he hears the name. He's lying; he knows that his friend has tracked the piglet with blonde hair to a nearby cellar and is at this moment heading there. He also knows how to find its entrance. The ratfolk has told Aibtisamat to begin offering seats for tonight's feast at 100 gp a head.

If the PCs attack Aibtisamat to get the information he holds, use the statistics for a **giant crocodile** (except Aibtisamat is neutral, has an Intelligence of 14, and knows Common). He surrenders when reduced to 20 hit points or fewer—though a loyal friend to the Feaster, he won't die for the ratfolk. If the PCs try to bluff their host into believing they wish to attend the feast, they must succeed on a DC 15 Charisma (Deception) check—Aibtisamat knows the Feaster's usual customers and doesn't easily give up knowledge of tonight's special feast to strangers. A successful DC 15 Wisdom (Insight) or Charisma (Persuasion) check plays off his vanity or flatters him enough to trick him into revealing where his friend is hunting right now—a nearby cellar—and how to find it. In addition, the PCs can try to magically coerce him to give them Madgit's whereabouts, at your discretion. The PCs have advantage on the above checks if they buy a carpet or bribe him. He loves money more than his friendships and may reveal everything—for the “right price” of 400 gp.

Madgit's Story

Scared by the transformation, the littlest piglet fled and has spent the last hour or so being chased through the streets by rats who serve the Feaster. At last she found a little hole to hide in, but it turned out to be the home of a terrible ooze! Now she trembles as she slinks from deadly corner to deadly corner in the cellar of horrors! The little piglet squeals in terror—this place is full of rats, horrible slime, and, worst of all, spiders! Alas, for her screams are like a trail leading to the feast, and the Feaster is not far behind her.

Mahmud trailed Madgit and the rats to the old cellar. He now hides outside the entrance, worrying. The pack of rats has not long since gone in, and he debates whether it would be better to wait until they come out—perhaps injured. When the PCs arrive, he decides waiting is the best idea. He intends to let the foolish PCs go into the cellar and get the piglet out, then attack when they emerge.

The Old Cellar

Madgit hides in an old cellar that was once used to store foodstuffs and alcohol, though its once-hidden tunnels suggest it might have also been used for illicit dealings. All the cellar's doors have long since been used for firewood. Big,

local but otherwise harmless spiders share the space with rats, cats, and the odd unlucky child. The damp cellar is slick with molds and slimes. Each minute a creature explores the cellar or each time a creature takes the Dash action in the cellar, it has a chance of disturbing a patch of mold or slipping on a spot of slime. Roll a d6. On a 1 or 2, nothing happens. On a 3 or 4, the creature disturbs a patch of mold and must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. On a 5 or 6, the creature slips on a spot of slime and must succeed on a DC 13 Dexterity saving throw or twist its ankle. A creature with a twisted ankle has its speed reduced by 10 feet for 1 minute. A creature that succeeds on a DC 15 Wisdom (Perception or Survival) check can avoid the hazard.

Madgit squeals every minute in terror as she finds some horrid spider, fat rat, or glistening slime. She scurries around Area C, trying desperately to find a safe place to hide. Luckily for her, the cellar's walls echo her screams in a confusing way, throwing off her ratfolk pursuers. The PCs must succeed on a DC 12 Wisdom (Perception) check each time she squeals to determine where she is hiding.

A. Mother Slither's Boudoir

Locals avoid the old cellar as many know that Mother Slither haunts the dank passageways. She's a peculiar, intelligent ooze (use the statistics of an **ochre jelly** except Mother Slither has an Intelligence of 5) with a rudimentary motherly nature, and she nurtures a trio of her “children,” small oozes that split off from her over the years (use the statistics of an **ochre jelly** except each is Medium and has 15 hp). She and her “children” don't leave the cellar, preferring to pick off the odd stray rat, crocodile, or cat that wanders into the cellar.

Mother Slither and her children lurk here. She has gathered her children and prepares to follow the ratfolk into Area B for a feast. Mother Slither is very protective of her children and attacks any creature that harms one of them.

If the PCs are delayed by an encounter with thugs in the Souk of False Smiles or by a combat encounter with Aibtisamat, Mother Slither is in Area B watching her children devour ratfolk as she circles around to the largest of the ratfolk, the Feaster.

Treasure. Each item hidden in Area A requires a bit of digging and a successful DC 10 Wisdom (Perception) check to find. The hidden treasures are: a scarab beetle broach made of bone and gold with a painted miniature of an extremely homely lady worth 100 gp, a child's wooden horse with real teeth and gold braid worth 125 gp, a Dabu Zavodan rug wrapped in oilskins depicting the Pool of the Sky in radiant colors worth 300 gp, and a beautifully-crafted ney that functions as *pipes of haunting*.

B. The Feaster's Hunt

The Feaster is a **ratfolk rogue** (*Tome of Beasts*, p. 320) and is accompanied in the cellar by his cohort and bride, the lovely **ratfolk rogue** Darjenta. Darjenta brought along her six younger brothers, all **ratfolk** (*Tome of Beasts*, p. 320), to help look for the blonde pig. Darjenta carries a large sack for holding Madgit once they find her. The Feaster wants to kill and cook the magic piglet in front of his guests later this evening. Cunningly, the Feaster lets his brothers-in-law lead the way to ensure they find any hidden dangers for him.

Some blonde hairs are snagged onto an old, rusty nail in the wall about a foot above the floor, tugged off as Madgit ran south. A successful DC 15 Wisdom (Perception) notices the hairs.

If the PCs are delayed in reaching the cellar, Mother Slither and her children have ambushed the ratfolk. The Feaster is on the southern end of Area B, throwing daggers at the ooze attacking Darjenta. Mother Slither slowly makes her way around the chaos, intent on devouring the plump Feaster. Each round, two ratfolk and one ooze dies, leaving Darjenta and the Feaster alone against Mother Slither. If the PCs don't interfere, assume the two ratfolk dispatch Mother Slither with little effort and continue searching for Madgit.

Treasure. Darjenta still proudly wears her white wedding dress and a wedding *ring of animal influence*. She also carries a fan depicting wild camels with crocodile heads eating figs from bowls held by humanoid rats worth 50 gp. The Feaster has a trio of bottles hung from a belt of sheep sinew: a *potion of growth*, a *potion of poison*, and a *potion of resistance (acid)*. The Feaster likes to see his bride enlarge to maul larger humanoids and gives her his *potion of growth* if he suspects trouble. He also has a leather knife roll containing 20 specialist cooking knives with vulture bone handles worth 300 gp.

C. Madgit's Hideout

Madgit (use the statistics of a boar except her Intelligence is 12 and her Charisma is 17) scurries across the corners and narrow hideaways in this room, alternating between being paralyzed with fear in a corner she thinks is safe and squealing in terror as some barely-seen horror crawls across the floor or wall near her. She is scared of everything and trusts no-one, especially in this darkness. Unless restrained, she flees, but, in her fatigue, she is unable to fight for long. A successful DC 15 Charisma (Persuasion) check convinces Madgit that the PCs are there on behalf of her father. The PCs have advantage on the check if they mention Omar by name.

Waiting Outside...

Mahmud lurks in the streets outside, waiting for someone to exit with Madgit in tow. When he sees the PCs leave, he immediately attacks, trying to capture Madgit. If he manages to secure the pig, he tries to escape and later issues demands to Omar via an intermediary. If the PCs mention Omar, Mahmud mocks them, saying the PCs know nothing of the merchant's true colors.

If Mahmud is overpowered, the PCs can return with him and Madgit to Omar. See Three Little Un-Pigs below for more details.

Three Little Un-Pigs

Some time ago, Mahmud tried to speak to Omar and claim kinship, but the merchant dismissed him as a witless peasant. Mahmud, desperate to connect with the only living family he has left, plotted to kidnap Omar's daughters to get the merchant to speak with him and acknowledge their familial ties. Once captured, he admits defeat to himself and internally despairs that he has missed his only chance to connect with Omar. Bound and hopeless, he remains silent and withholds this information from the PCs unless magically compelled to speak.

When the PCs arrive back to Omar, a **city watch captain** (*Tome of Beasts*, p. 419) named Haffish and a pair of **guards** are present at Omar's request to see that Mahmud complies. If the PCs rescued Armina in the previous adventure, Amir sits nearby with Armina in his arms. Raheema, the priestess of Bastet who was present when the girls were transformed, is also with Omar, having returned early after completing her other duties. Omar weeps if the PCs have Madgit and grips the piglet tight in his loving arms. If Mahmud escaped the PCs without Madgit, Haffish and his guards have Mahmud bound between them by the time the PCs return, having apprehended him shortly after he escaped the PCs.

Raheema has her spell ready and needs only for Mahmud to start chanting to begin. Mahmud has little choice but to comply. If he is out of spell slots for the day, the guards allow him a long rest with rotating shifts watching the bound druid.

As the casters begin, a curious magical aura appears between them. A successful DC 12 Intelligence (Arcana) check notices the aura. Such odd magic may be worthy of further study, but for now the spells whip up a magical gale. The girls stand in the middle of the gale with the two bystanders who were also transformed, tears in Amir's and Omar's eyes. The spells reach their climax and the gale erupts, engulfing the transformed people in a shower of arcane lightning. Raheema is thrown back and knocked out. As the storm slows, the pig figures resolve themselves into those of the humans they were before. As smiles break out, the arcane storm takes on a darker aspect: pig faces and

trotters form in the mass, then, with a terrible squeal of fury, a dreadful sweaty *something* pops into existence.

The *something* is a **riftswine** (*Tome of Beasts*, p. 326), which is called into being and attacks. Omar and Amir rush to shield the ladies. This leaves the PCs and the nearby watch on hand to face the riftswine. Nefertari does her best to help as well—every other round she distracts the riftswine by flapping just above its eyes, giving it disadvantage on its next attack roll or ability check. At this moment, powerless in the grip of family devotion, Mahmud also joins in the fight to defeat the riftswine.

The riftswine is more than a match for the average group of 3rd level PCs, but the aid of Nefertari, the guards, and Mahmud should balance the scale in their favor. If you feel that your PCs can handle this fight on their own, then only Mahmud comes to their aid, desperate to protect the only family he has. In that case, the guards and city watch captain stand back to keep bystanders out of the riftswine's reach and can jump in to aid the PCs should they start to falter.

Afterwards

With the riftswine destroyed and Raheema tended and brought round, the two brothers Omar and Mahmud face each other—Mahmud still angry and hurt from Omar's earlier rejection, and Omar finally realizing the truth in Mahmud's original claim as he looks at Mahmud and sees his father's features in the other man. They slowly embrace, and Omar welcomes Mahmud to the family. Tears are shed, particularly for Armina, whose left leg now ends in a boar hoof. But, as Amir kneels before her and proposes, she feels it is a small price to pay for winning her true love. Naturally and joyfully she accepts!

Omar gives the PCs their promised 300 gp for rescuing Madgit and insists that they come to the wedding, which takes place a few days later. Mahmud and the PCs are guests of honor, and even the scowls of the corpulent Khangi-Jann (who still hopes, right until the last moment, that Armina will change her mind and marry him instead) do not dampen the smiles of joy—all thanks to the great PCs!

The PCs have made a rich and powerful friend in Omar, a major merchant in the City of the Everlasting Cat. If your campaign uses the Status rule (*Midgard Worldbook*, p. 25), the PCs' Status increases by 1 while within the Southlands and by 2 while within Per-Bastet.

RAHEEMA'S SPELL

Though Mahmud was a bit clumsy when he cast *conjure animals* to summon a giant boar at the beginning of this tale, his spell alone wouldn't have transformed the girls without the transmutational magic of Raheema's nearby *kitten to lioness* spell. This spell is common among followers of Bastet and sees frequent use in her temples. It is available to clerics, druids, sorcerers, and wizards.

KITTEN TO LIONESS

2nd-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

You target up to nine cats within range and temporarily transform the clowder into a lion. If only one cat is within range, it instead transforms into a lion cub (use the statistics for a panther). For each cat targeted beyond the first, the lion gains 2 temporary hit points (maximum of 16).

While you are casting this spell, the cats become a golden vapor, which coalesces into the lion in an unoccupied space that you can see within range.

The lion is friendly to you and your companions. Roll initiative for the lion, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to it, it defends itself from hostile creatures, but otherwise takes no actions.

When this spell is dismissed, its duration expires, or the lion is killed, the lion immediately dissipates into a cloud of golden vapor, and the transformed cats reappear in the space the lion once occupied. The golden vapor always retransforms into the same number of component cats, regardless of whether the lion was killed or injured, and the cats immediately flee the area after the spell ends.

The GM has the creatures statistics.

Mahmud

Mahmud is a lean, sour-looking man with a mouth crammed full of teeth; seemingly too many for his mouth. He carries a *potion of gaseous form* in a sugar glass bottle, which he can bite into for a quick escape. He wears a long, dirty white shift and carries a weathered club bleached white by the sun. He has a sling and 20 bullets in a battered, camel-skin bag.

MAHMUD

Medium humanoid (human, shapechanger), neutral

Armor Class 13 (shield) in humanoid form, 15 (natural armor, shield) in hybrid form

Hit Points 63 (14d8)

Speed 30 ft. (40 ft., swim 30 ft. in crocodile or hybrid form)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	10 (+0)	10 (+0)	15 (+2)	14 (+2)

Skills Arcana +2, Insight +4, Perception +4, Survival +4
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons
Senses passive Perception 14
Languages Common, Druidic, Giant
Challenge 4 (1,100 XP)

Hold Breath. Mahmud can hold his breath for 15 minutes.

Shapechanger. Mahmud can use his action to polymorph into a Large crocodile-human hybrid or into a Large crocodile, or back into his true form, which is humanoid. His statistics, other than his size and AC, are the same in each form. Any equipment he is wearing or carrying isn't transformed. He reverts to his true form if he dies.

Spellcasting. Mahmud is a 7th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). Mahmud has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *produce flame*, *shillelagh*

1st level (4 slots): *cure wounds*, *entangle*, *fog cloud*

2nd level (3 slots): *flaming sphere*, *hold person*, *spike growth*

3rd level (3 slots): *conjure animals*, *water breathing*

4th level (1 slot): *confusion*

ACTIONS

Multiattack (Humanoid or Hybrid Form Only). The werecrocodile makes two attacks, only one of which can be a bite.

Bite (Crocodile or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage. If the target is a humanoid, it must succeed on a DC 10 Constitution saving throw or be cursed with werecrocodile lycanthropy.

Club (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage or 7 (1d8 + 3) bludgeoning damage with *shillelagh*.

Sling (Humanoid or Hybrid Form Only). *Ranged Weapon Attack:* +3 to hit, range 30/120 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.



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