

PETEY'S PORK PIE EMPORIUM

DWIERGUS #1



An adventure of blood, money, and pigs for levels 3-5.

by Remley Farr

THIS ZINE
CONTAINS ELEMENTS OF

Food Horror ◊ Bureaucracy
Murder ◊ Torture ◊ Restaurants ◊ Hell
Domestic Abuse ◊ Hog People

There was once a desperate farmer, ignored and spurned by the gods.

He sacrificed his last hog on an altar of stones, asking respite from any deity. Thus rumbled the Old Foreman, Dwiergus, from eons of defunct sleep. The ancient demon lord shook hands on the farmer's offering. This hog, Dwiergus pondered, would make a fine prototype, and the Fleshforges roared to life once more.

Through Dwiergus' factory, the sacrificed First Hog ascended. The old foreman Dwiergus taught the groveling beast how to wield its own scythe, how to feel arrogance, and how to govern dimwit thralls from a throne.

More farmers slaughtered pigs in the Old Foreman's name, and the bent-back demon smiled—more hogs for the line! More kindled kinfolk! More people to speak his name! They, who for so long forgot him...

And he, who never forgot the Forgotten Realms.



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ADVENTURE PROMPT

LADY FALYSE IS MISSING! The adolescent wood elf vanished from her household only days before her father, **LORD MERRYSTER**, married his new wife. Here is what Lord Merryster knows about the situation:

- “My first wife, **LADY REVELLY**, died only weeks ago. She was Lady Falyse’s mother, and they were very close!”
- “Lady Falyse didn’t want me to move on from her mother so fast. I suppose she is right, but I *must* do my duty as a noble.”
- “I’ve heard rumor of a young wood elf girl named Falyse working at a local eatery a few towns over, **PETEY’S PORK PIE EMPORIUM**... but my daughter, *working!*? I’m fortunate she’s too young to have the sense to use a false name.”

Lord Merryster doesn’t have a large household of men-at-arms—he is more of a nature warden than a true lord—so hired adventurers are needed. He will offer **35 acres of lavenderwood timberland** in exchange for Falyse’s return.

BASIC ADVENTURE GUIDELINES

- Any **locked** doors/chests/windows have a **DC 20** to pick open unless noted.
- Consult the **Employee Directory** (p. 35) if you need a Petey’s Pork Pie Emporium worker NPC.
- The hogkin demons are wily rascals, preferring to taunt and torment their foes before finishing them—PC’s can take advantage of this.

PETEY’S PORK PIE EMPORIUM RESTAURANT

The players can find Petey’s Pork Pie Emporium in **any town or city**. A log-built, rustic building wafting in a sizzling barbecue scent, this little restaurant is always recognizable by the painted, waving, **humanoid pig caricature** on its sign. A **pig pen** with a **tiny shack** rests adjacent to the restaurant, and rarely will a customer leave unhappy.

1. WAITING ROOM

Warm smell of barbecue pork fills the air. A host seats people. Employee of the Month paintings framed around room.

Falyse's picture is among the Employees of the Month. Staff know she "went to Corporate like all Employees of the Month do!" None of them know where Corporate is.

2. DINING ROOM

Tables, chairs, and booths fill a low-lit room. Fire crackles near the kitchen wall. Rustic casual dining.

CUSTOMERS. Hearty enjoyment.

Families. Dates. Good cheer.

SERVERS. 6 COMMONERS wearing aprons and nametags.

SCRIPTED WELCOME ENFORCED BY COMPANY POLICY OR I'M FIRED.

"Petey's Pork Pie Emporium ensures customer satisfaction! Your needs are ours to know, and your wants are ours to delegate. Which one of our four specials speaks to you the best?"

MENU of four specials:

Ol' Gristlefingers—smoked rack of ribs marinated in mustard. (2 sp)

The Tarrasque—pulled pork pie basted with flumpf jelly. (3 sp)

Triple Bob—three kebab skewers with honey braised pork, veggies, and sinberries. (1 sp, 5 cp)

Privy Wrecker—stewed veggies served on rice with pineapple-topped ham slices. (1 sp, 5 cp.)

Other—pork pie, milk. (2 cp.)

3. SUPPLY CLOSET

Brooms, buckets, mops, soap, tablecloths, cushions.

4. PRIVATE ROOM

Secluded dining area for patrons who want more privacy. Silk curtains inlaid with lavender oil drape the walls. Triple the price for everything ordered.

5. MANAGER'S OFFICE

Cluttered desk and two bookshelves full of paperwork receipts and invoices.

JERRY is the human **COMMONER** manager: an old man with a pot belly, greasy hands, and burly mustache. Mumbles "Oh yes yes yes!" a lot. Takes orders from Petey (area 10), though he has never seen him. **Jerry is the only employee who knows about Petey.**

FEEDBACK CARDS. On desk. Stacks of cards filled out by patrons. Extreme praise for "the new milk item!"

Last month, **Jerry took Falyse to Petey.** Hasn't seen her since. "She works for Corporate HQ, I think?"

6. KITCHEN

Stoves, grills, and smokers cook a variety of pork. Smells of gristle and crackling fat. **6 cook COMMONERS** shout commands.

STAIRS. Lead down to area 8.

NON-EMPLOYEES. Not allowed.

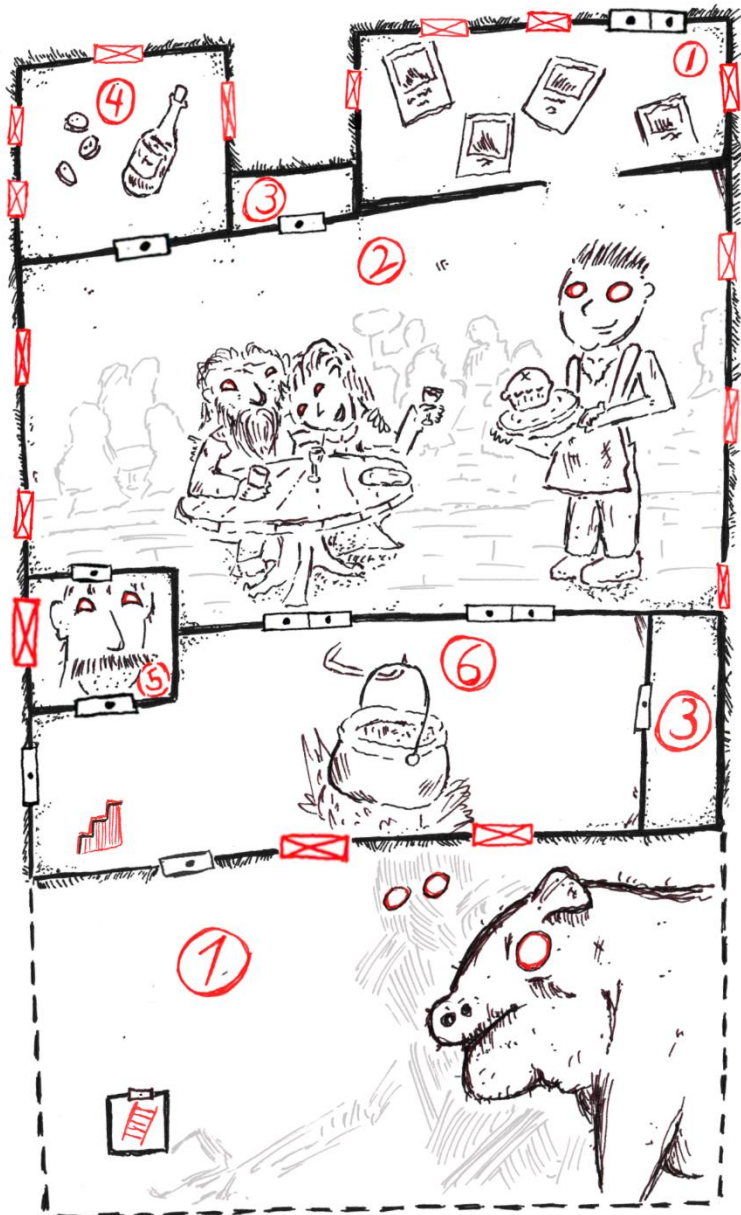
Cooks fetch **1d4** local **GUARDS** if they find trespassers.





7. PIG PEN

Fenced muddy sty with **9** domesticated **BOARS.** Reeks of mushy garbage. Boars will root through pockets for loose food.

SHACK. Clumsy wood structure with a tin roof. Inside are shovels, planks, rakes, hedge trimmers, and bricks.

TRAP DOOR. On the floor inside the shack. **Locked.** Hides a ladder going down and ending near area 10.



-  = DOOR
-  = WINDOW
-  = LADDER
-  = STAIRS



8. CURING ROOM

Butchered pig parts hang from rusty ceiling meat hooks. Clumpy dirt floor stinks of sticky blood. Kitchen staff tote supplies back and forth.

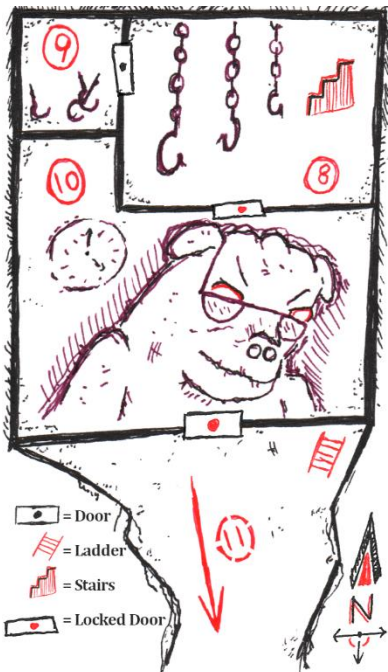
STAIRS. Lead up to area 6.

SOUTH DOOR. Solid wood. Only Petey carries a key to unlock it. “Keep Out” sign posted.

9. LOWER PANTRY

Extra meat hooks, buckets of fresh dirt, raw ingredients (vegetables, grains, spices). Items of value:

- **Scottocenere (truffle cheese)**—15 pounds worth 10 gp per pound. Each pound restores 1d4 HP if eaten.
- **Ghaz Brand Chef Knives**—2 silvered daggers worth 150 gp each, still in dwarven oakwood packaging.
- **“Heroism”**—Illegal opiate seasoning. 1 vial. Worth 150 gp on black market. Hidden under the floor.



10. PETEY'S OFFICE

Paperwork shelves line every wall. Desk strewn with parchment and documents rests in a corner. **All text in this room is written in Abyssal**, even the cute cat motivational posters.

BRONZE DOOR. Has the face of a screaming pig on the southern wall. DC 25 to unlock. Petey carries the key.

PETEY HAZGUT. A **HOGKIN** wearing glasses and trousers. **Uses this office to “puppet manage” Jerry.** Wants to make money and deliver humanoids to Corporate for profit. If discovered, he pretends to be a normal pig. **Carries a master key to all locks in areas 1-10.**

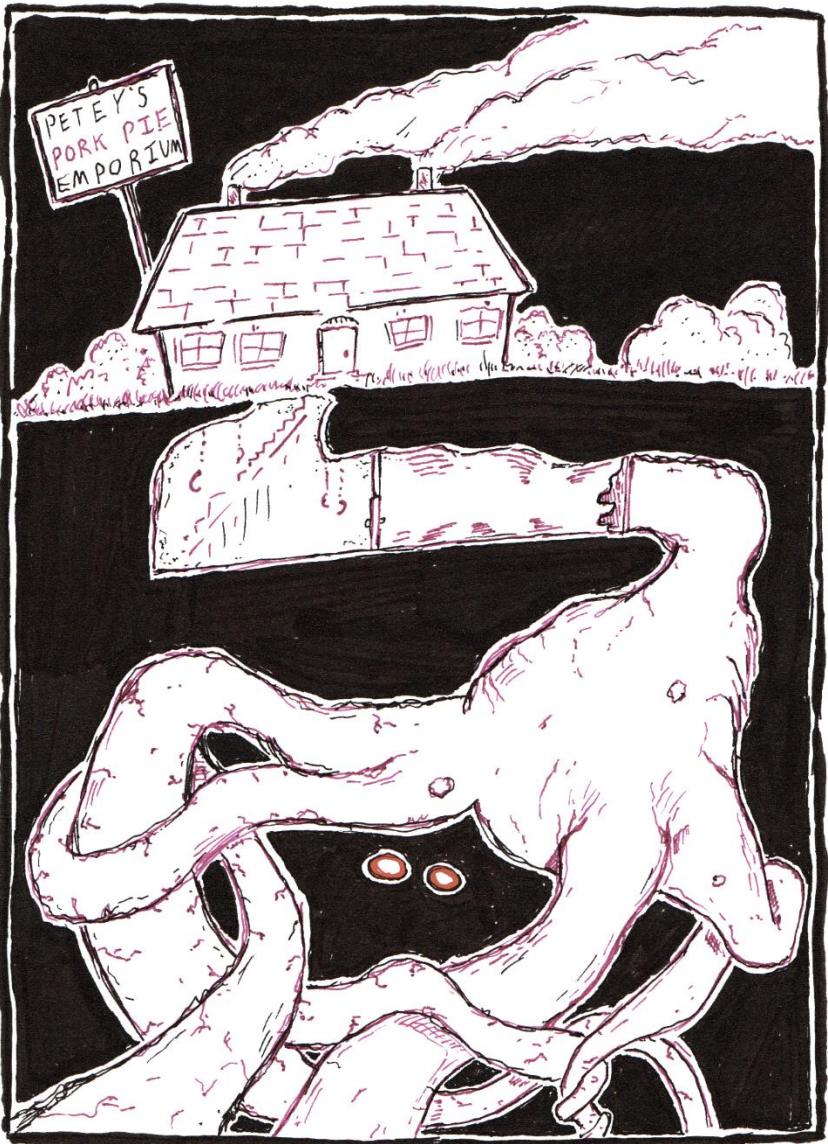
Searching the office reveals:

- **Business Permit**—taped to the wall. Signed by the Foreman (page 21).
- **Memo from Fatluck (area 13)**—demanding that people “be sent through the doors of Blood, Flesh, Meat, and Bone one at a time so the rooms don’t fail! Tech support tickets eat up company time!”
- **Bankrupt Button**—under the desk. Pressing it (1) unlocks the bronze door and (2) drops a **CRACKLING** from a ceiling trap. After 1 round, the crackling explodes as if *fireball* were cast, destroying the office.

Petey took Falyse to Corporate a month ago. All Employees of the Month are “promoted” to this Abyssal plane to work as milk maids or corporate drones. Petey doesn’t want mortals to know this because that would be *very bad* for business! **If Petey suspects the PC’s know too much, he hits the Bankrupt Button and retreats through the bronze door and up the ladder to the pig pen, using his SWINERIDER ability to teleport to Corporate.** Feel free to have him show up later in the adventure.

11. THE ROAD TO CORPORATE HELL

Passing the bronze door with the screaming pig face in Petey's office (area 10) starts the Road to Corporate Hell, where a tunnel beneath the restaurant gives way to a fleshy, mucous-coated, pulsing tract. Like crap fumbling through the intestines, a mile's worth of travelling through this lightless, organic pipe brings the party to area 11, where the ceiling shits them out onto the dirty ground. PC's can retrace their steps if needed.



Beneath the restaurant (areas 11-43) lies an underground roadmap linking Petey's Pork Pie Emporium restaurants together. Dim light from glowing fungus. Terrain is rocky and dirty—stinking of spoiled milk. The divide between the Material Plane and the 558th Abyssal layer wavers.

12. INTAKE

Ceiling has an organic “sphincter.” A nearby sign says “Brewing Center.”

13. OLD INVENTORY

Busted wheelbarrows, furniture, office chairs, advertisement signs.

SHAMMY. A **HOGKIN** janitor who likes sleeping in the inventory pile. Dimwitted but dutiful to his cleaning. He sees Employees of the Month come here often from the restaurant.

Shammy remembers Falyse from when Petey Hazgut took her past Quality Control to “see a ghost, but I don't know much about that!”

14. STEROID VATS

8 cauldrons of bright cerebral steroids that illuminate the room. Jars of steroid stacked along wall. Valves in the ceiling labeled **BLOOD**, **FLESH**, **MEAT**, and **BONE** drip raw steroids into the vats.

FATLUCK. Insane **GASTROMANCER** cook. Likes boiling people in the steroid because “screams thicken the juice!” Hypnotically focused on tending the vats, so he's easy to sneak past.

TIX AND TINNI. Two **PIXIE** lovers trapped in separate glass jars. Fatluck sweetens the steroids with their tears. Won't leave each other behind.

CEREBRAL STEROIDS. Fed to pigs, enriching them with “flavor.” Magically harvested from the Four Rooms (p. 13).

A jar labeled “Falyse: Meat” sits atop the crates in the steroid vats. Drinking from it shows images of Falyse cursing at her father, Lord Merryster, for wanting to remarry while Falyse's mother was still on her deathbed.

15. TRUFFLE PILE

A basket of **2d8+8 truffles**. Nearby sign says, “We love our employees!”

16. MARINADE TRAP

- **Trigger**—passing under a ceiling sprinkler, which detects if passersby have eaten truffles in the last 8 hours. **If they haven't, it sprays sticky, burning marinade** in a 5-ft. radius.
- **Avoid**—Dexterity save 14 to dodge trap **or** have eaten a truffle within the last 8 hours (hogkin are always eating truffles, so they don't activate it).
- **Effect 1**—2d6 fire damage.
- **Effect 2**—marinade can be smelled by hogkin from 50 ft. away.

17. WARNING

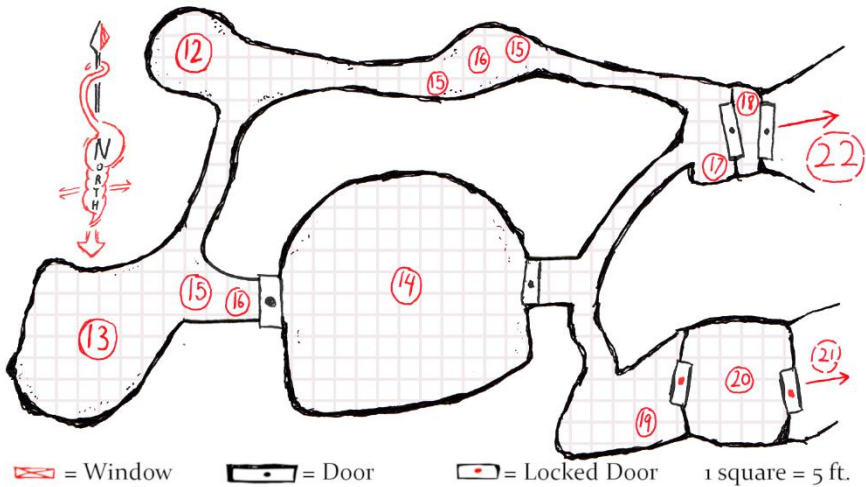
A grilled **HOGKIN** rotisserie next to clean plates and silverware stacks. Slices have been cut out of it. The hogkin tastes and smells wonderful.

WOODEN SIGN. “Stealing from the company is a punishable crime!”

18. WASTE CHUTE

40 ft. deep, 10 ft. by 5 ft. wide shaft. Two metal roll-up doors (10 ft. by 5 ft.) at the top for throwing in garbage. The 5 ft. gap can be crossed if both doors are open (Climb DC 10).

INCINERATOR. Hot fire billows at the bottom 5 ft. of the shaft, charring for **4d6 fire damage** per round.



19. QUALITY CONTROL

Checkpoint manned by 2 **HOGKIN**. They have clipboards and check everyone coming through—hell’s TSA. **They despise Shammy (because he’s an idiot) and they fear Gina (area 21; because she punishes company thieves)**. One has the key to area 20.

EMERGENCY. Chained by the neck nearby is a **CRACKLING** for use as an escape (**SOOEYCID** ability) or for combat (**SPELLCASTING** ability). It acts like a drug/attack dog.

CONFISCATION. The hogkin rudely pat down search people, stealing as they please. Hostile PC’s are taken to the holding pen (area 21).

THE HOGKIN REMEMBER FALYSE

when Petey Hazgut brought her down here. All they know is:

- Falyse is a noble, “So she thinks she’s special! Hah! Special? Like we care about that!”
- A ghost wanted to see her, by order of Corporate HQ.
- They sent her to milk maid duty (area 30) out of spite

20. CONTRABAND

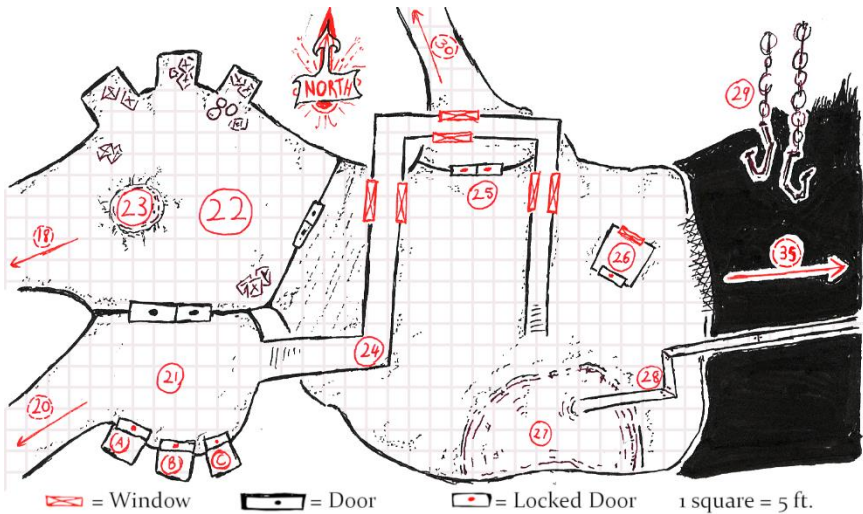
Those who pass inspection in area 19 are escorted through here to area 21. Loot taken by the hogkin is stored here in a **locked chest** that contains:

- **Loose Change**—4d10+40 gp.
- **Falyse’s Brooch**—Silver inlaid lavenderwood carved in the shape of a rolled up armadillo. If thrown or rolled, it magically increases its density up to 50 pounds until it stops rolling or makes impact. As durable as steel.
- **Shammy’s Paycheck**—recent week’s paystub torn in half (10 gp).

Hidden in a hole beneath the chest:

- **Scottocener** (**truffle cheese**)—8 lbs worth 10 gp per pound. Each pound restores 1d4 hp when eaten.





26. OVERSEER'S OFFICE

Brick and mortar office with large desk and chair. Cramped working conditions.

OVERSEER. A **HOGKIN CHIEF**, works here managing milk production and harvesting. Sometimes shouts at other workers from the catwalk (area 24). Has a key to all locks in areas 12-34. Occasionally throws lazy employees off the cliff edge beneath the milk pipe.

The Overseer sent Falyse via the Four Doors (area 34) to HQ's Customer Service (page 23) after the District Manager (area 35) said that another worker needed to speak to her. Overseer is furious since Falyse was the best worker.

27. MILK RESERVOIR

10-ft. deep pool of watery milk kept chilled and fresh.

WORKERS. 6 COMMONERS charmed by the great sow's **CHILD OF MINE** ability do grunt work (stirring, adding water, etc.).

28. MILK PIPE

5 ft. diameter steel pipe. Pumps milk from the reservoir through quality control and into the milk tank (area 38). Exits eastward into darkness across a bottomless cavern.

PLATFORM. 2 ft. wide along the top of the pipe. Allows walking across.

29. TRANSPORT HOOKS

Iron hooks can hold 1,000 pounds each. Attached to chains that stretch infinitely upward into darkness. One hook arrives and leaves every 5 minutes.

WORKERS. 2 HOGKIN use the hooks for transporting crates or themselves back and forth between the loading dock (area 39).

PLAYERS CAN CROSS THE MILE-WIDE, BOTTOMLESS CAVERN BY:

1. Using the transport hooks (can hide in a crate as well)
2. Crossing on top of the milk pipe platform.
3. Crawling through the milk pipe (5-foot diameter, milk flowing within is only 1 foot deep.)

30. THE MILK FARM

The rock-columned cavern looms above in a carved dome ceiling, and a wafting fume of rotten sourness blankets the dirty ground. This place is both garbage heap and farm rolled into one—damaged workers operating damaged machines and clocking damaged time. A titanic squeal echoes, rallying disposable thralls to their tasks.

A) THE GREAT SOW

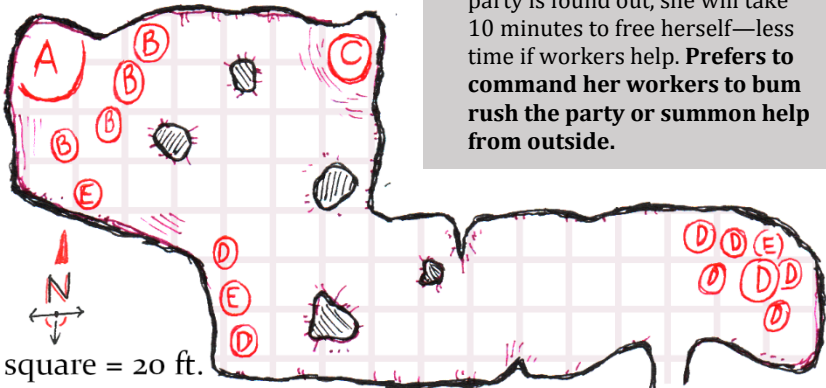
The **GREAT SOW** stands chained at the back of this massive chamber. She is corpulent, bloated, ripe—the source of the putrid smell. Leaky, lactating pig milk dribbles from swollen teats. There are **4 COMMONERS** pressing their mouths against her, suckling.

B) MILK MACHINES

Stainless steel, revving motors blare ceaseless racket. Large wooden wheels allow ease of transport. Tubes connected to the great sow's teats. Assembled in the Fleshforges. Harvest 2d6 gallons of milk per hour. Each tended by a **COMMONER**.

C) TUNNEL TO THE FOUR DOORS

Abysal sign outside states, "Please enter doors one at a time!" Leads to area 31.



D) MILK JUGS

Barrel-sized steel kegs. Some empty and some full. Filled by the milk machines, then rolled on their sides out the door and emptied in the milk pit (area 23).

E) UNGULAE CHEESE

White, veined in pink. **Thirty 1 lb. wheels in a pile.** Saturated with nutrients. One bite feeds a child for a day. Each wheel has 40-50 bites worth. Never spoils. 10 gp per pound.

MILK FARM ANTICS:

- **20 COMMONERS** total work the farm—all are former **Employeees of the Month**. Cheery demeanor, "Beautiful day for work, eh?"
- An **Employee of the Year**, a **NOBLE** leads the workers like a taskmaster. Fully dedicated to Corporate.
- The Great Sow controls the workers with her **LIKE ME** ability. Resistance is quelled by force-feeding milk.
- Party can pretend to be workers, play coy, or sneak around the piles of rubble.
- Enemies may interrogate PC's near the great sow to exploit her **MOTHER KNOWS** ability.
- The Great Sow is chained. If the party is found out, she will take 10 minutes to free herself—less time if workers help. **Prefers to command her workers to bum rush the party or summon help from outside.**

Falyse worked here for two weeks before leaving for Corporate HQ to help “fulfill a contract”—the employees remember her and may tell the PC’s if pressured.



BENEATH THE MILK FARM descends a flesh-walled, stair-lined tunnel that drops deep into the ground. This tunnel leaks ghostly prayers. Italicized text in the left column of this page is the prayer the PC's hear when they enter the labeled room. Text in the right column is the room's description.

31. SOMEWHERE THAT WON'T LET YOU LEAVE...

*A skull temple room
Idolizing first sacrifice
Dare you wish to knock?
Then wake, o' sleeper—
Wake, you've ate the demon's slop*

The tunnel empties into a hollowed-out skull from a long dead great sow. **Non-hogkin who enter this area must save Charisma DC 14** or else blurt out a damning personal secret

32. WITHOUT GOING DEEPER...

*A smell
A sound
A call run round
The
squeals ahead
They linger out
From fattened jowls
And stumped snout*

The 500 ft. deep tunnel descends from the throat of the great sow skull, **ribbed for climbing, a contraction force urges people to continue down the gullet.** Squealing pigs echo from the bottom as the throat exits into a stomach room lined with troughs of scraps.

33. IS SHE WORTH IT?

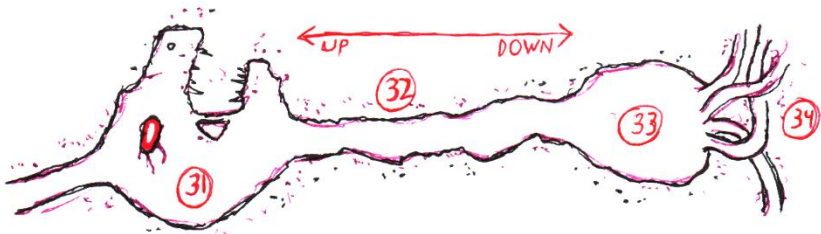
*Hear them
Fear them
Don't go near them*

1d4 fattened **GIANT BOARS** gorging from troughs filled with cerebral steroid (see area 19). They attack if touched.

34. WHAT MATTERS MOST TO YOU?

*"Petey's Pork Pie Emporium
Ensures customer satisfaction!
Your needs are ours to know
And your wants are ours to delegate
Which one of our four specials speaks to
you the best?"*

Four wooden doorways scribbled with the words **BLOOD, FLESH, MEAT,** and **BONE.** They each rest at the end of four different paths. Opening them leads to the **FOUR ROOM TRIALS** on the opposite page



FOUR ROOM TRIALS

Each door represents a different aspect of a PC's past. The rooms behind the doors shapeshift into a palatable form for the PC's. These rooms are mostly roleplay centric, pitting the PC's against their dark desires as they come to terms with themselves.

- **STEPPING THROUGH A DOOR** causes the room behind it to transform (see specific rooms for more information).
- **PC'S CAN DEFEAT A ROOM** by indulging or overcoming what the room shows them. If indulging, they give off cerebral steroids (area 14). If they overcome the room, it breaks apart as the illusion falters.
- **PC'S WHO STEP IN THE SAME ROOM** have an advantage as the room will be a grotesque, unconvincing hybrid of those PC's innermost secrets and ids.
- **ONCE PC'S FINISH THE ROOMS**, they end up in the waiting room (page 21).

BLOOD ROOM

- **SETTING.** Physically resembles part of a PC's home.
- **OCCUPANTS.** The PC's family is here (parental figures, siblings, etc.)
- **TRICK.** This is the "perfect version" of the PC's past. If the PC had no family, this family is the "perfect family" that wants the PC to come home and stay.

FLESH ROOM

- **SETTING.** An exotic hideaway (starlit grove, beach bungalow, etc.)
- **OCCUPANTS.** The PC's significant other or a carnal desire.
- **TRICK.** Room is druglike, euphoric, and heavenly. The perfect hideaway with the "perfect someone." A never-ending honeymoon. Saturated hedonism.

MEAT ROOM

- **SETTING.** Torture chamber or location of public shaming.
- **OCCUPANTS.** The PC's rival or enemy, unarmed and restrained.
- **TRICK.** Room allows the PC to indulge in harming or humiliating a hated foe. Taps into hate. Wants the PC to lack all sympathy. Rage, rage, rage! (Falyse chose this door and saw her father—see excerpt in area 14)

BONE ROOM

- **SETTING.** The PC's ideal future if the PC had never started adventuring.
- **OCCUPANTS.** People and things that the PC "could have had."
- **TRICK.** Taps into regrets. Placates the PC with the "what-ifs" that the PC left behind. An "honest life" without any life-rending obstacles.

35. DISTRICT MANAGER

The milk pipeline stretches a mile over a **deep, gaping cavern with no floor or walls**. Even the chains that ferry crates dangle infinitely from an unseen ceiling. To fall is to be lost in the Abyss, ripped from mortality, and strewn to never-ending nightmare hells.

But beware of **JURGIS** the enslaved **BALOR**. He is the District Manager who rules the milk pipeline, commonly flying back and forth over the cavern.



HOWEVER! Jurgis wants freedom. **The Emporium stole his true name**, making him their thrall. Greater demons excel at finding loopholes in binding rituals, but the Emporium's legal red tape is impenetrable. If the party obtains Jurgis' true name from the Foreman's Office (page 26) and returns it to him, **Jurgis offers the PC's use of his portal (area 42)**. He can also provide safe passage for his district, but his jurisdiction ends at Corporate Headquarters (area 44).

USING A BALOR IN A LOW-LEVEL ADVENTURE

Yes, Jurgis the balor **can kill the party** in one turn.
Especially if he meets them **while they dangle over a bottomless pit**.

It's almost unfair.

And it's supposed to be.

Not all encounters can be won by pitching dice against hit points.

PLAYERS MAY AVOID JURGIS ALTOGETHER

- **DETOUR.** Arrive at Corporate Headquarters through the Tunnel to the Four Doors at the Milk Farm (area 30, entry C).
- **PIPE & CRATE.** Hide inside the crates or milk pipe when crossing the cavern.
- **DISTRACTION.** Cause a disruption in areas 11-30 that Jurgis must investigate since he is the District Manager.

PLAYERS MAY TRICK HIM

- **INDIFFERENCE.** Jurgis hates working for the Emporium, slacking when possible.
- **DISGUISE.** Dress up as other workers to blend in.
- **EXTORTION.** Threatening or bribing another NPC to speak on their behalf.

LET THE PLAYERS KNOW STUFF

- **HEARSAY.** Overhearing workers complain about him—they fear him.
- **VISUAL.** Let the party see him show up and chastise his subordinates—maybe he chucks someone off the cavern edge or eats a slacker.
- **RUMOR.** If the players find out Jurgis is enslaved, they can capitalize on that.
- **AGENCY.** LET THE PC'S INITIATE A SOLUTION. Don't railroad them. **Drop clues and see if the party picks up on them, then reward their accomplishments.** (e.g., if the PC's hear that Jurgis has a master he hates, let them come up with the idea that "If you spare us, we'll help free you!")

NOTES ON ROLEPLAYING JURGIS:

- **INTELLIGENCE.** Balors are *smart!* (Int: 20) His Intelligence is equivalent to both the lich and the archmage in the 5th edition *Monster Manual*.
- **INTIMIDATION.** He's scary, so his underlings rarely report problems to him.
- **APATHY.** This balor despises his idiot underlings, so he won't raise much alarm if the players cause some of them to die.
- **HATE.** His master, the Foreman (an **ONI**), has much lower ability scores (Int 14, Wis 12, Cha 15) compared to Jurgis' (Int 20, Wis 16, Cha 22). Therefore, Jurgis is *miserable!* He *hates* this situation! To him, his master is a *moron!* He may indulge interloping adventurers to rid him of his predicament since he can't shirk his duties or harm the Foreman because of **magic demon bullshit** (see *Monster Manual*, page 53, **Demon True Names** excerpt).

36. TRANSPORT HOOKS

Iron hooks that can hold 1,000 pounds each. Attached to chains that stretch infinitely upward into darkness. One hook arrives and leaves every 5 minutes.

CARGO. Hooks automatically drop cargo off at area 39, then return back to area 29.

37. ENTRY PIPE

The milk pipe (area 28) exits into the milk tank.

38. MILK TANK

Large metal tank 50 ft. tall and 30 ft. wide. Two metal ladders on the outside allow climbing to the top. **Stores Great Sow milk piped in from the milk reservoir (area 27).**

AMOUNT. Kept half full (25 ft. deep milk leaving 25 ft. of open air). Adjusts up or down by 5 ft. as it fills/empties.

BABY. Over time the milk curdled, and cerebral steroids formed a **GELATINOUS CUBE** that lurks at the bottom of the tank, feeding off the milk. Workers named it “Baby” since it telepathically wails like an infant, begging to “nurse” (engulf and devour) living creatures it finds in the tank. It can’t fit through any of the tank’s exits.

THE MILK TANK HAS 4 ENTRIES AND EXITS:

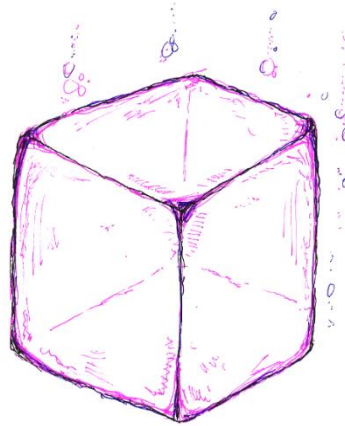
- **Top Valve**—5-ft.-wide. Workers peer inside if suspicious.
- **Spigot**—1-ft.-wide spigot near the base lets workers drain milk to fill containers in the loading dock.
- **Drainage Pipe**—see area 40.
- **Entry Pipe**—See area 37.

39. LOADING DOCK

Crates, barrels, netting, spare hooks, planks, nails, tarps, and three wooden carts piled at the entry of this **dirty tunnel with four marble pillars** holding it up.

WORKERS. 3 HOGKIN and **4 CRACKLINGS** work the machinery. One hogkin is wearing a **HELM OF TELEPATHY** (*Dungeon Master’s Guide* page 174).

TRAVEL SHIFT. Every hour the workers fill a barrel of great sow milk from the nearby spigot, and one of the hogkin **takes the barrel to the freight room at headquarters (area 45) using a cart pulled by two cracklings.** They return an hour later, and a different team carts the next batch.



40. DRAINAGE PIPE

5 ft wide and 40 ft. long pipe on the bottom of the milk tank that leads to Jurgis’ Office. It ends in a **5 ft. wide valve that can be kicked open by someone in the pipe (DC 20).**

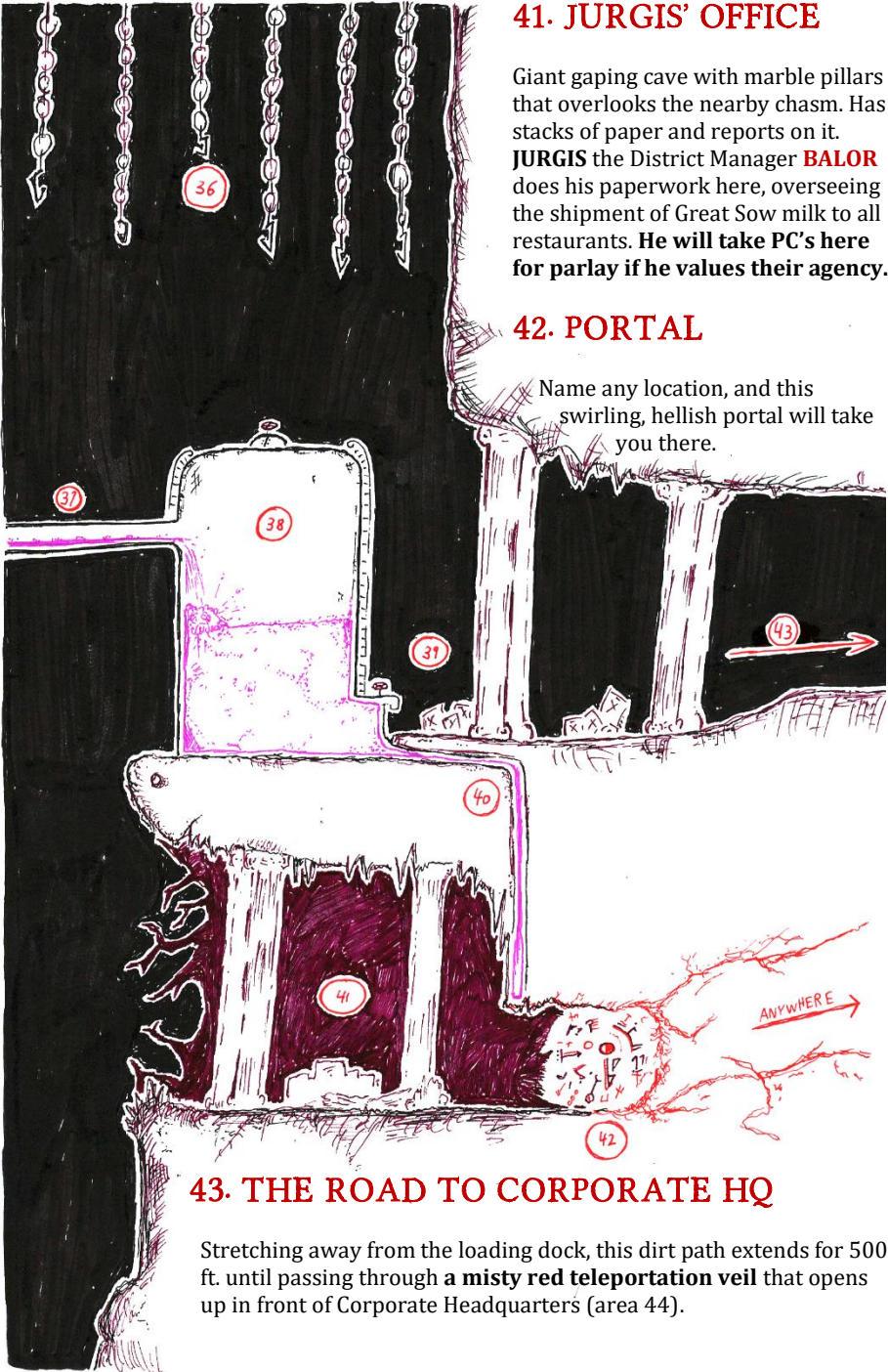
DELTA P. Kicking the valve open drains the milk from the milk tank quickly, but if the gelatinous cube is still in the tank (even dead it’s still chunky) it will block the drainage.

41. JURGIS' OFFICE

Giant gaping cave with marble pillars that overlooks the nearby chasm. Has stacks of paper and reports on it. **JURGIS** the District Manager **BALOR** does his paperwork here, overseeing the shipment of Great Sow milk to all restaurants. **He will take PC's here for parlay if he values their agency.**

42. PORTAL

Name any location, and this swirling, hellish portal will take you there.



43. THE ROAD TO CORPORATE HQ

Stretching away from the loading dock, this dirt path extends for 500 ft. until passing through a **misty red teleportation veil** that opens up in front of Corporate Headquarters (area 44).

44. CORPORATE HEADQUARTERS

Obelisk of commercial property stretching endlessly upward into the Abyssal cosmos. Hellscape and fleshy mountains under blood-laced skies. Two front doors for entry. Hundreds of misty red portals to other Emporium restaurants and districts surround the premises.



CORPORATE HEADQUARTERS LAYOUT

LIGHTING. Incandescent bulbs fastened in the ceiling akin to grungy, cigarette-smoke-stained 1970's offices. Powered by generators on the first floor.

DÉCOR. Fake plants, tiled floors, and motivational posters define the interior. The design hints that administrative staff and grunt workers have a massive disconnect.

ATMOSPHERE. Employees aren't always antagonistic. They're familiar with mortals wandering their halls, but they will show aggression towards suspicious behavior.

INFINITE FLOORS. Only the 1st and 2nd floors are mapped out, but the freaky demon elevator can take players to an unending number of other office floors—here are tools to create these office floors at the table:

D6 THIS FLOOR'S PURPOSE IS...

- 1 Cubicles, cubicles, and cubicles. Stacks of mail. Ashtrays full of cigar stubs.
- 2 Research and development labs to create "the next great menu item!"
- 3 Corporate lounges, wine racks, live suckling pigs ready to eat raw.
- 4 Hydroponic gardens with various veggies and pig sties full of pigs.
- 5 Apartments with gym, recreation tracks, cafeteria, and swimming pool.
- 6 Souvenir shop with hats, shirts, and other Emporium merchandise.

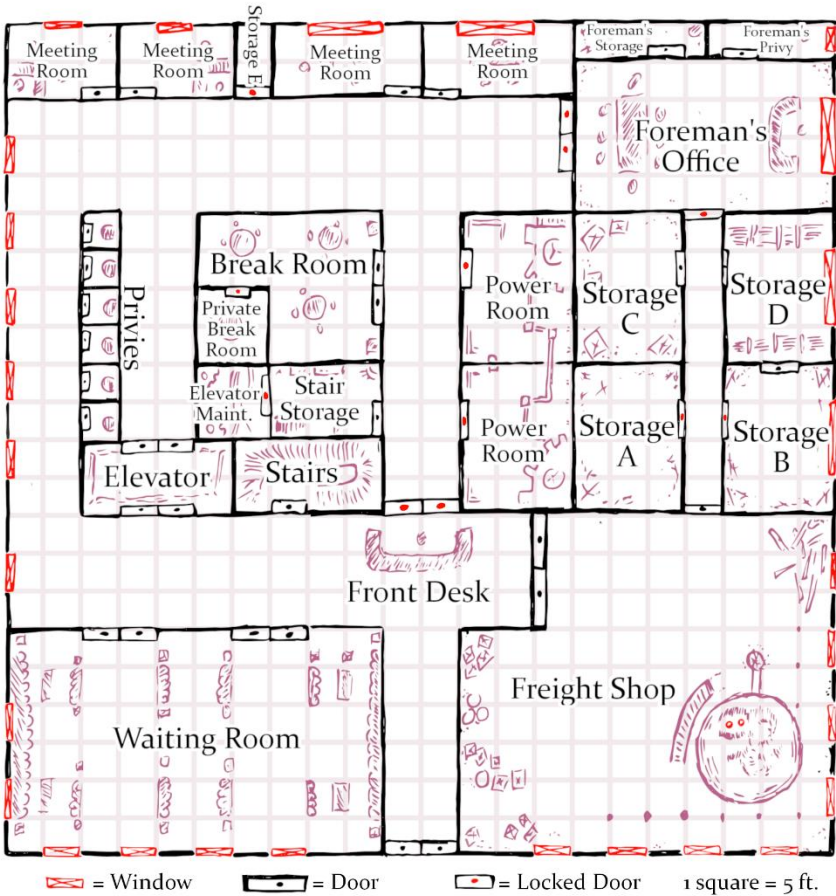
D6 THIS FLOOR IS MANAGED BY...

- 1 **AGOR**, a **HOGKIN CHIEF** who abhors non-demons. Will eat subordinates.
- 2 **KAMNICK**, a quadriplegic **GASTROMANCER** carried by four **COMMONERS**.
- 3 **SAUL**, a dwarf **BARRISTER PAROLEE** guilty of workplace harassment.
- 4 **LINA**, a human **NOBLE** with a **CHILE-KIN** growing out of her face.
- 5 **THE LITTER BILGE**, 6 **HOGKIN** siblings who speak and function as one.
- 6 **HOUGA**, a **GHOST** adventurer eternally damned to middle management.

D4 THIS FLOOR'S WEIRD LOOT IS...

- 1 **Reverse Meat Grinder**—raw meat goes in, live creatures come out. Can be used to resurrect dead people. Weighs 4,000 pounds.
- 2 **Nametag of Disguise**—a Petey's Pork Pie Emporium nametag that, when a name is written on it, the wearer speaks a command word to cast *alter self* to look like the named individual. 1 use per day. Name can't be rewritten.
- 3 **Lard Cans**—1d6+1 coffee tin-sized cans full of hellish pig fat that, when opened and dumped out, treats a 10-ft.-square area as though affected by the *grease* spell until it is cleaned up.
- 4 **Hellspawn Print Press of Dathgazro**—portable photocopier powered by the souls 2d6 demon Hit Dice. Each demon Hit Die allows the print press to make 1,000 copies (must supply own parchment/paper). When out of Hit Dice, you can insert a dead demon into foldout demon loading tray (shake each demon 5-8 times to loosen them up a bit), then the print press gains "souls" equal to the Hit Dice of the inserted demon.

FIRST FLOOR



BREAK ROOMS

Clean office lighting, water cooler, vending machines, 3 tables, 12 chairs. Has a **Private Break Room** attached. **2 HOGKIN** are eating their lunches.

ELEVATOR

Allows access to all floors. **Speak out loud a destination in the office building and the elevator goes to it.** Can assemble a "floor" made of several destinations. First two floors have static floors that can't be "assembled."

ELEVATOR MAINTENANCE

Gears, circuits, cables. Slick with chile-kin oil. Hellish energy from the power rooms keeps it fueled. 25% chance a **CHILE-KIN** coagulates like a polyp on the gears every hour (it dies quickly). Can be disabled temporarily (DC 25) or destroyed. If not working, a repair ticket is filed to the tech support cubicles on the 2nd floor to send a repairman from the freight room.

FOREMAN'S OFFICE

Table with 8 chairs near double doors is covered in schematics for restaurants (an underwater one for merfolk, a lava-proof one for dwarves, etc.) A large desk near the east window is full of loot:

- **Golden Tool of Rang**—warhammer of gold worth 2,000 gp.
- **Building Permits**—in the drawers.
- **Jurgis' True Name**—sitting on desk. 5 lb. hexwood plaque with Abyssal script, "**Dyrbisunkiau**" (translated: **I will work harder**) soldered in silver. Radiates magic.

PRIVY. toilet, sink, rubbish bin full of half-eaten kobold bones. Smells terrible.

STORAGE. Cabinets full of tools. Search long enough and find **PONGO**, a broken **KOBLD** slave who the Foreman keeps tied and gagged in a cabinet drawer. The Foreman ate two of his limbs. He knows the Foreman's secrets.

FREIGHT SHOP

Two storied work room. Crates of tools, milk barrels, and wood planks scattered everywhere. Deafening noise from tools. Stairs on southeast corner lead to an overlooking catwalk on the 2nd floor. **2d4 HOGKIN** operate forklifts, saws, lathes, and cement mixers.

MILK BATH. Steel tub, 10 ft. deep, stairs lead up to it. Lukewarm sow milk fills it. **Used by the Foreman to brew barrister parolees.**

THE FOREMAN:

A cocksure **ONI** taking the form of a teen high elf clad in fine mithral-mesh cloaks and high heeled boots carved from pegasus hooves. Stole Jurgis' true name, **Dyrbusunkiau**, and stores it in a hexwood plaque in his office. Patrols his office and the freight shop. Deviant.

FRONT DESK

Manned by a **HOGKIN** receptionist. Directs visitors. Answers questions.

MEETING ROOMS

Desk with chairs for **HOGKIN** sales rep and client (**COMMONER**) to set up Emporium franchises.

POWER ROOMS

Generators dominating right half of rubber insulated room fume with ozone. **Touching them deals 4d6 lightning damage.** Rooms connected by copper pipe through a 1-foot hole. Can be disrupted with water or metal, shutting down all power in the building.

PRIVIES

Public toilets. You shit in them.

STAIRS

Leads to 2nd floor. Nearby **Stairs Storage** keeps light fixtures, curtains, and office décor. A latch hidden under a rug leads to a 10 ft. square basement.

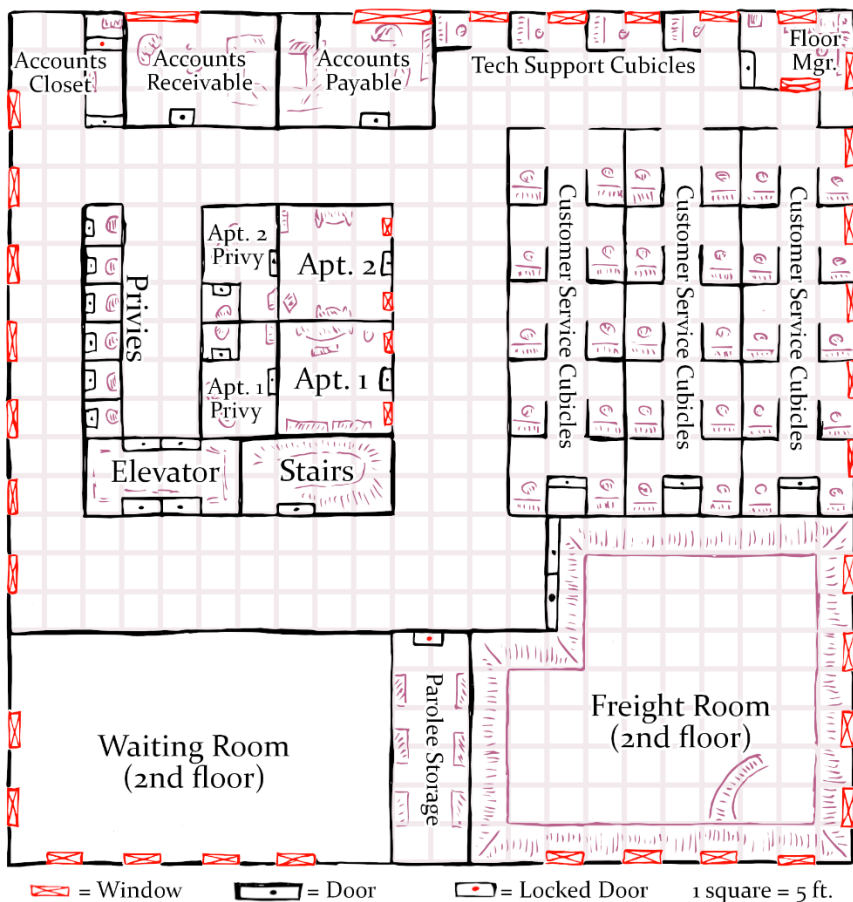
STORAGE

- **A)** Empty room.
- **B)** **CHILE KIN TUMOR** loose inside. "KEEP OUT" sign posted on door.
- **C)** Empty crates and barrels.
- **D)** Flesh-iron rebar piles.
- **E)** Cabinet of office supplies.

WAITING ROOM

Large sterile room. Sofas, chairs, coffee tables, and fake plants. Newsprints from various major cities on several planes. **2d4+4 COMMONERS** wait to speak with various corporate agents.

SECOND FLOOR



ACCOUNTS

- **Closet**—stacks of blank parchment and ledger books. **Behind arcane locked door** (pick DC 30) is a cabinet with: 100 vials of virgin blood and 10 phoenix feather quills (30 gp each).
- **Payable**—Large desk, sofa, chairs. Ledger books in desk show who the Emporium owes money to. **HOGKIN CHIEF** sits at desk.
- **Receivable**—Large desk, sofa, chairs. Ledger books in desk show who owes money to the Emporium. **HOGKIN CHIEF** sits at desk

HELL AND TAXES:

Depending on your game setting, use the accounts rooms room to **establish who the Emporium has connections with.**

Whether establishing a dining franchise in a holy land or taking bribes from a local leader—**Play up the scandals**—the Emporium is wealthy, and people, like pigs, can fall prey to a rich man's slop.

Revelyll's contract is kept in the Accounts Receivable ledger.

APARTMENTS

Living room with sofa, chairs, tables, and bookshelves filled with books advertising other Abyssal layers. Attached are personal washrooms with walk-in showers. **Used by non-demon Emporium agents:**

- **Apt 1**—Occupied by **GURHATH**, a **NOTHIC**. Working for the Emporium as a company interrogator for 50 years to pay off debt owed by the orc tribe she once belonged to.
- **Apt 2**—Occupied by **REVEILLY**, a wood elf **GHOST**. She possesses the Emporium’s enemies while Gurhath interrogates them.

Reveilly is Falyse’s mother, who was poisoned by Lord Merryster 3 months ago so that he could marry another woman. Falyse found out the truth and abandoned her father out of hatred.

To hide Falyse from Merryster, Reveilly fled the heavens and traded her soul to the Emporium so that they would hide Falyse at Corporate. She now regrets her decision and “lives” in self-pity. Wants her daughter free and, if possible, Lord Merryster dead.

CUSTOMER SERVICE

Rows of cubicles with desks. Each has a **COMMONER** replying to stacks of feedback cards. Closets with extra supplies at the end of each row.

Falyse works here. She and her mother plan to escape, but Reveilly’s contract damns her spirit eternally to hell if Falyse leaves. Reveilly *will* make the sacrifice, but Falyse won’t leave her mother to suffer. **The contract is stored in Accounts Receivable.**

ELEVATOR

Allows access to all floors. **Speak out loud a destination in the office building and the elevator goes to it.** Can assemble a “floor” made of several destinations. First two floors have static floors that can’t be “assembled.”

FLOOR MANAGER

Desks stacked high with papers, triplicate carbon copy parchment, full dossiers on all employees, and a list of employee performance records.

The current Floor Manager is a **GASTROMANCER** who is always screaming at an employee behind its office door.

FREIGHT SHOP

Catwalk borders this 2nd floor. Stairs coil down to the 1st floor.

PAROLEE STORAGE

Armory holding **6** dormant **BARRISTER PAROLEES**, each guilty of one varied crime: **embezzlement, fraud, identity theft, insider trading, and perjury.** In emergencies, the Floor Manager or the Foreman will unlock the door and activate some of them.

STAIRS

Lead to 1st floor.

TECH SUPPORT

Four cubicles with desks and stacks of troubleshoot tickets from Emporium restaurants and districts. Troubleshoot problems include magic objects gone awry, Abyssal tunnels crisscrossing, occasional exploding employee who forgot to say the scripted greeting, etc. A **HOGKIN** works at each one.

CONCLUDING THE ADVENTURE

ESCAPING

- **Jurgis' Portal**—Make a deal with Jurgis or sneak into his office, using his portal to retreat to any location on any plane.
- **Retrace Steps**—Go back through and escape through the restaurant. Could be an easy choice if the party cleared out some nemeses—though if Reveilly is with them, she could help deal with remaining villains.
- **Other Portals**—Several portals to many Emporium restaurants are scattered outside of Corporate Headquarters. PC's could use Arcana checks to determine where they go, or hop in and randomly end up in a new location.
- **Swineriding**—If the party is on good terms with a hogkin, the hogkin could use its **SWINERIDER** ability to teleport a PC somewhere else.

AFTERWARDS

- **Lord Merryster**—Do the PC's hide Falyse from him? Do they return her for the reward? Is he planning on killing his daughter to cover up his earlier murder?
- **Lord Merryster's New Wife**—Purposefully left ambiguous for you to insert her into your campaign. Is she kin to a villainous cabal? Is she an otherworldly monster like a succubus?
- **Falyse**—She fears her father, and she has a knack for survival. Will she try to escape if the PC's want to return her? Is she angry at her mother for the deal that was made? Does she join the party?
- **Reveilly**—Does her unfinished business include Lord Merryster's destruction? Will she return to the Material Plane, or will she stay in the Abyss? How far has her self-pity dragged her down?
- **The Emporium**—Does the Emporium pursue the party afterwards? Do they contract Dwiergus to manufacture a demon to hunt the party? Are wanted posters placed all over their restaurants? Treat their response similar to a demonic public relations team trying to cover up a scandal.
- **Dwiergus**—Does the Old Foreman of the Fleshforges take notice of the party's endeavors? Does he despise them, or is he intrigued?

REWARDS

- **Lavendarwood**—35 acres of this timberland become the party's upon returning Falyse to Lord Merryster. PC's can hire others to harvest and farm it, or they can spend time doing so themselves.
- **Reveilly's Engagement Ring**—Reveilly can give the PC's her engagement ring if they help Falyse to safety instead of returning her to her father. The ring is a gold band with an emerald stone worth 900 gp, and it has a one-time use to summon Reveilly as a **REVENANT** for 24 hours. She will be allied with the party during this time.
- **Spoils of the Vault**—The PC's can rack up several valuable items while perusing the Emporium's secret lair. Many of these items can be traded for gold.

EMPLOYEE DIRECTORY

Need an Emporium employee with some character? Roll 2d8. Treat as **COMMONERS**.

11	Clamediah	Old male dwarf. False teeth made of rocks. Shoes made of rocks. Once had sex with a rock. Claims the mountains are his ancestors.
12	Detta	Old female human. Loud, cranky, bossy. Has been fired fourteen times but her labor union loopholes get her rehired.
13	Raggrat	Middle male half-orc. Jovial, fat, racist. Reprimanded by HR for calling small-sized humanoids "appetizers." Likes big orc women.
14	Sturn	Young female green dragonborn. Always sick. Wears a mask when near food to halt her germy breath. Hates the elderly.
15	Winky	Young male halfling. Fat, cowardly, dimwitted. Talks like he's going through puberty. Hyperventilates when women touch him.
16	Minti	Young female elf. Perky. Addicted to gossip. Affinity for butterflies. Wears butterfly earrings, has a butterfly tattoo, etc.
17	Wanrita	Young female half-elf. Proper, clean, picky, entitled. Employed only because her parents are making her. Hates "dirt wizards" (druids).
18	Golbreth	Young male human. Muscular, stylish, showoff. Always finds an excuse to flex. Wears tight pants but doesn't wear underpants.
21	Olga	Old female half-orc. Blunt, sassy, tall. Slaps people who annoy her. Not shy of flirting with younger men.
22	Shephard	Middle male human. Self-righteous, stoic. Shouts a lot. Uses big words he doesn't understand. Likes smart people. Constant scowl.
23	Cindercheek	Old male gold dragonborn. Illiterate, sincere, mumbler. His son works somewhere high in Corporate. Pitied by other staff.
24	Julia	Middle female gnome. Dirty, clever, sweet. Ensures everyone has a great experience. Team builder. Vegetarian.
25	Lumin	Middle male dwarf. Adamant, imposing, boisterous. Won't shut up about his deity, Moradin. Keeps trying to convert people.
26	Kaggney	Old female dwarf. Fancy, dismissive, kleptomaniac. Steals cheap items and hides them in her giant updo. Likes to pinch cheeks.
27	Tott	Young female halfling. Neat freak, tidy, droll. Overly matter-of-fact. Remembers everything she overhears, mostly nonsense banter.
28	Belch	Young male gnome. Drunkard, obese, slow-witted. Hates sunlight. Pants fall down a lot. Has a pet spider named Jeb living in his shoe.
31	Leafrattle	Old female elf. Loud, scary, elusive. Claims vampire ancestry, so she only eats food prepared by virgins. Has no vampire ancestry.
32	Biscuit	Middle male human. Mischievous, tall, penny pincher. Steals from his coworkers. Loves biscuits. Always poops on company time.
33	Uvolda	Middle female half-orc. Outspoken, agitated. Has twelve children. Sometimes brings them to work. Sometimes forgets them at work.
34	Hector	Young male human. Proud, classy, handsome. Former paladin who lost favor with his god. Trying to reconcile. Still tries to heal people.
35	Trista	Young female halfling. Round, anxious, congested. Wears her work uniform in public. Lives with fourteen cats. Allergic to cats.
36	Broom	Broom mimic that eats table scraps. Just showed up one day. Housewife patrons keep trying to steal it.
37	Piotr	Middle male human. Hunchback, mute. Only speaks through an oven mitt puppet with fake eyes attached to it.
38	Megara	Old female gnome. No-nonsense, all-work. Has over forty years of tavern experience. Outdrinks everyone.
41	Shammy	Middle tiefling male. Strung-out, sourpuss, drowsy. Works extra shifts and judges every patron based on their meal choice.
42	Juniper	Middle female elf. Lovely, sweet, angelic. Seems to float everywhere she walks. Sings everything she says. Surprisingly isn't annoying.

43	Salty McGee	Old male half-orc. Sailor, gruff, swears. Hates everyone, including you. And you. And <i>especially</i> you over there behind the spittoon!
44	Carlotta	Middle female human. Analytic neat freak. Arrives early and leaves late for extra cleaning. Steals napkins whenever possible.
45	Tomlin	Young male half-elf. Clean, perfectionist, savant. Works every station. Always gets the most tips. Compliments everyone.
46	Ervina	Young female human. Somber, pessimistic, gullible. Still mad that the griffon egg she bought for 40 gp was just a pigeon egg.
47	Waller	Middle male human. Chatty, agitating. Won't shut up about Chult. Can't wait to go to Chult again. This one time at Chult...
48	Angela	Young female human. Well-travelled, sturdy, survivalist. Was once ambushed by goblins near the Triboar Trail.
51	Findlay	Middle male gnome. Pudgy, swift, dexterous. Can carry ten plates at once. Has never dropped an order. Recommends Longsaddle wine.
52	Winnifred	Middle female dwarf. Wispy, soft-spoken, gentle. Quick to help, and has no problem showing you 14 times how to sauté the onions.
53	Millers	Old male goblin. Longwinded, autonomous, babbling. Just give him a slow, tedious task and he'll do it for 18 hours straight.
54	Pauline	Old female human. Big hair, big bosom, big attitude. Hands-on-hips levels of authority. Glasses thick as windows. Ain't born yesterday.
55	Wagon	Young male ogre. Oafish, large, confused. Never applied to work here. Can't read. Can't speak common. Scared to leave.
56	Banjilla	Middle female elf. Multilingual, cultured, mouthy. Backtalks rude customers and occasionally bounces <i>very</i> rude customers.
57	Turmigo	Middle male human. Blabbermouth, pompous, has-been. Would be out there raiding dungeons if it weren't for his "stupid ankle."
58	Kamille	Young female human. Peppy, smiley, congenial. Local milk maid raising extra money for the family. Has a crush on another worker.
61	Harrigan	Young male human. Muscular, mustached, brawny. Walks with a purpose. Chastises poor manners. Shiniest boots in the land.
62	Hrigette	Old female elf. Clever, secretive, alert. Former adventurer wanted by the Zhentarim. Actually a spy (MM 349).
63	Blackshear	Old male dwarf. Forgetful, endearing, fatherly. Quick to imprint on younger staff as a parental figure, especially those without fathers.
64	Ceras	Middle female halfling. Bubbly, awkward, befuddled. Has a can-do attitude only surpassed by her can't-accomplish work ethic.
65	Mason	Young male human. Scrawny, weak, short. Often mistaken for a tall halfling. Or a child. Or a really underfed dwarf. Probably hates you.
66	Stefani	Middle female half-elf. Resentful, childish spite. Still remembers that slight. Never forgives that mistake. Avoid trying to be friends.
67	Gerry	Old male elf. Wise, solemn, silent. Nods in approval or shakes his head in disapproval. Essentially a Magic 8-Ball that breathes.
68	Yolsura	Young female tiefling. Curious, wiry, apprehensive. Triple checks every order. Wants to ask what your job is then tell you how to do it.
71	Rhett	Young male human. Musical, alluring, chic. Plays that damned lute for those damned women during the busiest damned lunch rush.
72	Brillita	Young female human. Grumpy, lost. Dropped off by her brother two years ago and hasn't seen him since. Mistakes a PC for him.
73	Jethro	Young male human. Sensible, squinty, says "mm-hmm" a lot. Quick to spout longwinded advice that ultimately has no point.
74	Fellara	Middle female half-orc. SHOUTS ALL OF HER QUESTIONS AND WELCOMES CUSTOMERS WITH A MIGHTY ROAR!
75	Peavy	Young male human. Lithe, eldritch smartass. Thinks an elder demon is his patron and mumbles curses at people who do him wrong.
76	Shira	Middle female dwarf. Stoic, motherly, weathered. Seen so many crazy things in life that she is unphased by all stress factors.

77	Morgo	Old male tiefling. Conservative, austere, superior. A dedicated employee who values hard work. Wits over brains over brawn.
78	Temya	Old female human. Quick, spry, attentive. Takes charge often but allows employees to make mistakes to better their character.
81	Junior	Young male halfling. Very, very, very, very self-concerned with disappointing his boss so he overcompensates on everything.
82	Shauna	Middle female half-elf. Prepared, crafty. Has numerous pockets and aprons for holding all her restaurant server gear. Uses all of it.
83	Pip	Young male human. Dapper, bright-eyed, short. Eager to make everyone's experience the best day ever you-betcha!
84	Regita	Middle female half-orc. Burly, territorial. Prefers guard/bouncing duty but will cover shifts for employees she's comfy with.
85	Jernigan	Middle male half-elf. Magical, genuine, efficient. Uses minor magic to get tasks done around the restaurant.
86	Kloe	Young female elf. Distant, apathetic, smartass. Rolls her eyes at every inconvenience. Always must have the last word.
87	Drago	Middle male human. Haughty, grinning, free spirit. Optimism can't be shaken. Likes slapping people on the back in joyous occasion.
88	Pratthis	Young female gnome. Ingenious, durable, innovative. Fixes anything with ease because she breaks everything with even more ease.

NPC REFERENCE SHEET

BABY	Gelatinous cube lurking at the bottom of the milk tank. Cries like an infant and begs to "nurse" on prey by engulfing and devouring foes.
DWIERGUS	Ruler of the 558 th layer of the Abyss, the Fleshforges. Creator of the hogkin and stitcher of demons. Forgotten until now.
FALYSE	Wood elf adolescent who fled her father after discovering he poisoned her mother to marry another woman. Hid at Petey's Pork Pie Emporium.
FATLUCK	Gluttonous hogkin mage who tends the cerebral steroids.
FIRST HOG	The first pig sacrificed in Dwiergus' name. Demon Lord of the Hogkin.
FLOOR MANAGER	Boss on the 2 nd floor of Corporate HQ. Constantly berates employees.
FOREMAN	An oni ne'er-do-well who assumes the form of a pompous elf adolescent. Stole Jurgis' true name. Leader of the 2 nd floor of Corporate HQ.
GINA	Waitress who didn't report her tips and was transformed into a barrister parolee by the Foreman. Guards the holding cells.
GURHATH	A former orc nothic who interrogates for the Emporium. Works in tandem with Reveilly.
JERRY	Manager of the adventure's Petey's Pork Pie Emporium. Skittish and a pleaser. Takes orders from Petey Hazgut.
JURGIS	Balor District Manager. Subservient to the Foreman. Hates serving in the Emporium. Apathetic. Wants to break free.
MERRYSTER	Wood elf lord. Poisoned his wife, Reveilly to marry another woman. Father to Falyse.
OVERSEER	Manages great sow milk production. Berates underlings.
PETEY HAZGUT	Secret manager of the adventure's Petey's Pork Pie Emporium. Takes his Employees of the Month down to the milk farms.
PONGO	Slave kobold to the Foreman. Had some limbs eaten off. Knows the Foreman's secrets.
REVEILLY	Killed by her husband, Merryster. Mother to Falyse. Contacted the Emporium in the afterlife, trading her spirit to hide Falyse from Merryster.
SHAMMY	Imbecile hogkin janitor. Butt of several jokes. Sleeps on the job.
TINNI	Captured pixie whose tears sweeten the cerebral steroid. Tix's lover.
TIX	Captured pixie whose tears sweeten the cerebral steroid. Tinni's lover.

BARRISTER PAROLEE

Existence can be rented out—pawned even, by those with power. A gallow'd murderer with a secret room of blood-coated tools? A witch baked in her own hovel hiding stacks of discarded children's clothes? A body executed is a body ruined, and to root out those particularly nasty criminals, a matching ne'er-do-well works better than a bloodhound. So, dear buyer, spare the executioner and round up the nearest necromancer. It's unwise to break what can be bent, and what ruler or gang leader wouldn't pay well for an obedient undead snitch that can be easily disguised as another guard?

Medium undead, lawful neutral

AC 19 (breastplate and shield)

HP 95 (14d8+28)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
17	14	15	12	16	17
(+3)	(+2)	(+2)	(+1)	(+3)	(+3)

Saving Throws Wis +8, Cha +8

Skills Insight +7, Perception +7

Damage Resistances necrotic, psychic

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, stunned

Senses darkvision 60ft., passive Perception 17

Languages the languages it knew in life

Challenge 5 (1,800 xp)

Leash. The barrister parolee can't willingly disobey an order given by its master or a subordinate officer of its master.

Probation. If the barrister parolee leaves its master's jurisdiction, it dies in a heap of dust.

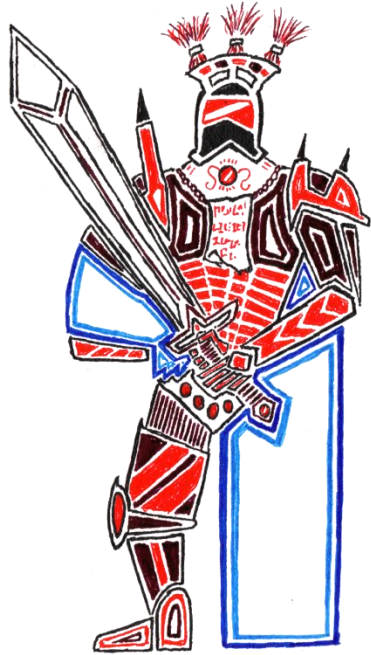
Spellcasting. The barrister parolee is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). The barrister parolee has the following cleric spells prepared:

Cantrips (at will): *guidance, mending, spare the dying, thaumaturgy*

1st level (4 slots): *command, inflict wounds*

2nd level (3 slots): *augury, detect evil and good, sanctuary, shield of faith, zone of truth*

3rd level (2 slots): *speak with dead*



ACTIONS

Mutiattack. The barrister parolee makes two longsword attacks

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+3) slashing damage, or 9 (1d10+3) slashing damage if used with two hands to make a melee attack.

Like Me. The barrister parolee targets one creature it can see within 30 feet of it. The target must make a DC 15 Wisdom saving throw. On a success, the target can't be targeted by the barrister parolee's Like Me ability for 24 hours. On a failure, the barrister parolee knows if the target has committed any crimes that the barrister parolee has also committed in its past life before being reanimated, including the names or general identity of the parties included in the offense. Only crimes that have been witnessed and reported to governing officials (of any established government) can be detected in this manner.

CHILE-KIN

Abscessic boils condensing on springchute chimneys and coal stacks. Coagulating in dewdrop mornings on blood sun horizons. Fetal pods of concentrated aether-tanar'ri bursting out in bulbic celebration—new life at best, though scraped-and-garbage'd refuse most often. These are the chile-kin, embryonic demons sprouting from Fleshforge infrastructures. In amniotic sacs, they have roughly a week's worth of Material time before rupturing forth as scrabbling half-monsters, mouths agape for a nonexistent bosom, forgetting that they are not mortal beasts, but demonic energy compressed into a sad, fetal nightmare. Most of them slake off and dissipate, doomed to reform some untold eons later for another sad pass at life.

Tiny fiend (demon), chaotic evil

AC 7

HP 4 (2d4)

Speed 0 ft.

Str	Dex	Con	Int	Wis	Cha
2	4	10	3	11	10
(-4)	(-3)	(+0)	(-4)	(+0)	(+0)

Senses darkvision 60ft., passive Perception 10

Languages —

Challenge 1/8 (25 xp)

ACTIONS

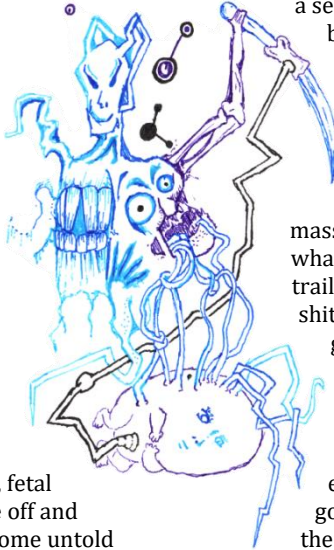
Shriek. Any creatures that can hear within 60 ft. of the chile-kin must succeed on a DC 10 Wisdom saving throw, taking 4 (1d6) psychic damage on a failed save or half as much damage on a successful one.

CHILE-KIN TUMOR

When abandoned chile-kin demons are left unattended in great masses, they sometimes hatch—without losing their egg shape.

Like seeds that don't stop sprouting,

a series of malformed tanar'ri bits and parts fight through the crying vessel and take shape as a sinful mass glorifying atrocity, fear, and years best spent as a cellular polyp ripped away before birth. These masses of anti-life scamper with whatever limbs they manage, trailing sludge and blood and shit in their wake—diseased gutter rats of the demon world. Other tanar'ri squash them upon sight. Should you encounter them, you'd best end their existence for the greater good: the world's as well as theirs.



Small fiend (demon), chaotic evil

AC 9

HP 10 (2d6+2)

Speed 25 ft., fly 10 ft. (hover)

Str	Dex	Con	Int	Wis	Cha
4	8	12	5	12	10
(-3)	(-1)	(+1)	(-3)	(+1)	(+0)

Senses darkvision 60ft., passive Perception 11

Languages —

Challenge 1/4 (50 xp)

ACTIONS

Shriek. Any creatures that can hear within 60 ft. of the chile-kin must succeed on a DC 11 Wisdom saving throw, taking 4 (1d6) psychic damage on a failed save or half as much damage on a successful one.

HOGKIN

Born from the First Hog sacrificed in Dwiergus' name, the hogkin are a race of demonic pig humanoid that represent greed and the desire to consume. Rooting out portals between the Material Plane and their home on the Fleshforges, the Sons of the Hog drive their demented instincts to the fullest degree, never shy of kidnapping, murder, moral perversion, and cannibalism.

PETEY'S PORK PIE EMPORIUM

Ruled by bureaucracy and greed, the Emporium has squelched most of their race's unethical traits in favor of austerity. A true conglomerate, the Emporium is capitalism incarnate without any morality, its hogkin management satisfying their predatory instincts with cruel business practices in lieu of barbaric raids.

Despite their negative morals, the Emporium commonly interacts with the Material plane in peaceful ways. Rather like a leech that siphons energy from a host, the Emporium would rather set up a business in a town, take people's money and property through underhanded legal practices, then leave town when they've had their fill. They are the carpetbaggers of the Abyss with several "home style" restaurants under the jurisdiction of their Corporate Headquarters.



HOGKIN RANKS

The Fleshforges are fickle, bestowing some hogkin with terrifying power while shunting others. Regardless, hogkin have a very form-fits-function society: you fall in wherever you land, and if you don't like your results, then you best kill your way upward.

Hogkin Chief. Leaders among the grunts, chiefs wade into battle and finish foes quickly. Resuscitating a poor soul felled by a chief is nigh impossible given the chief's penchant for quick and decisive strikes. Even without his grunts, a chief can take control of any mortal pig nearby. If a farmer wakes up to find the pigpen empty, chances are the beasts were stolen to serve under a hogkin chief agent.

Hogkin Crackling. Miniature, malformed hogkin are infused with blood magic to become runty cracklings. They are living ammunition for the hogkin armies, commonly sacrificed for planar travel and battles. To be a crackling is to know your life will be snuffed in a gory explosion for a someone else's cause.

Hogkin Gastromancer. Horrific manifestations of blood magic, gastromancers power their magic with their own life force. Gastromancers gorge themselves after every fight, gaining as much weight and mass as possible to fuel their monstrous charms. Though they aren't shy of using destructive magic, gastromancers take greater joy in dominating more intelligent creatures.

Great Sow. The only sexual dimorphism one will find in the hogkin lies in the great sows. Massive, powerful nexuses of corruption, great sows serve as bastions of hogkin society. Any hogkin establishment with a great sow is akin to modern civilizations obtaining nuclear weapons, and engaging a great sow on the battlefield never ends well. Her massive hide is near impenetrable to spells and attacks, and whole squads have been crushed under her girth. Even worse, her milk has an interspecies mind-altering effect, meaning her control can reach beyond hogkin and into humanoid societies.

HOGKIN

Medium fiend (demon), chaotic evil

AC 13 (natural armor)

HP 17 (2d8+8)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
14	8	18	12	14	11
(+2)	(-1)	(+4)	(+1)	(+2)	(+0)

Skills Deception +2

Damage Resistances cold, fire, lightning

Senses darkvision 60 ft., passive Perception 12

Languages Abyssal, common

Challenge 1/2 (100 xp)

Keen Smell. The hogkin has advantage on Wisdom (Perception) checks that rely on smell.

Kinfolk. The hogkin has advantage on Charisma (Deception) checks made to appear like a regular pig.

ACTIONS

Greataxe. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (1d12+2) slashing damage.

Swinerider. The hogkin causes a pig that it can see within 30 feet of it to explode, allowing the hogkin to cast *plane shift* on itself or one willing creature. This spell only allows travel to or from the 558th layer of the Abyss.

HOGKIN CHIEF

Medium fiend (demon), chaotic evil

AC 15 (natural armor)

HP 41 (6d8+24)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
16	10	18	13	14	13
(+3)	(+0)	(+4)	(+1)	(+2)	(+1)

Skills Deception +4

Damage Resistances cold, fire, lightning

Senses darkvision 60 ft., passive Perception 12

Languages Abyssal, common

Challenge 2 (450 xp)

Fatesealer. When the hogkin reduces a creature to 0 hit points with an attack, any death saves that creature would make on its turn are instead rolled immediately. This ability has no effect if the **hogkin** attacks a creature already at 0 hit points.

Keen Smell. The hogkin has advantage on Wisdom (Perception) checks that rely on smell.

Kinfolk. The hogkin has advantage on Charisma (Deception) checks made to appear like a regular pig.

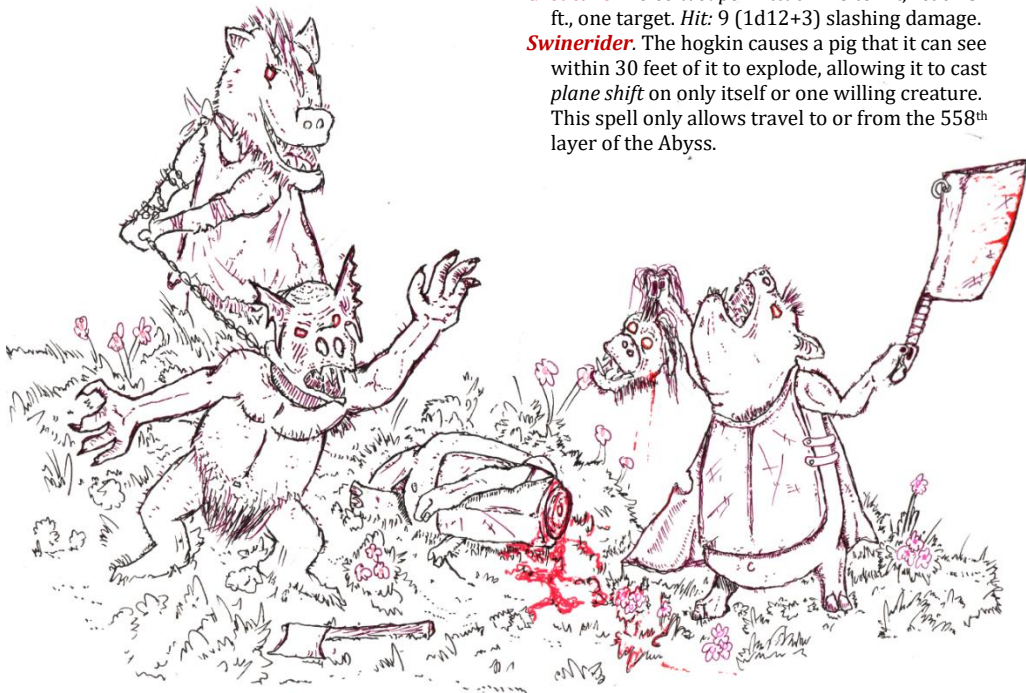
Pig Telepathy. The hogkin can magically command any pig within 120 feet of it, using a limited telepathy.

ACTIONS

Multiattack. The hogkin makes two attacks with its greataxe.

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d12+3) slashing damage.

Swinerider. The hogkin causes a pig that it can see within 30 feet of it to explode, allowing it to cast *plane shift* on only itself or one willing creature. This spell only allows travel to or from the 558th layer of the Abyss.



HOGKIN CRACKLING

Small fiend (demon), chaotic evil

AC 11 (natural armor)

HP 11 (2d6+4)

Speed 20 ft.

Str	Dex	Con	Int	Wis	Cha
9	10	14	5	9	10
(-1)	(+0)	(+2)	(-3)	(-1)	(+0)

Damage Resistances cold, fire, lightning

Senses darkvision 60 ft., passive Perception 9

Languages Abyssal, common

Challenge 1/4 (50 xp)

Innate Spellcasting (Bloodletting). The hogkin is a 2nd-level spellcaster. Its spellcasting ability is Constitution (spell save DC 12, +4 to hit with spell attacks). The hogkin loses hit points equal to the amount listed for each spell instead of spending spell slots. HP lost this way cannot be prevented. It can innately cast the following spells, requiring no components:

1d6: *charm person, fog cloud, witch bolt*

2d6: *detect thoughts, knock, see invisibility*

Keen Smell. The hogkin has advantage on Wisdom (Perception) checks that rely on smell.

Sooeycide. The hogkin counts as a pig if targeted by other hogkins' pig telepathy or swinerider abilities.

ACTIONS

Slam. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 2 (1d4-1) bludgeoning damage.



HOGKIN GASTROMANCER

Medium fiend (demon), chaotic evil

AC 14 (natural armor)

HP 71 (8d8+32)

Speed 25 ft.

Str	Dex	Con	Int	Wis	Cha
14	11	19	14	14	11
(+2)	(+0)	(+4)	(+2)	(+2)	(+0)

Skills Deception +4

Damage Resistances cold, fire, lightning

Senses darkvision 60 ft., passive Perception 12

Languages Abyssal, common

Challenge 5 (1,800 xp)

Innate Spellcasting (Bloodletting). The hogkin is an 8th-level spellcaster. Its spellcasting ability is Constitution (spell save DC 15, +7 to hit with spell attacks). The hogkin loses hit points equal to the amount listed for each spell instead of spending spell slots. HP lost this way cannot be prevented. It can innately cast the following spells, requiring no components:

1d8: *charm person, hellish rebuke, witch bolt*

2d8: *alter self, enthrall, suggestion*

3d8: *blink*

4d8: *arcane eye, wall of fire*

Keen Smell. The hogkin has advantage on Wisdom (Perception) checks that rely on smell.

Kinfolk. The hogkin has advantage on Charisma (Deception) checks made to appear like a regular pig.

ACTIONS

Staff. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) bludgeoning damage, or 6 (1d8+2) bludgeoning damage if used with two hands.

Swinerider. The hogkin causes a pig that it can see within 30 feet of it to explode, allowing it to cast *plane shift* on only itself or one willing creature. This spell only allows travel to or from the 558th layer of the Abyss.



HOGKIN GREAT SOW

Gargantuan fiend (demon), chaotic evil

AC 19 (natural armor)

HP 361 (18d20+162)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
24	10	28	11	16	17
(+7)	(+0)	(+9)	(+0)	(+3)	(+3)

Saving Throws Con +13, Cha +7

Skills Deception +7

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons.

Senses darkvision 120 ft., passive Perception 12

Languages Abyssal, Common, telepathy 120 ft.

Challenge 16 (15,000 xp)

Child of Mine. Any humanoid drinking milk taken from the hogkin must succeed on a DC 15 Wisdom saving throw or else be charmed by the hogkin for 1 hour. The hogkin's telepathy range is unlimited for anyone charmed by it.

Keen Smell. The hogkin has advantage on Wisdom (Perception) checks that rely on smell.

Legendary Resistance (2/day). If the hogkin fails a saving throw, it can choose to succeed instead.

Mother Knows. Anyone attempting to speak a deliberate lie within 120 ft. of the hogkin must succeed on a DC 15 Charisma saving throw or else speak the truth instead for 1 hour.

Pig Telepathy. The hogkin can magically command any pig within 120 feet of it, using a limited telepathy.

ACTIONS

Multiattack. The hogkin makes three attacks: two with its tusks and one with its body slam.

Tusk. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 25 (3d12+7) piercing damage.

Body Slam. The hogkin falls prone in an adjacent 20 ft. square, and any creature within that square must succeed on a DC 19 Strength saving throw, taking 57 (18d10) bludgeoning damage on a failed save, or half as much damage on a successful one.

Swinerider. The hogkin causes a pig that it can see within 30 feet of it to explode, allowing it to cast *plane shift* on only itself or one willing creature. This spell only allows travel to or from the 558th layer of the Abyss.



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PLAYTESTERS

@ TwitchTV

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Courtneilius, MadFishMonger, xMsGingaNinja, aNjaSquirl, MasterSivers,
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Bitters, Jacob Karle, George Farr, Ryan Dixon

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