



IN A PIG'S EYE

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A Shadow of the Demon Lord, Godless: A World of Fire and Blood Adventure for Starting Characters

Old folks tell children of the scary stories of Hog, a flesh-eating goblin who lives deep beneath the earth. For those who believe the stories, Hog is a nightmarish figure who dispatches blind mutants to the surface to harvest meat and other supplies. Some who have scoffed at the stories discovered their error much too late . . .

In a Pig's Eye is an adventure for starting characters who find themselves as dinner guests of Hog. This adventure puts the characters together in a dangerous scene, develops their origin story, and provides them with reasons to band together. The characters complete this adventure when they escape to the surface.

This adventure is intended for use with the rules and story revealed in *Godless: A World of Fire and Blood*. If you use the adventure in *Urth* or a different setting, you will need to adapt the story and modify some of the technology to make it compatible.

Finally, the story that begins in this adventure can be continued in either *Dancing in the Ruins* or *Last One Standing*, both available from Schwalb Entertainment.

Background

How long Hog has lived under the ruined city of Isolon, no one knows. In fact, Hog has spent so many years in the dark depths, he can't even remember when he arrived. The one thing he does remember about living on the surface is how he was mocked, shunned, and beaten severely by those living within the ruins for his hideous nature. In order to survive, he stayed away from Isolon's inhabitants, skulking in shadows and darkness, scratching out whatever meager sustenance he could from the settlement's refuse heaps... or sometimes by butchering a hapless victim foolish enough to travel alone at night.

One night while scavenging for food, he fell into a shaft that led down to what appeared to be a cavern complex deep beneath Isolon – which, in fact, turned out to be the ruins of an even older pre-Cataclysm city than Isolon. Within the subterranean ruins, Hog discovered what he has come to lovingly call his “hoglers”: troglodytic mutants hiding from the cruelties and bright sunlight of the world above.

Hog quickly gained the mutants' trust and eventually became their ruler through cunning and the discovery of magical powers he had that enabled him to sway the mutants to obey him. The hoglers worship Hog as a demi-god, following his commands without question.

Since vanishing into the dark depths, Hog has all but been forgotten by most people living in the settlement above, except as tales told to scare children.

Hog and the Hoglers

Hog is a goblin with large keloid scar tissue over half his face and left eye. Small tufts of hair jut from odd patches across his otherwise pale pink flesh. Protruding from his burnt, ruddy, and bloodstained clothes are short appendages that show signs of radiation exposure.

HOG

DIFFICULTY 10

Size 1/2 goblin

Perception 12 (+2)

Defense 14; **Health** 18; **Insanity** 7; **Corruption** 2

Strength 8 (-2), **Agility** 13 (+3), **Intellect** 11 (+1), **Will** 9 (-1)

Speed 10

Immune damage from disease; charmed, diseased

Iron Vulnerability Hog is impaired while he is in contact with iron.

Sneaky Hog gains 1 boon to Agility challenge rolls when attempting to hide or move silently.

ATTACK OPTIONS

Cleaver (melee) +3 (1d6)

MAGIC

Power 1

Shadow *nightfall* Blade (2), *wall of darkness* (2), *darkness* (1)
Forbidden *black tongue* (2), *harm* (2), *obedience* (1)

Years of radiation exposure, being trapped under the earth, and touched, possibly, by demonic energies has stripped them of their humanity—if they were ever human in the first place. These vicious mutants are pale, blind, troglodytic abominations that communicate through grunts and growls.

HOGLERS

DIFFICULTY 5

Size 1 mutant

Perception 8 (-2)

Defense 11; **Health** 15

Strength 15 (+5), **Agility** 11 (+1), **Intellect** 8 (-2), **Will** 9 (-1)

Speed 10

ATTACK OPTIONS

Meaty Fist (melee) +5 with 1 boon (1d3)

Getting Started

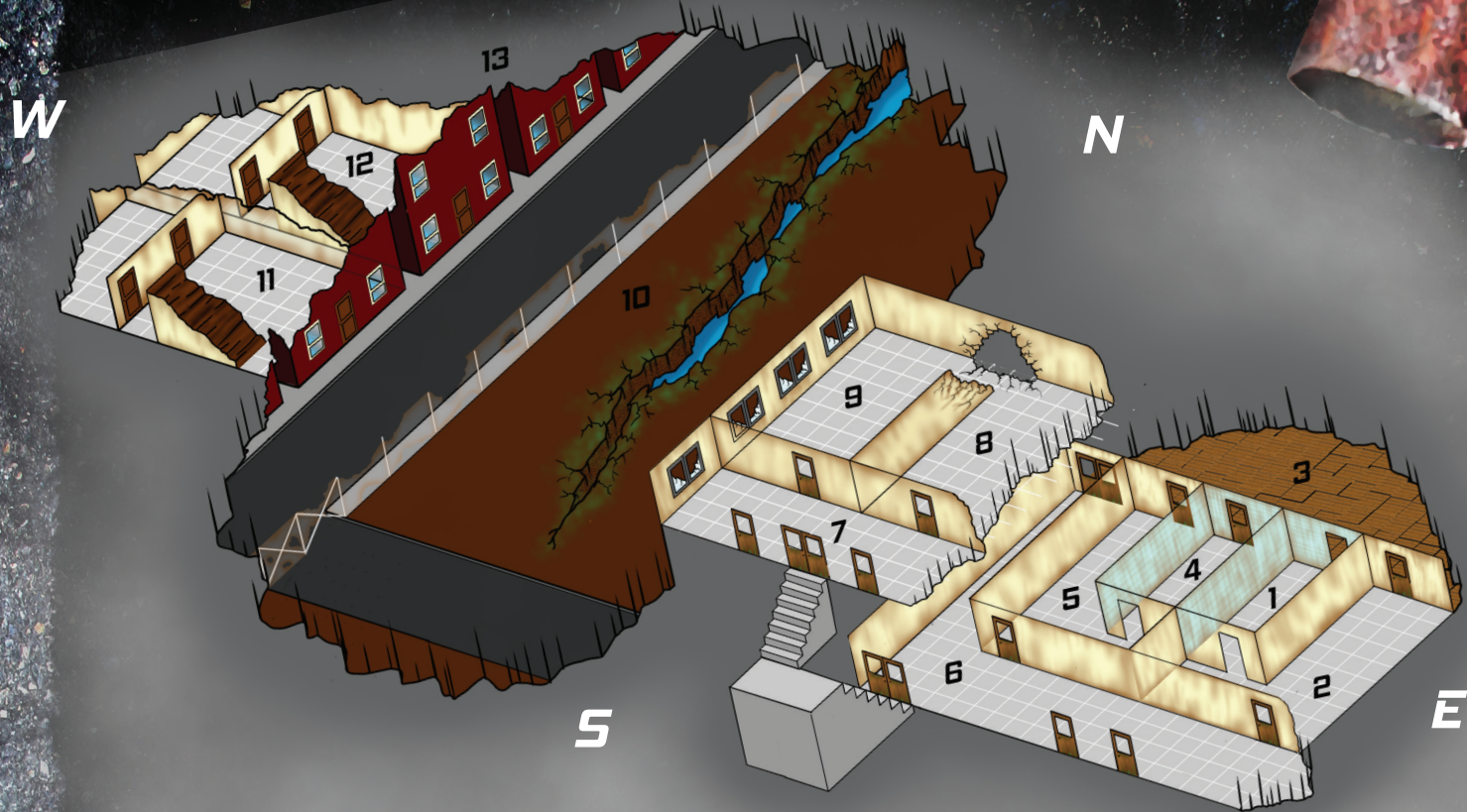
Some starting adventures assume the player characters have at least a passing familiarity with their fellows, but in *In a Pig's Eye* the characters are complete strangers, individuals thrust into a desperate situation by chance. Make sure the players keep their identities secret from one another so they can reveal them in play. Also, allow the players enough time to develop their relationships based on the circumstances in which they find themselves.

Meat Hooks

The adventure starts in **room 1**. The player characters wake from unconsciousness. Bound and gagged, their hands are fastened with electrical cords or CAT-5 cabling to ancient rusted showerheads overhead. Grimy plastic gallon jugs sit on the floor, one next to each character. One of the characters has a needle and tube running from an arm to the jug, their blood slowly but steadily flowing into it. Hog sits at a table across from them, sharpening wicked-looking makeshift needles and cutting plastic tubing for the other characters.

Engaging Hog

After a few minutes, or if any characters attempt to get Hog's attention, the mutated goblin notices them and appears surprised to discover the characters have regained consciousness. Hog does not engage them, but instead returns to his work, muttering and grunting something about “meat, harvesting, and feeding the pig.” He continues his labor, ignoring the characters, all the while absentmindedly humming the “Happy Birthday” song off-key.



Something Comes

As Hog finishes preparing the next needle and tube, a **hogler** runs in through the east entry and exits through the west, all the while grunting and growling. Hog reacts by grunting something about “hurrying to drain the meat.” Any character that gets a success on a Perception challenge roll with 1 boon can tell the hogler is frightened. Moments later, another group of three follow the same path as the first, running through the room. The characters can clearly hear Hog muttering something to himself “what’s scared them now?”, “something is coming,” and “I needs to leave.” He drops what he is doing and scampers through the west entry.

Two more groups of 3 hoglers come through the room, each more frightened than the last. The characters note that these mutants show signs of recent injuries and even greater fear than the others.

Escaping the Hooks

There are a few ways the PCs can escape their bindings.

A character can use an action to make a Strength challenge roll with 1 bane. A success allows the character to break free from the showerhead.

A character can also use an action to make an Agility challenge roll with 1 bane. On a success, the character twists and maneuvers to get out of the chains.

Some hoglers might pass by close enough for a character to attack using their feet, possibly kicking down the mutant or grabbing it. If the bound character takes any damage, roll a d6. On an even number, the showerhead breaks and frees the character.

Characters might try to gain the attention of a passing hogler, calling out to them. You might have the character make an Intellect or Will attack roll against the hogler’s Will and draw the mutant close on a success.

You should also entertain any other reasonable (or even crazy) ideas from the players to attempt to escape.

Consequences

The characters have a few minutes to escape their predicament. Any who fail to do so discover the source of the panic—a group of 3 **inheritors** arrive from room 3. These giant cockroaches sweep through the room, taking anything they deem valuable, and leaving the rest. They might kill the player characters or take them along as you decide.

Hogtown

Under the ruins of Isolon above, spreads Hogtown, a small underground pocket of what was itself once a sprawling metropolis whose name has long since been forgotten. Despite its great advances in science, engineering, and medicine, this city was one of the first to fall, reduced to ruins by the Cataclysm, eventually sinking beneath ash, rubble, and earth.

Hogtown encapsulates fragments of a school, adjoining streets, skeletal remains of a few homes, and part of a collapsed freeway tunnel. Essentially a “bubble” beneath the surface, only the hospital has more than one floor. Collapsed rubble and impenetrable walls of earth prevent access to any rooftops, upper floors of all other buildings, or even any travel beyond Hogtown. There is only one entrance/exit from this area.

1. Shower: Once-white ceramic tiles cover the walls here, now brown and rust-colored with innumerable years of grime and other unknown (and probably best that way) stains. Several rusty showerheads protrude from the north wall with a grated drainage hole in the floor at the center of the room. A rusting, rollaway table stands at the center of the room. On it stands a flickering battery-powered lamp, emitting light in a 5-yard radius. The table could roll with some effort applied, but its rusted metal wheels will shriek and squeak with protest when moved. Open archways, the doors long gone, stand in the east and west walls and lead to rooms beyond.

2. Locker Room: Old, calcified urinals hang in a row on the west wall, while the other side of the room has ceramic sinks with rusted-out plumbing and cracked, broken mirrors on the walls above them. Two stalls with broken toilets surrounded by pools of rusty water stand along the far north wall. The south wall and part of the north have corroded metal lockers and a long bench in front of them.

Most of the lockers are empty, but in one are 2 healing poultices, a pocket religious book, and a baseball bat with barbed wire wrapped on the “hitting stuff” end. The religious book contains two incantations: *light* (Celestial) and *minor healing* (Life). Closed thick rusted metal doors are offset on the east and west walls.

3. Gym: Concrete and steel debris form uneven walls to the north, east, and south sides of this room. More rubble creates a dome overhead, extending 10 yards up the west wall. Long thin planks of dry rotted and brittle wood cover the floor. Mold and strange fungi grow on parts of the floor and walls, the fungi casting an odd luminescent glow that fills the room with shadowy light. While quite faded, across the west wall large letters spell out “GO TIGERS!” in big orange letters.

A small gathering of 3 **inheritors** feed on the remains of a recently deceased hogler. When they notice the PCs they immediately skitter towards them and attack.

4. Shower: This chamber looks just like **room 1** except that it lacks the table.

5. Locker Room: This chamber is identical to **room 2**, except it features stalls instead of urinals. Characters looking in the stalls find 3 meals squirreled away by one of the hoglers.

6. Hallway: Display cases line this wide L-shaped hallway. Some cases have broken glass and others have no glass at all. The cases encapsulate a long tradition of high school sports accomplishments in the corroded, rusted, and moldy trophies, documents, and pictures they contain. The ceiling is a patchwork of tiles, Plexiglas halogen light coverings, and empty spaces revealing the wires, plumbing, and ductwork. The doors in the hallways are in various stages of

decay with all but two opening to other areas. The two doors on the west wall lead nowhere, blocked by rubble and earth. Any characters investigating these doors find 2 **inheritors** come squeezing out from cracks in the earth, searching for food. The corridor towards the south is also caved in and impassable. In the northwest, cracked concrete stairs wind up to the second level.

7. Hallway: This area resembles **room 6**, except the walls are bare, the light gray paint cracked and peeling. Dirt and stone block the path south. Investigating or getting too close to the blocked hallway draws 1d3 **inheritors**, weirdly capable of squeezing out from the cracks in the rubble. The north corridor ends at a large double window that opens onto the grounds “outside” the school (see area 10). The window can be broken or opened to reveal a drop of 5 yards to the ground below.

The doors on the west wall are blocked or barricaded and cannot be opened. The door to area 8 has been broken through and the door to area 9 is locked.

8. Science Room: A mess of broken glass, rubble, metal desks, and chairs litter this chamber. In the northeastern corner is a 2-yard-wide opening in the brick walls that leads to room 9 and overlooks area 3 below. Sifting through the debris reveals robotic machinery, glass plastic jars and bottles labeled with various chemicals (though all empty), microscopes, tubes, vials, and beakers.

If the characters spend a few minutes searching this room, they find 2 pieces of electrical salvage, 3 pieces of mechanical salvage, and 2 small batteries. In addition, the characters find a small, track-mounted **clockwork** coated in cracked and peeled yellow paint. The clockwork is lifeless, its key missing.

If the characters find the key (see **room 12**) and use it to activate the clockwork, it whirs into action to start cleaning the area. It takes a few minutes of non-stop cleaning before the clockwork can come to its senses, realizing that the room is impossible to properly clean. See “Ending the Adventure” for information on using this character.

9. Math Room: Similar in shape and size to **room 8**, the room has just as much debris and broken furniture, but lacks the scientific paraphernalia. A large double window in the north wall grants access to the grounds “outside” of the school by a 5-yard drop (area 10). Searching through a rusted metal desk, the characters will find a book containing the following Technomancy incantations: *jury-rig*, *magic wrench*, *bolt thrower*, and *sparkling shield*.

10. Outside: This is a large open area sectioned off by a chain link fence, with what was once a large grass field on one side and street and houses on the other. Water bubbling up from a crack in the earth has allowed bioluminescent fungi to creep up the

sides and across the mud and rock between the fence and the school. One **hogler** scavenges around stream, picking fungi to eat. If he notices them, he will attack the PCs.

The fence is rusted and collapsing in places. There is a working gate at one end, which once allowed access to the school. A cracked asphalt roadway leads from the gate and disappears under the walls of rubble. Beyond the fence is a two-lane street lined and cluttered with cars and debris. A line of rowhouses stand along the opposite side of the street.

The characters might notice the windows on the second floor of building 12 are illuminated by electric lights. This is Hog's room, and as he looks down onto the clearing, he becomes more upset that his meat (the characters) escaped than that the inheritors have invaded looking for food. He sends 2 **hoglers** to recapture the characters and bring them to him.

Once the characters reach the fence they hear strange noises coming from the school as 10 **inheritors** skitter from the school into the clearing. Their arrival alerts the hogler who yells for others to join him as he runs to attack the inheritors. Soon, 3 **hoglers** join him to fight off the inheritors.

11. Nursery: Upon entering this building, the characters are overwhelmed by the stench of feces and decay. Each living and breathing character must get a success on a Strength challenge roll or become impaired for as long as they remain in the room and for 1 minute after. All rooms in this building have been converted to nurseries, so to speak. The first area, with stairs on the left leading up to solid packed earth, contains mounds of gathered cloth, bedding, and pieces of rotten furniture. Wrapped, buried, and swaddled within the debris are multiple infant or child-like hoglers. The young hoglers in this room are resting or asleep, and do not notice the characters.

The rear room of the house contains three rusted hospital beds in which each convalesces a mother. Each mother has a suckling infant attached to its breast. All seem to be whimpering in pain.

Access beyond the rear of the house is barricaded by impassable earth.

Characters who kill these noncombatants gain 1 Corruption.

12. Hogshome: The lower level of this home is broken up into a front room, backroom, closet, and stairs. All the walls of this floor are covered in decaying and cracked plaster, with patches missing to reveal the wood skeleton behind.

The floors are littered with a dozen bedding areas for the hoglers. Currently 3 hoglers are here and asleep. Many plastic jugs line the walls of this area. Most are empty but a few hold coagulating blood. Searching the bedding, the characters find the "treasures" the hoglers have collected. One of the beds has the clockwork's key (see **room 8**). You can use the

Interesting Things tables in *Godless* to generate 1d3 + 1 other items to be found here.

The second floor of this house is open with no walls and a solid rock ceiling. This is where Hog lives. In the rear of this floor are two stationary bicycles being peddled by hoglers. Only Hog's death will cause the hoglers to stop pedaling. Electric wiring running from the bicycles spiderwebs across the floor of the room, powering a couple lamps, a small radio (Hog finds the static sound comforting, as it helps to silence the voices in his head), and a small refrigerator that holds some of his meat. There is a small hole in the north wall that grants access to the second floor of **room 13** next door. Hog uses this hole as an escape route if he gets into trouble.

If attacked, Hog first reaches into his pants and sounds a pocket air horn that echoes throughout Hogtown. The horn calls hoglers to come and assist, and they will arrive after 1d6 + 1 rounds. Hog only fights if cornered and attempts to use whatever means he can to escape. If he is severely injured, he pleads for his life and offers anything if the characters will let him live.

13. Meat: The first floor of this house holds the discarded bones and corpses of Hog's previous victims. The stairs on the west lead up to a small carved out opening which gives access to a small tunnel leading to the second floor of **building 12**.

Ending the Adventure

The characters end the adventure when they escape. The exact escape out of Hogtown is left to you and the players, or you could place the exit anywhere in Hogtown. Here are a few ways that escape could occur.

The Clockwork: The characters could activate the clockwork in the science room. Once it acclimates to its new surroundings, it becomes willing to help the characters and offers to lead the characters to the surface.

Pragmatic Alliance: While Hog is a gruesome figure that commands mutant worshipers and feeds on the unsuspecting flesh of those living on the surface, he is also intelligent and does have certain needs. He is not above negotiating for peace, and even striking up some kind of bargain and trade arrangement. He offers to lead the characters to the surface in exchange for his life, or for meat and other treasures from the surface.

A New Era: If Hog dies, a couple hoglers see this event as the beginning of a new era of freedom. The hoglers head to the surface, and the characters can follow or track them.

Mete Out Justice: If the PCs attack Hog but he escapes, he will eventually make his way to the surface, and the characters can follow or track him.