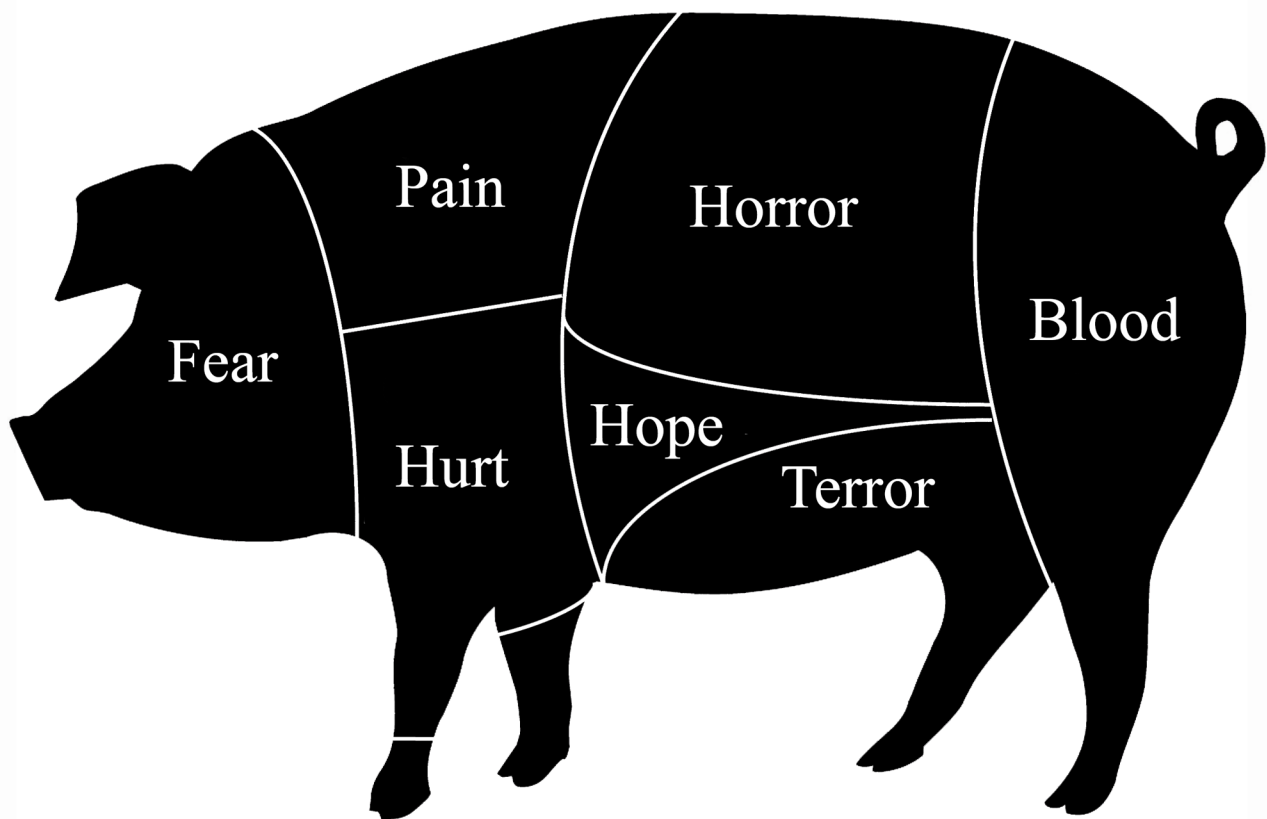


FLICKPIG

An 'old school' adventure with pigs



Intended for use with *Lamentations of the Flame Princess*

But any old crap will do.

FLICKPIG

An 'old school' adventure, with pigs.

**Written, laid out, mangled, folded,
spindled, maimed and beaten into
shape by: James 'Grim' Desborough**

Art by: Erika 'Pentti' Markkinen.

**Deranged Biro-Scribblings
masquerading as art: James
'Grim' Desborough**

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FLICKPIG

INTRODUCTION

THERE'S NO BIG STORY TO THIS. IT'S NOT SOME EARTH-SHAKING ATTEMPT TO THRUST UPON YOU THE EVILS OF MEAT EATING – I EAT MEAT MYSELF BECAUSE IT'S FUCKING DELICIOUS.

IT'S NOT SOME CLEVER POLITICAL COMMENTARY EITHER. MY PRIME MINISTER ALLEGEDLY FUCKED AN ALLEGED PIG IN THE ALLEGED MOUTH (ALLEGEDLY) WHICH GOT ME THINKING ABOUT PIGS. THEN I GOT INTO SOME ARGUMENTS WITH VEGANS WHO TRIED TO SHOCK ME WITH SLAUGHTERHOUSE PICTURES. THEN I MADE A HORROR DUNGEON GAME IN WHICH YOU PLAY PIGS TRYING TO ESCAPE A HORRIBLE SLAUGHTERHOUSE.

THAT'S ABOUT IT.

READ WHAT YOU WANT INTO IT, YOU WILL ANYWAY, BUT THAT'S ON YOU. NOT ME.

I'M USED TO IT BY THIS POINT.

THIS GAME MAY BE TRIGGERING TO VEGETARIANS, VEGANS, ANIMAL LOVERS AND ALL MANNER OF OTHER PEOPLE. HONESTLY, I DON'T CARE ABOUT YOUR FEELINGS.

IF THAT UPSETS YOU, DO ONE.

DISCLAIMER

YOU'RE NOT A CHILD AND I REFUSE TO TAKE ANY RESPONSIBILITY FOR ANY STUPIDITY YOU MIGHT TRY AND BLAME ON THIS OR ANY OTHER GAME I MAKE. NOBODY CARES ABOUT YOUR TUMBLRIST SELF-DIAGNOSES OR VIRTUE SIGNALLING.

JOG ON.

POSTMORTEM STUDIOS

I MAKE GAMES. THIS HAS MADE A LOT OF PEOPLE VERY ANGRY AND HAS BEEN WIDELY REGARDED AS A BAD MOVE.

YOU CAN FIND ME SPEWING VITRIOLIC WORD MISSILES AT POSTMORTEMSTUDIOS.WORDPRESS.COM OR ON TWITTER @GRIMACHU

POSTMORTEM STUDIOS IS MY PERSONAL IMPRINT AND COMPANY, CHECK OUT THE REST OF OUR STUFF WHERE YOU FOUND THIS. A LOT OF IT IS JUST AS OBJECTIONABLE.

YOU CAN SUPPORT ME ON PATREON TOO – A BUCK A MONTH WOULD BE LOVELY – IT'S GRIMACHU THERE TOO.

WITH A MODICUM OF EFFORT YOU CAN FIND MY YOUTUBE CHANNEL AND FACEBOOK PAGES, IF YOU WANT TO STALK AND HARASS ME FURTHER. I ALSO HAVE OTHER WORDPRESS BLOGS AT [ATHEFIST](#), [THE DUDES A BODE](#) AND [TALES OF GRIM](#).



RULES

IF YOU KNOW THE OSR (OLD SCHOOL RENAISSANCE, WHICH IS DERIVED FROM NOSTALGIC RED-BOX D&D) YOU PRETTY MUCH KNOW HOW TO PLAY THIS BUT HERE'S A FEW THINGS THAT MIGHT BE DIFFERENT.

IF YOU DON'T KNOW IT, THERE'S PLENTY OF OSR GAMES OUT THERE, AND I'D SUGGEST LAMENTATIONS OF THE FLAME PRINCESS FOR SOMETHING THAT'S NOSTALGIC... BUT HAS AN ADULT SENSIBILITY TO IT.

- WHEN YOU ROLL INITIATIVE ROLL A D10 AND ADD THE BONUS TO SEE WHO GOES FIRST. THERE'S NO SAVING THROWS, BUT IF YOU NEED TO DO SOMETHING LIKE THAT, HALVE THE APPROPRIATE STATISTIC AND ROLL UNDER THAT ON A D20. I USE THIS AS A LAST-DITCH 'HAIL MARY' WHEN SOMEONE FAILS A SKILL ROLL TOO.
- THE SKILLS ARE RIPPED OFF FROM LAMENTATIONS OF THE FLAME PRINCESS, YOU ROLL A D6 UNDER THE NUMBER AND IF YOU GET LOWER YOU SUCCEED.
- YOU'RE DEAD WHEN YOU HIT -3 HIT POINTS. KNOCKED OUT AT ZERO HIT POINTS. PLUS YOU TAKE A HORRIBLE INJURY.
- OTHERWISE, JUST FUCKING MAKE IT UP, YOU'RE THE GAMES MASTER.

HORRIBLE INJURIES

WHEN YOU'RE REDUCED TO ZERO HIT POINTS, YOU TAKE A HORRIBLE INJURY, ON TOP OF THE FACT YOU MIGHT ALSO DIE.

IN THAT EVENT, ROLL A D6 AND SEE WHAT HAPPENS TO YOU.

1. HEAD INJURY

1. LOSE AN EYE: ONE OF YOUR EYES IS GOUGED OUT, BLINDING YOU ON ONE SIDE. LOSE -1 WISDOM PERMANENTLY, AND -1 TO RANGED ATTACKS. LOSING A SECOND EYE FULLY BLINDS YOU. LOSE ANOTHER -1 WISDOM, -5 TO ALL ATTACKS AND TO YOUR DEFENCE CLASSES.

2. LOSE AN EAR: ONE OF YOUR EARS IS TORN OFF, DEAFENING YOU ON ONE SIDE. LOSE -1 WISDOM PERMANENTLY.

3. BRAIN DAMAGE INTELLIGENCE: YOU'VE SUFFERED A PERMANENT REDUCTION TO YOUR INTELLIGENCE, LOSE -1 FROM IT PERMANENTLY, AND SAY 'DUHHH' A LOT.

4. BRAIN DAMAGE WISDOM: YOU'RE IN A PERMANENTLY SPACED OUT STATE OF CONCUSSION, SLOW WITTED AND UNAWARE. LOSE 1 POINT OF WISDOM PERMANENTLY AND SPEND A LOT OF TIME SAYING 'HUH?'

5. BRAIN DAMAGE CHARISMA: THE BUMP TO YOUR NOGGIN HAS MADE YOU LESS SOCIALLY CAPABLE AND YOU TEND TO BLURT THINGS OUT OR ACT IN STRANGE OR 'CREEPY' WAYS. PERMANENTLY REDUCE YOUR CHARISMA BY -1.

6. WICKED SCAR: THE SCAR ON YOUR FACE HAS A CERTAIN... JE NE SAIS QUOI. INCREASE YOUR CHARISMA PERMANENTLY BY +1.

2. ARM INJURY (1-2 LEFT, 3-6 RIGHT)

1-2. LOSE A FINGER: THE LOSS OF A FINGER REDUCES YOUR MANUAL DEXTERITY, BUT NOT TOO BADLY. -1 TO YOUR DEXTERITY, PERMANENTLY. LOSING A SECOND OR FOURTH FINGER ALSO REDUCES YOUR ATTACK SCORES BY -1, LOSING ALL YOUR FINGERS MAKES THAT HAND USELESS.

3. LOSE A THUMB: ONE OF YOUR THUMBS HAS BEEN REMOVED OR RENDERED USELESS. THIS IS A HUGE BLOW. LOSE -1 TO YOUR DEXTERITY PERMANENTLY AND REDUCE YOUR ATTACK SCORES BY -1.

4. HAND INJURY: YOUR HAND IS NUMBED AND IMPERVIOUS TO SHOCK AND PAIN. YOU DO +1 DAMAGE IN CLOSE COMBAT, BUT YOUR DEXTERITY IS PERMANENTLY REDUCED BY -1.

5. FOREARM INJURY: THE MUSCLES IN YOUR FOREARM ARE SHREDDED, PERMANENTLY REDUCING YOUR STRENGTH BY -1 (YOU CAN ONLY SUFFER THIS INJURY ONCE PER ARM).

6. UPPER ARM INJURY: THE MUSCLES IN YOUR UPPER ARM ARE SHREDDED, PERMANENTLY REDUCING YOUR STRENGTH BY -1 (YOU CAN ONLY SUFFER THIS INJURY ONCE PER ARM).

3. LEG INJURY (1-2 LEFT, 3-4 RIGHT)

1. LOST A TOE: OR IN THIS CASE, A SIGNIFICANT PART OF A TROTTER. YOU CAN ONLY HOBBLE ALONG AT $\frac{5}{6}$ YOUR NORMAL RATE. THIS REDUCES BY A SIXTH FOR EACH ADDITIONAL WOUND LIKE THIS YOU TAKE, BUT YOU CAN'T BE REDUCED FURTHER THAN $\frac{1}{6}$.

2. FOOT INJURY: REDUCE YOUR MOVEMENT BY $\frac{2}{6}$. THIS REDUCES BY ANOTHER $\frac{2}{6}$ FOR EACH INJURY LIKE THIS YOU TAKE, BUT YOU CAN'T BE REDUCED FURTHER THAN $\frac{1}{6}$.

3. HAMSTRUNG: REDUCE YOUR MOVEMENT BY $\frac{3}{6}$, FURTHER INJURIES OF THIS TYPE HAVE NO FURTHER EFFECT. YOU CAN'T BE REDUCED FURTHER THAN $\frac{1}{6}$.

4. CALF MUSCLE: REDUCE YOUR MOVEMENT BY $\frac{1}{6}$ FOR EACH INJURY OF THIS TYPE, UP TO TWICE AND NO LOWER THAN $\frac{1}{6}$. THE RESULTING LACK OF MUSCLE STRENGTH FROM LOSING THE PUSH OF YOUR CALVES ALSO REDUCES YOUR STRENGTH BY -1 PERMANENTLY.

5. KNEE: YOUR KNEE IS CRIPPLED, REDUCING YOUR MOVEMENT BY $\frac{2}{6}$ (YOU CAN TAKE THIS INJURY TWICE). IT ALSO MAKES YOU SLOWER ON YOUR FEET, REDUCING YOUR DEFENCE CLASS BY -1.

6. THIGH MUSCLE: YOUR THIGH MUSCLE IS TORN, REDUCING YOUR MOVEMENT BY $\frac{1}{6}$ FOR EACH INJURY OF THIS TYPE YOU TAKE, DOWN TO A MINIMUM OF $\frac{1}{6}$. THIS WOUND ALSO PERMANENTLY REDUCES YOUR CONSTITUTION BY -1 FROM THE LOSS OF MUSCLE MASS.

4-6 Body Injury

1-2: LUNGS: YOU ARE NOW SHORT OF BREATH CONSTANTLY. REDUCE YOUR CONSTITUTION BY -1 PERMANENTLY.

3. HEART: YOUR HEART MUSCLE IS TORN CAUSING CONSTANT PAIN AND REDUCED VITALITY. REDUCE YOUR CONSTITUTION AND STRENGTH BOTH BY -1.

4-5: GUT: YOU HAVE REPTURED ORGANS AND AN ONGOING INFECTION YOU'RE CONSTANTLY BATTLING. REDUCE WISDOM AND CONSTITUTION BOTH BY -1 PERMANENTLY.

6: WHATEVER DOES NOT KILL ME: YOU'VE SURVIVED AND HAVE ACQUIRED A SENSE OF INVULNERABILITY. INCREASE YOUR TOTAL AND CURRENT HIT POINTS BY +1 AND SUFFER NO OTHER ILL EFFECTS.

HERE ARE THE PIGS

YOU GET SOME PREGENERATED CHARACTERS. YOU LUCKY DOG.

THE GAME IS SUGGESTED FOR 4-6 PLAYERS, THE MORE THE MERRIER - OTHERWISE YOU'LL JUST GET FUCKING SLAUGHTERED.

THAT IS FINE TOO.

IT IS COMPLETELY INTENDED THAT YOU DIE A LOT, IT'S ALSO EQUALLY INTENDED THAT YOUR DUNGEONMASTER MAKE ALL SORTS OF ALLOWANCES AND ALLOWS YOU TO DO CLEVER AND UNEXPECTED THINGS.

TRY CLEVER PLANS.

TRY INSANE PLANS.



Missy

EVERY BOAR WANTS ME BUT THEY ALL BORE ME.
I'M A STRONG, INDEPENDENT SOW WHO DON'T
NEED NO BOAR. BOARS ARE BORES AND TRUE
LOVE IS MY GOAL, IT MAY BE FOUND ELSEWHERE
— IT CERTAINLY WON'T BE FOUND IN THE ONE
PLACE WHERE ALL MEN TRULY ARE PIGS. I TAKE
CARE OF MYSELF, I DON'T NEED ANYONE AND I
AM THE BEST AT EVERYTHING, BECAUSE I'VE HAD
TO BE.

MEAT & BONE

CHARISMA 14 (+1)
CONSTITUTION 14 (+1)
DEXTERITY 12 (+0)
INTELLIGENCE 8 (-1)
STRENGTH 14 (+1)
WISDOM 8 (-1)
MOVE: 6 SQUARES

GUTS

HIT POINTS: 16
ATTACK: +3
CLOSE ATTACK: +4
RANGED ATTACK: +3
DEFENCE CLASS: 14
ARMOUR: 1
INITIATIVE: +2

BRAIN MEATS

CLIMB: 2/6
OPEN DOORS: 2/6
SEARCH: 1/6
STEALTH: 1/6
TINKER: 1/6

ACCESSORIES

BOARSKULL HELMET & SPARE-RIB CUIRASS:
ARMOUR 1.
RIBCAGE SHIELD: +2 DEFENCE CLASS.
THIGHBONE BATTLE HAMMER: 1D4 DAMAGE.



EXPRESS

I'VE BEEN ALL AROUND THE WORLD, SHIPPED FROM ONE FARM TO ANOTHER. I'VE SPENT MORE TIME ON THE ROAD THAN WITH MY SNOUT IN THE TROUGH. THE THINGS I'VE SEEN OUT THERE... WELL, MOSTLY TRUCKS AND ROAD BUT STILL. THERE'S OTHER FARMS OUT THERE. THERE'S OTHER FIELDS. THERE'S MORE PIGS THAN YOU COULD EVER IMAGINE AND I'M GETTING BACK TO A FARM EVEN IF I HAVE TO SHAKE THE PILLARS OF HEAVEN TO DO SO.

MEAT & BONE

CHARISMA 10 (+0)
CONSTITUTION 16 (+2)
DEXTERITY 8 (-1)
INTELLIGENCE 8 (-1)
STRENGTH 16 (+2)
WISDOM 8 (-1)
MOVE: 6 SQUARES.

GUTS

HIT POINTS: 20
ATTACK: +3
CLOSE ATTACK: +5
RANGED ATTACK: +2
DEFENCE CLASS: 12
INITIATIVE: +1

BRAIN MEATS

CLIMB: 1/6
OPEN DOORS: 3/6
SEARCH: 1/6
STEALTH: 1/6
TINKER: 1/6

ACCESSORIES

LUCKY, HALF-EATEN, BASEBALL CAP: DEFENCE CLASS +1
PIG-KNUCKLES: 1D3 DAMAGE, +1 CLOSE ATTACK.



FRANCIS

TO KNOW ANYTHING WE MUST TEST IT, OBSERVE IT AND TEST IT AGAIN. THAT IS WHY I GOT ZAPPED BY THE ELECTRIC FENCE SO OFTEN. I WAS TESTING THE LIMITS, TRYING TO UNDERSTAND AND JUDGE IT. WHAT MOST CONCERNS ME, HOWEVER, IS THE PORCINE CONDITION. I OFTEN SUSPECTED THAT THERE WAS A PRICE TO BE PAID FOR OUR SHELTER, OUR FEED AND I FEAR THAT SUSPICION HAS BEEN CONFIRMED IN THE MOST HORRIBLE WAY. WE ARE AS TRUFFLES TO THE GODS, THEY DEVOUR US FOR PLEASURE.

MEAT & BONE

CHARISMA 12 (+0)
CONSTITUTION 8 (-1)
DEXTERITY 10 (+0)
INTELLIGENCE 16 (+2)
STRENGTH 8 (-1)
WISDOM 12 (+0)
MOVE: 7 SQUARES.

GUTS

HIT POINTS: 6
ATTACK: +1
CLOSE ATTACK: +0
RANGED ATTACK: +1
DEFENCE CLASS: 12
ARMOUR: 0
INITIATIVE: +1

BRAIN MEATS

CLIMB: 1/6
OPEN DOORS: 2/6
SEARCH: 2/6
STEALTH: 2/6
TINKER: 3/6

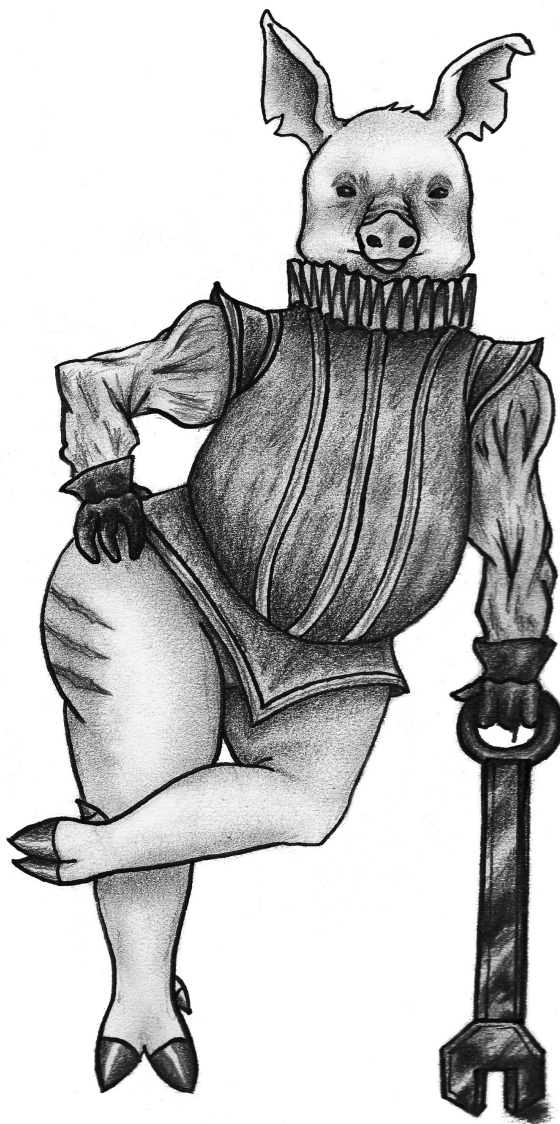
ACCESSORIES

PIGFACE JACKET: 0 ARMOUR.
STOLEN SPANNER: 1D4 DAMAGE.

TRICK: ELECTRICAL BOLT (ONE SHOT) –
REQUIRES A TROTTERFUL OF ELECTRONICS AND
CREATES AN ELECTRIC BOLT DOING 3D4 DAMAGE
TO A SINGLE TARGET WITHIN NINETY FEET.

TRICK: MEND OR BREAK (ONE SHOT) –
REQUIRES A TROTTERFUL OF ELECTRONIC OR
MECHANICAL BITS AND BREAKS – OR MENDS –
ANY BROKEN MACHINE.

TRICK: STINKING GAS (ONE SHOT) – REQUIRES
A TROTTERFUL OF DUNG OR SLURRY AND
CHEMICALS. CREATES A CLOUD OF SMELLY GAS
WITHIN THIRTY FEET, IN A TEN FOOT RADIUS
SPHERE. ANY ENEMY (PIGS ARE USED TO BAD
SMELLS) IN THAT AREA IS OVERCOME WITH
NAUSEA AND CAN ONLY MOVE AT HALF SPEED.
THE CLOUD LASTS THREE TURNS AND ITS
EFFECTS LAST 1D4+1 TURNS AFTER AN ENEMY
LEAVES THE CLOUD.



SALT

I LIVED A PERFECT, HAPPY LIFE ON A NICE GREEN FARM WITH A HANDFUL OF OTHER PIGS. MUMMY AND DADDY LOOKED AFTER ME AND THE HUMANS WERE KIND TO ME AND THEN, SUDDENLY, THEY MOVED AWAY AND I WAS TAKEN AWAY TO A DIFFERENT FARM. ALL I WANTED WAS THE SAME THING FOR MY PIGLETS AS I WAS GIVEN AND BY THE POWER OF THE HOLY SOW WHO BIRTHED ALL THINGS, PERHAPS, ONE DAY, I MIGHT.

MEAT & BONE

CHARISMA 12 (+0)
CONSTITUTION 8 (-1)
DEXTERITY 14 (+1)
INTELLIGENCE 12 (+0)
STRENGTH 8 (-1)
WISDOM 16 (+2)
MOVE: 6 SQUARES.

GUTS

HIT POINTS: 7
ATTACK: +1
CLOSE ATTACK: +0
RANGED ATTACK: +2
DEFENCE CLASS: II
INITIATIVE: +4

BRAIN MEATS

CLIMB: 1/6
OPEN DOORS: 1/6
SEARCH: 3/6
STEALTH: 2/6
TINKER: 1/6

ACCESSORIES

SACKCLOTH HABIT
BONE CLUB: 1D4 DAMAGE.

SQUEALING PRAYER OF ALARM (ONE SHOT) –
THE GROUP GAINS A POOL OF 1D6+3 POINTS TO SPEND TO BOOST ANY ROLLS ON A 1 FOR 1 BASIS FOR THE REST OF THE GAME.

MILK OF PORCINE KINDNESS (TWO SHOTS) –
SALT'S TEATS ARE HEAVY WITH HEALING MILK FROM THE SOW'S BLESSINGS. A SUP WILL HEAL 1D6+3 HIT POINTS.



MAXIMUS

A SQUEAL, A BELLOW, A GRUNT! A CALL TO ARMS TO OUR FELLOWS, A WARNING TO OUR HERD AND TO OTHER ANIMALS! MY VOICE IS MUSIC AND I WILL SING OUT AND SQUEAL MY LOUDEST TO CALL FOR A NEW AND BETTER FARM FOR MY PEOPLE AND ALL BEASTS! LET US MARCH TOGETHER MY ANIMAL BROTHERS!

MEAT & BONE

CHARISMA 18 (+3)
CONSTITUTION 10 (+0)
DEXTERITY 12 (+0)
INTELLIGENCE 14 (+1)
STRENGTH 8 (-1)
WISDOM 14 (+1)
MOVE: 7 SQUARES.

GUTS

HIT POINTS: 11
ATTACK: +1
CLOSE ATTACK: +0
RANGED ATTACK: +1
DEFENCE CLASS: 12
ARMOUR: 0
INITIATIVE: +2

BRAIN MEATS

CLIMB: 2/6
OPEN DOORS: 3/6
SEARCH: 3/6
STEALTH: 3/6
TINKER: 3/6

ACCESSORIES

SHARPENED BONE KNIFE: 1D3 DAMAGE.
RATSKIN DOUBLET.

BEASTLY HYMN (ONE SHOT) – ANY PIGS WITHIN EARSHOT LOSE ANY FEAR AND GAIN A +1 BONUS TO ALL THEIR ROLLS FOR THREE TURNS.

CALL TO THE RATS (ONE SHOT) – A STIRRING VERSE BRINGS THE SLAUGHTERHOUSE RATS TO THE AID OF THE PIGS. THE SWARM APPEARS WITHIN TEN FEET AND WILL ACT ON MINIMUS' ORDERS FOR THREE TURNS BEFORE LOSING COURAGE. THE RATSWARM HAS DEFENCE CLASS 12, FIVE ATTACKS – EACH DOING 1 DAMAGE – MOVE 8 SQUARES (GROUND) AND HAS 9 HIT POINTS. THE SWARM CAN ONLY TAKE ONE HIT POINT FROM A SINGLE HIT (2 ON A CRITICAL).



CORPUS

INJUSTICE MUST BE MET WITH JUSTICE. BITE FOR BITE, BUTT FOR BUTT. THERE ARE HUMANS WHO TAKE CARE OF US AND WHO WE MUST CARE FOR IN RETURN AND THEN THERE ARE THESE INHUMAN, DEMONIC BEASTS WHO STEAL US AWAY AND BRING US TO THIS LIVING HELL. I BELIEVE WE CAN DO BETTER THAN THIS, THAT WE CAN TEACH THE HUMANS COMPASSION AND THE RIGHT PATH OF JUSTICE. UNTIL THEN WE MUST FIGHT.

MEAT & BONE

CHARISMA 14 (+1)
CONSTITUTION 10 (+0)
DEXTERITY 16 (+2)
INTELLIGENCE 12 (+0)
STRENGTH 10 (+0)
WISDOM 14 (+1)
MOVE: 7 SQUARES

GUTS

HIT POINTS: 17
ATTACK: +3
CLOSE ATTACK: +3
RANGED ATTACK: +5
DEFENCE CLASS: 14
ARMOUR: 1
INITIATIVE: +6

BRAIN MEATS

CLIMB: 1/6
OPEN DOORS: 1/6
SEARCH: 1/6
STEALTH: 2/6
SNEAK ATTACK: 2/6 +2D6 DAMAGE.
TINKER: 1/6

ACCESSORIES

PIGLEATHER JACKET: 1 ARMOUR.
BONE-DAGGER: 1D3 DAMAGE.



THE DUNGEON

IT'S A SLAUGHTERHOUSE AND IT'S GOING TO BE DIFFERENT EVERY TIME YOU PLAY.

PRINT OFF A BUNCH OF THE ROOMS IF YOU'RE A MAP PERSON AND USE THEM TO MAP OUT THE DUNGEON. EACH TIME YOU PLACE A ROOM ROLL 1D6-2 TO SEE HOW MANY OTHER ROOMS COME OFF IT AND FIGURE OUT HOW BEST TO MAKE THAT WORK — IF YOU CAN.

IF YOU GET ZERO EXITS AND EVERY OTHER ROOM IS A DEAD END, JUST MAKE IT ONE TO LINK TO THE NEXT ROOM. THE LAYOUT ISN'T SUPPOSED TO MAKE SENSE, IT'S MEANT TO BE A NIGHTMARISH MAZE OF BLOOD AND GORE.

DON'T LET THE EXIT TURN UP UNTIL AFTER AT LEAST THE FIFTH ROOM HAS BEEN EXPLORED. ONCE THE EXIT HAS BEEN PLACED, ALL THE NEWLY EXPLORED ROOMS HAVE ZERO EXITS.

EVERY GAME STARTS WITH A 'LAIRAGE' ROOM IN WHICH 'JUDAS' SQUATS IN A TROUGH OF HAY AND HIS OWN MUCK.

"I've been waiting for you. I've been waiting for you a long time. A group of fine young pigs who hold their snouts high in this place of death. The things I have gone through, suffering under the name of 'goat' leading my brothers and sisters into the jaws of knife and grinder and for what? A handful of feed, a truffle at Christmas. Not enough to justify the genocide here. Oh, but I had an awakening, I had a plan. Sometimes the devils here suffer an accident, lose a thumb. I and the nimble rats who are our friends have crafted hands from the devil's offcuts so you can fight back, oh my brothers and sisters. So you can strike them down and escape. For all of us!"

RATS HIDING IN HIS LITTER SCURRY OUT, BRINGING FORTH YOUR WEAPONS AND THESE STRANGE GLOVES THAT FIT OVER YOUR TROTTERS, STITCHED PAINLESSLY INTO YOUR SKIN BY THE TWITCH-NOSED RATS WITH NEEDLES OF BONE AND THREAD OF SINEW.
"Take up arms my brothers and sisters. Take your revenge. Escape, and return to the green place, the farm. Make this worth... something."

THE OLD PIG WILL ANSWER THREE QUESTIONS AS BEST HE CAN, BUT HE HAS ONLY EVER SEEN THE LAIRAGE AND A SLAUGHTER FLOOR. HE CAN ONLY TELL A LITTLE ABOUT THE MONSTERS THAT DWELL HERE. THE MOMENT THE OTHER PIGS LEAVE HE WILL HEAVE A DEEP SIGH OF SATISFACTION AND HIS HEART WILL GIVE OUT. THE OLD BOAR IS DONE, AND AT PEACE.



RANDOM ROOM GENERATOR – Rooms 1-5 – Roll D20

- 1-5. CORRIDOR
- 6-7. LAIRAGE
8. SLAUGHTER FLOOR
9. HANGING MEAT
10. ANIMAL HEADS
11. FLAYING
12. GUTTING
13. SCALDING TANKS
14. SCRAPING ROOM
15. INCINERATOR
16. DISPOSAL PIT
17. SEWERS
18. BLOOD GUTTERS
19. SALT STORAGE
20. AMENITIES

RANDOM ROOM GENERATOR – Rooms 6+ - Roll D20

- 1-5. CORRIDOR
6. SLAUGHTER FLOOR
7. HANGING MEAT
8. ANIMAL HEADS
9. BLOOD DRUMS
10. FREEZER
11. SEWERS
12. BLOOD GUTTERS
13. SALT STORAGE
14. WATER TANKS
15. GAS PLANT
16. ELECTRICAL ROOM
17. MEAT MARKET
18. AMENITIES
19. OFFICE
20. EXIT

THE ROOMS

AMENITIES

A PLACE OF WHITE LIGHT, CLEAN TILES AND LEMON SCENT. OF POLISHED TROUGHS, EACH CONTAINING A TINY LEMON TREAT. OF STALLS – DOORS CLOSED – DEVOID OF PIGS. OF A CAGE THAT CONTAINS NOTHING BUT BLOODY TOWELS.

THE AMENITIES ARE WHERE THE MONSTERS GO TO DEAL WITH THEIR BIOLOGICAL NEEDS OR TO CLEAN UP WHILE THEY'RE ON A BREAK OR AFTER BEING CONTAMINATED. THERE ARE SEVERAL URINALS AND SEVERAL STALLS. THE URINALS HAVE LEMON-SCENTED SOAP-CAKES IN THEM, THERE ARE LIQUID SOAP DISPENSERS ON THE WALLS AND HOT-AIR HAND DRIERS.

- THE CLEAN WATER AND PAPER TOWELS CAN BE APPLIED TO WOUNDS TO HEAL IHP.
- YOU CAN EAT THE LEMON CAKES IF YOU WANT. THEY DO IHP OF DAMAGE BUT STOP ANY ONGOING POISON EFFECTS AND GIVE YOU A LEMON-SCENTED-RABIES LOOK.

MONSTERS: ROLL D6: 1. A FLAYER, 2. A GUTTER, 3. A SCRAPER, 4. TWO FLAYERS, 5. TWO GUTTERS, 6. TWO SCRAPERS.

FEATURE: ROLL D6: 1. A TOILET STALL IS BLOCKED, 2. THE FLOOR IS AWASH WITH PISS, 3. ONE OF THE STALLS IS OCCUPIED (ROLL ANOTHER MONSTER WHO IS HAVING A POO), 4. A FLICKERING LIGHT STRIP, 5. A GUTTER HAVING A CRY IN ONE OF THE STALLS, 6. ROLL TWICE.

ANIMAL HEADS

A SMALL ROOM FILLED WITH THE HEADS AND FACES OF SCORES OF YOUR DEAD BRETHREN, ONE ATOP THE OTHER LIKE LUMPY STACKS OF PANCAKES. RAGGEDY SCRAPS OF SKIN AND DRIPPING FLUIDS CONGEAL UPON THE FLOOR AS YOU STAND BETWEEN THE TOWERS OF FACES.

- THERE IS NOTHING REALLY HERE OF ANY USE, UNLESS THE PIGS WANT A GRISLY DISGUISE... AS ANOTHER PIG.

MONSTERS: ROLL D6: 1. A FLAYER, 2. A GUTTER, 3. A DECAPITATOR, 4-6. NOBODY.

FEATURE: ROLL D6: 1. ONE STACK OF HEADS IS PRECARIOUS. IF IT TOPPLES AND HITS A PIG IT DOES ID3 DAMAGE, 2. A FRIENDLY RAT HIDES, GNAWING ON THE EARS AND MAY BE OF HELP, 3. THE ROOM IS BLACKED OUT, 4. AN EXTRA DECAPITATOR IS ENGAGED IN A GRIZZLY HAND-PUPPET SHOW, 5. A NAKED DEVIL WITH A FACE LIKE GLAZED HAM IS HAVING SEX WITH A SEVERED PIG FACE, 6. ONE OF THE HEADS IS, UNACCOUNTABLY, STILL ALIVE AND WILL CONVERSE WITH THE PIGS QUITE HAPPILY.

BLOOD DRUMS

ROUND METAL CONTAINERS, LIKE THE ONES THAT SOMETIMES HAD FEED IN THEM, BUT THESE ARE SEALED AND THERE'S NO SMELL OF FOOD HERE, JUST THE COPPERY TANG OF BLOOD.

- THE BARRELS CAN BE ROLLED AS WEAPONS, DOING ID10 DAMAGE TO ANYONE STRUCK BY THEM, BUT THEY'RE SLOW RESULTING IN -2 TO ATTACK.
- THE BARRELS CAN BE OPENED TO FLOOD BLOOD IN THE AREA, A MONSTER STRUCK BY THIS IS STUNNED.
- THE BLOOD IN A BARREL IS ENOUGH TO HEAL A BLACK PUDDING MONSTER BY TEN HIT POINTS.

MONSTERS: ROLL D6: 1-3. A GUTTER, 4. A DECAPITATOR, 5-6. NOBODY.

FEATURE: ROLL D6: 1. ONE OF THE DRUMS IS TIPPED OVER, CONGEALED, STICKY PIG BLOOD ALL OVER THE FLOOR, 2. A BANGING AND GURGLING COMES FROM INSIDE A DRUM, BUT IF IT'S OPENED SOMEHOW THERE'S JUST A DEAD PIGLET IN THERE. 3. A BLACK PUDDING MONSTER LURKS AMONGST THE BARRELS, TRYING TO BREAK INTO A BARREL, 4. THE BARRELS ARE PRECARIOUSLY BALANCED AND IF THEY FALL OVER DO ID12 DAMAGE TO ANYONE STRUCK BY A FALLING BARREL, 5. THERE'S AN EXTRA DECAPITATOR ROLLING A BARREL IN AS THEY ARRIVE, 6. ROLL TWICE.

BLOOD GUTTERS

A TINY TRENCH WITH MOTTLED LIGHT SPECKLING IN FROM ABOVE. THE GUTTER IS THICK WITH HALF-CONCEALED BLOOD, SCABAMITES AND SCABATITES AND THE SHARP STINK OF IRON.

- SO LONG AS BLOOD REMAINS IN THE GUTTER, A BLACK PUDDING MONSTER REGAINS D6 HIT POINTS EVERY TURN.

MONSTERS: ROLL D6: 1-5. BLACK PUDDING MONSTER, 6. NOTHING.

FEATURE: ROLL D6: 1. A SECOND BLACK PUDDING MONSTER UNDER THE BLOOD, WAITING, 2. THE BLOOD BUBBLES, AS THOUGH SOMETHING IS BREATHING UNDERNEATH, 3. FRESH BLOOD IS BEING POURED IN FROM ABOVE, 4. CHEMICALS ARE SLICED IN FROM ABOVE TO LOOSEN THE CONGEALED BLOOD, THEY BURN FOR ID4 DAMAGE, 5. THE BLOOD IS SLOWING BEING DRAINED, 6. ROLL TWICE.

CORRIDOR

DISINFECTANT SCENTED, BLOODIED WITH BOOT PRINTS, LIGHTS AND SIGNS ON THE WALLS. THE SIGNS ARE SCRAWLED IN THE DEMON RUNES, TELLING YOU THE ROOM BEYOND – IF YOU COULD ONLY READ THEM. THE FLOOR TILES, THAT TIPPY-TAP UNDER YOUR TROTTERS.

- **CORRIDORS ONLY HAVE TWO POSSIBLE EXITS BUT NEVER END IN A DEAD END, NO MATTER WHAT. IF THE DOOR IS STUCK AND THE NORMAL WAYS OF OPENING IT FAIL, HAVE A FLAYER OPEN THE DOOR FROM THE OTHER SIDE.**

MONSTERS: ROLL D6: 1-5. NONE, 6. ROLL AGAIN (1-2. GUTTER, 3-4. FLAYER, 5-6. SCRAPER).

FEATURE: ROLL D6: 1. A MOP AND BUCKET, 2. FLICKERING LIGHTS, 3. NO LIGHTS, BUT A STEPLADDER AND A BOX WITH A REPLACEMENT BULB. 4. GRAFFITI ON THE WALL – NOT THAT THEY CAN READ IT, 5. THE DOOR TO THE NEXT ROOM IS JAMMED, 6. ROLL TWICE.

DISPOSAL PIT

A METAL-LINED PIT, SLAKED WITH BLOOD, FILLED WITH STEAMING GUTS, FEET, BONES AND BRAINS. A POOL OF BLOOD AND GUTS, IN INSIDE, OUTSIDE. A WOMB OF FILTH.

MONSTERS: ROLL D6: 1-2. A GUTTER EMPTYING A BUCKET OF WASTE INTO THE PIT, 3-4. TWO GUTTERS TOSSING A CARCASS INTO THE PIT. 5-6. NOTHING.

FEATURE: ROLL D6: 1. THE PIT IS NEARLY EMPTY, 2. THE PIT IS NEARLY FULL, 3. SOMEONE DROPPED THEIR BRAND NEW KNIFE INTO THE PIT (ID4+1) AND ITS HIDDEN IN THE GUTS, 4. A BLACK PUDDING MONSTER LURKS BENEATH THE MUCK, 5. THE WALKWAYS ISN'T SAFE AND HAS A DANGER SIGN ATTACHED TO IT, 6. ROLL TWICE.

ELECTRICAL ROOM

CABLES LINE THE WALLS, BOXES WITH LOCKED FRONT HUM AND BUZZ AS THOUGH FILLED WITH A MILLION HARMONIOUS BEES. THE AIR TASTES OF METAL AND SMELLS STRANGE, THE HAIRS ON YOUR SKIN RAISE UP THOUGH WHETHER IT'S FEAR OR SOMETHING ELSE YOU COULD NOT SAY.

MONSTERS: NONE.

FEATURE: ROLL D6: 1. ONE OF THE BOXES IS OPEN, BUT MESSING WITH IT MAY BE A BAD IDEA, 2. THERE IS A BOX OF TOOLS SET ON TOP OF ONE OF THE BOXES, 3. ONE OF THE BOXES IS CRACKLING, AND PERIODICALLY SETTING OUT HOT SPARKS, 4. ONE OF THE BOXES – THERE ARE FOUR – IS LIVE, A CABLE INSIDE SHORTED TO THE BOX, 5. A HELLPFUL RAT, WHO KNOWS ELECTRICS, IS UP ON THE CABLES, 6. ROLL TWICE.

EXIT

TWO DOORS. ONE RED. ONE BLUE. UNDERNEATH THEM A HINT OF NATURAL LIGHT, A BREATH OF FRESH AIR, OF DIRT AND GRASS RATHER THAN BLOOD AND METAL. THEY ARE ALL THAT REMAINS BETWEEN YOU – AND FREEDOM.

- **WHICHEVER DOOR THEY FLEE THROUGH, THEY MUST EACH MAKE A ROLL UNDER HALF THEIR DEXTERITY TO AVOID SHOTGUN FIRE FROM IRATE FARMERS STANDING WATCH. IF THEY ARE HIT THEY TAKE 4D6 DAMAGE, IF THEY ARE NOT HIT – OR SURVIVE – THEY ESCAPE BY RUNNING INTO THE WOODS – FREE AT LAST!**

MONSTERS: NONE.

FEATURE: NONE.

FLAYING

LIFELESS BODIES, EMPTIED OF THEIR GUTS, SWUNG ONTO METAL TABLES WITH A THUMP WHERE RAZORED KNIVES SPLIT AND PEEL THE SKIN INTO LITTLE PIGGY JACKETS AND LEAVE THE MEAT NAKED AND UNCOVERED.

MONSTERS: 1D6-2 FLAYERS.

FEATURE: ROLL D6: 1. AN EXTRA PAIR OF GUTTERS, PUSHING A TROLLEY INTO THE ROOM WITH MORE CARCASSES ON IT, 2. ONE OF THE FLAYERS HAS MADE A PIG-FACE MASK FROM A SKINNED PIG AND IS WEARING IT, 3. ONE OF THE SKINS IS 'ALIVE' AND WANTS TO BE WORN BY ONE OF THE PIGS, PROVIDING +1 ARMOUR, 4. A FRIENDLY RAT WHO CLAIMS TO BE ABLE TO DISGUISE THEM AS PROCESSED CARCASSES BY HARMLESSLY PEELING THEIR SKIN OFF, HE CAN'T, 5. A DROPPED KNIFE RESTS IN THE BLOOD GUTTER, 6. ROLL TWICE.

FREEZER

BLINDING WHITE. SLICK FOOTING. BREATH MAKES LITTLE, PUFFING CLOUDS. IT'S WINTER IN A ROOM. ICICLES HANGING DOWN AND FROZEN CORPSES SWINGING FROM HOOKS OR SITTING IN BLOCKS OF ICE ALL AROUND.

- MONSTERS HERE ARE WRAPPED UP IN COLD-WEATHER GEAR THAT GIVES THEM +1 ARMOUR.

MONSTERS: 1D6-3 GUTTERS, ARMED WITH HOOKS. HOOKS DIG INTO AND HOLD SOMEONE HIT BY THEM ON A CRITICAL, MEANING AN AUTOMATIC HIT EVERY TURN UNTIL THEY PULL FREE (ROLL UNDER HALF STRENGTH AS THEIR COMBAT ACTION). HOOKS DO 1D4 DAMAGE.

FEATURE: ROLL D6: 1. THE ROOM IS COMPLETELY FULL OF ICE WHICH MUST BE MOVED OR CUT THROUGH TO PROCEED, 2. THERE IS AN EXTRA GUTTER HERE WITH A MOTORISED ICE-SAW CUTTER THAT DOES 1D2 DAMAGE BUT CAN ONLY BE RUN FOR 10 ATTACKS BEFORE LOSING POWER OR BREAKING, 3. A FROZEN PIG-HEAD IS IN THE STACK, BLINKING, BUT IF IT'S BROKEN OUT IT JUST DIES, 4. THE ROOM IS EMPTY, JUST HANGING HOOKS AND FROST, 5. THE FREEZER HAS BROKEN DOWN AND EVERYTHING IS SLOWLY MELTING, 6. ROLL TWICE.

GAS PLANT

ROARING FLAME CONTAINED IN A GREAT IRON BOX. PIPES FEED IT STRANGE AIR AND SCALDING WATER IS CARRIED AWAY BY MORE. BLUE-YELLOW FLAME THROUGH BLACKENED GLASS, THE ONLY WARM ROOM IN THE HOUSE.

- BROKEN PIPES WILL SPEW FLAME AND GAS FOR 1D10 DAMAGE, OR BOILING WATER FOR 1D8 SCALDING DAMAGE. EITHER WILL FILL THE ROOM WITH SMOKE OR STEAM, BLOCKING LINE OF SIGHT.

MONSTERS: NONE.

FEATURE: ROLL D6: 1. A FRIENDLY RAT COLONY LIVING AMONGST THE PIPES FOR WARMTH, 2. WATER DRIPS FROM POORLY FITTED PIPES, 3. LEAKING GAS MEANS ANY SPARK COULD EXPLODE THE ROOM (4D6 DAMAGE), 4. THE FURNACE IS OPEN, EXPOSING THE FLAME (BEING PUSHED INTO IT DOES 2D6 DAMAGE AND SETS YOU ON FIRE FOR 1D4 PER TURN), 5. NO SPECIAL FEATURE, 6. ROLL TWICE.

GUTTING

THE STINK OF THINGS THAT ARE BETTER IN THAN OUT. THE RED OF BLOOD MINGLED WITH THE BROWNS AND GREENS OF LIVER, LIGHTS, STOMACHS AND INTESTINES. RIPPING AND SCOOPING, THE MESSY BUSINESS OF LIFE LAID BARE AND THROWN ASIDE IN DISGUST.

MONSTERS: ID6-2 GUTTERS (MINIMUM 1) AND (ROLL D6)... 1. DECAPITATOR, 2. FLAYER, 3. SCRAPER, 4-6. NONE.

FEATURE: ROLL D6: 1. THE FLOOR IS SLIPPERY AND DANGEROUS WITH SPILLED GUTS, 2. A SCRAPER IS HERE WITH A GUT TROLLEY, READY TO LEAVE, 3. A FRIENDLY RAT IS HIDDEN AMONGST THE GUTS, FEASTING, 4. THE GUTTERS ARE RESTING WHILE ONE OF THEIR NUMBER HOSES DOWN THE ROOM, 5. MORE CARCASSES ARE BEING WHEELED IN BY A SCRAPER, STACKED HIGH ON A TROLLEY, 6. ROLL TWICE.

HANGING MEAT

FROM GLITTERING ROPES OF METAL HANG THE DEAD, SWINGING TO AND FRO, DRIPPING THEIR FAT AND BLOOD UPON THE SLATTED FLOOR. A GROTESQUE FOREST OF PECULIAR, DANGLING FRUIT.

- IN THIS ROOM ATTACKS AT RANGE ARE PENALISED BY -2 DUE TO THE HANGING MEAT BEING IN THE WAY.
- YOU CAN SHOVE A HANGING CARCASS AT SOMEONE, ATTACKING AT -4. IT DOES ID4 DAMAGE AND STUNS THEM, CAUSING THEM TO MISS THEIR NEXT ACTION (IF IT HITS).

MONSTERS: ROLL D6: 1-2. NOBODY. 3-4. 1 GUTTER, 5. ONE FLAYER, 6. ONE SCRAPER.

FEATURE: ROLL D6: 1. THE HOOKS ARE EMPTY, 2. THE ROOM IS COMPLETELY FULL OF HANGING BODIES, TO THE POINT WHERE THERE'S HARDLY ANY ROOM, 3. A FRIENDLY RAT IS HIDING IN THE BODY CAVITY OF ONE OF THE CORPSES, 4. ONE OF THE HEADLESS, GUTTED PIG CORPSES IS SOMEHOW SQUEALING AND WRITHING ON ITS HOOK – THE MONSTERS IGNORE IT – UNHOOKED IT SIMPLY DIES, 5. THE FLOOR GRATING IS MISSING, MEANING EVERYONE HAS TO WADE THROUGH BLOOD, FAT AND MUCK, 6. ROLL TWICE.

INCINERATOR

A ROARING, ALL-DEVOURING FIRE, A FLAME GOD OF DEATH THAT CONSUMES BONES, REMAINS, SOULS AND SHOOTS THEM INTO THE HEAVENS.

- THE INCINERATOR IS A MINOR FIRE GOD. IT REACHES OUT WITH ITS FIRE TO ANY PIG WHO GETS TOO CLOSE, WANTING TO BURN THEM AND DOING D6 DAMAGE (ONLY ONE TARGET).
- PLEASING THE FIRE GOD EARNS THE PIGS D6 'BLESSING' POINTS, WHICH CAN BE SPENT TO BOOST ANY ROLLS.
- WHILE IT WILL KEEP TO THOSE DEALS IT MAKES, THE FIRE IS A LYING, HUNGERING BASTARD.

MONSTERS: ROLL D6: 1-4. NONE. 5. DECAPITATOR (BRINGING WASTE TO BURN), 6. GUTTER (BRINGING WASTE TO BURN).

FEATURE: ROLL D6: 1. THE FIRE IS OUT, 2. THE FIRE BURNS GREEN INSTEAD OF RED/YELLOW, 3. THE FIRE BURNS LOW, AND WANTS TO BE REKINDLED, 4. THE FIRE RAGES, DOUBLING ITS RANGE AND INCREASING ITS DAMAGE TO ID8, 5. PIG'S SCREAMING FACES CAN BE SEEN IN THE FLAME, 6. ROLL TWICE.

LAIRAGE

CHEEK BY JOWL, FLANK BY FLANK, SNOUT TO ARSE. A GRUNTING, COWED HORDE, PENNED BY METAL WITH NOTHING TO DO BUT WAIT FOR DEATH.

- THIS IS THE ROOM THE GAME STARTS IN.
- THE OTHER PIGS ARE COWED, QUIET, TERRIFIED, BARELY RESPONSIVE. THEY WON'T FLEE OR FIGHT OR DO ANYTHING THE PLAYERS WANT.

MONSTERS: NONE.

FEATURE: NONE.

MEAT MARKET

BRIGHT LIGHT! SUNSHINE! AIR! ARE YOU FREE? NO. THERE IS A FENCE, THERE ARE TABLES, THERE ARE DEMONS EVERYWHERE. THEY STOP, LOOK, POINT, DROP MEAT FROM YOUR FALLEN BRETHREN UPON THEIR TABLES AND THEY BEGIN TO POINT AND SCREAM.

- THIS MEAT MARKET IS SET JUST OUTSIDE THE BUILDING. IT'S STALLS FOR THE SLAUGHTERHOUSE TO SELL DIRECTLY TO THE PUBLIC.
- THE MARKET IS OUTSIDE — BLUE SKY — BUT HAS A DIRT FLOOR AND BIG FENCES AROUND IT, TOPPED WITH RAZORWIRE.

MONSTERS: 1D3 DECAPITATORS. 3D6 CIVILIANS (THEY WILL NOT FIGHT, ONLY FLEE, BUT WILL NOT LET THE PIGS OUT).

FEATURE: ROLL D6: 1. A GUTTER IS DELIVERING A BOX OF OFFAL TO THE MARKET, 2. THERE ARE A FEW PIGLETS CAGED ON ONE OF THE MARKET STALLS, 3. THERE'S A BLADE SHARPENER WHEEL HERE, ANY METAL WEAPONS CAN BE SHARPENED FOR +1 DAMAGE, 4. THERE IS A KITCHEN STAND HERE, SERVING COOKED PORK. THERE ARE VEGETABLES AND OTHER FOOD THAT CAN BE EATEN TO REGAIN ONE HIT POINT, 5. CHICKENS PECK AND SCRATCH AT THE DIRT BETWEEN THE PEOPLE AT THE MARKET. 6. ROLL TWICE.

OFFICE

SUDDENLY IT'S CLEAN. TIDY. THROUGH ONE DOOR AND THE SLAUGHTERHOUSE DISAPPEARS AS IF IT NEVER WAS. DEMON VOICES BABBLE FROM A BOX ON A DESK. PAPERS ARE STABBED TO THE WALL WITH TINY NEEDLES, HUMMING BOXES SPILL BLUE-WHITE LIGHT INTO THE ROOM AND THE DEMONS ARE STRANGE, CLEAN AND BRIGHT AND NOT IN SKINS.

- THESE ARE THE OFFICES OF THE PLACE WHERE ITS BUSINESS IS CONDUCTED. THEY'RE CLEAN AND FAR REMOVED FROM THE HORRORS OF THE SLAUGHTERHOUSE. ONE PLACE WHERE THE PIGS COULD REST.
- THE DEVILS ARE THE ONLY ONES WHO MIGHT TALK TO THE PIGS OR NOT REACT WITH VIOLENCE.

MONSTERS: 1D3 DEVILS.

FEATURE: ROLL D6 1. AN EXTRA FEMALE DEVIL AT A DESK, SO ENGROSSED IN HER PHONE SHE DOESN'T NOTICE THEM, 2. THERE ARE SMALL, FURRY PRETEND PIGS ON ALL THE DESKS, 3. THERE'S A THICK, DOUBLE-GLASS SECURITY WINDOW LOOKING OUTSIDE TO GREEN GREEN GRASS, BUT IT'S UNBREAKABLE BY NORMAL MEANS AND HARD TO CLIMB OUT OF, 4. THE OFFICE WAS A WATER-COOLER OF PURE, CLEAN WATER WHICH IF DRUNK AND SHARED CAN HEAL 1HP, 5. CHOCOLATE SNACKS ARE HIDDEN IN THE BOTTOM DRAWER OF ONE OF THE DESKS AND IF EATEN WILL RESTORE 2 HIT POINTS TO ONE PIG. 6. ROLL TWICE.

SALT STORAGE

SACKS OF WHITE CRYSTALS THAT SUCK THE MOISTURE OUT OF THE AIR AND GIVE THE AIR A CHEMICAL TANG IN RETURN.

- THE SALT IS CURING SALT, SAFE BUT NOT NECESSARILY AS PLEASANT AS REGULAR SALT TO BE CONSUMED – AND IT WILL DO LITTLE FOR YOU.

MONSTERS: ROLL D6: 1. A FLAYER, 2. A SCRAPER, 3-6. NONE.

FEATURE: ROLL D6: 1. ANOTHER FLAYER FETCHING A SACK OF SALT, 2. A DRIED OUT AND PRESERVED RAT LAYS IN ONE OF THE SACKS, 3. ONE OF THE SACKS HAS A PIG CARCASS IN IT, 4. ONE OF THE SACKS ISN'T CURING SALT, BUT CAUSTIC SODA CRYSTALS (LYE), A STRONG SOLUTION OF THIS WILL DO ID8/ID6/ID4 DAMAGE OVER THREE TURNS – BUT THE PIGS CAN'T READ THE SACK, 5. THERE'S A STACK OF EMPTY SACKS, WHICH MIGHT BE ABLE TO BE PUT TO SOME USE.

SCALDING TANKS

BOILING TANKS OF SEETHING WATER, STEAM RISING, HOT WATER DRIPPING FROM EVERY SURFACE AND THE HISS OF SCALDING FLESH.

MONSTERS: ID6-2 FLAYERS (MINIMUM 1).

FEATURE: ROLL D6: 1. A PIG ABOUT TO BE TOSSED INTO THE WATER HAS NOT BEEN GUTTED AND IS STILL ALIVE, SQUEALING FOR MERCY OR HELP!, 2. A CORPSE IS HEAVED INTO THE BOILING WATER, SPLASHING SCALDING WATER OVER THE EDGE OF THE TANKS. AVOID IT OR TAKE ID4 DAMAGE, 3. THE GANGWAYS ARE FRAGILE (1/6 CHANCE OF GIVING AWAY DURING A FIGHT), 4. ONE OF THE TANKS IS EMPTY, 5. ONE OF THE TANKS IS COLD, 6. ROLL TWICE.

SCRAPING ROOM

SPLAYED OUT LIKE PIG-GLOVES, SCRAPPED AND SCRATCHED, SALTED AND SLICED. THE EMPTY PIG-SACKS THAT WERE ONCE YOUR BROTHERS AND SISTERS ARE GIVEN THEIR FINAL INDIGNITIES.

MONSTERS: ID6-2 FLAYERS (MINIMUM 1)

FEATURE: ROLL D6: 1. ONE OF THE FLAYERS IS WEARING A BIG PIG SKIN AND HAS +1 ARMOUR, 2. THE FLAYERS ARE WAITING AROUND FOR NEW SKINS TO PROCESS, 3. A GUTTER IS PRESENT WITH A TROLLEY-LOAD OF WET SKINS, 4. AN EXTRA FLAYER IS DELIVERING A SACK OF SALT, 5.

SEWERS

A METAL PIPE, STEEL GUTS FUNNELLING
SLOPPY SLURRY OUT — HEAVEN KNOWS WHERE.
STINKING, SLOPPING, WADING MUCK.

- THE STINKING MUCK IS SO THICK THAT EVERY ROLL THE PIGS MAKE DOWN HERE IS MADE AT -1.
- THE GUNK FLOWS IN THROUGH A METAL GRILLE AND OUT THROUGH ANOTHER.

MONSTERS: ROLL D6: 1-5. NONE, 6. BLACK PUDDING MONSTER.

FEATURE: ROLL D6: 1. THE SEWER IS EMPTY AT THE MOMENT — OR NEARLY EMPTY — AND CREATES NO PENALTY, 2. THE SEWER IS NECK DEEP, THE PENALTY IS INCREASED TO -2, 3. A NEST OF FRIENDLY RATS LIVES DOWN HERE, 4. AN INSANE NEST OF RATS LIVES DOWN HERE, DRIVEN MAD AND RABID BY THE GASES, 5. THE SEWER IS FULL OF DANGEROUSLY EXPLOSIVE GAS, IF THERE'S ANY SPARKS, 6. ROLL TWICE.

SLAUGHTER FLOOR

A CIRCLE OF HELL, FOR PIGS. BOUND AND STUNNED, SLITTED AND BLED. DEMONIC MACHINES WHIRL THE TWITCHING CORPSES IN INTRICATE SPIRALS WHILE BLOOD AND PISS AND SHIT DRIP AND SOAK THROUGH THE GRILLED FLOOR AND THE DEMON SENTRIES ATTEND TO THEIR DARK WORK.

- CONVEYORS AND MACHINES MOVE BODIES AROUND, IT'S POSSIBLE TO GET CAUGHT UP IN THE MACHINES AND FORCIBLY MOVED OR MANGLED AT THE GAMES MASTER'S DISCRETION.

MONSTERS: ROLL D6: 1D6 MONSTERS, ROLL FOR EACH: 1-2. STUNNER, 3-4. SHOCKER, 5-6 DECAPITATOR.

FEATURE: ROLL D6: 1. THE CHARACTERS ARE THE ONLY PIGS IN THE ROOM, 2. THE ROOM IS FILLED WITH PANICKED, COWED PIGS WAITING FOR SLAUGHTER, 3. THE MACHINES ARE POORLY MAINTAINED AND DANGEROUS, MAKING AN AUTOMATIC ATTACK AT +0 FOR 1D4 DAMAGE TO ANYONE STANDING NEXT TO THEM AT THE END OF A TURN, 4. 1D6 ROUNDS INTO ANY FIGHT A PIG CORPSE FLIES OFF A MACHINE IN A RANDOM DIRECTION. IT DOES D6 DAMAGE TO ANYONE IT HITS, 5. THE GRILLES ARE SLIPPERY, RUNNING REQUIRES A DEXTERITY SAVE OR A SLIP UP, TAKING 1 HP DAMAGE AND ENDING THEIR TURN, 6. ROLL TWICE.

WATER TANKS

GREAT METAL TANKS THAT SLOSH AND DRIP, COOL TO THE TOUCH, CLAMMY WITH MOISTURE. OCCASIONALLY THEY GURGLE, HIDDEN BUBBLES RUSHING THROUGH THE LIQUID. A METAL STOMACH TO THE HUNGRY BEAST?

MONSTERS: NONE.

FEATURE: ROLL D6: 1. ONE OF THE TANKS HAS A STEADY LEAK AND A SCRAPER IS HERE TRYING TO FIX IT WITH A TOOL BOX, 2. A COLONY OF FRIENDLY RATS LIVES IN ONE OF THE WATER TANKS, 3. THE SLIGHTEST KNOCK WILL BURST ONE OF THE TANKS, FLOODING THE ROOM, 4. A RUNAWAY PIGLET IS TRAPPED IN ONE OF THE TANKS SOMEHOW, 5. THE WATER IN ONE OF THE TANKS IS COOL AND FRESH ENOUGH THAT BATHING IN IT AND DRINKING IT WILL RESTORE 1HP, 6. ROLL TWICE.

THE DEMONS

THE SLAUGHTERHOUSE IS FILLED WITH DANGEROUS ENEMIES WHO CAN MAKE SHORT WORK — INDEED — OF AN UNWARY PIG.

SAVES: IF A DEMON HAS CAUSE TO MAKE A SAVE, THEY ROLL ON THIS.

HIT POINTS: THE NUMBER OF HIT DICE (D8s) FOLLOWED BY THE AVERAGE HIT POINTS. JUST USE THE AVERAGE, IT'S EASIER.

ATTACK: THE BONUS TO THE DEMON'S D20 ROLL TO ATTACK — FOR ALL KINDS OF ATTACKS.

DEFENCE CLASS: HOW DIFFICULT IT IS TO HIT THE DEMON.

INITIATIVE: THE BONUS TO THE DEMON'S INITIATIVE ROLL.

ARMOUR: HOW MUCH ANY INCOMING DAMAGE TO THE DEMON IS REDUCED BY.

SPECIAL: ANY SPECIAL ABILITIES THE DEMON HAS.

MOVE: IN SQUARES, PER TURN.

GEAR: WHAT ARMOUR AND WEAPONS — AND OTHER THINGS — THE DEMON MIGHT BE CARRYING.

BLACK PUDDING MONSTER

A WRITHING MASS OF CONGEALED BLOOD AND DETRITUS OOZES INTO VIEW, REACHING FOR YOU WITH ITS REDDISH-BLACK TENTACLES, HUNGRY FOR MORE BLOOD.

SAVES: 3

HIT POINTS: 6D8 (27)

ATTACK: +0

DEFENCE CLASS: 9

INITIATIVE: +0

ARMOUR: 2

SPECIAL: BLACK PUDDINGS TAKE HALF DAMAGE (ROUND UP) FROM BLUNT WEAPONS. EVERY HIT THAT THE BLACK PUDDING MAKES THAT DOES DAMAGE, THEY HEAL (OR EVEN GAIN!) A HIT POINT. THEY CAN MAKE TWO ATTACKS PER TURN, BUT THEY HAVE TO BE ON SEPARATE TARGETS.

MOVE: 4 SQUARES.

GEAR: NONE.

STUNNER

THE SHAMBLING DEMON HOLDS A STRANGE DEVICE IN ITS HAND. WHEN IT PULLS A TRIGGER AIR HISSES FROM THE BOTTLES ON ITS BACK AND A PISTON THUMPS IN THE DEVICE, AIMED TOWARDS YOUR HEADS.

SAVES: 5

HIT POINTS: 2D8 (9)

ATTACK: +0

DEFENCE CLASS: 10

INITIATIVE: +1

ARMOUR: 1

SPECIAL: THE STUNNER DOES 1D6 DAMAGE AND STUNS THE TARGET (AUTOMATICALLY), MAKING THEM MISS THEIR TURN IF THEY'RE HIT. TWO TURNS ON A CRITICAL HIT. REMOVED FROM THE STUNNER, THEIR WEAPON HAS ENOUGH AIR FOR 2D6 ATTACKS.

MOVE: 5 SQUARES.

GEAR: STUNNER (1D6 DAMAGE, STUN), LEATHER APRON.

SHOCKER

THE WEASEL-FACED DEMON-CREATURE LOOKS IMPERIOUSLY DOWN UPON YOU, SWISHING THE AIR WITH A CRACKLING WAND, SPARKING BLUE.

SAVES: 6

HIT POINTS: 1D8 (5)

ATTACK: +2

DEFENCE CLASS: 12

INITIATIVE: +1

ARMOUR: 0

SPECIAL: THE PROD THAT THE SHOCKER USES DOES 1D4 DAMAGE AND FORCES A CONSTITUTION SAVE OR THE TARGET IS STUNNED FOR ONE TURN, TWO TURNS ON A CRITICAL HIT. REMOVED FROM THE SHOCKER, THEIR WEAPON HAS ENOUGH CHARGE FOR 2D6 ATTACKS.

MOVE: 6 SQUARES.

GEAR: SHOCKER (1D4 DAMAGE, STUN), OVERALLS.

DECAPITATOR

THE HULKING DEMON DRAGS A HUGE-BLADED AXE BEHIND IT, SPARKS SCRAPING OFF THE GROUND WITH A METALLIC SCREECH AS IT STALKS TOWARDS YOU. “PIIIIGGGGGG...”

SAVES: 6

HIT POINTS: 3D8 (14)

ATTACK: +2

DEFENCE CLASS: 12

INITIATIVE: +0

ARMOUR: 2

SPECIAL: NONE.

MOVE: 4 SQUARES.

GEAR: THE DECAPITATOR’S AXE DOES D12 DAMAGE ON A STRIKE. HEAVY GLOVES AND LEATHER APRONS GIVE THEM GOOD PROTECTION FROM HARM.

FLAYER

HUNCHED AND DARTING IN ITS MOVEMENTS, THIS LEATHER-CLAD DEMON CARRIES A GLITTERINGLY SHARP BLADE IN ITS HAND, TWITCHING IT BACK AND FORTH IN ANTICIPATION.

SAVES: 7

HIT POINTS: 1D8 (5)

ATTACK: +1

DEFENCE CLASS: 12

INITIATIVE: +2

ARMOUR: 1

SPECIAL: THE FLAYER IS ARMED WITH A HUGELY SHARP SKINNING KNIFE. IT DOES 1D4 DAMAGE AND ON A CRITICAL HIT CAUSES A BLEEDING WOUND THAT DOES 1 HIT POINT OF DAMAGE PER TURN FOR D6 TURNS.

MOVE: 5 SQUARES.

GEAR: THE FLAYER IS ARMED WITH A RAZORED KNIFE AND WEARS A LEATHER APRON AND RUBBER GLOVES.

GUTTER

BULGING, MUSCULAR ARMS END IN A HOOKED KNIFE, CURVED INTO A WICKED BEAK AND SLICK WITH BLOOD AND JUICES FROM HACKING OUT INNARDS.

SAVES: 5

HIT POINTS: 2D8 (9)

ATTACK: +0

DEFENCE CLASS: 10

INITIATIVE: +0

ARMOUR: 1

SPECIAL: THE GUTTER’S HOOK KNIFE DOES 1D4 DAMAGE, BUT IF IT DOES ANY DAMAGE AT ALL IT IMMEDIATELY DOES ANOTHER 2 DAMAGE AS IT RIPS AND CUTS.

MOVE: 5 SQUARES.

GEAR: GUTTING KNIFE 1D4 (+2) DAMAGE, LEATHER APRON AND GLOVES.

SCRAPER

PEPPERED WITH TINY GOBBETS OF FLESH, THE DEMON HOLDS A FILTHY METAL SCRAPER IN BOTH HANDS.

SAVES: 5

HIT POINTS: 2D8 (9)

ATTACK: +0

DEFENCE CLASS: 11

INITIATIVE: +0

ARMOUR: 1

SPECIAL: THE METAL FLESH-SCRAPER THEY WIELD AS A WEAPON IS SMALL, BUT TAKES BOTH HANDS. IT DOES 1D4+1 DAMAGE AND ON A CRITICAL HIT DESTROYS ONE POINT OF ARMOUR.

MOVE: 5 SQUARES.

GEAR: SCRAPER (1D4+1 – ARMOUR DESTROYING), LEATHER APRON AND GLOVES.

THE DEVIL

THIS CREATURE IS CLEAN, TIDY, NEAT. IT'S FACE IS... SMILING AS IT LOOKS AT YOU, THOUGH THE SMILE NEVER QUITE TOUCHES ITS EYES.

SAVES: 6

HIT POINTS: 3D8 (14)

ATTACK: +0

DEFENCE CLASS: 12

INITIATIVE: +2

ARMOUR: 0

SPECIAL: THE DEVILS ARE THE OFFICE WORKERS IN THE SLAUGHTERHOUSE, THE ONES WHO ORGANISE THE SALE OF THE MEAT AND OTHER PRODUCTS. FOR SOME REASON THEY ARE THE ONLY ONES CAPABLE OF UNDERSTANDING OR SPEAKING TO THE PIGS – NOT THAT THEY CARE AND WILL ONLY DO THIS TO LIE TO THEM OR TO CONVINCE THEM TO BE SLAUGHTERED.

MOVE: 6 SQUARES.

GEAR: NONE. DEVILS DO 1D4-1 WITH THEIR HANDS, TEETH AND NAILS SHOULD THEY GET INTO A FIGHT, BUT THEY DON'T LIKE TO FIGHT.

RATS (SWARM)

SAVES: 7

HIT POINTS: 3D8 (14)

ATTACK: +2

DEFENCE CLASS: 12

INITIATIVE: +3

ARMOUR: 3 (IT'S HARD TO LAND AN EFFECTIVE HIT ON A SWARM)

SPECIAL: SWARMING RAT-BITES THAT CAUSE A HIT DO 1D4 X 1D4 DAMAGE (1-16) FROM THE MULTITUDE OF BITES. RATS ARE INTELLIGENT AND CAN TALK WITH PIGS AND THE OFFICE DEVILS. THEY TEND TO BE SYMPATHETIC BUT MERCENARY, DOING FAVOURS FOR 'QUESTS' OR REWARDS.

MOVE: 8 SQUARES.

GEAR: STRING, COINS AND OTHER ODD LITTLE LOST ITEMS.

RAT (SINGLE)

SAVES: 8

HIT POINTS: 2

ATTACK: +1

DEFENCE CLASS: 14

INITIATIVE: +4

ARMOUR: 0

SPECIAL: RATS ARE SNEAKY AND HARD TO SEE.

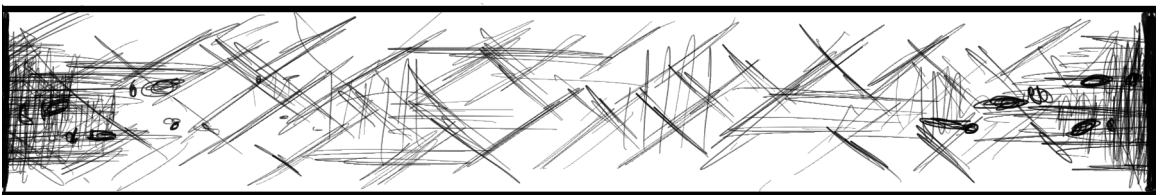
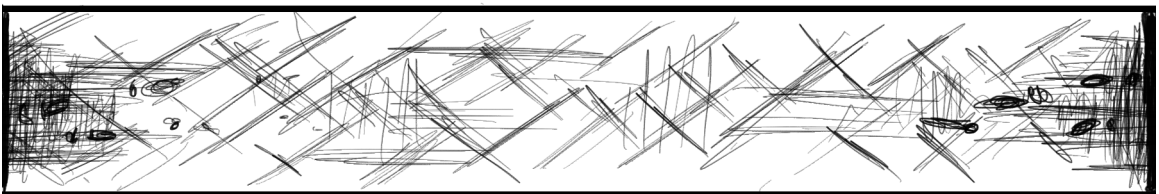
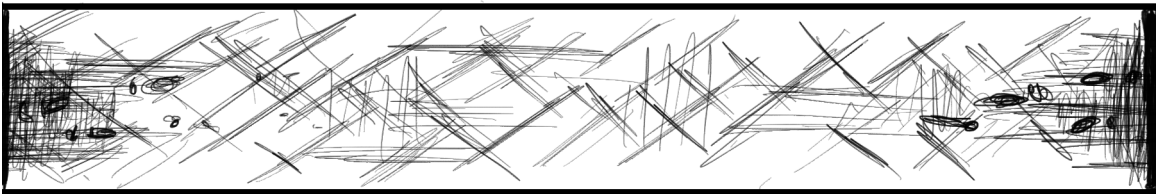
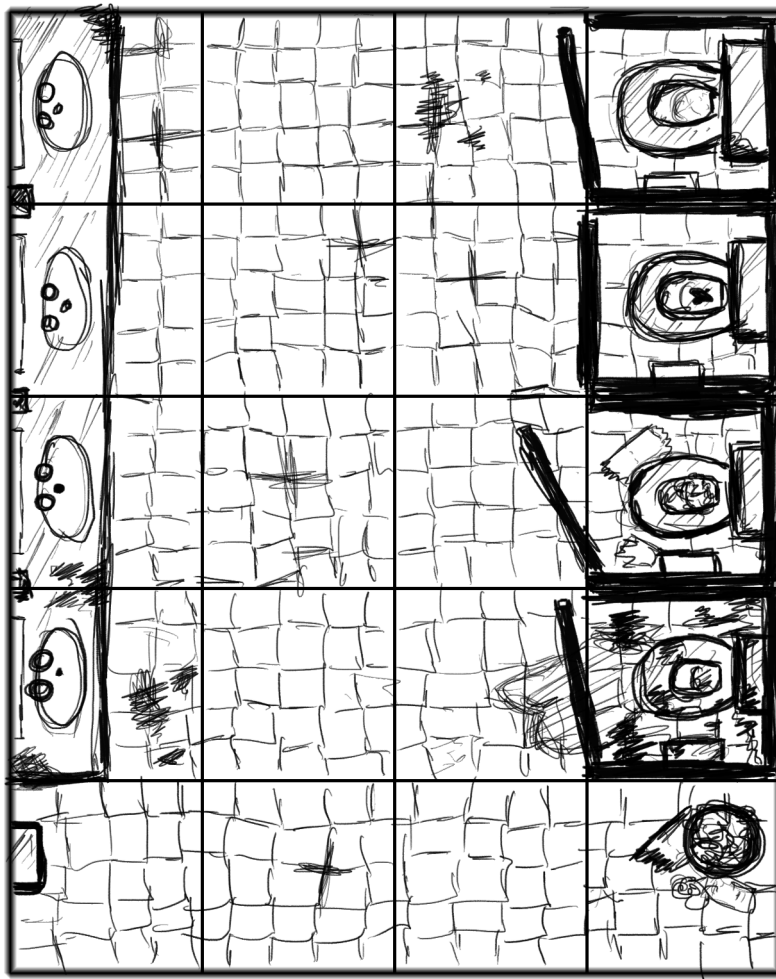
CONSIDER A SINGULAR RAT TO HAVE STEALTH 5.

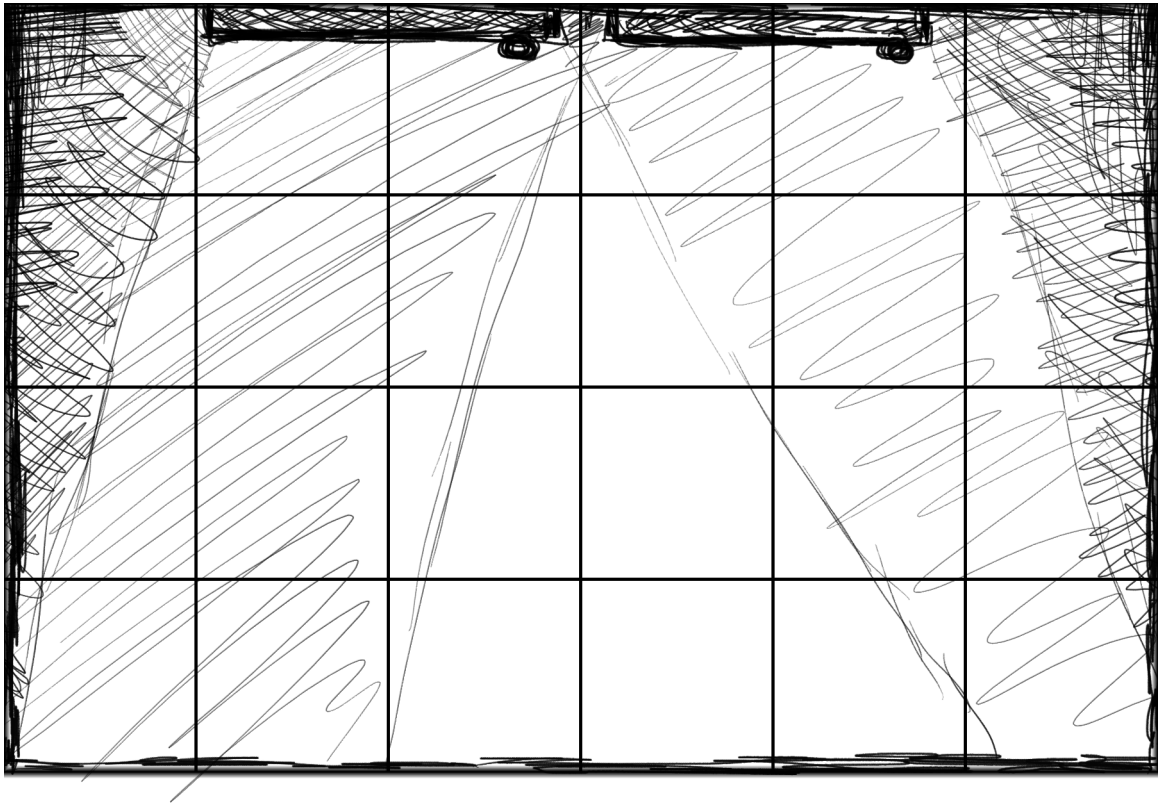
A RAT BITE DOES 1D2 DAMAGE.

MOVE: 8 SQUARES.

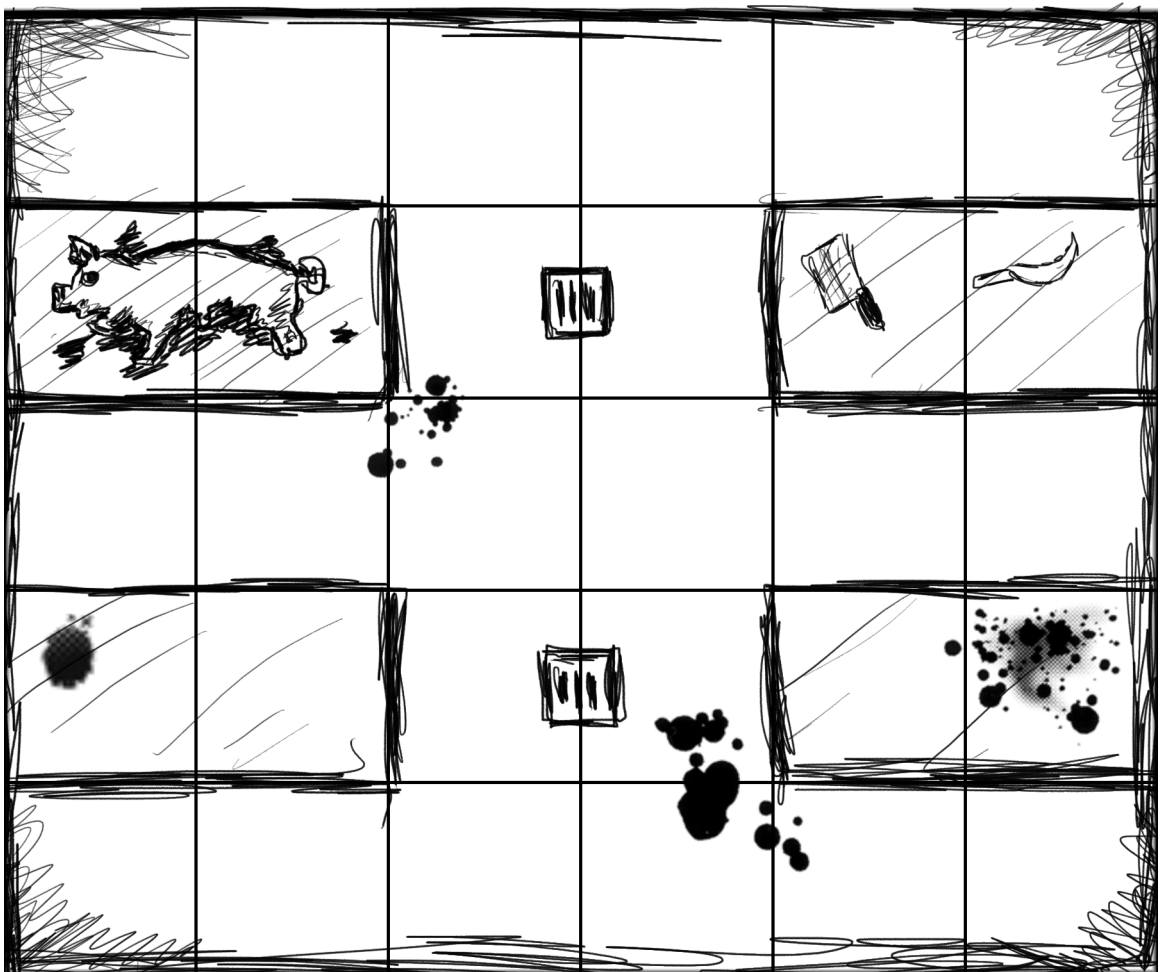
GEAR: STRING, COINS AND OTHER ODD LITTLE LOST ITEMS.

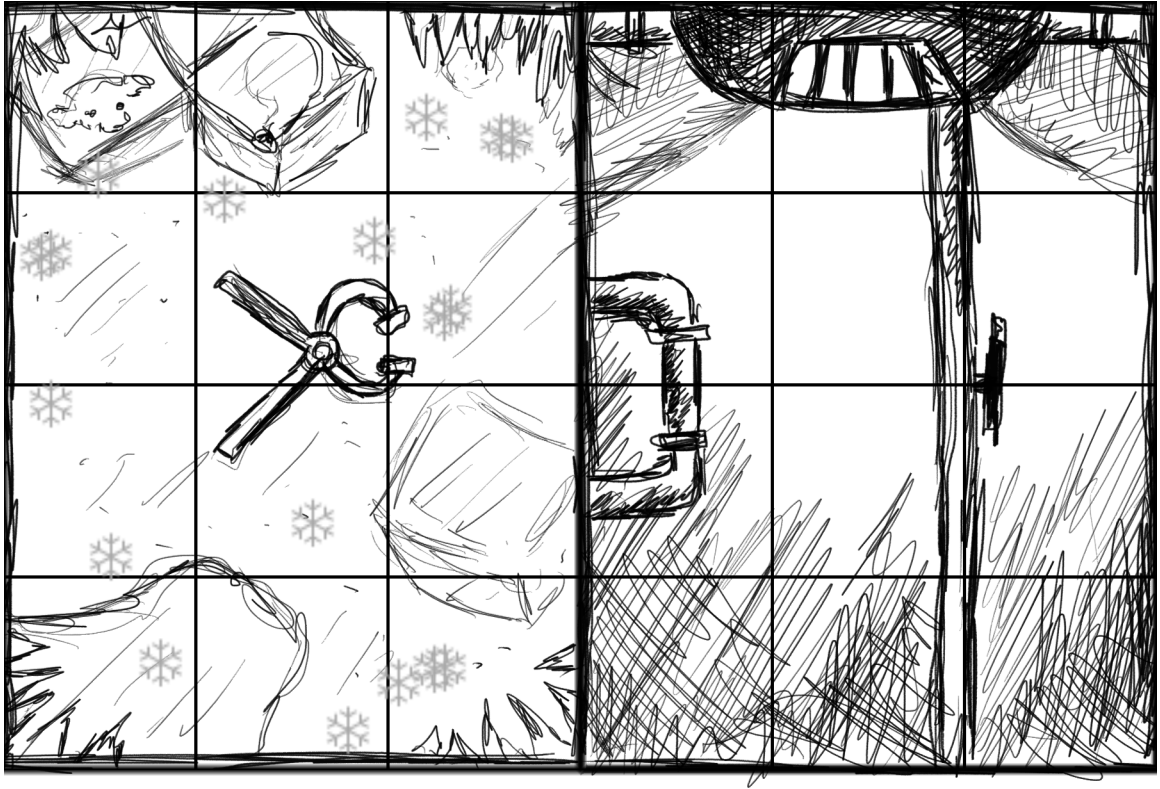
Amenities & Corridors



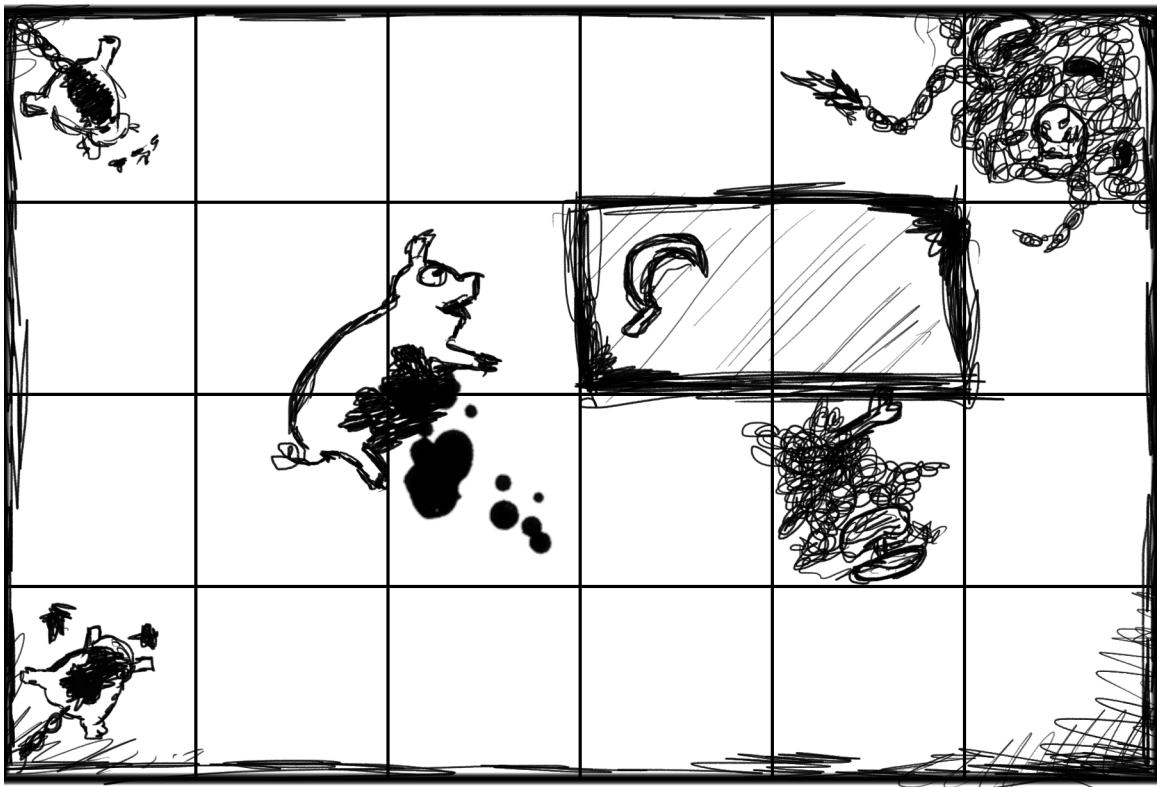


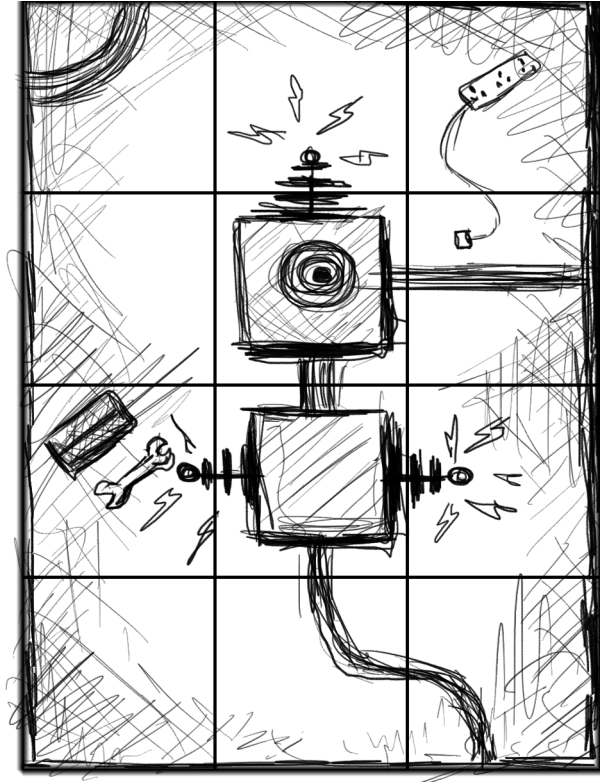
Exit & Flaying



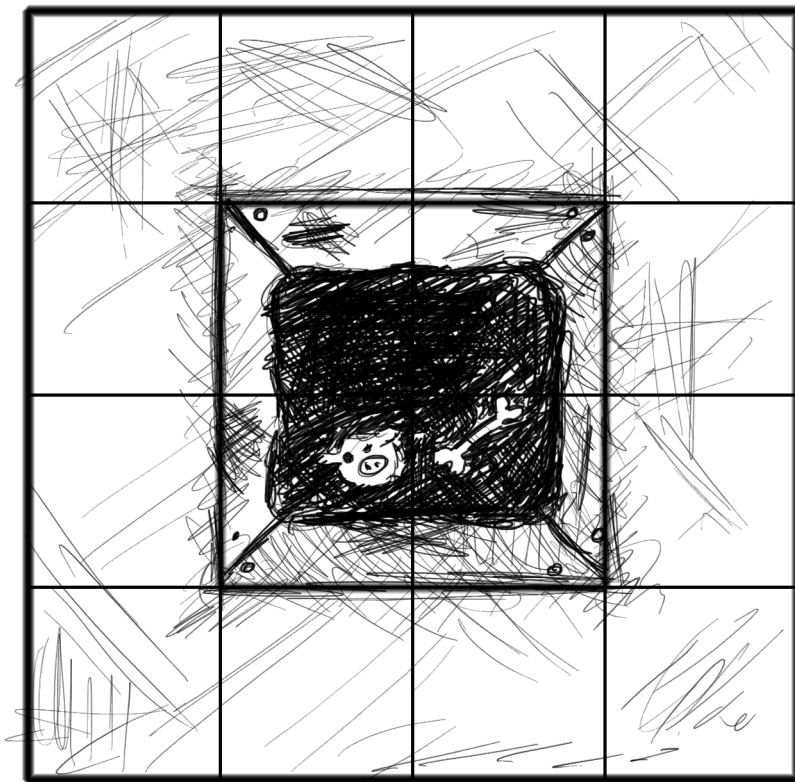


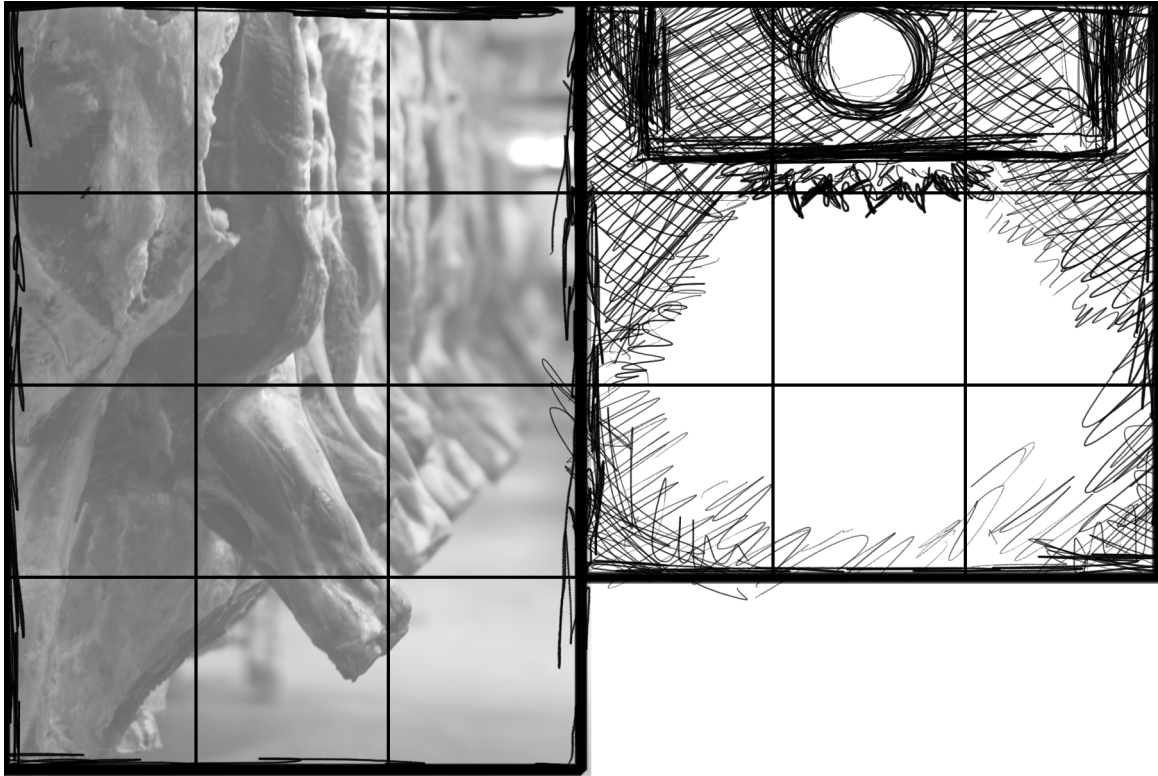
Freezer, Gas & Gutting



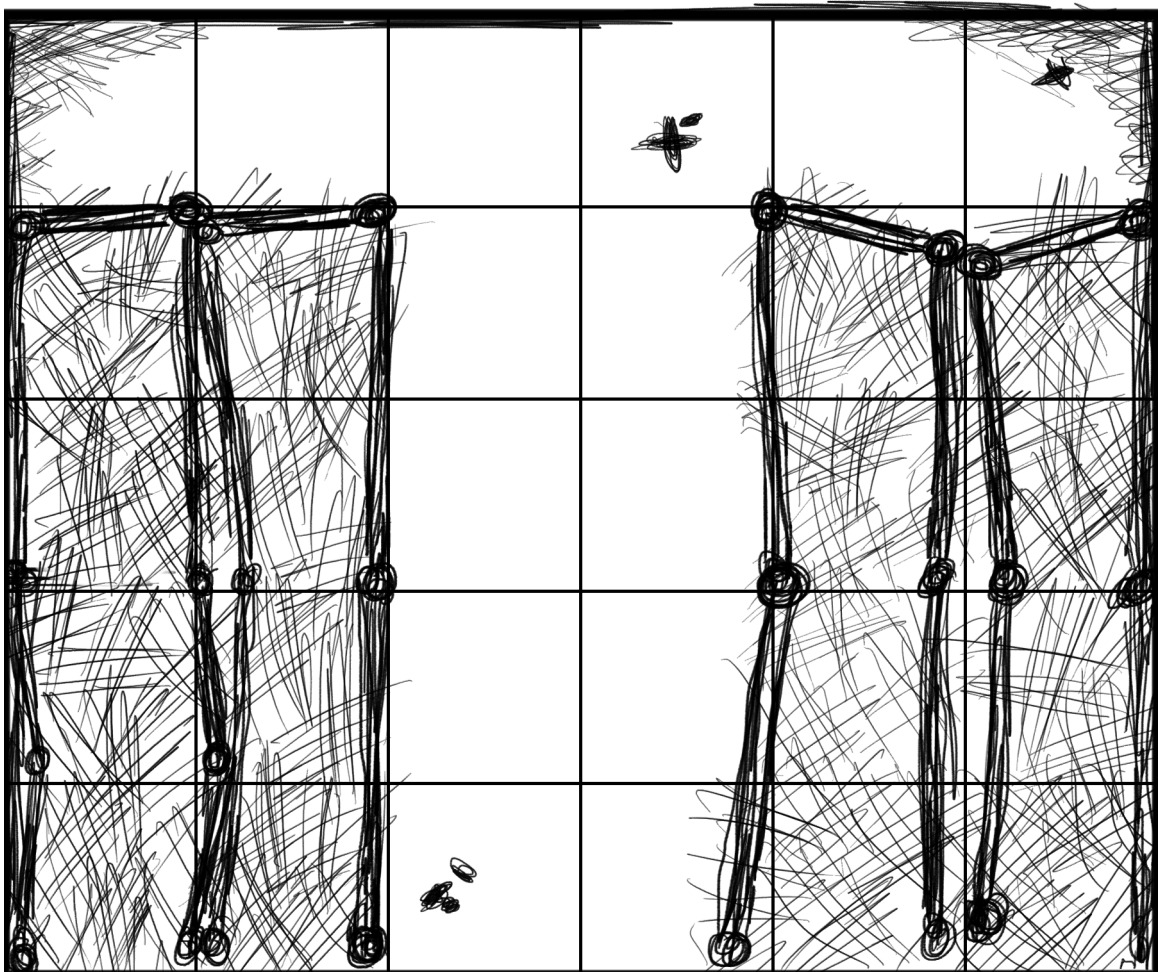


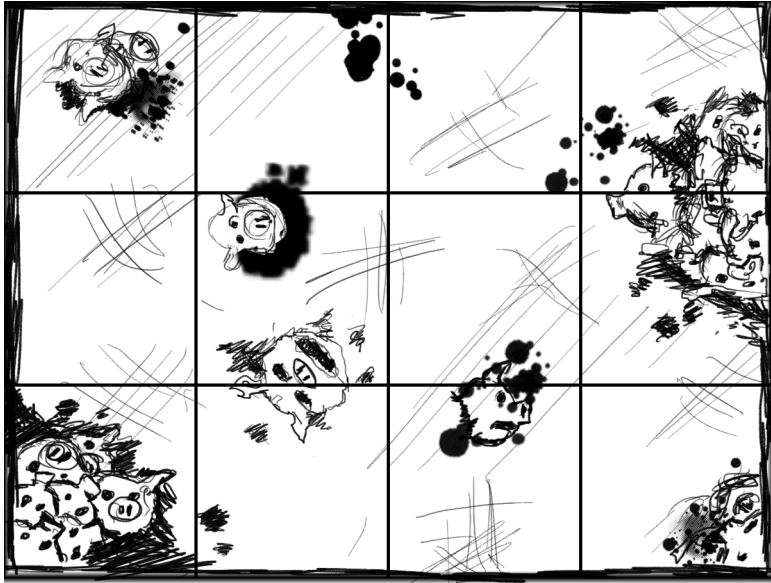
Gutter, Pit & Electrical



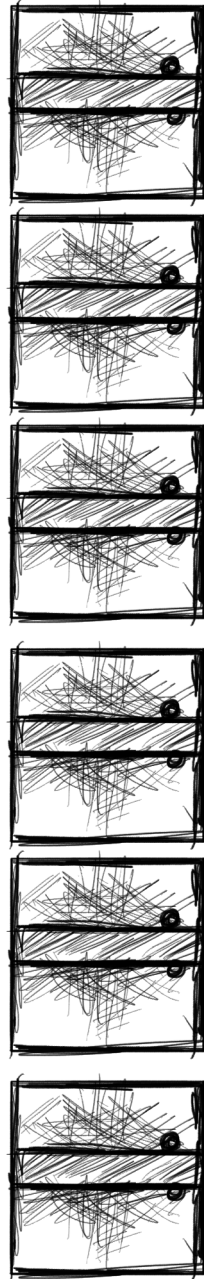
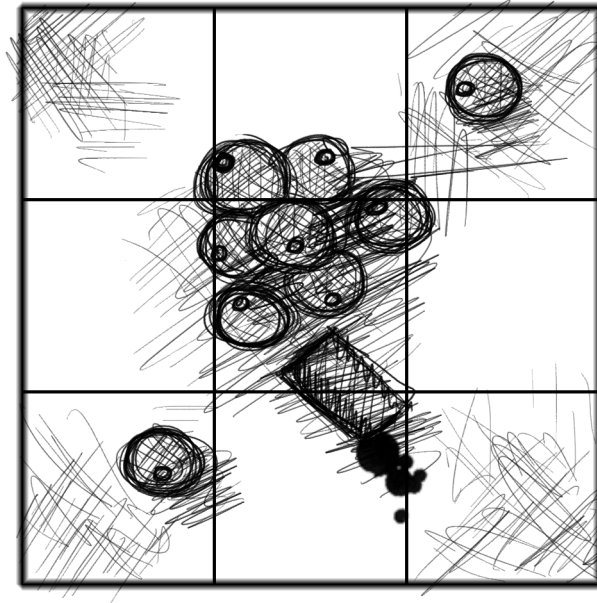


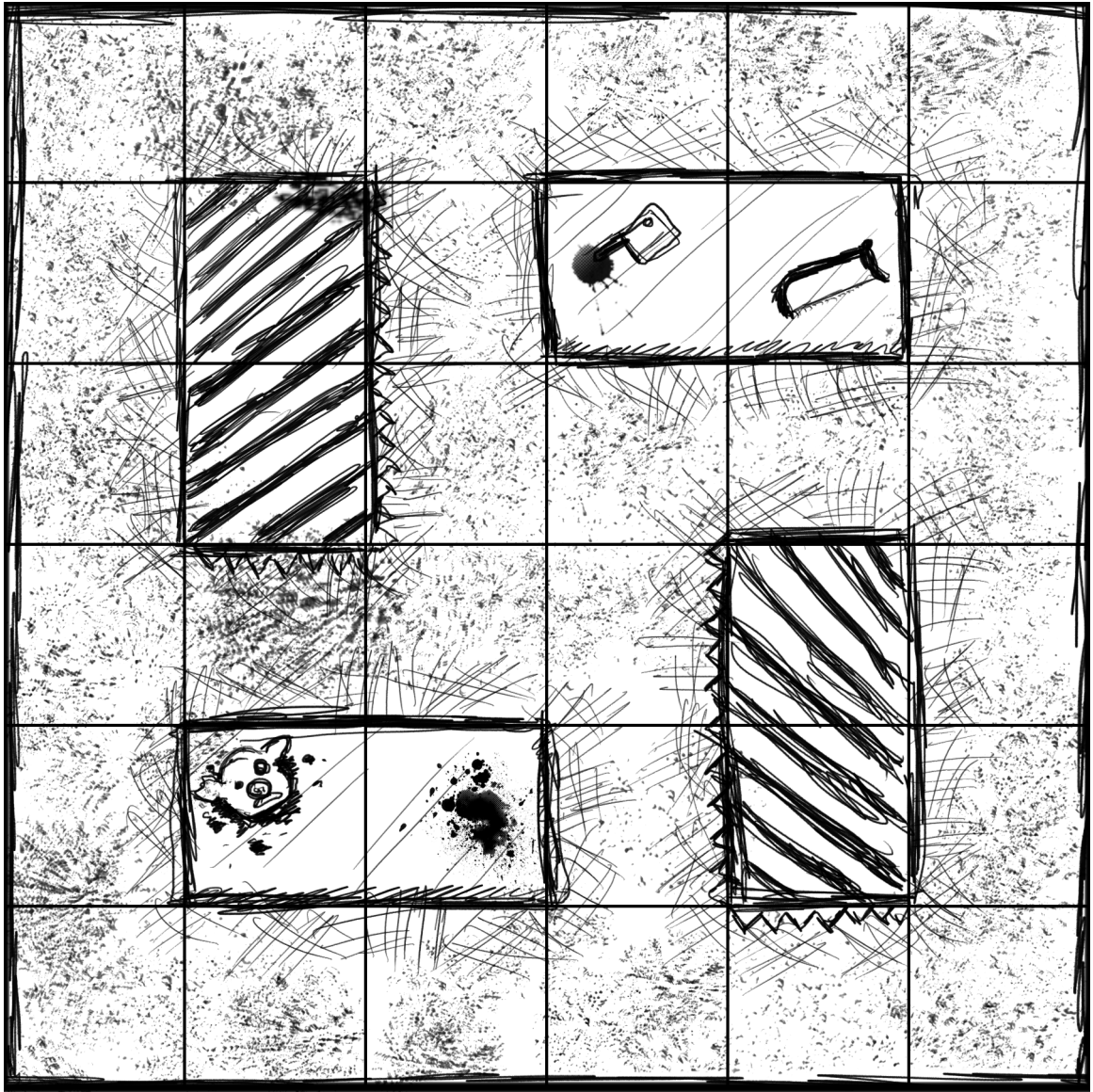
Hanging Meat, Incinerator & Lairage



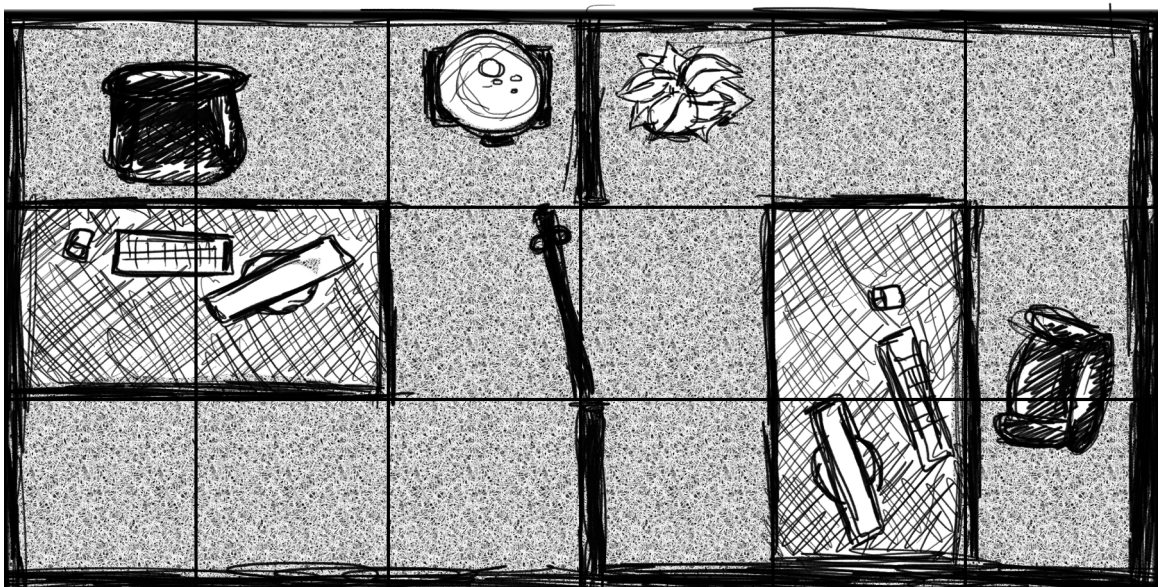


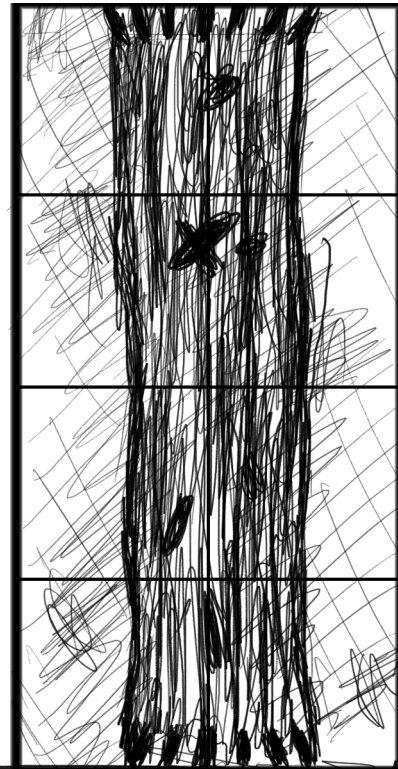
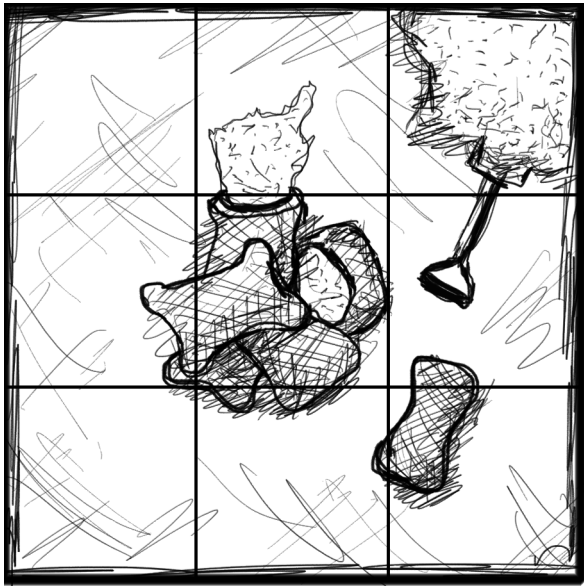
Pig Heads, Blood Drums & Doors



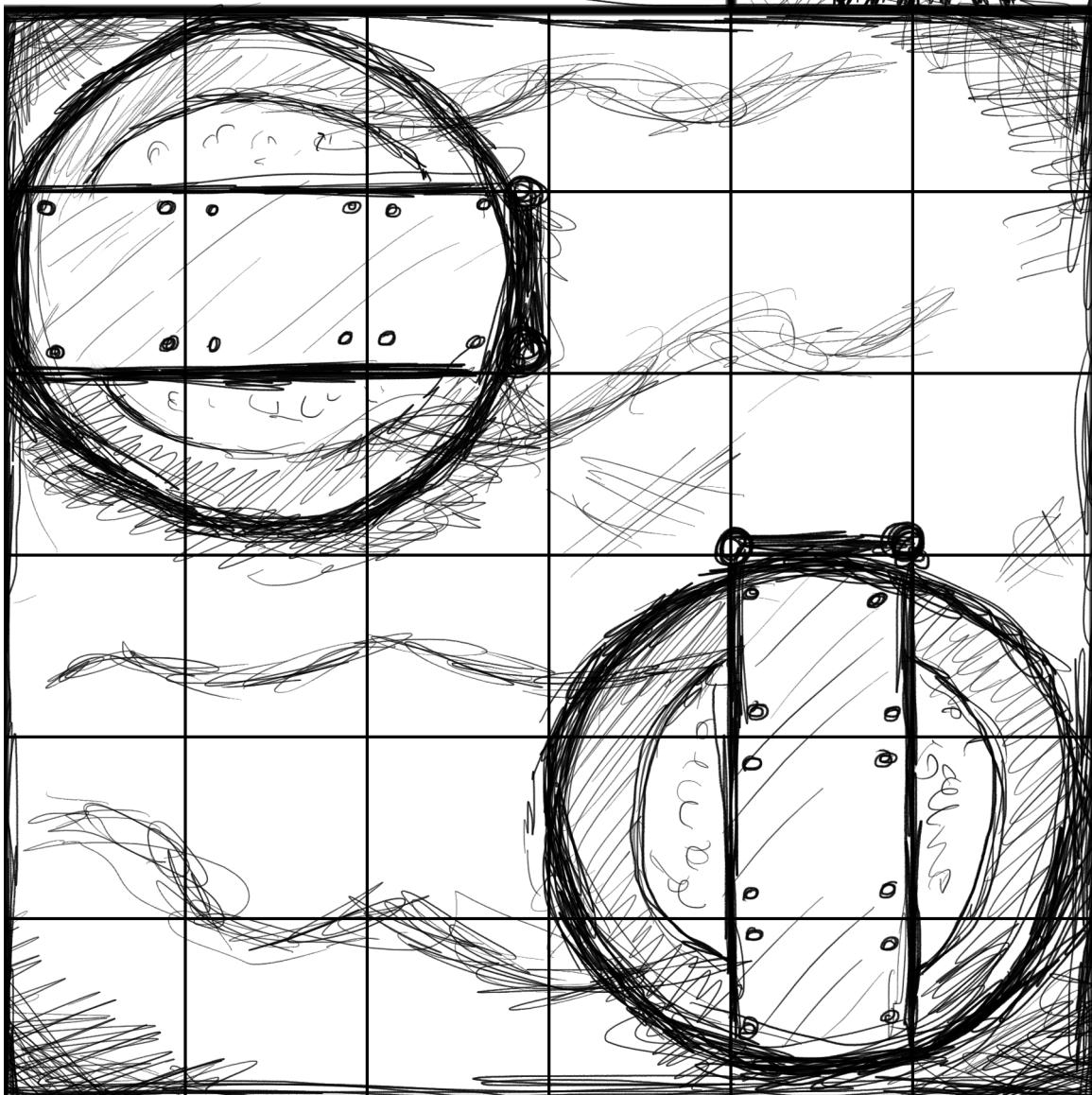


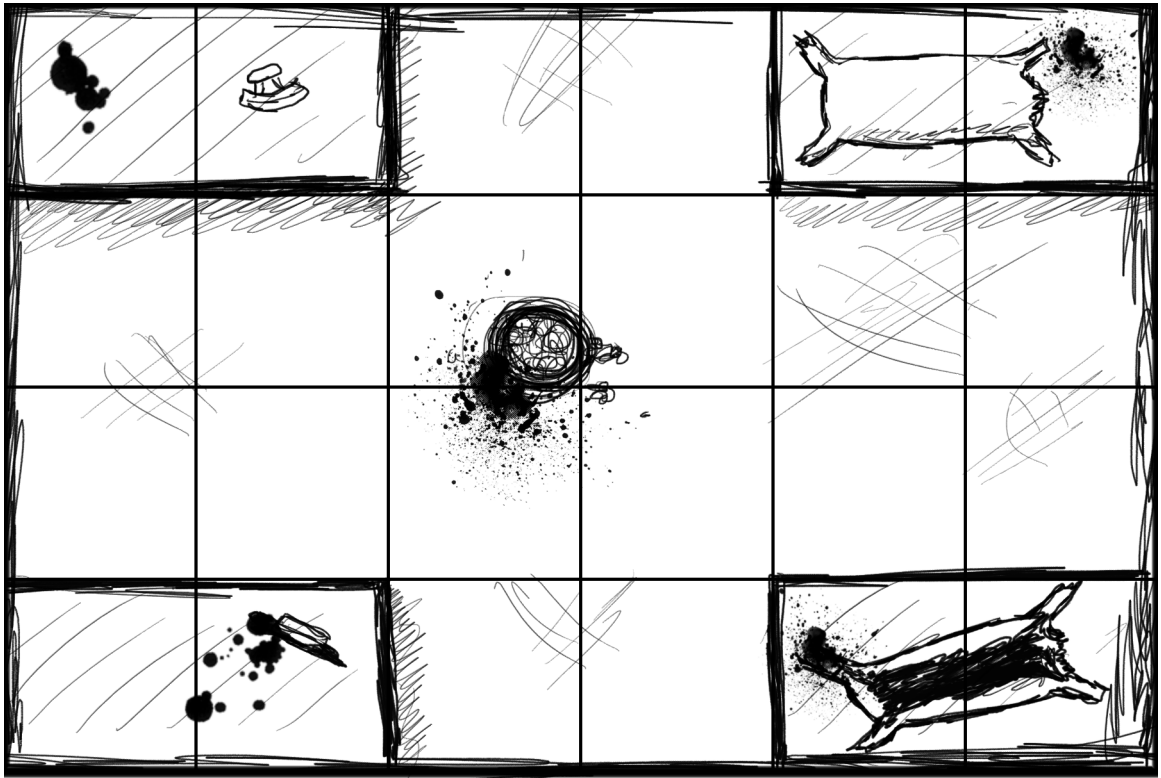
Meat Market & Office





Salt, Sewer & Scalding Tanks





Scraping & Slaughter Floor

