



“Pigman” © Valerii Siserg. Accessed at his deviantArt page [here](#)

[These guys are one part Hackmaster’s cloven-hoof orcs and three parts the Swine-Things from William Hope Hodgson’s [The House on the Borderland](#). Due to the overall weird nature of that work, I tied them into the Cthulhu Mythos—I want them to be a way to introduce Mythos elements into low-level adventures.]

Pigfolk

This pallid hooved humanoid has sagging skin and the head of a monstrous pig.

Pigfolk, sometimes called swine-things or porcs, are porcine humanoids that are a particularly foul offshoot of orc. When the majority of the orcs emerged onto the surface to prey on the peoples there, some stayed behind and moved into even deeper and darker caverns. There, they discovered the worship of the Outer Gods, and these eldritch entities rewarded their worshipers with more bestial frames and keener minds. The pigfolk are rarely seen in the surface world, but they spread chaos and death wherever they go.

Pigfolk society is much like those of their orc brethren, in that might makes right. They tend to lair in messy, fungus-strewn dens, and these fungi serve as food and camouflage. Pigfolk raiders move in bands to strike out in hunting expeditions, killing some victims to eat and taking prisoners to sacrifice. Different pigfolk clans favor the worship of different Outer Gods or Great Old Ones, but all of these are respected and feared.

Swine Lord

The greatest of the pigfolk, called swine lords, are bestowed with magical might by their awful gods. Swine lords typically advance in spellcasting classes, such as psychic, occultist or cleric. A swine lord is a pigfolk with the advanced simple template, telepathy 100 feet, and can use *faerie fire* and *murderous command* as spell-like abilities 3/day. A swine lord is CR 2.

Pigfolk

CR 1

XP 400

CE Medium humanoid (orc)

Init +0; **Senses** darkvision 120 ft., Perception +1, scent

Defense

AC 13, touch 10, flat-footed 13 (+1 natural, +2 armor)

hp 11 (2d8+2)

Fort +4, **Ref** +0, **Will** +0; +4 vs. disease, nausea, sickened

Defensive Abilities ferocity, squalid

Weakness light blindness

Offense

Speed 30 ft.

Melee greataxe +3 (1d12+3/x3), gore -2 (1d4+1) or gore +3 (1d4+2)

Ranged throwing axe +1 (1d6+2)

Special Attacks grinding shove

Statistics

Str 14, **Dex** 11, **Con** 12, **Int** 11, **Wis** 10, **Cha** 9

Base Atk +1; **CMB** +3; **CMB** 13

Feats Power Attack

Skills Climb +5, Perception +1

Languages Aklo, Orc

SQ axe master

Ecology

Environment underground

Organization solitary, pair, patrol (3-12), band (4-24 plus 1 1st-3rd level captain per 10

individuals) or clan (20-200 plus 1 1st-3rd level captain per 10 individuals, and one swine lord of 4th-6th level per 40 individuals)

Treasure standard (greataxe, three throwing axes, leather armor, other treasure)

Special Abilities

Axe Master (Ex) A pigfolk is proficient with battleaxes, greataxes, handaxes and throwing axes.

They treat all exotic weapons in the axe group as martial weapons for the purposes of proficiency.

Grinding Shove (Ex) A pigfolk deals 1d6 points of bludgeoning damage for every 10 feet it moves an opponent with a bull rush.

Squalid (Ex) A pigfolk gains a +4 racial bonus on all Fortitude saves made against disease and spells or effects that cause sickness or nausea.