



PIGFOLK

The quintessential dungeon henchmen, pigfolk are exactly what they sound like: half-pig, half-human. They are dull, slow, and stubborn, but when pressed, make for excellent low level thugs. While their true origins are unknown, nearly all arcane anthropologists point to dark magic as the source of their creation.

Pigfolk have no real culture of their own and only work and live around other pigfolk by convenience. They work well with goblins, too, offering cheap muscle to their dungeon-brethren.

Dual Purpose. In addition to their raw melee aptitude, pigfolk make for great dungeon 'garbage disposals'. From rotting vegetables to dungeon fungus, rats to dead adventures, there is very little that pigfolk won't eat. This is thanks in large part to their supernatural tough physiologies. They are also known cannibals and will eat their own dead.

PIGFOLK

Medium humanoid (pigfolk), neutral evil

Armor Class 11 (natural armor)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	7 (-2)	11 (+0)	9 (-1)

Senses passive Perception 10

Languages Common

Challenge 1/4 (50 XP)

Charge. If the pigfolk moves at least 10 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 3 (1d6) slashing damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.

Relentless. If the pigfolk takes 7 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Actions

Greatclub. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage.

Tusk. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

PIGFOLK BOSS

Medium humanoid (pigfolk), neutral evil

Armor Class 14 (hide armor, shield)

Hit Points 49 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	16 (+3)	8 (-1)	12 (+1)	9 (-1)

Senses passive Perception 11

Languages Common

Challenge 1 (200 XP)

Charge. If the pigfolk moves at least 10 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 3 (1d6) slashing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Relentless. If the pigfolk takes 7 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Actions

Multiattack. The pigfolk makes two attacks with its club.

Club. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

Tusk. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Reactions

Retaliation. When the pigfolk takes damage from a creature that is within 5 feet of it, it can use its reaction to make a melee weapon attack against that creature.