

**10 CONTROL ROOM:** This chamber is filled with copper pipes which pierce through the floors and walls carrying some kind of viscous fluid. The front wall is lined with a control panel arrayed with complicated-looking levers and buttons. The eyes of the pig are *gigantic translucent rubies* allowing the operator to see where they are going. Their value is beyond measure.

The control room is protected by:

**(1) Undead Captain of the Golden Pig**

The creator of the automaton built in a secret set of operating procedures that would allow the pig to hover off the floor using high pressure steam jets in its trotters. If the PCs could figure this out, they could activate the pig and hover it out of the sand. The engravings in the entry chamber show this hidden sequence.

If the pig is freed from its sandy grave and given some maintenance, the pig could be operated effectively once more.

**8 CAPTAIN'S QUARTERS:** This is where the captain of the automaton's elite force spent his time when not controlling the automaton. It is richly decorated with a bed, table and two chairs. A chest contains lots of *ancient gold coins of the lost empire*.

**9 ENGINE ROOM:** A mysterious solar-powered machine powers and moves all of the pig's limbs. Hidden amongst the gears and pipes is:

**(1) Giant Viper**

...that slithered into the air vents and has grown too large to escape. It feeds on the many small critters that enter the vents at night.

**6 FOOD STORAGE:** Long-decayed rations spill from toppled barrels, sacks and crates. Long-dead skeletal rats lie amongst the desiccated fodder.

**(1) Giant Skeletal Rat**

...can also be found here, clinging to its afterlife.

**7 WEAPONS & ARMOUR STORAGE:** This is where the elite force had its weapon and armour stored. They now all lie across the floor rotting and rusting away. Amongst the mess is the *magical scimitar, Jagyr-Nas*.

**5 BARRACKS:** This chamber is scattered with makeshift beds and hammocks. The elite force were cooked alive en-masse here. Their skeletal remains still contorted in agony. They arise as anyone enters.

**(10) Undead Fighting Men of the Golden Pig**

An opening reveals a deep shaft with a ladder leading down to the underbelly hatch doors.

**3 REAR:** At the back of the pig, just under its curling tail, is a tightly-jammed **secret door**. At night when the temperature plummets, the secret door mechanism eases slightly, and becomes possible to force open. This allows access inside the giant automaton.

**4 ENTRY CHAMBER:** A golden staircase descends down into the entry chamber. This chamber is decorated with wondrous images engraved directly into the golden walls. They show the story of what they hoped the giant pig would allow them to do; cross the desert, enter the city, and kill the king. An image of the giant automaton hovering seems at odds with its immense size and weight.

**1 DESERT:** The desert landscape is searing and relentless. There is no shade for miles. The golden pig burns to the touch. The underbelly access hatch is now buried beneath hundreds of tons of shifting sand which refills any holes as soon as they are dug.

**I NTRODUCTION:** Uncovered by the harsh desert winds, a giant porcine form of gold emerges from its silica slumber. As the wind whips stinging sand into your eyes, you know it's the only shade you have seen for miles.

Whilst searching for the Pyramid of Dimhotep the Stupid [*or chasing another desert legend*], the PCs stumble upon the giant automated golden pig constructed millennia ago.

Created as an elaborate ruse, the golden pig is an automaton intended to lure an enemy king into allowing a 'gift from the gods'—in the form of a revered animal—into their city. Little would they know that it was controlled from inside by an elite unit of fighting men, who would escape from its confines once inside the city, and slay its king.

**The golden pig never got that far.**

Halfway across the desert expanse separating the warring kings—a victim of its colossal weight—the golden pig became stuck up to its belly in the unstable sands. The limbs became unmoveable, the access hatch in its belly unescapable, and the rear hatch stuck fast as the heat expanded its metal mechanism. The elite force inside were cooked alive. As quick as the automaton became stuck, the shifting sands buried it from view, hidden for millennia, until now.

**2 NOSE:** At the front of the nose are a pair of two-foot-diameter air vents half-filled with sand. If emptied, a human-sized creature could just about squeeze through, and crawl up into the control room. Sturdy iron grates prevent access and are almost unforceable from the outside and impossible from the inside.

# The Trojan Pig

