



# HORROR ON THE HOOK

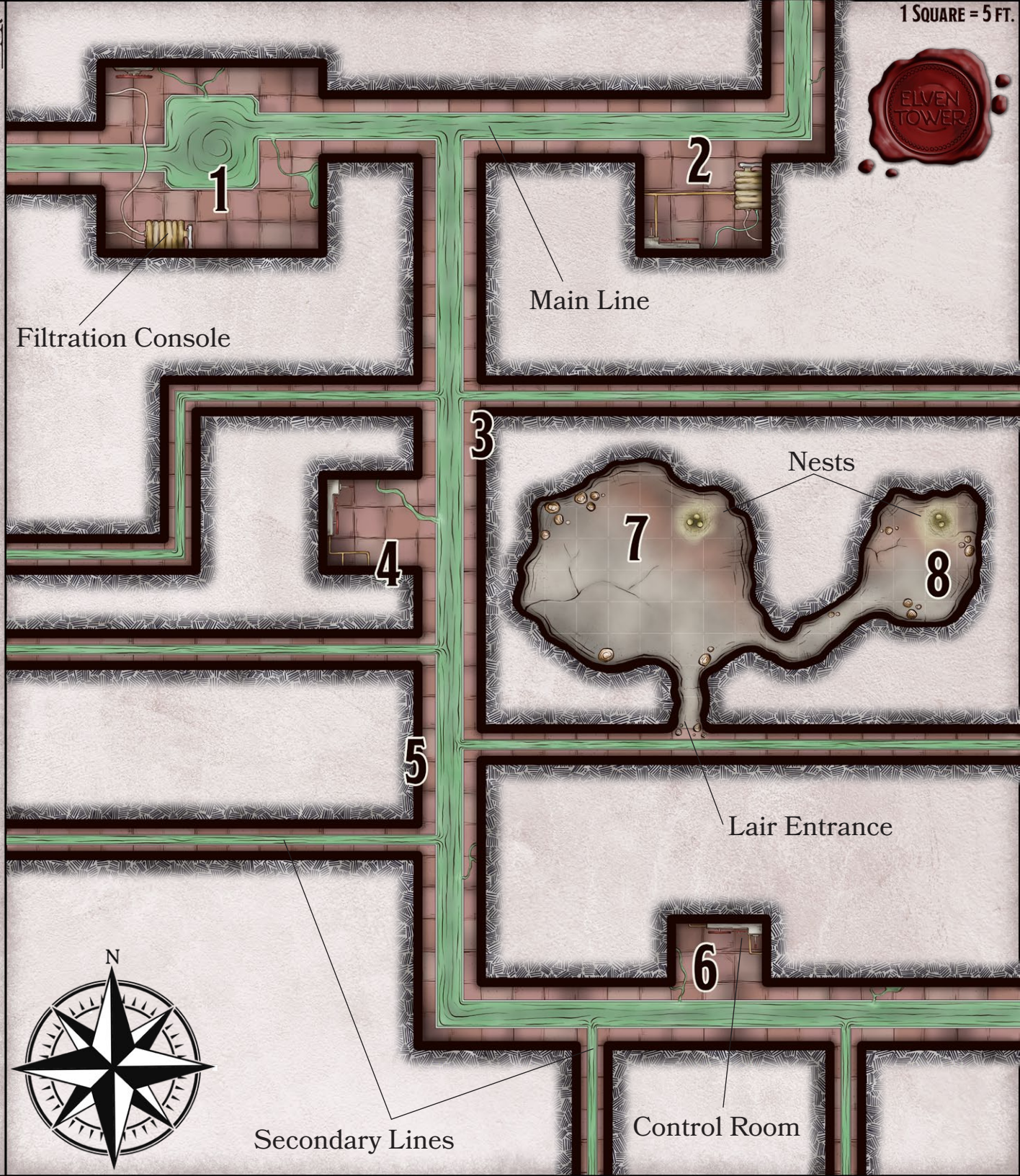


There have been ten murders and several more disappearances so far. At first, the *City Watch* declared that a serial killer was on the loose. Then they changed their minds and said it was a criminal faction trying to destabilize the political power in the city. They changed their story again last week when Captain Viranna announced that something attacked from the sewers' manholes. After two corrections, some people feel disinclined to believe the current warnings, unfortunately. But no one feels any safer with the *City Watch* useless ramblings.

Some kind of creature lurks under the city streets, away from prying eyes. It crawls up through the pipes and reaches the surface to attack the unwary cityfolk. The abomination brings its victims down when it can. Otherwise, it leaves a mangled corpse with terrible wounds. A few lucky individuals have escaped by sheer luck.

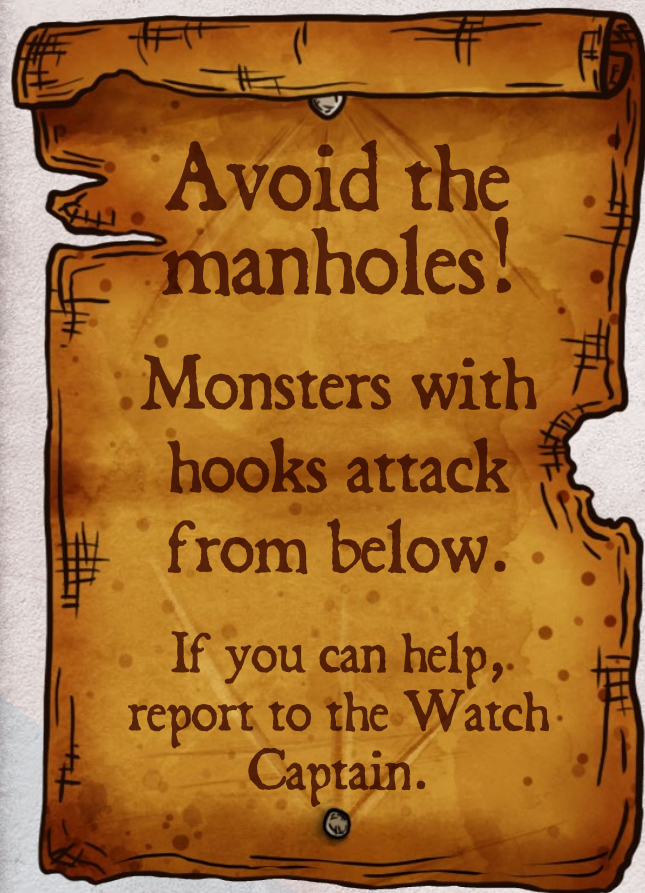
Scholars and doctors have reviewed the injuries in the available corpses. They feature long, deep cutting wounds made with an irregular serrated object, like a single sharp claw. They offer no hints about the type of creature they belong to. They do not rule out the possibility of a blasphemous deformity caused by the miasmal stench in the sewers.

Survivors do not offer much help either. They describe the monster as a gangrenous, lurking, feathered figure that jumped on them from below. They were fast enough to escape without looking back. But they remember the smell. Right before the attack, a surge of repugnant, vaporous air surrounded them. The vivid smell turned on a wild feeling of dread and alarm that made them flee at once.





Captain Viranna alerted people to avoid manholes and sent two-guard patrols to inspect the waterways below. Some of them found black feathers but nothing more. One patrol reported an attack by three different creatures but they managed to escape in time. Two patrols never returned. The Captain now offers an open bounty for sellswords and mercenaries to help. She cannot spare any more of her guards for this situation.



Notice Board Announcement

The abominations under the city are strange feathered creatures akin to vultures. They are 8-feet-tall, strong, and wild. They have dark, lifeless eyes and 2-feet-long serrated hooks instead of wings. The creatures are not intrinsically evil but they are dangerous. They set two nests in a cave by the sewer lines.

## AREA DESCRIPTIONS

### 1. FILTRATION POOL

A *City Watch* officer escorts the adventurers to a manhole that leads to a filtration pool. They believe this entrance is the closest to the creature's lair. The water flows to the west and is collected in the pool. Strange machinery by the walls filtrates the water with moderate efficiency. The red valve by the north-west chamber closes the flow to the west. Leaving it closed causes the adjacent tunnels and chambers to flood after 1d6 hours.

### 2. FILTRATION SUBSTATION

The main sewage line goes through a filtration process before reaching the pool in **Area 1**. The machine is smaller and it appears to stutter and malfunction from minute to minute. Closer inspection reveals that the machine is in dire need of repair. The mangled remains of two city guards are on the ground.

### 3. AMBUSH FROM ABOVE

Two **feathered horrors** hang from the ceiling in the dark right after the intersection. They drop from above and slash at the adventurers with their sharp hooks. The avian monsters fight to the death in a mad display of savagery.

### 4. CONTROL ROOM A

An assortment of mechanical devices by the west wall is the only thing in this chamber. A person can manipulate the controls in the machine to reduce the flow of water in the mainline by 30%. There is a chance of 10% to break the machine and cause the waterway to overflow in the course of 20 minutes.

### 5. LAIR GUARDIANS

A grim group of 4 **feathered horrors** awaits in the shadows next to an otherwise unremarkable intersection. They bid their time and attack in a savage frenzy of hooks and beaks. They are adult males. Their only goal is to

protect the lair and the rest of their kind. They retreat to **Area 7** if two or more of them are defeated in combat.

### 6. CONTROL ROOM B

The room is similar to **Area 4**. If a person reduces the flow of water in both control rooms, the water almost stops and the main sewage line is no longer difficult terrain.

### 7. LAIR LAST STAND

A group of three female *feathered horrors* (plus any that escaped from **Area 5**) stand in the shadows of a murky cave. A bunch of hay and thrash with three eggs behind them. At this proximity from the nest, the *feathered horrors'* survival instinct takes over and they are overcome with a sadistic blood thirst with aberrant and malevolent undertones.

The eggs weigh 2-pounds each and hatch if they are kept warm and humid for four more days. The infant imprints on the first creature it sees and demands to be fed. They become faithful pets if they are treated well.

### 8. INFANTS AND EGGS

The small cave contains another nest with two eggs and three infant *feathered horrors*. The infants cannot be domesticated whatsoever. They are afraid and will attack only in self-defense. The infants will eventually perish from exposure if they are abandoned; they still depend on the adult creatures.

## CONCLUSION

If the adventurers get rid of the problem, Captain Viranna rewards them with 100 gold pieces each for their deeds and officially names them *Heroes of the People*.

If the adventurers keep any of the eggs, the Captain warns them that any lives taken by the offspring are blood on their hands. She will prosecute them if the occasion arises.