Undercity Sewer Chambers

Adventure Prompt

Some children in a city's orphanage have disappeared. There have been missing children posters up around the city for weeks, but no-one's seen the kids. It's like they've just vanished.

The head matron—a portly woman with dry, red hands and a worn apron—has paid you to find out what's happening and put a stop to it. She is dreadfully worried for her little ones and bids you hurry. Something's afoul, she just knows it. But she's overwhelmed with her duties here and, well, there's little she can do herself. She recommends you start by asking the little ones if they've noticed anything strange. Some of them mentioned something about the downtown district, but her memory's not what it was.

If you talk to the children, some of them will shyly explain that they like to play in the downtown district. The adults there don't really care about them running about underfoot, unlike the fancier parts of town.

Other children will be quiet and anxious, and will need a successful persuasion check to get them to talk. They might mention a friend who ran off to play closer to the sewers never came back. Or that they've been hearing strange noises near there, a hoarse voice calling them to come play.

Most of the time they don't listen, but the ones who do never come back…

If you go to the downtown district sewers, you'll find a storm drain perfectly sized for a child's body to squeeze through, and the signs of a struggle. A successful perception check will show some fingernails lodged in the paving, as if a child tried to hold on but was dragged in anyway.

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There's an access hatch to the sewers nearby, with its locked already beaten in. If you use it to climb down into the sewers and circle back to the storm drain, you will find the bones of children. They are intermittent along the walkways, amid the darkness where your footsteps echo. Light filters in sluggishly from the occasional access hatch or storm drain above, illuminating the macabre remains as you go.

There are noises up ahead. Bones snapping and flesh tearing. Chomping. And the jingling of bells.

If you draw closer to the sounds, around the corner you will see a man in a filthy jester outfit crouching over the body of one of the girls you talked to earlier. He'll look up at you, blood smeared across his chin and deformed hands, and hiss—before scuttling off into the darkness further down the corridor.

WHAT'S HAPPENING? There is a homeless, mad jester named Jörg living in the sewers. He was sentenced to death by the King for not being funny, but after breaking his thumbs to escape custody he has been surviving down in these sewers.

Though he hunted rats and mice to survive, they were fast and his broken thumbs provided little grip. As a result, he began to starve. That is, until he realized he could easily lure the children down here, kill them and cannibalize them.

He has since caught a number of horrific diseases, which have disfigured him further—causing his skin to slough off in places, and pustules form on his lips. Though he was mad before, his pain has driven him further over the edge. He will giggle maniacally as he tries to attack.

The orphanage's matron had placed notices of this quest on community notice boards, alongside posters of other jobs and the missing children. There are also posters of wanted men, which include this Jörg the Jester.