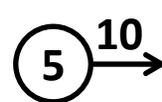


# HOOK HORROR

Large Aberration

450XP



Str	18 (+4)	Int	6 (-2)
Dex	12 (+1)	Wis	12 (+1)
Con	15 (+2)	Cha	9 (-1)

Move **30**, Climb **30**

† **+5/+5 Hooks** (1d10+4 piercing, **impale**)  
Strength DC **12** to escape impale.  
Cannot use an impaling hook to attack.

† **Auto Twist and Bite** (1d10+4 piercing on impaled victims, extra **2d6+4** piercing on one impaled victim)

\* **Echolocation** Can detect all creatures within 120 feet regardless of visibility, unless obscured by solid object.



## Description

The hook horror is a bipedal, underground-dwelling monster that looks like a cross between a vulture and a man with hooks instead of hands. It stands about nine feet tall and weighs almost 350 pounds. It has a tough, mottled grey exoskeleton, like that of an insect. Its front limbs end in 12-inch-long hooks. Its legs end in feet that have three small hooks, like long, sharp toes. Its head is shaped like that of a vulture, including the hooked beak. Its eyes are multifaceted. It is thought that the hook horror is distantly related to the cockroach or cave cricket.

Hook horrors do not have a smell to humans and demihumans, but an animal would detect a dry musty odor. They communicate in a series of clicks and clacks made by the exoskeleton at their throats. In a cave, this eerie sound can echo a long way. They can use this to estimate cavern sizes and distances, much like the sonic radar of a bat.

## Society

A clan of hook horrors most often lives in caves and underground warrens. The entrance is usually up a vertical or steeply sloped rock wall. Each family unit in the clan has its own small cavern off a central cave area. The clan's eggs are kept in the safest, most defensible place. The clan is ruled by the eldest female, who never participates in combat. The eldest male, frequently the mate of the clan ruler, takes charge of all hunting or other combat situations and is considered the war chieftain.

Members of a clan rarely fight each other. They may quarrel or not cooperate, but they rarely come to blows. Clans sometimes fight each other, but only when there is a bone of contention, such as territorial disputes. It is rare for a clan of hook horrors to want to rule large areas or to conquer other clans. Although they do not foolishly attack strong parties, generally other creatures are considered to be meat. They

retreat when faced with a stronger group. Hook horrors do not recognize indebtedness or gratitude. Just because a player character saves the life of a hook horror does not mean that it will feel grateful and return the favor.

## Ecology

Although hook horrors are basically omnivores, they prefer meat. They can eat just about any cave-dwelling fungus, plants, lichens, or animals. They use their extremely acute hearing to track and locate prey. Hook horrors are well acclimated to cave life. They have few natural predators, although anything that managed to catch one would try to eat it.

Hook horrors are natural climbers, as their hooks give them excellent purchase on rock surfaces. Their great weight means that they cannot hang from the ceiling like other insects.