



# Of Places Most Foul

## Quick Locales

Two horrific locales for "The Hunt: Rise of Evil" Campaign setting.  
For use with any d20 system fantasy setting

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### The Mansion of Blood



### Terror of Taverns

*Quick Locales* are smaller examples of the plug-in *Foul Locales* you will find in our latest release titled *Of Places Most Foul*. These locations are meant to be plugged into the existing landscape of your campaign.

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# The Mansion of Blood

**Brief Description:** An old house sits behind rusting iron bars. Ivy covers the cracked brick walls and weeds poke up through the flagstones. The wraparound front porch is rotting, and a portion of its roof has collapsed in on itself. Broken windows leer down at those that pass by like the empty sockets of a huge skeletal head.

When night falls, eerie noises can be heard coming from the house, the sounds of cats being strangled and the groan of a rocking ship's planks on a tempest tossed sea. Lights, like those from low burning lanterns or candles, pace the upper floors.

**Location Detail:** The house is partially hidden from the view of those passing by on the road by the immense, 10-foot high brick wall that surrounds the place. Those wishing to get a better view must go to the front gate, which has rusted shut after years of disuse.

Behind the walls, a jungle of flora has choked the grounds with overgrown bushes, trees, and large patches of tall standing weeds. The paved walkway leading up to the house is uneven and some of the stones are jutting up at difficult angles (**Dexterity check, DC 15** to move at full speed, otherwise 1d4 points of damage will be taken, unless the characters move at half speed).

The dangers of walking down the path are not only from the treacherous footing. Many carnivorous plants now inhabit both sides of the walkway; most notably, the assassin vine that lays across the path halfway to the house (**Spot check, DC 20** to notice it before it attacks).

The front porch is a treacherous-looking affair, boards are beginning to rot and crumble through, and the roof appears about ready to fall at any moment. However, due to the sentient nature of the mansion, the porch is quite stable and will not collapse (this is meant to build tension in the characters as they approach the front door).

The front door is warped into place by age and moisture. A rusted lock penetrates the door, but serves no purpose since its tumblers have rusted away (the characters may attempt to break down this door; **DC 23, hp 20, hardness 5**). The door was once a finely carved oak, bound by a strong brass casing. It is now worthless. Breaking the door will alert the house's spirit to the presence of the characters.

The interior of the house hasn't seen a housekeeper in nearly seven decades. The rugs are moldy and the fixtures and furniture are ready to break. The few locations of interest within the house are described below.

- **The Study:** The study is located on the first floor, just to the left of the entrance foyer. It contains a large mahogany desk, a large, red velvet chair, a fireplace, and every wall is lined with bookshelves. Either all of the literature sitting on those shelves has crumbled to dust over the years, or the former occupant had removed it years ago.
- **Master Bedroom:** The master bedroom is located on the second floor, second door on the right. It contains a large, canopied bed that has had its sheets moth eaten and torn asunder some time ago. Leaves blow across the floor from a chilly breeze outside. A wardrobe stands against the left wall. It holds a few old cloaks, and nothing of value.

- **The Attic:** The third floor attic is accessible through a trap door in the ceiling of the second floor hallway. This repository is filled with strange odds and ends; some of them are grisly trophies, while others are pieces of alchemical equipment.

**Monster Detail:** All sorts of malignant creatures inhabit the grounds. Magic and misuse has bred a large population of warped flora and fauna. Refer to the table below for random encounters.

D%	Day (1 on a 1d10/hour)	Night (2 on a 1d10/hour)
01-04	1d3 monstrous centipedes (Medium)	1d3 monstrous centipedes (Large)
05-09	1d3+1 dire rats	1d4+2 dire rats
10-14	1d3 giant ants	1d3 giant ants
15-17	1d3 monstrous scorpions (Small)	1d3 monstrous scorpions (Small)
18-20	1d3 monstrous spiders (Small)	1d3 monstrous spiders (Small)
21-25	1d3 dire weasels	1d3 dire weasels
26-30	1d4 vipers (Small)	1d4+2 vipers (Small)
31-35	1d4 stirge	1d4 stirge
36-40	1d6 shriekers	1d6 shriekers
41-45	1d2 vipers (Medium)	1d2 vipers (Medium)
46-55	1d3 dire badgers	1d3 dire bats
56-60	1d2 vipers (Large)	1d2 vipers (Large)
61-65	1d2 constrictors	1d2 constrictors
66-70	1 wolverine	1 dire wolverine
71-80	1d2 carrion crawlers	1 wight
81-90	1d3+1 skeletons (Medium, human)	1d4+2 zombies (Medium, human)
91-100	1d3 zombies (Medium, human)	1d3 ghouls (Medium)

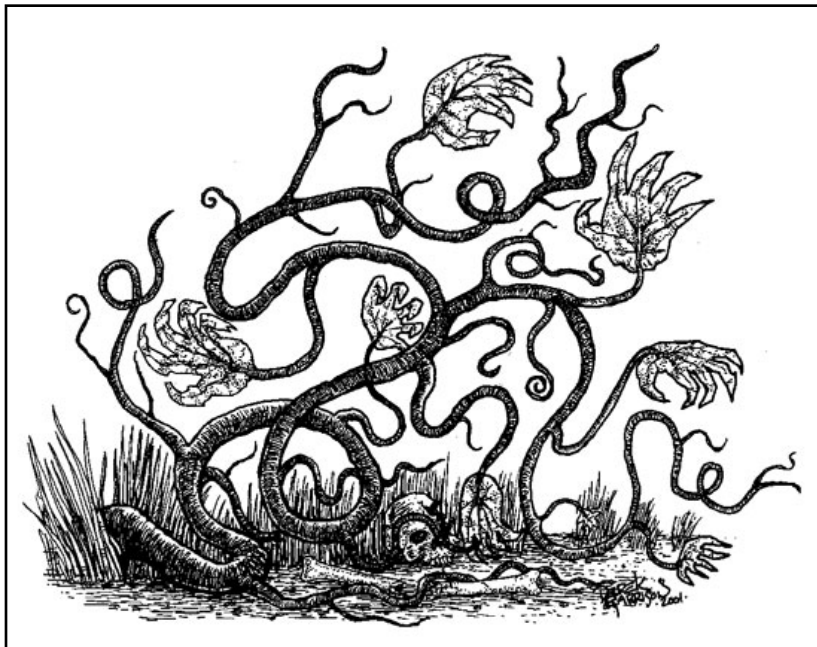
**Assassin Vine:** CR 3; Large Plant; HD 4d8+12; hp 38; Init +0; Spd 0 ft.; AC 15 (-1 size, +6 natural); Atk +7 melee (1d6+7, Slam); Face/Reach 5 ft. by 5 ft./10 ft.; SA Entangle, improved grab, constrict 1d6+7; SQ Camouflage, electricity immunity, cold and fire resistance 20, Blindsight; AL N; SV Fort +7, Ref +1, Will +2; Str 20, Dex 10, Con 16, Int --, Wis 13, Cha 9.

## The House

The spirit of the familiar that had once lived here with its master possesses the house. At first, when the cat died, the wizard, Shaun Pilla, discovered that some of his items would fall from the shelves or odd sounds would come from the house at night. He attributed these things to the foundation settling. But as time wore on, his old familiar's spirit got more restless.

The cat, Socks by name, was killed during a break in attempt while his master, Pilla, hid in the bedroom upstairs and watched through its eyes. Pilla had sent his magical companion down to investigate a noise in the library. When Socks had reached its destination, it noticed three men rifling through his master's desk. Instead of the mighty wizard coming down to confront the burglars himself, he forced Socks to stay in the room and attack them. Pilla cast his spells through Socks, which only served to frighten the intruders. They retaliated by attacking the cat and severely wounding it. Socks lie on the library floor severely wounded for nearly an hour as the burglars finished their job and fled the scene. Pilla stayed hidden in his bedchamber upstairs, and did not come down for another three hours to his familiar's aid. When he finally reached his bonded pet, Socks was dead.

The spirit of Socks now lives on in the house, angry at its old master for the treatment that it had received. It has fully possessed the house and is malevolent.



The attack and damage listed for the house is for doors closing on people, chandeliers falling, parts of the floor giving way, and the occasional "bump" caused by a wall bowing out at incredible force to hit a target.

Treat each item within the house as a unique animated object, each with their own hit points. These hit points do not count against the house's total.

The only way to destroy the house is to cleanse and purify it. The study is the central location of this possession; so all attempts must be focused there.

### Adventure Hooks:

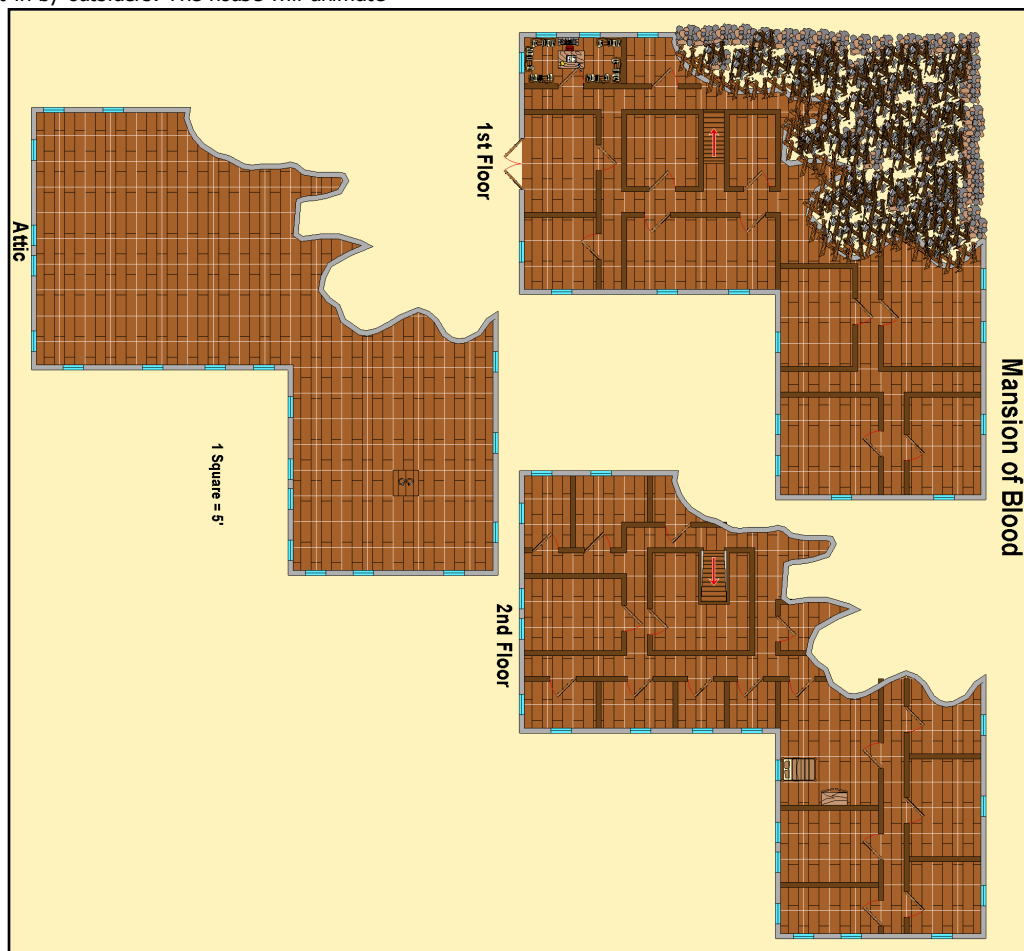
1. "I Dare You..." In this, the characters are in a drunken dispute at a local tavern. The dispute is over bravery with a few of the local malcontents. These deviants "dare" the characters to spend a full twenty four hours within the confines of the Mansion of Blood. This does not need to be within the mansion itself, but just on the grounds behind the brick wall.
2. "Rite of Cleansing." The party is hired by the new landowner to go in and make sure the property is safe for him to live there. He is cheap, and bought the house for a song. He is also greedy and will be very angry if the characters destroy the house any more than it already is.
3. "Pest Control." The vile creatures that inhabit the overgrown grounds of the house have found a way to leave its confines and are beginning to make a nuisance of themselves to neighbors. The characters have been hired to take care of this problem once and for all.

**The House:** (special animated object); CR 10; Colossal Construct; HD 32d10; hp 158; Init -3 (-3 Dex); Spd 0 ft.; AC 11 (-8 size, -3 Dex, +12 natural); Atk +25 melee (1d6+9, slam); Face/Reach Special (see below); SA See below; SQ See Below; AL NE; SV Fort +10, Ref +7, Will +6; Str 28, Dex 4, Con --, Int 7, Wis 12, Cha 7.

**Languages Spoken:** Common, Feline, and Sylvan.

The house has total control over everything within it, except for any belongings brought in by outsiders. The house will animate tables, chairs, closets, doors, and anything else that it can to destroy intruders.

**Construct:** Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. All items inside the house are also immune to the *animate object* spell and spell-like effects, except for those generated by the house itself.



**Motives:** The house wants revenge. Revenge against the master that treated it so poorly, and left it to die alone. Pilla never had any family, so the house has remained unclaimed. Due to its sinister supernatural nature, the grounds surrounding the house can animate corpses as skeletons and zombies. A pack of ghouls has taken up residence in the lush overgrowth, led by a wight leader. Twisted plants and animals scurry about, protecting the house from intruders.

Since the house can no longer have its revenge on Pilla or his family, it is now stuck in this world. It is angry and very hostile. It will protect itself, but will usually not outright kill. It wants to be left alone to discover a way to exact its revenge. Short of killing intruders, the house will render them unconscious and push them outside into the overgrowth to fend for themselves.

**Where it Fits:** The Mansion of Blood can be located in any city, town, or village. It can also be located in a remote rural area. Population centers don't matter in this house's placement, since no one ever tries to enter it any more.

## Terror of Taverns

**Brief Description:** A pleasant tavern set back from the hustle and bustle of the crowds, which is what most people would call "The Terror." Unlike what its name implies, this tavern is a grand feasthall and parlor of ladies of the evening. All flavors of pleasure can be had at the Terror, whether it is flesh or food. Dancing girls and bards perform nightly, and the place is usually packed to the rafters with devoted patrons and the curious.

**Location Detail:** The Terror is a den of iniquity, feasthall, tavern, and resort for evil cultists of a strange sect of demon-gods. What most of the public sees is a grand eatery full of fun and excitement. Most patrons never get to see the underbelly of this organization, only those who the cult finds dangerous or worth exploiting are ever brought into the secret rooms, never to be seen again.

1. There is a secret underground complex under the Terror. It can be accessed through a trap door under an unlit stove in the kitchen (**Search, DC 25**). Between 20 and 40 cultists are in the underground complex at any one time. There are very few traps or magical wards to worry about, but the cultists all know each other on sight, and will immediately attack anyone who is not accompanied and armed.

2. In the underground lair there is a room called "The Chamber of Dreams". This is where Jeb Sinclair and Elle Trumen communicate with their demon-lords. This chamber is magically enchanted to cause a euphoric state of consciousness in anyone who enters (**Will Power save, DC 30**). Those caught by this euphoria will be contacted by the otherworldly visions of the demons. The demons will be amused to see intruders in the cultists' lair and will warn Jeb and Elle by magical means.

3. A room in the Terror has been set-aside for a more dastardly purpose than most people assume. Hidden away in a sound proof bedroom upstairs is the "Den of Screams." The den is where some of the most depraved of the living come to relax and unwind. Volunteers and paying customers come here to be beaten and to beat others with whips, chains, and other cruel devices. When the tavern is closed, this room is used for torturing spies and converting those guests that the cultists have culled from the crowd.

**NPC Detail:** The Terror is typically staffed with 16-20 cultists posing as waitresses, bartenders, dancing girls, bouncers, ladies of the evening, and other innocuous staff members. Jeb Sinclair and his mistress Elle Trumen are the ringleaders of the cult.

### Typical Cultist

The typical cultist is a zealous worshipper of the demon-gods collectively known as the Portchai.

Male or female human Ftr2/Rog2: CR 4; Size M; HD 2d10+2d6+8 hp 30; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 13 (+1 Dex, +2 armor); Short sword +6 melee (1d6+2), short bow +4 ranged (1d6); SV Fort +5, Ref +5, Will +1; AL CE; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

**Special Attacks:** Sneak attack +1d6

**Special Qualities:** Evasion

**Languages Spoken:** Common

**Skills and Feats:** Bluff +4, Climb +7, Craft (various) +5, Decoder Script +5, Hide +6, Jump +7, Listen +6, Perform +4, Pick Pockets +6, Search +5, Sense Motive +5, Spot +5; Alertness, Combat Reflexes, Improved Initiative, Weapon Focus (short bow), Weapon Focus (short sword).

**Possessions:** Leather armor, potion of cure moderate wounds, short sword, short bow, 20 short bow arrows, robe.

### Jeb Sinclair

Jeb runs the cultists' of the Portchai through terror and with an iron fist. He has been driven mad over the course of his communications with the demons from the nether reaches. Jeb was once a powerful merchant and travelled the world in search of rare and exotic items to fill his growing collection of the unusual. He came across a box that held a diabolic entity that destroyed what was left of his fragile sanity, and has worshipped at its bloodstained altar ever since.

It was by the power of this demon that Jeb learned magic and built the Terror to appease his carnal lust for mortal blood. Jeb has aspirations of becoming a demon himself, one day.

Jeb Sinclair, male human Wiz8/Rog2: CR 10; Size M (5ft. 7 in. tall); HD 8d4+3d6+33 hp 70; Init +0; Spd 30 ft.; AC 13 (+3 ring of protection); +3 Short sword +9/+4 melee (1d6+2); SV Fort +6, Ref +5, Will +8; AL CE; Str 8, Dex 10, Con 17, Int 17, Wis 13, Cha 14.

**Special Attacks:** Spells.

**Languages Spoken:** Abyssal, Common, Infernal, Undercommon.

**Skills and Feats:** Alchemy +10, Appraise +7, Bluff +7, Concentration +9, Diplomacy +12, Gather Information +12, Innuendo +8, Intimidate +7, Knowledge: Arcana +9, Knowledge: Religion +9, Move Silently +4, Open Lock +5, Ride +4, Search +8, Sense Motive +8, Spellcraft +9, Swim +4; Brew Potion, Combat Casting, Craft Arms and Armor, Craft Wondrous Item, Extend Spell, Leadership, Scribe Scroll.

**Wizard Spells Per Day (5/6/5/5/3):** 0 -- *arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance; 1st -- burning hands, charm person, enlarge, expeditious retreat, magic missile, message, sleep, ventriloquism; 2nd -- bull's strength, darkvision, knock, levitate, mirror image, whispering wind; 3rd -- dispel magic, fly, hold person, slow; 4th -- polymorph self, stoneskin.*

**Possessions:** +3 Ring of protection, +3 short sword, potion of haste, potion of cure moderate wounds (x2), spellbook, and robe.

## Elle Trumen

Elle was Jeb's first convert. While she lied on the altar of sacrifice, she renounced her worship of the known gods of goodness and light and took up the mantle of the evil Portchai pantheon. Elle is fair looking and very well endowed. She is the main "lady of the night" in the Terror and loves to flirt and tease with men and women. She has an utter lack of morals and will not be able to be re-converted to the ways of goodness.

Through Elle, the demons communicate their desires to the rest of the cultists. She feeds them information as she sees fit, always assuring herself a position of power within the organization. Secretly, she has made a pact with the dark demon-gods to change her into a powerful vampire lord, if she can eliminate Jeb on the altar of sacrifice. Since most of the cultists see him as being near divine, she has to go about this plot under the cover of his mistress until the time is right.

Elle Trumen, female human Clr9; CR 9; Size M (5ft., 9 in. tall); HD 9d8+18 hp 77; Init +7 (+3 Dex, +4 Improved); Spd 20 ft.; AC 22 (+3 Dex, +6 armor, +3 amulet); Morning star +10/+5 (1d8+4, x2); SV Fort +8, Ref +6, Will +9; AL CE; Str 14, Dex 16, Con 14, Int 12, Wis 17, Cha 17.

**Special Attacks:** Spells

**Languages Spoken:** Abyssal, Common, Elven.

**Skills and Feats:** Concentration +8, Diplomacy +9, Heal +9, Knowledge: Arcana +7, Knowledge: Religion +7, Spellcraft +7; Combat Casting, Improved Initiative, Silent Spell, Still Spell.

Cleric Domains: Chaos, Death

Cleric Spells Per Day: (6/5+1/5+1/4+1/2+1/1+1)

**Possessions:** +2 Chainmail, +2 morning star, staff of charming, amulet of natural armor (+3), robe.

## Adventure Hooks:

"One Fine Day." Characters have been traveling through a hot, dry day and see a small tavern tucked in a cool shaded location. Parched throats drive them inside to discover a chorus of dancing girls, joyous music, and free-flowing fun.



The atmosphere is light and pleasant, surely a place to return to often.

After a few drinks, they are beginning to feel the effects of the drugs in their drinks. Who drugged them, and why?

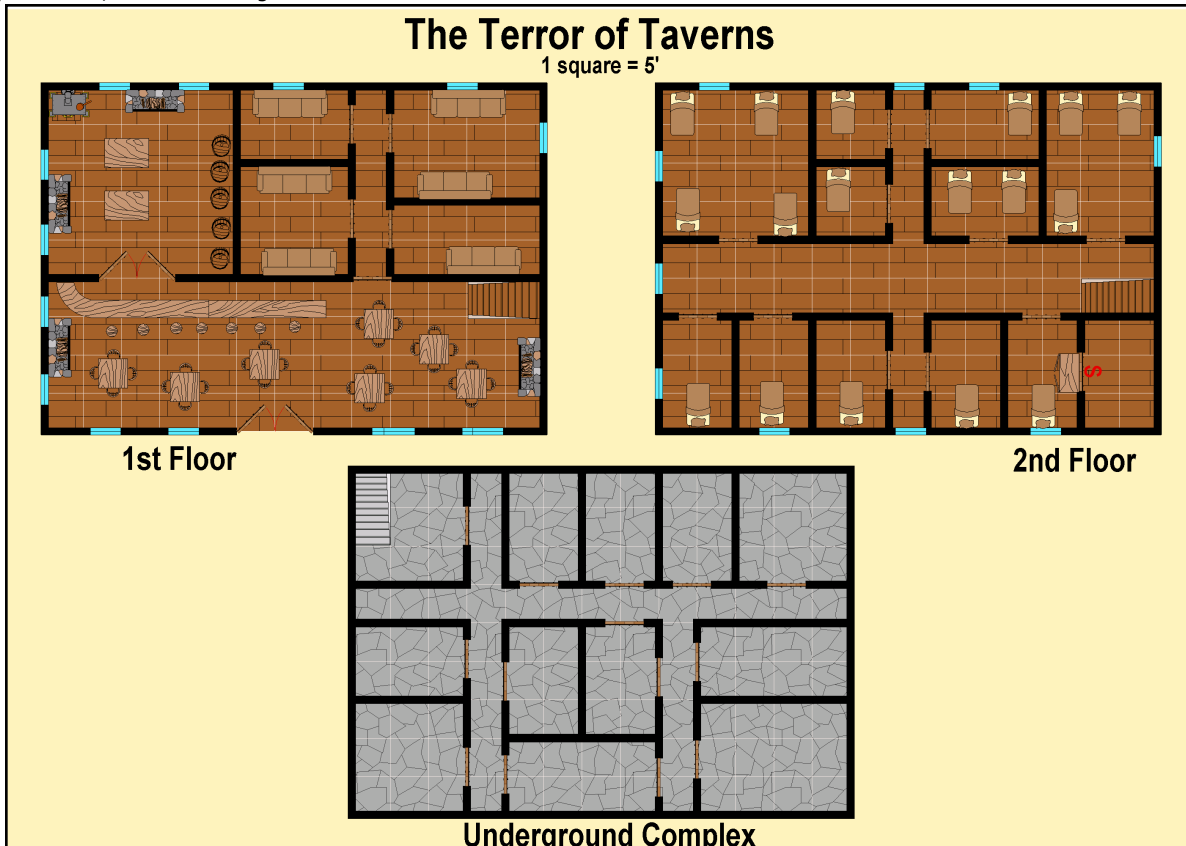
"Lost and Found."

The characters are approached by a woman in her late thirties. Her son has been missing for more than three weeks, and the local law enforcement has been able to do nothing to find him. His last known loca-

tion was on his way to a tavern called "The Terror."

**Motives:** The staff of the Terror is driven by the need to cause harm to everyone and everything around them. They are psychopathic killers that do not value life. They wish to spread the teachings of their demon-gods; those that do not convert are sacrificed.

**Where it Fits:** The Terror of Taverns can be located in nearly any town or city, preferably near a merchants' quarter or marketing section of town.



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