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Ghoul Haven

By David Jarvis

The following location template can be inserted into any D20 modern or modern-based campaign. While it works best if used in a major city, game masters should feel free to modify this template as needed to fit into your campaign.

Background Information

A long forgotten sewer system beneath the Crown Heights apartment complex is home to a pack of ghouls. These creatures make a habit of preying upon the inhabitants of the run-down apartment complex. The ghouls use a secret entrance to the basement of one of the apartments to gain access into the crime-ridden neighborhood, where they feed on whoever they find walking the halls of the apartments or streets and back alleys of the surrounding area. The majority of the pack consists of former residents of the Crown Heights projects and surrounding areas that have been turned by the original ghouls who took refuge in the sewers after contracting advanced necrotizing faciitis.

After acclimating to their new surroundings, the ghouls quickly set about making a haven out of an old hideout used by one of the Disciples, a massive

drainage chamber with catwalks and wide ledges. When the ghouls moved in the gang provided the beasts with their first meals. Those who didn't die contracted advanced necrotizing faciitis and became ghouls themselves. The newly created ghouls provided the rest of the pack with knowledge of the secret entrance to the surface and more fertile hunting grounds on the streets above.

Recent Developments

In the past few months, the supernatural gang has begun to expand their territory to neighboring projects, even to the point of encroaching on the territory of rival gangs. Anti-gang task forces operating in this part of the city have begun to track the movements of the supernatural gang even going so far as to try to infiltrate its ranks, but to no avail. The gang is very selective about whom it accepts. Those who don't measure up usually become a nice snack. So far, no task force members have been killed or turned into ghouls, but it is only a matter of time, as the law enforcement officials have committed to stepping up their efforts to infiltrate this gang. One gang task force member, Emilio Vasquez, has actually figured out the true nature of the gang, but hasn't found anyone with whom he trusts enough to share the information.

The Ghoul Haven in the Twisted Earth

The Twisted Earth is an excellent backdrop for ghouls. The creatures are common enough to inhabit the ruins of any Pre-Fall city in North America. Specific areas such as Necropolis, the Lewis and Clark Biodome, Ember, the City of the Dead, the Sea-Tac Spawning pits, Kansas City, Arid City and many others are perfect settings to inject a subterranean complex filled with these flesh-craving mutants. There may be an entire tribe of the creatures who act as flesh raiders, preying upon caravans and lone travelers who happen upon their domain. Alternately, the sewers of the ancients may serve as a sanctuary of sorts for ghouls who have been persecuted by others who view their kind as monsters.

The Secret Entrance to the Sewers

The entrance to the sewers beneath the apartments can be accessed behind a refrigerator in the janitorial recreation room, which is located in the basement. During the day, at least two of the four man staff will be in the room at any given time. At night, everyone has gone home. A member of the Disciples first discovered this entrance when one of their members needed a place to hide from the police. Only two non-gang members know about the entrance: Franklin Brown, the head janitor, and Crack head J, a local vagrant who makes his home in a makeshift cardboard house behind one of the apartment buildings.

Before the ghouls came, Franklin used the secret compartment behind the fridge to store things he didn't want anyone else finding out about, like bottles of gin that would help warm him up on cold winter days. Now the man has a secret camera trained on the secret entrance so he can try to keep track of how many of the creatures are actually using it. Franklin isn't a hero, but he figures that eventually he's going to have to do something about the ghouls before they kill or turn everyone in the Crown Heights projects.

The Ghoul Lair

The sewer system where the ghouls make their lair is a remnant of an older network of tunnels and drainage systems that were put in place in the early 1920's. The warren of tunnels still manages to collect water through seepage from both rain and the newer, yet oftentimes hastily constructed sewage and waste systems, but doesn't handle nearly the same amount of volume as it used to. Consequently, the subterranean warren of stone and iron makes for a perfect lair. The Disciples once used this place to hold meetings, store drugs and other illicit items such as guns, and also as a



hideout in times of trouble. Now, Ghouls can be found in every part of the sewers, although the primary lair is in the afore-mentioned drainage chamber.

Specific Locations

The following areas are keyed to the Sewer map. Feel free to use them or modify them at your discretion.

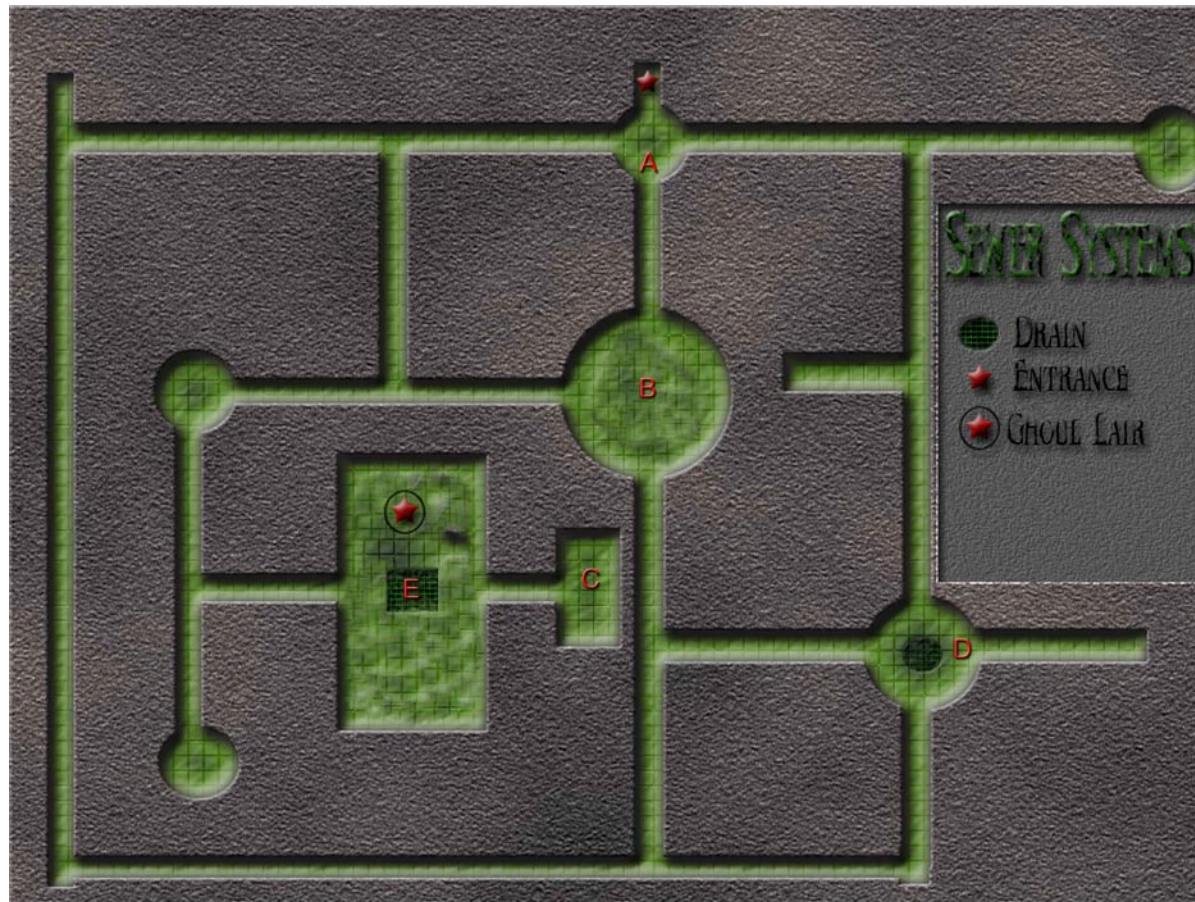
A: Ghoul Guards

Two guards watch the secret entrance to the sewers

from a junction point 30 ft away. If anyone is not wearing a gang insignia or otherwise not recognized as someone who belongs in the sewers, the ghouls will sound an alarm by beating on the cover of a trashcan before lunging at their potential meal.

B: Gang Meeting area

The non-ghoul members of the Disciples use this large circular chamber when they need to hide out or have meetings. Old couches, a mattress or two and numerous chairs and card tables are scattered



throughout the chamber. 1d6 gang members will be in this room at any given time. The chamber is oftentimes lit with burning trash cans. 1-2 on a 1d6 roll indicates that the trashcans are burning and there is enough ambient light to see.

C: Leaders Den

This large, rectangular-shaped room is where the original ghoul, Corrigan, keeps his personal belongings and sleeps during the day. Corrigan has a gas-powered generator, which he uses to provide

lighting for his room and the main lair where all of the ghouls congregate. The incredibly loud generator is almost always running, so any listen checks to hear any conversations in the den have a DC (25), and characters gain a +5 circumstance bonus to move silent checks when trying to sneak into this room.

D: Cache of weapons and drugs

This drainage chamber holds all of the excess drugs and weapons currently possessed by the Disciples.

Drugs should be in varying types and quantities with an estimated street value of 10,000 dollars. Weapons include various handguns, shotguns, machine pistols, semi-automatic rifles and a number of military-grade explosives, such as C-4 and claymore mines purchased on the black market. The estimated street value for the weapons is 40,000 dollars. 3 Ghouls are in this area at any given time. The north, south, and east passageways are all booby-trapped with claymore mines. If anyone approaching from either direction fails to properly identify themselves, the ghouls will activate the trap. The chamber is usually lit with burning trashcans. The light will extend 10 ft down each tunnel.

☉ **Claymore Trap:** CR 4; no attack roll necessary (8d6); Reflex save (DC 18) to take half damage; Search (DC 16); Disable Device (DC 16).

E: The Pit

When the Ghouls bring people back to their lair for future food sources, they keep the victims in this 10 ft deep drain tunnel. The top grating has been ripped open, but the bottom grating remains, and is stable enough to hold 1000 lbs of weight. Four people will be in this makeshift prison at any given time, waiting to either be rescued or eaten by the ghouls.

Adventure Hooks

The following adventure hooks are designed for use with this adventure location.

People under the Basement

Children in the Crown Heights projects are beginning to turn up missing. Rumors persist that the Disciples have been snatching children and selling them on the black market, but Crack head J knows the truth about the disappearances. Can the group find out what happened and stop those responsible before any more innocent lives are lost?

Lords of the Night

The people of Crown Heights are being terrorized nightly by the Disciples, a ghoulish street gang that has taken the entire apartment complex over, using it as a massive breeding ground where they create even more ghouls. It's all guns blazing in this wild free for all, with the PC's fighting ghouls on every floor of the three building, fifteen-story apartment complex in an effort to rid Crown Heights of its fiendish overlords once and for all.

Failed Delivery

Vincent Corlone, head of the Corlone crime family, hires the group to find a courier who was last seen drinking at a hole-in-the-wall bar across the street from the Crown Heights projects. The courier, Justin Parks, was supposed to deliver a large sum of money to Vincent, but was confronted inside the bar by members of the Disciples. When he tried to get in his car and leave, the Ghouls grabbed him and took him down into the sewers. Can the group find the money and escape without losing their lives?

Turf War

A three-way war has broken out in the area around Crown Heights between the East-side Home Boys, The Brotherhood, and the Disciples. One of the gang Task Force agents, Emilio Vasquez, recruits the characters to help him diffuse the situation by taking out key members of the Disciples before they begin turning members of the other two gangs into ghouls consequently spreading the infestation to other parts of the city.

A Night on the Town

As the heroes are out for a night of fun, they become lost and end up stranded in The Crown Heights area

with engine trouble. Can the group survive a night out on the town without being turned into ghouls, or worse?

Ghoul Hunt

Tired of the ghouls and non-tainted gang members using the basement to access the sewers, Franklin Brewer decides to seek out the characters for help in eliminating the ghoulish infestation. As proof, Franklin shows the PC's a videotape of the fiend's comings and goings. What comes next is a classic ghoulish hunt in abandoned sewers deep below the city.

A Mother's Love

Shenequa Watson is having trouble with her eldest son, Tray. The boy is falling victim to peer pressure, and his mother fears Tray is going to try and be jumped into the Disciples. Following the advice of a friend, she contacts the group and asks them to do something about the gang before her son becomes one of them. Unfortunately, it is too late. Tray is jumped into the gang even as Shenequa is talking with the characters. Can the PC's deal with the ghouls without killing Tray as well? Is there a cure for advanced necrotizing fasciitis, and can the characters find it before Tray is wholly consumed by the disease?

Catch and Release

As members of Department 7 (or some other secret federal agency dedicated to the investigation of the paranormal), the characters are given the task of finding and capturing no less than three ghouls. The creatures are to be brought back to a safe house where a variety of tests will be performed, including the taking of skin and blood samples. When the tests are finished, the ghouls will be tagged and taken back to Crown Heights, where they will be released back into

the neighborhood so that the agency can track their movements.

NPCs

The following non-player characters are available for use with the ghoulish lair.

Emilio Vasquez

Emilio grew up in a rough neighborhood and had to deal with the pressures of joining gangs all his life. At the age of 17, he saw his younger brother be fatally shot in a drive-by shooting while playing basketball. The police never found the responsible parties. Emilio swore that he would dedicate his life to cleaning up the streets.

He joined the police academy as soon as he graduated high school and maintained a 3.0 average despite having a learning disability. Like all newcomers to the police force, Emilio became a patrol officer. The man seemed to have a knack for knowing when people were up to no good, however, and a year and a plethora of drug and illegal weapons arrests later, his supervisors decided to transfer him to a gang task force where his ethnic background and street knowledge would be put to good use.

Not long after he was transferred to the anti-gang task force, Emilio discovered the truth about the Disciples. When he naively mentioned it to a few of his partners one night while having drinks after their shift, Emilio was nearly laughed right out of the bar. Ever since then, he's kept the knowledge about the ghouls to himself and dealt with the constant jabbing and jokes from his co-workers. Emilio is dedicated to gaining as much knowledge about the ghouls as possible, and isn't opposed to doing vigilante-type work if it means that this threat is taken care of, but he won't do it alone.

Emilio Vasquez, Strong Hero 2/Tough Hero 2/Charismatic Hero 1 CR 5; Medium Size Humanoid; HD 2d8+2 plus 2d10+2 plus 1d6+1; HP 29; Mas 13; Init +2; Spd 30 ft; Defense 16, touch 16, flatfooted 14 (+2 Dex, +4 class); BAB +3; Grap +5; Atk +5 melee (1d4+3, unarmed strike), or +5 ranged (2d6, Glock 17); FS 5 ft by 5 ft; Reach 5 ft; AL justice, police; SV Fort +6, Ref +3, Will +0; AP 2; Rep +2; Str 15, Dex 14, Con 13, Int 12, Wis 10, Cha 9.

Occupation: Law Enforcement (Gather Information, Knowledge [Streetwise]).

Skills: Climb +6, Concentration +2, Craft (structural) +2, Disguise +0, Gather Information +1, Intimidate +0, Investigate +5, Knowledge (Business) +2, Knowledge (Current Events) +2, Knowledge (Popular Culture) +2, Knowledge (Streetwise) +6, Knowledge (Tactics) +3, Profession +3, Repair +2, Sense Motive +3.

Feats: Armor Proficiency (light), Attentive, Brawl, Combat Martial Arts, Combat Reflexes, Point Blank Shot

Talents (Strong Hero): Melee Smash

Talents (Tough Hero): Remain Conscious

Talents (Charismatic Hero): Fast-Talk

Possessions: (Wealth +6) Glock 17 9mm (2), Kevlar vest, other personal possessions

Crack Head J

Crack Head J knows about the ghouls that prey on people at night. He knows about the secret entrance to the sewers because he's used it during the winter when the cold air and snow made living outside on the streets a struggle between life and death. People don't pay too much attention to the homeless, unless of course, they are asking for money, but then it just seems like a nuisance. Consequently, Crack Head J is the eyes and ears of the Crown Heights apartment complex.

Crack Head J (Fast Hero 1/Tough Hero 1): CR 2; Medium Size Humanoid; HD 1d8+1 plus 1d10+1; HP 13; Mas 12; Init +1; Spd 35 ft; Defense 15, touch 15, flatfooted 14 (+1 Dex, +4 class); BAB +0; Grap +2; Atk +2 melee (1d6+2 nonlethal, unarmed strike); FS 5 ft by 5 ft; Reach 5 ft; AL crack; SV Fort +2, Ref +2, Will +0; AP 1; Rep +0; Str 14, Dex 13, Con 12, Int 11, Wis 11, Cha 10.

Occupation: Criminal (Hide, Knowledge [Streetwise])

Skills: Balance +2, Climb +3, Escape Artist +5, Hide +6, Knowledge (Streetwise) +5, Listen +2, Move Silently +5, Sleight of Hand +7, Spot +3, Survival +1, Tumble +2

Feats: Alertness, Brawl, Nimble

Talents (Fast Hero): Increased Speed

Talents (Tough Hero): Cold Resistance

Possessions: Wealth +

Franklin Brown

Franklin is a simple man. Having lived in the inner city all his life, Franklin understands what it takes to get from day to day in the ghetto. With that said, he has a hard time understanding the youth in this day and age. Being 55, Franklin has been through many things in his life. He's been discriminated against, stood toe to toe with clan members, participated in sit-ins, and has even marched with Dr. King in Washington D.C.

Franklin is no stranger to adversity, but even in the man's darkest days, he never dreamed of picking up a gun and shooting a man unless it was in the jungles of Vietnam where he proudly served his country. But this younger generation seems eager to do just that. Drugs and crime seem more prevalent now than they ever were in the sixties. Gangs wage war in the streets of a neighborhood, which at one time was a decent place to live.

Franklin manages a crew of four maintenance workers who keep the Crown Heights projects in comparatively decent shape. Of the five workers, Franklin is the only one who knows about the Ghouls and the secret entrance into the building. He keeps a video log of all night traffic through the basement, and is planning to present the evidence to the FBI or some other agency that deals with this type of problem. His wife Martha thinks Franklin has been watching too many episodes of the X-files. Franklin knows it looks and sounds crazy, and if he can't find anyone to help him, he won't hesitate to pick up his military issue M-16 and take matters into his own hands.

Franklin Brown (Dedicated Hero 2/Tough Hero 2/Smart Hero 2): CR 6; Medium Size Humanoid; HD 2d6+2 plus 2d10+2 plus 2d6+2; HP 31; Mas 13; Init +2; Spd 30 ft; Defense 17, touch 17, flatfooted 15 (+2 Dex, +5 class); BAB +3; Grap +3; Atk +3 melee (1d3 nonlethal, unarmed strike), or +6 ranged (2d8, M16A2); FS 5 ft by 5 ft; Reach 5 ft; AL civil rights; SV Fort +5, Ref +2, Will +6; AP 3; Rep +2; Str 10, Dex 14, Con 13, Int 12, Wis 15, Cha 8.

Occupation: Technician (Craft [electronic], Craft [mechanical], Repair)

Skills: Craft (electronic) +9, Craft (mechanical) +9, Demolitions +3, Disable Device +3, Drive +4, Knowledge (Streetwise) +9, Knowledge (Technology) +5, Listen +4, Profession +6, Repair +12, Search +3, Sense Motive +6, Spot +9, Survival +8

Feats: Advanced Firearms Proficiency, Alertness, Burst Fire, Improved Autofire, Personal Firearms Proficiency, Point Blank Shot, Weapon Focus (M16A2)

Talents (Dedicated Hero): Skill Emphasis (Spot)

Talents (Tough Hero): Second Wind

Talents (Smart Hero): Savant (Repair)

Possessions: M16A2, box 5.56mm ammunition, mechanical tool kit, electrical tool kit; Wealth +8

Corrigan - Ghoul Leader

Corrigan contracted advanced necrotizing fasciitis than a year ago while reporting on an outbreak of the disease in Somalia. In the time it took for Corrigan to return to the United States, the disease had set in and he became a ghoul. His wife left him after he tried to eat their child, an episode in which he narrowly escaped the police. The memory of that night still haunts Corrigan, even as he rises each night to go looking for fresh meat.

He and three others of his kind found the secret entrance to the sewers one night roughly six months ago and have been using it ever since. The original three ghouls have created a small army from the gang members who use the tunnels to hide from the police. Corrigan has used this army to expand his hunting grounds as well as create revenue from selling drugs.

Corrigan (Strong Hero 4/Tough Hero 2): CR 8; Medium Size undead; HD 6d12; HP 39; Mas -; Init +7; Spd 30 ft; Defense 20, touch 18, flatfooted 17 (+3 Dex, +5 class, +2 natural); BAB +5; Grap +8; Atk +8 melee (1d6+5, claw); Full Atk +8 melee (1d3+5, 2 claws), +6 melee (1d6+5 plus disease, bite); FS 5 ft by 5 ft; Reach 5 ft; SQ chaos, evil; AL create spawn, dark vision 60ft, disease, scent, undead; SV Fort -, Ref +4, Will +1; AP 3; Rep +0; Str 17, Dex 16, Con -, Int 12, Wis 10, Cha 8.

Occupation: Investigative (Knowledge [Streetwise], Search)

Skills: Climb +8, Intimidate +1, Jump +9, Knowledge (Current Events) +3, Knowledge (Streetwise) +6, Knowledge (Tactics) +5, Search +9, Spot +2, Survival +2

Feats: Brawl, Cleave, Combat Reflexes, Great Cleave, Improved Brawl, Improved Initiative, Personal Firearms Proficiency, Power Attack, Multiattack

Talents (Strong Hero): Melee Smash, Improved Melee Smash

Talents (Tough Hero): Remain Conscious

Possessions: Wealth +7

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