



Requires the use of the d20 Modern Roleplaying Game, published by Wizards of the Coast, Inc.



"Howdy" from 12 to Midnight

From all of us here at **12 to Midnight**, welcome to *Modern Dispatch*. In case you are not familiar with us, we are a Texas-based RPG publisher specializing in modern horror. You might not normally think "Texas" and "horror" go together, but we are pretty sure you will change your mind after spending some time in Pinebox.

That's Pinebox, Texas. It is a nice little rural community smack-dab in east Texas. There is a university nearby, a Pine forest called the Big Thicket, and a mess of beautiful wildflowers every Spring. Unfortunately, it is also the epicenter of a whole lot of bad mojo. We're talking dark magic, serial killers, haunted buildings—the whole ball of wax.

If you want to learn more about Pinebox, just visit our website at 12tomidnight.com. You can start using the free campaign setting on our site right now, then watch it continue to grow right here in the pages of *Modern Dispatch*. Of course, Pinebox is *our* setting but all the material in these pages can just as easily be dropped into *yours*.

Each issue published by 12 to Midnight includes unique characters we call Pinebox Personalities. Even if you do not use the characters themselves, each description is also loaded with enough adventure ideas to keep you gaming for months. The same is true for the next section, Pinebox Places. That is where we feature the description, adventure ideas, and map(s) for each building. Finally, we wrap up with a short "sidetrek" style adventure using material from the other sections.

If you have any ideas for future issues or want to comment on what you read here, please feel free to drop by our forums at 12tomidnight.com.

Pinebox Personalities

Mayor Red McCoy

McCoy is a late-middle aged man with white hair combed straight back and a well-kept goatee. He walks as if on parade, with a purposeful military bearing. He speaks with hushed tones, and has a very southern tilt to his voice. He dresses immaculately and enjoys tailored suits of dark solids or grays.

Character Profile

(November 1, 1944 - Present)

These days, Mayor Red McCoy appears to be the paragon of Southern wealth, pride, and manners, yet his origins are much more humble. During the sixties, Red was a very poor high school drop-out working on his father's failing goat ranch. Red took it upon himself to walk down to the bank and talk to "Old Wiley" himself. Red promised on his word of honor to pay back the loan if the bank would give him a year's reprieve. The bank acquiesced and Red became deeply convinced that a man's word should be his bond. Thus his ideal of a consummate Southern gentleman was cemented.

Red has since created a huge cattle empire based on hard work and the reputation of his word. The mayor is also locally known as a devoted collector of Civil War memorabilia and items of African culture. He has been on three African safaris, which have contributed to his collection. One room in his huge ranch house is dedicated to African culture. Hung upon the walls of this room are traditional tribal masks, and zebra rugs cover the floor. In this impressive room Red feels confident that he can close any business deal.

Secrets

All appearances aside, the mayor's embrace of multiculturalism is an elaborate charade. Red secretly

leads the Texas National Militia, or TNM. This group is dedicated to the "South rising again". The TNM has secured many converted AK-47s and a huge supply of explosives for the next war of Secession. They also have a sizeable stash of C-4. All of this is for the cause of the "homeland." Red believes in the "Yankee conspiracy to keep too many weapons in the northern states." In private conversation with other TNM members, Red refers to the South as a "hostage" and to all non-Anglos as "occupiers".

Red believes the South should be strictly white. In private, he typically refers to "the good old days of segregation". He also points to the high pregnancy rates of today's teens and the troubled public schools as a reason to return the "South to her glory". He also believes that any American of non-European descent should not be mentioned in textbooks. He becomes incredibly animated when talking about the number of non-Anglos receiving government help. Once one of his friends pointed out how many "pure white folks" were on welfare and Red lost his temper. He pulled out a knife and threatened his friend with the loss of his manhood.



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12 TO MIDNIGHT

RPG OBJECTS

ADAMANT ENTERTAINMENT

RONIN ARTS

Lately, some locals have been rumbling about Red's personal life. There was prevalent rumor that Red's daughter, Jennifer, was being physically abused. No charges were pressed and the talk dissipated. Shortly thereafter, Jennifer's whistle-blowing boyfriend quit his job and abruptly left town without leaving word of where he could be found.

According to another rumor, when a child had to be rushed to the hospital, Red was on hand and paid all the bills. Although the child did not carry his last name, Red seemed very interested in quietly caring for the baby and his mother.

Lately, Red has been disturbed by visions. One night while checking his cattle on the north range of his property, he "witnessed" the Red River battle of the Civil War. One of his ranch hands found him at noon the next day, dehydrated and delirious. He has also had several conversations with Jefferson Davis regarding the reconstruction of the "true South". His favorite conversations are those with Robert E. Lee. Lee has told him that the South must secede again if she is ever going to be free.

Character Speak:

"My- my, it is a lovely day today."

"Big government is the enemy of the small man, and rightly so."

"Chivalry never goes out of style."

"I've found that the best conversations are done with tea or coffee."

"Our land is occupied by those who have not bled for it and do not deserve it."

Red McCoy

CR 4; Male Human Charismatic Hero 3/Smart Hero 1; Medium Humanoid (5'8"); Age: 60; Eyes: Brown; Hair: Combed back with goatee, White; Skin: Pale; Build: Straight posture; 3d6+1d6+4; 21 hp; Init +0; Spd 30 ft.; AC 11 (); touch 11; flat-footed 11; Base +1/+2; Atk Strike, Unarmed +2 melee (1d3+1); SQ Charm (Female), Favor, Savant (Knowledge (History)); SV Fort +3, Ref +2, Will +5; Str 12, Dex 11, Con 13, Int 14, Wis 12, Cha 15.

Skills: Bluff +8, Craft (Visual Art) +2, Craft (Writing) +8, Diplomacy +12, Disguise +2, Gather Information +10, Handle Animal +9, Intimidate +10, Knowledge (Business) +8, Knowledge (Civics) +8, Knowledge (Current Events) +3, Perform (Act) +2, Perform (Dance) +2, Perform (Keyboards) +2, Perform (Percussion Instruments) +2, Perform (Sing) +2, Perform (Stand-Up) +2, Perform (Stringed Instruments) +2, Perform (Wind Instruments) +2, Profession +7, Read/Write Language, Speak Language, Computer Use +2, Craft +2, Craft (Structural) +2, Forgery +2, Investigate +6, Knowledge (History) +7, Navigate +2, Research +6, Search +4. **Languages:** Speak English, Speak Spanish, Read/Write English.

Feats: Personal Firearms Proficiency, Trustworthy, Iron Will, Renown, Attentive.

GM Ideas:

- The Texas National Militia's compound is to be raided by the ATF (Alcohol, Tobacco and Firearms). Before the inevitable shootout, the characters are hired to infiltrate the group and rescue Naomi Hollister, a brainwashed teenager who moved into the compound with her boyfriend.
- Jennifer McCoy meets the characters and becomes a possible love interest. This brings a new meaning to "meet the parents" as anyone not white and Southern would never meet with Red's approval.
- A black man is accused of raping a white woman. While being taken from the courthouse to the jail, the police escort is attacked and the prisoner is taken by members of the TNM intending to lynch him frontier style. The characters witness the abduction attempt.
- Red learns of the Texas 13, a special Ranger corps organized in 1862 and made up of 13 men of dubious character. The original Texas 13 were powerful warlocks who raided north into Kansas and were responsible for many atrocities in the name of the Confederacy. Red has decided to rebuild the Texas 13 and is searching out those willing to sell their souls for southern power. Each potential recruit is required to prove himself loyal and worthy by committing crimes for the TNM.
- Red holds an annual Confederate Ball on April 12th. The characters (if white) are invited. Due to Red's consorting with several occultists, several ghosts and demons are present as well--though few realize this until late in the night when the spirits make their presence known.

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City Councilman Manuel “The Man” Travis

Mr. Travis is a great athletic specimen with strong muscles and a perfect physique. He has a massively muscled, barrel-shaped chest, small waist, and arms like tree trunks. The councilman has piercing blue eyes and a quick, disarming smile.

Character Profile

(April 3, 1968 - Present)

Manuel “The Man” Travis put Pinebox on ESPN’s map. The Man was six foot tall his 7th-grade year and ran the forty in 5.2 seconds. His father expected him to play professional sports, and he did not disappoint—at least, not at first. Travis had a short stint with an arena football team, but was waived unconditionally after coming up positive on a drug test. The Man moved back to Pinebox and told people he had injured his knee. Taking advantage of his local celebrity status, the former athlete ran for city council and won easily. His first act was to get his name officially put on the water tower.

Ironically, being a council member is Travis’ only success. His used car dealership flopped, his realty business tanked, and Amway was not his friend. His marriage similarly flopped. Well known, big, and full of promise, women flock to The Man like moths to a flame. Of course Manuel has never really had anything denied him and never really learned how to say “no”. After his fifth affair, his wife ran off with a FedEx delivery driver. Many women, single and married, offered condolences in their own way, and The Man turned no woman down.

Secrets

One such woman introduced him to the mysteries and pleasures of Tantric magic. Although the affair ended like all the others, the experience led Manuel

to experiment with various religions—even Satanism—but he never truly believed and nothing ever came of his dabbling until recently.

The Man grew increasingly frustrated as his failures mounted both in his private life and public businesses. One night after a city council meeting, Red McCoy approached him. Red convinced The Man that it was his destiny to help the South rise up and become an independent nation of “true Southerners”. Later that month, Manuel met the rest of the Texas National Militia. Manuel was hailed as a hero and Red gave a fine speech extolling Travis’ virtues and the need for independence. Red mapped out a road plan for the councilman to recruit new members.

Finally, it dawned on Manuel just what Red planned to do and who it excluded. That night in front of the armed assembly, Manuel showed uncommon courage and told Red and the TNM he wanted no part of them. Amazingly, they let Manuel walk away without a scratch, although it would certainly have ended differently if Red had not given his word for the councilman’s safety. However, the next morning Manuel’s current girlfriend was found murdered in a ditch.

Although nothing has been proven, Manuel is convinced of Red’s involvement. In a moment of grief, Manuel called on dark forces to avenge his girlfriend’s death. Nothing happened. But the next day a stranger stopped him and handed him a book called *The Dark Secrets*.

That night under the moon he followed the book’s instructions, this time performing a gruesome, blasphemous ritual. At its conclusion the earth formed into a face and a goat-faced demon emerged from the ground. It stood thirteen feet tall and demanded, “Who dares to wake me?”

Manuel replied, “I have and I demand that you kill Red McCoy.”

“First you must release me, little man,” the creature snickered.

“Uhhh, oh. Ok.”

The creature reached out with a cloven hoof that seared Manuel’s chest with its painful touch. The creature’s laughter rang out as it sprouted wings and flapped away into the night sky, leaving Manuel standing agape amid the carnage of his ritual.

The next day sheriff’s deputies searched for a suspected Satanist who had slaughtered a cow and drained its blood. In another county, a bum had been skinned alive and his right leg eaten. The leg bone was found gnawed two miles away from the rest of the corpse.

Only Manuel knows about the demon. Only he knows why his chest is branded with an arcane symbol of darkness. That terrible night was a turning point, providing a moment of clarity. Manuel has dedicated himself to stand against the darkness in which he so recently trod. Now Travis and the TNM maneuver against each other in the city council chambers and behind the scenes. Although the blood demon remains at large, The Man has not given up hope that he can find a way to undo the evil he has unleashed.

Character Speak:

“It’s too bad we can’t just play a game to solve our problems.”

“There ain’t nothing to be afraid of. Nothing.”

“How ‘bout them Cowboys!”

“Never trust a man that says he can make something of you. You can only do that for yourself.”

“You only live once, so take advantage of the opportunities as they appear.”

Manuel “The Man” Travis

CR 3; Male Human Strong Hero 2/Smart Hero 1; Medium Humanoid (6’3”); Age: 33; Eyes: Blue; Hair: Sandy Blond, Caucasian; Skin: Olive; Build: Muscular; 2d8+1d6+6; 22 hp; Init +1; Spd 30 ft.; AC 12 (+1 Dex); touch 12; flat-footed 11; Base +2/+5; Atk Strike, Unarmed +6 melee (1d6+3); SQ Extreme Effort, Savant (Knowledge (Arcane Lore)); SV Fort +4, Ref +1, Will +1; Str 16, Dex 12, Con 14, Int 12, Wis 10, Cha 12.

Skills: Climb +8, Craft (Structural) +1, Jump +11, Swim +3, Read/Write Language, Speak Language, Balance +8, Tumble +8, Computer Use +2, Craft +1, Craft (Visual Art) +1, Craft (Writing) +1, Forgery +1, Knowledge (Arcane Lore) +6, Knowledge (Business) +2, Knowledge (Civics) +3, Navigate +1, Research +3, Search +1. **Languages:** Speak English, Read/Write English.

Feats: Brawl, Heroic Surge (1/day), Run, Combat Reflexes, Renown.

GM Ideas

- The Man hires the characters to investigate the TNM regarding the death of his girlfriend, but he leaves out the details of his own involvement.
- One of the characters has visions of a pretty young woman in trouble. She is Manuel’s old girlfriend and she seeks someone who can help her get justice against her killers.
- The characters are attacked by the blood demon in a random encounter, or witness the demon’s attack somewhere late at night in Pinebox.
- The blood demon attacks a City Council meeting during a major thunderstorm. Red escapes and as he flees, he bumps into the characters. The demon follows hot on his heels...
- The “cold war” between the councilman and the TNM heats up into renewed violence and turns Manuel into a vigilante. He begins secretly recruiting others to join him in his private war.

Pinebox Places

Pinebox City Hall

401 Hickory Avenue

The imposing, two story Pinebox City Hall seems to squat at the edge of Civic Square like an ancient toad. The boxy, eighty-five year old building still houses many offices of local government. Its classic front boasts five, two-story Ionic columns and many large, airy windows with frosted glass panes. A large sign to the right of the entrance welcomes visitors to Pinebox. Visitors are welcomed with a pair of heavy oak doors leading to a large lobby.

The Pinebox City Hall is one of four buildings occupying the traditional town square. The other three buildings are the city police station, county courthouse, and post office. A small park area nestles in the hub of these buildings. Consisting of large, ancient oak trees and a well-maintained lawn, this area was formerly the site of both sanctioned public hangings and informal lynching. Today it’s a meeting area for many older citizens to gather and play chess, checkers, and cards under the shade of the trees.

Built in 1921-1922 of imported granite, the city hall is an architectural wonder. The ornate and detailed scroll work decorating the inside and outside of the building was completed by German craftsmen, hired after World War I by Hardy “Buck” Travis. Incidentally, Travis’ great-grandson currently serves as City Councilman in that same building. Hardy Travis helped design and construct the building after the previous city hall building was consumed in a fire in 1916.

Because of the building’s age, the interior offices have undergone a series of renovations over time. Air conditioning, new wiring, and other improvements

have transformed the building’s interior. Today much of the detailed molding is hidden above insulated drop-ceilings, but a beautiful tile fresco on the lobby floor featuring early pioneers overlooking Lake Greystone remains carefully preserved for all to appreciate and enjoy.

Pinebox City Hall contains all the basic offices of a city, including that of the mayor, city attorney, city secretary, city comptroller, parks and recreation, permits, public relations, and human resources. A municipal court is located on the south end of the building. Other city offices, such as public works, are housed in the City Government Annex. The Annex can be found in the old Watley Building two blocks down Main Street. Police and Fire Departments also each have their own separate facilities.

Security at the City Hall has also entered the modern era. All the windows and doors are protected with electronic intrusion alarms installed in the mid 1990s. At the door, daytime visitors must pass through a metal detector and a guard carrying a metal-detecting wand.

The City Hall has also seen more than its share of trouble. In the 1950s, corruption at the municipal court came to a head when Judge Harold Meese was held at gunpoint by a double-crossed business partner. Reggie S. Huntington held off police for nearly 12 hours in the fortress-like City Hall building. The standoff ended when police stormed the building at the sound of screams only to discover the bloody remains of both Huntington and Judge Meese. The double-murder was never solved.

The City Hall has also been the scene of no fewer than eight self-immolations—one in each decade of the 20th century since the building’s creation. Despite the bizarre nature of these deaths, in each instance the building itself remained unharmed. The more morbid of Pinebox’s residents speculate when the next human

bonfire will occur.

In the early 1980s, an irate citizen drove his pickup truck up the eight short steps of City Hall and into one

Rumors

- The Permits clerk in the far left booth can “fix” any routine traffic citations for a modest fee.
- The human immolations are the result of a powerful curse created because of an injustice perpetrated in the old City Hall...and the next death is due any time now.
- The decorative columns in front of the building are hollow. The one immediately to the left of the front entrance includes the remains of city’s first Mayor, William Greystone. The other to the right also houses remains, but the rumors conflict on the race, gender, and even species!
- Some of the ornate scrollwork carved into the building’s façade was actually intended to have magical properties. Are they a protection or a curse?
- The City Attorney has been looking very nervous lately. He has been spotted in some seedy parts of Pinebox, and his wife and daughter are taking an “unexpected trip” to Canada.

of the giant columns. During the restoration of the column, masons found a time capsule. Each of the craftsmen present at the discovery died violent deaths within one week. The time capsule is said to be locked in a safe somewhere on the premises, but nobody knows exactly where, nor the contents of the capsule.

Continuing the string of bizarre events, in the late 1990s the newly-elected mayor was found dead in his office. Or rather, the *top half* of him was found in the office. The bottom half was never recovered. After a brief investigation, police ruled that the reform-minded mayor had been the victim of an alligator attack. Although this conclusion was widely ridiculed, no other credible explanation for the mutilation was ever brought forth.

Adventure

On the Steps of City Hall

On the Steps of City Hall is the beginning of our *Rising South* adventure arc. These encounters are presented in a serial format for Pinebox, but we provide alternate leads and hooks to make these encounters work in other modern-world campaigns.

Introduction

Despite the defeat of the Confederacy close to 140 years ago, some stubborn Southerners long for a day in which the South rises again. Others do more than dream. One such radical group is the Texas National Militia (TNM) (see *Red McCoy* profile, and look for a full organization profile in a future issue of *Modern Dispatch*). If your campaign takes place anywhere other than the American South, you can easily change the TNM to fit any of the white supremacy groups found around the world.

The TNM is well organized. This group’s tendrils wind across Pinebox and Golan County. As with any group, TNM members have differing views on how to achieve their agenda. The larger group is more aggressive and does not refrain from using violence—actually, they enjoy it. The smaller faction, who is led by Mayor Red McCoy, favors subtle power plays. For now, this latter group is in control and normally can manipulate its more violent brethren. This encounter represents an exception to the norm.

As a member of the Pinebox City Council and a former athlete, Manuel “The Man” Travis holds a great deal of influence and respect in the community. He also recently rejected an invitation to join the TNM. The violent faction of the TNM has already acted against orders once by killing Manuel’s girlfriend, which later resulted in a violent display of anger by Red. Uncowed, today a pair of TMN thugs plans to assassinate the councilman on the steps of Pinebox

City Hall in a drive-by shooting. These men believe Travis a threat (rightly so), and see Red’s edict against harming him as a sign of weakness. They expect a flashy show of force will intimidate those who would hinder their cause, and encourage others to join the movement. What they did not count on was the presence of their leader standing beside Councilman Travis, nor the intervention of the heroes.

On the Steps...

The time is close to one o’clock in the afternoon on a hot, humid, Texas summer day. The characters are on the steps of City Hall. There are numerous reasons they may need to visit city hall. Here are a few examples of what might draw a hero to this location, and of course modify according to your campaign’s needs:

- Pay a traffic fine.
- Register to speak before a Council Meeting.
- Explore the town records for legal documents.
- Visit the mayor, a council member, or other city employee.

You can have the characters entering city hall, leaving the premises, or taking a smoke break outside (since it is illegal to smoke inside Texas public buildings). When you are ready to run this encounter, read or paraphrase the following:

Beads of sweat drip down your body on this hot Texas day. A day made for rolling up your sleeves. You pity the two men wearing suits you spy chatting along the curbside. They must be frying, but a reporter in

short sleeves and a tie is interviewing the pair while a cameraman records their conversation. The television station's van is parked across the street and the doors hang open. Mighty trusting folks. Of course, they did not have to pay for the van.

Politicians. The elder man reminds you of Colonel Sanders with his white hair and goatee, not to mention his ramrod-straight posture. Big fellow, but he looks small next to his younger companion. This man is huge and muscular, something even the suit cannot conceal. Both men make the reporter appear like a minnow swimming with sharks.

The older man is Mayor Red McCoy, while his associate is Manuel "The Man" Travis, a city council member. They are answering questions about local legislation for a new parks and athletic program for local children. Of course as GM you could have them discuss whatever issue is pertinent to your campaign. The interview is soon interrupted. Have the players make a *Spot* check (DC 15). For those who succeed, read or paraphrase the following:

Even at this time of day, traffic is light. An old, black Ford F150 pickup cruises down the street. It seems slow, but some of these country boys never seem to be in much of a hurry. The truck's brakes squeak as it comes along side the interviewer and politicians. Then a man riding in the truck bed sits up. The hot Texas sun reflects off gunmetal.

Begin initiative and allow the characters who noticed the pickup to act during this surprise round. Since the politicians and media are standing together, it is

impossible for the characters to know the gunman's target in advance. On his action, the gunman fires and inadvertently hits the reporter. The driver uses his action, holding if necessary, to speed away as soon as he hears his partner fire.

The first round of regular action now begins. Unless the heroes did something extraordinary during the surprise round (Or perhaps because of it!), the reporter is dead. The bullet blew out the back of his head. The two politicians are covered in blood. Whether the reporter lives or dies, a serious crime has just taken place. The heroes are likely to follow one of two tracks, either the **Combat Track** or the **Investigative Track**. In either case, the heroes only have a short time to act before the local police take full control of the investigation.

Combat Track

Most groups are probably unarmed, as City Hall has metal detectors at all doors and only law enforcement officials may carry weapons inside. It is a felony offense for anyone else to pack a weapon on government property. The truck does not slow down and the gunman does not risk a second shot as he realizes that Red McCoy is standing beside his target. The armed policeman on security duty inside the City Hall is in no position to stop the truck, although he immediately calls for an ambulance and police backup.

The characters may take the television station's van if they want to pursue the truck through Pinebox. The keys are conveniently located in the ignition. After all, who would steal the station's van? The pickup

truck driver is a Pinebox native, Hank Cleary, and he leads the characters on quite a chase through the city's streets. Refer to the *Pinebox City Map*—a free download in the **Campaign Setting** section of the 12 to Midnight website. Eventually a police officer cuts off the truck's escape route with his car and causes a crash. Unfortunately the lone police officer is knocked out, requiring the heroes to act.

If you do not have other characters prepared, then select two Thugs from the *d20 Modern Roleplaying Game* book. They are provided in the *Supporting Characters* section of **Chapter 8: Friends and Foes**. They come in three different levels. Use what provides the best challenge for your characters.

The gunman, Kerry L. McGovern, has already served time in prison and in fact is still on parole. If it becomes clear that he is about to be captured, he shouts "I ain't going back to prison!" and commits suicide. The driver, Hank, has a pistol but has no intention of fighting to the death. He refuses to speak other than to invoke his Fifth Amendment rights. The police take charge and do not allow the heroes speak with the suspects. The truck itself offers few clues (see *Investigative Track* below).

Investigative Track

If the heroes want to collect evidence instead of getting into a firefight, they have several options.

An observant hero may find the single brass casing ejected from the gunman's weapon. A tiny logo is stamped into the side of the metal. The attacker's ammunition was custom-loaded by a local gunsmith and sold to the TNM. However, the TNM is his biggest customer these days and he stubbornly refuses to divulge any information about the buyer.

If any characters follow Manuel and Red into City Hall as the pair flees inside, allow them to make a *Listen* check (DC 14). Success indicates they hear Manuel accusing Red, "If I find out you were behind this, I'm gonna open up a can of whoopass like you've never seen, old man!"



Red looks shaken and disgusted by the blood covering him. If a hero makes a successful *Sense Motive* check (DC 25) they detect McCoy's anger. He cannot believe the assassins' stupidity at attacking in broad daylight and endangering him. His anger is barely in check, and if the characters push too hard they may become the target of one of his rare public displays of fury. When the police arrive to take his statement, he sends them away until he has had time to "clean up".

The unexpected attack has left Manuel off balance and temporarily more willing to speak openly to the heroes. He readily blames local white supremacists for the attack, just as he blames them for the death of his girlfriend. However, he does not identify the group by name, nor does he divulge the Mayor's involvement with the group. That is a secret he is not ready to reveal until he has settled his own private score. When the police arrive to question him, he backpedals and refuses to speak of his suspicions. He might say, "Hey, I'm just a dumb jock on City Council. They must have been after the Mayor."

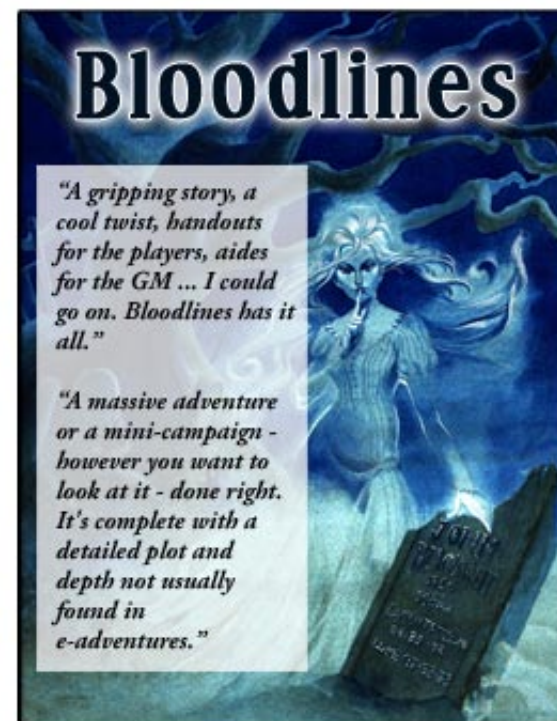
The most fruitful line of investigation comes in the form of the TV station's camera, which catches the truck on film as it speeds away. This provides the vehicle license and a good look at the shooter. However, if the stolen truck escapes the crime scene then it winds up in a junk yard, never to be seen in one piece again. The gunman is a different matter. The cameraman recognizes him from a news story he shot during a local cockfighting bust. The cameraman even remembers the man's name—Kerry L. McGovern.

If the heroes act quickly (McGovern's address is listed in the phone book), they may take advantage of the information before the police have time to respond. Otherwise, the GM might allow the characters to ride along with the police to make a positive identification. After the failed assassination attempt, McGovern flees to the safety of the secret TNM compound. However, his home turns up a sizable assortment of white supremacist pamphlets, books, and other paraphernalia.

Ironically, only the TV station cameraman is not white, and the police conclude that he had been the real target of this seemingly random attack. Case closed... for now.

What Now?

Although this adventure was created to work independently, you can easily take this encounter and pursue the mystery further by dropping in a few extra clues. Will Councilman Travis take the law into his own hands and strike back at his attackers? Having failed to kill Manuel Travis, what will be the TNM's next move? To see what happens in Pinebox, follow the official adventure arc in to 12 to Midnight's next issue of *Modern Dispatch*. In the meantime, drop by our forums at www.12tomidnight.com and let us know what you think. We want to write adventure material you can use!



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ROOM KEY

1st FLOOR

1 = Lobby
 1A = Payment Windows
 1B = Emergency Exit
 1C = Stairs (up)
 1D = Elevator Doors
 1E = Janitor's Closet
 2 = Hallway (Displays of Local Artists)
 2A = Exit (Doors normally Locked)
 3 = Cashiers' Office
 4 = Director of Public Works' Office
 5 = Copy Room
 6 = Storage
 7 = Janitor's Closet
 8 = Public Works Department (Planning)
 8A = Computer System Manager
 8B = Draftsman's Cubicle
 8C = Inspector's Cubicle
 8D = Storage for Maps and Plans
 8E = Fire-proof Vault
 9 = Mail Room
 10 = Break Room
 11 = Conference Room
 12 = Secretary/Waiting Area
 13 = Finance/Accounting Director
 14 = Closet
 15 = City Arborist
 16 = Closet
 17 = Women's Restroom
 18 = Men's Restroom
 19 = Hallway (with displays still-life paintings)
 19A = Doorway (Normally locked, unless Court is in session)
 20 = Men's Restroom
 21 = Women's Restroom
 22 = Vending Machines
 23 = Pay Phones
 24 = Municipal Court Room
 24A = Gallery
 24B = Defense
 24C = Prosecution
 24D = Judge's Bench/Witness Stand
 24E = Court Stenographer
 24F = Court Clerk
 24G = Jury Box
 25 = Jury/Witness Sign-in
 26 = Waiting Area/Guard
 27 = Holding Cell

28 = Jury Deliberation Room
 29 = Bathroom
 30 = Court Recorder/Court Clerk's Office
 31 = Court Files
 32 = File Vault
 33 = Secretary
 34 = Closet
 35 = Judge's Chambers
 35A = Bathroom
 35B = Legal Library
 36 = Elevator Shaft Access (Restricted)
 37 = Mechanical Room (Restricted)

2nd FLOOR

38 = Balcony
 38A = Elevator Doors
 38B = Stairs (down)
 39 = Maintenance Way (Restricted)
 39A = Elevator Shaft Access (restricted)
 39B = Stairway to Roof (restricted)
 39C = Mechanical Room (restricted)
 40 = Snack Room
 41 = Hallway (with Historical Painting Display)
 42 = Waiting Area
 43 = Foyer (with Skylight)
 44 = Copy Room
 45 = Storage
 46 = Conference Room
 47 = File Room
 48 = Storage
 49 = Mayor's Office
 49A = Private Bathroom
 50 = City Manager's Office
 50A = Private Bathroom
 50B = Closet
 51 = Assistant City Manager's Office
 52 = City Secretary's Office
 52A = Closet
 53 = Secretary
 54 = City Attorney's Office
 55 = Legal Assistants' Office
 56 = Janitor's Closet
 57 = Human Resources Department
 58 = Women's Restroom
 59 = Men's Restroom
 60 = Hallway (with Photos of City Employees)
 61 = Park Department Manager's Office
 62 = Park Department Planners
 63 = Grant Writer's Office
 64 = Employee Coffee Room

65 = Emergency Management Control Center (Restricted)
 65A = Emergency Management Communication's Center (Restricted)
 66 = Men's Restroom
 67 = Women's Restroom
 68 = Display Room
 69 = Storage
 70 = Janitor's Closet
 71 = City Council Meeting Room
 72 = Storage

Roof Top

73 = Elevator Machinery (restricted area)
 73A = Elevator Shaft Access (restricted)
 74 = Storage (restricted)
 75 = Roof Access (restricted)
 76 = Radar Dish

MAP KEY

 WALL

 DOOR

 WINDOW


 LADDER


 WATER COOLER

 FILE CABINET

 WATER FOUNTAIN

 POTTED PLANT

 LANDSCAPING PLANT

 TREE

 VENDING MACHINE

 PAY PHONE

 COLUMN

 PAPER TOWEL DISPENSER

 TOILETS

 URINAL

 LAVATORY

 SHOWER HEAD

 AIR CONDITIONING UNIT



12 TO MIDNIGHT

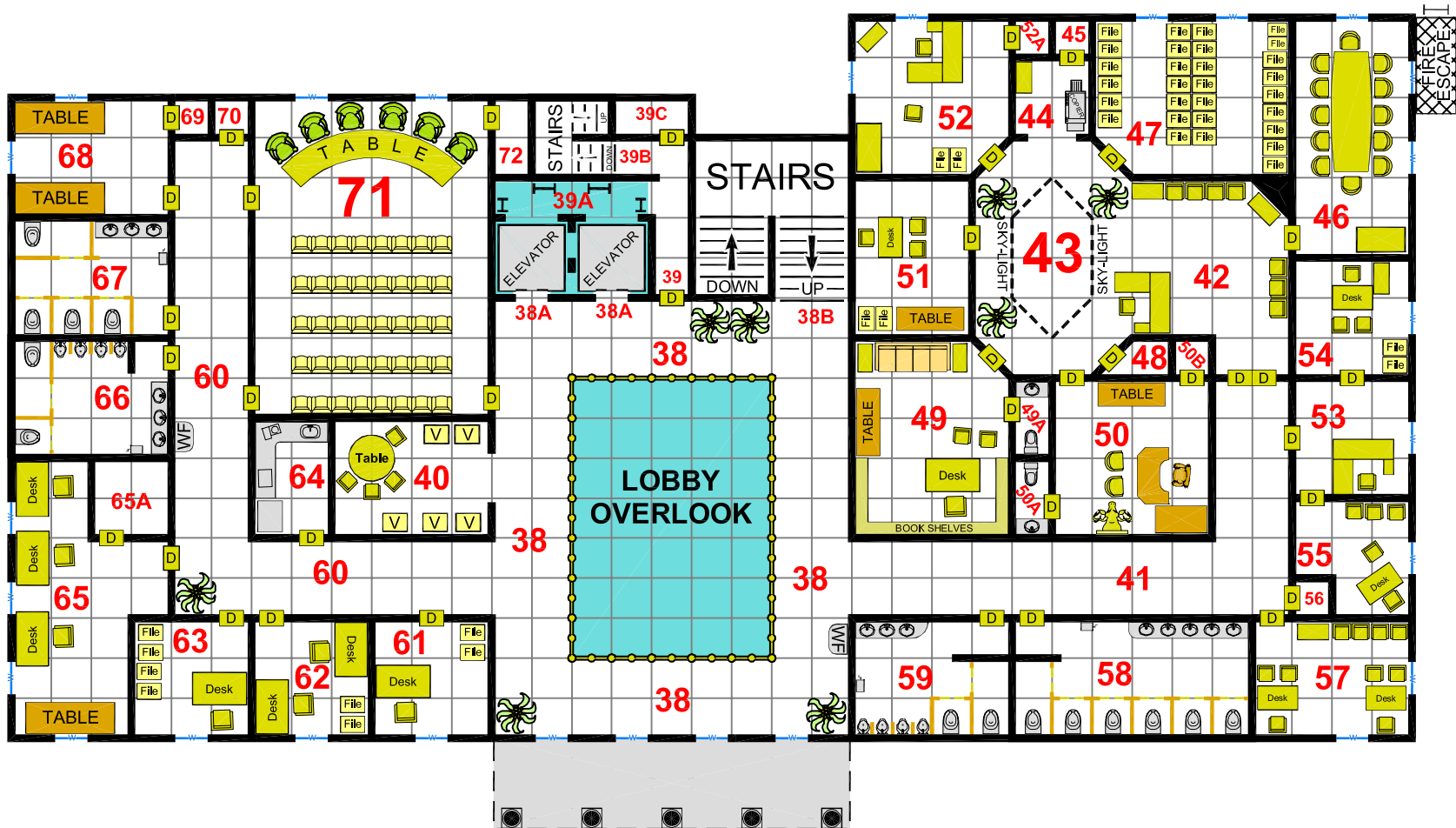
www.12tomidnight.com

Map Scale: 1 square = 5 feet

MAP KEY FOR PINEBOX CITY HALL



REFER TO ATTACHED PAGES
FOR MAP KEY



12 TO MIDNIGHT

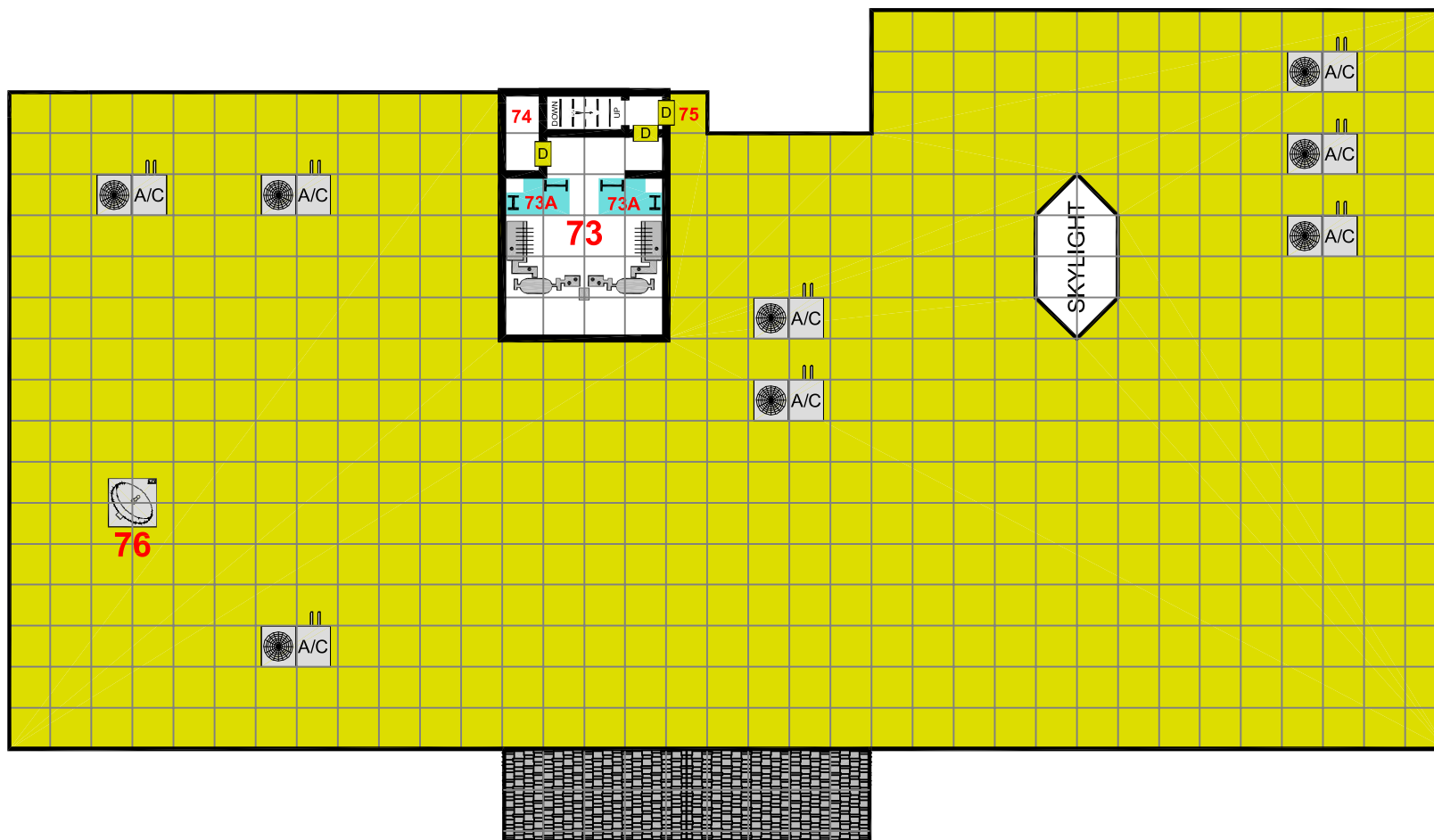
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Map Scale: 1 square = 5 feet

PINEBOX CITY HALL 2nd FLOOR



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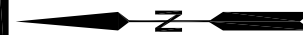
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PINEBOX CITY HALL

Roof



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