



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



## “Howdy” from 12 to Midnight

In case you are not familiar with us, 12 to Midnight is 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.

Pinebox, Texas, that 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 Web site at [12tomidnight.com](http://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*.

If you have any ideas for future issues, or if you want to comment on what you read here, please drop by the forums on our website.



## Pinebox Adventures

# Beer, an Ouija Board, Pretzels, and a Demon



While at a party, the heroes and several GM characters play with a Ouija board. The sinister device reveals a cryptic message, “Bloody Mary.” This is a clue suggesting heroes go to the restroom and try the old legend of Bloody Mary (Repeat the name while looking in a mirror three times, before a lit candle, and while alone). If a hero makes the attempt, horror is definitely in his future. If no hero takes the bait, James Jones, a friend at the party does.

The ritual releases a demon that attempts to possess the hero (or James), and uses that person against others. Once released, the creature must be appeased or defeated.

This adventure is written for 4 characters of at least 4<sup>th</sup> level, but may be scaled up or down depending on the makeup of the team. ***This is a roleplay-intensive mini-adventure. Make sure the players can pull it off before attempting to run it.***

## Introduction and Background

James Jones has great parties in his two-room, 2<sup>nd</sup> story apartment. The heroes have attended this one, as well as Lana Fowler. Fowlers’ hair is dyed a purplish maroon and is spiked and short. Her lipstick and fingernails are painted black, and her eye shadow is heavy and dark. Despite her carefree appearance, Lana is actually a shy girl who enjoys watching others. She usually wears a sly smile upon her lips, as if amused by the actions of others. The truth is that Lana is a witch, taught by her mother, and she has never quite fit in.

Late in the morning hours, most of the partiers have gone home, except for James, Lana and the heroes. James pulls out a Ouija board and asks if anyone would like to play.

This Ouija board is special. James found it left in the apartment when he moved in six months before. The previous owner of the apartment, Joe Breen, had committed suicide; at least that was what the police had determined. Actually, Breen had been communing with several dangerous spirits and one night inadvertently summoned Sudalak, a demon of night terrors. Sudalak had played with his victim for several days before bleeding his wrists and allowing Breen to die. Sudalak awaits for a calling from the physical world. Once released, his powers are great enough to create Hell on Earth in this little apartment.

There are two ways for the heroes to defeat Sudalak. One way is to kill the possessed person’s body. The second way is to play along with Sudalak’s horrific games until Lana can cast a spell of protection.



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However, this is a time-consuming process and the heroes must keep Sudalak's attention from her.

This is truly a horror adventure, and character deaths are possible. Sudalak, being a demon of night terrors, can control and change the environment as he wishes—making him a very dangerous opponent. He feeds off fear, so he wants to torture and terrify his victims for as long as possible before killing them and taking possession of their souls.

## Let's Get this Party Started...

*The party has gone late into the early morning hours. Most of the partiers have gone home, except for just a few friends, a girl named Lana, and you. Your friend, James Jones, whose apartment hosted the party, has pulled out an old 1970s Ouija board. "Who wants to try?" He asks with a smile. Lana, who has been very quiet and shy most of the night suddenly perks up. "I do!" and she moves to sit opposite James.*

The apartment itself is on the second floor of the AJ Smith Apartments. It consists of two bedrooms, two bathrooms, a small kitchen, a combined dining room and living room, and a small balcony accessed through a sliding glass door. The front door opens onto a railed porch and stairs descend to the first floor and parking lot beyond. There are neighboring apartments, but due to the supernatural effects of the Sudalak, no one outside the apartment can hear what is happening.

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There is room for two more players at the board. The game is played with everyone lightly touching the planchette (pointer) and moving it in small circles about the board. The board has the alphabet, 0 to 9, and Yes and No written upon it. Allow any heroes who wish to join in the fun.

James and Lana begin by welcoming any spirits who wish to communicate, though Lana takes the Ouija ceremony much more seriously than James, who is really only doing it for a laugh. James asks the first question, "Do you think I'm sexy?" He then causes the pointer to move to the Yes. He laughs and plays on this way for a few minutes.

Things get more serious when Lana asks, "Is there anyone here who wishes to speak to us?" The planchette seems to leap from the fingers of the players and hovers in small circles around the Yes. Have heroes who are playing make *Spot* checks (DC 10). If successful, they perceive that the planchette moved on its own. If the heroes remove their hands and have Lana and James do the same, the pointer obviously moves of its own accord.

Allow the heroes to ask questions and answer them, remembering that the Sudalak wants to fool them into believing he is a playful, harmless spirit, and that he needs them to perform the ritual to allow him access to this dimension. Eventually have the pointer spell out "Bloody Mary", and then "Sudalak".

Allow *Knowledge (Arcane Lore)* checks DC 10. If successful the hero remembers the old ritual-game of Bloody Mary. You stand before a mirror, with one candle lit in a darkened room and chant Bloody Mary three times. The purpose of this was to see "Bloody Mary's" ghost. Obviously the spirit of Sudalak wants the heroes to do this for him to "cross over." Sudalak does his best to communicate that he needs their help to "cross over." He attempts to tell them that he is "trapped" here and wishes only to move on in the afterlife. He needs the ritual to find peace. If the heroes do not follow this line of reasoning, have Lana agree to do so.

If a hero is willing to perform the ritual, have him do so in the bathroom in front of the large mirror over the washbasin. If no hero is willing to make the attempt, James does so. Of course if the heroes "metagame" this and refuse to allow anyone to do so, then the party ends normally. Unfortunately, James attempts the ritual on his own later and is found dead in his apartment. The subsequent investigation states that James was the victim of a brutal murder. The police are baffled, however, as the apartment was locked up tight, including the flip lock on the main door.

### What is Fear Effects?



*Fear Effects* is 12 to Midnight's own set of add-on horror rules.

These rules do not require the use of a sanity score. Instead, they rely on a saving throw called a Horror check. You will see references to three different kinds of Horror checks mentioned in this adventure: *minor spooks*, *medium shocks*, and *great frights*.

If you aren't using *Fear Effects*, be sure to check it out. It makes any mediocre game great, and any great game (such as those by 12 to Midnight) even better. However, if you still are not convinced to run this adventure using the *Fear Effects* rules, then just ignore comments in the adventure about *minor spooks*, *medium shocks*, or *great frights*.

## The Ritual: Sudalak's Return

Should a hero attempt the ritual, he should be alone (*As should the GM and the player involved!*) in the darkened bathroom. The character must stand before the mirror with the door closed and a single candle lit. To successfully perform the ritual, the hero must chant, "Sudalak, Sudalak, Sudalak." Once this occurs, the candle extinguishes and the Demon's spirit is released.

His first action is to attempt to possess the summoner during a surprise round. (See **Possession** SQ of the Sudalak.) If possession attempt fails then the character may act on his initiative but first suffers a *Great Fright* (if you are using *Fear Effects*) from the supernatural "attack". If the possession is successful, then a horror check is irrelevant.

If Sudalak successfully possesses one of the heroes, give him the player handout "*Note to Dream Weaver Hero.*" Take time to explain that he is playing the demon against his friends!

If the summoner successfully resists the possession, the demon moves to other rooms in the apartment and tries to possess other heroes until either he succeeds or everyone has fled the apartment.

If no hero performs the ritual, allow James to make the attempt. James is automatically possessed for purposes of the furthering the adventure.

Once the possessed character reenters the common area of the apartment, he smiles and says, "The fun is about to begin." The Sudalak uses his powers to bolt and lock all the doors and windows, shutting everyone in. Then the real horror begins.

Here is where the adventure gets quirky and is perfect for the roleplaying-intensive group. The GM and the Dream Weaver Hero get to use their imaginations to scare and terrorize the other heroes. Sudalak is the master of illusion, combining the dream state and reality into one ever changing horrifying vision.

## Pocket Dimensions of Terror

There are several rules for the game that Sudalak is about to play with the heroes. These rules were set up by the Creator, and must be adhered to. Furthermore, he does not want to actually kill the heroes...yet. He feeds on fear and terror, so by creating scenes that frighten and terrorize them, he accomplishes this goal.

**Rule 1:** The Sudalak can transform reality, but only within the constraints of the apartment. The physical dimension of the apartment does not change, and the heroes may move from room to room within it. However, the contents of the apartment may change at Sudalak's whim (See Sudalak description for how this is accomplished)

**Rule 2:** Sudalak desires to prolong the terror and fear of those in the apartment, so he does not kill any of them outright, though he may have them experience dying in the dream state. For instance, he creates a room covered in spiders which leap onto the heroes in a great stinging, biting, swarm. A hero "dies" due to the bites, but awakens moments later in the same room of the apartment and Sudalak starts another wave of terror.

Any hero who dies in this manner must make a *Great Fright* check. Such heroes also suffer a temporary level drain. Each level requires one week of rest to recover. Any hero whose total level drops below 0 dies and becomes a Lost Soul (as described in *Green's Guide to Ghosts*). A scene ends when the heroes either

overcome the horror (defeating the spiders, etc) or by a hero's "death."

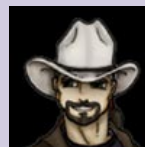
**Rule 3:** Sudalak must provide the heroes with some way to combat or fight back against whatever nightmares he creates relative to the threat. So in the case of the example spiders, there should be a torch

or bug spray. If fighting zombies, there should be knives or guns. The weapons are placed within 10' of the heroes at the beginning of each nightmare. Note, these weapons operate normally in the Dreamscape and can affect Sudalak! He may end any scene at his whim (See Sudalak description.) Sudalak's creation's CR should be roughly equal or just better than the EL of the heroes. He may not directly attack the heroes, though his creations can.

**Rule 4:** Two exits exist—the front door and the balcony. The front door may be disguised by Sudalak's nightmare, but it does exist. Any hero who successfully *Searches* (DC 16) for the door must then overcome a Will save (DC 16) to open it, as the demon projects all sorts of fearful horrors beyond the door. Once exiting through the door, the hero is free of the Sudalak. The door cannot be opened from the outside, and the hero may not reenter the apartment until Sudalak is finished.

Characters may also exit by the balcony, although it may appear otherwise. They may perceive a fiery hell, or it may appear as if the hero is a hundred stories above the parking lot below. To jump from the balcony, a hero must succeed in a Will

### Words of Warning:



This adventure can be a lot of fun for the players, especially the possessed player who now gets to mess with his friends!

However, I do have this warning for you. Be prepared! Have your *d20 Modern Roleplaying Game* and other game books ready so you have access to whatever stats you might need to run the adventure. The possessed might choose to have a fire that spreads from room to room, so you should be familiar with the effects of fire and smoke.

Remember to counter whatever the "possessed" creates by giving appropriate devices and weapons to the heroes. But most importantly, have fun!



save (DC 16). If successful, he leaps over the banister and lands one story below, suffering 2d6 damage (20 feet fall). He is now free of the nightmare, but cannot reenter the apartment, nor can he hear what is transpiring inside.

## Ideas for Nightmarish Dreamscapes:

**A. The Dark Forest-** each room becomes part of a small clearing surrounded by ancient woods. The woods are dark, it is night, and something prowls at the edge, preparing to make a meal of the heroes.

**B. The Adventurer-** Apparently the person possessed plays roleplaying games, and the rooms of the apartment become a dungeon crawl. The modern heroes becoming their favorite archetype fantasy characters!

**C. Aliens-** A xenomorphic alien is alive somewhere in the apartment. It is coming for dinner.

**D. The Undead come for Breakfast-** Straight up zombie brawl. Night of the Undead.

**E. Reliving Past Events-** If the heroes faced some horror in an earlier adventure, bring it back for this one.

**F. Vampires-** You are in an ancient castle. A coffin rests upon a marble platform in front of you. When the heroes look inside the coffin, it is empty. Off in the distance a wolf howls. Now you can make out some etchings upon the platform. Two words are spelled out. Vlad Dracula.

## Ending the Tale...

Sudalak may be defeated when the heroes reduce the Dream Weaver Hero down to 0 or fewer hit points. He

also loses if all the heroes escape the apartment. When this occurs, Sudalak urges the possessed person to commit suicide. To resist, the character must succeed in a Will save (DC 12). Sudalak returns to his own dimension after this final attack. If the possessed person makes his save, he experiences a *Great Fear* horror check to deal with the repercussions of being possessed by a demon.

It is also possible for one or more heroes to distract Sudalak by effective roleplay, *Intimidation*, or other means. Lana knows witchcraft and a ritual for exorcism. The heroes must distract the Sudalak while Lana performs the ritual. See *Ritual of Exorcism* at the back. Lana's roll is d20 +6 Will +1 Charisma modifier +2 synergy bonus +5 for knowing Sudalak's name. Sudalak's roll is d20 + character Will +4 Will bonus + character hit dice plus 1.

# Sudalak: Demon of Night Terrors

## Dream Weaver (Template)

The dream weaver is an acquired template that modifies any possessed humanoid during the time he is possessed by Sudalak. The dream weaver uses all of the primary statistics except as noted here.

**Challenge Rating:** Original character level +1.

**Hit Points:** +8 (Demonic power)

**Special Qualities:** A dream weaver keeps all of the original's extraordinary abilities but none of its supernatural or spell-like abilities. The dream weaver retains the original's other special qualities or talents. A dream weaver has the following special qualities:

**Acid and Fire Resistance 20 (Ex):** The dream weaver ignores up to 20 points of damage caused by acid or fire each time it is subjected to such an attack.

**Damage Reduction (Su) 10/Blessed, Magical:** The dream weaver ignores damage from any weapons or

attacks that do 10 or less damage, unless the weapon or attack is under the effect of a Bless spell, is magical, or of similar FX.

**Darkvision (Ex):** The dream weaver can see in total darkness out to 60 feet.

**Fear Aura (Su):** The dream weaver may use this ability at will to freeze an opponent. The victim is frozen in terror for 1d4 rounds and cannot move or take any other actions. Negating the fear effect requires a successful Will save (DC 13). The range is 30 ft. and may be directed at one foe at a time.

**Nightmare Creation (Su):** The dream weaver can change the interior of the apartment into any dreamscape he desires, though it must retain its original dimensions (Size, height, rooms, etc.) He may also bring into being any nightmarish creature he wishes that fits into the space available. It takes one round for

the dreamscape to change. The possessed may create up to four medium sized creatures per round (or 2 Large, 1 huge, 8 small, 16 Tiny, 34 Diminutive or 68 fine), but may take no other action. The creatures created may not exceed the average level of the heroes by more than 2. The dreamscape may involve gases, acid, fire or anything else the possessed desires, but the heroes must have some way of overcoming the environment, and some way of fighting off the creatures created. The demon feeds on fear and terror, so the death of the heroes is not necessary.

If the dream weaver suffers a MAS result from an attack, the dreamscape and all its creatures end immediately, though he may create a new weave should he remain conscious. A hero may "die" in a nightscape. Any hero who dies in this manner suffers a *Great Fear* horror check and suffers a temporary

level drain. Recovery requires one week of rest to regain one level. Any hero whose total character level drops below 0 dies for real and becomes a Lesser Manifestation as defined in *Green's Guide to Ghosts*. A scene ends when the heroes overcome the horror, or the horror overcomes them (a hero's "death").

The dream weaver may only attack with illusions. Physical attacks by the dream weaver against his antagonists are strictly prohibited.

**Possession (Su):** Once per round as a full round attack action, the demon can attempt to merge with a humanoid creature and seize control of its body. To do this the demon must first move into the target's location. Doing so does not provoke an attack of opportunity. (The demon spirit's movement rate is 40').

The target can resist the possession attempt with a successful Will save (DC 20) (Base 10 + 6 HD + Charisma modifier of 4). If the save succeeds, the demon's attempt fails and he is pushed into an adjacent space. If the save fails, the demon enters the body of the target and possesses it. The soul and consciousness of the possessed person is held captive within his own body and the demon has full access to all his memories and knowledge. Any attack on the body of the possessed person that deals MAS damage allows another Will save to drive out the demonic spirit (whether or not the MAS Fortitude save succeeds). If the dream weaver's body is reduced to zero or less hit points the demon returns to its own dimension.

**Telepathy (Su):** The dream weaver can communicate telepathically with any creature within 100 feet that has a language.

**Saves:** Will saves receive a bonus of +4.

**Action Points:** The dream weaver may not use any action points while possessed.

**Abilities:** All remain the same, though the Charisma may be modified down to 1 or up to 18 as the dream weaver wishes.

## Lana Fowler

### Character Statistics

#### Smart 4 / Mage 1 (CR 5)

<b>Initiative</b>	+3	<b>BAB</b>	+2	<b>STR</b>	10 (+0)
<b>Defense</b>	11, touch 11, flat footed 11	<b>Melee</b>	+2	<b>DEX</b>	8 (-1)
<b>Hit Points</b>	35	<b>Ranged</b>	+1	<b>CON</b>	14 (+2)
<b>Save Fort</b>	+3	<b>Grapple</b>	+2	<b>INT</b>	15 (+2)
<b>Save Ref</b>	+0	<b>MAS Dmg Threshold</b>	14	<b>WIS</b>	14 (+2)
<b>Save Will</b>	+6	<b>Action Points</b>	0	<b>CHA</b>	12 (+1)

**Attacks:** (melee) *unarmed attack*: (provokes AoO)  
Atk +2; Dmg 1d3 (nonlethal)

(melee) *full unarmed attack*: (provokes AoO)  
Atk +2; Dmg 1d3 (nonlethal)

**Speed:** 30 ft.

**Facing & Reach:** 5 ft. by 5 ft.; Reach 5 ft.

**Special Qualities:** arcane skills, arcane spells, summon familiar

**Skills:** *Bluff* +4; *Craft (Chemical)* +9; *Computer Use* +7; *Concentration* +5; *Decipher Script* +12; *Forgery* +7; *Intimidation* +5; *Knowledge (History)* +8; *Knowledge (Theology and Philosophy)* +6; *Research* +12; *Search* +7; *Sense Motive* +4

**Talents & Feats:** Educated: (Knowledge (Arcane Lore), Knowledge (History)), Improved Initiative, Savant (Knowledge: Arcane Lore) +4, Simple Weapons Proficiency, Ritual of Exorcism, Studious, Toughness, Trick.

**Mage Spells Prepared:** (3/2; save DC = 12 + spell level): 0-detect magic, light, read magic; 1<sup>st</sup>-Hold Portal, Mage Armor.

**Hit Dice:** 5d6+10

**Wealth:** +1

**Reputation & Allegiance:** +3; None

**Possessions:** Purse, (usual contents), cat collar with bell.

**Occupation:** Student; Knowledge (Arcane Lore), Knowledge (History), Research.

### Profile

(March 2, 1986 to present)

Lana is a Freshman at East Texas University and is majoring in psychology. Her mother was a witch who owned a bookstore in the Village of Rice, Texas. Lana was raised reading occult books and learning various spells of her mother's devotion. She has always felt like an outsider and is basically very shy. Her hair is dyed a purplish maroon and cut spiky and short. Her lipstick and fingernails are painted black and she wears lots of eye shadow.

### Character Speak

"I don't like the looks of this."

"There is more to the universe than we can sense with our eyes, touch or smell."

"Spirits are not inherently evil. They are just souls bound to the sins of this world."

"If a spirit needs help to cross over, we should do everything we can."

"My momma was on crack! Let's get the hell out of here!"

# James Jones

## Character Statistics

### Fast 3 / Charismatic 3 Ordinary (CR 5)

<b>Initiative</b>	+2	<b>BAB</b>	+3	<b>STR</b>	8 (-1)
<b>Defense</b>	17, touch 17, flat footed 15	<b>Melee</b>	+2	<b>DEX</b>	14 (+2)
<b>Hit Points</b>	27	<b>Ranged</b>	+5	<b>CON</b>	10 (+0)
<b>Save Fort</b>	+3	<b>Grapple</b>	+2	<b>INT</b>	13 (+1)
<b>Save Ref</b>	+6	<b>MAS Dmg Threshold</b>	10	<b>WIS</b>	12 (+1)
<b>Save Will</b>	+3	<b>Action Points</b>	0	<b>CHA</b>	16 (+3)

**Attacks:** (melee) *unarmed attack:* (provokes AoO)  
Atk +2; Dmg 1d3-1 (nonlethal)

(melee) *full unarmed attack:* (provokes AoO)  
Atk +2; Dmg 1d3-1 (nonlethal)

**Speed:** 30 ft.

**Facing & Reach:** 5 ft. by 5 ft.; Reach 5 ft.

**Skills:** *Bluff* +9; *Craft (visual art)* +7; *Diplomacy* +9; *Drive* +7; *Gamble* +4; *Knowledge (art)* +8, *Knowledge (popular culture)* +9; *Knowledge (current events)* +7; *Perform (singing)* +9; *Pilot* +7; *Profession* +4

**Languages:** English (speak, read and write); Spanish (speak, read and write)

**Feats:** Educated (Knowledge [art] and Knowledge [popular culture]), Personal Firearms Proficiency, Renown, Simple Weapons Proficiency, Windfall.

**Hit Dice:** 3d8+3d6

**Wealth:** +1

**Reputation & Allegiance:** +5; None

**Possessions:** Owns the apartment. Possesses a .45 auto he keeps in top of his closet, 1 extra clip, and various personal possessions.

## Profile

*(November 1, 1985 to present)*

James is a Sophomore at ETU, but his true major is spending his parent's money and having lots of parties. He is basically a nice guy, but he is an alcoholic and is mainly concerned with having a good time. He is currently flunking out of the university. He is of average height and weight and is fairly handsome. He wears blue jeans, a t-shirt and a cowboy hat in the presence of ladies.

## Character Speak

"Hey, look what I found."

"This...ain't right!"

"Well, hell, I ain't afraid of anything. Bring it!"

"You gotta problem?"

"You better sit down, before I sit you down!"

# Ritual of Exorcism

This ritual drives out demons or evil spirits possessing a victim or inhabiting a building.

**Ritualists:** The ritual calls for at least one priest or similarly qualified primary ritualist (6 or more ranks in Knowledge [Theology and Philosophy] or Knowledge [Occult] is acceptable).

**Primary:** The primary ritualist must succeed in at least three of five opposed Will saves against the demon. The demon may add its Hit Dice to its rolls; the primary may add her Charisma modifier and gets a +2 synergy bonus if she has 6 or more ranks in Knowledge (Theology and Philosophy).

**Requirements:** The primary gets a +5 circumstance bonus if she knows the demon's true name or if he has some other hold over the spirit..

**Components:** Bell, book, and candle, as well as something symbolizing purity (salt is commonly used).

**Costs:** Once the fifth Will save is made, the primary takes temporary Wisdom damage equal to the hit dice of the demon.

**Casting Time:** One minute (12 rounds) of chanting and preparation, followed by the clash of wills between entity and primary ritualist. Each clash (opposed Will save) takes one round.

**Effect:** If the primary ritualist wins the majority of the five opposed Will saves, the entity is banished. If it is an Outsider, it is forced to return to its place of origin and may not return unless summoned. If it is a ghost or other entity tied to this earth, it is disrupted for 10d10 months or is wholly destroyed, depending on how strongly the entity was tied to this world.

**Failure:** If the primary ritualist fails by more than two Will saves (i.e.. The entity won by a margin of 4-1 or 5-0), the entity may choose to possess her instead. The two must make another opposed Will save (and remember that the primary ritualist has now suffered temporary Wisdom damage). If the primary ritualist fails this save, he is possessed.

## Note to Dream Weaver Hero

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Congratulations. You are now possessed by a Demon of Nightmares. As such you gain the following abilities and may create special dreamscapes and creatures to throw at your friends! You get to be Freddy! Enjoy!

### Dream Weaver (Template)

The dream weaver is an acquired template that modifies any possessed humanoid during the time he is possessed by Sudalak. The dream weaver uses all of the primary statistics except as noted here.

**Challenge Rating:** Original character level +1.

**Hit Points:** +8 (Demonic power)

**Special Qualities:** A dream weaver keeps all of the original's extraordinary abilities but none of its supernatural or spell-like abilities. The dream weaver retains the original's other special qualities or talents. A dream weaver has the following special qualities:

*Acid and Fire Resistance 20 (Ex):* The dream weaver ignores up to 20 points of damage caused by acid or fire each time it is subjected to such an attack.

*Damage Reduction (Su) 10/Blessed, Magical:* The dream weaver ignores damage from any weapons or attacks that do 10 or less damage, unless the weapon or attack is under the effects of a Bless spell, or is magical or similar FX of this sort.

*Darkvision (Ex):* The dream weaver can see in total darkness out to 60 feet.

*Fear Aura (Su):* The dream weaver may use this ability at will to freeze an opponent. The victim is frozen in terror for 1d4 rounds and cannot move or take any other actions. Negating the fear effect requires a

successful Will save with a DC 13. The range is 30 ft. and may be directed at one foe at a time.

*Nightmare Creation (Su):* The dream weaver can change the interior of the apartment into any dreamscape he desires, though it must retain its original dimensions (Size, height, rooms, etc.) He may also bring into being any nightmarish creature he wishes that fits into the space available. It takes one round for the dreamscape to change, and requires a Will check DC 12. The possessed may create up to four medium sized creatures per round (or 2 Large, 1 huge, 8 small, 16 Tiny, 34 Diminutive or 68 fine), but may take no other action and this requires a successful Will check DC 12. The creatures created may not exceed the average Level of the heroes by more than 2. The dreamscape may involve gases, acid, fire or anything else the possessed desires, but the heroes must have some way of overcoming the environment, and some way of fighting off the creatures created. The demon feeds on fear and terror, so the death of the heroes is not necessary.

If the dream weaver suffers a MAS result from an attack, the dreamscape and all its creatures end immediately, though he may create a new weave should he remain conscious. A hero may "die" in a nightscape. Any hero who dies in this manner suffers a *Great Fright* horror check and suffers a temporary level drain. Recovery requires one week of rest to regain one level. Any hero whose total character level drops below 0 dies and becomes a Lesser Manifestation as defined in *Green's Guide to Ghosts*. A scene ends when the heroes overcome the horror, or the horror overcomes them (a hero's "death").

The dream weaver may only attack with illusions. Physical attacks by the dream weaver against his antagonists are strictly prohibited.

*Possession (Su):* Once per round as a full round attack action, the demon can attempt to merge with a humanoid creature and seize control of its body. To do this the demon must first move into the target's location. Doing so does not provoke an attack of opportunity. (The demon spirit's movement rate is 40').

The target can resist the possession attempt with a successful Will save (DC 20) [Base 10+ 6 HD+ Charisma modifier of +4]. If the save succeeds, the demon's attempt fails and he is pushed into an adjacent space. If the save fails, the demon enters the body of the target and possesses it. The soul and consciousness of the possessed person is held captive within his own body and the demon has full access to all his memories and knowledge. Any attack on the body of the possessed person that deals MAS damage allows another Will save to drive out the demonic spirit (whether or not the MAS Fortitude save succeeds). If the dream weaver's body is reduced to zero or less hit points the demon returns to its own dimension.

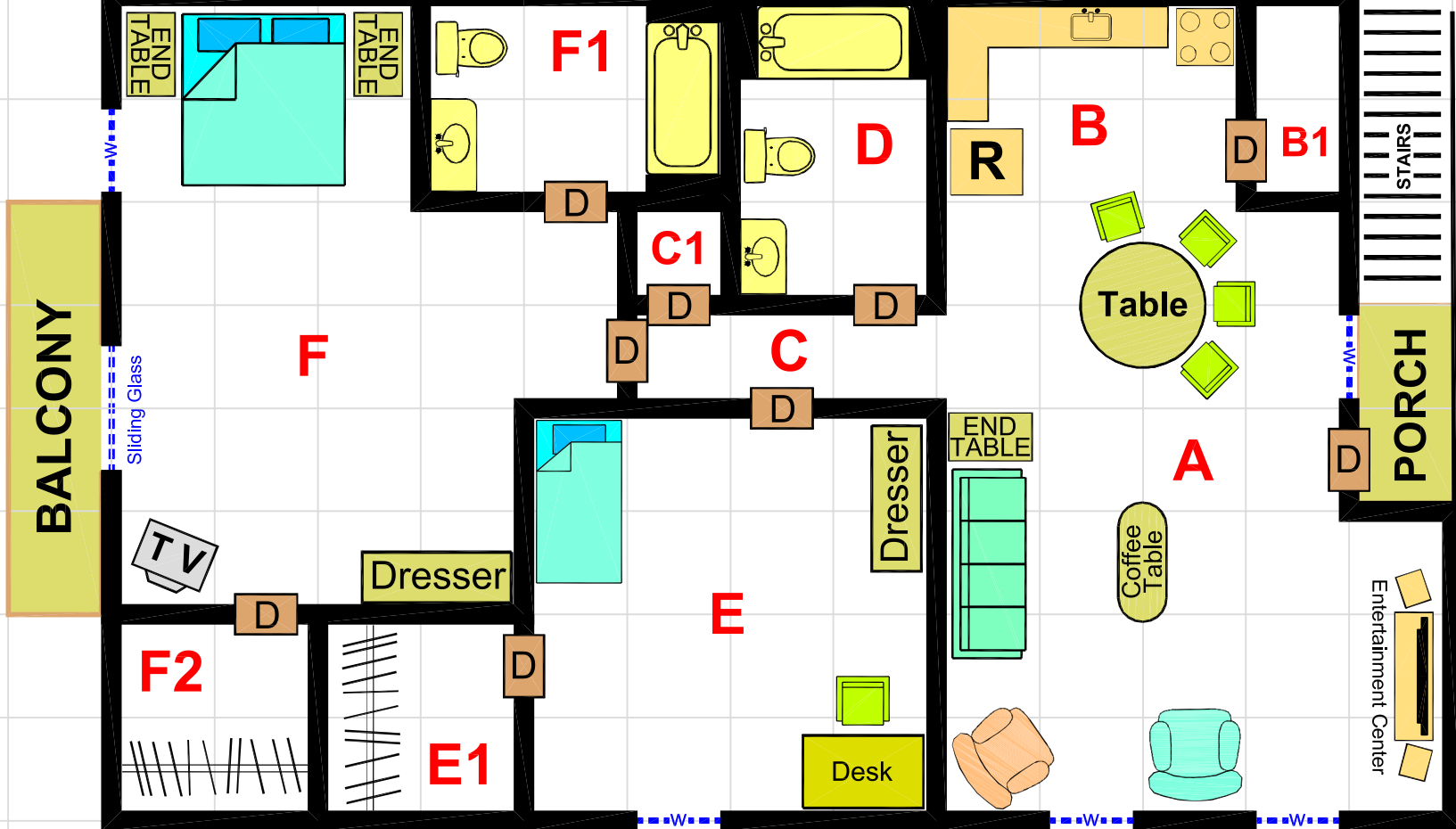
*Telepathy (Su):* The dream weaver can communicate telepathically with any creature within 100 feet that has a language.

*Saves:* Will saves receive a bonus of +4.

*Action Points:* The dream weaver may not use any action points while possessed.

*Abilities:* All remain the same, though the Charisma may be modified down to 1 or up to 18 as the dream weaver wishes.

ADJACENT APARTMENT



A = COMMON ROOM (COMBINATION LIVING ROOM/DINING ROOM)  
 B = KITCHEN

B1 = PANTRY  
 C = HALLWAY  
 C1 = STORAGE

D = COMMON BATHROOM  
 E = BEDROOM  
 E1 = CLOSET

F = MASTER BEDROOM  
 F1 = MASTER BATHROOM  
 F2 = MASTER CLOSET



12 TO MIDNIGHT

www.12tomidnight.com

Map Scale: 1 square = 5 feet

THE APARTMENT OF JAMES JONES



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