



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. 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.



Wolves of the Cold War



Background

During World War II the Nazis conducted extensive research programs to aid in the war effort. The majority of these programs were scientific in nature, but a few delved into mystical and arcane knowledge. A select few of these programs were a combination of both, such as the Fenris Project.

Named after the great wolf of Norse mythology, the Fenris Project was based on blood and tissue samples collected from an actual lycanthrope captured by the Waffen SS in occupied Romania. Through their research, the Nazi scientists hoped to develop an injection that would turn their soldiers into the superhuman berserkers of Teutonic folklore.

Perhaps surprisingly, the early attempts were partially successful. The injected serum greatly enhanced the strength and ferocity of the test subjects. However, the project was of limited practical value, since the recipients often attacked their friends or each other. Furthermore, the subjects suffered horrible physical transformations that resulted in an excruciatingly painful death within a matter of hours.

Scientists were horrified to discover that the Fenris virus could be transferred by the sharing of contaminated blood or saliva, thereby risking the possibility of an epidemic if released in the field. Tests run on canines yielded similar results and caused the entire project to be scrapped in 1944.

At the end of the war, the Fenris Research Facility and its complement of scientific staff were captured by the Red Army and spirited off to the Soviet Union. In the face of the Cold War and other countries developing their own human enhancement projects,

the Soviets continued the Fenris Project despite the same unpromising results. The turning point came in the late 1960s, when the research took a radically different turn. During this time, the Soviets shot down an alien space craft near one of their secret air bases. Soviet scientists recovered advanced technology from the alien craft and biological samples from its pilots. The Soviet Life Science Directorate began a battery of experiments with the biological samples; some involved combination with the Fenris virus.

As a result of the infusion of the alien cells, the Soviets were able to alleviate the worst effects of the virus, greatly extending the time before fatality occurred in human test subjects. There was also a notable decrease in the degree of communicability, which drastically reduced the chance of an outbreak in the field. Unfortunately, test subjects were impossible to control with any degree of reliability. This made the serum impractical to apply to Soviet troops. Instead, the Soviet Life Science Directorate specifically tailored the Fenris virus as a biological weapon, with the intention of diffusing it among an enemy population



author: *tc.largent*

layout: *preston.dubose*

editors: *gray.crouse*

ed. *webberman*



d20 Modern and Wizards of the Coast are trademarks of Wizards of the Coast, Inc. in the United States and other countries and are used with permission. 'd20 System' and the 'd20 System' logo are trademarks of Wizards of the Coast, Inc. and are used according to the terms of the d20 System License version 6.0. A copy of this License can be found at www.wizards.com/d20.

to sow discord behind enemy lines in the event of war. Because victims of the Fenris virus blend into the normal population centers, the Soviet High Command applied the term "Judas Wolves" to them.

And then the Soviet Union fell apart and the Cold War ended ...

DESCRIPTION OF THE FENRIS VIRUS AND ITS EFFECTS

The Fenris virus causes human beings, canines, and primates to undergo a phenomenally fast mutation affecting their mental and physical characteristics. The Fenris infection works as a template that can be added to any humanoid or canine creature. Its characteristics are as follows:

Hit Dice: same amount as the character or base creature, but increased to d12s

Speed: same as the character or base creature, or 40 feet (whichever is fastest)

Defense: +4 natural armor bonus

Base Attack: Same as character or base creature +1

Grapple Bonus: Apply modifiers for increased strength

Attacks: Judas wolves' favorite attack is biting (damage modified by size as indicated below)

Special Qualities: Judas wolves retain all of the special characteristics of the original character or base creature, and gain the additional following special qualities:

Infection (Su): The human-engineered version of Fenris contains a very concentrated and potent form of the virus. Humanoids or canines who have Fenris injected into the bloodstream must make a Fortitude save (DC 30) or become infected with the virus. Infection causes a high fever and flu-like symptoms within 1d4 days of the injection. The symptoms tend to last for a week, with the first involuntary change to the alternate form occurring during the next full moon. The bite of a creature infected by the Fenris virus also carries the threat of possible infection, assuming that the victim survives the attack. Thankfully, the virility of the virus is greatly reduced in this case. Exposed humans or creatures must make a Fortitude save (DC 10) or suffer the same effects indicated above. Infected creatures undergo involuntary transformations to the alternate form following the same guidelines as lycanthropy—as found in the *d20 Modern Roleplaying Game*.

The Fenris virus is always fatal to its victims. After each transformation the victim must make a Fortitude save (DC 20) or permanently lose 1d4 points of Constitution. If the saving throw is successful, this is reduced to 1 point of permanent Constitution loss. Death results when the victim's Constitution is reduced to zero or less.

Alternate Form (Su): The Fenris virus causes radical physical mutations. Specifically, the base creature's eyes become large and black, with no discernable irises; the creature's musculature and bone structure shifts, becoming denser and more compact; the bones of the skull elongate and the teeth grow larger and more dagger-like; the hair of the creature changes to an odd silvery-gray color and becomes longer and shaggier over the entire body, with the exception of the head which becomes completely bald from the ears up. It should be noted that these changes all adhere to the Law of Conservation of Mass, with the creature's body becoming denser and more compact without the addition of new mass from an exterior source. This

greatly increases the creature's Strength, but also causes the creature's overall size to decrease slightly (although not enough to change its overall size category). Items or clothing the creature is wearing are not absorbed into the new form. If slain or rendered unconscious, the creature transforms back to its original form over a period of 1d10 rounds. Transformation to this alternate form is governed by the same rules as lycanthropy—as found in the *d20 Modern Roleplaying Game*.

After transformation, a victim commonly remains in this alternate form for 1d6 hours, after which an involuntary transformation back to the base creature occurs. At that time, a Fortitude save (DC 15) must be made. Failure results in the victim succumbing to a deep (but otherwise normal) sleep. Success results in the victim maintaining consciousness, but suffering a stupor similar to drunkenness that persists for several hours. No conscious memories of the transformation remain after the change back.

Damage Reduction 5/Silver (Su): While in alternate form, a Judas wolf ignores the first 5 points of damage dealt by a non-silver or non-magical weapon. Judas wolves take full damage from silvered weapons or weapons with a +1 or better magic bonus. Sensitivity to silver effects the creature in its normal form, usually taking the form of a severe allergic rash occurring in bodily areas that come into contact with silver.

Regeneration (Ex): When transformed, a Judas wolf is able to regenerate 2 points of damage per round but cannot regenerate damage caused by silver, fire, or acid. Regeneration does not include the ability to regrow or reattach severed body parts, and regeneration stops when the the Judas wolf is killed.

Ferocious Bite (Ex): The Fenris virus causes extreme changes in the victim's body. The most notable is the transformation of the teeth and jaw. While in alternate form, the victim's mouth enlarges and the teeth become

serrated and dagger-like. For canine victims, this increases the damage inflicted by a bite up to the next larger hit die plus Strength bonus. (For example, if the base creature has a bite damage of 1d6, this increases to 1d8). For human victims, this provides a base bite attack of 1d6 plus Strength damage.

Dark Vision (Ex): Whether human or canine, the alternate form of a victim of the Fenris virus always causes the eyes to become large and completely black. This bestows dark vision with a range of 90 feet while in this transformed state.

Hive Mind (Ex): The alien DNA provides Judas wolves with a limited form of telepathy. While in their alternate form, all victims of the Fenris virus (whether canine or human) within one mile of each other are able to form a hive mind. This allows them to act as a single being with multiple bodies. The hive mind allows multiple Judas wolves to stalk or ambush a single prey or engage in other strategies. In combat, the hive mind allows Judas wolves to discern the abilities of their opponents and to coordinate their attacks on the most dangerous opponent first. In the case of hive mind occurring between a combined pack of canine and human victims of the virus, the hive mind retains the highest intellect of the individual pack members.

Feeding Frenzy (Ex): When two or more Judas wolves are in hive mind mode, a successful bite attack scored by one of the pack causes all other transformed victims



of the Fenris virus within 90 feet to immediately attack that same victim.

Saves: Same as the base creature, with +5 bonus to Fortitude saves.

Ability Scores: While in alternate form, the Judas wolf gains the following benefits for the duration of the transformation: Strength +3 and Dexterity +3. While the victim's intelligence is not lowered, it no longer functions as normal for its base human or canine type. Refer to the *Behavior of Judas Wolves* section below for more details.

Allegiance: When in alternate form, the Judas wolf loses all previous allegiances, and instead gains allegiances to evil and chaos for the duration of their transformation.

Skills: Same as the character or base creature, with +2 species bonuses to *Hide*, *Move Silently*, *Listen*, and *Spot* checks for transformations without a full moon. These bonuses increase to +4 under the influence of a full moon.

Feats: Same as for the character or base creature. Human victims of the Fenris virus also gain the Run Feat while in alternate form.

Talents: Same as the character or base creature.

Behavior of Judas Wolves: Folklore is rife with stories about the bloodlust of lycanthropes. More recent pop culture tales include space aliens experimenting on humans. The Fenris virus, being derived from both

creatures, similarly imbues its victims with a terrible craving for the flesh of human beings.

Upon transformation, a Judas wolf searches for a suitable victim. Transition to the alternate form does not reduce a victim's intelligence, but it does transform its way of thinking to a more alien or predatory type of thought. The alternate form realizes that its existence is threatened by large numbers of humans (such as in a city) and seeks to mask its presence from the general population. This results in the victim of the Fenris virus selecting a specific prey and stalking him, attacking only when the opportunity seems likely to succeed without compromising its identity. The alternate form typically remains in place for one to six hour periods, so the victim may actually revert back to its base form before completing the hunt, at least in the case of prolonged stalking.

Notable exceptions to this occur when the feeding frenzy occurs (see above) or when the creature feels that its safety is threatened. The base creature's intelligence is not altered; though human victims (unlike canines) retain a high level of intellect and may recognize when human hunters are on its trail. In such cases, it is not uncommon for the Judas wolves to plan elaborate pre-emptive attacks on their pursuers.

SCENARIO 1: WOLF GANG

His neighbors knew Mr. Harvey Doyle to be an upstanding citizen and hardworking businessman. In his youth, he established a modest bakery in a run-down section of town. He toiled there day and night, even as crime rates increased and roaming criminal gangs ran the other businesses out of the neighborhood. Through it all, he prospered by providing fresh baked goods to the community. He worked in his store until last week, when he suffered a sudden heart attack and died.

Of course, that's not the whole story. Mr. Harvey Doyle was born Sergei Mikharov in the Soviet Union. Recruited by the KGB (Old Soviet secret police and spy agency) as a youth, Mikharov received intensive training in espionage that enabled him to blend in with American society. He was then seeded into the United States during the late 1950s. He served as a deep cover agent, secretly undermining the security of the United States, and preparing for sabotage missions if war between the two superpowers should ever break out.

Although Doyle's Bakery was a legitimate business, Mikharov financed his covert activities through more insidious means. Namely, he utilized his KGB contacts to set himself up as a supplier of illegal drugs, thereby increasing the amount of crime in his neighborhood and buying himself influence and protection from the gangs in the area. The KGB supplied him with a secret cache of automatic weapons, explosives, and a significant supply of illegal intravenous drugs that had been tainted with the Fenris serum. In the event of prolonged war between the Soviet Union and the United States, Mikharov was to cause havoc behind enemy lines by distributing weapons to disaffected elements of society in the hope that open rebellion might break out. He was also to disperse the tainted drugs amongst the addict population in the hope that an outbreak of the Fenris virus would cause terror throughout the heartland. A devoted Communist at heart, Mikharov remained at his post even after the Soviet Union became defunct, holding onto the belief

that the old regime would eventually re-establish control of the government.

Doyle's untimely death left a power vacuum in the neighborhood. Bereft of their usual supplier, a local gang of thugs decided to ransack his store to see what they could salvage. In the back room they found a trapdoor leading to a hidden basement, in which they found his stockpile of hidden weapons and the tainted drugs. The gang members celebrated their discovery of the weapons by getting high. For the next two weeks violent crime exploded throughout the neighborhood as the gang sought to expand its territory with its newfound firepower. This culminated in the ghastly mutilation murders of rival gang members that occurred under the full moon. Later investigations by the police revealed that Doyle's Bakery had been ransacked, and that among the wreckage were many empty Soviet weapons crates.

There are various hooks that a GM can use to get the heroes involved in this adventure. If the heroes are in law enforcement, they may be called in to combat the gang crime. If they are government agents, they are investigating the Soviet angle. Searchers for the unknown could be investigating the cannibalistic murders.

All leads should cause the characters to ultimately confront the gang at its headquarters in a neighborhood of empty and abandoned warehouses. The gang is equipped with a large arsenal of automatic weapons, and the five gang leaders are Judas wolves, a fact that is unknown to both themselves and their followers. Should a raging gun battle ensue, the stressful situation causes transformation of some or all Judas wolves into slaving monsters. The creatures attempt to slay all witnesses, both friend and foe, to ensure their anonymity. The empty warehouses make for a maze of ambush and kill zones. Will the characters be required to form an alliance with the gang to defeat the beasts? Will the beasts succeed? Time will tell.

SCENARIO 2: BIGFOOT RAMPAGE

Rudolf "Rocky" Robertson is a huge man. He is employed with a local construction firm where he builds homes during the day. He occupies his free time weight training and competing in amateur powerlifting competitions. Unfortunately, he feels that his performance has peaked and that he can no longer progress by natural means. Last month he took some of his vacation time and went to Mexico. He purchased illegal steroids and brought them back. Unfortunately for Robertson, the steroids were of dubious quality, having been purchased by the Mexican drugstore from a shipment of various out-dated medicines from the former Soviet Block countries. One of the dosages was tainted with the Fenris virus.

Shortly thereafter, Robertson came down with what he thought was the flu, and developed severe sores in his mouth. Unbeknownst to him, the flu-like symptoms were caused by the virus taking root in his body, and the sores in his mouth resulted from an allergic reaction of the Fenris virus to the silver fillings in his teeth. In great discomfort, he finally went to his dentist for treatment. The traumatic stress of the dental work promptly caused him to change into the alternate form and go on a rampage.

In this scenario, the heroes could be innocent bystanders, customers at a neighboring dentist, or even other patients. Suddenly, a hulking grey-furred monstrosity with black eyes comes chasing a terrified dentist into the waiting room. What do you do?

SCENARIO 3: THE BIG HIT

The son of a wealthy industrialist, Jerome Pickett became a brilliant and highly successful businessman. Upon his father's death in 1987, Pickett inherited the family's diversified financial holdings in several technology corporations. During the past two decades Pickett turned these holdings into a vast financial empire through a combination of talent, personal charisma, and cut-throat business tactics. His phenomenal success left a trail of crushed rivals, many by questionable business practices. This earned Pickett a large number of enemies, both from the ranks of vanquished opponents and existing competitors.

Earlier this month, some of his enemies decided to attack the problem by eliminating Pickett from the equation. A party (or parties) unknown funded at least three coordinated assassination attempts consisting of two shooting incidents and a botched car bombing. Pickett managed to escape serious injury during those attempts, but the car bombing destroyed his wife's car. This led him to believe that the assassination contract is not limited to himself, but his entire family. Pickett then invested heavily in protection services for both himself and his family.

Jerome Pickett's immediate family consists of his wife and two daughters. His wife, Victoria Simms-Pickett, is a beautiful woman from a wealthy British

family. Though happily married, husband and wife have very little in common. Mrs. Simms-Pickett prefers to spend her free time in Europe, especially when her husband is ensconced in a new business venture. She has little interest in being confined to a safe-house in the States. She has since made arrangements to spend time with her family in London. Their daughters (ages 12 and 14) are currently enrolled in prestigious boarding schools in England. The heroes have been hired by Dr. Pickett to escort his wife from their home in the States and deliver her safely to England.

Mrs. Simms-Pickett is a very mature and somewhat haughty woman. She treats employees with respect tempered by mild condescension. She owns two prized pets, a matching pair of black, miniature poodles called Buffy and Willow. She showers them with attention, talks to them in baby-talk, and generally treats them with more affection than her own children. The dogs are thoroughly spoiled and make utter pests of themselves. Their latest trip to the groomers left them with stereotypical French poodle haircuts, a ridiculous pink dye job, and white bows in their hair. Unknown to the Pickett family, their adversaries hired a former KGB



agent to make the hit on the family in a particularly horrendous fashion. The assassin infiltrated their veterinarian's office last month and injected both dogs with the Fenris virus. The time of change is now at hand.

As the adventure begins, the heroes are bodyguards to Mrs. Simms-Pickett.

They aid her in packing last minute items, then escort her to the family limousine. Mrs Simms-Pickett instructs them to make a quick stop at the groomers to pick up the dogs before delivering the lady and her pets to the airport. From there, the heroes accompany her on the family's personal jet to Europe. There are any number of false alarms that may occur as they escort Mrs. Simms-Pickett. There are many possible "tails" that may appear to be following the car. There may be lots of "suspicious" looking people seen on the way to the airport. The GM should throw in plenty of red herrings to ramp up the suspense. The main danger occurs on the plane as they cross the ocean. The flight takes place at night when the moon is full.

The dogs both transform into bald, gray-haired, fang-faced canine killing machines sometime in mid-flight as the Fenris virus causes the alternate form to emerge. The pilot and co-pilot are safely in the cockpit as the action begins. But the relatively cramped confines of the private jet's passenger area give a distinct maneuverability advantage to the dogs. The animals use their hive mind ability to attack what they perceive to be the most powerful character and proceed to attempt to kill everyone on board the plane. Remember, unless they are equipped with special ammunition, firing a gun in a plane at high altitudes can result in rapid depressurization.

There are several weapons available for the heroes to use. There is plenty of silverware, including several knives and forks. Normal airport firearms and weapons restrictions do not apply since this is the family's private plane and the heroes are employed as their bodyguards.

The poodles are allowed to roam the plane freely and have a great familiarity with their surroundings.



Take 20: Join the Modern d20 Yahoo Group

Sure, Modern Dispatch is great and all, but you have to wait a WHOLE WEEK between issues. If you just can't get your fix of modern gaming goodness, then head on over to the new Modern d20 Yahoo Group. It is sponsored by the same four companies who publish Modern Dispatch, so you can ask questions about what you read in these pages or any of our other products. Swap ideas with your fellow gamers. Get top secret, advance information on our upcoming products, and get coupons for titles that are already out. And it's free!

[Click here to join the Modern d20 Yahoo Group!](#)

Typical “Fenris Wolf” Gangmember

(For non-Fenris human form, use low-level thug from core rulebook).

**Strong Ordinary 1 / Tough Ordinary 1 (CR 3);
Alternate Form; HD 1d12+2 plus 1d12+2**

Initiative	+2	BAB	+2	STR	17 (+3)
Defense	18; touch 14; flat footed 16	Melee	+5	DEX	15 (+2)
Hit Points	16	Ranged	+4	CON	15 (+2)
Save Fort	+9	Grapple	+5	INT	13 (+1)
Save Ref	+2	Threshold	15	WIS	10 (0)
Save Will	+0	Action Points	-	CHA	8 (-1)

Attacks *unarmed attack*: Atk +5; Dmg 1d6+3 Bite

Speed 40 ft

Skills *Craft (mechanical)* +5, *Drive* +6, *Hide* +4, *Intimidate* +3, *Knowledge (popular culture)* +2, *Knowledge (streetwise)* +2, *Move Silently* +4, *Profession* +4, *Read/Write English*, *Read/Write Spanish*, *Repair* +2, *Speak English*, *Speak Spanish*, *Spot* +2, *Swim* +4

Feats/Talents *Brawl*, *Personal Firearms Proficiency*, *Run*, *Simple Weapons Proficiency*

Special Qualities *Infection* (Su); *Alternate Form* (Su); *Damage Reduction 5/Silver* (Su); *Regeneration 2* (Ex); *Ferocious Bite* (Ex); *Dark Vision* (Ex); *Hive Mind* (Ex); *Feeding Frenzy* (Ex)

Occupation: Blue-collar (class skills: *Drive*, *Intimidate*)

Wealth +0

Reputation & Allegiances 0; Chaos and Evil

Possessions (Before changing to alternate form: *Leather Jacket* (+1 Defense), *Colt .45*, 50 rounds of .45 ammunition, knife, various gear and personal possessions.

Rudolf “Rocky” Robertson

(For non-Fenris human form use the mid level thug from the core rulebook).

**Strong Ordinary 3 / Tough Ordinary 3 (CR 6);
Alternate Form; HD 3d12+6 plus 3d12+6**

Initiative	+2	BAB	+5	STR	18 (+4)
Defense	20; touch 14; flat footed 18	Melee	+12	DEX	15 (+2)
Hit Points	48	Ranged	+7	CON	15 (+2)
Save Fort	+11	Grapple	+9	INT	13 (+1)
Save Ref	+4	Threshold	15	WIS	10 (0)
Save Will	+2	Action Points	-	CHA	8 (-1)

Attacks *unarmed attack*: Atk +12; Dmg 1d6+4 Bite

Speed 40 ft

Skills *Climb* +7, *Craft (mechanical)* +6, *Drive* +8, *Hide* +4, *Intimidate* +5, *Jump* +4, *Knowledge (popular culture)* +2, *Knowledge (streetwise)* +3, *Move Silently* +4, *Profession* +5, *Read/Write English*, *Read/Write Spanish*, *Repair* +4, *Speak English*, *Speak Spanish*, *Spot* +2, *Swim* +5

Feats/Talents *Brawl*, *Improved Brawl*, *Personal Firearms Proficiency*, *Point Blank Shot*, *Run*, *Simple Weapons Proficiency*

Special Qualities *Infection* (Su); *Alternate Form* (Su); *Damage Reduction 5/Silver* (Su); *Regeneration 2* (Ex); *Ferocious Bite* (Ex); *Dark Vision* (Ex); *Hive Mind* (Ex); *Feeding Frenzy* (Ex)

Occupation: Blue-collar (class skills: *Drive*, *Intimidate*)

Wealth +0

Reputation & Allegiances +1; Chaos and Evil

Possessions (Before changing to alternate form: *Leather Jacket* (+1 Defense), *Colt .45*, 50 rounds of .45 ammunition, knife, various gear and personal possessions.

Fenris Infected Miniature Poodles

(For non- Fenris canine form, use the small dog from the core rulebook).

Small Animal (CR 1); Alternate Form; HD 1d12+2

Initiative	+5	BAB	+1	STR	16 (+3)
Defense	20; touch 16; flat footed 15	Melee	+4	DEX	20 (+5)
Hit Points	8	Ranged	-	CON	15 (+2)
Save Fort	+11	Grapple	-1	INT	2 (-4)
Save Ref	+7	Threshold	15	WIS	12 (+1)
Save Will	+2	Action Points	-	CHA	6 (-2)

Attacks *unarmed attack*: Atk +4; Dmg
1d6+3 Bite

Speed 40 ft

Skills *Jump* +5, *Hide* +7, *Listen* +5, *Move Silently* +7, *Spot* +7, *Survival* +1
(+5 tracking by scent), *Swim* +7

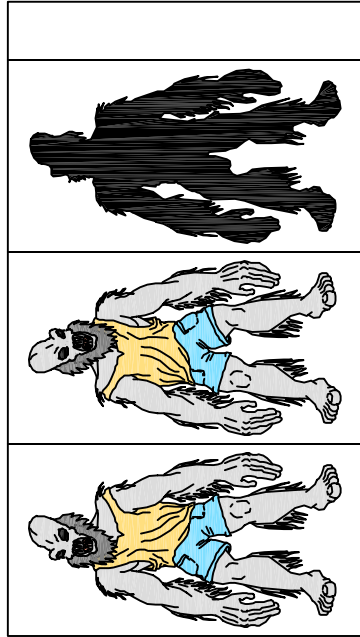
Feats/Talents *Run*

Special Qualities Infection (Su);
Alternate Form (Su); Damage
Reduction 5/Silver (Su);
Regeneration 2 (Ex); Ferocious
Bite (Ex); Dark Vision (Ex); Hive
Mind (Ex); Feeding Frenzy (Ex);
Scent (Ex)

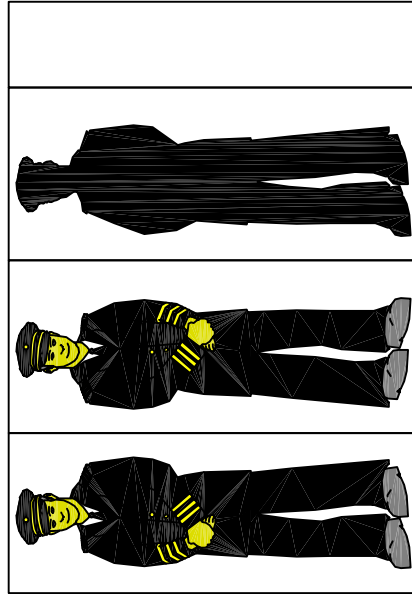
Reputation & Allegiances 0; Chaos and
Evil



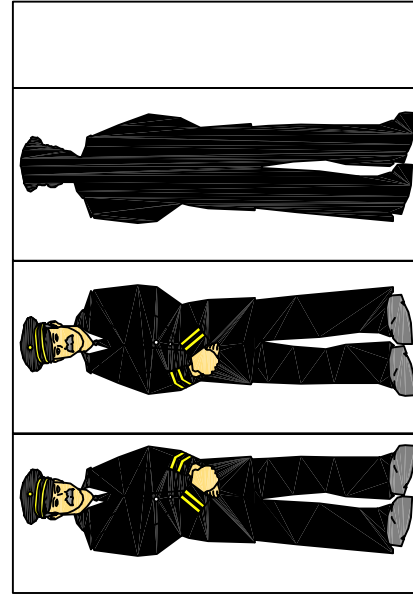
Mrs. Pickett



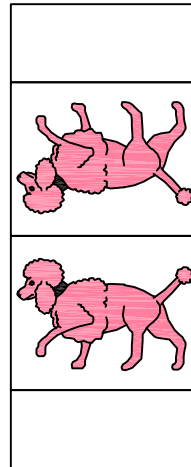
Judas Wolf (Human Victim)



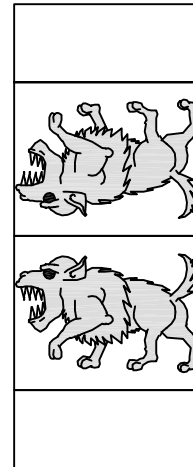
PILOT (CAPTAIN)



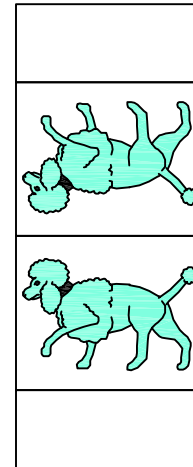
COPILOT



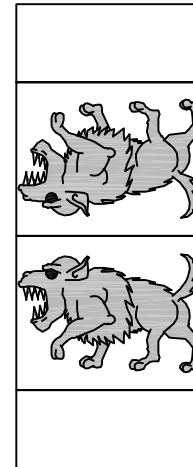
Buffy (Normal)



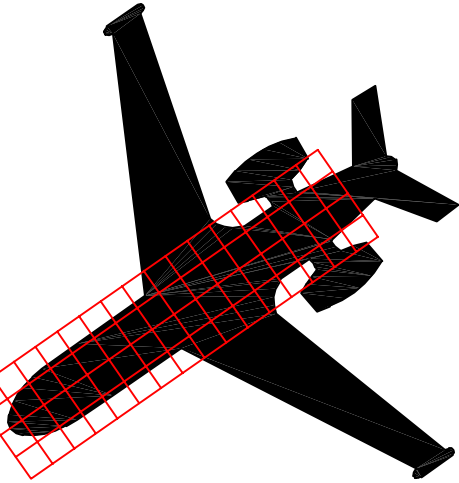
Buffy (transformed)
Judas Wolf - Canine



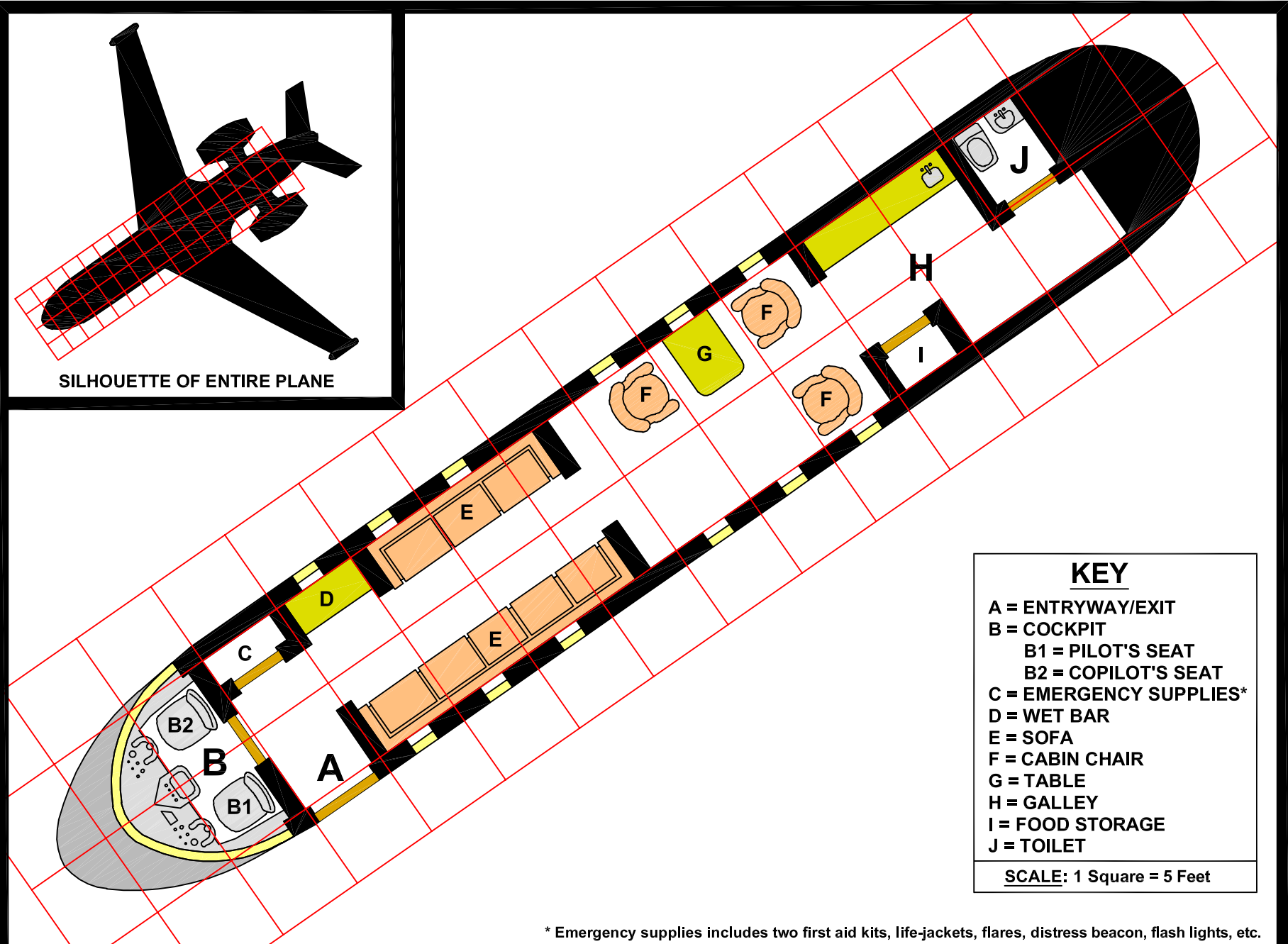
Fluffy (Normal)



Fluffy (transformed)
Judas Wolf - Canine



SILHOUETTE OF ENTIRE PLANE



KEY

- A = ENTRYWAY/EXIT
- B = COCKPIT
 - B1 = PILOT'S SEAT
 - B2 = COPILOT'S SEAT
- C = EMERGENCY SUPPLIES*
- D = WET BAR
- E = SOFA
- F = CABIN CHAIR
- G = TABLE
- H = GALLEY
- I = FOOD STORAGE
- J = TOILET

SCALE: 1 Square = 5 Feet

* Emergency supplies includes two first aid kits, life-jackets, flares, distress beacon, flash lights, etc.

CUSTOMIZED PRIVATE JET PLANE

PINEBOX NEWS

April 17, 2006

Volume VI, Issue 85

ETU Announces Local Excavation

The Archaeology Department of East Texas University, represented by Dr. James Siri, and Terry Easton from ETU Public Relations, held a press conference last Friday to announce a three month excavation project at the Indian Mounds State Park.

The Indian Mounds State Park is approximately seven miles east of Pinebox in the Big Thicket. The mounds were built by a Caddoan tribe c1000 C.E.

“This particular Caddoan tribe was very successful and thrived throughout this part of east Texas,” Dr. Siri explained. “But there is still much we do not know about them. Why did they immigrate east? How strained were their relations with the Karankawa? Why did they stop building mounds in the 17th century? How did their religion change at that time?”

Dr. Siri continued, “It is our hope that by excavating this early mound, that we might gather new information critical to answering these basic questions.” The excavation is to begin April 21st and should continue until July 14th, and extra Social Sciences credit is being offered as a lab credit for students of ETU.

“Of course, all volunteers are welcome throughout the project. Our only requirements are that you’re willing to work, be at least 18 years of age, and can follow directions,” Terry Easton added. High school students may also participate, but must have signed parental permission to participate in the excavation.

When asked what sorts of things they expect to find in the mounds, Dr. Siri answered, “Many relics and items from the home of the Sun priests that made the mounds their homes. When a Sun priest would die, they would bury him beneath his home, burn it down over the grave, add more dirt to the mound, and the new Sun priest would build his home over the old one. This means every layer of the excavation could provide clues about the culture and lives of these early Americans.”

Mr. Easton stated that the university has contacted the descendants of the Caddo, now living in Oklahoma, and the tribe is sending several representatives to attend to the excavation, though they have requested that the graves not be permanently disturbed, and they be returned to their original conditions. The Texas Board of History and Natural

Rural Gang Commits Robberies

The past three weeks have seen a rash of robberies taking place in the more rural areas of Golan county Texas. The first occurred in mid March when Jim Simpson and his family were hiking along the Nowhere Trace, just north of the Burn. Apparently five men were hiding in the woods and threatened Mr. Simpson and his family at gunpoint. They took credit cards, money, and jewelry from the family, and then fled into the woods. Mr. Simpson reported the men wore blue checkered bandanas over their faces, and carried shotguns.

A second robbery took place south of Old Trail road, when Dorothy Green’s car broke down as she was on her way to visit a cousin’s home. The men “walked out of the woods wearing bandanas and carrying shotguns,” she reported. They took her jewelry, purse, and a case of beer from her trunk.

The last known robbery took place south of the Agorr Compound, when several East Texas University students were hiking and camping last weekend. The men approached suddenly from the woods carrying shotguns and rifled through the camp, taking provisions, wallets, and camping gear. One of the

victims was Kay Hidalgo, 19 year old freshman at ETU. Kay reported that the men smelled badly, as if they had not washed in a while, and the leader is fairly short, approximately 5’7”, with a slender build and green eyes.

Local authorities are searching the county and request that anyone with information on the gang contact the Golan County Sheriff’s department or local Crimestoppers at 555-TIPS.

continued on page 2

Community Calendar

April 17

Confederate Ball—Music, dancing, food and period costumes. Tickets available now.

April 19

ETU Baseball Tournament—12 teams represented.

April 21

Lions Club Draft Party

— Everyone welcome. Come for BBQ, beer, friends, and football talk. \$7 at the door. Party begins at 9 am.

Excavation

(continued from page 1)

Sciences wants to remove the contents to be shown in several Texas museums, such as the Museum of Natural Sciences in Houston.

Adventure Ideas

- The excavation and those participating in it have become targets of a secret organization of Native Americans, who are dedicated to preserving their culture and heritage. They are violently passionate in their cause and though they begin with dire warnings, they follow through with terrorizing the excavation team. If the heroes have volunteered to assist in the excavation, they are targets. Otherwise they may be contacted by a friend who is being victimized.
- FX Version: The leader of the secret organization is a modern witch/druid/skinwalker.
- While camping at the site, the ghosts of the place make their presence known through orbs, mists, and strange sounds. This could be a great ghost chase adventure using 12 to Midnight's *Green's Guide to Ghosts*.

Robberies

(continued from page 1)

Adventure Ideas

- The gang is made up of five men who have given up on their “civilized” lives, and have decided to live in the woods doing what they love—hunting, fishing, and camping. They only travel to town to buy basic supplies, and they choose easy targets to rob, as they really do not wish to hurt anyone.
- FX version: The leader is actually a Fey creature, who has enthralled four humans into following him and doing his bidding. He has some magical powers and the GM should create him accordingly. The creature wishes to gain power over humanity, and has his “gang” rob others to gain wealth so he can eventually move into Pinebox and begin his fiendish plot to take over the city. He is a megalomaniac who suffers delusions, but is dangerous due to his powers. Can the heroes stop his rise to power?

OPEN GAME LICENSE

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc (“Wizards”). All Rights Reserved.

1. Definitions: (a) “Contributors” means the copyright and/or trademark owners who have contributed Open Game Content; (b) “Derivative Material” means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) “Distribute” means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) “Open Game Content” means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) “Product Identity” means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) “Trademark” means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) “Use”, “Used” or “Using” means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) “You” or “Your” means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder’s name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

Modern System Reference Document Copyright 2002, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

Modern Dispatch #85 is Copyright 2006, 12 to Midnight, Inc.; Author: T.C. Largent

OPEN GAMING CONTENT

Designation of Product Identity: The following terms are designated as product identity as outline in section 1(a) of the Open Gaming License: Modern Dispatch, 12 to Midnight. All illustrations, pictures, and maps are Product Identity and property of 12 to Midnight™ or RPGObjects™.

Designation of Open Gaming Content: The following sections of *Modern Dispatch #85* are designated as open gaming content except for terms defined as product identity above. **All content under the character and creature descriptions (including stats).**