



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.



Foundation of Blood



Introduction

When Lone Star Savings & Loan, a private banking venture in Pinebox, Texas, fell on hard times, the local business community was pleased to learn that an international banking corporation had made a generous offer to buy out the small concern. More importantly, the corporation, First Foundation Bank, seemed intent on making investments in the community while maintaining the neighborly nature of the bank. Most of the employees were invited to stay in their current positions and several bank officers found work within the new corporation, ensuring a smooth transfer of ownership. The offices on the second and third floors of the bank building, previously vacant, filled with new clients, including the new North American offices of First Foundation Bank.

However, all has not gone well. Soon after the change in ownership, employees felt a corporate chill creep into what had been a family-friendly business. Not only did the temperature in the building literally drop, but most employees think the new bank president, Bridgette Laurine, is cold and impersonal. The new security guards are polite enough, but are unnerving in a way that people cannot seem to explain. Employees are encouraged to leave as near to closing time as possible, and they often find that things have been moved when they return the next day. Lastly, Laurine has told workers that they have no need to go up to the corporate offices on the third floor and should avoid doing so.

The Real Scoop

First Foundation Bank is a multi-national business owned by an ancient vampire who uses it as a front to

gain power, resources, and to feed her insatiable lust for blood. The vampire, Kallisto, recently decided to leave Europe and come to the United States, where she felt she could increase her power and influence and feed in relative obscurity. After searching several locations around the country, her minions happened on Lone Star Savings & Loan, and she quickly assimilated it into her empire. Her minions then set about preparing the quaint location for the arrival of their mistress.

Adventure Outline

This adventure pits the heroes against the forces of a powerful vampire who holds the reigns of a financial corporation.

Scene 1: A Woman in Need

As the heroes emerge from the Sundown Cineplex (see *Modern Dispatch* #73) theater, they hear a commotion (*Listen*, DC 7) from a nearby alley. If they investigate, they find two men in ski masks beating and robbing a cornered woman. The appearance of the heroes causes the men to flee down the alley, fighting only if the heroes pursue them. At the end of the alley, they enter a waiting unmarked van, which leaves the scene with



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screaming tires.

If the heroes fail their *Listen* check or do not care to investigate the scene, a woman stumbles out of the alley, into the heroes, and pleads for their help.

The woman, Tiffany Bishop, is reluctant to deal with the police and would rather have the heroes just take her home. Characters who succeed at a *Sense Motive* check (DC 15) realize that she fears doing so will provoke another attack.

Scene 2: An Angry Father

This scene occurs at the Bishop residence, a large, Victorian home in a wealthy neighborhood of Pinebox. It could also occur at the hospital if the heroes ignored Tiffany's request and called the police anyway.

Tiffany's mother, Danielle Bishop, panics when she sees her daughter's bruises, and the heroes must help calm her down using either the *Knowledge (behavioral sciences)* skill (DC 10), or the *Diplomacy* skill (DC 10). Tiffany's father, Mort, thanks the heroes and offers to reward them for their aid. If they accept, this adds a +1 to their Wealth bonus for the duration of the adventure. He also asks if they would be interested in helping out the family. He is willing to pay the heroes to find out who the attackers were and why they went after Tiffany. Mort believes that Tiffany's boss, Bridgette Laurine, the new president of First Foundation Bank, set up the attack. He thinks it was a not-so-subtle message to stop looking into Laurine's affairs.

If the heroes successfully *Gather Information* (DC 5), they learn the following:

- Mort Bishop is the founder and former president of Lone Star Savings & Loan of Pinebox.
- First Foundation Bank recently acquired Lone Star Savings & Loan. Mort retired, but Tiffany stayed on as a controller.
- The employees do not like the new owners or the new bank president, Bridgette Laurine.

- The bank employees are discouraged from going to the corporate offices on the third floor.
- An employee, Lucy Genevieve, told Tiffany that she believed something unusual was going on in the bank at night. That employee has since disappeared.
- Tiffany began to ask other employees about unusual activity at the bank after closing time, and Laurine told her to stop. When Tiffany asked why, Laurine threatened her job.
- Mort Bishop's other daughter, Leslie Bishop, is employed at First Foundation Bank's headquarters in Greece; they have had only limited contact with her for several months, and they are worried that something is wrong.

Scene 3: Research and Investigation

If the heroes successfully *Research* First Foundation Bank, they find the following:

DC	Research Results
5	<ul style="list-style-type: none"> • First Foundation Bank is a multi-national organization, and the Pinebox branch is its first entry into American banking. • Other businesses located in the building include Oracle Medical Transcription, Clarke & Hogan (a law firm) and Close2U (a computer dating service), all located on the second floor. First Foundation Bank's regional headquarters occupies the third floor.
10	<ul style="list-style-type: none"> • First Foundation Bank has branches in Greece, Germany and Luxembourg. The corporate headquarters is on the Greek island of Syros. • The CEO of First Foundation Bank is Joanna Kallisto. She is also the primary shareholder. • First Foundation Bank owns not just the bank, but also the three-storey building it is located in.

If the heroes speak to some of the other bank employees (*Gather Information*, DC 17), they learn the following:

- Most of the employees from Lone Star Savings & Loan who stayed on after the acquisition have left because they did not like the new management.
- President Laurine is a cold woman who is very good at finance but has few interpersonal skills.
- Laurine hired all the security guards from out of town. They make the employees uncomfortable.
- Most of the employees feel uncomfortable in the bank, as if someone is always watching them. Also, it is cold in the building, even on the hottest days.
- Employees are not allowed to stay more than an hour past closing, and few want to.
- Late-night deliveries are often made to the bank and the businesses upstairs.

Scene 3.1: The Vanished Employee

If the heroes investigate the missing woman, Lucy Genevieve, they find that she is a single woman, age 29, who disappeared three nights ago. Coworkers last saw her in the bank parking lot as she was getting into her car, presumably getting ready to drive home from work. The police are investigating this as a missing person's case, but they are not looking into it aggressively. If the heroes go to the missing woman's apartment, they see her car parked there. If they use *Diplomacy* (DC 15) to talk the building superintendent into unlocking the door, they find her apartment in good shape.

Genevieve was kidnapped by some goons of Walter Gotthold, executive assistant to Kallisto, and is being

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held on the third floor of the bank, in Kallisto's lair, as a welcoming gift.

Scene 3.2: Unpleasant Visitors

If the heroes fail a *Gather Information* check while speaking to some of the bank employees (see *Scene 3: Research and Investigation*), they alert the suspicions of Gotthold, who sends some of the security guards to visit the heroes the next day. They confront the heroes and strongly suggest (*Intimidate*) that they mind their own business.

Scene 4: Late-Night Delivery

If the heroes watch the bank building at night, they see the late-night delivery of a large box the size of a refrigerator, as well as several smaller boxes. The deliveryman takes the boxes inside the building and up the elevator. A successful *Spot* (DC 10) check reveals the delivery truck's out-of-state plates and moniker identifying it as a company that specializes in transporting goods delivered by sea. The large box, of course, contains the vampire, Kallisto, in her coffin,

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*.

having just arrived from Greece. The smaller boxes contain various possessions of hers, including her prized possessions: a pair of ancient Greek *xiphi* (short swords).

Scene 4.1: Last Delivery

The delivery truck is later found crashed and burning outside of Pinebox, the victim of an apparent accident. If the heroes follow the truck, they see it speed up, ram into a concrete barricade, and burst into flames, instantly killing the driver (who was dominated by Kallisto). If the group does not follow the truck, then they hear about the accident on the news the next day.

Scene 5: Reappearances and Disappearances

The night following Kallisto's delivery to the bank, Lucy Genevieve appears at the Bishops' front door. Her unkempt clothes are dirty and her long, dark hair is a mess. She is distraught and tells the Bishops that she has learned something important about the bank. If the heroes are at the Bishop home, either planning their next actions or protecting the family, they are present when Genevieve appears. If they are not, Mort immediately calls the heroes to tell them that the missing woman has reappeared and that she has important information. Regardless, Tiffany and Mort invite Genevieve into the house and attempt to comfort her. If the heroes are suspicious, let them make *Sense Motive* checks, opposed by Genevieve's *Bluff* skill (+15), to determine that she is faking her distress. Do not ask them to make the check or you will ruin the surprise.

When the heroes are present, Genevieve tells everyone present that men using the bank to funnel money to Middle Eastern terrorists kidnapped her and held her captive in a house on the southeast side of Pinebox. The heroes may make another *Sense Motive* check against Genevieve's *Bluff* skill (+15) to perceive that she is lying. She says she escaped by

sawing through her rope bonds and pulling a board loose from the window. *Spot* (DC 15), or *Treat Injury* (DC 10) shows this to be a lie because she does not have abrasions on her wrists. A character looking at Genevieve's throat may *Spot* (DC 20) two small puncture wounds hidden by her hair.

While the heroes are listening to Genevieve's tale, the house comes under attack by Walter Gotthold's thugs. Six bank security guards in ski masks attempt to force their way into the house, shooting through the windows and doors. The gunfire is random, but if the heroes return fire the guards concentrate on them.

During the attack, Mort Bishop takes Genevieve to safety upstairs, where he has a shotgun. However, when they reach the upper floor, Genevieve opens a window and Kallisto enters, attacks the old man, and drains him of blood. After the attack, Genevieve and Kallisto depart in gaseous form, leaving the corpse of Mort Bishop on the floor. If one of the heroes attempts to go with Genevieve and Mort, Genevieve attacks the hero while Kallisto attacks Mort. A hero who realizes that a vampire is attacking him must make a Will save (DC 15) or panic for 1d4 rounds. Alternatively, if using *Fear Effects*, this is a *great fright*.

If more than one hero accompanies Mort, Genevieve still opens the window, but Kallisto does not risk an attack. As more time passes with no appearance by her mistress, Genevieve becomes increasingly agitated. Eventually, if it looks like no opportunity is going to present itself, Kallisto calls off the attack and leaves Genevieve alone. Genevieve takes the first opportunity to leave and return to the bank.

Assuming that no more than one hero accompanies Mort Bishop and Genevieve, the guards attack for only as long as it takes Kallisto to exsanguinate Mort (less than a minute). As soon as the vampires finish, the guards withdraw in the unmarked white van. To protect their identity, they leave no wounded or dead behind. The police arrive less than a minute after the security guards leave, but they are unable to find the

white van. If the heroes are brandishing firearms when the police arrive, the officers take them into custody in order to determine their role in the events.

When Mort Bishop's body is discovered, Tiffany and her mother collapse in tears. Kallisto is skilled at making her bites appear to be other types of wounds, so casual observers probably conclude that his throat has been slashed. A *Treat Injury* check (DC 15), however, reveals that there is not enough blood for a neck wound of that severity, suggesting that Mort was already dead when his throat was cut. The autopsy the next day reveals that Mort died of a heart attack.

Genevieve is missing, and the only clue is a window open to the night.

Scene 6: A Funeral Disrupted

Two days later, when Mort's body is laid to rest at the cemetery, the heroes may make a *Spot* check (DC 15) to notice an out-of-place woman standing at the edge of the crowd. Her hair is dirty and unkempt, she wears filthy clothes, and she appears to be mentally disturbed. If a hero's success on the *Spot* check is 25 or greater, he realizes that the woman has an ax hidden behind her back. Heroes who succeeded in their *Spot* check may attempt to stop the woman when she charges the coffin, swinging the ax and screaming, "He's not really dead!" over and over again. The woman makes no attempt to harm anyone but does try to damage the coffin.

When the heroes subdue the woman, she sobs and breaks down entirely. After the commotion dies down, Danielle and Tiffany recognize the woman as Leslie Bishop, Tiffany's missing older sister. If, for some reason, Danielle and Tiffany are not present during this episode, the heroes should make an *Intelligence* check (DC 10) to realize who she is.

Scene 7: The Missing Daughter's Story

Someone, either the authorities or her family, takes Leslie Bishop to the Golan County hospital and checks her into the psychiatric ward. Leslie's family and the heroes may speak to her, but she is heavily sedated and communication is difficult. If the heroes succeed in a *Diplomacy* check (DC 15), they learn the following:

- She was at the head office of First Foundation Bank on the island of Syros.
- She discovered that Kallisto was some kind of monster that ate people, and so were many of the First Foundation Bank employees.
- Kallisto held her prisoner, but she escaped by jumping into the sea.
- She does not remember returning to Pinebox.
- She does not remember attacking her father's coffin, but she is certain that he is now one of Kallisto's monsters.

Scene 8: The Rising of Mort Bishop

This scene occurs at the cemetery where Mort Bishop is interred. At one o'clock in the morning on the night after the funeral, a white, unmarked van, driven by Walter Gotthold, enters the cemetery. Gotthold, Bridgette Laurine, and three security guards emerge from the van and proceed to Mort's gravesite. It is there that Kallisto materializes from gaseous form and greets them. The security guards stand watch while the newly created undead that was Mort Bishop claws its way out of the grave to be met by the trio. Heroes who witness this must make a *Will* save (DC 15), or panic for 1d4 rounds. Alternatively, if using *Fear Effects*, this is a *great fright*. If one of the heroes confronted

Genevieve as a vampire, that hero gains a +2 bonus on the *Will* save.

If the heroes do not interfere, Laurine and Gotthold lead Bishop to the van, and the entire group returns to Kallisto's lair on the third floor of the First Foundation Bank building. If the heroes do intervene, the security guards and the vampire Bishop attempt to stop them while the others escape. If the heroes do not destroy Bishop, he travels to Kallisto's lair to be with his new mistress.

Scene 9: Gathering Darkness

How this adventure concludes is up to the heroes. Unless the heroes stop her, Kallisto continues to hunt the Bishops, making Tiffany and Leslie her spawn, just like their father. When she is done with the Bishops, she sends her minions after the heroes.

If the heroes decide to stop Kallisto, they may be able to deal with Walter Gotthold and Bridgette Laurine away from the bank, but Kallisto rarely leaves her lair on the third floor. If the heroes draw her out or somehow drive her from the lair, Kallisto takes refuge in an abandoned house in Pinebox and then flees the country. She may return later to take revenge on the heroes, making a great returning villain.

If the heroes determine that they must confront Kallisto in her lair, they must be careful to avoid conflict with law enforcement. Tiffany Bishop can tell the heroes how to disable the alarms in the First Foundation Bank building, which gives them a +10 to the *Disable Device* check. If the heroes fail to deactivate the alarm, Golan County sheriff's deputies arrive within 4+1d4 minutes of the alarm being activated.

Destroying Kallisto is no easy task. Laurine, Gotthold, and any remaining guards protect the vampire, as does her dog, Syracuse. Kallisto is also quite capable of fighting for herself, and may allow the heroes to enter her lair so she can more easily slay them.

Cast of Characters

Leslie Bishop

Missing daughter and crazed witness to vampires

Smart Hero 1 / Fast Hero 1 (CR 2); White Collar; HD 1d6+1d8

Initiative	+2	BAB	+0	STR	9 (-1)
Defense	15; touch 15; flat footed 13	Melee	-1	DEX	15 (+2)
Hit Points	9	Ranged	+2	CON	11 (0)
Save Fort	+0	Grapple	-1	INT	13 (+1)
Save Ref	+3	Dmg Threshold	11	WIS	11 (0)
Save Will	+1	Action Points	1	CHA	14 (+2)

Attacks: *unarmed attack:* Atk -1; Dmg 1d3-1; Crit 20; Non-lethal Bludgeoning

ax: Atk -1; Dmg 1d6-1; Crit 20; Slashing

Speed: 30 ft

Facing/Reach: 5 ft by 5 ft/5 ft

Skills: *Balance* +4; *Computer Use* +6; *Craft (writing)* +3; *Diplomacy* +4; *Disable Device* +2; *Gather Information* +4; *Hide* +4; *Jump* +1; *Knowledge (arcane lore)* +2; *Knowledge (business)* +7; *Knowledge (civics)* +5; *Knowledge (current events)* +2; *Knowledge (history)* +2; *Knowledge (popular culture)* +3; *Profession* +4; *Research* +3; *Tumble* +6; **Languages:** *English (native)*; *French (speak, read/write)*; *German (speak, read/write)*; *Greek (speak, read/write)*

Feats: *Acrobatic*; *Simple Weapons Proficiency*; *Low Profile*

Talents: *Evasion*; *Savant (Knowledge [business])*

Wealth: +7

Reputation/Allegiances: 0 / Mort Bishop

Possessions: Dirty clothes; ax

Profile

Leslie Bishop has only recently returned to Pinebox after escaping from the headquarters of Kallisto's First Foundation Bank on the Greek island of Syros. She has amnesia and a wealth of mental and emotional problems from her difficulties. She knows that Kallisto is a vampire and fears that her father is now one as well. She is in her early thirties and is very bedraggled and worn when the heroes meet her.

Character Quotes:

"He's not really dead!"

"Where am I? How did I get here?"

Mort Bishop (human)

Father and former owner of bank

Dedicated Hero 2 / Smart Hero 2 (CR 4); Entrepreneur; HD 2d6+2d6

Initiative	-1	BAB	+2	STR	17 (+3)
Defense	12; touch 12; flat footed 12	Melee	+1	DEX	15 (+2)
Hit Points	14	Ranged	+1	CON	15 (+2)
Save Fort	+2	Grapple	+1	INT	13 (+1)
Save Ref	-1	Dmg Threshold	10	WIS	10 (0)
Save Will	+7	Action Points	2	CHA	8 (-1)

Attacks: *unarmed attack:* Atk +1; Dmg 1d3-1; Crit 20; Non-lethal Bludgeoning

Mossberg 12-gauge shotgun: Atk +1; Dmg 2d8; Crit 20; Ballistic

Speed: 30 ft

Facing/Reach: 5 ft by 5 ft/5 ft

Skills: *Computer Use* +5; *Diplomacy* +10; *Gather Information* +4; *Investigate* +4; *Knowledge (behavioral sciences)* +6; *Knowledge (business)* +11; *Knowledge (civics)* +7; *Knowledge (current events)* +5; *Knowledge (earth and life sciences)* +4; *Knowledge (history)* +4; *Knowledge (physical sciences)* +4; *Listen* +5; *Profession* +7; *Research* +5; *Sense Motive* +11; *Spot* +4; **Languages:** *English (native)*

Feats: *Attentive*; *Iron Will*; *Personal Firearms Proficiency*; *Simple Weapons Proficiency*; *Trustworthy*

Talents: *Skill Emphasis (Sense Motive)*; *Savant (Knowledge [business])*

Wealth: +12

Reputation/Allegiances: +3 / Bishop Family

Possessions: Cadillac Escalade; Mossberg 12-gauge shotgun (5 boxes of 12-gauge ammunition [10/box])

Profile

Mort Bishop is the founder and former owner of Lone Star Savings & Loan, now First Foundation Bank. He is in his early sixties, but fit for his age. He feels that he owes it to his former employees to find out what is going on. He is very protective of his daughters and rewards heroes who protect them.

Character Quotes:

"I should have tossed those foreign bankers out on their rears when I had the chance."

"I've got money, but what makes me rich is my family."

Mort Bishop (vampire minion)

**Vampire Dedicated Hero 2 / Smart Hero 2 (CR 6);
Medium-size Undead; Entrepreneur; HD 2d12+2d12**

Initiative	+3	BAB	+2	STR	15 (+2)
Defense	18; touch 18; flat footed 18	Melee	+1	DEX	13 (+1)
Hit Points	24	Ranged	+1	CON	–
Save Fort	+2	Grapple	+1	INT	17 (+3)
Save Ref	+1	Dmg Threshold	10	WIS	15 (+2)
Save Will	+7	Action Points	2	CHA	19 (+4)

Attacks: slam attack: Atk +1; Dmg 1d6–1 (plus energy drain); Crit 20; Bludgeoning

Speed: 30 ft

Facing/Reach: 5 ft by 5 ft/5 ft

Skills: *Bluff* +12; *Computer Use* +5; *Diplomacy* +10; *Gather Information* +4; *Investigate* +4; *Knowledge (behavioralsciences)* +6; *Knowledge (business)* +11; *Knowledge (civics)* +7; *Knowledge (current events)* +5; *Knowledge (earth and life sciences)* +4; *Knowledge (history)* +4; *Knowledge (physical sciences)* +4; *Hide* +9; *Listen* +13; *Move Silently* +9; *Profession* +7; *Research* +5; *Search* +9; *Sense Motive* +19; *Spot* +12; **Languages:** *English (native)*

Feats: *Alertness*, *Attentive*, *Combat Reflexes*, *Improved Initiative*, *Iron Will*, *Lightning Reflexes*, *Personal Firearms Proficiency*, *Simple Weapons Proficiency*, *Trustworthy*

Talents: *Skill Emphasis (Sense Motive)*; *Savant (Knowledge [business])*

Special Qualities: alternate form (Su); blood drain (Ex); cold resistance 20 (Ex); create spawn (Su); children of the night (Su); damage reduction 15/+1 (Su); darkvision 60 ft (Ex); domination (DC 14) (Su); electricity resistance 20 (Ex); energy drain (Su); fast healing 5 (Ex); gaseous form (Su); spider climb (Ex); turn resistance +4 (Ex); **Weaknesses (Ex):** silver, oak, and ash weapons; flees own reflection

Wealth: +0

Reputation/Allegiances: +3 / evil, chaos, Kallisto

Possessions: burial clothing

Tiffany Bishop

Inquisitive daughter and danger magnet

**Smart Hero 1 / Charismatic Hero 1 (CR 2);
White Collar; HD 1d6+1d6+3**

Initiative	0	BAB	+0	STR	9 (–1)
Defense	10; touch 10; flat footed 10	Melee	–1	DEX	10 (+0)
Hit Points	11	Ranged	+0	CON	11 (+0)
Save Fort	+1	Grapple	–1	INT	13 (+1)
Save Ref	+1	Dmg Threshold	11	WIS	14 (+2)
Save Will	+3	Action Points	1	CHA	14 (+2)

Attacks: *unarmed attack*: Atk –1; Dmg 1d3–1; Crit 20; Non-lethal Bludgeoning

Speed: 30 ft

Facing/Reach: 5 ft by 5 ft/5 ft

Skills: *Bluff* +6; *Diplomacy* +9; *Gather Information* +6; *Intimidate* +4; *Knowledge (business)* +6; *Knowledge (civics)* +3; *Knowledge (current events)* +3; *Listen* +4; *Profession* +6; *Research* +5; *Sense Motive* +4; **Languages:** *English (native)*; *German (speak, read/write)*; *Greek (speak, read/write)*; *Japanese (speak, read/write)*; *Spanish (speak, read/write)*

Feats: *Simple Weapons Proficiency*; *Toughness*; *Trustworthy*

Talents: *Charm*; *Linguist*

Wealth: +7

Reputation/Allegiances: +3 / Father (Mort Bishop)

Possessions: Ford Probe

Character Profile

Tiffany Bishop, the youngest daughter of Mort Bishop, works as the controller at the Pinebox branch of First Foundation Bank. She does not agree with how the corporation is running things and believes something strange is going on. She is charismatic but stubborn and does not want to drag her family into her problems. Tiffany is an attractive blonde woman in her late twenties with long hair and light blue eyes.

Character Speak:

“Please, I need help.”

“I don’t know how to describe it, but it feels wrong somehow.”

“I’m not stubborn, I’m just right and I know it.”

Danielle Bishop

Statistics

Use the Mid-level Dilettante from the d20 Modern Roleplaying Game.

Profile

Danielle Bishop is Mort Bishop's wife. Also in her sixties, she has not aged as well as Mort, and her dyed-brown hair does not match the wrinkles on her face. She is excitable, and Mort often has to calm her down.

Character Quotes

"My baby! Oh, my poor baby!"

"I don't know much about business, but I know something smells fishy about all this."

"Mort! Help!"

Cast of Creatures

Lucy Genevieve

Missing employee and vampire minion

Vampire Dedicated Hero 2 (CR 4); Medium-size Undead; White Collar; HD 2d12

Initiative	+6	BAB	+1	STR	16 (+3)
Defense	20; touch 14; flat footed 18	Melee	+4	DEX	14 (+2)
Hit Points	13	Ranged	+3	CON	–
Save Fort	+2	Grapple	+4	INT	15 (+2)
Save Ref	+4	Dmg Threshold	–	WIS	14 (+2)
Save Will	+6	Action Points	2	CHA	16 (+3)

Creature Statistics

Attacks: *slam attack:* Atk +5; Dmg 1d6+3 (plus energy drain); Crit 20; Bludgeoning

Attack Options: blood drain (Ex); domination (DC 14) (Su);

Speed: 30 ft

Facing/Reach: 5 ft by 5 ft/5 ft

Skills: *Bluff* +15; *Computer Use* +6; *Diplomacy* +5; *Disguise* +5; *Hide* +10; *Intimidate* +5; *Knowledge (arcane lore)* +3; *Knowledge (business)* +7; *Knowledge (civics)* +4; *Knowledge (popular culture)* +4; *Listen* +14; *Move Silently* +10; *Profession* +4; *Search* +10; *Sense Motive* +14; *Spot* +14; **Languages:** *English (native)*

Feats: *Alertness*; *Brawl*; *Combat Reflexes*; *Deceptive*; *Dodge*;

Improved Initiative; *Iron Will*; *Lightning Reflexes*; *Simple Weapons Proficiency*

Talents: Empathy

Special Qualities: alternate form (Su); blood drain (Ex); cold resistance 20 (Ex); create spawn (Su); children of the night (Su); damage reduction 15/+1 (Su); darkvision 60 ft (Ex); domination (DC 14) (Su); electricity resistance 20 (Ex); energy drain (Su); fast healing 5 (Ex); gaseous form (Su); spider climb (Ex); turn resistance +4 (Ex); **Weaknesses (Ex):** silver, oak, and ash weapons; flees own reflection

Wealth: +7

Reputation/Allegiances: +1 / evil, chaos, Kallisto

Possessions: Ford Probe

Creature Profile

Lucy Genevieve is Kallisto's first victim in Pinebox. When she uncovered unusual activity at the bank, she unwittingly signed her own death warrant. Bridgette Laurine dispatched Walter Gotthold to kidnap Genevieve and hold her for Kallisto. On her first night at the bank, Kallisto drained Genevieve and turned her into a vampire.

Lucy Genevieve is short, only 5'3", and a little on the heavy side. She usually keeps her dark hair in a long braid. When she appears at the Bishops' home and asks to speak to Tiffany, she appears dirty and unkempt.

Genevieve has two weaknesses uncommon in vampires. Silver, oak, and ash weapons cause 1d4 extra damage; and she automatically panics for 1d4 rounds when she sees her own reflection.

Quotes:

"I found something unusual at the bank."

"You wouldn't believe what happened to me."

"I'll rip out your throat!"

Kallisto, aka “Joanna Kallisto”

Vampire and corporate president

**Vampire Tough Hero 4 / Fast Hero 3 (CR 9); Medium-size Undead;
Religious; HD 4d12+3d12**

Initiative	+8	BAB	+5	STR	21 (+5)
Defense	27; touch 21; flat footed 23	Melee	+10	DEX	18 (+4)
Hit Points	46	Ranged	+9	CON	—
Save Fort	+3	Grapple	+10	INT	16 (+3)
Save Ref	+6	Dmg Threshold	—	WIS	15 (+2)
Save Will	+2	Action Points	4	CHA	20 (+5)

Creature Statistics

Attacks: *slam attack*: Atk +12; Dmg 1d8+5 (plus energy drain, 2 levels); Crit 20; *Bludgeoning two xiphi (short swords)*: Atk +8/+8; Dmg 1d6+5/1d6+5; Crit 19–20; Piercing

Attack Options: blood drain (1d4/round opponent is pinned); domination (Will save, DC 14)

Speed: 30 ft

Facing/Reach: 5 ft by 5 ft/5 ft

Skills: *Balance* +7; *Bluff* +13; *Climb* +12; *Concentration* +7; *Decipher Script* +10; *Hide* +20; *Intimidate* +12; *Knowledge (arcane lore)* +9; *Listen* +12; *Move Silently* +16; *Search* +11; *Sense Motive* +17; *Spot* +19; *Tumble* +5; **Languages:** *Ancient Greek (native)*; *Latin (speak, read/write)*; *English (speak, read/write)*; *Greek (speak, read/write)*; *Old English (speak, read/write)*

Feats: *Alertness*; *Archaic Weapons Proficiency*; *Brawl*; *Combat Reflexes*; *Dodge*; *Frightful Presence*; *Improved Brawl*; *Improved Initiative*; *Lightning Reflexes*; *Multi-attack*; *Simple Weapons Proficiency*; *Stealthy*; *Two-Weapon Fighting*

Talents: Acid Resistance; Evasion; Fire Resistance; Uncanny Dodge 1

Special Qualities: alternate form (Su); blood drain (Ex); cold resistance 20 (Ex); create spawn (Su); children of the night (Su); damage reduction 15/+1 (Su); darkvision 60 ft (Ex); domination (DC 14) (Su); electricity resistance 20 (Ex); energy drain (Su); fast healing 5 (Ex); gaseous form (Su); spider climb (Ex); turn resistance +4 (Ex);

Weaknesses (Ex): silver, oak, and ash weapons; flee own reflection

Wealth: +15

Reputation/Allegiances: +2/evil

Possessions: 2 short swords

Creature Profile

Kallisto is an ancient creature of evil, born to vampiric parents in Athens at the high point of Ancient Greek civilization, approximately 400 B.C. Kallisto was a priestess of Hera who used her position to acquire wealth, influence, and victims. She is drawn to power and has engaged in politics and commerce throughout her life. In modern times, she leverages her personal fortune into the small empire of First Foundation Bank. She makes rare public appearances (always at night) and uses the legal name of Joanna Kallisto.

Kallisto has two weaknesses uncommon in vampires. Silver, oak, and ash weapons cause 1d4 extra damage to her, and she automatically panics for 1d4 rounds when she sees her own reflection. Unlike most vampires, she enjoys consuming her victims' flesh, not just their blood, and often has elaborate feasts prepared from victims—feasts which Walter Gotthold and Bridgette Laurine prepare and enjoy as well.

When people see Kallisto, she appears as an attractive woman in her mid to late thirties, with dark eyes and curly black hair (usually tied back). She favors dresses and gowns to business suits and often wears jewelry of amber and gold.

In addition to her vampiric abilities, Kallisto is highly skilled with melee weapons and favors short swords. In her safe deposit box in the bank's vault are two ancient Greek *xiphi* (short swords—singular: *xiphos*) that she may use to defend herself.

Quotes

“Power over money is power over life and death.”

“This reminds me of something that occurred during Alexander's time.”

“You will make an excellent meal.”

Bridgette Laurine

Ghoul, guardian, and bank president

Ghoul Smart Hero 3 / Dedicated Hero 3 (CR 8); Medium-size Undead; Entrepreneur; HD 6d12

Initiative	+1	BAB	+3	STR	11 (+0)
Defense	14; touch 14; flat footed 13	Melee	+3	DEX	12 (+1)
Hit Points	40	Ranged	+4	CON	–
Save Fort	+3	Grapple	+3	INT	16 (+3)
Save Ref	+3	Dmg Threshold	–	WIS	14 (+2)
Save Will	+6	Action Points	4	CHA	14 (+2)

Creature Statistics

Attacks: unarmed attack: Atk +3; Dmg 1d4; Crit 19-20; Lethal or Non-lethal Bludgeoning

dagger: Atk +3; Dmg 1d4; Crit 19–20; Piercing

Walther PPK: Atk +4; Dmg 2d4; Crit 20; Ballistic

Attack Options: disease

Speed: 30 ft

Facing/Reach: 5 ft by 5 ft/5 ft

Skills: Bluff +6; Computer Use +9; Decipher Script +7; Diplomacy +10; Disguise +4; Gather Information +7; Intimidate +8; Knowledge (arcane lore) +11; Knowledge (behavioral sciences) +9; Knowledge (business) +10; Knowledge (civics) +7; Knowledge (current events) +6; Knowledge (history) +5; Knowledge (theology and philosophy) +5; Listen +4; Move Silently +4; Profession +8; Research +9; Sense Motive +8;

Spot +5; **Languages:** Ancient Greek (native); English (speak, read/write); Greek (speak, read/write)

Feats: Combat Martial Arts; Deceptive; Educated (Knowledge [arcane lore], Knowledge [business]); Educated (Knowledge [behavioral sciences], Knowledge [civics]); Improved Combat Martial Arts; Personal Firearms Proficiency; Simple Weapons Proficiency; Trustworthy

Talents: Aware; Linguist; Skill Emphasis (Intimidate); Trick

Special Qualities: create spawn (Su); disease; scent (Ex); undead

Wealth: +12

Reputation/Allegiances: +3 / chaos, evil, Kallisto

Possessions: dagger; Walther PPK (box magazine [×3], .32 ammunition [50]); Lexus sedan; crystal of flesh (see below)

Creature Profile

Bridgette Laurine is Kallisto's dedicated undead servant. As president of the Pinebox branch of First Foundation Bank, she conducts the bank's day-to-day workings. Laurine hides her ghoulish appearance with the aid of an enchanted crystal that gives her the appearance of a healthy, living woman (see *Crystal of Flesh*, below). She appears as a woman in her mid-thirties with short, blonde hair, sharp features, and light blue eyes. When she reveals her true appearance, Laurine is a skeletal figure with rotting flesh; thin, white hair; and gray, lidless eyes.

Quotes

"Thank you for coming to First Foundation Bank. May I help you?"

"First Foundation Bank always has the customer in mind."

"Your questions are fiscally irresponsible and potentially dangerous."

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Walter Gotthold

Personal secretary and guardian

Dedicated Hero 3/Charismatic Hero 3 (CR 6); White Collar; HD 6d6+12

Initiative	-1	BAB	+3	STR	15 (+2)
Defense	12, touch 12, flat footed 12	Melee	+5	DEX	8 (-1)
Hit Points	34	Ranged	+2	CON	14 (+2)
Save Fort	+6	Grapple	+5	INT	14 (+2)
Save Ref	+2	Dmg Threshold	14	WIS	16 (+3)
Save Will	+8	Action Points	3	CHA	13 (+1)

Attacks: *unarmed attack:* Atk +7 (+5 Melee, +2 Improved Brawl); Dmg 1d8+2; Crit 19–20; *Non-lethal Bludgeoning knife:* Atk +5; Dmg 1d4+2; Crit 19–20; *Piercing Glock 19:* Atk +3; Dmg 2d6; Crit 20; Ballistic

Speed: 30 ft

Facing/Reach: 5 ft by 5 ft/5 ft

Skills: *Bluff* +9; *Computer Use* +4; *Concentration* +4; *Diplomacy* +8; *Disguise* +3; *Gather Information* +7; *Intimidate* +7; *Investigate* +6; *Knowledge (arcane lore)* +8; *Knowledge (business)* +7; *Knowledge (civics)* +5; *Knowledge (streetwise)* +5; *Profession* +7; *Spot* +9; **Languages:** *Ancient Greek (speak); English (speak, read/write); German (native); Greek (speak, read/write)*

Feats: *Brawl; Deceptive; Improved Brawl; Iron Will; Personal Firearms Proficiency; Point Blank Shot; Simple Weapons Proficiency*

Talents: Charm (+3, women); Empathy (+3); Favor (+3); Intuition (3x/day)

Wealth: +8

Reputation/Allegiances: +3/Kallisto

Possessions: Knife; Glock 19 (box magazine [×3], 9mm ammunition [50]); Cadillac Escalade SUV

Creature Profile

Walter Gotthold is Kallisto's personal secretary and guardian. He is a cold, psychopathic killer who often kidnaps victims for Kallisto. While not undead, he enjoys preparing and indulging in Kallisto's cannibalistic feasts. He hopes that someday Kallisto will turn him into a vampire. He is usually at the entrance desk of First Foundation Bank's corporate offices on the third floor, where he manages corporate affairs and restricts access to Kallisto.

Gotthold is an athletic, middle-aged man with closely cropped hair and a light Fu Manchu mustache. He speaks English with a slight German accent.

Syracuse

Pet and guardian Doberman

Medium-Size Animal (CR 3); HD 6d8+12

Initiative	+2	BAB	+3	STR	15 (+2)
Defense	13; touch 12; flat footed 11	Melee	+6	DEX	15 (+2)
Hit Points	36	Ranged	–	CON	15 (+2)
Save Fort	+5	Grapple	+6	INT	2 (-4)
Save Ref	+5	Dmg Threshold	15	WIS	12 (+1)
Save Will	+1	Action Points	0	CHA	6 (-1)

Attacks: *bite:* Atk +6; Dmg 1d6+3

Speed: 40 ft

Facing/Reach: 5 ft by 5 ft/5 ft

Skills: *Jump* +4; *Listen* +5; *Spot* +5; *Survival* +1 (+5 when tracking by scent); *Swim* +5

Special Qualities: scent (Ex)

Reputation & Allegiances: +0/Kallisto

Description

Syracuse is Kallisto's constant companion. This Doberman is trained to attack on her command.

Quotes

"Grrrrrrrrrrr."

Security Guards

Thugs and security staff

Statistics

Use the "Low-Level Thug" from the D20 Modern Roleplaying Game.

Possessions: Medium security vest; sap; baton; uniform; Berretta 92F (box magazine [×3], 9mm ammunition [50]); walkie-talkie (professional)

Wealth: +6

Profile

The bank's six security guards are all

criminals hired by Laurine from out of town. They know that Laurine serves some kind of boss on the third floor, and that they have seen plenty of things they would never have believed before, but they know better than to ask questions; that is why Kallisto's true nature remains a mystery to them. They are absolutely loyal to Laurine, who pays them well to ignore the more unseemly aspects of the bank. They do not tolerate anyone disturbing their arrangement and do not hesitate to resort to force.

New Magical First Foundation Bank Building

Item Crystal of Flesh

This small, enchanted amethyst gives its owner the ability to cast the *change self* spell once per day. The spell lasts for up to 18 hours, but the crystal must be on the person at all times or the spell fails. To activate the illusion, the owner must hold the crystal and concentrate on a mental image of what he or she wishes to look like. The crystal creates the illusion.

Type: Wondrous Item (Magic);
Caster Level: 1st; **Purchase DC:** 26;
Weight: —

The First Foundation Bank building is a modern, three-storey, glass-and-concrete building located at the southeast corner of Oak Avenue and Main Street in Pinebox, Texas. The bank occupies the first floor, the rented offices of several businesses are on the second floor, and the third floor is the new home of First Foundation Bank's North American offices. Entry to the bank is on the south side of the building. An elevator and stairs provide access to the upper floors.

The following statistics describe the hardness of various parts of the building:

Object	Hardness	HP	Break DC
Concrete Wall	8	120	35
Glass	1	1	5
Locked Door	5	10	20
Vault Wall	9	210	50
Vault Door	10	180	40

Security is controlled by a central system that combines sensors on the windows and doors (automatically triggered if broken), closed-circuit television cameras, and a security staff present during business hours. If the security alarm is activated, a police response occurs in 4+1d4 minutes. The security system must be deactivated from a console in the security office (1H) within one minute of unlocking the front door or the alarm is triggered.

The First Floor

1A: Front Doors	These glass doors remain open between 7:30 a.m. and 7:30 p.m. At other times, they are locked.
1B: Lobby	The lobby is decorated with marble and granite. Stairs lead up to the second floor.
1C: Elevator	
1D: ATM Closet	Access to the back of the ATM, located outside the bank, is through a locked door.
1E: Men's Restroom	
1F: Women's Restroom	
1G: Bank Lobby	An abundance of generic potted greenery decorates the bank lobby, along with color advertisements for the bank's loans and services. A security guard is always present during business hours.
1H: Security Office	The console for the building's security system is in this office, in addition to monitors for the closed-circuit television cameras located throughout the building.
1I: Conference Room	This generic conference room seats eight and looks out on the lobby through a wall of glass windows.
1J: Bank President's Office	Glass walls and curtains separate Bridgette Laurine's office from the rest of the bank. Laurine spends much of her time in here, coming out to mingle with the employees and customers only when necessary. The office is especially cold and has a faint smell of rotting meat, as though she might have left food in the desk for too long.
1K: Loan Officers' Cubicles	These two cubicles are for the bank's loan officers.
1L: Tellers	There are stations here for five bank tellers: four facing customers inside the bank and one facing the drive-up window.
1M: Vault	The bank's large, stainless-steel, walk-in vault contains hundreds of safe-deposit boxes, several of which hold Kallisto's prized possessions, including her ancient Greek short swords.

The Second Floor

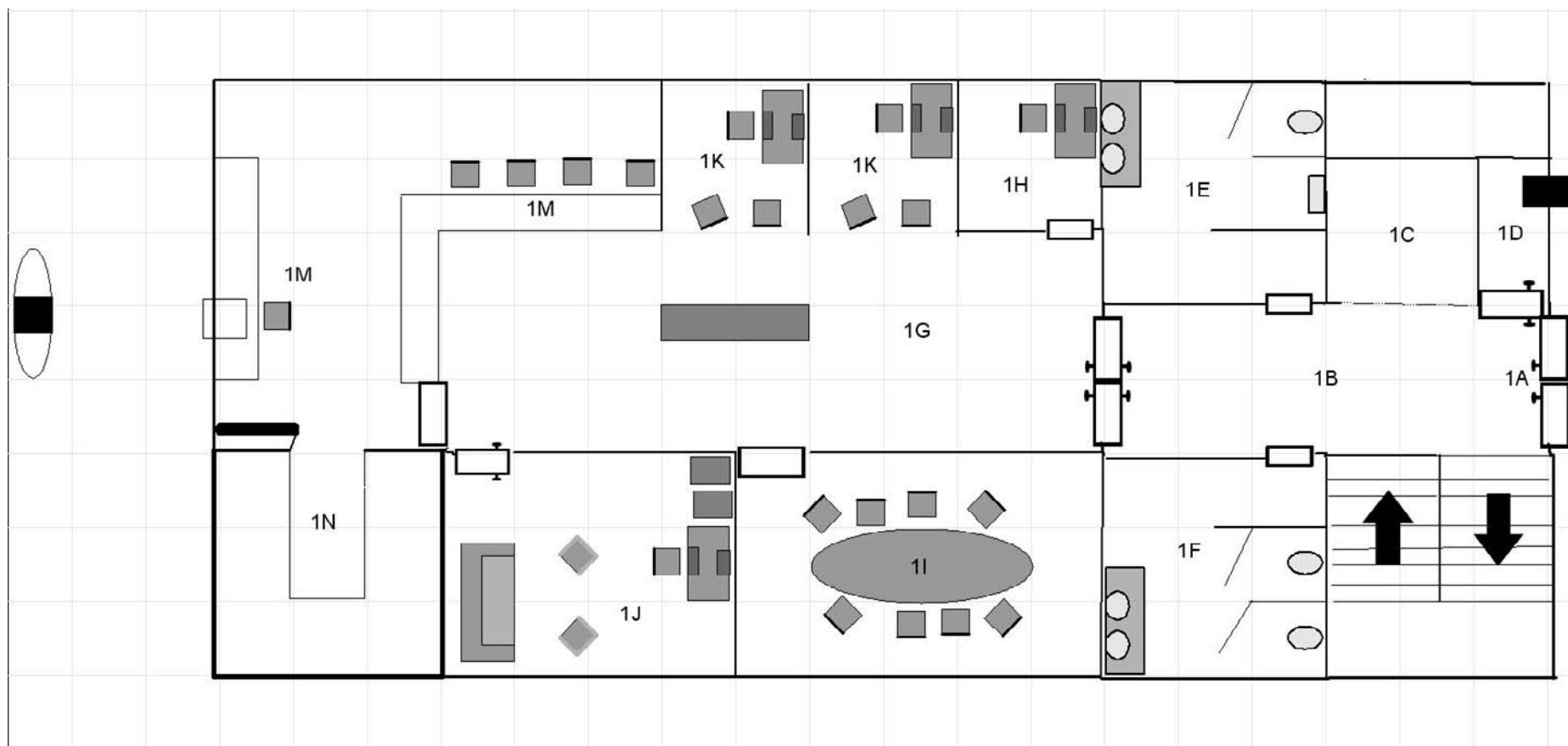
2A: Lobby	This carpeted lobby is painted in a neutral beige tone. Stairs lead down to the first floor and up to the second floor.
2B: Elevator	
2C: Janitorial Closet	This small room contains a vacuum cleaner, mop and bucket, and various cleaning supplies.
2D: Men's Restroom	
2E: Women's Restroom	
2F: Close2U Computer Dating Service	The front area of the Close2U Computer Dating service office contains a secretary's desk and chairs for waiting.
2G: Server Closet	This office space acts as a server closet and work station for Close2U's technician.
2H: Executive Offices	The two desks of Close2U's partners are crammed into a single office.
2I: Clarke & Hogan, Attorneys-at-Law	The entrance to the law partnership of Clarke & Hogan contains a receptionist's desk and a small waiting area.
2J: Records	This room houses two large, locked filing cabinets containing legal records and memoranda.
2K: Clarke's Office	The office of Michael Clarke, attorney, contains a desk, a pair of chairs, and a bookshelf of mostly unread law books.
2L: Hogan's Office	The office of William Hogan, attorney, contains a desk, a pair of chairs, and a bookshelf of mostly unread law books.
2M: Oracle Medical Transcription	The front office of Oracle Medical Transcription contains a desk, a chair, and a copy/fax machine.
2N: Transcriptionists' Room	This room contains four desks, set up to allow a person to transcribe audio medical records into written records. There are usually two or three people working in here at any one time.
2O: Server Closet	This office space functions as a server closet and work station for Oracle Medical Transcription's technicians.
2P: Manager's Office	This office contains a desk, a chair, and a large filing cabinet.
2Q: Accountant's Office	This office contains a desk and a chair.
CEO's Office	This office is much better decorated than the others and contains a desk and three chairs.

The Third Floor

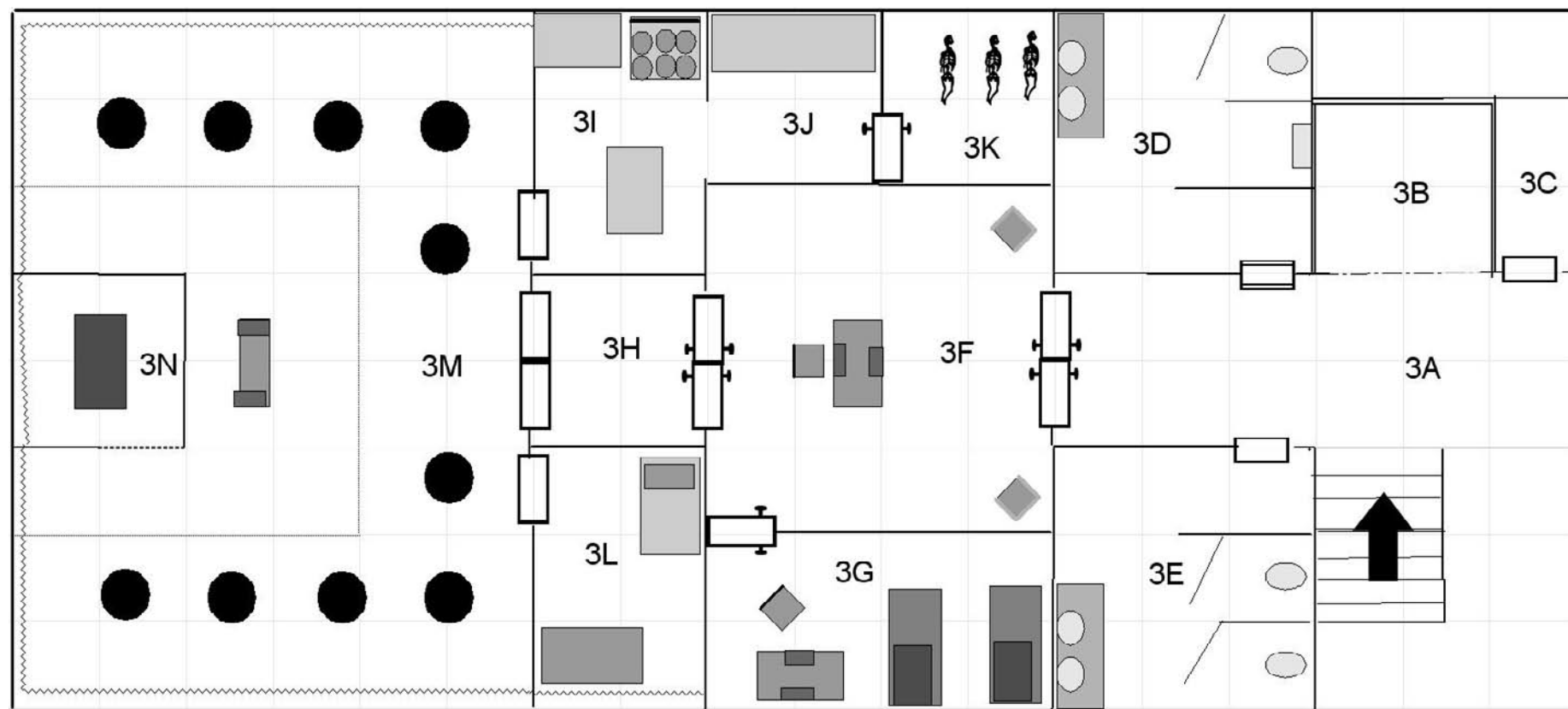
3A: Lobby	This carpeted lobby is painted in a neutral beige tone. Stairs lead down to the first floor and up to the second floor.
3B: Elevator	
3C: Janitorial Closet	This small room contains a vacuum cleaner, mop and bucket, and various cleaning supplies.
3D: Men's Restroom	
3E: Women's Restroom	
3F: First Foundation Bank's Corporate Offices	Centered in this large room is the desk of Walter Gotthold, who is always present during business hours. The décor is modern corporate, with bland pictures of Greek ruins on the walls. Gotthold keeps a Glock 19 in the desk. The doors behind the desk can only be opened from the other side or by a hidden remote control in the top drawer of the desk.
3G: Server Closet	This office space acts as a server closet and work station for First Foundation Bank. Gotthold and Bridgette Laurine maintain the bank's systems with the assistance of an administrator who works remotely.
3H: Corridor	This corridor is the home of Syracuse, Kallisto's Doberman. He attacks anyone who enters, unless he recognizes them.
3I: Kitchen	This modern kitchen contains a large, gas stove and oven, a refrigerator, and a cooking station. The refrigerator is stocked with various cuts of meat.
3J: Pantry	This well-stocked pantry contains gourmet spices, seasonings, and sauces.
3K: Cold Storage	This large refrigerator contains three corpses, hung like sides of meat on suspended hooks. All are missing homeless people from outside of the area. A successful <i>Treat Injury</i> roll (DC 15) reveals that all three died of exsanguination. One of the three shows signs of recent butchering on the legs. Seeing this requires a Will save (DC 12) to avoid panicking for 1d2 rounds; alternatively, if using <i>Fear Effects</i> , this is a <i>medium shock</i> .
3L: Walter Gotthold's apartment	This spartan room is where Walter Gotthold sleeps. The bed is neatly made, but threadbare. The dresser contains clothing and various personal effects of little value to anyone but Gotthold.

continued on page 13

Kallisto's Lair	<p>This large room is decorated to appear like a Greek temple. Large, carved columns surround the room and heavy tapestries, depicting Greek history, line the walls. Behind these tapestries, the windows are covered with sheets of plywood (Hardness 5, hp 10, Break DC 13). In the center of the room is a raised dais on which sits a padded bench and a marble mausoleum (3N). The mausoleum appears to be an essentially featureless white cube with no obvious means of entry. Blood and pieces of human flesh streak the marble floor. Seeing this requires a Will save (DC 12) to avoid panicking for 1d2 rounds; alternatively, if using <i>Fear Effects</i>, this is a <i>medium shock</i>. Kallisto is almost always here during night hours, sometimes enjoying a hideous snack. If she has sufficient warning of an impending attack, she removes her treasured pair of Greek short swords from the vault and hides them beneath the padding of the bench.</p>
Kallisto's Tomb	<p>Kallisto's mausoleum contains an elaborate marble sarcophagus. Inside this sarcophagus is a richly carved olive-wood coffin filled with dirt from her native Greece. She spends her daylight hours in repose here. The entrance is through a locked secret door (<i>Spot</i> [DC 25] to find; <i>Disable Device</i> [DC 15] to open).</p>







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