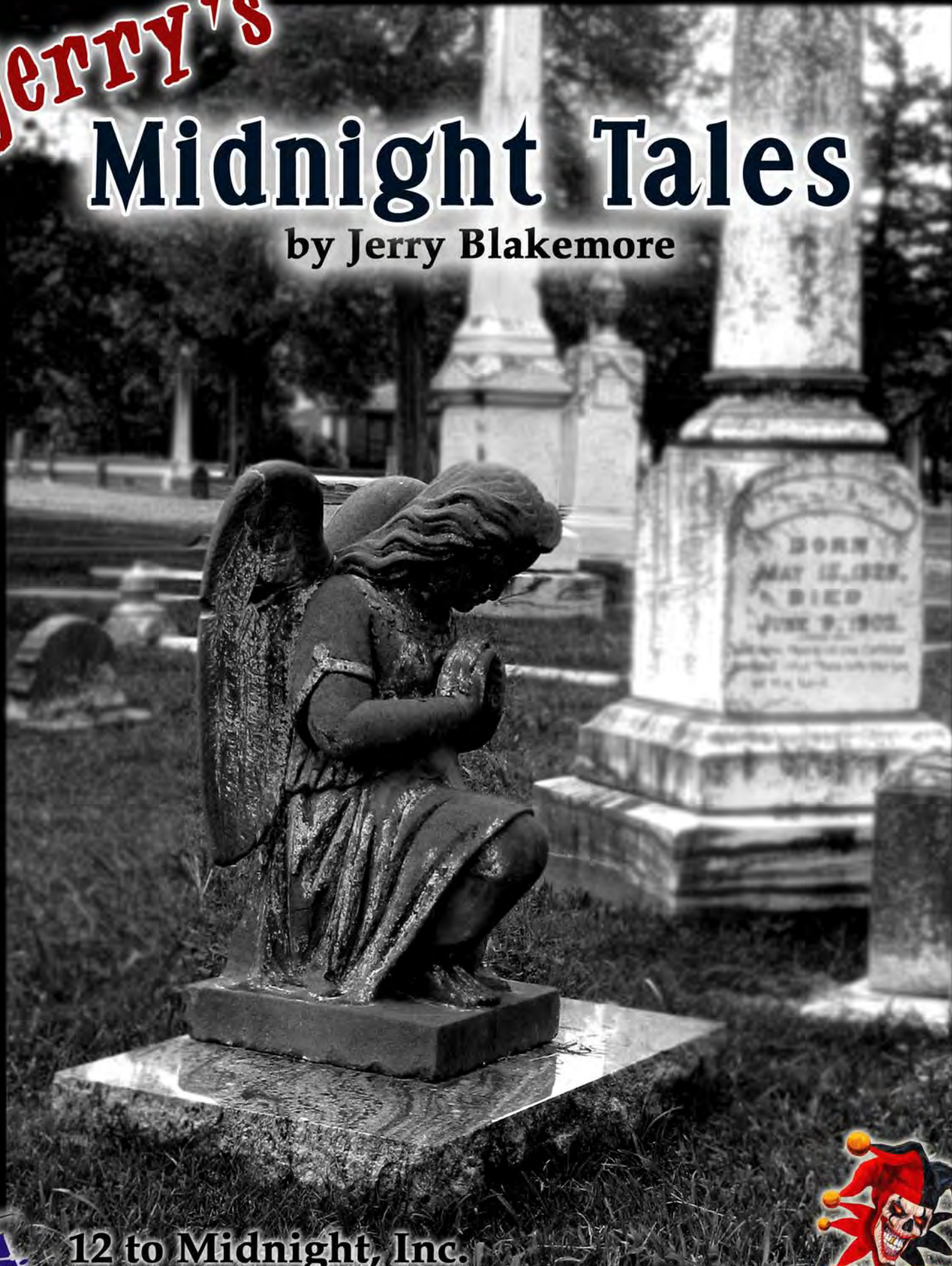


Jerry's

Midnight Tales

by Jerry Blakemore



12 to Midnight, Inc.

tell yourself it's just a game



Jerry's Midnight Tales

By Jerry Blakemore

Additional Contributions by: Preston P. DuBose and Ed Wettermann

Maps by: Craig Largent

Edited by: Jodi Black, Preston P. DuBose, and Ed Wettermann

Cover by: Preston P. DuBose

I would like to dedicate this book to the women who suffer for our work on 12 to Midnight: our wives. They really sacrifice along with us as we strive to provide quality horror gaming to our fans.

This game uses the Savage Worlds game system, available from Great White Games (www.greatwhitegames.com). Savage Worlds, Smiling Jack, and all associated logos and trademarks are Copyright 2004, Great White Games. Used with permission.



Jerry's Midnight Tales ©2006, Jerry Blakemore. All rights reserved. **12 to Midnight** and the 12 to Midnight logo are trademarks of 12 to Midnight. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of 12 to Midnight.

Parts of *Jerry's Midnight Tales* first appeared in *Modern Dispatch* #25, *Modern Dispatch* #30, and *Modern Dispatch* #34.

This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental. Made in Texas, USA.

Contents

Ed's Introduction to Midnight Tales	4
Chapter 1: On the Steps of City Hall	5
Pinebox Places	5
Pinebox City Hall	5
Pinebox People	6
Mayor Red McCoy	6
Manuel Travis (Wild Card)	8
Midnight Tale.....	10
Tale #1: The Powers that Be	10
Maps	13
Chapter 2: Mob Rules.....	17
Pinebox Places	17
The Pizza Barn	17
Pinebox People	19
Morten Decourt (aka Michael Anthony Luca)	19
Jerry Leroy McGovern.....	20
Midnight Tale.....	22
Tale #2: Just a Few Questions.....	22
Mob Rules.....	25
Maps	27
Chapter 3: Party Crashers	29
Organization	29
Texas National Militia	29
Creature	29
Blood Demon (Wild Card)	29
Midnight Tale.....	30
Tale #3: Party Crashers.....	30
Maps	34
Pinebox News	36

Ed's Introduction to Midnight Tales

Howdy. Thanks for your purchase of 12 to Midnight's *Jerry's Midnight Tales*. This has been a goal of ours for the past year or so. Here's the background story. We were approached by another publisher to collaborate on a regular weekly PDF for d20 Modern adventures. We jumped at the opportunity and produced some really great stuff for the e-zine, which is called *Modern Dispatch*.

Jerry Blakemore proposed that we do a serialized adventure, and he offered to author it. Meanwhile, Preston DuBose fleshed out new locations in a section called Pinebox Places and I came up with crazy, detailed characters in a section called Pinebox Personalities. Unfortunately, after the first few issues we saw that serialized adventures would come with more and more overhead as we had to explain what had happened in previous issues leading up to that point before we could even begin that issue's episode. In the third issue, Jerry did a great job of bringing the *Rising South* series to a climactic ending, while still giving the GM room to take it further if she wished.

Now, I am a diehard, converted, Savage Worlds gamer. It is my personal game of choice, so there was never any doubt that we would convert our *Modern Dispatches* for Savage Worlds. In fact, I started the conversion six months after our first issue. Unfortunately, our other obligations constantly got in the way, and it was left unfinished for another half-year. Finally in early December, Preston said "Okay, Ed. Now is the time." I was hyped and ready to go. I quickly finished the conversions and we decided to fast-track the production. Unfortunately Preston, our layout guy, got a new addition to the family before we could finish, and that further set back production.

These are NOT complete adventures, but rather great adventure starters. We try to give the GM everything he needs to run the core adventure of the *Rising South* series, as well as many plot points to assist in building his modern horror campaign world. To borrow an analogy from political theory, *Midnight Tales* is more like a salad than a melting pot. We did our best to reorganize the material from the three issues logically, but without going so far as to completely rewrite what we had done. Don't be surprised if there's a few lumps.

By the same token, I can not help but feel happy with all the material you are getting. This first volume of *Midnight Tales* offers well-developed NPCs, several maps, details of the Pinebox City Hall and Pizza Barn, and a Pinebox News section with articles that can be used as handouts. We've listed dozens of possible plot ideas, and fully intend that you are inspired to think of more. I hope you and yours get as much enjoyment out of playing these as we had in creating them. And don't forget to let us know how the game goes in our forum, the Cellar.

Thanks again,

Ed Wettermann

Ed Wettermann



"Howdy" from 12 to Midnight

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

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

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

Chapter 1: On the Steps of City Hall

formerly the site of both sanctioned public hangings and informal lynching. Today it's a meeting area for many older citizens to gather and play chess, checkers, and cards under the shade of the trees.

Setting...

Pinebox City Hall 401 Hickory Avenue

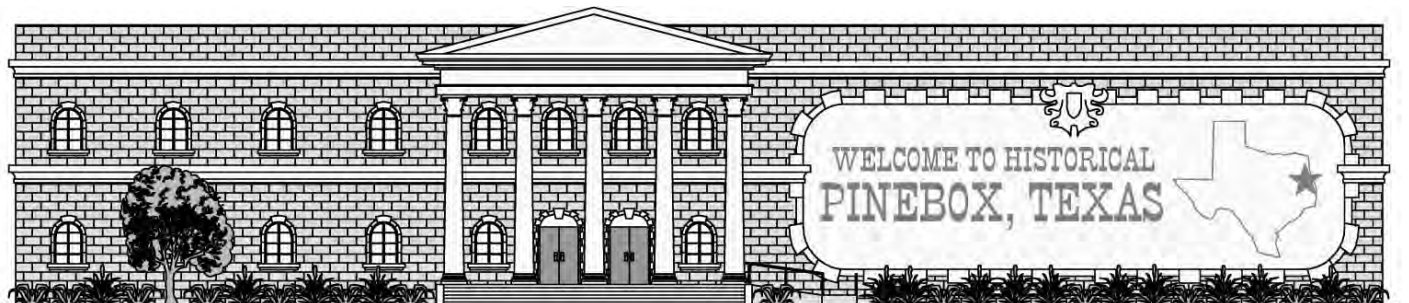
The imposing, two story Pinebox City Hall seems to squat at the edge of Civic Square like an ancient toad. The boxy, eighty-five year old building still houses many offices of local government. Its classic front boasts five, two-story Ionic columns and many large, airy windows with frosted glass panes.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

The Pinebox City Hall is one of four buildings occupying the traditional town square. The other three buildings are the city police station, county courthouse, and post office. A small park area nestles in the hub of these buildings. Consisting of large, ancient oak trees and a well-maintained lawn, this area was

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

Because of the building's age, the interior offices have undergone a series of renovations over time. Air conditioning, new wiring, and other improvements have transformed the building's interior. Today much of the detailed molding is hidden above insulated drop-ceilings, but a beautiful tile fresco on the lobby floor featuring early pioneers overlooking Lake Greystone remains carefully preserved for all to appreciate and enjoy.

Pinebox City Hall contains all the basic offices of a city, including that of the mayor, city attorney, city secretary, city comptroller, parks and recreation, permits, public relations, and human resources. A municipal court is located on the south end of the



building. Other city offices, such as public works, are housed in the City Government Annex. The Annex can be found in the old Watley Building two blocks down Main Street. Police and Fire Departments also each have their own separate facilities.

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

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

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

In the early 1980s, an irate citizen drove his pickup truck up the eight short steps of City Hall and into one of the giant columns. During the restoration of the column, masons found a time capsule. Each of the craftsmen present at the discovery died violent deaths within one week. The time capsule is said to be locked in a safe somewhere on the premises, but nobody knows exactly where, nor the contents of the capsule.

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

GM Ideas:

- The Permits clerk in the far left booth can “fix” any routine traffic citations for a modest fee.
- The human immolations are the result of a powerful curse created because of an injustice perpetrated in the old City Hall... and the next death is due any time now.
- The decorative columns in front of the building are hollow. The one immediately to the left of the front entrance includes the remains of city's first Mayor, William Greystone. The other to the right also houses remains, but the rumors conflict on the race, gender, and even species!
- Some of the ornate scrollwork carved into the building's façade was actually intended to have magical properties. Are they a protection or a curse?
- The City Attorney has been looking very nervous lately. He has been spotted in some seedy parts of Pinebox, and his wife and daughter are taking an “unexpected trip” to Canada.
- The second floor of City Hall is haunted. Employees working at night have reported feeling cold spots, shouting as if from the next room, and even fleeting glimpses of someone stalking past open doorways. Some experience feelings of dread during these events, while others do not.

Characters...

Mayor Red McCoy

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

Character Profile

(November 1, 1944 - Present)

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

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

Secrets

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

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

folks" were on welfare and Red lost his temper. He pulled out a knife and threatened his friend with the loss of his manhood.

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

His favorite conversations are those with Robert E. Lee.

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

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

Character Speak

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

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

"Chivalry never goes out of style."

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

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

Red McCoy (Wild Card)

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Boating d4, Driving d4, Fighting d4, Guts d6, Intimidation d8, Notice d6, Persuasion d8, Riding d6, Shooting d6, Tracking d6

Languages: English, Spanish

Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Code of Honor, Vow- See the South Rise Again, Vengeful

Edges: Command, Hard to Kill, Marksman, Natural Leader, Rich

Gear: Suburban

GM Ideas:

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

Manuel Travis (Wild Card)

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

Character Profile

(April 3, 1968 - Present)

Manuel "The Man" Travis put Pinebox on ESPN's map. The Man was six foot tall his 7th-grade year and ran the forty in 5.2 seconds. His father expected him to play professional sports, and he did not disappoint—at least, not at first. Travis had a short stint with an arena football team, but was waived uncon-

ditionally after coming up positive on a drug test. The Man moved back to Pinebox and told people he had injured his knee. Taking advantage of his local celebrity status, the former athlete ran for city council and won easily. His first act was to get his name officially put on the water tower.

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

Secrets

One such woman introduced him to the mysteries and pleasures of Tantric magic. Although the affair ended like all the others, the experience led Manuel to experiment with various religions—even Satanism—but he never truly believed and nothing ever came of his dabbling until recently.

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

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

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

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

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

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

“Uhhh, oh. Ok.”

The creature reached out with a cloven hoof that seared Manuel’s chest with its painful touch. The creature’s laughter rang out as it sprouted wings and

flapped away into the night sky, leaving Manuel standing agape amid the carnage of his ritual.

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

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

Character Speak

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

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

“How ‘bout them Cowboys!”

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

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

Manuel “The Man” Travis- Wild Card

Attributes: Agility d10, Smarts d4, Spirit d6, Strength d8, Vigor d6

Skills: Climbing d4, Driving d6, Fighting d8, Guts d4, Intimidation d6, Notice d4, Persuasion d6+2, Shooting d6, Survival d4, Swimming d4, Throwing d8

Languages: English

Charisma: 2; **Pace:** 8; **Parry:** 6; **Toughness:** 6

Hindrances: Clueless, Delusional (Thinks he was better football player than he was), Greedy

Edges: Ambidextrous, Attractive, Brawny, Combat Reflexes, Fleet Footed

Gear: Trans-Am

GM Ideas

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

Midnight Tale...

Tale #1: The Powers that Be

The Powers that Be is the beginning of our *Rising South* adventure arc which covers the first three Midnight Tales. These encounters are presented in a serial format for Pinebox, but we provide alternate leads and hooks to make these encounters work in other modern-world campaigns.

Introduction

Despite the defeat of the Confederacy close to 140 years ago, some stubborn Southerners long for a day in which the South rises again. Others do more than dream. One such radical group is the Texas National Militia (TNM) (see *Jerry's Tale #3*). If your campaign takes place anywhere other than the American South, you can easily change the TNM to fit any of the white supremacy groups found around the world.

The TNM is well organized. This group's tendrils wind across Pinebox and Golan County. As with any

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

As a member of the Pinebox City Council and a former athlete, Manuel "The Man" Travis holds a great deal of influence and respect in the community. He also recently rejected an invitation to join the TNM. The violent faction of the TNM has already acted against orders once by killing Manuel's girlfriend, which later resulted in a violent display of anger by Red. Uncowed, today a pair of TMN thugs plans to assassinate the councilman on the steps of Pinebox City Hall in a drive-by shooting. These men believe Travis a threat (rightly so), and see Red's edict against harming him as a sign of weakness. They expect a flashy show of force will intimidate those who would hinder their cause, and encourage others to join the movement. What they did not count on was the presence of their leader standing beside Councilman Travis, nor the intervention of the heroes.

On the Steps...

The time is close to one o'clock in the afternoon on a hot, humid, Texas summer day. The characters are on the steps of City Hall. There are numerous reasons they may need to visit City Hall. Here are a few examples of what might draw a hero to this location:

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

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

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

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

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

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

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

Begin initiative and allow the characters who noticed the pickup to begin on Hold. Since the politicians and media are standing together, it is impossible for the heroes to know the gunman's target in advance. On his action, the gunman fires and inadvertently hits the reporter. The driver uses his action, holding if necessary, to speed away as soon as he hears his partner fire.

The first round of regular action now begins. Unless the heroes did something extraordinary during the surprise round (Or perhaps because of it!), the reporter is dead. The bullet blew out the back of his head. The two politicians are covered in blood. This requires a *Minor Spook* check if using *Fear Effects*. Whether the reporter lives or dies, a serious crime has just taken place. The heroes are likely to follow one of two tracks, either the **Combat Track** or the

Investigative Track. In either case, the heroes only have a short time to act before the local police take full control of the investigation.

Combat Track

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

It is a felony offense for anyone else to pack a weapon on government property.

The characters may take the television station's van if they want to pursue the truck through Pinebox. The keys are conveniently located in the ignition. After all, who would steal the station's van? The pickup truck driver is a Pinebox native, Hank Cleary, and he leads the characters on quite a chase through the city's streets. Refer to the *Pinebox City Map*—a free download in the **Campaign Setting** section of the 12 to Midnight website. Eventually a police officer cuts off the truck's escape route with his car and causes a crash. Unfortunately the lone police officer is knocked out, requiring the heroes to act.

Kerry L. McGovern (the Shooter) (Wild Card)

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Boating d4, Driving d4, Fighting d6, Guts d4, Intimidation d8, Notice d8+2, Persuasion d8, Riding d4, Shooting d8, Streetwise d6, Area Knowledge d4

Languages: English

Charisma: 0; **Pace:** 5; **Parry:** 6; **Toughness:** 6

Hindrances: Overconfident, Stubborn, Vengeful

Edges: Alertness, Brawny, Steady Hands

Gear: Winchester '76 rifle

Hank Cleary (the Driver)

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Boating d6, Driving d6, Fighting d6, Gambling d4, Guts d6, Notice d4, Shooting d6, Streetwise d4, Survival d4, Throwing

Languages: English

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: None

Edges: Quick

Gear: Truck, Glock 9mm, Knife

“If I find out you were behind this, I’m gonna open up a can of whoopass like you’ve never seen, old man!”

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

Investigative Track

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

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

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

Red looks shaken and disgusted by the blood covering him. If a hero makes a successful *Notice* check (-

2) they detect McCoy’s anger. He cannot believe the assassins’ stupidity at attacking in broad daylight and endangering him. His anger is barely in check, and if the characters push too hard they may become the target of one of his rare public displays of fury. When the police arrive to take his statement, he sends them away until he has had time to “clean up”.

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

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

If the heroes act quickly (McGovern’s address is listed in the phone book), they may take advantage of the information before the police have time to respond. Otherwise, the GM might allow the characters to ride along with the police to make a positive identification. After the failed assassination attempt, McGovern flees to the safety of the secret TNM compound. However, his home turns up a sizable assortment of white supremacist pamphlets, books, and other paraphernalia. Ironically, only the TV station cameraman is not white, and the police conclude that he had been the real target of this seemingly random attack. Case closed... for now.

ROOM KEY

1st FLOOR

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

- 28 = Jury Deliberation Room
- 29 = Bathroom
- 30 = Court Recorder/Court Clerk's Office
- 31 = Court Files
- 32 = File Vault
- 33 = Secretary
- 34 = Closet
- 35 = Judge's Chambers
- 35A = Bathroom
- 35B = Legal Library
- 36 = Elevator Shaft Access (Restricted)
- 37 = Mechanical Room (Restricted)
- 38 = Balcony
- 38A = Elevator Doors
- 38B = Stairs (down)
- 39 = Maintenance Way (Restricted)
- 39A = Elevator Shaft Access (restricted)
- 39B = Stairway to Roof (restricted)
- 39C = Mechanical Room (restricted)
- 40 = Snack Room
- 41 = Hallway (with Historical Painting Display)
- 42 = Waiting Area
- 43 = Foyer (with Skylight)
- 44 = Copy Room
- 45 = Storage
- 46 = Conference Room
- 47 = File Room
- 48 = Storage
- 49 = Mayor's Office
- 49A = Private Bathroom
- 50 = City Manager's Office
- 50A = Private Bathroom
- 50B = Closet
- 51 = Assistant City Manager's Office
- 52 = City Secretary's Office
- 52A = Closet
- 53 = Secretary
- 54 = City Attorney's Office
- 55 = Legal Assistants' Office
- 56 = Janitor's Closet
- 57 = Human Resources Department
- 58 = Women's Restroom
- 59 = Men's Restroom
- 60 = Hallway (with Photos of City Employees)
- 61 = Park Department Manager's Office
- 62 = Park Department Planners
- 63 = Grant Writer's Office
- 64 = Employee Coffee Room

2nd FLOOR

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

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

Roof Top

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

MAP KEY

- WALL
- DOOR
- WINDOW
- LADDER
- WATER COOLER
- FILE CABINET
- WATER FOUNTAIN
- POTTED PLANT
- LANDSCAPING PLANT
- TREE
- VENDING MACHINE
- PAY PHONE
- COLUMN
- PAPER TOWEL DISPENSER
- TOILETS
- URINAL
- LAVATORY
- SHOWER HEAD
- A/C
- AIR CONDITIONING UNIT

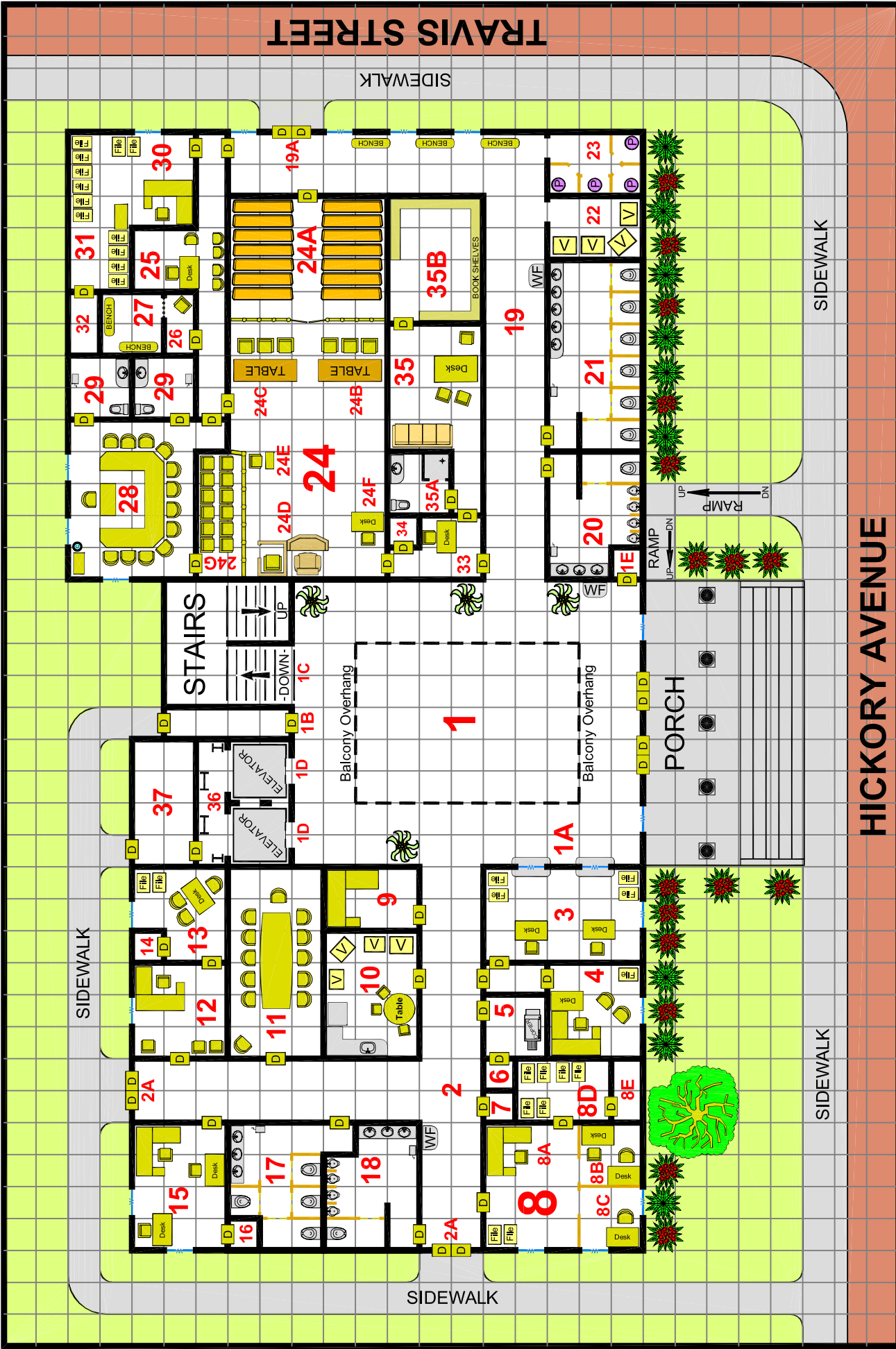


12 TO MIDNIGHT

www.12tomidnight.com

Map Scale: 1 square = 5 feet

MAP KEY FOR PINEBOX CITY HALL



HICKORY AVENUE

PINEBOX CITY HALL

1st FLOOR

12 TO MIDNIGHT
www.12tomidnight.com
Map Scale: 1 square = 5 feet



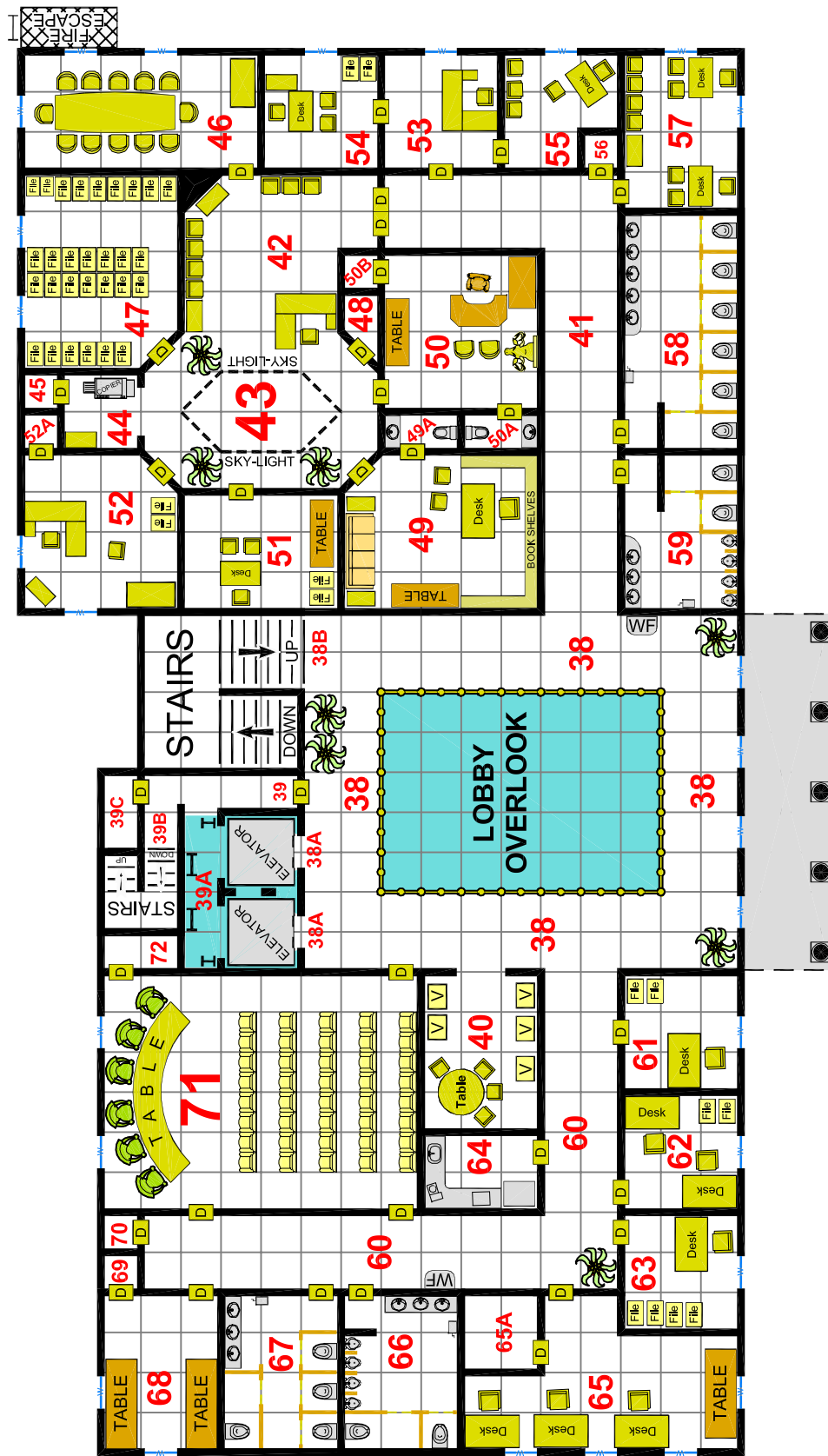


12 TO MIDNIGHT
www.12tomidnight.com

Map Scale: 1 square = 5 feet

PINEBOX CITY HALL 2nd FLOOR

REFER TO ATTACHED PAGES
FOR MAP KEY





12 TO MIDNIGHT

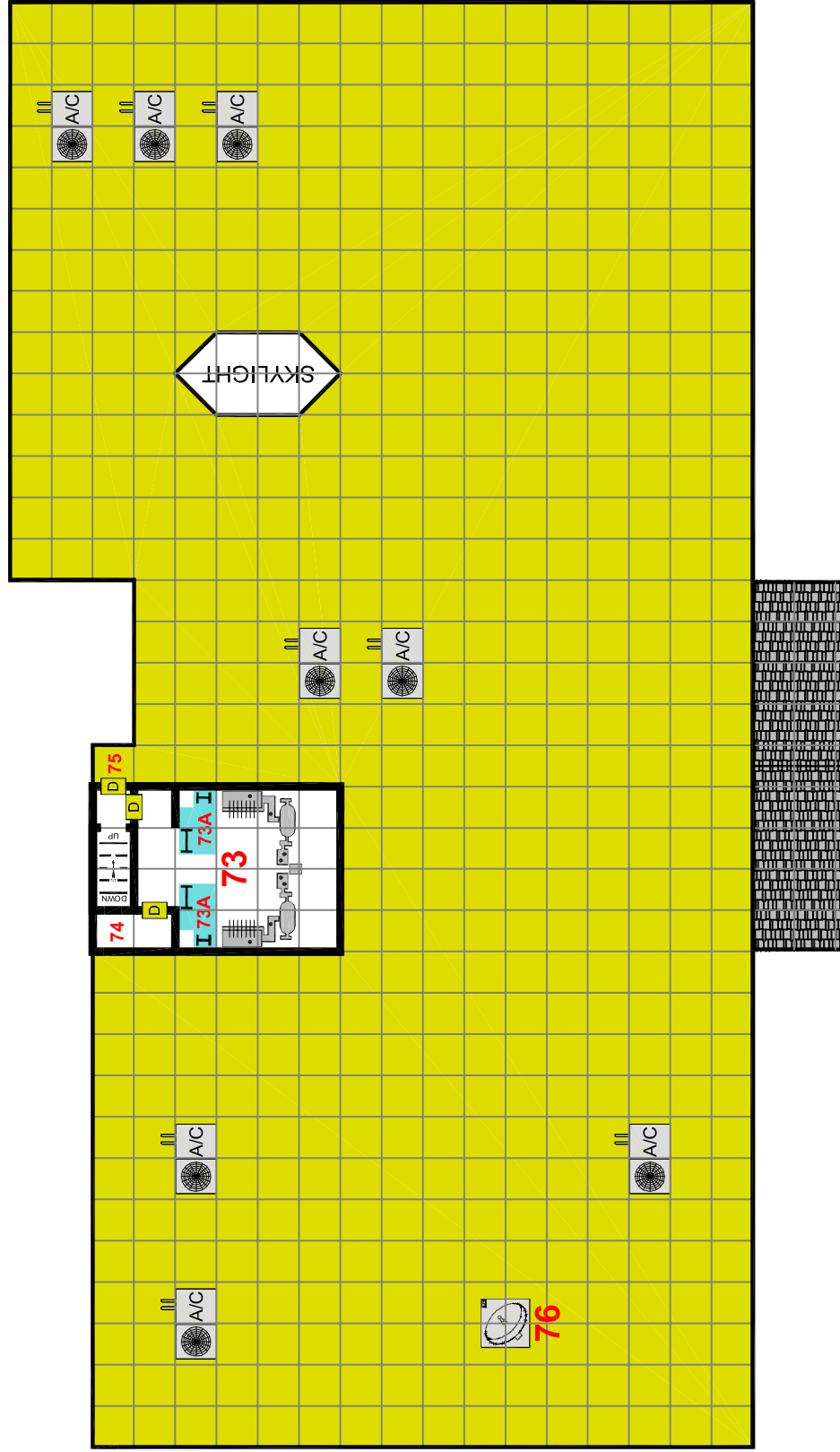
www.12tomidnight.com

Map Scale: 1 square = 5 feet

PINEBOX CITY HALL Roof



REFER TO ATTACHED PAGES
FOR MAP KEY



Chapter 2:

Just a few Questions

Setting...

The Pizza Barn

206 Highway 96

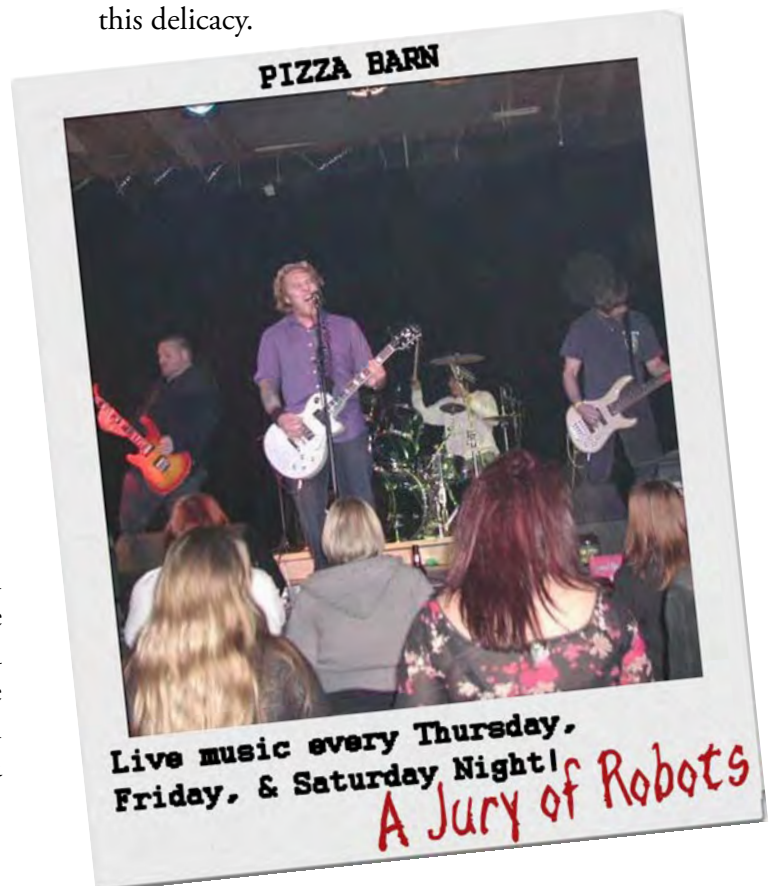
The Pizza Barn is a favorite Pinebox hangout. "The Barn" is known for its live bands, dancing, and deep-dish pizzas. This oversized, converted barn follows the classic look, painted red with white trim. A huge sign bearing the pizza joint's name hangs from the loft. Two barn-size doors slide open to reveal a spacious waiting area, which opens onto a central hallway leading into the restaurant. Music, live or from the jukebox, resonates throughout the building, and is accompanied by the smell of freshly cooked pizza and various Italian dishes and sauces.

Continuing straight ahead you enter the main dining room. There is an order counter to your right, and a billiard room to the far left. Many tables cover the floor, with a small dance floor and stage area. ETU Ravens posters cover the walls and several large television sets mounted high on the walls play sports and music video channels. The local music drowns out any sound from the televisions.

The Pizza Barn is owned and operated by Morten Decourt, a son of Chicago who now makes his home in Pinebox, Texas. Morten purchased the barn and surrounding land on the west side of Hwy. 96. Here he created a festive restaurant, bar, and dance hall in an effort to combine his two greatest loves—pizza and the cowboy lifestyle.

Although two assistant managers share some of the duties, Morty remains hands-on with his restaurant and can be found therein most nights. He makes a point of greeting customers personally, and although he does not like contemporary music, he hires live bands for every weekend rotation (Thursday-Saturday night).

The pizza is generally served Chicago style, thick and rich. He keeps most domestic beers on tap, though he discounts local Texas beers. The Pizza Barn has its own house specialty of barbeque pizza, which has developed a loyal following of fans who sometimes drive from all over Texas and Louisiana to eat this delicacy.



“The Barn” caters to the families of Pinebox and the college crowd, opening at 10 a.m. and closing at midnight, except for Thursday, Friday, and Saturday when it shuts the doors at two in the morning.

The arcade room holds various arcade games, but the starring attraction in the center of the room is a mechanical bull nicknamed “Diablo”. This ride can be attempted at several settings: Ladies (requires an Agility check), Gentlemen (-1 to Agility check), Cowgirls (-2 to Agility check), Cowboys (requires an Agility success and one raise), and Rodeo (requires an Agility success and two or more raises). To remain on the bull the full eight seconds, heroes must pass a *Ride* check at the appropriate DC level. Once a

month the Pizza Barn holds a mechanical rodeo, and participants pay an entry fee of \$25.00. The winner receives \$100.00, a large pizza, and a pitcher of beer. Second and third places also pay out depending on the number of entrants.

The Pizza Barn also sponsors a genuine mini rodeo behind the building the first weekend of every month. Prizes are awarded for bull riding, calf roping, barrel racing and bronco busting. Participants must be eighteen years of age or older, sign a waiver, and pay an entry fee of \$25.00. The bulls, horses and gear are provided, and two professional rodeo clowns work for Mort that weekend. Winners of each contest take home a prize of \$150.00.

GM Ideas

- Bill Szvensky, a 24 year-old professional rodeo cowboy, has returned to Pinebox to discover that his girlfriend, Celeste, has taken a new boyfriend, Alan. Alan is a defensive lineman for the Ravens. Her friend says Celeste is playing one boyfriend off the other for her own amusement. She also says that Celeste is arranging for the two to “bump into” one another in front of the Pizza Barn.
- Two years ago, Rodeo Queen and barrel racer Macie Lynn Driver was abducted at the end of the monthly rodeo. Her body was never recovered and the police never made an arrest, but some gossips whisper that two local cowboys, James Thomas and Wayne Rogers, were responsible. Last year on the anniversary of the rodeo, several people swore they heard someone behind the Pizza Barn, racing a horse around the barrels. Despite a barrel having been knocked over and still rolling back and forth, nobody was found in the arena. Macie’s friends plan to be there this year to see if she appears.
- Someone who looks a lot like Macie shows up every so often in the Pizza Barn and attempts to pick up a man. When successful, she suggests they go “park” at a secluded spot eight miles outside of town but disappears once inside the man’s vehicle. Could it really be Macie Lynn, or is it someone or something else?
- A local cowboy named Johnny MacBerry is often found in the Barn, using it as an office for meeting those in need of “special merchandise.” He has a reputation for getting *anything*, as long as you are willing to pay for it.
- Something’s not right about Mort. Occasionally two men in suits visit him in the back of the restaurant. Some folks believe these visitors are criminals, others swear they are F.B.I. agents.

The Characters...

Morten Decourt (aka Michael Anthony Luca)

Mort is a middle-aged man whose dark hair is sprinkled with white and combed over his ever-growing bald spot. His athletic build is obvious, though the girth of his belly speaks of his love of pizza and beer. He speaks with a Chicagoan-Italian accent, though he dresses in western shirts, a thick belt and cowboy belt buckle, blue jeans, and handcrafted snakeskin boots.

Character Profile

(May 2, 1963- Present)

Morten, (also called Mort, or Morty) came to Pinebox twelve years ago and fell in love with Texas and the “cowboy” way of life. Mort wanted to create a business that would combine his two great loves: Pizza and Rodeo. Mort purchased several acres of land and a large ranching barn just west of Highway 96. He converted the barn into a restaurant by adding a floor, tables, a kitchen, and restrooms. Thus the Pizza Barn was created. The Pizza Barn soon became one of the most celebrated restaurants in East Texas and is “the” hangout for the college crowd on the weekend. Morty loves the city of Pinebox and the Pizza Barn and he has become one of the most renowned and beloved citizens of the area.

Mort owns a large two-story house north of Pinebox near Hwy. 96, and he remains a bachelor without any other family in the area.

Secrets

Mort is actually protected by the US government’s witness protection program, and his real name is Michael Anthony Luca. He was a product of the “Patch” in Chicago, one of the toughest neighborhoods in the nation, and soon joined his brothers serving the Romano crime syndicate. He performed many petty crimes and scores until he and his gang of toughs pulled off a large diamond heist in St. Louis. This score made him a favorite of Manny Romano, and

he soon found himself a high-ranking lieutenant in the Mafia.

In 1977, the FBI caught Michael during a drug bust in Miami. Facing life in prison for the resulting shootout, he quickly made a deal. For immunity and a place in the witness protection program, he would give up all the dirt he knew on the Romano family. In 1979 he testified in a New York Federal court, and this testimony resulted in Manny and fifteen others (including Larry the Bull and Marko the Knife) earning prison sentences ranging from life to ten years. The Mafia placed a million dollar contract on his life, and Michael went into the witness protection program under name Edgaro Phillipe.

Unfortunately, Edgaro was discovered in Albuquerque, New Mexico where his new wife, Lillian was killed. He escaped the assassins and the government relocated him with the identity of Morton DeCourt. His new address was Pinebox, Texas. He received money for funding a business, and after a year in the community he opened the Pizza Barn.

Morten is plagued by nightmares of his young wife, and terrified that the Mafia might find him. He refuses to have his picture taken, despite many newspaper articles about his successful business venture. Mort does enjoy meeting people and is truly a reformed criminal.

Morten Decourt

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Driving d6, Fighting d6, Gambling d4, Guts d4, Intimidation d8, Knowledge (Cooking) d6, Lockpicking d6, Notice d6+2, Persuasion d4, Shooting d6, Streetwise d4, Taunt d4

Languages: English, Pig-Italian (Very little!)

Charisma: 0; **Pace:** 5; **Parry:** 5; **Toughness:** 6

Hindrances: Enemy(The Mafia!), Greedy, Obese

Edges: Connections, Alertness, Hard to Kill, Marksman

Gear: Glock 9mm for personal protection.

GM Ideas

- A local reporter, Trey Ramirez, discovered that Morten is in the Witness Protection Program, but does not know Morten's true identity. Trey is content to blackmail Morten for free pizza, beer, and occasional monetary tributes. Morten is angry but afraid to report Trey to the government, as he truly loves Pinebox and has no wish to start over again. So he pays Trey whatever he asks. The team may be hired by Morten to investigate Trey, or by Trey to investigate Morten. They may simply notice Trey visiting with Morten at the Pizza Barn and see an angry Morten pass an envelope to Trey. What they do with this information could make Morten a friend for life, or an enemy.
- One of the team members is hired as a weekend "bouncer". This could lead to interesting times and is a great way to introduce new NPC characters. One night a group of "vampyres" (regular people who dress goth and wish they were real vampires), comes into the club and begin causing trouble. However, one of the posers is in fact a *real* vampire, and the Pizza Barn is in trouble!
- In the early hours of Saturday morning as the Barn is closing, four masked men enter with shotguns and rob the establishment.

The team members witness the robbery, and if they get involved may be heroes. They may get hurt, if not killed, as these guys are armed and they mean business. The safe contains over \$12,000, and Morten tries to give them everything they want, as he wants to protect his working crew and any patrons present in the establishment.

- A serial killer, James Henry Martell, has made the Pizza Barn his favorite hangout. His good looks and friendly personality provide him with access to his targets. He either meets them at the Barn or follows them home. Once he abducts a victim, James takes them out to the Indian Mounds, where he kills them. He has struck four times now, and the team is present when he selects a new victim. If a female character is in the group, she is his target; otherwise he has chosen another customer at the Barn.
- Marko the Knife has recently been released from prison and given a lead regarding his old "friend." Now he has come to Pinebox seeking Michael. If Marko finds him, he attempts to murder Mort with his trademark sharpened "Rambo" blade. The team may be hired to find "Michael" by Marko, or may be present when Marko makes his move to kill Michael.

Jerry Leroy McGovern

Jerry is a large man with small brown eyes, a straight Roman nose, and a strong chin. His dirty blond hair is a bit long in the back, but well kept. He usually wears a sports coat over a western shirt, slacks and boots. He wears one ring on each hand - a wedding band on his left, and a class of 1982 East Texas University ring on his right. He wears too much Old Spice cologne and the smell often lingers wherever he has been.

Character Profile

(December 1, 1959- Present)

Jerry is well educated, holding a Master's degree in Business Administration and Finance from East Texas University. He is currently the Vice-President of Lending for the State Bank of Pinebox. This position enables Jerry to know many personal details and secrets of the Pinebox elite. He is an upstanding member of the community who is the primary officer for the Children's Network of Pinebox, a community service project designed to provide underprivileged children with hearty meals, tutoring services, and after school programs.

Jerry keeps physically fit, and is an avid hunter and target shooter. He is an expert shot with a bow, rifle, and pistol and runs seven miles every day. He and his wife Janet have a teenage son, James Leroy,

in high school, and a daughter, Mary Ann, in college at ETU.

Secrets

Jerry is a member of the Texas National Militia (TNM), a white supremacy group with a separatist agenda. Although he carries the token title of Captain, he believes he should be leading the group instead of Red McCoy. Jerry believes that Red is losing his sanity, as his leader sometimes rambles about private meetings with Robert E. Lee.

Jerry is extremely racist despite his education. Often he uses his position at the bank to gather personal information on his enemies and deny loans to minorities, while simultaneously working diligently to help those he considers "pure and admirable."

As Captain of the TNM, Jerry commands followers who can help him in a variety of situations. Jerry is a cold and calculating enemy whose carefully planned methods rarely fail.

Recently, his twin brother Kerry was involved in an unsuccessful murder attempt on the steps of the Pinebox City Hall (See *Tale #1* in *Section 1: Midnight Tales*). Jerry is angry with his brother, fearing that Kerry's failure might disrupt Jerry's position in the TNM. Regardless, Jerry plots revenge against Manuel Travis.

Character Speak:

"Welcome to the State Bank of Pinebox. What can I help you folks with today?"

"We must separate the wheat from the chaff."

"I'm sorry, but you are a risk this bank can't afford."

"My brother may be a dumb redneck, but he's still my brother, and blood is thicker than water."

"We've worked too hard to quit now."

Jerry McGovern (Wild Card)

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d4, Vigor d4

Skills: Boating d4, Driving d4, Fighting d4, Guts d4, Intimidation d8, Knowledge (Banking) d8, Notice d8, Persuasion d8, Shooting d6, Streetwise d6

Languages: English

Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 4

Hindrances: Greedy, Loyal, Overconfident

Edges: Command, Hard to Kill, Rich

Gear: Rarely carries a .45 auto pistol.

GM Ideas:

- Jerry has targeted a local African American storeowner, Marcus Whatley, for intimidation. The TNM wants Marcus to leave Pinebox. The owner is not only a prominent businessman, but a civil rights activist and devoted enemy of all racist groups. Jerry has a detailed file on the storeowner and uses this information to doggedly harass Whatley. Whatley hires the team to investigate the TNM and protect his family while keeping his store intact.
- A white, clean-cut hero is approached and befriended by Jerry. Eventually Jerry attempts to recruit him into the TNM. A refusal transforms Jerry into an enemy, since he fears that the hero now knows too much.
- While hunting with several members of the TNM, Jerry crosses paths with the heroes. This could be a friendly exchange or a very intense one, based on the characters' racial profiles or previous involvement with the TNM and Jerry. A bunch of drunken hunters meeting adversaries deep in the woods...yeah, could be trouble!
- Jerry has recently contacted Jimmy Perez, a Mexican gun smuggler. He has used TNM funds to purchase several AK-47s, RPGs, and grenades. Unfortunately, the exchange did not go as planned and a shootout ensues. The characters happen upon this engagement, or may be investigating the TNM or the illegal shipment of guns.

Midnight Tale...

Tale #2: Just a Few Questions

Just a Few Questions is the second encounter in the adventure arc that began with *The Powers That Be*. These encounters are presented in a serial format for the Pinebox campaign setting, but with alternate leads and hooks for use in other modern-world campaigns.

Introduction & Background

Despite the defeat of the Confederacy nearly 140 years ago, some stubborn Southerners long for a day in which the South rises again. Others do more than idly dream. One such radical group is the Texas National Militia (TNM) (see the profile in *Section 2*) If your campaign takes place anywhere other than the American South, you can easily change the TNM to fit any of the white supremacy groups found around the world.

In the last Tale, the TNM tried to assassinate a member of the Pinebox City Council, but accidentally shot a local television reporter instead. Authorities (and the heroes) had no problem establishing “who done it”—Kerry L. McGovern’s face was caught on film for several seconds.

Follow-up

Depending on what transpired, the assassin Kerry McGovern is now either dead, incarcerated, or hiding out from the authorities. Regardless of Kerry’s current disposition, the characters should know of his involvement from the television footage of the assassination attempt. The two pressing questions at this time are “why?” and “who was the real target?”

With Kerry unavailable for questioning, the investigation must turn to other sources of information. A successful *Streetwise* check (law enforcement heroes get +2 on the roll) reveals that Kerry’s parents are dead and his drinking buddies aren’t talking. However, he has an older brother—Jerry McGovern (see *Section 2*), who is an officer at a local bank.

Alternate Hooks

If you plan on running this mini-adventure independently from the previous one, the heroes may have

been investigating Kerry McGovern for an unrelated crime, to question him on information only he possessed, or possibly to buy a rare or illegal item. Now that they have arrived in Pinebox a day too late, the heroes must look to alternate sources. Any kind of investigation (*Investigation*, *Streetwise*, or *Common Knowledge* check at –2, unless local) uncovers Kerry’s brother, Jerry, as a likely source of information.

Locating Jerry

Jerry McGovern is a hard person to reach. Unlike his brother, Jerry McGovern’s information is not in the phone book. Furthermore, his brother’s errant assassination attempt brought unwanted exposure to the family. Consequently, at the suggestion of his bank superiors Jerry is staying at home until the dust settles. In the meantime his personal secretary, Leslie Ahearn, covers for him at the bank. Leslie is loyal to her boss and she has no knowledge of his involvement with the TNM. She visits his home at least twice a day, dropping off reports and documents that require his signature.

Whether the heroes call the bank or visit in person, they have to go through Leslie. If the characters go to the bank in person, read the following:

A huge woman waddles toward you. A triple chin folds and unfolds with each step. Thick salt and pepper strands of hair are held in a bun by a pair of red chopsticks. Despite her obesity, the dark suit she wears provides Leslie with a very business-like manner. She stops and you notice the jowls of her cheeks hang down even with the second fold of her chin.

“What kin ah do fer you,” she speaks with a thick Texas drawl. Her tone wheezes and whines.

Leslie Ahearn

Leslie likes her job and considers Jerry’s privacy to be sacrosanct. She believes her boss should not be punished for having a thug as a brother. Heroes who attempt to intimidate her or poke fun at her obesity meet the bank security officer, who escorts them off premises. If the team acts civil, Leslie may feel inclined to answer a few questions. Consider her to have a Neutral attitude to those she meets. It changes to Uncooperative the moment she feels insulted or

belittled. This woman has very thin skin. Some answers she might provide are:

"You from the papers? Mr. McGovern don't got time for an interview."

"Mr. McGovern's personal life and family ain't got nothing to do with you getting a loan."

"Jerry McGovern don't want the likes of y'all traipsing around his property. That's why y'all don't find his number in the phone book."

"Well, he's the best boss a professional woman could ever hope to work for."

"If you really need to see him, Ah can make an appointment for y'all next week. Ah'm confident that Mr. McGovern shall return by then."

"Y'all fixin' to get me in trouble. Jerry likes to go to the Pizza Barn. He's there most every Friday night. Could be those cute college girls got his attention."

Have some fun with this encounter. This is a chance to roleplay instead of roll-play. Of course if they wish to roll-play, then a *Streetwise* check leads them to the Pizza Barn on Saturday, or they could just have gone there for pizza and the live band, A Jury of Robots.

Pizza Barn

Friday nights are busy at "The Barn" as the college crowd comes to listen to the bands and drink affordable beer. The Pizza Barn has been known to not check IDs too closely, much to the pleasure of underage drinkers. The heroes are walking into a place that is crowded and loud. Tonight's band comes from Dallas. They call themselves "A Jury of Robots" and their style includes bass riffs and driving beats that make casual conversations difficult.

The later the team arrives, the greater distance from the front doors they must park. A few people loiter and gossip in the parking lot, paying no attention to the heroes. Read the following as they enter:

The doors open and the music almost knocks you off your feet. You push through the crowd as you proceed to go down a hallway. It opens to a mad scene where four musicians jump up and down while wailing on guitars and screaming into microphones. Behind them a young Hispanic male with spiky dark hair rhythmically attacks the

drums. Students from East Texas University brave the crowded dance floor as the music drives them on.

A cowboy sucks in his beer-belly as he squeezes through the crowd. He smiles at you, though his brown eyes quickly assess each of you.

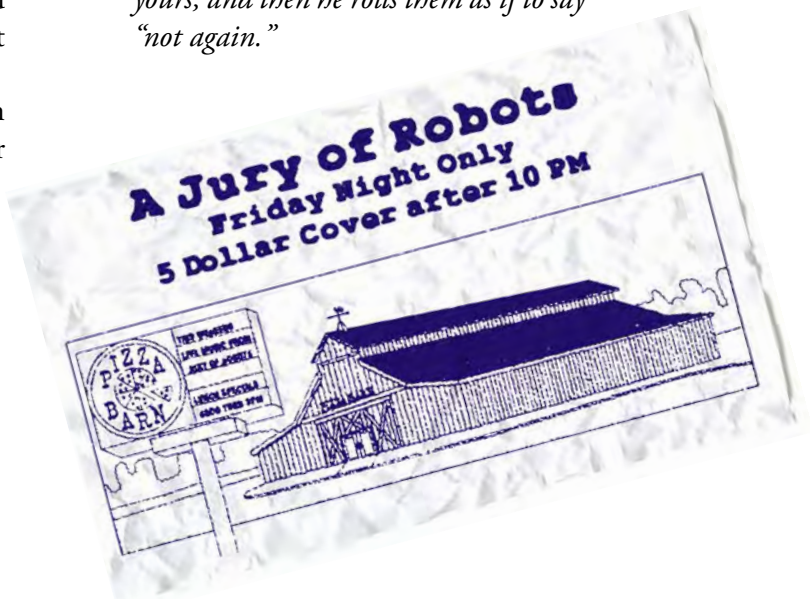
"Yo! How youse doin'? Da cover's six bucks, but da first beer's a freebie. Good luck finding a table, but if ya order a pizza I'll get youse one, some kinda way." The words all come out in a shout.

The characters have been greeted by Morten Decourt, the owner of the Pizza Barn. The minute he saw the characters, he smelled trouble. Being a cautious businessman, Mort had to check things out for himself. Most importantly, he wants to be sure that any threats entering his establishment are not directed at him (see Section 2 for more details).

If the team asks about Jerry McGovern, Morty experiences a sense of relief. So much so that he does not think twice about pointing the heroes in the right direction. He takes their drink order and promises to send it their way.

Whether the heroes find McGovern through Morty, a waitress, or by recognizing the physical similarity to his brother, read or summarize the following as the characters approach:

Squeezing through the crowd, you make your way toward McGovern's table. A man sits there, all alone. His head rocks back and forth following the beat of the band. Chills go down your neck as you get closer. Kerry McGovern here? His eyes meet yours, and then he rolls them as if to say "not again."



What the characters may not realize is that Jerry McGovern is Kerry's older twin. If the characters sought him out at the bank, Leslie Ahearn warned her boss to expect them. Consequently, he prepared for this meeting by ordering several younger TNM members to mingle in the crowd as backup. If McGovern is not forewarned, he can find a few TNM toughs partying it up in the Pizza Barn crowd after he finishes speaking with the characters. Read or summarize the following to make introductions:

Jerry stands up and shouts over the music, "I seen that look a hundred times. Y'all think I'm Kerry, don't you? I'm Kerry's older, handsomer brother Jerry. My brother has been making my life hell, just because he was two minutes slower than me."

He extends his hand for shaking to the closest hero. Shaking hands or offering to shake hands with a hero marks the team member and his associates. Jerry McGovern's thugs pick a fight with the characters once Jerry leaves their presence. However, McGovern first consents to sit with the team for a short while, at least long enough for the heroes' drinks to arrive. Jerry does not provide any useful information. He tries to keep the conversation locked on music and tonight's band, "A Jury of Robots." If the characters press him about his brother, he says, "My brother's no good white trash. I got the good blood and he got the bad. I never did understand what was running through that fool head of his, and I don't want to know." After a bit, he points at his empty beer glass and excuses himself to go to the restroom.

Once he leaves, give the players and opportunity to *Notice* McGovern's unusual beer coaster. It is a fancy envelope with McGovern's name written in gold calligraphy. Inside is a printed invitation to a charity party being held at the the Timberland Village Country Club the next (Saturday) evening. It appears that someone has been using the invitation as a doodling pad. One such doodle included the words "Die already you old coot!!!" beside the host's name – Mayor Red McCoy.

Bar Fight!

At about the time the characters make this discovery (or fail to do so) McGovern's associates move in. We have provided statistics for the Thugs below. They come in three different levels, Novice, Seasoned, and Veteran. Use what provides the best challenge for your characters. If you really want to make this fight interesting, make one or more of the thugs wild cards, and be sure to have the local police or sheriff's officers arrive to break up the brawl and make arrests! This can be a fun role-playing situation.

The TNM members do their best to provoke an attack by the heroes or find any provocation to attack them. They act like rednecks and attack with fists, but if the characters strike back, they grab beer bottles or even pull out a knife. They do not intend to kill the characters, just beat them unconscious. The real trick to this fight is how the crowd reacts. The crowd panics, which creates three **mobs** (see special mob rules



below) trying to flee for the exits. In their rush, they could inadvertently knock down and possibly crush someone. Heroes may have to protect others while simultaneously fighting the thugs.

As was his plan all along, Jerry disappears during the chaos. Having sent the heroes a message, he spends the remainder of the night at the TNM compound until he can ascertain whether or not the heroes give up.

Investigation

Should the characters decide to pay a visit to McGovern's home, they find a much different scene than the one at his younger twin's home. Since Jerry socializes with bank colleagues and customers, he is cautious about leaving white supremacist propaganda lying around. In fact, considering the subsequent hoopla raised by the local TV station over his brother's reading habits (see Tale #1: *The Powers that Be*), Jerry just removed the few racist pamphlets and flyers he had kept in the house. Unfortunately for him, he never took the trash to the dump. Heroes who carefully search (*Notice*) may find these pamphlets in the trash. Each of them appears to be from an organization called the Texas National Militia. Although the propaganda seems to indicate that the organization is in East Texas, it does not provide membership or contact information.

Thugs (Novices)

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Driving d4, Fighting d6, Gambling d4, Intimidation d6, Notice d6, Shooting d6, Swimming d4, Taunt d4, Throwing d4, Survival d6+1

Languages: English

Charisma: 0; Pace: 6; Parry: 5; Toughness: 6

Hindrances: None

Edges: Brawny

Gear: Survival Knife (Str +1)

Thugs (Seasoned)

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Driving d4, Fighting d8, Gambling d4, Intimidation d6, Notice d6, Shooting d6, Swimming d4, Taunt d6, Throwing d6, Survival d6+1

Languages: English

Charisma: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 7

Hindrances: None

Edges: Brawny, Block

Gear: Survival Knife (Str +1)

Thugs-Veteran

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Driving d4, Fighting d10, Gambling d4, Intimidation d6, Notice d6, Shooting d8, Swimming d4, Taunt d6, Throwing d8, Survival d6+1

Languages: English

Charisma: 0; **Pace:** 6; **Parry:** 8; **Toughness:** 7

Hindrances: None

Edges: Brawny, Block, Combat Reflexes, Sweep

Gear: Survival Knife (Str +1)

Mob Rules

Perhaps one of the most deadly situations a person can find themselves in is to be confronted by a mob of citizens who are fleeing in terror or attacking in a riot. While this can easily be played out individually using many NPCs, these alternate encounter rules make it a bit more fast, fun, and furious.

The mob is made up of many people acting in a chaotic maelstrom likened to a riot. Perhaps they are trying to escape a terrifying creature, a dangerous situation, or are angry and looking to take out their anger in violent ways.

The mob is treated just like a creature and uses a large burst template. When it is wounded, the mob dilutes into 2 smaller medium burst templates. When the medium mob suffers a wound, the mob is dispersed.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d10, Vigor d10

Skills: Fighting d6, Notice d6

Pace: 3; **Parry:** 7; **Toughness:** 9

Special Abilities:

- **Chaotic Danger:** Mobs inflict damage every round to anyone caught within it. They hit automatically and cause 2d6 damage to everyone in the template.
- **Split:** Mobs begin as large burst templates, but if they suffer a wound, they split into two medium burst templates. The Toughness of these smaller mobs is lowered by -2 (to 7 each).

- **Mob:** Parry +2; Because the mob is made up of a large group of people packed into a small area and moving in a chaotic, dangerous fashion, mobs are difficult to break up. Due to the actions of the mob a person's normal **Pace** is reduced by 3, though the mob can run 1d3". Anyone caught in a mob is carried along with it, unless the mob is wounded. Then a successful Agility check allows a victim to break away from the mob.

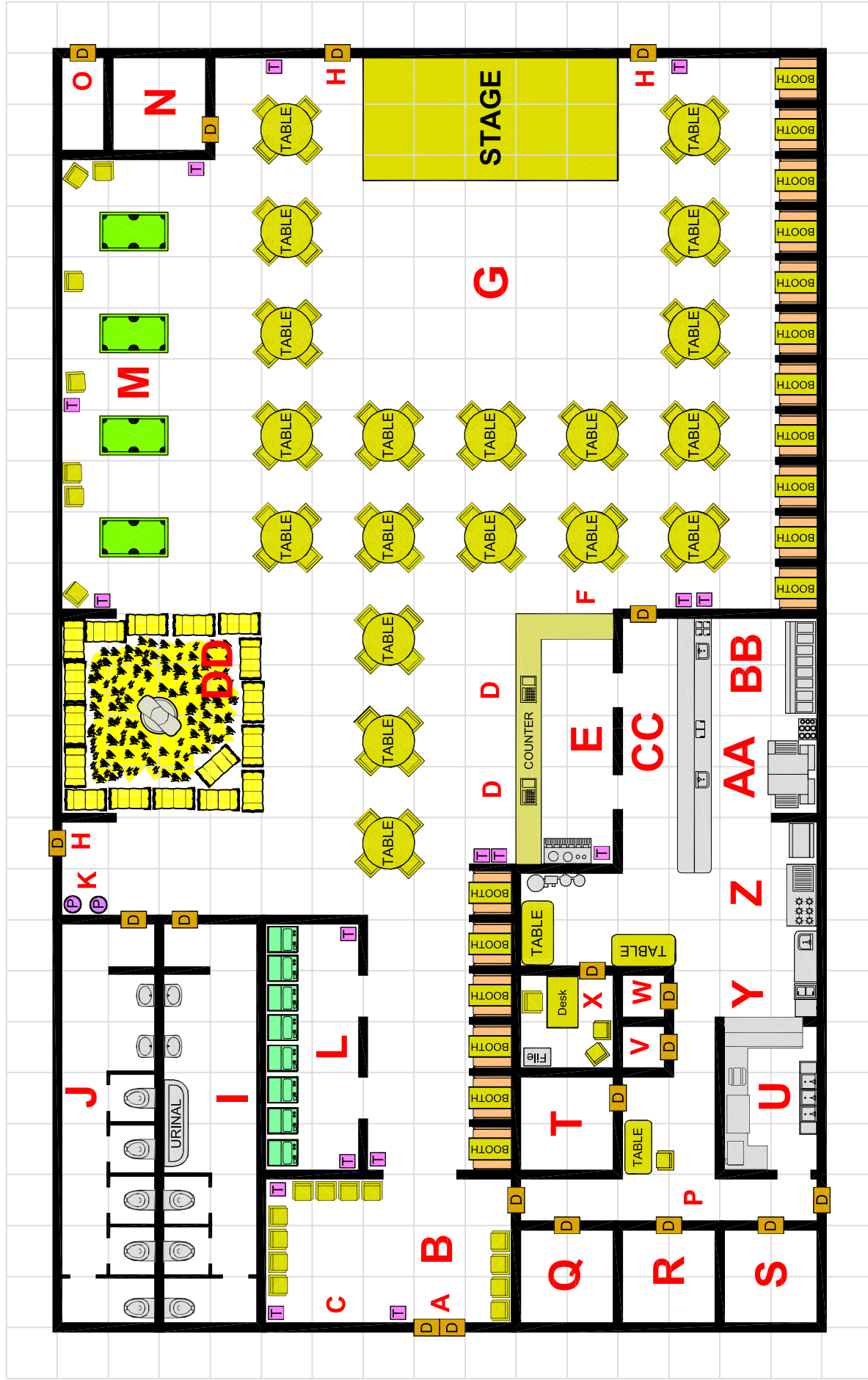


12 TO MIDNIGHT

www.12tomidnight.com

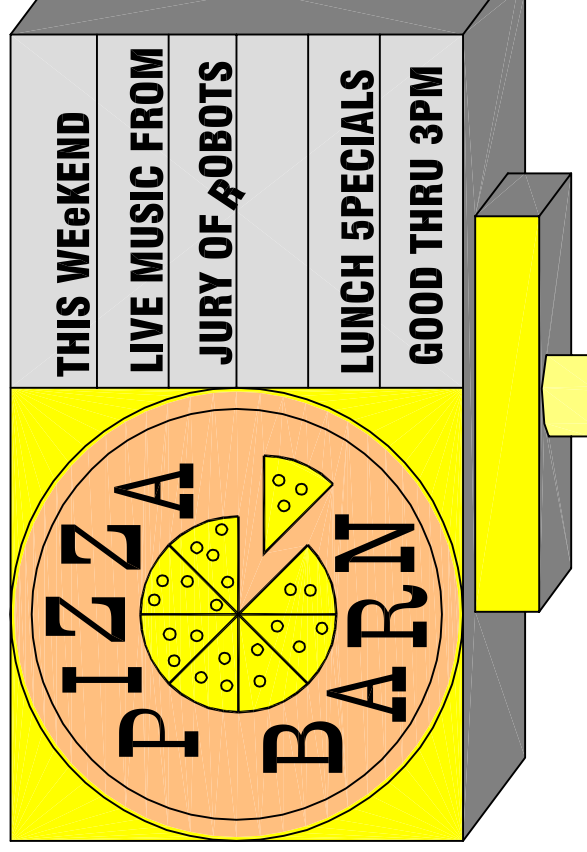
Map Scale: 1 square = 5 feet

THE PIZZA BARN



ROOM KEY

A = Main Entrance
 B = Waiting Area
 C = Billboards
 D = Ordering Area
 E = Cashier's Station
 F = Order Pick-Up
 G = Dance Floor
 H = Emergency Exit
 I = Men's Bathroom
 J = Women's Bathroom
 K = Pay Phones
 L = Video Game Room
 M = Billiard Room
 N = Storage Room
 O = Mechanical Room
 P = Receiving Area
 Q = Freezer
 R = Cooler
 S = Dry Storage
 T = Beer Cooler
 U = Dish Washing Area
 V = Janitor's Closet
 W = Storage Room
 X = Manager's Office
 Y = Salad/Desert Preparation Area
 Z = Cooking Area
 AA = Pizza Cooking Area
 BB = Food Preparation Area
 CC = Order Assembly Area
 DD = Mechanical Bull



THIS WEEKEND

LIVE MUSIC FROM

JURY OF *ROBOTS*

LUNCH 5 SPECIALS

GOOD THRU 3PM

MAP SYMBOLS



Sink



Toilet



Door



Pay Phone



Trash Can



Video Game



Chair



Filing Cabinet



Table



Office Desk



Dining Table



Dining Booth



Hay Bale



Mechanical Bull



Billiard Table



12 TO MIDNIGHT
www.12tomidnight.com

THE PIZZA BARN - MAP KEY

CHAPTER 3

PARTY CRASHERS

Organization...

Texas National Militia

The Texas National Militia (TNM) is an underground group pursuing the dual purposes of white supremacy and secession from the United States. They seek a day in which the “South shall rise again,” and have stockpiled a substantial arsenal for securing the “homeland.” The group focuses on recruitment and propaganda aimed at growing its membership. The members meet to plan their strategy of reasserting “southern freedom,” procuring additional arms and munitions for their stockpiles, and dealing with individuals who do not believe or belong in their idea of the “New South.”

Currently, the TNM is facing a schism in the ranks. The newer and younger members want to strike for independence now. They argue that now is a perfect time to act, with the military and national law enforcement occupied with Middle Eastern threats. They believe it is time for those who do not hold dear the same American values as they to be removed from the “homeland” and let “true Americans” live as they imagine the founding fathers wanted. Their version of the “South” would remove all minorities, foreigners, and “Yankees”.

The other side of the rift seeks the same ends, but through more subtle means. These men would rather instill change through political structure and lessen the blood shed among their “Southern” brothers.

Because these men hold the purse strings, they have been able to manipulate their more violence-prone brothers. By allowing the vicious faction to vent their anger on outspoken minority leaders, the TNM leaders have averted a violent uprising.

The group is headquartered in Pinebox, Texas, and they hold meetings at various members’ homes and offices. Their arsenal is hidden in a variety of places across Golan County and in the Big Thicket. Rumor has it that they even own a large bunker facility deep in the woods, although no one has stepped forward with evidence to support this rumor. The TNM functions with a great deal of impunity in the area. Having the mayor of Pinebox, Red McCoy, as their leader helps keep the police off the trail.

The TNM contains over 45 active members and a few hundred supporters around the country.

Creature...

Blood Demon (Wild Card)

Blood Demons are revolting, otherworldly beings of terrible power. They are viciously evil and chaotic in their manners and deeds. Blood Demons kill and maim their victims for the pleasure of causing despair and terror. Such demons are typically summoned to Earth by people seeking vengeance. However, if summoned without the proper magical restraints, the Blood Demon is free to attack all living creatures it encounters.

Blood Demons are nocturnal hunters that leave no witnesses to their wanton destruction. The only individual safe from the Blood Demon is the summoning magician. However, once the victim identified in the summoning ritual is murdered, the back-flow of magic sometimes causes weak-willed conjurers to begin a swift descent into madness. This is typified by waking nightmares, visions of horror, and the haunting of evil spirits.

Because the demon enjoys hunting and killing, typically it takes its time before seeking out its intended victim. The demon often first attacks animals such as dogs, goats, and cattle. It may even follow with a few random attacks on people before finally fulfilling its obligation against the conjurer's target. Once the target is killed, the demon returns to its home dimension. Many believe it abducts the souls of those it has killed.

Blood Demons have no set form. Usually, they appear as large humanoids with dark red skin, fangs, wings, and a large spiraled horn. The touch of a Blood Demon always leaves a visible mark appearing as a spot of blood on the flesh or pelt, which takes several weeks to disappear and does not wear off.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d12+2, Vigor d10

Skills: Fighting d10, Guts d12, Intimidation d8, Notice d6

Pace: 6 (Fly, see below); **Parry** 7; **Toughness** 9

Special Abilities

- **Armor +2:** Dark scales.
- **Bite:** Strength +1
- **Claws:** Strength +2
- **Demon:** +2 to recover from Shaken. Half-damage from non-magical attacks except for cold iron.
- **Darkvision:** Creature can see in darkness up to 12" as if it were daylight.
- **Fear:** -2: Anyone who sees a Blood Demon must make a *Guts* check at -2.
- **Flight:** Blood Demons have a Flying Pace of 12", with a climb of 4".
- **Hardy:** Blood Demons do not suffer a wound from being Shaken twice.

- **Immunity:** Blood Demons are immune to acid and fire based attacks, poison and disease.
- **Improved Frenzy:** Blood Demons may make two *Fighting* attacks each action at no penalty.
- **Size +2:** Blood Demons are large creatures.
- **Sweep:** Blood Demons may attack all adjacent foes at -2 penalty.
- **Telepathy:** Blood Demons may communicate with any creature within 30" of him.
- **Weakness:** Cold Iron. Demons take normal damage from pure iron weapons.

Midnight Tale...

Tale #3: Party Crashers

Party Crashers is the third and final encounter in the adventure arc that began with *The Powers That Be* and continued with *Just a Few Questions*. These encounters are presented in a serial format for the Pinebox campaign setting, but with alternate leads and hooks for use in other modern-world campaigns.

Introduction and Background

Depending on what transpired in previous encounters, the heroes should have an interest in Kerry McGovern's attack at City Hall (*The Powers that Be*). This has prompted an investigation of Jerry McGovern. The investigation started off with two pressing questions: "why?" and "who was the real target of Kerry McGovern's drive-by shooting?" Now a third question can be added to the mix. "Why does Jerry McGovern want to hurt the heroes instead of answer their questions?" (*Just a Few Questions*)

They may be more than a little miffed at Jerry McGovern after the riot at the Pizza Barn. Your heroes are probably scratching their heads over why those thugs jumped them. The timing must surely point to Jerry, who conveniently disappeared just before the brawl. It may be time for a reckoning, or at least a confrontation.

Should your campaign take place anywhere other than the American South, you can easily change the TNM to conform to another white supremacy group or racist organization. Whatever enemy you choose, by now the heroes are probably tired of being observers and punching bags! This encounter finally gives

the heroes a chance to strike back...even if they aren't exactly sure what they are striking at.

Considering Jerry's highly suspicious exit from the Pizza Barn, the investigation should point toward him now more than ever, but where can they find him?

Alternate Hooks

If you plan on running this mini-adventure independently from the previous pair, the heroes might seek Jerry McGovern to question him about a money laundering operation, a loan, or even information related to another case. Jerry McGovern, secretly a member of the TNM, is a man who can pull strings to fund all kinds of organizations. Not all loan money need originate from the bank. Of course, these latter loans do not use a traditional "collection agency" when payments are late.

A more innocuous reason for introducing the heroes is the charity party. The heroes may receive an invitation to the party from McCoy, McGovern, or another city official. It should be fun—music, dancing, and merriment for all! What's wrong with mixing a little business with pleasure?

Seeking Jerry

When confronted by the heroes in the previous encounter, McGovern was obviously embarrassed by his brother's involvement with the shooting at City Hall. But was there more to it than that? Unfortunately it is Friday night, which means there is little point in staking out the banker's place of business.

The good news for the heroes is that McGovern is well known at the Pizza Barn heroes using their *Streetwise* skill can easily get directions to his home. The bad news is that he is not home. After being spooked by the heroes' questions at the bar, McGovern decides to spend the night at the house of a female "friend". More good news: there is a note tacked on his front door. It reads:

Jerry, Red told me to remind you to bring your special BBQ sauce to his party Saturday night. You know how much he likes it. Don't be late or the Mayor will have your hide.

The note is written on the back of a printed invitation to a charity party. The party is to be held today

(Saturday) at 8 p.m. The location is listed as the Timberland Village Country Club. Timberland Village is a high-dollar planned community several miles from Pinebox on Lake Greystone.

A further *Notice* check around the home uncovers some not-so-innocent trash. Jerry had been removing racist pamphlets and flyers that he had kept in the house. Unfortunately for him, he never took the trash to the dump. Each pamphlet appears to be from an organization called the Texas National Militia. Although the propaganda seems to indicate that the organization is located in East Texas, it does not provide membership or contact information.

Timberland Village Country Club Pool House

Small town business and politics can be very social. You need to make friends and be one of the "Good Ol' Boys" to get in on the best deals. Red McCoy bought

The maze provides
an excellent place
to hide.

a lakefront estate in Timberland Village because the country club's pool house allows him to entertain in style while keeping his residence private. The pool house is roomy and adjacent to an Olympic size pool, tennis courts, and small garden maze. The maze is a relaxing place to have an intimate conversation.

The maze provides an excellent place to hide. Gaining access should not be difficult, as there is a lot of traffic here during the day. Various contractors are setting up additional lighting and a dance floor. A tent also covers an area that will surely hold refreshments. With all of this commotion the heroes can even have a quiet discussion while waiting for the night.

Crashing the Party

When you are ready to get on with the party, read:

A few people arrive before twilight. The partygoers arrive dressed in Bermuda shorts and sundresses, but there's not a whole lot of swimming going on. A DJ plays country tunes while couples two-step

across the dance floor. Waiters walk through the crowd offering hor's dourves, champagne, and Texas beer.

Should the characters be hidden in the maze, they'll find they have good sightlines to all exterior locations. What they lack is a good view inside the pool house itself. A lot of folks enter and then later depart from the building with plates of barbequed meats and potato salad.

If the characters are dressed nicely enough, then they can attempt to crash the party. In a small community where everyone knows everyone else, that may be harder than it sounds. Successfully crashing

**As the person
who summoned the
creature, Travis is
off limits.**

the party may require an effective *Persuasion* check. Failure could result in anything from an embarrassing social scene, to a call to the police, to some roughing up by the Mayor's TNM goons.

Should the heroes enter the pool house, they have access to the buffet line. A few party goers are huddled about the room gossiping about a variety of topics. A Pinebox police officer stands next to a closed door. If heroes make motions of entering the room, he informs them that a private meeting is underway.

Unexpected Guest

Around ten o'clock, City Councilman Manuel Travis arrives (see *Manuel Travis* in *Section 2: Cast of Characters and Creatures* for his description and stats). When ready, read or summarize the following:

Manuel Travis walks across the patio dressed in blue jeans, a green polo shirt, and snakeskin ropers. Everyone stares. While a few men exchange regards, none converse with the councilman. Manuel stands like an island surrounded by sharks.

Then with a hustle and a bustle, Mayor McCoy exits the pool house, followed by none other than

Jerry McGovern. A uniformed Pinebox Police Officer follows the pair, which moves towards Travis. Partygoers back away, sensing the sudden tension.

"Nice to see you Mayor," Travis speaks in loud voice. "Guess I should have worn my bullet-proof vest."

"Come on, Manny," the Mayor replies. "What makes you think you're a target?"

Manuel snorts his derision.

"Y'all be civil now," McGovern interrupts. "Can I get ya' a beer? Relax a little. This is a party, not a war."

Manuel glares at the men he towers over. The tension is so evident that even the DJ fails to put on a new song.

Now is a good time to see what your heroes are up to. Tensions are high, and the whole scene is about to explode. Your heroes are not the only ones to crash this party! Once you know where they are located and how they are reacting to this argument, have them make a *Notice* check. Then read the following:

From out of the night sky a large crimson creature drops near the trio. Bat-like wings fold upon its back when its hooves touch down upon the ground. A large horn protrudes from its bull-like head. Saliva drips down its chin and hatred fills its black eyes. Its glare pierces Manuel Travis, and in a guttural, ironic tone it asks, "Whose heart shall I rip out first, master?"

Dinner or Death?

It looks like *this* party is over! If using *Fear Effects*, the Blood Demon's appearance causes all who see him to make a *Medium Fright* check at -2 due to the Demon's Fear ability. If not, then make a *Guts* check at -2. Characters who succeed on their *Notice* check and on their *Fear* check begin on Hold for the surprise round. It is time to fight or die. The attacking creature is a Blood Demon, and it intends to slaughter everyone at the party except for Manuel Travis. As the person who summoned the creature, Travis is off-limits. Unfortunately Travis exercises no real control over the creature and wishes for nothing more than for it to go back where it came from. However, the heroes probably don't know that!

In the surprise round the Demon recognizes the Pinebox policeman as a threat and attacks him unless first attacked by one of the heroes. The Demon's standard practice is to kill anyone it perceives to be a threat (including heroes who attack it) before settling down to terrorizing its prey. Travis willingly lends a hand to the combat, since he rightfully sees the Blood Demon's presence as his fault. If the heroes still seem overmatched, the GM may allow a pair of TNM goons to help in the combat.

If you want to use the mob rules from *A Few Questions More*, this party could support four (large burst template) mobs around the poolside. Two more mobs would flee from the pool house.

The Mayor attempts to flee, but is hindered by Jerry McGovern. The heroes may *Notice* McGovern dragging the Mayor back to the pool house. The banker sees the chaos as an opportunity to finally take the reigns of the TNM. He plans on killing McCoy during the confusion and blaming it on the "weird, rabid zoo creature" attacking the other guests. Unless the heroes intervene, McGovern and the Mayor reach the false safety of the pool house in two rounds and McGovern strangles the Mayor to death over the next four rounds.

What Now?

Party Crashers represents the end of this mini-adventure arc. How it goes from here is entirely up to you as the GM. Much depends on whether or not the Mayor survived or if a hero spotted McGovern making his move.

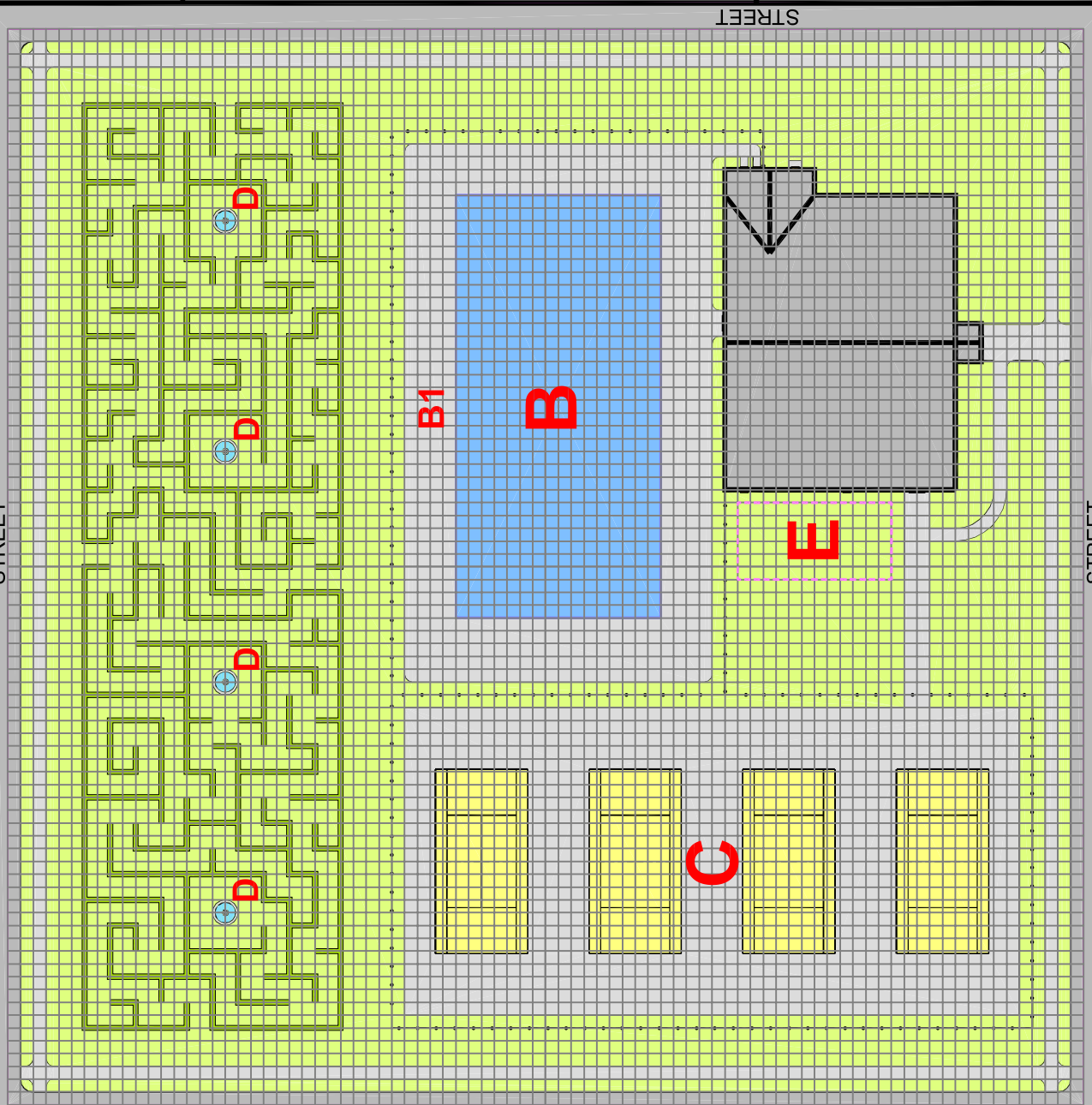
At the battle's end, the heroes will certainly have as many questions as answers. Should he survive and the heroes choose to trust him, Manuel Travis could prove a valuable source of information and an ally.

We hope you have enjoyed this set of mini-adventures. We also hope we have provided you with enough ideas to take these characters and situations well beyond the short encounters suggested here. Please visit us at www.12tomidnight.com, and let us know where you took the story. We ARE waiting and we DO control the blood demon, so DO NOT hesitate to let us know.



MAP OF COMMUNITY CENTER COMPLEX -and- MAP KEYS

STREET

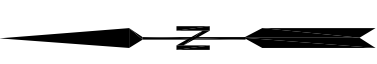


MAP KEY FOR COMPLEX

- A = Community Center Building
- B = Swimming Pool
- B1 = Life Guard Tower
- C = Tennis Court
- D = Fountains (within Maze)
- E = Location of Tent (with Disc Jockey and Sound Equipment)

MAP KEY FOR BUILDING INTERIOR

- 1 = Entry
- 2 = Receptionist/Information Desk
- 3 = Lounge
- 4 = Storage
- 5 = TV Room
- 6 = Manager's Office
- 6A = Secure Storage
- 7 = Small Meeting Room (Set up for conference)
- 7A = Storage Room (for folding chairs and table)
- 8 = Men's Restroom
- 8A = Men's Locker Room
- 8B = Men's Showers
- 9 = Water Fountains
- 10 = Women's Restroom
- 10A = Women's Locker Room
- 10B = Women's Showers
- 11 = Large Meeting Room (Set up for buffet dining)
- 11A = Storage Area (for folding chairs and tables)
- 12 = Pool House (Chlorination Equipment)
- 13 = Storage Room
- 14 = Mechanical Room (Water Heaters, Fuse Boxes, etc.)
- 15 = Location of D.J. and Sound Equipment



MAP SYMBOL KEY (INTERIOR)

- Window
- Water Fountain
- Shower Head
- Door
- Tent (Outline)
- File Cabinet
- Locker
- Safe
- End Table



PINEBOX NEWS

Summer, 2006

Special Edition

Newt Victory First Execution for 2006

The courts heard the last minute appeals to stay the execution of 32 year old Newt Victory of Pinebox, Texas. Newt was convicted in the Holiday Murders of 1992 in which he led a teen cult to rob three homes and kill all the occupants. Seven adults and two children were brutally and ritualistically murdered. Newt received the death penalty, and four other perpetrators were juveniles at the time and were placed in the Texas Youth Commission. They have since been released upon serving several years in TYC and five more in the Texas penal system.

Mr. Victory told the court that he was simply doing as he had been told, claiming that demonic voices were instructing him on what and how to do the ritualistic slayings. The defensive council, attorney James Richardson, pled that his client was insane, but the court and later appeals denied the claim.

"It's a shame really. A young man suffers from schizophrenia and is delusional, but the court decided he was competent and guilty of the crimes he was charged with. I believe this is a grave misapplication of justice," said Mr. Richardson.

District Attorney Holloway, an assistant prosecutor at the time of the trial, said, "Mr. Victory knew what he was doing was wrong.

Continued on next page

Death on the Steps of City Hall

Violence disturbed our fair city yesterday on the steps of City Hall. Just after 1:00 pm, as Mayor McCoy and Councilman Travis were granting an interview to several reporters, a black Ford truck drove by and a man in the bed of the vehicle opened fire with an old Winchester hunting rifle.

It is as yet unclear who the target of the attack was, but local police believe it was the Mayor. Several shots were fired, but only Neal Franks, a reporter for KRTK television was struck. He suffered a head shot and died.

The owner and driver of the truck was Hank Cleary and it's believed the shooter was Kerry L.

McGovern. Both men have served time in prison.

Details on what happened to Cleary and McGovern are sketchy and Police Chief Jacob Miner has promised a detailed statement later in the day. Kerry McGovern and Hank Cleary reportedly have ties to the Texas National Militia, a pseudo-military, racist organization.

Rhonda Jones, a receptionist with the District Attorney's office, witnessed the attack and stated that she thought the shots were meant for the Mayor. "It's really sad that our town has to suffer such actions. Red is a great mayor. It's just a shame."

City Hall Adventure Ideas

- Any heroes who get involved in either helping the Mayor and Councilman Travis or chase the truck are interviewed by several members of the Pinebox Police force. Though not mistreated, they will be scrutinized until the police are convinced they have no connection to the Texas National Militia.
- If either Kerry McGovern or Hank Cleary are captured alive, then Rhonda Jones becomes targeted by several members of the Texas National Militia to keep her from testifying.
- The heroes also become marked by several members of the Texas National Militia for execution, either to prevent their testifying, or as retribution.

Green Mark Corp Moving to Pinebox

Green Mark, a large northwestern corporation involved in forestry goods and services, has announced they are relocating the corporate headquarters to Pinebox, Texas. "The pristine pine forests and nearby paper mills make this a natural fit and we look forward to building our future in east Texas," said Scott

P. Lawson, Public Relations Director for Green Mark.

"Green Mark coming to Golan County is a boon for us," says Mayor McCoy. "They are looking to hire over 1500 workers and drivers. This can only be good for our local economy." Green Mark controls over 200 forestry operations

in North America and is considered one of the top three timber companies in the country.

Green Mark has already awarded several local companies contracts to provide goods or services including Brian's Construction and Johnson's Hardware. "Such economic growth will propel Pinebox into the 21st century," Mayor McCoy continued. "We welcome them and look forward to their becoming a part of our community."

Several protests against Green Mark have been announced by those opposing another timber company coming to east Texas. "Our forests have been destroyed several times, and no real old heartwood still exists," said Jana Seals- a spokesman for Texas Clean. Mr. Lawson responded to such criticism, "Green Mark is environmentally friendly. We replant every tree we harvest and we are very select about when and where we cut. We do everything possible to take care of the ecosystem and the environment."

Despite such statements, Jana Seals and others have called for a "Save Our Forests" rally at East Texas University next Saturday. "It is up to us to conserve our national resources. Big companies don't care about anything but profit," Ms. Seals stated.

Several local businesses and individuals are upset about the planned protests. "It's good for our economy and it's good for Pinebox. I wish they'd find something that really matters to protest about," said Sheriff Butch Anderson. "But that's their right, and as long as it's a peaceful rally, I got no problem with it."

Newt Victory (continued from page 1)

Those people were brutally murdered and justice needs to be done in this case. Mr. Victory led several young, impressionable teenagers on this killing spree and the damage to them, as well as to the victim's families, is incalculable. He is still a dangerous killer, and it is time for the state to mete out justice."

Mr. Victory has been very vocal as his date of execution draws near. He has reportedly continued his cult in prison and has promised to "seek revenge on those that put" him there. He has also produced

a manifesto he has named "The Truth," and has never shown any remorse for his crimes. "You can't kill me. I'll just grow stronger."

The final appeal involves the now retired Judge Niles Scott's media comment that stated, "That boy ain't right, but sometimes mean dogs have to be put down." Many anti-death penalty groups are protesting the planned execution and several candlelight vigils are to take place next Tuesday on the night of the execution. The execution is scheduled to happen at 9:15 pm.

Newt Victory Adventure Ideas

- The cult started by Newt is growing around Pinebox once more. Wade Blake now 27 years old was an original member of Newt's cult and served time in TYC and prison for it. He has recruited four adults and three teens and is planning another ritualistic attack. Can the heroes stop them, before it happens?
- Tommy James recently was released from prison. While there he became a follower of Newt and has promised to seek revenge on Judge Niles and D.A. Holloway. He plans to kill them on the night of the execution. A granddaughter of Judge Niles contacts the heroes and asks for them to protect her grandfather, as there have been rumors of threats to him and his family.
- One of the heroes is a friend or relative to one of Newt's victim's families. He has been asked to accompany them to witness the execution. (See newstory: *Victory Executed in Huntsville*)

Green Mark Adventure Ideas

- If the heroes are distrustful of big business, have them meet the beautiful and young Jana Seals. She is a nature activist and enjoys a good protest march. If the heroes join with her, they may become threatened by Deputy Sheriffs or others who are against such protests.
- Several members of the forestry service have been attacked by a black bear in the woods east of Pinebox. The land the bear lives on is owned by Green Mark and the company wants to hire someone to hunt the bear, before it kills someone. They are offering a good payoff for the confirmed kill.
- If the heroes investigate Green Mark, they find it is a legitimate company, but has ties to several other companies that don't make sense, such as Borden Chemicals, and several defense contractors. Obviously there is more here than meets the eye.

Victory Executed in Huntsville

Newt Victory, convicted of several counts of murder and robbery, was executed last night in Huntsville, Texas by lethal injection and was pronounced dead at 9:32 pm. Several of his victim's families, reporters, and law enforcement personnel witnessed the execution.

The execution was late as there was a difficulty with getting the IV attached into his arm. Mr. Victory had to be restrained by prison personnel as he struggled to prevent his execution. Mr. Victory put up quite a struggle as one prison official was thrown against a table and knocked unconscious.

Witnesses reported that he looked directly at District Attorney Holloway and his last words were, "I curse Pinebox. This ain't over!" After being restrained and the IV finally attached, the lethal dose was administered. Mr. Victory's breathing became labored and soon he stopped breathing.

"It was too easy," said Marsha Veles, a sister to one of Mr. Victory's victims. "He should have been

made to suffer like his victims. He got off easy."

Myseriously all the electricity in the prison went out shortly after his death, though prison personnel stated that it had nothing to do with the execution.

Mr. Victory led a teenage cult that murdered seven people in the Holiday Murders of 1992. The murders were ritualistic and extremely bloody. He claimed an insanity defense stating that he was being directed by infernal spirits, though the courts and several appeals decided against him.

Last year, his appeal gained some hope when the case's retired Judge, Niles Scott, spoke to reporters about Mr. Victory being put down "like a mean dog." International amnesty groups protested the execution and asked the Governor for a last-minute stay, but were refused.

Mr. Victory's brother, Arthur, stated that he was just "happy it's over with," and that he was "sorry for the victims of his brother's cult."

Execution Adventure Ideas

- If a hero witnesses the execution, he sees the final words spoken to D.A. Holloway, and the IV needle continuing to break every time the medical personnel tried to place it into Newt's arm. When the death happened, it was much more violent than reported, with Newt's body shaking violently as if in seizure, and the lights flickering on and off. The lights stayed off for 13 minutes following the execution. Several witnesses were terrified by the experience. The reporters however, have not written of the experience, and anyone digging into the story discovers they have been threatened by Men in Black to leave it alone.
- The demonic spirit of Newt has been released and returns to take control of the Cult he started. This makes for an excellent adventure for the heroes to get mixed up in.
- If the heroes try to report what really happened at the execution, they are approached by several Men in Black who warn them they need to handle the situation, not cause sensationalism. Either be quiet, or do something against the evil that has been released.

Two Cows Found Slain in “Bloody Mess”

In a truly bizarre case of cow mutilation, Nathan Bowers discovered two of his blue ribbon cattle butchered in the middle of his two hundred acre ranch in northern Golan County.

“I don’t understand it. They didn’t take any of the meat, but staked pieces of the cows in a small circular area. There were no tracks leading into the field or out of it,” reported Mr. Bowers.

Local Sheriff Butch Anderson investigated and called it a teenage prank, but promised to pursue the perpetrators of the crime. “It must be something in the air,” Sheriff Anderson stated. “Seems like we are plagued lately with these weird cases.”

There have been many reports of cow mutilations in Golan County since the late 1970s, though most of them find the cows drained of blood and their bodies precisely cut as if by a scalpel or laser. This one is different due to its “savage butchery,” said Professor Glen Maclanahan of East Texas University. Dr. Maclanahan has written a number of books on the subject of modern mythologies, and stated that this is probably “the work of a cult, not aliens.”

There have been several reports of strange lights in northern Golan County, however, and many of the remote citizens of the county are worried. “They need to find out who did this. Those cows are our livelihood,” said Mr. Bowers.

Cattle Mutilation Adventure Ideas

- Is this a cult or aliens? It’s up to the GM to decide, but this can be a great adventure starter.
- This can be a great way to introduce your players to Jackson Green and Glen Maclanahan, who may hire the heroes to do some investigations for their ghost hunting company- 12 to Midnight.
- More cows are found brutally attacked in several fields. It’s actually a government sponsored agency behind the attacks. They come in unmarked black helicopters in the middle of the night and use a high frequency microwave weapon to cause the internal organs of the cows to explode. Anyone with the appropriate Knowledge skills may discover upon examination that the cows were not cut, but ripped apart. The pieces were later staked so to be photographed and studied to deduce how well the weapon worked and its effects on various organs of the body.

Riot at the Pizza Barn

A riot broke out at the Pizza Barn last week. No one is sure what caused the disturbance but witnesses report several men fighting in the establishment. Several people were hurt and taken to area hospitals for treatment.

A Dallas rock band named A Jury of Robots, a local university favorite, was playing their second session when the fight broke out. Local Reverend Michaels blamed the “Devil music” played by the “Robots” as the cause and pointed to similar riots in larger cities when such music has been played.

Thomas Driver, bassist for the group defended the music. “It wasn’t us, and had nothing to do with us. Sometimes when people are drinking things just get out of hand.”

Sheriff Anderson is still looking for several people involved in the incident and asks that if anyone has information or was there the night in question, to contact his office immediately. “The Pizza Barn is generally a safe, family friendly establishment. Those guilty for starting this ruckus need to be taught a lesson.”

The owner of the Pizza Barn, Morten Decourt, reported several thousand dollars in damages to his restaurant and is considering pursuing legal action against all participants in the riot.

Riot Adventure Ideas

- If the heroes were not arrested for fighting that night, then Sheriff Anderson is looking for them. They may be charged with assault charges and disorderly conduct. The assault charges will be dropped as no one wants to pursue them, though the members of the Texas National Militia are now enemies of the heroes. The disorderly conduct charge is a class C misdemeanor and if found guilty, are fined \$1000.00, and six months probation. If the heroes plead guilty, they only receive six months probation.
- If the heroes are arrested for their part in the riot, Martin Decourt decides to sue them for damages to his restaurant. He also decides to sue any of the Texas National Militia involved. The TNM decides to burn down the Pizza Barn. If the heroes can prevent this, Martin is grateful and drops the lawsuit, and provides free pizza and beer to the heroes.
- If the heroes meet up with Thomas Driver, they may be hired by the band to assist with concert security. This is a good side job for the heroes and could have interesting developments for future plot ideas.

Annual Confederate Ball to be Held Saturday Amid Protests

Linda Trout has announced the site and time of the annual Pinebox Confederate Ball. This year's event is to be held at the Walker House at 212 Foxe Circle. The Walker House is one of the oldest antebellum homes in east Texas and has been the site for several of the past Confederate Balls.

The dance raises money for several local charities and organizations, including Pinebox Hospice, the Children's Center, and the planned Pinebox Museum. Tickets to the event are \$500 each and the night of dancing includes a dinner and live music. The annual event is known for the beautiful gowns of the ladies, though in recent years, the military uniforms of the men have given way to tuxedos.

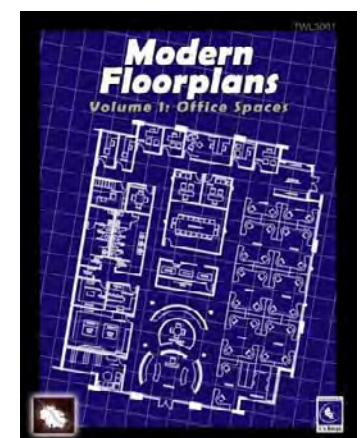
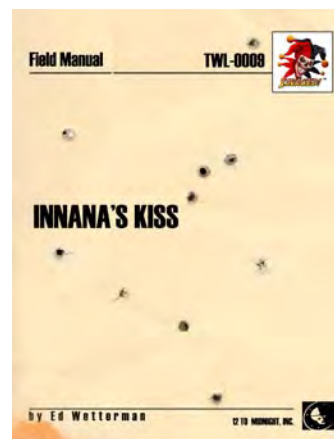
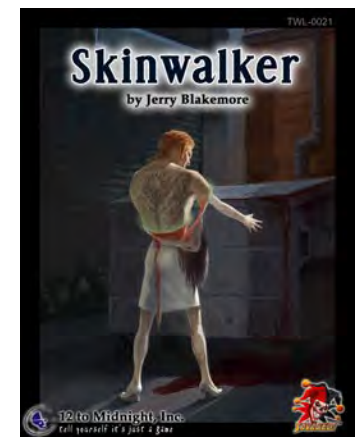
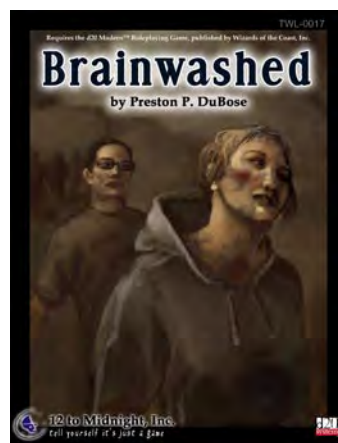
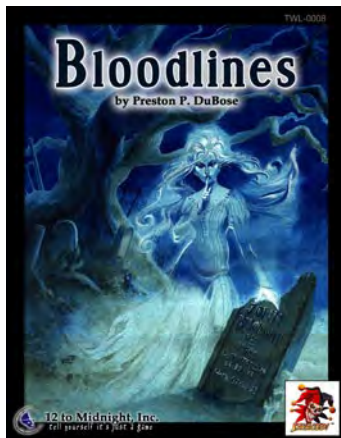
Several protests against the event are being planned. Many see the Confederate Ball as outdated and in bad taste due to the Confederacy having fought for slavery, and many recognize the Ball to be racist in nature, though not everyone agrees.

"We have several African Americans who attend every year. It's for a good cause and is really little more than a big costume party," stated Linda Trout, longtime socialite and organizer of the Ball.

In response, Delman Hemphill, of the African American Improvement Movement (AIM), released the following statement: "It's a shame that these practices continue into the 21st century. We find this Ball to be contemptuous and a step backwards. We need to be progressive against racism."

Confederate Ball Adventure Ideas

- If the heroes attend the ball, they may make some interesting social contacts. Others attending include several members of the city council and the Mayor.
- Throw the heroes a curve ball. A 180 year old vampire attends the ball. He dresses in his old Colonel's uniform and is extremely elitist and devoted to the ideals of the Confederacy.



12tomidnight.com