



Brainwashed

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Demo Version

This module is dedicated to my parents, who are quite glad I didn't turn out like the victim in this adventure... although I'm sure they sometimes wonder.

About the Cover

Nicole Cardiff is a recent graduate of the Savannah College of Art and Design, and she loves doing RPG work. She has been fortunate enough to work with both 12 to Midnight and White Wolf this summer, and she hopes to be able to paint more for both of them!

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Table of Contents

Author's Notes	4	3.4: Wrap-up	23
Section 0: GM Preparation	5	3.4a: The Heroes Retreat, Defeated or In Fear ...	23
0.1: Introduction	5	3.4b: The Mue-Lok Dies	23
0.2: Levels	5	3.4c: The Mue-Lok Escapes.....	23
0.3: Play Notes	5	3.4d: The Heroes are Mesmerized... ..	24
0.4: Setting the Mood	5	Appendix 1: Cast of Characters.....	25
0.5: GM Background	5	Candace Branard	25
0.6: Plot Synopsis	8	Alex Briggs	25
Section 1: Intervention	10	Nick Maddox	26
1.1: A Plea for Help.....	10	Jim Simpson.....	27
1.2: Research	11	Appendix 2: Cast of Creatures and	
1.3: Roommate	11	Technology.....	28
1.4: Visiting the Rumor Mill	12	Flesh Engine.....	28
1.5: Moving On	12	Flesh Harvester.....	28
Section 2: Harmony Farm.....	13	Mue-Lok	30
2.1: The Gate	13	Universal Dominator.....	31
2.1a: Crime Scene	13	Appendix 3: Experience and	
2.2: The Field	13	Mechanics.....	32
2.2a: Mutilation	14	How to Scale the Adventure	32
2.2b: Flesh Harvester.....	14	Experience.....	32
2.2c: Aftermath	15		
2.3: Farmyard.....	16		
2.3a: The Trail	16		
2.4: Harmony Farmhouse.....	16		
2.4a: Cocoons	16		
2.4b: Nick Maddox.....	17		
Section 3: Tent of Horrors.....	19		
3.1: Circus Road	19		
3.1a: Big Top.....	19		
3.2: Tent of Horrors	19		
3.2a: Final Harvest	20		
3.2b: Finding Russell.....	20		
3.2c: Flesh-Engine Membrane.....	20		
3.3: Dominator	21		
3.3a: Mue-Lok	21		

Section 0: GM Preparation

0.1: Introduction

East Texas is an unlikely spot for a commune, but Harmony Farm has a long-standing reputation in the community as a place for kooks and weirdos. Still, everyone knew the old hippies and their friends were essentially harmless. Now something is different. The residents of Harmony Farm have been recruiting on the campus of East Texas University—and everyone who visits the farm comes back different ... if they come back at all.

0.2: Levels

This adventure is written for 4 fourth-level characters. Refer to *Appendix 3: Experience and Mechanics* for information on how to scale the adventure.

0.3: Play Notes

This adventure demonstrates the use of 12 to Midnight's *Fear Effects* rules; however, those rules are not required to play and enjoy the game. If *Fear Effects* is used, become familiar both with those rules and the contents of this adventure.

The scenario presented here cannot possibly anticipate all of the possible character actions, but aims to present enough background and source material for you to react accordingly when the players inevitably go “off the map.” As you read through the adventure, keep your players in mind and make notes of scenes where they may derail the action, then consider your possible responses. Use the premise and concept presented here, then twist it to make the story your own!

0.4: Setting the Mood

Brainwashed is a classic horror adventure in the style of H.P. Lovecraft. Using props or controlling the gaming environment may enhance the mood in parts of this adventure. Many players also enjoy lowering the lights or playing by candlelight. Others enjoy listening to spooky music played softly in the background. When experimenting with these ideas, make sure to get input from the players—after all, they are your “audience.”

0.5: GM Background

When more than a dozen hippies pooled their meager resources in 1969 to buy land, they found that East Texas was the only place they could afford. Over the years, high ideals gave way to harsh realities, and many of the original tenants drifted away. Yet those who remained managed to keep the farm just prosperous enough to pay the bills. New tenants came and went: drifters, dreamers, the homeless, and the hopeless. Locals called the strange outsiders “Harmonists,” after the sign over the gate reading, “Harmony Farm.” Whether one was a conspiracy theorist afraid of government assassins or a refugee from a small-time, bankrupt circus, all found their way to the welcoming arms of Harmony Farm.

Two months ago something changed. Everyone within five miles of the farm felt the rumble of a brief earthquake—highly unusual for East Texas. While geologists were left scratching their heads, most people went about their lives with nothing more than new gossip over their morning coffee. Alice Masters was not one of them.

The morning following the earthquake, Alice visited the pasture to check on Harmony Farm's milk cows. She saw a strange sight—a mound of dirt thrust up from the earth where before there had been only tranquil pasture.

Even stranger was a metal fin protruding from the mound. Her curiosity piqued, Masters climbed the mound and used her hands to try to uncover the buried metal. Hours later, her husband found her still scabbling at the earth to uncover the mysterious object. Something about the object was beauti-

What is Fear Effects?



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

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

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

Section 1: Intervention

1.1: A Plea for Help

The heroes are contacted by Jim Simpson, the father of a missing college student. Mr. Simpson's residence is unimportant and can be situated in any city or town convenient to the heroes. The reason Mr. Simpson selected the heroes is best left to the GM, but a godparent-type relationship would establish a strong motivation for following the rescue through to the end, even in the face of the paranormal encounters to come. Either one of the heroes is Russell Simpson's godparent or, if the heroes are too young, Jim Simpson is a hero's godfather. However, if you have already used a similar hook in earlier adventures, consider the following:

- The heroes have a reputation for investigating and dealing with “unusual problems.”
- The heroes have ties to law enforcement or private security/investigation.
- The heroes have ties to, or familiarity with, the Pinebox area.
- The heroes need help or information from Mr. Simpson as part of another adventure.

As you set up the plot hook, the important points to convey are below. Rather than “info dump” the heroes with read-aloud text, consider engaging them in an interview to dole out the information.

Russell Simpson is a sophomore at East Texas University, riding on a baseball scholarship. According to his roommate, Russell met a girl who invited him to a party out at an old hippie commune called Harmony Farm. When he returned, it was as if he had found religion. Later that same day, he packed a few belongings from his dorm room, withdrew from college, and moved to the farm. Upon learning the news, Jim Simpson drove several hours to Pinebox to find out what happened to his son. He was shocked and hurt when Russell sent a handwritten note to the Harmony Farm front gate telling him that he had shed his worldly connections and did not want to see him.

Jim Simpson learned very little about Harmony Farm during his brief stay in Pinebox, but what little he learned disturbed him even more. The farm was founded in the 1960s by a group of hippies who were little more than a local oddity up until a few months ago. At that time they started actively recruiting new

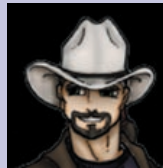
members. Apparently, Russell is far from the only ETU student to disappear to the farm over the last few days. In fact, it is the latest buzz on campus. Yet the recruits are all adults, which means the authorities cannot act without evidence of coercion, which has not been forthcoming.

Simpson believes that Russell and the other recruits have been brainwashed. He wants the heroes to go to Pinebox and bring his son back home—willingly or unwillingly—for professional “deprogramming.”

Simpson offers to arrange for the heroes to speak with Russell's roommate, Alex Briggs, upon their arrival in Pinebox, and gives sketchy directions to Harmony Farm. He also provides them with a photo of his son.

Did you remember to

- Provide the heroes with a photo of Russell and hire the heroes to bring him back for “deprogramming”?
- Establish Russell's connection to Harmony Farm?
- Arrange for the heroes to meet Russell's roommate?



What's in this One-horse town?

In the last census, Pinebox, Texas was home to 11,977 permanent residents. Records from nearby East Texas University (ETU) indicate an enrollment of an additional 10,051 students. Approximately one third of the student body commutes from the surrounding area.

Your heroes can find a dozen chain fast food joints and an equal number of small locally owned restaurants. The cuisine ranges from steak houses to Cajun, and BBQ to Tex-Mex fare. The best of these include the Pizza Barn, Mom's Diner, Hamburger City, and Suzie's Catfish Emporium. Characters needing supplies can shop at one of two grocery stores, a small Wal-Mart, a hardware store, two lumber companies, a gun and hunting supply store, and four pawn shops.

The town's only movie theater closed after the establishment of a new student-only theater in the ETU student union. Three bars along “the strip” cater to students, while two other establishments in Pinebox are frequented by the locals.

For more information on Pinebox (including a detailed map) visit www.12tomidnight.com.

Section 2: Harmony Farm

Refer to **GM Map 1: Harmony Farm**. The heroes have two choices for entering the farm. They may either approach openly through the front gate or infiltrate from some other point on the property. It does not matter which method they choose, as anyone who might see them is mesmerized and completely indifferent to the heroes' presence.

Should the heroes approach the front gate, proceed to *2.1: The Gate*. Otherwise, skip to *2.2: The Field*.

2.1: The Gate

Read or summarize the following:

The entrance to Harmony Farm is an inauspicious break in the miles of barbed-wire fence. It is marked with a new, heavy-duty steel gate and an older, modest, wooden sign, touched with faded, flaking paint barely displaying the name of the commune. A chain and padlock keep visitors outside the gate ... or inhabitants from leaving, for that matter. Hanging from the gate, a freshly painted sign reads "No Harmony Party Tonight." A rough, gravel road leads up the hill from the gate.

A successful *Disable Device* check (DC 25) allows the heroes to pick the padlock. The chain can be broken with a bolt cutter (Strength check [DC 10]) or by ramming the gate with a vehicle (*Drive* check [DC 15]). Failure at ramming may result in damage to the vehicle and occupants. Refer to *Vehicle Movement and Combat* in the *d20 Modern Rulebook*, or simply apply 3d4 points of damage to the vehicle and each occupant. Occupants get a Reflex save (DC 15) for half damage. Finally, if they are in a vehicle with four-wheel drive, the heroes may drive through the barbed wire fence on either side of the gate. While this ruins the vehicle's paint job, it does not result in mechanical damage or damage to the occupants.



A Note About Weather

Want to make the adventure *really* scary? Add a torrential downpour. It makes communication more difficult, slows movement through the fields, and severely cuts characters' ability to spot and hear danger in advance. Remind the heroes constantly about the drops stinging their faces and soaking their clothes. Play it up! A lifetime of horror clichés have taught us that nothing good ever happens during a thunderstorm, so use that deep programming to set the players on edge.

2.1a: Crime Scene

After the heroes have penetrated the property boundary, allow them *Spot* checks (DC 14) to notice a body lying near the road. Read or summarize the following:

Up ahead, you notice a buzzing swarm of black flies in the tall weeds in the ditch beside the gravel road. The smell of road-kill assails your nostrils.

Characters who investigate find a fly-covered human corpse! Seeing this body is a *minor spook*. The corpse is Tom Warden, one of Harmony Farm's residents. The body has been outdoors for several days. There appears to be a stab wound in his back. Flies help mark an old trail of blood leading up the road a few dozen yards before trailing off. The large, rough gravel of the road holds no footprints.

Warden was a large man (310 pounds) in his thirties and wore blue jeans and a T-shirt. His clothes are torn and bloody. Characters with a strong stomach can retrieve a wallet from his back pocket. The wallet contains a driver's license, a few dollars of cash, three credit cards, and a pair of photos (One of a dog, and another of a parrot). The wallet is the only thing Warden was carrying at the time of his death.

Did you remember to

- Provide options for breaching the farm's front gate?
- Allow the heroes an opportunity to *Spot* Tom Warden's body and to make *minor spook* checks upon discovering it?

2.2: The Field

This encounter can take place in any location on the farm, no matter whether the heroes infiltrate the farm from the main gate or by breaching the fence. No matter from which direction the heroes approach, they must cross open pasture to reach the farm-

Brainwashed



(DC 15), through a window, the faded, yellow top of a circus tent peaking above the tree line. This sight is not visible from ground level.

If the heroes explore upstairs, pick a room at random and read or summarize the following:

The heavy curtains in this 10×10 room are drawn tight, allowing little outside light to penetrate the gloomy interior. An old, iron bed frame leans against one wall, and dusty cardboard boxes form miniature skyscrapers on the bedroom floor. Leathery fixtures shaped like oblong basketballs hang from the ceiling on strands of wet mucous. Some such shapes hang empty, while others wriggle and pulse with inner life.

These objects hanging from the ceiling are the cocoons of flesh harvesters. Seeing the cocoons is a *minor spook*.

If the heroes defeated their first flesh harvester without difficulty, you may use this opportunity to have another hatch before their eyes. An already-hatched creature could hide in a dim corner of the room. Because the heroes have already encountered a flesh harvester, this does not require another *medium shock* check.

If your investigators are barely hanging onto their sanity, none of the remaining cocoons are on the verge of opening. They pose no immediate threat to the

heroes. Save the heroes, and their sanity, for the final showdown with the lead alien. If the heroes choose not to destroy them, the cocoons are found the following day by the authorities and quietly removed. Subsequently, the authorities deny any evidence of their existence.

2.4b: Nick Maddox

If the heroes enter the kitchen, read or summarize the following:

This room, the largest you've seen in the house thus far, is obviously the kitchen. A long dining-room table dominates half of the room, while the other half is anchored by a food-preparation area that would do a soup kitchen proud. Two refrigerators and a freezer line one wall. On the kitchen table rests a 20-gallon cooler, half filled with a red liquid. Beside the cooler is a ladle and an open can reading "Sug-R-Aid."

Allow any heroes in the kitchen a *Spot* check (DC 15) to notice someone hiding under the table. Should anyone approach the cooler, give them a *Listen* check (DC 16) to hear Nick Maddox quietly talking to himself. If the heroes attack first and ask questions later, Nick screams at the top of his lungs and tries to scramble away. If the heroes notice him under the table and approach him non-violently, read or summarize the following:

As you focus on the figure under the table, you realize that you are looking at a boy of no more than 10. He is kneeling under the table with his arm over his eyes, rocking back and forth as much as the table legs allow. The top of his head is wrapped in a pointed, tinfoil cone hat that is bent against the table bottom. Muffled words drift up from beneath the tablecloth, but you can't quite make out what the boy is saying.

Nick is the mentally handicapped son of one of Harmony Farm's original residents. He is a loving, gentle child who does not understand what has become of his family. He awaits the return of "Aunt Candy," who instructed him to hide while she fled for help. See *Appendix 1: Cast of Characters* for Nick's profile.

Appendix 1: Cast of Characters

Candace Branard

Dedicated 1 / Charismatic 1 Ordinary (CR 1)

Initiative	-1	BAB	+0	STR	14 (+2)
Defense	10, touch 10, flat footed 10	Melee	+2	DEX	8 (-1)
Hit Points	9	Ranged	-1	CON	12 (+1)
Save Fort	+3	Grapple	+0	INT	10 (0)
Save Ref	0	MAS Dmg Threshold	12	WIS	13 (+1)
Save Will	+2	Action Points	0	CHA	15 (+2)

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

Speed: 30 ft.

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

Skills: *Bluff* +4; *Craft (writing)* +5; *Gather Information* +4; *Investigate* +4; *Knowledge (current events)* +6; *Knowledge (popular culture)* +2; *Spot* +5; **Languages:** English (speak, read and write)

Feats: Confident; Personal Firearms Proficiency; Simple Weapons Proficiency

Hit Dice: 2d6

Reputation & Allegiance: +0; Harmony Farm

Wealth & Possessions: +3; journal

Occupation: Rural

Character Profile

Before finding a measure of sanctuary at Harmony Farm, Branard had been on the run from imagined government agents, Illuminati, KGB, and every other conspiracy theorist's imagined enemy. Branard,

an undiagnosed schizophrenic, believed the phantom noises she sometimes heard were the work of someone trying to implant messages into her brain. After a lifetime of bouncing from one job, one apartment, and one city to another, she eventually drifted to Texas where she thought her enemies would be less likely to track her.

Candace is aware that people think she is crazy—especially after the incident with the police horse. But that was in Dallas, while investigating the old book depository/museum, and she had been on edge the whole time. She could hardly be blamed for that. When she learned of a little commune out in East Texas, the timing and the farm's remote location could not have been better. With her ever-present aluminum-foil hat shielding her brain, she knew she would finally be safe. And for more than a year, she was.

Character Speak

If you didn't grow it or make it yourself, you can't trust it.

Laugh all you want. When you're in a Illuminati concentration camp you won't think it's so funny.

Second gunman? Kennedy was already dead before that motorcade ever started!

Shiny side out! You gotta put the shiny side out if you want to reflect the mind control waves!

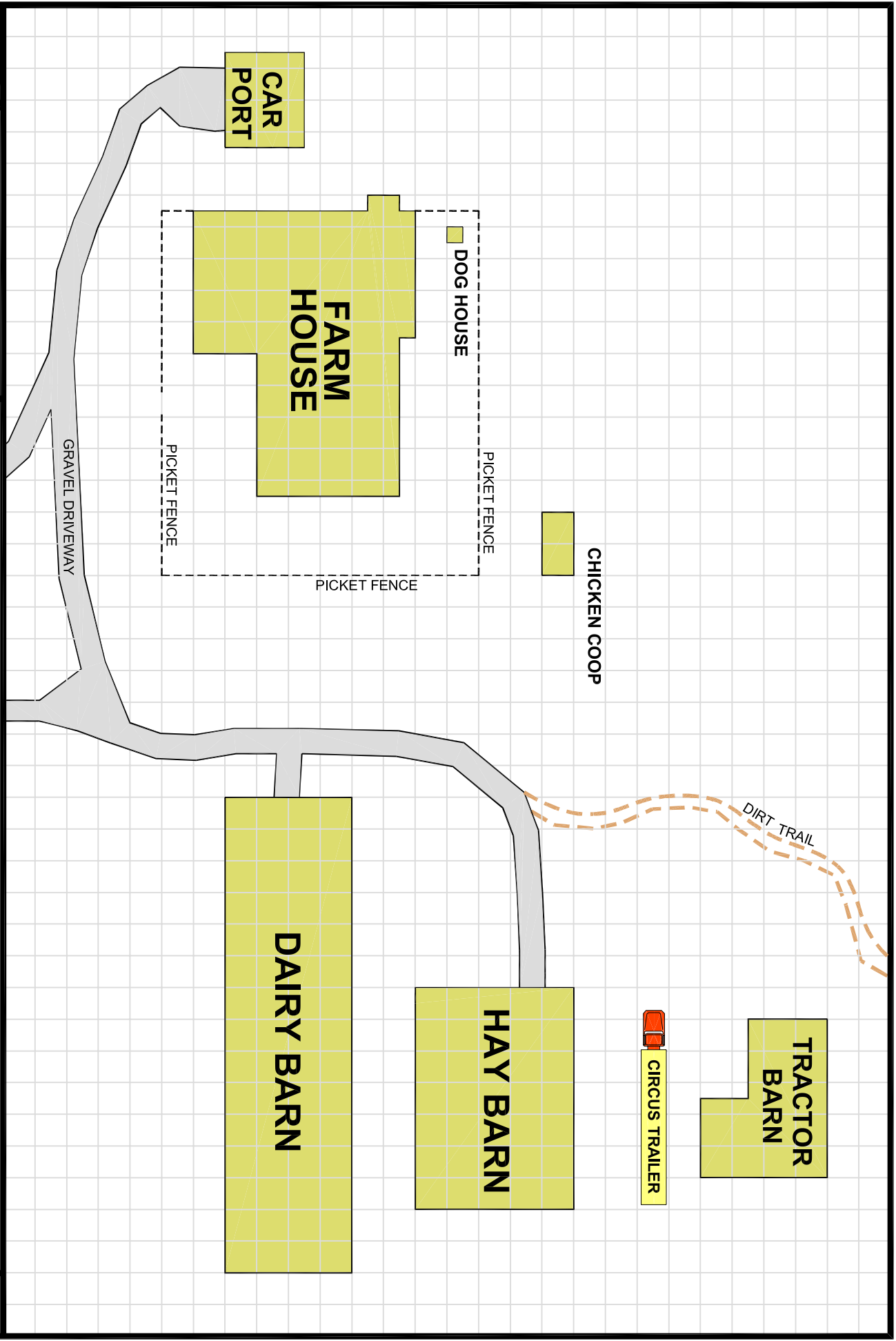


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Map Scale: 1 square = 10 feet

GM MAP 2: THE FARMYARD



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