



Bites of Midnight



Bite-sized RPG material without all the bloat.

Josephina's by Neal Hyde

Josephina's is the best place in Pinebox for fresh pasta, homemade sauces, and fine wines. It's also haunted, and more than one patron has received a side of chill with their Chicken Marsala. The ghost in question is the restaurant's founder, Eduardo Settimio. The haunting was never a problem, but now the ghost has become violent, giving the owners, Eduardo's descendents, plenty of scares and scrapes. They've asked the heroes to investigate and see if they can get Grandpa Ed to settle down.

History

Eduardo Settimio fled fascism in his native Italy and immigrated to Texas in 1938. A chef by trade, he quickly established the restaurant and named it after his young wife, Josephine. With hard work, a talent for great food, and patience, Josephine's thrived and Eduardo (now called Grandpa Ed) was able to pass it on to his son in 1978, who did likewise when he passed away in 2000. Eddie Settimio is the third and the current chef and owner and his wife Vicky is the manager. Their teenage daughter Marilee helps out with waiting tables and making home deliveries.

Grandpa Ed Settimio passed away in 1983, and soon after the family noticed strange goings on in the restaurant. Objects would vanish and reappear in odd locations, lights flickered for no reason, and the odors of Grandpa Ed's favorite dishes permeated Josephina's long after the kitchen had closed.

The family attributed it good old Grandpa Ed and considered it endearing. Until recently, that is.

Starting a month ago, Grandpa Ed's antics took a nasty turn. Pots, pans, and glasses rattle for no reason, the gas burners ignite by themselves, and both patrons and workers have been shoved, scratched, and tripped. Marilee has taken the worst of the abuse, and can show off numerous bruises the ghost gave her and tells a terrifying story of being locked in the dry and cold storage rooms. It's getting to the point that loyal patrons have stopped coming and workers have quit rather than face the haunting.

Heroes that do a little digging through local sources and succeed at an *Investigation* check can find the following information: The building was built in 1897 and housed a general store until 1907, when it became a barber shop until 1918. It reopened in 1920 as a gentleman's club, but really it was a speakeasy and brothel. The brothel was the site of several murders, including that of a prostitute named Emma May Frye, who was stabbed to death by a drunken customer in 1927. It was closed in 1930 and remained shuttered until Settimio arrived and opened his restaurant.

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Bites of Midnight: Josephina's

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The Real Story

The ghost causing all the trouble is Grandpa Ed, but he's upset for a good reason. Marilee has developed quite a meth addiction and owes a lot of money to local drug dealer, Hutch Miller. Rather than force Marilee into prostitution or beat the money out of her, Miller has forced her to make Josephina's his personal storehouse. Also, Miller uses Marilee to make deliveries for him, using Josephina's popular delivery service as a front. For her part, Marilee is trapped between her addiction, fear of the violent Miller, and terror of the ghost of Grandpa Ed.

To make the hero's job more difficult, Josephina's is home to more than one ghost. The weak and confused spirit of Emma May Frye haunts the upstairs dining rooms, occasionally making herself known to observers.

Miller's drugs are hidden in the cold storage locker in a box labeled "sardines." They are wrapped in cellophane. Marilee receives a call from Miller before every delivery and retrieves the correct amount from the box and hides them in the food containers.

Action

The heroes have been invited by Eddie to conduct a "ghost hunt" and help out the family. He allows the heroes access to Josephina's after hours and makes the family available for interviews. For every hour the heroes are in the restaurant, roll 1d10 and see the following table. If Marilee is in the restaurant, add 4 to the roll, with the event centered on her. Witnessing each of these activities requires a *Guts* check, as per the *Savage Worlds* rulebook or a *minor spook* or *medium shock* check if using our Fear Effects.

Ghostly Activity

Roll	Result
1-3	No activity.
4	The lights flicker on and off for 1d4 rounds and then remain off until turned back on.
5	The smell of Italian cooking permeates the area for 1d6 rounds and then fades.
6	The temperature around a hero (unless Marilee is present) drops 30°.
7	The pots and pans in the kitchen or the glasses at the bar suddenly rattle for 1d6 rounds.
8	The water taps in the kitchen sink turn themselves on the drain becomes plugged.
9	A hero (unless Marilee is present) is pushed through the nearest door and the door closes and locks behind them.
10+	A hero (unless Marilee is present) is attacked with Grandpa Ed's Cluster Attack.

Marilee fears that the heroes may discover the drugs and her arrangement with Miller and tries to prevent their discovery, going so far as to fake an incident to pull their attention away or even feigning attraction to a hero.

Cast of Characters

Eduardo "Grandpa Ed" Settimio, Poltergeist

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

Skills: *Fighting* d6, *Intimidation* d8, *Knowledge (Cooking)* d10, *Notice* d6, *Stealth* d12+2, *Throwing* d10

Pace: 6; Parry 5; Toughness -

Special Abilities:

Ethereal – As in the *Savage Worlds* rulebook. Also, "destroyed" spirits return in 2d6 days.

Cold Spot – Can reduce the temperature in an area by 5° × Spirit die.

Telekinesis – Can move an object weighing up to its Spirit die in pounds, but can't cause damage.

Channel – Can communicate with the living if willing for number of rounds equal to Spirit die. Opposed check if unwilling.

Cluster Attack – Can "throw" objects within medium burst template weighing less than 5 lbs × Spirit die, damage equals Spirit die. Effect lasts for number of rounds equal to Spirit die.

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Gift of Life – Can absorb wounds from mortal person with successful Spirit check. One success absorbs one wound, a raise absorbs two wounds.

Emma May Frye, Lesser Manifestation

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

Skills: *Intimidation d4, Notice d4, Persuasion d6, Stealth d12+2, Throwing d6*

Pace: 6; Parry 4; Toughness -

Special Abilities:

Ethereal – As in the *Savage Worlds* rulebook. Also, “destroyed” spirits return in 2d6 days.

Cold Spot – Can reduce the temperature in an area by 5° × Spirit die.

Telekinesis – Can move an object weighing up to its Spirit die in pounds, but can't cause damage.

Channel – Can communicate with the living if willing for number of rounds equal to Spirit die. Opposed check if unwilling.

3 Hired Goons (Headphones, Lazy Eye, and Zitface)

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

Skills: *Fighting d8, Intimidation d6, Shooting d6, Streetwise d4, Taunt d4*

Pace: 6; Parry 6; Toughness 5

Hindrances: Mean

Glock 19 (2d6)

Knife (d8+d4)

Baseball Bat (d8+d4)

Hutch Miller, Drug Dealer

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

Skills: *Fighting d6, Guts d4, Intimidation d8, Notice d4, Persuasion d4, Shooting d6, Streetwise d6, Taunt d4*

Pace: 6; Parry 5; Toughness 5

Hindrances: Greedy (Major), Vengeful (Major)

Desert Eagle (2d8)

Eddie Settimio, Josephina's chef and owner

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

Skills: *Knowledge (Cooking) d10, Notice d6, Persuasion d6*

Pace: d4; Parry 2; Toughness 5

Hindrances: Obese

Iron Skillet (d4+d4)

Vicky Settimio, Josephina's business manager and wife to

Eddie

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

Skills: *Guts d6, Knowledge (Business) d8, Persuasion d6*

Pace: d4; Parry 2; Toughness 5

Hindrances: Loyal (Major: Eddie and Marilee)

Marilee Settimio, addicted teenage daughter and drug mule

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

Skills: *Driving d6, Fighting d4, Notice d4, Streetwise d6, Taunt d4*

Pace: 6; Parry 4; Toughness 5

Hindrances: Habit (Major: Methamphetamine)

Wait Staff (Extras)

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

Skills: *Notice d4*

Pace: 6; Parry 2; Toughness 4

Hindrances: Poverty (Minor)

Complications

Hutch Miller won't tolerate anyone getting in the way of his lucrative drug trade. If his stash is discovered, Marilee attempts to warn him. If she is successful, he arrives at the restaurant with his goons around closing time and offers the Settimio's a deal they can't refuse: continue to do things his way, or he'll burn down the restaurant and kill the family. He offers a token payment to the heroes to keep their mouths shut, but lets them know he can have them “taken care of.”

Resolution

If the heroes can remove the drugs from the restaurant, the ghost of Grandpa Ed is satisfied, although continues to give Marilee a difficult time (tough love from the spirit world) until she cleans herself up. Emma May Frye can be convinced to “move on” if a female hero makes a successful *Persuasion* check for her to do so.

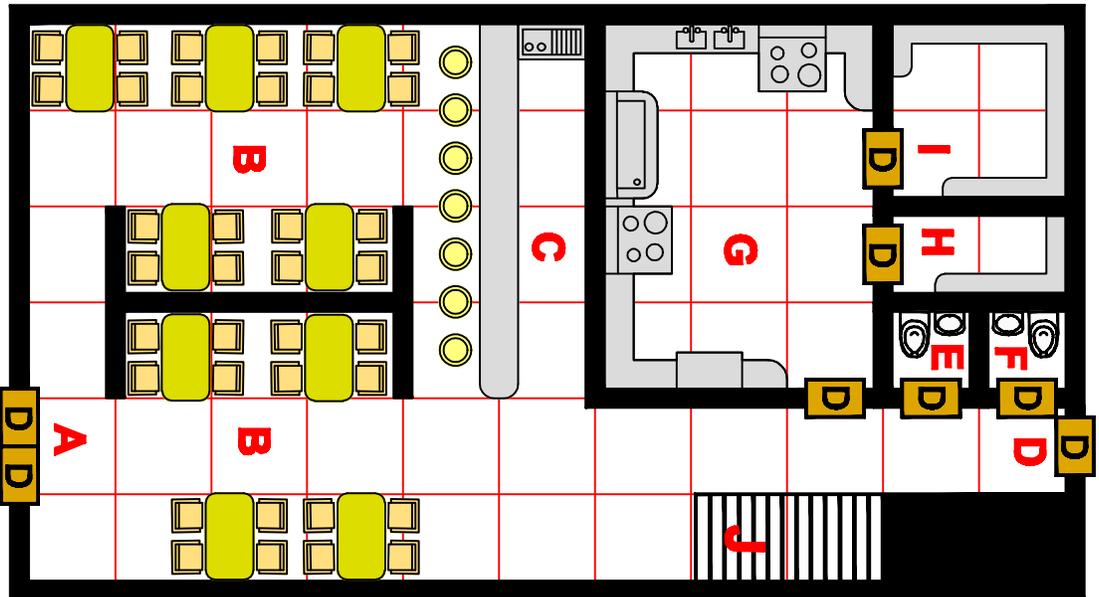


12 TO MIDNIGHT

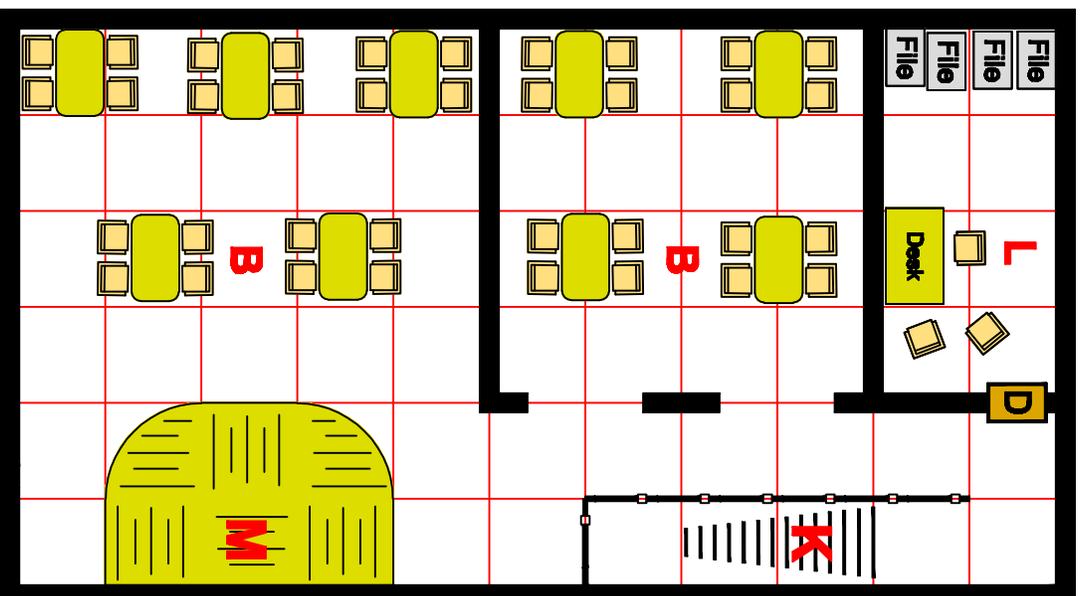
Map Scale: 1 square = 5 feet

JOSEPHINA'S (1st AND 2nd FLOORS)

FIRST FLOOR



SECOND FLOOR



- ROOM KEY**
- A** = ENTRANCE
 - B** = DINING AREAS
 - C** = BAR
 - D** = EMERGENCY EXIT
 - E** = MEN'S ROOM
 - F** = WOMEN'S ROOM
 - G** = KITCHEN
 - H** = COLD STORAGE
 - I** = DRY STORAGE
 - J** = STAIRS (UP)
 - K** = STAIRS (DOWN)
 - L** = OFFICE
 - M** = STAGE