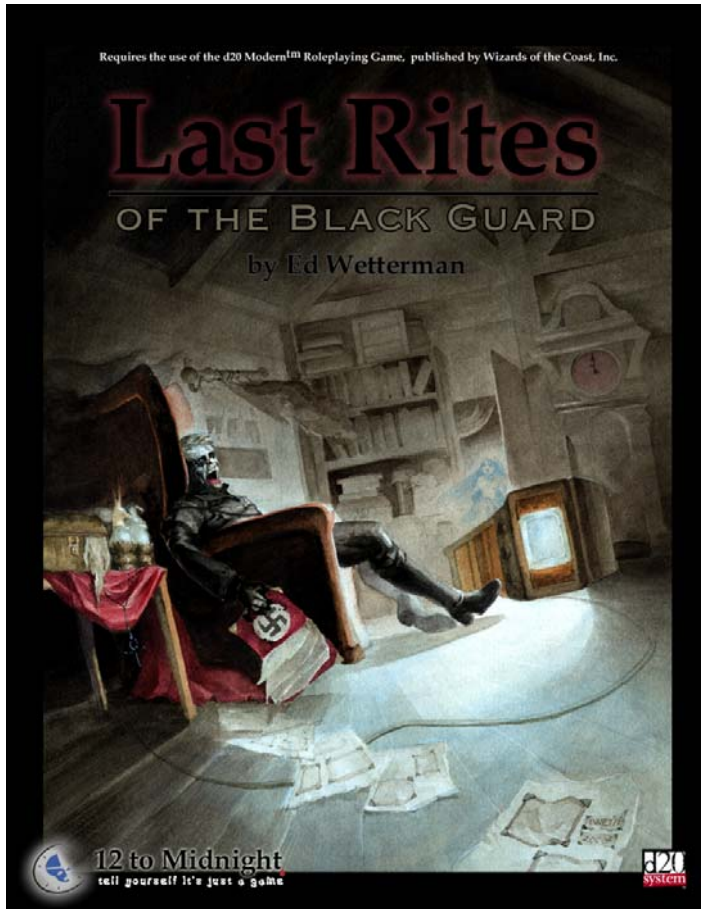


Last Rites

OF THE BLACK GUARD



DEMO EDITION

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The writer and developers of this adventure wish to express our thanks to those who purchase this module and we hope it gives you and your playing group many hours of horrific fun.

We also wish to state that we do not take the Holocaust lightly and mean no disrespect to the victims of that horrible episode of history.

Never again.

We remember...always.

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by Ed Wettermann

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SECTION TWO: THE INVESTIGATION

INTRODUCTORY SCENE

The night is still. Inside a darkened bedroom a mother pulls her daughter tight, snuggling under the warm sheets of the child's bed. Many dolls decorate the room. Their eyes are open and watching. A cold wind blows, despite the closed window. The cold air forms into a dark and evil shadow.

The little girl awakens with a whimper, "Aimee... NO!" Her screams pierce the stillness. The mother awakens to see the shadow towering over their bed. Its shadowy tendril arms reach for them. Drawing them in.

The mother screams!



GM NOTES ON THE INVESTIGATION

IMPORTANT! Make certain you are familiar with the major events of the night and what do to if the PCs stray from the adventure (see *Part 3: Sightings*, page 18. Ask the PCs what they do, how they investigate, and where they go using 30-minute intervals. Lisa should show the PCs around the house. They can also interview Lisa and kids before anything happens in the home. If the PCs take pictures inside the home, the photos will show Type I and II ABE's everywhere. If a picture is taken outside the house, it will show a heavy ectoplasmic mist engulfing Lisa's home. If a picture is taken of Mr. Manz's home, the ectoplasmic mist is so thick it looks black, engulfing the entire house.

ARRIVAL

After having asked the PCs to her home for help (see *Character Hooks*, page 7), Lisa Gray greets the PCs upon their arrival at the home around 7 p.m. She offers to give them a tour of the home and will discuss whatever the PCs wish while showing the house. Once the tour is completed, she will take them to the living room to sit and further discuss the case (see *Part 2: Interviews with the Grays*, page 15).

INTRODUCTION TO LISA

The front door opens and a tall lady, wearing jeans, a pink blouse and tennis shoes, greets you. She is an attractive blond with green eyes and appears to be in her early 30s. At her thigh clings a sickly, young girl, probably 7 or 8 years old. The girl's eyes are ringed with dark circles as if she has not slept well in a long while.

"Hi, I'm Lisa Gray. Thanks for coming. Please, come in. Let me show you the house, and then we can sit down and talk."

CREATURE COLLECTION

ATMOSPHERIC BALLS OF ENERGY (ABE)

ABEs are also commonly referred to as “Orbs” of inexplicable light. ABEs are most commonly seen in photographs or on video, but may occasionally be seen by the naked eye. Some are very small, but others have been reported to be a foot or more in diameter. They commonly are silvery gray, but have been known to be seen in various colors, and to occasionally change colors in flight. Most ghost hunters believe that these Orbs are the spirits of the dead that have not crossed over to the afterlife. Somehow they are trapped in a certain area and they either choose not to, or they cannot escape from the world of the living.

TYPE I ABE

Type I ABE: CR 1/4; Fine Elemental; HD 1/16d8; HP 1; Mas -; Init +6; Speed fly 50 ft. (perfect); Defense 24, touch 24, flat footed 18; BAB +0; Grap -; Atk +0 melee (1); Full Atk +0 melee (1); FS 6 in. by 6 in.; Reach 0 ft.; SQ Darkvision 60 ft. (Ex), Damage Reduction 5/- (Ex), Invisibility at will (Ex), Immunities (ABEs are immune to poison, sleep, paralysis, and stunning. They are not subject to critical hits, flanking, or the affects of massive damage), Passwall without limit (Ex), ABEs may not be raised from the dead; AI: Varies SV Fort +0, Ref +8, Will +0 Str -, Dex 22, Con -, Int 10, Wis 10, Cha 10.

Skills: Listen +4, Spot +4.

Type I's are very peaceful, but easily spooked; only making themselves visible in very special circumstances. They may choose to communicate with the living by changing colors. The most common colors used are: Blue for good feelings, Green for yes, Red for no, Yellow for not certain, and Black for scared or fearful. They have also been known to communicate by EVP (Electronic Voice Phenomenon). Due to their incorporeal nature, they may pass through any physical object.

TYPE II ABE

Type II ABE: CR 1; Fine Elemental; HD 1/6d8; HP 1; Mas -; Init +6; Speed fly 50 ft. (perfect); Defense 24, touch 24, flat footed 18; BAB +0; Grap -; Atk +6 melee (1, terrifying slam); Full Atk +6 melee (1, terrifying slam); FS 6 in. by 6 in.; Reach 0 ft.; SQ Darkvision 60 ft. (Ex), Damage Reduction 5/- (Ex), Electrical Shock (Su), Invisibility at will (Ex), Immunities (ABEs are immune to poison, sleep, paralysis, and stunning. They are not subject to critical hits, flanking, or the affects of massive damage), Passwall without limit (Ex), ABEs may not be raised from the dead; AI: Varies SV Fort +0, Ref +8, Will +0 Str -, Dex 22, Con -, Int 10, Wis 10, Cha 10. **Skills:** Listen +4, Spot +4 **Feat:** Weapons Finesse (slam)

Terrifying Slam: The recipient of a successful slam attack must make a *Will* save

at DC 12, or become terrified. Failure means the target will attempt to run for 5 combat rounds away from the ABE as quickly as possible, and will fight anyone who tries to stop them. Each successful attack will cause 1d4 points of electrical shock damage, three times a day.

Type II ABEs may be seen with the naked eye, if they are not invisible. They can be invisible at will, and are very difficult to strike or harm, requiring blessed or magical weapons, or spells. Type II's are usually angry spirits and often strike out against the world of the living.

They may choose to communicate with the living by changing colors. The most common colors used are: Blue for good feelings, Green for yes, Red for no, Yellow for not certain, and Black for scared or fearful. They have also been known to communicate by EVP (Electronic Voice Phenomenon).



LEXICON OF TERMS USED IN LAST RITES

Atmospheric Ball of Energy (ABE) – These small balls of energy are rarely seen with the naked eye, but are often captured on film or video. They may be any color, and some investigators believe the colors may be used to communicate feelings. Many ghost hunters refer to ABEs as Orbs.

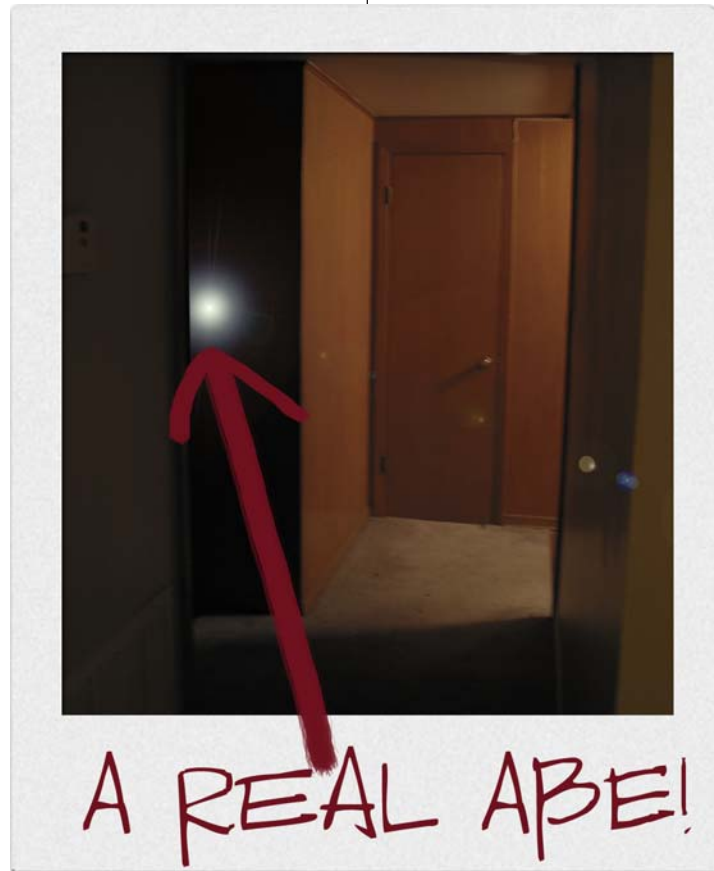
Ectoplasm – A mist-like substance that may be the physical evidence of ghosts or hauntings. Most often seen on film or video, and may take many forms and colors.

Ectoplasmic Mist – A form of ectoplasm that is most often seen on film or video, and may take many forms and colors. Some experts believe that the mist itself is a manifestation of the spirit world, or many spirits. On rare occasions it may be seen with the naked eye. It is most commonly photographed before a storm or in the heat of the summer, which has led some experts to believe it is a natural phenomenon.

Electronic Voice Phenomenon (EVP) – Since the beginning of electronic or encoded recordings, sounds, words, and phrases have been present with no rational explanation. Some believe these are the spirits of the dead, attempting to communicate with the world of the living. EVPs are typically difficult to understand and are usually short in duration. The Emery Recordings of 1922 reportedly recorded the voice of Abraham Lincoln saying, “Shhh...Mary’s sleeping.” Several well-respected scientists examined the Emery Recordings, with no explanation for the recording.

Ghost – Commonly believed to be the disembodied spirit of a dead person or animal that generally appears as a pale, shadowlike apparition. Many ghost hunters and religious experts have differing opinions on ghosts, some stating that they are the souls of

those that are somehow trapped here on Earth, and have yet to “cross over.” Others believe that these spirits have not yet realized they are dead, perhaps due to an untimely death or murder. Some religious experts believe that ghosts are some sort of demon that appears to the living in an effort to confuse and cause those who are religiously inclined to doubt their religion or faith. Yet other experts believe that ghosts are some sort of naturally occurring spirits that express some strong emotion in a dimension that somehow crosses into our own.



Instrumental Transcommunications (ITC) – a recording technique used to research paranormal spirit / ghost images and voices. These recordings may be on recorders of many types and have even been reported on answering machines. (Phone calls from the Dead!) It is when a spirit, energy, or being uses modern technology in an attempt to commune with the living or the dead.

Nazi Identified in Rosetta

By Stephen Ford

ROSETTA, Texas— A local Rosetta man found dead in his home last week has been identified as a Nazi Officer who perpetrated many experiments and crimes against humanity during the Holocaust. Authorities were surprised to find Nazi documents and paraphernalia in a secret room of the home of Frank Manz. Papers found in the home were sent to Bonn, Germany for verification. This information allowed the police to identify the man's true identity to be that of Dr. Franz Heimglimmer. Dr. Heimglimmer is a former member of Germany's Nazi party, who escaped the allies in 1945.

Lead Detective Hector Martin refused to discuss the case, but did state that the paraphernalia originated from a large concentration camp in Poland named Bergenvalden. Dr. Heimglimmer worked at the camp serving with the camp's medical staff. He is purported to have been a protégé of Dr. Mengler, one of the most infamous of Nazi doctors. Heimglimmer is alleged to have participated in various Nazi experiments on children, the invalid, and the insane. Dr. Heimglimmer was last seen in Germany shortly after the Nazis surrendered. He managed to elude capture, fleeing to South America. The US Secret Service has been advised of the case and is conducting an investigation on how this Nazi doctor could have entered the US and lived undiscovered for over fifty years.

Dr. Irwin Revinowitz, a member of the Rosetta Medical Examiner's

Office, examined the corpse and the preliminary autopsy suggests that Dr. Heimglimmer died of natural causes, relating to the hardening of the arteries. A startling mystery regarding the corpse is that it had been partially mummified. Dr. Revinowitz stated that he had "no explanation for the mummification of the body, but a more detailed autopsy will be conducted."

Neighbors regarded Mr. Manz as the "quiet sort." One neighbor stated that Mr. Manz often "worked in his yard and was a nice enough old man." They also said that he often played with the neighborhood children and gave out the most candy during Halloween. No one in this upscale neighborhood suspected Mr. Manz's horrid past.

Sources close to the investigation revealed some interesting facts regarding finds in the Heimglimmer home. Documents and photographs found in the home link Dr. Heimglimmer to the secretive Birkhuhn, or the "Black Guard". Before being assigned to Bergenvalden, Dr. Heimglimmer worked with this unit of the Gestapo,



Photo of Nazi found in Heimglimmer home.

which specialized in the occult. Several artifacts were found inside the house. These include a large golden Star of David dating back to the 12th Century AD, and organ urns (Canopic Jars) believed to have originated from ancient Egypt.

Israeli authorities have requested permission to join the investigation. Dr. Heimglimmer's part in the Holocaust is of great interest to Jews all over the world. Many seek information and possessions regarding loved ones who were lost during that disastrous page of history.

Last Rites of the Black Guard

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The '12 to Midnight' company name and logos and in-game versions of the same, the Last Rites of the Black Guard name, all artwork, maps, trade dress, and graphic design elements, the following characters: Jackson Green, Lance Carson, Dr. Glen Maclanahan, and Dr. Heimglimmer.

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