

Requires the use of the d20 Modern™ Roleplaying Game, published by Wizards of the Coast, Inc.

Last Rites

OF THE BLACK GUARD

by Ed Wettermann



12 to Midnight
tell yourself it's just a game





Last Rites

OF THE BLACK GUARD

Written by: Ed Wetterman

Edited by: Gerald Blakemore, Preston DuBose, Carri Ramsey, Mark Ramsey, and Tracey Wetterman

Cover Illustration by: Anneth Lagamo (<http://elfwood.lysator.liu.se/loth/a/n/anneth/anneth.html>)

Maps by: Craig Largent

Photography and Interior Illustrations by: Preston DuBose and Ed Wetterman

Layout by: Preston P. DuBose and Ed Wetterman

12 to Midnight Iconics by: Woody Hearne (www.gucomics.com)

Actors used in Photography: Julie Croy, David Wetterman, J.W. Chapman.

Playtested by: Robert Mesecher, Julie Croy, Landon Gregory, Micah Mogle, and Rose Spradlin.

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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SECTION ONE: GM PREPARATION

This module is divided into four sections: **GM Preparation**, **The Investigation**, **Into Darkness**, and **What's Next**. **The Investigation** is divided into three parts—Walk-Through, Interviews, and Sightings. **What's Next** details NPC and creature information, player handouts, ghost-hunting lexicon, and the Open Gaming License.

INTRODUCTION

The Nazis left their cruel mark on the world more than 50 years ago, and some of those wounds still bleed. Hitler and other high-ranking Nazis were enamored by the idea of using the Occult in their attempt at world domination. In their quest for power, horrific experiments were conducted on Jews, Gypsies, Homosexuals, the infirmed, and the physically and mentally disabled. Many of these experiments were done on helpless children, whose innocence was consumed in a furnace of pain and humiliation. With the defeat of the Nazis and the freeing of the experiments' survivors, humanity thought that their evil would never rise again. They were wrong.

LEVELS

To play this adventure module, the Game Master needs a copy of the d20 Modern™ Role-playing Game. **Last Rites** is a scenario designed for introducing characters to the world of **12 to Midnight**. We recommend that 2 to 4 characters play the adventure, but it can be scaled for any number of players (PCs) from 1st to 5th level. To get started, make copies of all player handouts and become familiar with the contents of this adventure. We also recommend that you visit our website, www.12toMidnight.com, as new materials and extras may be found there concerning this module.

GM BACKGROUND

The Nazis entertained many occult ideas in their desire for world domination. In September of 1939, Hitler gave the go ahead to create a special unit of the Gestapo known as the Birkhuhn, or the "Black Guard." The Birkhuhn sought information on the supernatural and paranormal, and attempted to gain control over powers of the occult and shadow. Birkhuhn members were recruited from academia, science, and the practitioners of the Arcane, such as



warlocks, spiritualists, and summoners. These men and women were proven as the finest in their fields of study. Together, the Black Guard investigated and experimented in the realms of ESP (extra-sensory perception), demonology, auras, spontaneous healing, vampirism and other dark mysteries. They were among the first to investigate EVPs (electronic voice phenomenon), and some evidence asserts they were successful in performing magic derived from the ancient Sumerian and Egyptian civilizations.

One of the most influential of the Birkhuhn was a medical doctor and Egyptologist named Franz Heimglimmer. After the Allies drove the Nazis from North Africa, Franz moved to Bergenvalden, a Polish concentration camp. From that location he frequently met and corresponded with Dr. Mengler, one of the most infamous of Nazi doctors. These discussions and letters centered on experimentation with the prisoners of Nazi aggression and hatred. Franz's work convinced him that immortality could be achieved by controlling the spirits of the dead. It has been estimated that he murdered over 3,000 prisoners in the labs of Bergenvalden. From a recreated

Egyptian crypt under the camp, he conducted rituals of immortality using ancient religious relics in the sacrifice of camp prisoners. Franz sought to control the souls of those he murdered and channel them into the acquisition of dark, arcane powers.

Franz's efforts were partially successful and 169 souls were permanently bound to him. Unfortunately for Franz, the Russian army liberated Poland and he was forced to flee before completing his transformation to immortality. However, Franz made use of his supernatural powers and escaped the Nazi War Crimes Trials. He fled first to Argentina where he used his power on several American diplomats, enabling him to enter the US under the assumed identity of Frank Manz.

Frank Manz continued to use his dark powers to acquire wealth, and he bought a comfortable home in Rosetta, Texas. There, he delved into the occult for the rest of his life but could never complete the Rituals of Immortality. He started a secret Neo-Nazi organization, called the Neo Birkhuhn, dedicated to the control and study of occult powers. Members of this group came from many walks of life and many serve in government positions in South Texas.

Dr. Heimglimmer/Frank Manz died of natural causes at the age of 97. The authorities discovered his body several weeks later. During routine investigation, police discovered a secret room containing various religious relics and archaic items. These in-

cluded a large golden Star of David, canopic jars filled with undecomposed human organs, along with several books, diaries and manuscripts relating to spells, rituals and the occult. The investigators were shocked to find Nazi-era documents revealing his true identity and linking him to the Black Guard.

Investigators were further puzzled by the lack of decomposition of the body. What the police did not understand is that the Ritual of Immortality had been partially successful. The ritual prolonged Manz's life, and under the right conditions would allow his mummified body to awaken. The 169 souls under his control cried out for release, but even after his death they remained bound to him.

After the accidental discovery of the Nazi documents, the investigation was turned over to veteran detective Hector Martin. Ironically Detective Martin belongs to the Neo Birkhuhn and had studied for the last few years under Dr. Heimglimmer. He believed his mentor's death provided him a unique opportunity to study rare books, relics, and artifacts previously denied to him. Another Neo Birkhuhn member, Doctor Irwin Revinowitz, the leading Forensic Investigator for the city of Rosetta, Texas, aided Martin. Together they covered up much of the investigation, stole what they wanted from the crime scene, and attempted arcane rituals to gain power and control over spirits of the dead.

WHO ARE 12 TO MIDNIGHT?

JACKSON GREEN



Jackson is a true believer in the Paranormal, and has done extensive investigations of Hauntings and ghostly activities. He will offer help and aid to the GM in his sidebar notes. He is currently hard at work on ***Green's Guide to Ghosts!***, a must-have for all modern horror role players and Game Masters.



PROFESSOR GLEN MCCLANAHAN

The professor is an expert researcher and investigator. He will offer aid regarding the use of skills and paranormal history facts.

"I carry a prism around with me for ten years, and the one time I need it it's in the truck!"

LANCE CARSON



Lance is a skeptic, but he is open to the possibility of a world beyond the one we see. He will offer advice on facts, rules and guidelines.

"We're facing murder charges, and you guys are worried about pizza?"

Detective Martin did turn over much of the evidence to the Rosetta Police Department, however, he managed to retain a few manuscripts and books he felt would increase his occultist powers. Martin used his pull in the department to arrange for Dr. Revinowitz to perform the autopsy. Due to increasing media coverage, Martin sent copies of the Nazi-era documents to the Department of History at Rheinische Friedrich-Wilhelms-University in Bonn, Germany.

After several weeks of studying, Martin and Revinowitz realized that Franz had discovered the Rituals of Immortality and they decided to attempt the ritual for themselves. Revinowitz stole Franz's corpse and kept it in a large refrigerator in his bathhouse. Detective Martin obtained Heimglimmer's canopic jars and gave them to Dr. Revinowitz "for investigative purposes".

Revinowitz's autopsy revealed that the tissues were mutating into a unique form of living epidermis. Before hiding the corpse in the bathhouse, Hector and Irwin decided to perform a Ritual of Binding to prevent Franz from reanimating into an undead creature, since the prospect of their teacher returning to life terrified them both. The pair intended to use Franz's efforts and human sacrifice to attain immortality and power for themselves.

They secretly transported the corpse back to Franz's home in Rosetta, where they attempted the Ritual of Binding on the mummy. Unfortunately, in the process of binding Heimglimmer's body they inadvertently released the spirits bound to him. Freed from Heimglimmer, the tormented spirits were unable to find peace and haunted the neighborhood in the hope they could contact someone who could help them cross over into the next life.

In the last few days Detective Martin and Dr. Revinowitz have sought to rise in power, having sacrificed their first victim and performed the rites to turn him into a Revenant Risen of Osirus. The pair completed this act in the secret Chamber of Osirus inside Dr. Heimglimmer's home.

SYNOPSIS

The adventure begins with the PCs arriving in Rosetta, Texas. They will investigate poltergeist activity in the home of Lisa Gray, a local attorney in private prac-

tice. She will explain details surrounding the hauntings, and that the activity commenced shortly after the "Nazi" next door died. The ghost hunt can result in successfully photographing ABEs (atmospheric balls of energy), ectoplasmic mist, and recording electronic voice phenomon (EVP). Any sleeping investigator will dream of images from a German concentration camp. If the PCs pursue the investigation further in Ms. Gray's home, they will have an opportunity to speak with the ghost of Aimee Resnick, who occasionally possesses Ms. Gray's daughter.

The PCs should attempt to enter Dr. Heimglimmer's home. They may also meet an Israeli investigator named Ahuva Shapiro, who also seeks to investigate the home. Their search may reveal the secret entrance to the basement. PCs may discover that a ritual has been conducted recently. Some evidence should lead the characters to Dr. Revinowitz. The PCs may also be attacked by the Revenant Risen of Osirus, which breaks a Ritual of Warding. This warns Hector that someone has broken into the home's secret basement.

The adventure is best played by first visiting Ms. Gray's home and then Dr. Heimglimmer's house. It is also possible that the PCs may decide on different courses of action. For instance, they may decide to meet with Detective Hector Martin about the case or to request access to the home of Dr. Heimglimmer. They may seek a meeting with Doctor Irwin Revinowitz regarding the autopsy. They may also visit the gravesite of Dr. Heimglimmer and contact the Eternal Peace Rest Home, where they can meet the mortician, Horus Payne. He will inform them that the body came wrapped in an official body bag, under

**JACKSON SAYS:
SET THE MOOD**



"Make it scary! Tell the PCs what they need to know, but hold

enough back to keep 'em guessing. The player's imaginations will make the adventure scary. I like to occasionally make dice rolls behind the GM's screen, just to make the PCs wonder what might be around the corner. You may also write notes, take players away from the group to tell them private information, and be sure to allow the PCs to role-play whenever possible."

Doctor Revinowitz's orders not to be opened as the corpse may represent a viral threat to the populace! If the PCs ask about Heimglimmer's artifacts, the Rosetta Police Department will discover that some are unaccounted for, and this will place some pressure on Detective Martin. The Detective and Dr. Revinowitz will then attempt to ambush the PCs to end their interference.

The finale will place the PCs in a showdown with Irwin and Hector, and this could result in their death. If one of these men dies it will break the binding ritual and cause the mummy to animate. The 169 souls will once again be bound to Heimglimmer. The good news for Lisa Gray is the poltergeist activities come to an abrupt end.

CHARACTER HOOKS

Most GMs will understand how to best get the players involved in this adventure. A few ideas are provided, and as GM you are free to adapt these to fit your campaign:

- The PCs are members of a paranormal investigations agency and have been contacted by Ms. Gray, or given the assignment by their Mission Director.
- One of the PCs is a relative of Ms. Gray and she has requested their aid.
- Ms. Gray is an ex-girlfriend of one of the PCs and she has contacted him regarding the poltergeist activities.
- The PCs are simply traveling across Texas, when they meet Ms. Gray and her children at a restaurant. She is visibly upset and tells them her story.
- The PCs work as reporters for the 12 to Midnight electronic journal of supernatural research, and were give the assignment. Go to the 12 to Midnight website for details and extras!

SETTING THE MOOD

Using props or controlling the gaming environment may enhance this adventure. Many players will enjoy lowering the lights or playing by candlelight. Surreal music played in the background may increase the player's enjoyment of this module. These are just a few ideas, but ultimately, it's your game and your group. We hope you have fun playing.

ROSETTA, TEXAS

Rosetta is a small suburban town, widely known for its beautiful woods. The total population just touches 53,000. Many wealthy families live in the area and this affluence provides access to many amenities and services. The city has a large library, a first class private hospital, and a professional police force and fire department. Rosetta is home to RaeMart Industries, a large scientific firm that creates specialized missile technology. Rosetta's schools are some of the best in Texas and the students consistently score among the highest in the state. Rosetta is home to the American Dream.

The north side of town consists mostly of industrial zones and shopping areas, including a large mall. The east side is the oldest part of town and many of the families who live here are very wealthy and own large plantation-style homes. To the south lies the "poor" section of town, which is the only area zoned for apartment buildings. The west side contains quiet middle class neighborhoods. The old town square holds an arts and crafts festival most weekends and is ringed by a number of antique stores. The most

popular restaurant is The Cattleman, but many chain restaurants can be found on the north side of town.

The discovery of a major Nazi figure living among them brought shame and national attention to Rosetta. The mayor and city council of Rosetta are not interested in reopening the case and want to put

JACKSON ON GHOST HUNTING:



"There are several things that an paranormal investigator should do when hunting ghosts. First, make certain you have any equipment you may need. These may include still cameras, video cameras, and sound recorders. Cameras may detect the presence of ABEs (Atmospheric Balls of Energy) or Ectoplasmic Mist that are sure signs of haunting. Sound recorders are also important as they may be used to record ghostly voices. This is a well-documented mystery known as EVP (Electronic Voice Phenomenon). Second, be certain to document everything that occurs in the course of an investigation. The more scientific and professional you can be the better. For more extensive information on ghosts, ghost hunting, and equipment, check out some of the links at the 12 to Midnight website."

the story of their “Nazi” behind them. Most members of law enforcement share this attitude, so they consider the case closed. This has enabled Hector and Irwin to have greater access to the materials and the evidence of the case in a very short period of time.

THE HOME OF LISA GRAY

The players will find Ms. Gray’s home in the west side of Rosetta on a cul de sac containing only five homes (See Map #1). A concrete sidewalk connects each home along the cul de sac. The first home is currently vacant. The Jansens, an elderly couple, dwell in the second home. They are nice folks, but will not admit to seeing or hearing anything out of the ordinary. The third home, on the end of the cul de sac, is where Mr. Manz used to live and is located on the end of the street. The fourth home is Ms. Gray’s, and the fifth home belongs to Rob Johnson, who is rarely home.

Ms. Gray’s home is a single story, red-bricked home with an attached garage. There is a large pecan tree in the front yard and several oak and pine trees shading the back yard. The backyard has a 7' wooden privacy fence. Although Ms. Gray has rose bushes and colorful annuals bordering her home, they are neglected and many have withered. Very little traffic

occurs in the area. Lisa drives a new, white mini van, which she parks in the driveway.


HOME DEFENSE

The following represents the statistics for all doors and windows not specifically given in the adventure text.

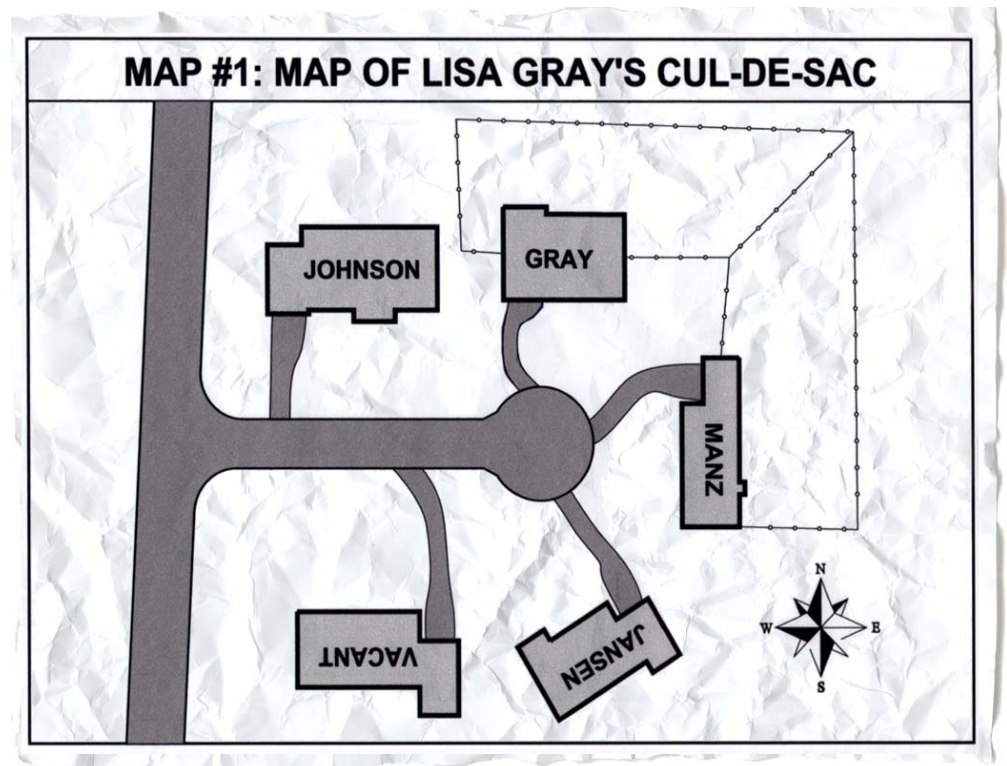
| | Defense | Hard | HPs | Break DC | Disable Device |
|----------------------------|---------|------|-----|----------|----------------|
| Exterior Doors | 4 | 5 | 20 | 18 | - |
| Locks | - | 5 | 10 | 20 | 25 |
| Interior Doors | 5 | 5 | 10 | 15 | - |
| Locks* | - | 3 | 5 | 15 | 20 |
| Garage Doors | 1 | 8 | 10 | 20 | - |
| Locks | - | 3 | 5 | 15 | 20 |
| Sliding Glass Doors | 4 | 5 | 4 | 15 | - |
| Locks | - | 3 | 5 | 15 | 20 |
| Windows | 5 | 3 | 3 | 12 | - |
| Locks | - | 3 | 5 | 15 | 20 |

*All Bathrooms and Bedrooms have simple locks on them, but are considered unlocked, unless locked by a PC.)

*DR. MCCLANAHAN SAYS:
CONSIDER THE CIRCUMSTANCES*



“At any time during the adventure, if the PCs are role-playing well, or have done something that may help them advance in the adventure, be sure to give them the +2 circumstance bonus on skill checks. This little reward could mean the difference between success and failure and provides the PCs with an in game reward for good play.”



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 tendrils 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

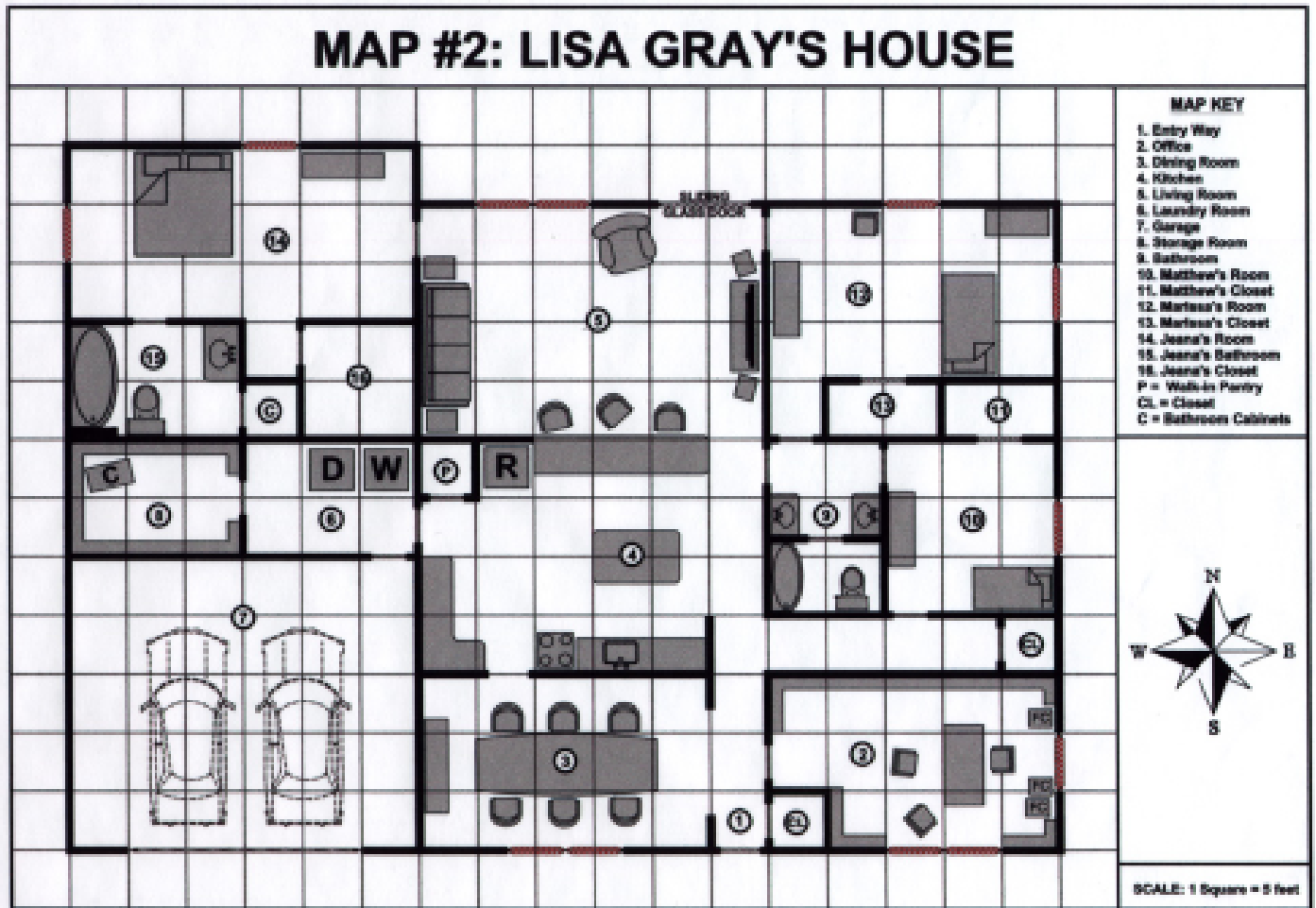
After having asked the PCs to her home for help (see *Character Hooks*, page 7), Lisa Gray greets the PCs upon their arrival at the home around 7 p.m. She offers to give them a tour of the home and will discuss whatever the PCs wish while showing the house. Once the tour is completed, she will take them 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."

PART I: WALK-THROUGH OF LISA GRAY'S HOME.



As the characters investigate Ms. Gray's home, read the following boxed text and give the players **Map #2**.

ENTRY WAY - 1

The front door opens into an entryway. The floor is tiled and several family photos hang on the walls. To the right is Lisa's office, and to the left is the dining room. Straight ahead is the main living room.

The pictures include a family portrait taken just before her husband, Bill, died. The family looks very happy in the picture. Other photographs include individual pictures of Lisa, Marissa and Matthew. The tiled floor is slate gray, and anyone walking on it with shoes will have a -5 penalty on a *Move Silent* check.

OFFICE - 2

Lisa's office is large and cluttered. Covering every wall are bookshelves containing law journals and an impressive collection of history books. A computer sits upon an elegant, cherry wood desk, which fills the middle of the room. Behind the desk stand a pair of three-drawer filing cabinets. Many papers and files clutter the desk. The large front window looks out upon the street with a view of a neighbor's home.

If the PCs make a *Search* check DC 12, they will find a book on the Holocaust. It contains many pictures, including some from Bergenvalden, exhibiting human test subjects. A *Spot* check DC 12 will reveal a picture of a thin little girl wearing a gray dress adorned with

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a gold Star of David. The picture is of Aimee Resnick, and any PC who looks at it needs to make a *Will* save at DC 16. If failed, the picture's eyes seem to come to life and the mouth move, mouthing the words "Help Me!" This occurs once per PC looking at the book.

If anyone sits in the office at night and looks out the window, have them make a *Spot* check DC 15. If successful, they will notice a blue Chevy Malibu drive slowly into the cul de sac, stopping briefly in front of Mr. Manz's home. The car's interior light will turn on briefly and a female form can be made out before the light goes off. The car then slowly turns and leaves. This is Ahuva Shapiro, an Israeli investigator, who is casing the house as she prepares to break in. If a *Spot* check DC 18 is made, the PCs can see that the license plate type is "exempt", indicating it belongs to a foreign government.

The computer is current technology and can connect to the Internet. Lisa will allow the PCs to use the computer for research.

DINING ROOM - 3

The dining room is a large, rectangular room. There is a door to the north leading into the kitchen and an open area leading into the entryway to the east. In the center of the room is a beautiful polished wooden table, with place settings and chairs for six. On the west wall is a large glass cabinet containing various figurines and dolls on the top shelf, and fine china and other knickknacks on the lower shelves. A large impressionist painting of colors and flowers hangs on the north wall. The curtains lining the large window to the south are rose-colored and are tied to the side, revealing a good view of the front yard and the street beyond.

At night, the glass cabinet reflects lights from the street in prismatic shadows that dance along the walls and ceiling of the room. People in this room could see Ahuva Shapiro's car drive by (see *Office* above).

If any PC comes into the room alone after midnight, have him/her make a *Spot* check DC 14. If successful, they will notice that the figurines and dolls are missing from the top shelf of the cabinet. These can be found in Marissa's closet. This incident will be followed immediately by banging noises along the

west wall, seemingly from inside the garage. If anyone enters the garage, the banging will cease. The dining room is the best place to conduct a séance.

If a PC enters this room with Marissa after midnight, the ghost of Aimee Resnick (see *Office* above) will possess Marissa. Marissa will turn to the PCs, point at the neighbor's home, and say "Nasz Wiezienie." If any PC speaks Polish, they will understand that she said, "Our Prison." If a PC decides to use *Research* to find the meaning of the words, it is *Research* check DC 12. This will only happen once.

KITCHEN - 4

The modest kitchen area features a large refrigerator, microwave, oven, and stovetop. The northeast side has a four-foot high, long bar separating the kitchen and living room. A dozen drinking glasses hang decoratively above the bar, and several cabinets are full of dishes, glasses and silverware. A walk-in pantry is located in the northwest corner. A door to the laundry room opens on the west wall, and a doorway leading to the dining room is on the south wall. A large island covered with a thick butcher board surface fills the middle of the room. Six kitchen knives rest in a wooden holder atop the counter next to the microwave.



There are plenty of snacks, food, and drinks in the refrigerator and the pantry. Lisa will encourage the PCs to “help themselves”.

Sometime after 1 a.m., a poltergeist will attack any PC in the area. See *Kitchen Poltergeist Event* in *Part 3: Sightings*, page 20.

LIVING ROOM - 5

This living area contains a huge entertainment center with a surround sound system, large screen TV, and stereo equipment. There is a comfortable couch and a plush reclining chair facing the television. Small end tables are located on both sides of the couch. The rightmost table supports a designer lamp, while a stack of books and magazines covers the other. A set of sliding glass doors faces north into the back yard. A door on the east wall opens into Marissa’s bedroom. A wet-bar separates the living room and kitchen to the south. Lisa’s bedroom can be entered by a door on the west wall.

Most interviews with the Gray family will take place in this room, as Lisa will bring the PCs here to rest and to discuss the situation. Any PCs in the living room about midnight will need to make a *Spot* check DC 14. If successful, they will see the door to Marissa’s room open slightly and then close. Any cameras or recording equipment that are on at this time will show an ectoplasmic entity approximately five feet tall enter the living room from the kitchen and exit through Marissa’s door. If quickly followed, the PCs will see the door of Marissa’s closet shut as they enter the room. This is the spirit that is moving the figurines from the dining room to the closet.

LAUNDRY ROOM - 6

This is the laundry room. The washer and dryer are set along the north wall. Several open shelves are located above the appliances. A door on the south wall leads into the garage. Another door on the west wall opens into a storage room. This room is windowless and can be very dark when the ceiling light is off. Two white laundry baskets fill the floor space. One is full of clothes, the other is empty.

If a PC enters this room for any reason after midnight, the dryer will turn on. If the PCs do not turn it off, it will do so as they leave. This will be the site of the **Type II ABE Attack Event** that should occur after 2 a.m. (see *ABE Type II Attack*, in *Part 3: Sightings*, pg. 21).

GARAGE - 7

This two-car garage is relatively empty and clean. There is a small engine lawnmower and an electrical edger on the northern side of the room. A fifty foot extension cord is rolled and hanging on a wall mount.

There is nothing noteworthy about the garage.

STORAGE ROOM (EL 1) - 8

This storage room is basically a large closet. It contains shelving on every wall and many miscellaneous objects ranging from extra water hoses, duct tape, and boxes of old papers and legal files. The door leading back into the laundry room is heavy and contains a dead-bolt lock, though the door is kept unlocked. There is also a dark cedar chest in the northwest corner.

If PCs enter this room after midnight, the door will slam shut behind them and the bolt will lock. The light will burst, leaving them in total darkness. Have the PCs make a *Listen* check DC 12. If successful, they will hear something moving along the shelves. If the PCs move toward the sound or shine a light in that direction, it will stop. After a short pause the shelf contents will pelt the characters. Roll 1d4 for the number of objects that will strike



JACKSON ON ABES AND ECTOPLASMIC MIST:

“Atmospheric Balls of Energy (ABEs) are the most commonly photographed ghostly apparitions. They are commonly recognized as Orbs of inexplicable light and Ectoplasmic Mist. In most cases the ABEs and the ectoplasm are invisible to the naked eye, but will show up in videos or photographs. Many investigators believe that the presence of ABEs and ectoplasm confirms paranormal activity.”

each PC in the room. The objects have a +1 attack modifier and will deal 1d4 points of subdual damage. The door has a toughness of 14 and a total of 20 hit points. The locking mechanism will be broken after this and will require a *Disable Device* check DC 15 to unlock.

The ghost responsible for this attack is a very angry spirit and uses its most primal energies to lash out at the world of the living. If the PCs include a medium of some sort, they may attempt to contact this spirit but if successful will feel extreme anger and shame. This spirit will not cause any more difficulties.

The cedar chest contains many of Bill Gray's old clothes and his love letters to Lisa. She will be very angry if she catches any of the PCs going through the cedar chest. If a PC decides to do so, Lisa will happen by on a roll of 1-5 on a d20. If this random event occurs, have the PC make a *Listen* check DC 12 to hear her approach. If caught, Lisa will berate the PC responsible but carefully attempt not to go so far as to drive away those she is depending on to help her. She is a smart woman, a successful lawyer, and she will use tact, even when angered.

BATHROOM - 9



Marissa and Matthew share a Hollywood bathroom. It covers a large area and contains two separate vanities with faucets and sinks. The sectioned off southern half of the room contains a deep oval tub and a toilet. It is remarkably clean for a child's bathroom. On the sink adjacent to Matthew's bedroom are a few stray marks of toothpaste. A large square mirror is centered above both vanities and they are positioned to face each other, allowing an individual to peer into one and see their back in the other. There are three doors to this bathroom, one to the east, which leads to Matthew's bedroom, one to the west, which leads back into the main entry hall and living room, and a door to the north leading into Marissa's bedroom.

During the evening the GM should have one PC go to "use" the bathroom. While they are washing, have them roll a *Spot* check DC 14. If successful, he/she will see an ABE (Atmospheric Ball of Energy) in the mirror, reflected above and behind him/her. The ABE wants to communicate, but has yet to gain enough energy to do so. However, if the PC asks questions of the ABE it will glow different colors as a way to answer.

Blue = good feelings **Green** = yes

Red = no **Yellow** = not certain

Black = scared or fearful.

This ABE is the spirit of Joseph Vitrik, an older victim of Dr. Heimglimmer. He will respond to any questions as best he can, but will only be seen in the reflection of the mirror and if the PC leaves the bathroom or calls for others, the ABE will disappear.

MATTHEW'S BEDROOM - 10

Matthew's bedroom is covered in toys, especially army toys such as helicopters, planes, etc. Despite the mess, his queen-sized bed is immaculately made, covered with a Star Warrior's bedcover. Matthew enjoys playing in his room; above all he enjoys his video games exhibited upon a 20" TV that rests on a cherry wood dresser. PCs can vaguely see Mr. Manz's home through the Star Warrior curtains covering the eastern window. The door to his closet is in the northeast corner of the room.

Matthew will stay inside his room as much as possible during the investigation. He enjoys playing his video games and it helps him escape the memories of the poltergeist activity. He feels safe in his bedroom, and he is correct, as the ghost of an old Rabbi protects the boy. Occasionally, Matthew hears the Rabbi speak and the voice is calm and soothing. If a PC remains in Matthew's bedroom between 2 and 3 a.m., allow a *Spot* check DC 18 to see a female figure scaling the privacy fence to Mr. Manz's home and disappearing into the backyard. This is Ahuva Shapiro, the Israeli investigator, breaking into Mr. Manz's home.

MATTHEW'S CLOSET - II

This is a large walk-in closet and its contents include several boxes of toys, clothing, and shoes.

If anyone makes a *Search* check DC 12 in the closet, they find a handmade scroll hidden behind one of the boxes. It is made from colored paper that has been glued in strips to two small pieces of wood, similar to a Torah. Writing on the paper is Hebrew and contains several excerpts from the Book of Exodus. The Rabbi's spirit occasionally possesses Matthew's body as he sleeps and has created this scroll. If the PCs can read Hebrew they can comprehend the text. Otherwise, the PCs must pass a *Research* check DC 12 to translate the following excerpts from the Book of Exodus:

God heard their groaning, and remembered his covenant.

I will redeem you with an outstretched arm, and I will take you for my people.

It was a night of watching by the Lord, to bring them out of the land of Egypt.

Fear not, stand firm, and see the salvation of the Lord, which he will work for you today.

Matthew knows nothing of this scroll and will say so if asked.

MARISSA'S BEDROOM - 12

Marissa's room hasn't been used in a while, as Marissa stays at her mother's side most of the time. Her room is immaculately clean. Several

dolls sit atop her six-drawer dresser. The walls of this room are painted pink and are covered with pictures and paintings of puppies, clowns and unicorns. There are two windows in this room. One faces east towards Mr. Manz's backyard, while the other looks north over the Gray's backyard. The door to her walk-in closet sits in the southeast corner of the room, while another door leads to her vanity along the southwest wall. The main door to her room is on the west wall opening directly into the Living Room beyond.

This room attracts a great deal of haunting—much more poltergeist activity than the rest of the house. Marissa attracted the spirits to this home. A majority of poltergeist hauntings involves young girls. A PC with *Knowledge (Arcana)* or similar skill may make a check DC 14 to know this fact. Any pictures or video taken in this room will come out white due to the high level of ectoplasmic energy.



JACKSON ON GHOSTS:

When a PC attempts to enter this room any time after midnight, have them roll a *Will* save DC 14. Failure indicates the character is spooked and will avoid entering this room. If they enter anyway, a second *Will* save will be made at DC 20. If this is failed, the PC will flee the room out of fear. They sense the presence of something in this room and it terrifies them. They may attempt to reenter after an hour has passed, but each attempt increases the difficulty check by +1.

If any PC enters this room after 2 a.m. and looks out the window, have them make a *Spot* check DC 12. If success-

“A ghost may be a disembodied spirit of a dead person or animal that generally appears as a pale, shadow-like apparition. Many ghost hunters and religious experts have differing opinions on ghosts, some stating that they are souls somehow trapped here on earth and have yet to cross over. Others believe that ghosts are demons that appear 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 naturally occurring spirits that express some strong emotion in a dimension that somehow crosses into our own.”

ful they will see a dark silhouette outside the fence of Mr. Manz's home. The dark, man-shaped shadow will beckon them to follow, before it disappears into the fence. This shadow is the spirit of Dr. Heimglimmer, who wants the PCs to discover what Hector Martin and Irwin Revinowitz have done. He knows that if Hector and Irwin are stopped, he will be freed. When this incident happens, describe that the PCs feel very cold and their breath is visible as the room temperature drops suddenly. If this happens, no other paranormal encounters will occur in the house that night, as Dr. Heimglimmer's spirit has frightened the other spirits formerly bound to him.

GM Note: If the PCs choose to perform a séance in this room, Dr. Heimglimmer's shadow will appear after a few moments, violently interrupting the séance and using his *Fear* ability on everyone involved. No other paranormal encounters will occur in the house after an interrupted séance, as Dr. Heimglimmer chases away the spirits formerly bound to him.

MARISSA'S CLOSET - 13

Marissa's closet is full of plush toys and clothes.

After midnight, any PC opening Marissa's closet should make a *Spot* check DC 12 or a *Search* check DC 10. If successful, glass figurines from the dining room cabinet will be found underneath the stuffed toys. This is typical of poltergeist activity, and any PC with *Knowledge (Arcana)* or similar skill will know this fact at DC 12.

LISA'S BEDROOM - 14

The master bedroom contains a king-sized, four-poster bed. A set of designer pillows covers the headboard, and a large floral painting is centered over the bed. There is an exercise bike in the room and a dark dresser with mirror along the north wall. A door on the northeast wall leads into the living room, and a door on the southeast wall leads into a walk-in closet. The master bathroom can be entered through a door on the south wall.

After the initial interview, Lisa will lay down with Marissa to sleep in this room. Lisa will awaken if loud noise are made in the house, and will come to investigate. She may also agree to wake up and remain awake if persuaded by the PCs.

MASTER BATHROOM - 15

Lisa's bathroom is spacious and well decorated. The floor is tiled in a light beige pattern. The room also holds a whirlpool bathtub and a standing shower. A set of large cabinets contains neatly folded towels and washcloths.

The medicine cabinet contains several prescriptions, including sleeping aids. The bathroom is typical with all the commonly found accessories.

MASTER CLOSET - 16

"Lisa's closet is large and full of many suits and dress shoes."

PART 2: INTERVIEWS WITH THE GRAYS

After Lisa has shown the investigators around the house, she will lead them back to the Living Room to fill them in on the details of the haunting. Her daughter, Marissa, tiredly curls up against her mother. Her son, Matthew, is also in the room but will ask to be excused after a couple minutes.

LISA GRAY

Lisa Gray is the single mother of two children, Matthew and Marissa. Her husband, Bill Gray, died in a car accident two years earlier. Matthew is six-years old, a bit hyper and very intelligent. He will ask many questions, and the spirits he has witnessed frighten him. Marissa is a haunted little girl at age seven. She has withdrawn and fears the night. Lisa took Marissa to a psychologist, but the doctor does not believe in the paranormal and wants to hospitalize the child. Lisa knows better, and has given up on psychological help for her daughter.

She has reported the poltergeist activities to the police and has even asked a priest to exorcise her house, but no will help her. Everyone thinks she is

Last Rites of the Black Guard

“nuts” or a “crackpot” and refuses to assist her. Lisa considers the PCs her last chance to rid her home of the haunting spirits. She will graciously welcome the PCs into her home. After offering tea or coffee in the kitchen, Lisa will begin her plea.

“Thank you so much. I’ve tried everyone and everything. It’s been two months, and no one has been able to help me. Marissa woke me up early one morning, screaming that the men were here to take her...to kill her. She was very upset and it took me hours to calm her down. She missed school that day and I stayed home with her. At first I believed she had a nightmare, but it turned into our nightmare. She has awoken every night since, screaming. She describes horrible things. People skinned alive, purposely burned, and mounds of dead bodies. She refuses to sleep. She’s scared the dark man will take her.”



“Matthew hasn’t had the dreams, but he’s been talking. Talking to someone nobody else can see. He says her name is Amy, and that she’s scared. He also says that the dark man will hurt them. I don’t know who he means by “them,” but I’m praying it’s not us. I have taken the kids to a motel, but the ghost follows us. We can’t escape it! Please, help us. I’m so scared.”

The PCs may now question Lisa. She will answer everything as best she can. She does not know much about ghosts or spirits, but she is terrified of what is going on. When someone asks if she has any idea why the haunting is taking place, the only thing she can think of regards the death of her neighbor, Mr. Manz.

Lisa pauses to sob, covering her face with a lace kerchief. She looks out the window and takes a deep breath.

“The third night, I slept in her room with her. The hall clock had struck a quarter to midnight and I lay awake next to her. A few minutes passed and she started shaking in her sleep. I moved to calm her when I noticed a shadow. It stood taller than a man, maybe seven feet, and solid black. It passed the bed and moved toward the door. When I screamed, it disappeared. I’ve wondered how long it stood over me... It still does. From that night on, we’ve all felt a ...presence...in this house. Then, things started moving— shoot, some things started flying! Dishes flew out of the cupboard and crashed onto the floor. Lights and electrical appliances come on and go off on their own. Banging noises, it’s too much!”

She hides her face behind the kerchief once more.

“A few months ago, my neighbor, Mr. Manz died. The newspaper said he was an escaped Nazi. I always thought he was a nice old man. He kept to himself. He always waved and was good to the kids in the neighborhood. He always gave out the most candy at Halloween and would decorate his yard for every holiday. They say he died of natural causes, but...”

She pauses until the PCs urge her on.

“They say he was partially mummified...you know, dried out... like a prune. I have the news clipping if you want to see it.”

She will go to her family Bible, which rests on the coffee table in her living room and retrieve the article. **Give players newspaper article found on page 47.** Lisa will answer all the questions she can regarding Mr. Manz, but other than waving at him occasionally she

had very little to do with him. If the PCs ask whether she sees anything unusual at her neighbors, or heard any peculiar reports from around the neighborhood, she will state that occasionally she has seen lights on at Mr. Manz's, but believes it was that "nice Detective Martin". She remarks that he parks his red firebird outside occasionally.

MARISSA GRAY

Marissa looks to be a typical seven-year old girl except for the large, dark circles around her eyes that betray her lack of sleep. She rarely speaks and screams wildly if she cannot see her mother. When she does speak, it will be in whispers and may be difficult to understand. The PCs will have to win her trust or she will not talk with them. Trying to make her smile, showing a trick, telling a funny joke, or giving her a present may achieve this.

Have the PCs make *Sense Motives* checks DC 15 when they first attempt to speak with her. If successful, they recognize that she is uncertain if the PCs exist! Much of the time she looks at dead people and this has distorted her perception of reality. The players may attempt *Diplomacy* checks DC 15 to win her trust. She will nod and shake her head to yes/no questions and will begin answering directed questions. The GM should keep in mind that Lisa has not heard Marissa detail her contacts with the dead before and the elder woman will become upset by what she hears. This could stop the girl's relating of events, but removing Lisa will end the interview. The PCs can try to calm Lisa down with a *Diplomacy* check DC 12, or she will end the interview. A later *Diplomacy* check at DC 15 will allow the PCs to further question Marissa. At least fifteen minutes of game time must pass before the next attempt can be made.

If the PCs ask Marissa about ghosts she replies:

"I see them. They are all around us."

If the PCs request more details have them make a *Gather Information* skill check. Compare the skill check with the following table to determine what information Marissa relates: (The players will get all of the information up to the highest result):

DC Information

| | |
|----|--|
| 12 | "They're always here. They're scared. The black monster has them. He hurts them. Some are kids. Lots of kids. Aimee is a kid."* |
| 14 | "They wear rags, and yellow...stars." |
| 16 | "Aimee is so sad. He hurt her...she wants ...help." |
| 18 | "It's the doctor. He hurt them, but he's gone away." |
| 20 | "He wants to come back...the Shadow-man." |
| 22 | "Aimee says that the shadow-man is angry. He has been...I don't know how to say it, ...he's trapped?" |
| 25 | "No Aimee! Please...Ok, I'll tell them...She says she will speak to us, but we must light candles and sit in a circle...we got to hold our hands."** |

*Aimee was twelve at the time of her death. When seen by Marissa or Mathew, she wears an old, dirty gray dress with a yellow Star of David sewn over her heart. Aimee appears frequently to Marissa, hoping that she can communicate through her. If any of the PCs have psychic abilities, they will "feel" the spirits thick in the air.

**Marissa will be very upset at this, as she knows that Aimee will possess her to do this, though she doesn't really understand the process.

After completing the interview, Marissa will hug her mother and Lisa will announce it's the girl's bedtime. The pair will go to Lisa's bedroom, unless Lisa is convinced of the necessity for a séance, or some other activity by the PCs requiring the girl. This will require a *Diplomacy* check of DC 20, as Lisa is very scared and her thinking is not clear.

MATTHEW GRAY

Matthew is a typical six-year old boy. He sports a buzz-cut, and loves playing video games and watching action movies. He says the poltergeist activity is "cool", but actually it frightens him. He will act bored while the PCs interview Lisa or Marissa, and will ask if he can go play in his room. Unless the PCs request that he stay, Lisa will allow him to go. Shortly thereafter the sounds of video games reverberate from down the hall. Matthew is more communicative than Marissa, but the PCs must gain his trust. This is easily accom-

plished if they play or discuss games with him. He is also an avid Sci-Fi fan and can talk endlessly about movies and action figures.

Matthew is protected by a Rabbi's spirit. While this spirit does not take a visible form, he often speaks to Matthew and has occasionally possessed Matthew's body to perform Jewish prayers. He has written parts of the Torah, scribing passages from the Book of Exodus (see *Matthew's Closet*, page 14.)

If the PCs request more details, have them make a *Diplomacy* skill check. Compare the skill check with the following table to determine what information Matthew relates. The players will get all of the information up to the highest result.

| DC | Information |
|----|--|
| 12 | "My bed shook. But it's okay. Some of them are mean, but Aimee and the Rabi (he mispronounces Rabbi) are cool. I don't mind them. They're okay." |
| 18 | "He's nice. He says that it's okay. Aimee is always... scared. She wants to go." |
| 20 | "There are bad ones. Some are angry and want to hurt us. Rabi won't let them." |

Matthew attempts to answer the questions, but will often try to change the subject back to video games. He will retire to his room once the PCs are finished questioning him.



PART 3: SIGHTINGS

After the PCs are shown around the house, "events" will start happening in the home. If the PCs attempt to record EVPs (Electronic Voice Phenomenon), have them make an *Electronics* check DC 12. If successful, they will document an EVP. If the result is 20 or more they will receive two EVPs during the night. The GM may determine when and where these occur.

The first EVP is a female spirit saying, "Policja... Duch... Moznosc." This spirit attempts to tell the PCs that Detective Martin wants to capture the power of the dead spirits. Unless one of the PCs speaks Polish, they must make a *Research* check DC 12 to translate the terms. It translates to "Police...Spirits...Power."

The second EVP is the Rabbi saying in English, "You must find the body..." He refers to Dr. Heimglimmer's body, but the PCs probably do not have sufficient evidence to figure this out yet.

You can freely download these EVPs as mp3 files to incorporate into your game by going to the *Downloads* section at <http://www.12tomidnight.com>.

TIME-INDEPENDENT EVENTS

The following events may occur at any time. For details see room descriptions above.

- All encounters listed in *Part 1: Walk-through* will happen at the prescribed times as listed below.
 - Office:**
 - Finding book on Holocaust may occur anytime.
 - PCs may notice the blue Chevy Malibu outside Mr. Manz's home anytime before 2 a.m. This will only occur once.
 - Dining Room:** PCs may notice the blue Chevy Malibu outside Mr. Manz's home anytime before 2 a.m. This will only occur once.
 - Bathroom:** Any time after 10 p.m., an ABE will attempt to communicate with any PC.
 - Matthew's Closet:** Hebrew scroll may be found at anytime.
- Interviews** with Lisa, Marissa, and Matthew.
- The Séance** (See below, page 19).

AFTER MIDNIGHT

1. Room descriptions:

a. Dining Room:

1. PCs may notice missing figurines and dolls and will hear banging on garage wall.
2. PCs may witness a possible possession of Marissa by Aimee.

b. Laundry Room: The dryer will turn on when any PC enters the room, and will turn off when he/she leaves.

c. Storage Room: A poltergeist will attack any PC entering this room.

d. Marissa's Bedroom: Any PC entering this room must make Fear checks.

e. Marissa's Closet: The figurines from the dining room may be found.

f. Living Room: Any PC herein may spot the poltergeist taking the figurines from the dining room into Marissa's room.

AFTER 1:00 AM

Kitchen Poltergeist Event. (See below, page 20)

AFTER 2:00 AM

1. Type II ABE Attack Event (See below, page 21)

2. Ahuva Shapiro breaks into Dr. Heimglimmer's home. (See *Dr. Heimglimmer's Home* in *Section Three: Into Darkness*, page 22)

3. Marissa's Bedroom: Dr. Heimglimmer's shadow may be spotted.

4. Matthew's Bedroom: Between 2 and 3 a.m., any PC herein may spot Ahuva Shapiro climbing the fence into Mr. Manz's backyard.

THE SÉANCE

If the PCs conduct a séance, the following sequence of events may occur:

The PCs must make a *Knowledge (Arcana)* check DC 15 or *Research* at DC 20 to attempt a séance. If successful, they know how to arrange the seating for a circle, hold hands and be respectful. Only one person may speak at a time. At least one candle must be lit in the center of the circle. An ideal location for the séance to occur is the dining room table, though it may be attempted without interference in any room except Marissa's. The spirit of Dr. Heimglimmer will be attracted to any séance occurring in her room and will attack the PCs with his *Fear* ability (see *Marissa's Bedroom*, page 14).

Once the séance begins, Aimee will possess Marissa.

The séance begins. Everyone is quiet, unsure of what may happen. Lisa is obviously nervous and her hands shake. The candle flickers and for a few seconds it visibly brightens. Marissa stares around the circle, her eyes bright, wide, and shifting from one person to the next. Then her eyes close slowly and her chin falls to her chest. Her head rises once more, and she looks about the circle and hardness fills her stare.

Have the PCs roll a *Spot* check DC 14. Success indicates they notice her eyes have changed from green to brown, and the fear has left her features. Aimee will say nothing unless a PC speaks to her. She will speak in short sentences and will need prompting from the PCs, as it is very difficult for her to possess Marissa and speak English. The listing below offers some of her responses to PC questions:

I am...Aimee Resnick.

I am twelve-years old.

I died in July of 1943.

I was murdered.

In Bergenvalden.

In Poland.

The man in the black robe killed me.

His name was Dr. Heimglimmer.

He controls us.

There are many of us.

He uses us.

Gains power from us.

He wants...immortality.

Free us.

Please...free us.

There are many spirits here.

Some are angry.

We are scared.

We escaped him ...for now.

Others came.

They bound him.

They want his power.

His life

They want us.

We are the power.

We are trapped.

Free us.

Stop them.

Destroy him.

When the GM determines the interaction has completed, have Marissa's eyes widen and describe the following:

Marissa suddenly stands, her eyes wide with fear. Her limbs are rigidly straight and her head snaps back, looking at the ceiling. She appears to float a foot above the floor, and suddenly her voice screams out...HELP US!" She then drops to the floor, unconscious.

Marissa is comatose for the rest of the night, leaving Lisa very upset and inconsolable. She takes her daughter to the master bedroom, where the two will remain for the night. She will be brusque with the PCs at this time, but she will not ask them to leave, as she needs them to continue investigating.

KITCHEN POLTERGEIST EVENT (EL 1)

A little after 1:00 a.m., the following will be heard throughout the house:

Banging resounds from the kitchen, breaking the silence within the home. Crashing sounds and breaking glass quickly follow, as the volume of noise increases to deafening levels.

If anyone is in the kitchen when this event occurs, have the PCs make a *Spot* check DC 12. PCs who make this check will notice a glass container of sugar begin to shake and dance upon the counter. Have the closest PC make a *Reflex* save DC 14, as it will suddenly be thrown at them. If the *Reflex* save fails, the glass container will strike the PC causing 1d4 points of damage. The container will shatter on impact and glass shards will lacerate the PC for an additional 1d4 points of damage.

Any PCs in the kitchen, next to the bar, or any deciding to enter the kitchen need to make a *Reflex* save DC 14 each round they remain in the area, or be struck by one of the following items:

- | | |
|-----------------------|---|
| 1. Can of Food | 1d4 Bludgeoning damage |
| 2. Fork | 1d3 Piercing damage |
| 3. Glass shards | 1d4 Piercing damage |
| 4. Spoon | 1d2 Bludgeoning damage |
| 5. Small knife | 1d4 damage |
| 6. Large knife | 1d6 damage |
| 7. Small Container | 1d4 Bludgeoning damage |
| 8. Large Container | 1d6 Bludgeoning damage |
| 9. Small Glass Cont. | 1d4 Piercing damage +1d4 slashing damage |
| 10. Large Glass Cont. | 1d6 Piercing damage +1d4 slashing damage |

The cabinets of the kitchen violently open, slam shut, and open again. With each opening, contents of the cabinets crash out onto the tiled floor. The Pantry door booms as it bangs shut, and reopens. Cans of food fly across the room bouncing off the walls, appli-

ances, and floor of the kitchen. Forks, spoons and knives leap from their drawers and strike the opposite walls. The drinking glasses above the bar begin to shatter, sending shards of glass in every direction.



This chaos will last 10 rounds, and then it will stop, as suddenly as it began. If any recording equipment monitors the area, it will show the kitchen covered by a heavy ectoplasmic mist and in a single frame or photo, an enraged male face will appear.

ABE TYPE II ATTACK (EL I)

A little after 2:00 a.m., the following event occurs. Choose a PC or a group of PCs randomly and read to them the following:

A six-inch diameter, ball of energy emerges from the ceiling and floats before you. It flashes colors sequentially, going from white to blue to green to red, and back to white. It hovers for an instant, then slowly moves towards the kitchen (or the laundry room if the PCs happen to be in the kitchen at the time of its arrival).

If the PCs do not follow the ABE, it will approach them then float away, beckoning them onward. If the PCs follow, the ABE will lead them into the laundry room. Once a PC enters this room, the door will slam shut and lock. This ABE is an angry spirit, desiring to cause fear and pain to the world of the living. It seeks to separate one of the PCs from the rest, but more may become trapped. The ABE will then inflate its size while giving off heat emissions. The ABE may attack any PC in the room. Anyone struck by the ABE must make a *Will* save DC 12, or be overcome with fear—causing them to pound on the doors to escape and scream aloud in fear. The ABE may attack any PC twice more. Each successful attack requires a *Will* save (-2 for each previous success) and will cause 1 hp of damage. If a second *Will* save fails, the victim will scratch at the door, terrified. The scratching will cause their fingernails to break, bleeding for 1d4 damage. If a third save fails, the PC(s) pass out from fright. After three successful attacks are completed on at least one PC, the ABE disappears.

Any PCs trying to open the door will find it locked. If the door is successfully opened while the ABE is attacking, it will flee into the ceiling.

| Door | Defense | Hard | HPs | Break DC | Disable Device |
|--------------|---------|------|-----|----------|----------------|
| Laundry Door | 4 | 5 | 20 | 18 | - |
| Locks | - | 5 | 10 | 20 | 25 |

Any PC with *Knowledge (Arvana)*, or a similar skill may check their knowledge of ABE's at a DC13. If successful, they will know that some ABE's enjoy causing fear and some authorities have theorized that they actually gain power from fear.

CALLING THE POLICE OR EMS

If the PCs call 911, the police will arrive and conduct an investigation of the home and its occupants. If a PC is injured or incapacitated, the police will expect explanations. They will not believe any stories regarding poltergeists or ghosts. The PCs must pass *Bluff* or *Diplomacy* checks DC 15. Otherwise, the PCs become the focus of a possible assault investigation (though Lisa will not file any charges) and the GM should react accordingly. If a PC or NPC is incoherent or unconscious, the PCs may be arrested pending further investigation.

If the police are dispatched to the home, Detective Martin will arrive shortly thereafter and attempt to take control of any investigation. He will seek to befriend the PCs and appear receptive to their story. He will use his *Bluff* skill against the PC's *Sense Motive*. If Detective Martin or the police come to the home before 2:00 a.m., Ahuva Shapiro will delay breaking into Dr. Heimglimmer's home until the next day.

If the PCs reveal they know too much, Detective Martin will attempt to have them arrested and accuse them of being charlatans with the intent of deceiving Ms. Gray for money. He will attempt to *Bluff* Ms. Gray, but will need to beat her *Sense Motive* DC 20. If he succeeds, the PCs will be arrested and taken to the Rosetta Jail. They will sit inside for six hours, going to an interview room one at a time. There Detective Martin will interrogate them. He will attempt to scare them by using his *Intimidate* skill to demand the researchers "leave Rosetta and don't come back!" He will then release them.

If the PCs ever accuse Detective Martin of involvement with Dr. Heimglimmer's occultism, he will smile and state quietly, "If you value your lives, you had best forget that!"

JACKSON ON POLTERGEISTS:



"Poltergeists have the potential to be the most exciting type of paranormal encounters. Commonly, poltergeists may be responsible for the sudden movement of objects, inexplicable noises, and electronic devices turning on or off. On rare occasions, poltergeist activity can be dangerous. Ghost hunters must prepare for anything during an investigation. This includes a good pair of running shoes."

SECTION THREE: INTO DARKNESS

INTRODUCTION

This section details the home of Dr. Heimglimmer and provides two encounters. The first involves meeting **Ahuva Shapiro**, an Israeli investigating Heimglimmer. The second event occurs if the player characters enter the hidden basement room and discover evidence of recent occult rituals. If so, they will come under attack by a Revenant Risen of Osiris that has been created by Hector Martin and Irwin Revinowitz to guard this room.

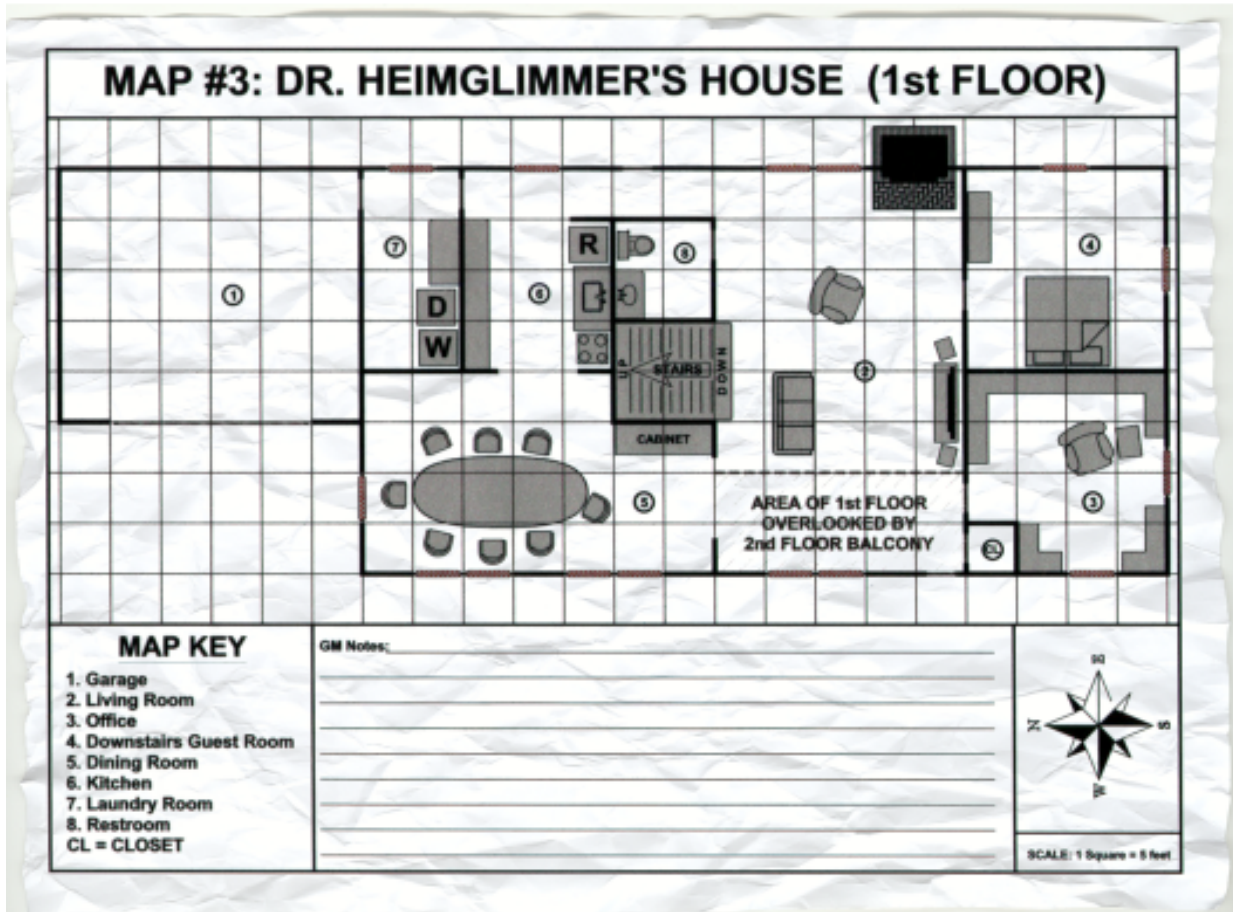
At some point the player characters should decide to investigate the home of Mr. Manz/Dr. Heimglimmer. It is important to note the time that they enter the home. If they enter and leave before 2:00 a.m. during the first night of investigation, they will *not* meet Ahuva Shapiro. If the PCs enter the home any time after 2:00 a.m. until 5:00 a.m., they will encounter Ahuva Shapiro. If they enter the house after 5:00 a.m. on the first 24 hours of the investigation, Ahuva Shapiro will have already departed.

GM NOTES ON

HEIMGLIMMER'S HOME:

The first difficulty the PCs face is breaking into the home, as it is locked and police flyers posted on the doors and windows pronounce that the home is “sealed by order of Judge Joe McCrary of Rosetta, Texas, pending completion of a criminal investigation. Anyone entering the premises without proper authority are in violation of this court-order and may be subject to criminal procedures.”

All the doors of the home are locked, requiring a *Disable Device* skill check to open at DC 22. The locks can be pried and they have a toughness rating of 10 with a total of 25 hit points. The windows are locked, requiring PCs to pass a *Disable Device* skill check at DC 15. The window can be jimmied and has a toughness of 5 with a total of 10 hit points.



Last Rites of the Black Guard

Attempting to enter from the front of the home may attract unwanted attention. There is a 10% chance that someone notices the PCs efforts to enter the Heimglimmer home at night. If the PCs access the home during the day, the chance rises to 35%. For each attempt at breaking into the home from the front, add 1 to the chance that someone notices. The GM should roll an unmodified *Spot* check versus the PCs *Hide* skill when they come under notice. If spotted, the witness will notify the police. A squad car will arrive on the scene in approximately five minutes, followed shortly thereafter by Detective Martin.

The easiest way to gain entry is through the backyard. Climbing the privacy fence or using the gate on the side of the house can provide unnoticed entry. The large dining room window is open if the PCs arrive after 2:00 a.m., as the Israeli investigator, Ahuva Shapiro entered the house through it. PCs may make a *Spot* check DC 12 to notice the window slightly cracked open. It may be easily opened, providing an opening large enough for a person to climb through.

The home's electricity and water still work, but turning on any lights may draw undue attention. There is a 10% chance every thirty minutes of in-game time

that a neighbor will notice the lights and report it to the Rosetta Police Department. A squad car will arrive on the scene in approximately five minutes, followed shortly thereafter by Detective Martin.

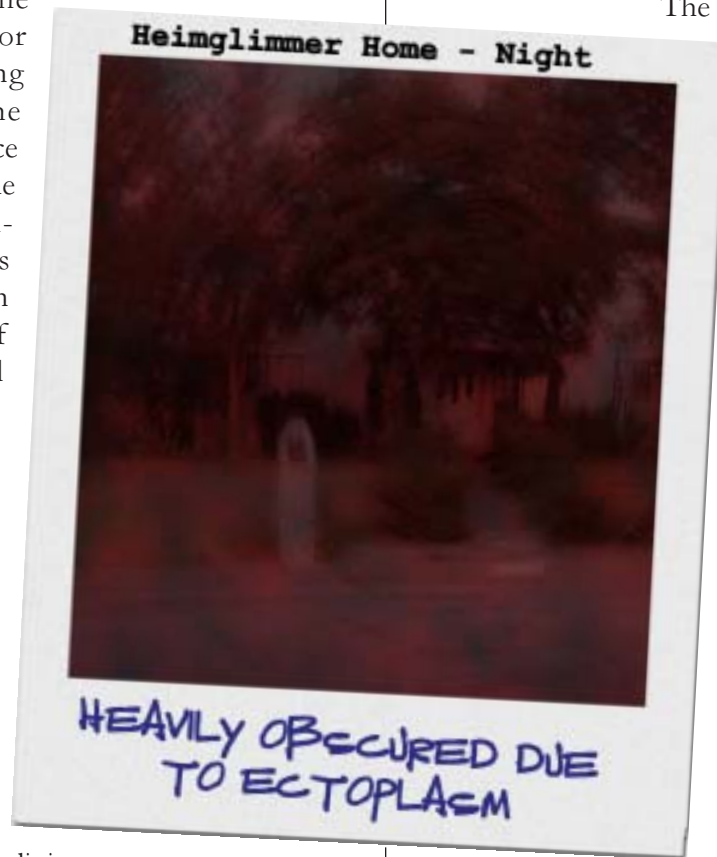
The secret basement room and the Chamber of Osirus will be dark, even during the day, and a flashlight or other light source will be needed.

If the PCs arrive before Ahuva shows up or after she has left the premises, then the window will be closed, but unlocked. Ahuva will not find the secret door to the Chamber of Osirus on her own. Ahuva Shapiro will attempt to hide on the stairwell if she hears the PCs. From here, she will watch and stalk them to determine who they are and their purpose.

If discovered, Ahuva will question the PCs about their motives. She will be honest with them about her reasons in breaking into the home.

(See *NPC Notes: Ahuva Shapiro* on page 33.)

The home has been Warded to contain any sound originating from inside. This will not interfere with any occult activities that are performed. The Chamber of Osirus (see *Map 5* on page 43) is also warded to alert Detective Martin when anyone enters the room. Breaking the Ward releases a Risen of Osirus that will attack the players. Detective Martin and Dr. Revinowitz will



LANCE ON THE BIRKHUHN:

“The name Birkhuhn translates into the ‘Black Guard’. The Birkhuhn were a very secret arm of the Nazi Waffen SS. They were very influential in the Nazi investigation of the occult. After the fall of Berlin, many leaders of the Birkhuhn disappeared, and most of the documents regarding their existence and activities were siezed by the Soviets. Only in the last decade has Moscow released any of this information to the West. Some conspiracy theorists believe that the old Soviet Union continued to explore the Occult. Despite Russia’s sharing of the captured Nazi documents, many in the US government still refuse to acknowledge the existence of the Birkhuhn.”

arrive in approximately fifteen minutes to investigate and finish off any survivors.

If the PCs do not find the secret door leading into the basement and it appears that they might leave, Dr. Heimglimmer's shadow will appear before them and lead them to the secret door. He wants them to find the ritual room and then kill either Hector Martin or Irwin Revinowitz. Either of their deaths will release the binding that subdues the mummy. Once the players enter the Ritual Room, the shadow will shut and bar the door to keep them in until Hector and Irwin arrive. Once the devious pair arrives, the shadow will release the door.

HEIMGLIMMER'S HOME

This large, gray-brick home has an attached two-door garage and a large privacy fence encompassing the back yard. The home is two-stories tall with large bay windows along the front. Very few flowers grow in the yard and tall bushes fill the flowerbeds bordering the home. Photographs taken of this home at night will show a dark ectoplasmic mist swirling above it. Any photos taken inside the home will be totally obscured by a dark mist and will in effect be worthless. The only exceptions are the downstairs bathroom and Chamber of Osirus. (See room descriptions for details.)

GARAGE - 1

This is a two-car garage and the space is immaculately clean. There is a lawnmower and garden tools stacked neatly along the north wall, and a red Volkswagen Beetle is parked inside.

The Beetle is unlocked. A *Search* check DC 15 will reveal a key hidden beneath the driver's seat. The car can be driven if the PCs decide to use it. The insurance card in the glove box indicates the vehicle is the property of Mr. Frank Manz, listing this address.

THE LIVING ROOM - 2

The living room is spacious but sparsely decorated. An entertainment center sits on the north side of the room, just right of a door leading to the guest room. A 19" TV set and an impressive

surround sound system dominate the entertainment center. Lining the center are a rack of music CDs. The equipment is manufactured in Germany. A small brown couch and a faded leather recliner are centered on the entertainment center. Only two pictures are hung on the walls. One is a painting of a blonde boy looking upward, and the other is a picture of the 69 Mets following their World Series win. Under the picture is a banner with the caption, "You gotta believe!"

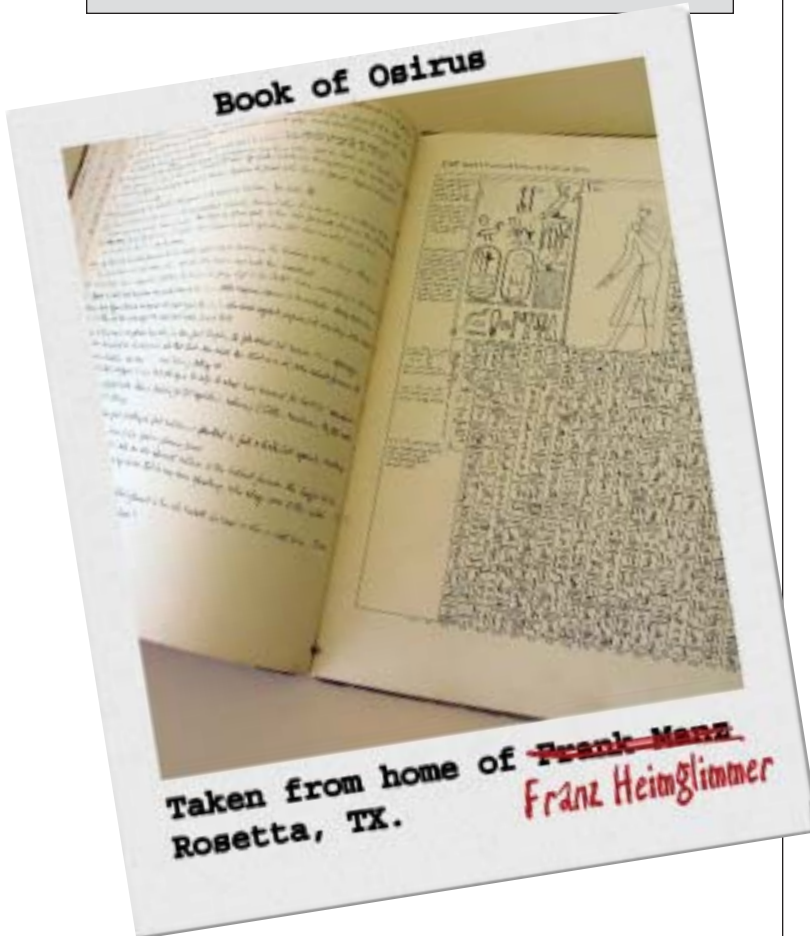
A small fireplace fills the east corner next to the back wall. There is a closet beside the front door and an opening that leads to the office on the southern wall. Two archways open on the northern wall, one leading into a formal dining room, while the other provides access to the kitchen. There is a set of stairs going up in the center of the western wall, and a restroom door as well. A balcony overhangs half the room, providing a good view of the front door and the front half of the living room from this vantage point.

If the PCs *Search* this room and roll at least a DC12 or higher, they will discover that most of the music CDs are Wagner compositions. A follow up *Knowledge: History* check made at DC12 or higher will reveal that the Nazi Regime held Wagner's music in high regard. If the *Search* roll is DC 20 or greater, that PC discovers a home-burned CD in one of the Wagner cases. If played, ancient Egyptian songs are heard, accompanied by simple drumbeats. The music arouses fear, and every PC who can hear the music must pass a *Will* save DC 12. Failure results in the PC fleeing the home and refusing to return for ten minutes. The character has visions of the underworld until the spell wears off. To make matters worse, the Risen of Osirus in the Ritual Room below will pound on the walls as long as the music plays. PCs may use this to help them locate the secret door to the basement and are given a +2 circumstance bonus to their check. GMs should remember that the pounding noise will be localized within the house. Therefore the neighbors will not be disturbed.

The fireplace has an iron poker in a small stand next to it, and ashes fill the pit itself.

THE OFFICE - 3

This room has a small library consisting of several hundred books. The bookshelves cover all the room's walls. The room's furniture consists of a small recliner and end table. The books are primarily military history, with a heavy emphasis on World War II, though other conflicts are included.



If the PCs *Search* this room DC 15 they will discover an aged handwritten book on Osirus, the Egyptian god of the underworld and judge of the dead. Some of this book is written in German, while the rest is scribed with Hieroglyphics. Understanding this book requires the appropriate language skills, and a roll equaling DC 20 or more to translate. A successful PC will ascertain that the book contains lists of spells, cantrips and rituals, though many pages have been torn out. A *Search* check DC 20 will reveal a hidden nook behind one of the shelves. This player has found the 1943 Diary of Dr. Heimglimmer. It contains notes on his life, spells and rituals in Bergenvalden, as well as several pictures of his victims, including Amie Resnick.

DOWNSTAIRS GUEST ROOM - 4

This room appears to have hardly ever been used. A queen-sized bed and small chest of drawers are the only furnishings within this room. The bed is made with a blue-green crossing patterned quilt-comforter.

There is nothing out of the ordinary herein.

THE DINING ROOM - 5

The formal dining room is furnished with a well-polished oval, cherry wood table and with six delicately carved cherry wood chairs. Two large windows overlook the front yard and the horizontal blinds are currently closed. An archway in the south wall leads back into the living room. A second archway provides egress east, leading into the kitchen. A wooden china cabinet with glass doors covers the wall south of the kitchen archway along the east wall. The china cabinet contains a collection of floral patterned plates, cups and saucers.

A *Search* check DC 25 of this room will reveal a secret door behind the china cabinet.

The door is locked with a difficult lock, Hardness 5, Hit Points 7, Break DC 20, and Disable Device DC 25. The door itself is bolstered with reinforced steel and has the following characteristics Defense 4, Hardness 7, Hit Points 30, and a Break DC 25.

Behind the door is a set of wooden stairs leading down into a secret basement. See *Chamber of Osirus*, page 29. When opened for the first time, the temperature around the door drops 30 degrees and a sense of oppressive evil and dread fills each PC.

THE KITCHEN - 6

This is a standard kitchen with a central gas oven, refrigerator and several shelves of plates, glasses, silverware, etc. A door leads to the laundry room and an archway into the dining room.

All the basic appliances and kitchen supplies can be found here. A *Spot* check DC 14, or a *Search* check DC 10 reveals a BurgerBell bag inside a plastic trashcan. A receipt dated last Tuesday is attached to the bag. The receipt is for a burger, fries and a medium drink. An empty drink cup is crushed inside the bag. PCs will find several knives in here. In one of the cabinets is a collection of six icebreakers. They appear to have ivory handles and are master crafted items.

LAUNDRY ROOM - 7

The laundry room holds a washer and dryer unit. There is a long counter-space for folding and sorting clothes. A door opens into the kitchen and an opposite door leads into the garage. This room is clean and looks relatively unused.

There is nothing out of the ordinary herein.



RESTROOM - 8

This room has a brown tile floor, a small vanity with mirror, and a toilet. It is sparsely decorated, and all that remains are several rolls of toilet paper. The air is unusually cold here, and your breath is visible.

Any pictures or video taken inside here may reflect a male face with glowing eyes in the mirror. The temperature is 56 degrees Fahrenheit in this room. This is a focal point for the secret chamber of Osirus lying directly below. Dr. Heimglimmer's shade can easily manifest here. If any PC has telepathic abilities or is a medium, they will sense great evil and hatred.

LIVING ROOM CLOSET

This closet is empty except for a vacuum cleaner.

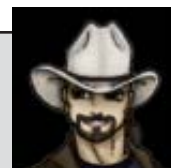
STAIRCASE

The staircase rises to the second floor. The wooden stairs are wide and a wooden railing lines both sides of the steps.

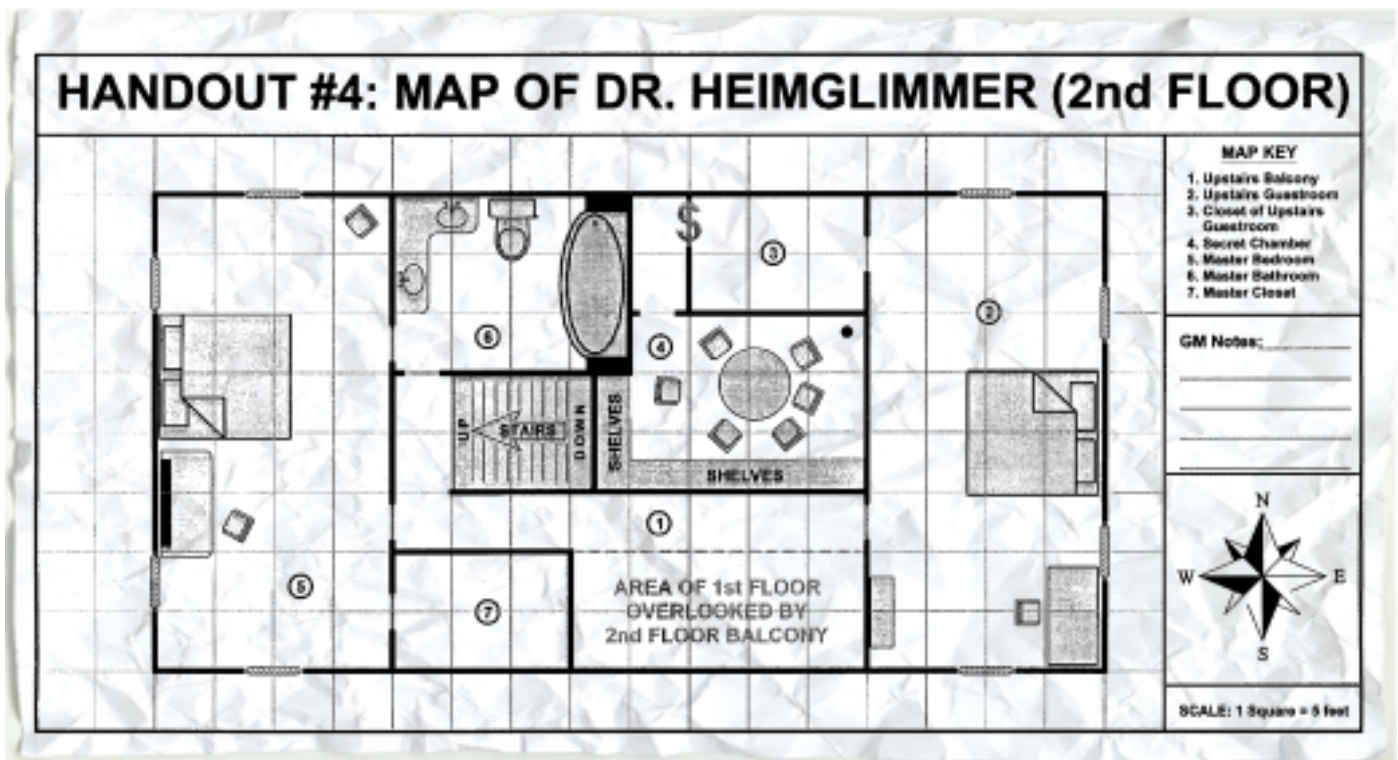
The first time any PC goes to the second floor, have him make a *Listen* check DC18. Upon success, they will hear scratching sounds coming from below the stairs. This is Dr. Heimglimmer attempting to lead the PCs to the secret door (see *Dining Room* description, page 25). The scratching continues for a few seconds, and then stops. If no one hears the scratching the first time through then the next time they use the stairs, banging noises will be heard from below. These banging noises will stop when the PCs are back on the first level of the home.

If the PCs enter the home any time after 2:00 a.m. until 5:00 a.m., Ahuva will be hiding in the stairwell to watch the PCs as they enter the home. She will retreat upstairs using her *Move Silently* and *Hide* skills to evade the PCs. If she hears the PCs discussing the case or hears enough to convince her that the PCs are good guys, she will reveal herself.

JACKSON ON PICTURES TAKEN IN MANZ'S HOME:



Most pictures taken in the home do not develop properly and video cameras will not record anything herein. This is probably due to the dark ectoplasm that has engulfed the home. The only exceptions to this will be in the downstairs bathroom and in the Chamber of Osirus. I believe this is due to that area of the home being a focal point for the magic and rituals of Dr. Heimglimmer, or it could just be he allows us to see what he wants us to see.



UPSTAIRS BALCONY - 1

The balcony runs from north to south and overlooks the front of the living room and the entry. A three and a half foot tall white wooden railing lines the west side of the balcony. From the landing, players can enter the master bathroom through a door on the east wall. There is a door to the north leading into the master bedroom, and a door to the south for a second guestroom. Several pictures are hung upon the east wall and most document Mr. Manz's fishing trips. He poses with several large fish, including a great white shark and a beautiful swordfish.

There is nothing out of the ordinary on the balcony.

UPSTAIRS GUESTROOM - 2

This bedroom is richly furnished, to include a king-sized, four-poster bed, a large wooden desk, a chest of drawers, and four Nazi era paintings. The first shows Adolf Hitler at the Nuremberg Rallies. A second work portrays Heinrich Himmler standing with arms folded, atop a golden symbol of an Egyptian Ankh. Another painting depicts the face of a bearded man with Jewish features burning in Hell. Flames rise around him and his expression is one of horror. The last painting is of a younger Heimglimmer wearing a SS uniform, kissing the Nazi flag. A sliding door leads into a walk-in closet on the North side of the room.

Have the PCs roll a *Will* save DC 15 when they enter this room to avoid believing that the eyes of the paintings are watching them wherever they go in the room. If the save is failed, the PC will suffer a -1 on all rolls for the next hour of game time. There is no other effect. The desk contains pens, papers and a few pictures. A framed picture of an elegant brunette lady wearing a black evening gown sits atop the desk. A *Search* check

DC 15 will reveal a name on the back of the photo. It reads "Sylvia Vahlruhn", and is dated last year. The PCs will also find a pen engraved with "Rosetta Forensics: Dr. Revinowitz." A *Search* check DC 25 will show a secret compartment behind a drawer of the desk. Inside is a small red book. The writing is in German and most cannot be understood without the *Knowledge* of written German. Some of the writing ap-

pears to be names of people and places and perhaps some dates. There are 26 names listed within, including Dective Martin and Dr. Revinowitz. The front page has the title, "Birkhuhn." A *Knowledge: History* skill check DC 25 means the PC recognizes that the name Birkhuhn means "Black Guard" in German and was a secret organization of the Waffin SS. This unit was organized to develop the paranormal for service to Hitler. After sufficient study of this book, the PCs will discover that it lists new Birkhuhn members who have been chosen and trained in the US by Dr. Heimglimmer.

UPSTAIRS GUESTROOM CLOSET - 3

This is a large walk-in closet. Men's suits and clothes on hangers fill the closet, except on the west side. There, clothes have been moved aside, providing access to a wall panel leading into a secret room. There are a few small boxes on the floor and many pairs of well-polished shoes.

This closet contains all the common things a person would find in a normal setting, other than the secret panel, which has been left open by the police investigators. The boxes contain papers and knickknacks Dr. Heimglimmer must have collected over the years, though nothing of real value or interest.



SECRET ROOM - 4 (FROM GUESTROOM CLOSET)

This small room contains a round table, bookshelves, and a large painting of Adolf Hitler. Three empty boxes litter the floor, and the bookshelves have been emptied. There is a small flagpole here, though the flag is nowhere to be seen.

This was a meeting room for Dr. Heimglimmer and his Neo Birkhuhn members. Dr. Heimglimmer's most prized books had been kept here, as well as some mementoes from World War II. The Police emptied this room during their investigation, and all of its possessions are now in the police headquarters as evidence of Dr. Heimglimmer's past.

MASTER BEDROOM - 5

Dr. Heimglimmer's room is immaculately clean. The bed is made with a dark maroon bedcover, and the rest of the room is sparsely decorated. A mahogany chest of drawers with a large mirror stands on the west side of the room. On the dresser is a 5x7 picture of Mr. Manz wearing a tuxedo and posing with an elegant brunette lady in an evening gown, while standing on the steps of the Texas State Capital building. Other pictures in the room show Mr. Manz vacationing around the world, with fishing and sailing being common threads in each photograph. A painting, mirroring the one in the living room, depicts a blonde boy, but this one is looking towards a Nazi flag. A pair of doors leads to a large closet and to the Master Bathroom.

The chest contains Mr. Manz's underwear, socks and a few t-shirts. The photo was taken at a state ball, during the inauguration of a lady governor of Texas in the 1980s. The woman in the picture is the same woman in the picture frame found in the *Upstairs Guestroom*. There is nothing else of interest in this room.

MASTER BATHROOM - 6

This master bathroom has a door leading into the hallway, and a door from the Master Bedroom. There is a double vanity with a pair of sinks, a large whirlpool bathtub and a standup shower. The shower curtain is decorated with a duck motif. A medicine cabinet also hangs above the sinks, and the toilet is situated next to the vanity. A pair of toothbrushes, one blue and one pink, rest in a holder along with a half-rolled tube of toothpaste sitting in the holder's base.

A *Search* skill check DC 12 of this room will turn up a lady's brush and a few stray strands of long brunette hair. All the common amenities one would expect to find are inside this bathroom.

MASTER CLOSET - 7

This closet contains several suits on hangers and many pairs of well-polished shoes. In the far right of the closet are several sets of overalls and a pair of fishermen's wading boots.

A *Search* skill check DC 12 will reveal a pair of high, hard, well polished, hob-nailed, Nazi-era boots, and a pink-terry cloth robe. If the *Search* check meets or exceeds DC 25, the PC will find a small gold nugget in the pocket of a black jacket. Upon closer inspection, the PC will realize it is the gold filling from a tooth. Dr. Heimglimmer took this from his first victim in Bergenvalden, and he considered it a lucky keepsake. **(GM Note: If you intend to run the next adventure in this series, keep track of who has the tooth.)**

GM Note: Before proceeding, be sure you have read *GM Notes on Heimglimmer's Home* at the beginning of this section.



CHAMBER OF OSIRIS

The stairs lead down into extreme darkness. Here, your lights do not illuminate in the normal way, casting a much dimmer light upon your surroundings. The basement is circular, approximately thirty-foot in diameter. Images of demonic figures, and black writing accompany them. The script is unfamiliar to the party. A large pentagram sketched in white chalk covers the center of the room. The chalk is very luminescent when traced by your light. A tall man sits akimbo inside the center of the pentagram. He appears to sleep with his arms folded across his chest. He wears jeans and a dark polo shirt. He is barefooted, with a brown tag attached to the big toe of his right foot. Thirteen burned red candles ring the pentagram. On the opposite side of the room from you is a small rectangular table that holds seven small statues. As you take all of this in, the door at the top of the stairs slams shut, and the candles spontaneously light. A demonic voice echoes through the chamber and the man rises...

The voice is normally unintelligible, but if the investigators happen to record the voice and replay it backwards, it says “You have chosen death, Mortals!” Download this and other EVPs free at the 12 to Midnight website.

Combat with the Risen of Osirus now ensues. Refer to *Map 5: Chamber of Osirus*, on page 43. Once the PCs enter this room, three things occur:

1. Dr. Heimglimmer’s shade slams the door shut and will hold it closed until Detective Martin and Dr. Revinowitz arrive. He hopes the PCs will break the Binding Ritual by killing one of the two occultists.
2. Upon entering the Chamber of Osirus, the PCs set off the Warding ritual notifying Detective Martin that someone has entered the chamber. He will call Revinowitz and both will arrive in fifteen minutes to deal with the intruders.
3. The Risen of Osirus awakes to defend the chamber from the PCs.

Tactics: Have each PC roll *Will* saves DC 15 or they will be stunned due to fear for one full round. Once combat ensues, the Risen will attack the party member who is the biggest threat, i.e. anyone who wields a gun. He will charge using his slam on the first round. If he loses over half of his hit points, the candles will go out. An unnatural darkness envelops the room, making all light sources useless. This means PCs attack at -4 unless they have the Blind-Fight feat, and they will have a 50% miss chance if they do hit. The Risen has Darkvision, and suffers no penalty.

If the PCs want to flee, they will have difficulty trying to open the door. They will have to break it down to escape (see the door’s stats in the *Dining Room* description). The lock cannot be disabled or broken due to the Shadow’s power. If the PCs break down the door before Detective Martin and Dr. Revinowitz arrive, the Shadow of Dr. Heimglimmer will appear before them and throw small objects at them. This will result in non-lethal damage, as he needs the PCs to defeat the Occultists if he is to return to life.

Other Notes: The statues represent various Egyptian gods, with the center most god being Osirus, Lord of the Underworld. The tag on the Risen’s toe reads, “John Lathrop. Rosetta Forensics Lab, County Morgue.”

FINAL CONFRONTATION:

When Dr. Revinowitz and Detective Martin arrive, Dr. Heimglimmer’s shadow will disappear. The door will swing open if the PCs have not battered it down. The front door opens and two men enter the home. One has a pistol drawn while the other carries a baseball bat.

Tactics: The two Occultists will attack to kill the PCs, and they will attempt to do so quickly. This is a fight to the death, for the Occultists know that if their secret is revealed then their plans to achieve immortality and unnatural powers will come to an end. If an Occultist is rendered unconscious or reaches 0 or fewer Hit Points, the Shadow will coalesce around the body and suffocate the occultist. The Occultist will face coup de gras by the shadow. Once an occultist dies, Dr. Heimglimmer’s shadow will rise over the PCs and scream out a loud, “YES!” that can be heard throughout the home. Suddenly hundreds of ABE’s rush into the house and are swallowed up by the Shadow. The Shadow disappears, as Dr. Heimglimmer’s mummy, in Dr. Revinowitz’s bathhouse, reanimates and is loosed upon the world. Any surviving Occultist will attempt to flee. If he escapes, then he will not be seen or heard from again. If captured and interrogated, he will only repeat, “He’s alive! We are doomed! He’ll kill us all!” as his mind spirals into insanity.

FINAL SCENE:

THE MUMMY RISEN!

Behind a two-story brick home, ferns and colorful annuals line a pear-shaped pool and a concrete path leads to a small wooden bathhouse. A small brown sign hangs above the door to the bathhouse. It reads, “Revie’s Retreat!” Inside, a large refrigerator stands in the western corner. The refrigerator door resounds with a bang, then another. The door flies from its hinges. Dr. Heimglimmer steps from this frozen tomb and smiles. He laughs—a gravel-filled, discordant sound—but a laugh just the same. His quest for immortality is complete. Now, his work can continue. Only a few know his secret.

He will deal with them...soon...very soon!

HOW TO WRAP IT UP

If the PCs have successfully completed the adventure they probably have a problem to deal with. They may have left a body or two at Heimglimmer's home. When reported, the police will arrest the PCs while they investigate the suspected homicide. If the PCs tell Lisa what occurred and that her family should be free of the haunting, she will promise her silence and cover for the PCs. She will give each PC a +10 wealth bonus and provide legal services for the party whenever they are in Rosetta. The PCs can choose to face the music. The party will be okay if they found the Neo Birkhuhn directory and they hand it over to the police. After a weeklong investigation, the PCs will be no billed and allowed to go free. Embarrassed that the Detective Martin belonged to the Neo Birkhuhn group, the city wants to cover this up and tells the PCs to go away and take their story with them.

WHAT IF THE PARTY ... ?

If the PCs do not enter Dr. Heimglimmer's home the first night, they may attempt a more thorough investigation the next day. If they follow this path they will not meet Ahuva Shapiro.

They might decide to meet with Detective Martin or Dr. Revinowitz. Detective Martin will try to dissuade them from pursuing their investigation. If Martin feels threatened, he and Revinowitz will try to kill the PCs and make them Revenants. Dr. Revinowitz will be the more easily shaken opponent, and will be visibly nervous and upset if confronted by the PCs.

The PCs may attempt to find out what happened to Dr. Heimglimmer's corpse. They will learn that once the autopsy was completed, the Eternity Rest Home received a sealed body casket for burial. No one at the funeral home saw the body, as Dr. Revinowitz ordered the body sealed for burial due to possible biological hazard. The cadaver in the grave is not Dr. Heimglimmer, but a John Doe that had been stored for months at the Rosetta Forensics Laboratory.



SECTION FOUR: WHAT NEXT?

EL AND EXPERIENCE TABLE FOR LAST RITES

| Part I | | | Part II | | |
|--------|-------------|---------------------------|---------|-------------|----------------------------------|
| XP | EL | Action | XP | EL | Action |
| 450 | EL 1 | Storage Room Encounter | 225 | EL 1[G&BB3] | Find & Open Secret Basement Door |
| 450 | EL 1[G&BB1] | Kitchen Poltergeist Event | 1275 | EL 4[G&BB4] | Defeat Risen Revenant of Osirus |
| 225 | EL 1[G&BB2] | ABE Type II Event | 1800 | EL 5[G&BB5] | Final Confrontation |
| | | | | | Total 4425 |

SCALING THE ADVENTURE

While this is an introductory adventure, it may be easily scaled for higher-level parties or for parties exceeding 4 PCs. Some quick conversions to aid the GM in scaling can be found below.

This module is scaled for a party with an average party level of 2. Find the average party level for your group by adding all the character levels together and dividing by the number of PCs. If the party has 4 characters you have the average. Reduce the average level by one for two or three characters and by two for a party of one. For each character above four add one to the average party level.

If your average party level is 1 or 2, it is not necessary to modify the module. If it is three or more, you can take the following steps to increase the challenge for a stronger group. Subtract 2 from your player's average party level to calculate the **Module Modifier (MM)** and do the following:

- Increase all DCs $+2 \times \text{MM}$.
- Have the Type II ABE Event cause electrical shocks of $1d4+1 \times \text{MM}$ per hit.
- The Kitchen Poltergeist Event will follow the PCs to other rooms, attacking them for 10 combat rounds. EL 3
- Increase the Hit Points for the Revenant $5 \text{ hp} \times \text{MM}$. EL 2
- Give Dr. Revinowitz a pistol for the final combat. EL 4

NPCs

LISA GRAY

Smart Ordinary 1/Charismatic Ordinary 1, CR 1, Medium-size Human, HD $1d6 + 1d6$; HP 6; MAS 10; Init +1; Speed 30 ft; Defense 11/Touch 11/Flat-footed 10 (+1 Dex, +0 class); BAB +0; Grap -1; Atk -1 melee (1d3-1 nonlethal, unarmed strike); Full Atk -1 melee (1d3-1 nonlethal, unarmed strike); or +1 ranged; FS 5 ft. by 5 ft; Reach 5 ft.; AI: Children, USA; SV Fort +1, Ref +2, Will +2; AP: 0, Rep: +3; Str 8, Dex 12, Con 10, Int 14, Wis 13, Cha 15

Occupation: Attorney in Private Practice (bonus class skills: Diplomacy, Knowledge (civics))

Skills: Bluff 6, Computer Use 6, Craft (Writing) 6, Diplomacy 7, Investigate 6, Knowledge (civics) 9, Knowledge (current events) 6, Knowledge (history) 8, Knowledge (Philosophy) 6, Knowledge (popular culture) 6, Profession 5, Read/Write English, Research 6, Sense Motive 2.5, Speak English.

Feats: Educated (Knowledge (civics) and Knowledge (history)), Personal Firearms Proficiency, Simple Weapons Proficiency.

Possessions: Rosetta home, Minivan, various personal items.

GM NOTES AND MOTIVATIONS

Lisa is an intelligent, driven widow and mother of two. The poltergeist activity has upset her a great deal. She worries for her children's safety and is willing to try anything to stop it. She has asked priests, police and psychologists to help her, but no success. Most folks reject her stories of the hauntings. She will give a +10 wealth bonus to each PC if they remove her problem. Furthermore, Lisa, will provide free legal services for

life in thanks for their aid. She trusts Detective Martin and will not believe he is evil. She is a strong lady who has faced extraordinary circumstances with courage.

CHARACTER SPEAK

“I don’t know if I believe in ghosts, but I know I’m scared of them.”

“Why do they follow us? I wish they would just go away!”

“Okay, if they are spirits, are they going to cause my daughter to pee on the floor and throw up pea soup? I think I can handle just about anything, but that!”

“I trust you to do whatever you need to. Help yourselves to the fridge, food, whatever.”

————— **MARISSA GRAY** —————

Child; CR0; Small Human; HD 1d4-2: HP 2; MAS 7; Init +2; Speed 20 ft.; Defense 12, touch 12, flatfooted 10; BAB -3; Grap -7; Atk -3 melee (1d3-3 nonlethal, unarmed strike); +0 ranged; FS 5ft. by 5 ft.; Reach 5 ft.; Al: Mother, SV Fort -2; Ref +2; Will +0; AP 0, Rep +0; Str 5, Dex 14, Con 7, Int 13, Wis 11, Cha 12.

Occupation: None.
Skills: None.
Feats: None.

GM NOTES AND OBSERVATIONS:

Marissa had been a normal, happy little girl, but the poltergeists haunting of her home have changed that. She has become the focus of the poltergeists and the girl constantly sees the tormented souls that surround her. She suffers from lack of REM sleep and resulting in great loss of weight. So much, in fact, that she is near skeletal. Lisa has taken her to doctors and psychiatrists, but no one has helped her. All of them have refused to believe that spirits are haunting the family. She is very distrusting of strangers. She has difficulty differentiating the living from the dead.

CHARACTER SPEAK

“I see dead people!”

“They are everywhere.”

“I’m tired of them. I wish they would leave me alone.”

“MOMMY!!!”

————— **MATTHEW GRAY** —————

Child; CR0; Small Human; HD 1d4; HP 4; MAS 11; Init +1, Speed 20 ft.; Defense 11, touch 11, flatfooted 10; BAB +1, Grap -6; Atk -2 melee (1d3-2 nonlethal, unarmed strike); +1 ranged; FS 5ft. by 5 ft.; Reach 5 ft.; Al: Mother, SV Fort +0, Ref +1, Will -2; AP 0; Rep +0; Str 7, Dex 13, Con 11, Int 14, Wis 7, Cha 12

Occupation: None.
Skills: None.
Feats: None.

GM NOTES AND MOTIVATIONS

Matthew is a bright little boy, who deals with the haunting of his family the best he can. He withdraws from reality by playing video games. He will play games as much as his mother will allow during the PCs investigation. He has seen Aimee and heard the Rabbi’s voice reassuring him that everything will be just fine.

CHARACTER SPEAK

“I am invincible!”

“Who cares? Let’s play games!”

“Marissa used to play, but she doesn’t want to anymore.”

“I wish they would leave us alone.”

“Sometimes, mommy cries. I don’t like that.”

————— **ANUVA SHAPIRO** —————

Smart Ordinary 1/ Dedicated Ordinary 1; CR 1; Medium Human; HD 1d6+1d6; HP 9; MAS 10; Init +1; Speed 30 ft.; Defense 11, touch 11, flat footed 10; BAB +0, Grap -1; Atk -1 melee (1d3-1 nonlethal, unarmed strike); Full Atk -1 melee (1d3-1 nonlethal, unarmed strike); +1 ranged (2d6, Sig Sauer P220); FS 5ft. by 5 ft.; Reach 5 ft.; Al: Israel SV; Fort +1, Ref +1, Will +4; AP 0, Rep +2; Str 8, Dex 13, Con 10, Int 15, Wis 14, Cha 12.

Occupation: Investigative (Knowledge (earth and life science) and Investigate).
Skills: Computer Use +7, Craft (electronic) +6, Demolitions +7, Investigate +7, Knowledge (counterterrorism) +7, Knowledge (earth and life science) +9, Knowledge (physical sciences) +9, Knowledge (tactics) +7, Profession +7, Read/Write English, Read/Write German, Read/Write Farsi, Read/Write Hebrew, Speak English, Speak Farsi, Speak German, Speak Hebrew, Treat Injury +7.

Continued on next page

Feats: Educated (Knowledge (earth and life sciences) and Knowledge (physical sciences)), Personal Firearms Proficiency, Medical Expert, Simple Weapons.

Possessions: Sig/Sauer P220 (.45 Autoloader), 50 rounds of .45 ammunition, cell phone, small camera, PDA. (Dam. 2d6, Crit. 20, Ballistic, Range 30ft, ROF S, 7 Box, size small, 3lb., Purchase DC 16, +1 Accuracy)

GM NOTES AND MOTIVATIONS

Ahuva is a Captain in the Israeli Army. She has served the last two years as a Special Investigator in Germany. Currently she works in the US, searching for Jewish relics stolen during WWII. She knows Dr. Heimglimmer performed many black rituals and was a member of the Birkhuhn. She is familiar with his history and wants to learn more by investigating his home. She has met with Detective Martin, who has not been very forthcoming and has refused to give her access to the home. She decided to break in and find out whatever she can. She is not a believer in the paranormal, though if she survives the adventure, she may change her mind.

CHARACTER SPEAK

"He was an evil man. Nothing he would do would surprise me."

"What are you doing here?"

"My government has nothing to say on the matter."

"Detective Martin is hiding something from me."

—DETECTIVE HECTOR MARTIN—

Smart Hero 2/ Tough Hero 1/Ritualist 2; CR 5
Medium Human; HD 2d6+1d10+2d6+15; HP 30; MAS 16; Init +3; Speed 30 ft. Defense 16, touch 16, flat footed 13; BAB +2; Grap +3; Atk +3 melee (1d3+1 nonlethal, unarmed strike); Full Atk +3 melee (1d3+1 nonlethal, unarmed strike); +6 ranged (2d6, 45 automatic); FS 5ft. by 5 ft.; Reach 5 ft.; SQ Arcane spells, Earth domain, Minor ritual; AI: Neo Birkhuhn; SV Fort +4, Ref +3, Will +7; AP 0, Rep +2; Str 12, Dex 16, Con 16, Int 16, Wis 14, Cha 16.

Occupation: Law Enforcement (Gather Information and Knowledge (civics)).

Skills: Computer Use +8, Concentration +11, Craft (structural) +7, Craft (writing) +6, Decipher Script +9, Diplomacy +4, Drive +5, Gather Information+7, Intimidate +7, Investigate +7, Knowledge (arcane lore) +7, Knowledge (civics) +7, Knowledge (streetwise) +7, Knowledge (ritualism) +11, Knowledge (tactics) +7, Profession +7, Research +7, Read/Write English, Read/Write French, Read/Write German, Read/Write Polish, Search +7, Speak English, Speak French, Speak German, Spot +4.

Feats: Double Tap, Personal Firearms Proficiency, Point Blank Shot, Precise Shot, Simple Weapons Proficiency, Weapons Focus (.45 Autoloader).

Talents: Linguist, Second Wind.

Spells Prepared (4/2; save DC 13 + spell level). Base Spirit Power 12, 0-Daze, Message, Read Magic, Resistance 1-Comprehend Languages, Cause Fear

Possessions: Red Firebird. A .45 Autoloader pistol and 50 rounds of .45 ammunition. Various low level fetishes used in casting ritual spells.

GM NOTES AND MOTIVATIONS

Hector is a decorated policeman with the Rosetta Police department. He began his career as a very motivated peace officer. Unfortunately his constant contact with the criminal element of Rosetta changed his attitude and he now despises humanity. He sees himself as superior to the common people of Rosetta. Several years ago, Hector became a member of the Neo Birkhuhn and a student of Dr. Heimglimmer. He learned of ritualism and the black arts. Now he dreams of wielding the powers of darkness as effectively as his mentor. When Dr. Heimglimmer died, Hector sought to learn the secrets of Dr. Heimglimmer's powers. His determination will drive him to try anything to attain those powers. He enlisted another member of the Neo Birkhuhn, Dr. Irwin Revinowitz, to assist him with the rituals required to grasp the powers of darkness to his command.

Unexpectedly, his plans were interrupted when Dr. Revinowitz discovered that Dr. Heimglimmer's corpse was reanimating and would soon walk the Earth again. He and Irwin scrambled to find some way to stop the process, fearing Dr. Heimglimmer would be very upset with them for attempting to steal his powers. Hector found a Sumerian Ritual of Binding that Dr. Heimglimmer studied decades before. He and Irwin sought to bind the body and prevent the corpse's reanimation.

Hector and Irwin also murdered a drifter named, John Lathrop. He was raised by the pair using the ritual of Osirus, causing him to become a Revenant. This creature guards the ritual chamber in Heimglimmer's house.

CHARACTER SPEAK

"Just tell me the facts, I'll do the rest."

"I'm in charge here and I'll prove it to you if you need me to."

"I'm just one of Rosetta's finest doing the best I can."

"The Birkhuhn way is the true way. Most of humanity is sheep or cattle. You can be part of the herd or you can be the wolf. I choose the wolf."

— DR. IRWIN REVINOWITZ —

Smart Hero 3/Ritualist 2; CR 5; Medium Human; HD 5d6; HP 15; MAS 10; Init +0; Speed 30 ft.; Defense 12, touch 12, flat footed 12; BAB +2; Grap +3; Atk +3 melee (1d4+1, baseball bat); Full Atk +3 melee (1d4+1, baseball bat); -2 ranged (2d6, 45 automatic); FS 5ft. by 5 ft.; Reach 5 ft.; SQ Arcane spells, Earth domain, Minor ritual; AI: Neo Birkhuhn; SV Fort +1, Ref +1, Will +7, AP 0, Rep +2; Str 12, Dex 10, Con 10, Int 16, Wis 14, Cha 9

Occupation: Doctor (Craft (pharmaceutical), Treat Injury)

Skills: Computer Use +6, Concentration +8, Craft (pharmaceutical) +14, Craft (structural) +5, Craft (writing) +5, Diplomacy +2, Drive +5, Gather Information +5, Investigate +7, Knowledge (arcane lore) +9, Knowledge (civics) +9, Knowledge (earth and life sciences) +10, Knowledge (physical sciences) +13, Knowledge (streetwise) +7, Knowledge (ritualism) +5, Profession +8, Research +7, Read/Write English, Read/Write German, Read/Write Latin, Search +8, Speak English, Speak German, Spot +4, Treat Injury +9

Feats: Educated [2X] (Knowledge (arcane lore), Knowledge (civics), Knowledge (earth and life sciences) & Knowledge (physical sciences)), Medical Expert, Simple Weapons Proficiency, and Surgery.

Talents: Savant Craft (Pharmaceutical), (Knowledge (physical science)).

Spells Prepared (4/2; save DC 13 + spell level). Base Spirit Power 12 0-Daze, Message, Read Magic, Resistance; 1-Comprehend Languages, Ray of Frost

Possessions: Baseball bat. He does not carry his fetishes with him, and will not be able to cast any spells.

GM NOTES AND MOTIVATIONS

Irwin was the child everyone picked on in grade school. He rarely fit in, marked as a geek, what he lacked in personality, he made up for with intelligence. He worked hard for the city and was rewarded with the position of Chief Forensics Officer in Rosetta, Texas. He has been a lifelong friend of Detective Martin, and together they dabble in the Black Arts. However, once Irwin met Dr. Heimglimmer, his life changed. He joined the Neo Birkhuhn and learned the black arts. Death has always held a morbid fascination for him. Now, through the Rituals taught by Dr. Heimglimmer, he is on the brink of developing powers over death itself. Irwin was distraught when Dr. Heimglimmer died. Hector took advantage of his friend's distress. He manipulated Irwin into joining him in the study of Ritualism. Irwin felt shock when he realized that his mentor was slowly reawakening. But even more, he feared what Dr. Heimglimmer would do to them when he returned. Hector convinced Irwin to help perform a binding ritual on the corpse and with the power they received from binding Heimglimmer they created their first revenant risen of Osirus. Irwin is basically a coward at heart and is quick to flee if things go badly.

CHARACTER SPEAK

"No one can know our secret."

"Some knowledge comes with too high a price."

"You do not understand the forces you're dealing with."

"All those who defy us will be cursed and doomed in a lake of fire."

"Run!"

— AIMEE RESNICK —

Aimee is a ghost of a little girl, who died at the hands of Dr. Heimglimmer at Bergenvalden. She died in 1943 at the age of twelve. She stood about 4'6" and had been bright music student. The Nazis relocated her family to the Ghetto in 1939. The family was re-assigned to Bergenvalden in 1940. She suffered greatly as a test subject for Dr. Heimglimmer's arcane rituals. Heimglimmer experienced his first success gaining paranormal powers by binding Aimee's spirit. The ghost wants peace. She wants to escape the Dark Man, and has attached herself to Marissa Gray the hope that Marissa's mother will find a way to end her suffering.

RABBI

Rabbi Joshua was a leader of a small synagogue outside of Krakow. He was captured by the Nazis and was later murdered by Dr. Heimglimmer in 1943. He never lost his faith despite his horrific ordeal and he ministers to the other spirits trapped with him. He has attached his spirit to Matthew, and he will protect the boy as much as possible from the angry spirits that inhabit the home.

JOSEPH VITRIK

Joseph was an elderly man when he died in early 1943 at Dr. Heimglimmer's hands. His spirit is weak and the best he can do is form a Type I ABE. He wants someone to help him, and his spirit will approach whom-ever he can for help. He startles easily and his spirit greatly fears the Birkhuhn and Dr. Heimglimmer.

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; Al: 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; Al: 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).

— POLTERGEIST —

Poltergeist: CR 5; Medium Elemental; HD 2d8; HP 8; Mas -; Init +1; Speed fly 50 ft. (perfect); Defense 12 (+1 Dex, Dodge), touch 12, flat footed 10; BAB +1; Grap -; Atk +2 ranged (variable, thrown objects, 30 ft.); FS f ft. by 5 ft.; Reach 5 ft.; SQ Darkvision 60 ft. (Ex), Damage Reduction 5/- (Ex), Invisibility at will (Ex), Immunities (Poltergeists 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), Poltergeists may not be raised from the dead, Cluster Attacks; Al: Varies SV Fort +0, Ref +1, Will +3 Str -, Dex 13, Con -, Int 10, Wis 10, Cha 10.

Skills: Listen +5, Move Silently +13, Search +4, Sense Motive +4, Spot +4

Feats: Dodge

Poltergeists are spirits of the dead who have not crossed over into the afterlife. These are restless spirits, who are either very playful, or are very angry about their current situation and want to make the living suffer for it. Poltergeists are often attracted to young children between 6 and 13 years of age, and most commonly, the child is a female. This focus person will not be targeted for an attack by the poltergeist, but will be haunted by it. General poltergeist activities include moving and hiding small objects, closing and opening doors or windows, and breaking small items. Poltergeist activity tends to build over a two or three month period. Hauntings are initiated by small irritating episodes that gradually grow into a climactic active period. This climax can be extremely dangerous to all but the focus of their haunting. Due to their incorporeal nature, they may pass through any physical object. Poltergeists are extremely quiet, but when heard they emit a whispered whooshing noise while moving.

Cluster Attack: This is a natural ability for poltergeists. The poltergeist may use a Cluster Attack once per day. The poltergeist will choose an area of 30 feet circumference or less to attack. During the attack everything in the area is subject to attack. In combat, the poltergeist may throw up to:

- 4 small items weighing less than 5 lbs. total
- 2 items weighing less than 10 lbs total
- 1 item weighing less than 20 lbs total

This will continue for 10 rounds of combat. The attack draws upon a great deal of energy from the poltergeist and it will need at least 24 hours to remanifest itself for another attack.

— RISEN REVENANT OF OSIRUS —

Risen Revenant of Osirus: CR 5; Medium Undead; HD 2d12+3 Toughness; HP 15; Mas -; Init +1; Speed 30 ft.; Defense 12 (+1 Dex, +1 natural armor), touch 11, flat footed 11; BAB +0; Grap +1; Atk +1 melee (1d6+1, slam); FS f ft. by 5 ft.; Reach 5 ft.; SQ Darkvision 60 ft. (Ex), Damage Reduction 5/- (Ex), Darkness 60 ft. radius, Immunities (Undead are immune to poison, sleep, paralysis, stunning, disease, necromantic effects, and mind-affecting effects. They are not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, or effects of massive damage, or any effect requiring a Fortitude save unless the effect also works on objects or is harmless), Razor Nails (Su), Undead may not be healed, Undead may not be resurrected; Al: Evil SV Fort +0, Ref +1, Will +3 Str 13, Dex 12, Con -, Int 10, Wis 10, Cha 10.

Skills: Climb +6, Hide +6, Jump +6, Listen +5, Move Silently +6, Spot +5.

Feats: Toughness.

A Risen Revenant of Osirus is a type of undead created through rituals. The creatures created look normal from a distance, but when in close proximity their skin is a bit pale and the irises of their eyes are unusually large. They are intelligent for undead and are a step above the classic zombie. They are dominated by their creator and will do anything ordered by their master. The lowest level of Risen is the Revenant, but ancient tomes state that other, more powerful undead slaves may be created if the proper rites and rituals are performed.

Razor Nails can be used once per day and will last for 5 slam attacks. These nails are 2" long and razor sharp. Risen Revenants of Osirus add 1d3 damage to each successful slam attack. The Revenant may create an unnatural darkness, once per day, lasting 2 full rounds, covering a 30 ft. radius around the creature.

— ECTOPLASMIC MIST —

Many haunted areas are covered in this special mist, which is generally visable on video or still photography. Scientists and investigators are puzzled by what ectoplasmic mist is and what causes it. Under very rare circumstances, the mist may be seen by the naked eye. It most often appears as a greenish mist, though red and black are not unknown. Pictures of the mist are often accompanied by ABEs and many have reported cold temperatures in the mist. Little else is known or understood about this 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.

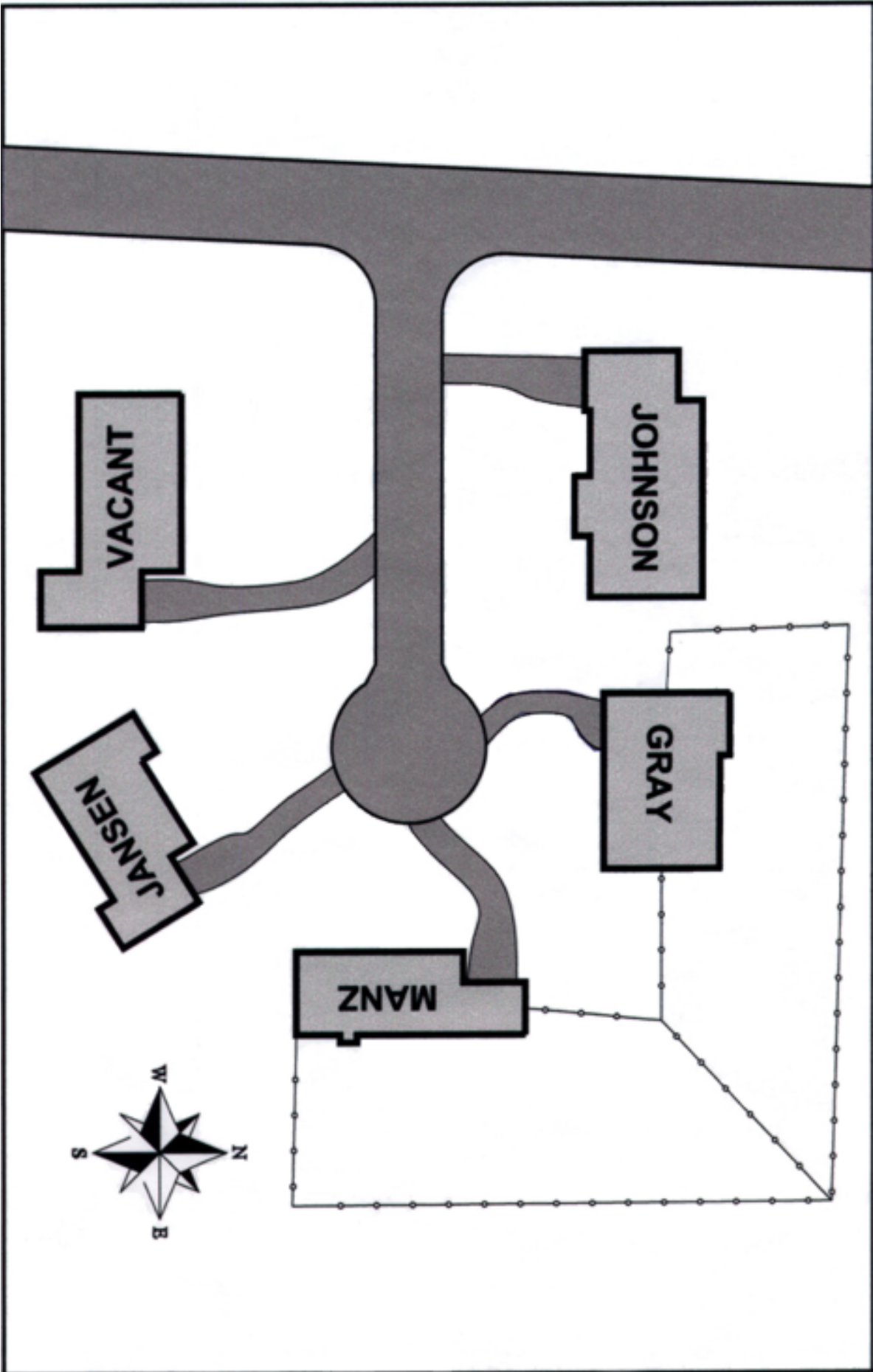
Electronic Voice Phenomenon (EVP) – Since the beginning of electronic or encoded recordings, sounds, words, and phrases have been present with no rational explanation. Some believe these are the spirits of the dead, attempting to communicate with the world of the living. EVPs are typically difficult 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.

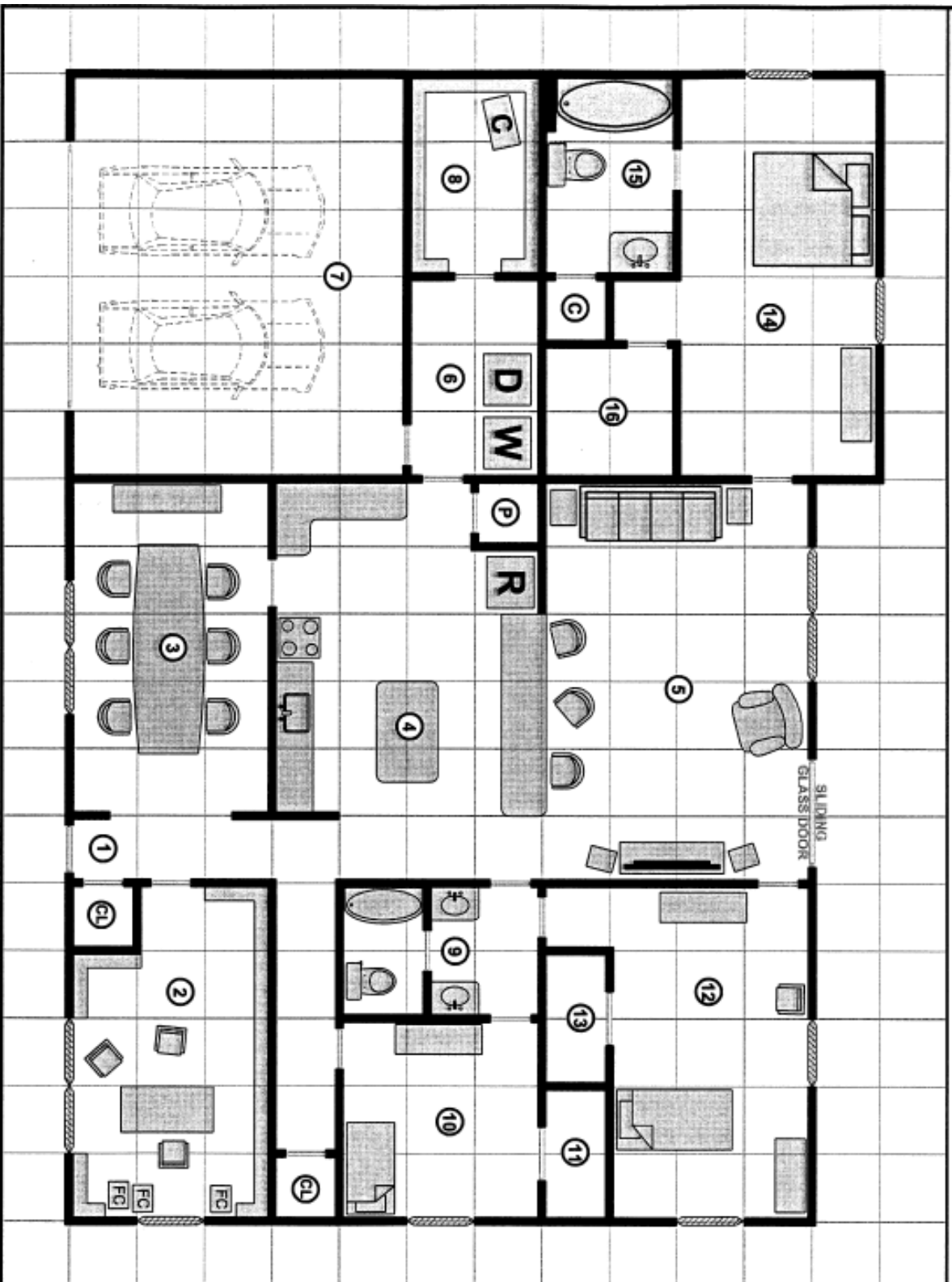


Instrumental Transcommunications (ITC) – a recording technique used to research paranormal spirit / ghost images and voices. These recordings may be on recorders of many types and have even been reported on answering machines. (Phone calls from the Dead!) It is when a spirit, energy, or being uses modern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

MAP #1: MAP OF LISA GRAY'S CUL-DE-SAC



HANDOUT #2: MAP OF LISA GRAY'S HOUSE



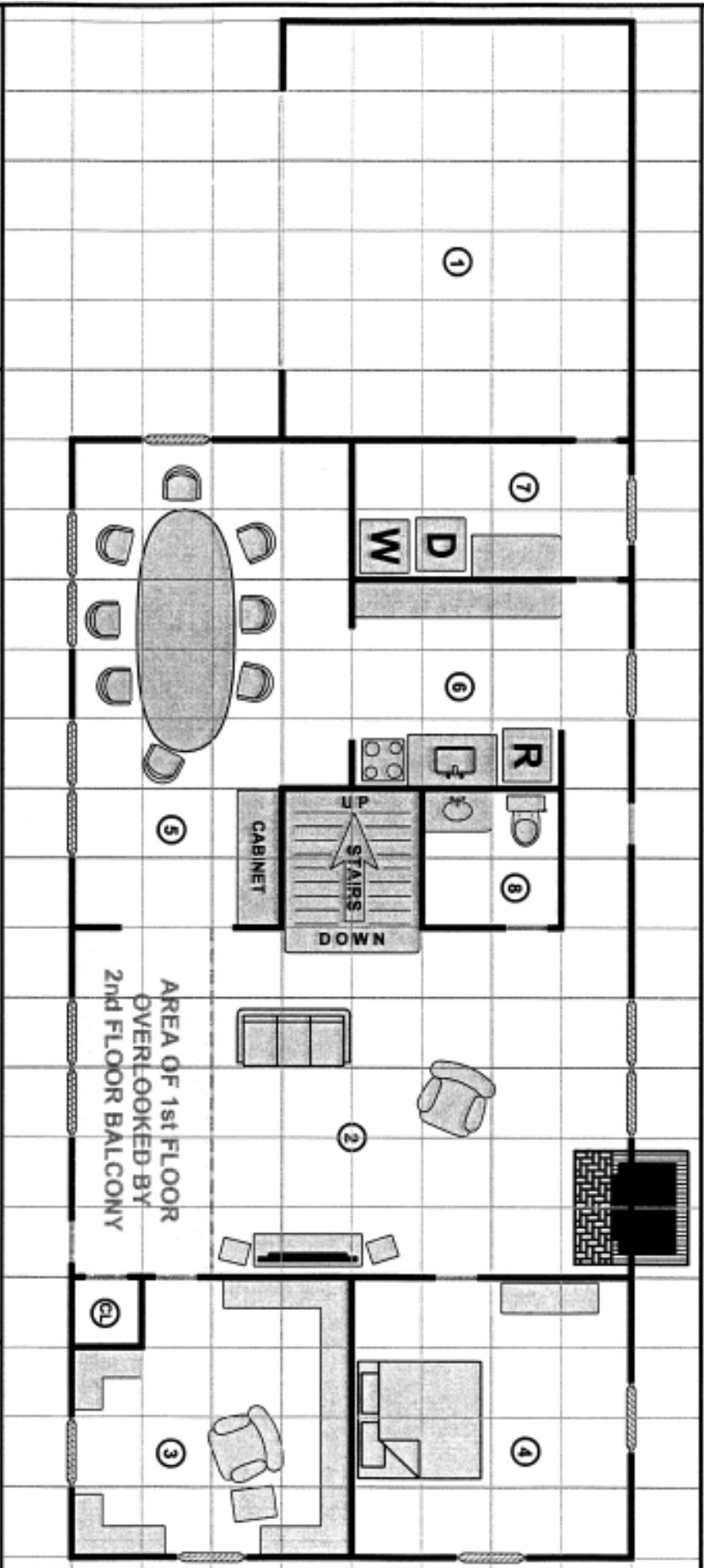
MAP KEY

- 1. Entry Way
- 2. Office
- 3. Dining Room
- 4. Kitchen
- 5. Living Room
- 6. Laundry Room
- 7. Garage
- 8. Storage Room
- 9. Bathroom
- 10. Matthew's Room
- 11. Marissa's Room
- 12. Marissa's Closet
- 13. Marissa's Closet
- 14. Jeana's Room
- 15. Jeana's Bathroom
- 16. Jeana's Closet
- P = Walk-in Pantry
- CL = Closet
- C = Bathroom Cabinets



SCALE: 1 Square = 5 feet

HANDOUT #3: MAP OF DR. HEIMGILIMMER (1st FLOOR)



MAP KEY

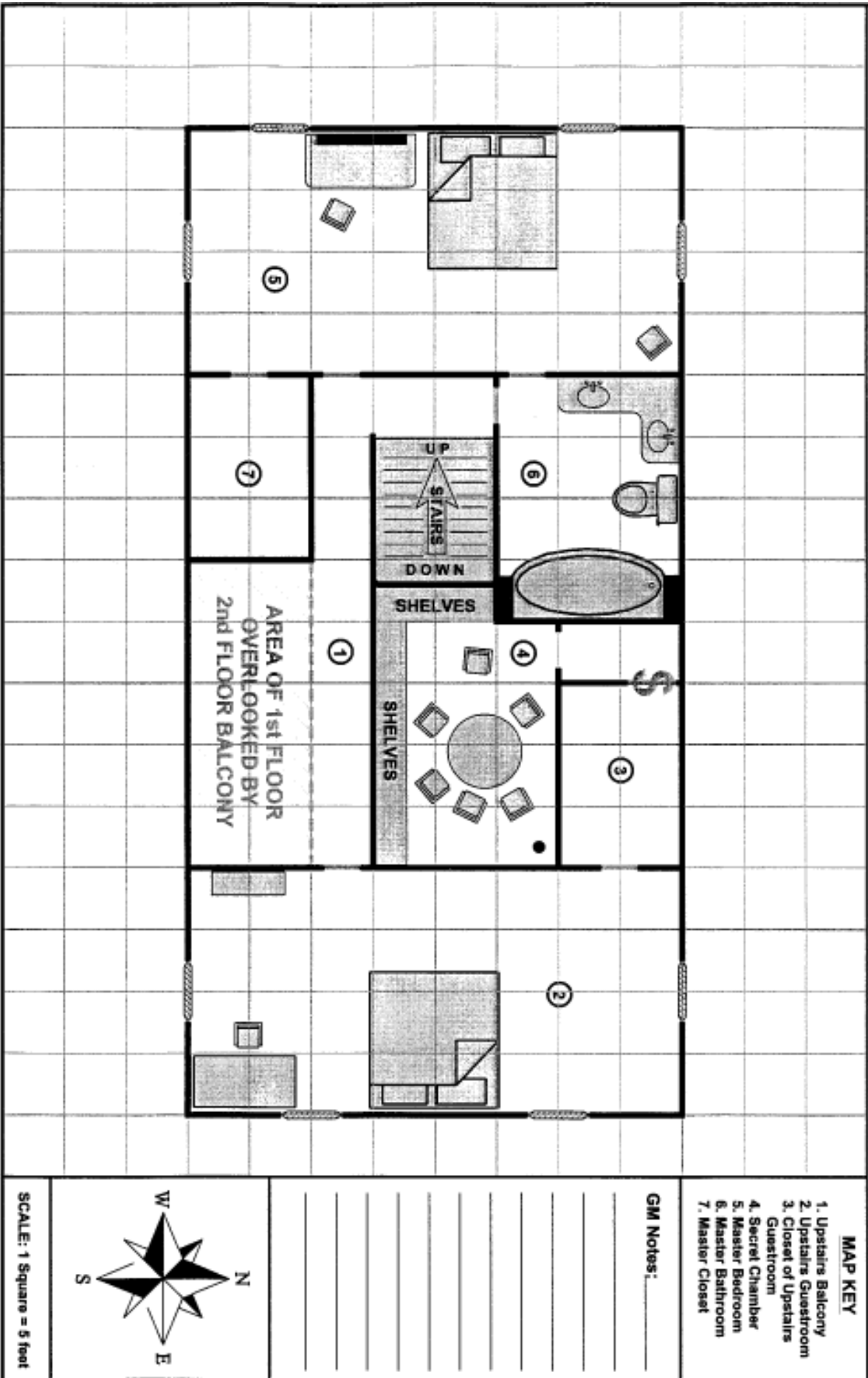
- 1. Garage
- 2. Living Room
- 3. Office
- 4. Downstairs Guest Room
- 5. Dining Room
- 6. Kitchen
- 7. Laundry Room
- 8. Restroom
- CL = CLOSET

GM Notes:

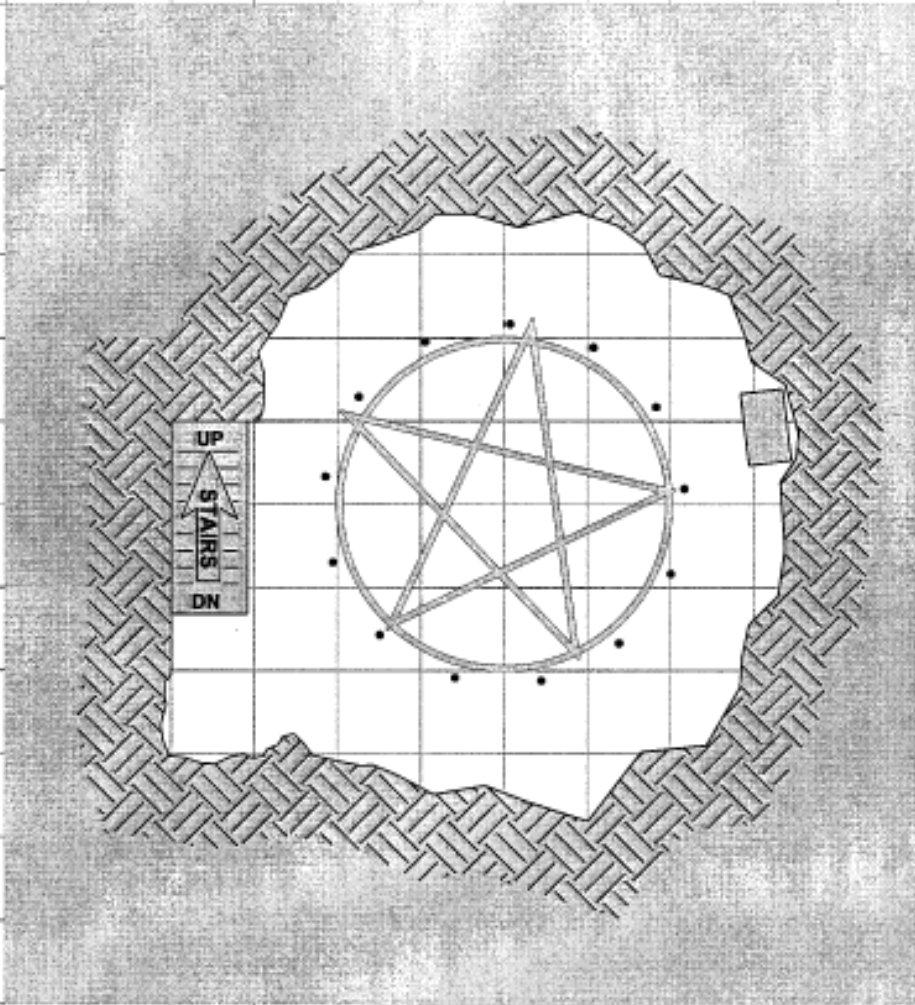


SCALE: 1 Square = 5 feet

HANDOUT #4: MAP OF DR. HEIMGGLIMMER (2nd FLOOR)



HANDOUT #5: CHAMBER OF OSIRIS



GM Notes: _____

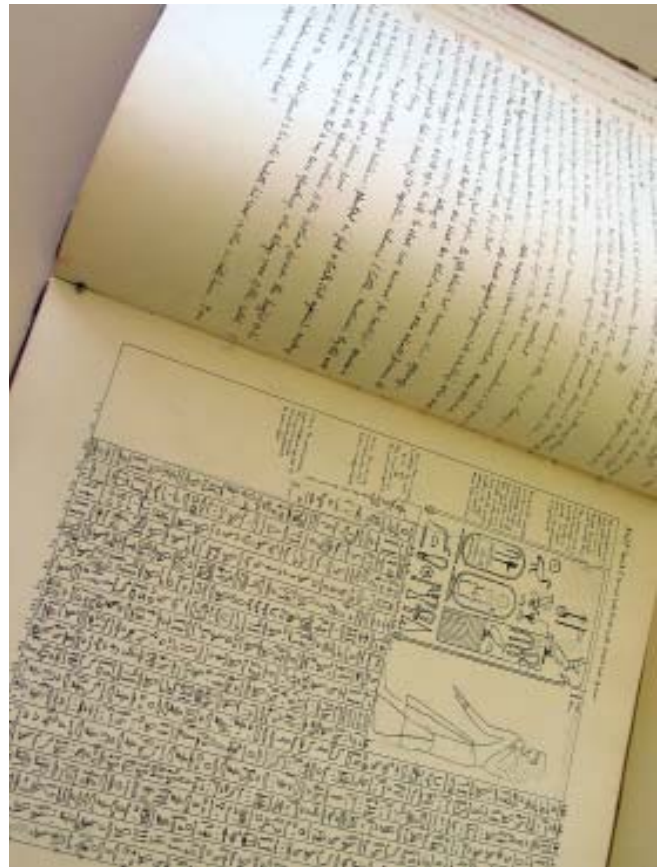


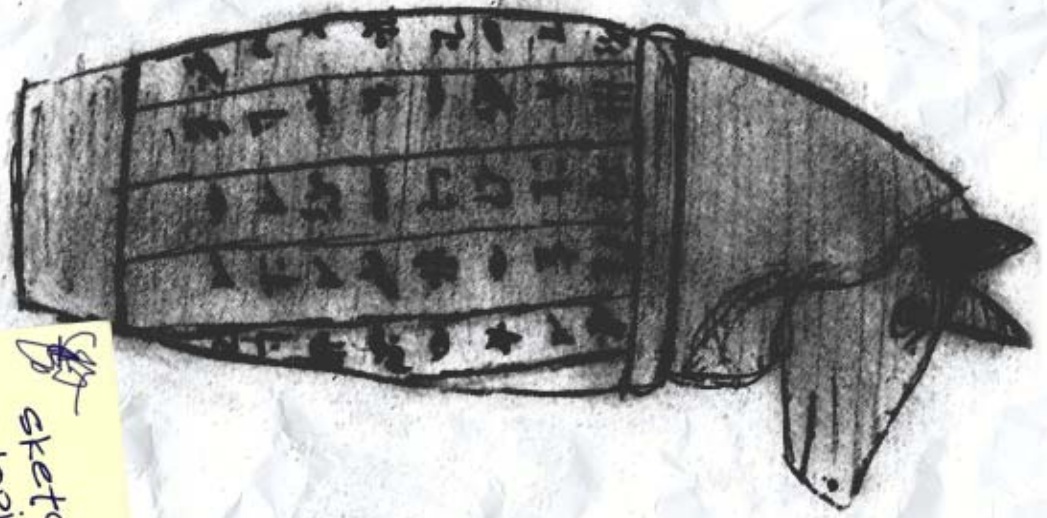
SCALE: 1 Square = 5 feet

PLAYER PHOTO HAND-OUTS

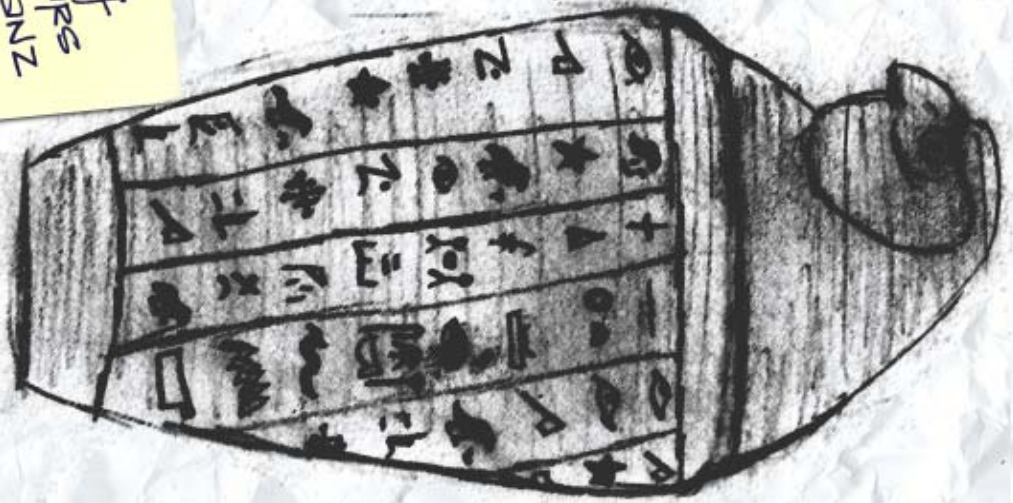
Add to the realism by printing on injet photo paper and cutting out!







Sketch of
CANOPIC JAPS
found at MANZ
residence



Sketch of
SPRTWOK
found in
SECRET
ROOM.

ALMOST ALL PHOTOS CAME OUT BLACK!



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, which



Photo of Nazi found in Heimglimmer home.

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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