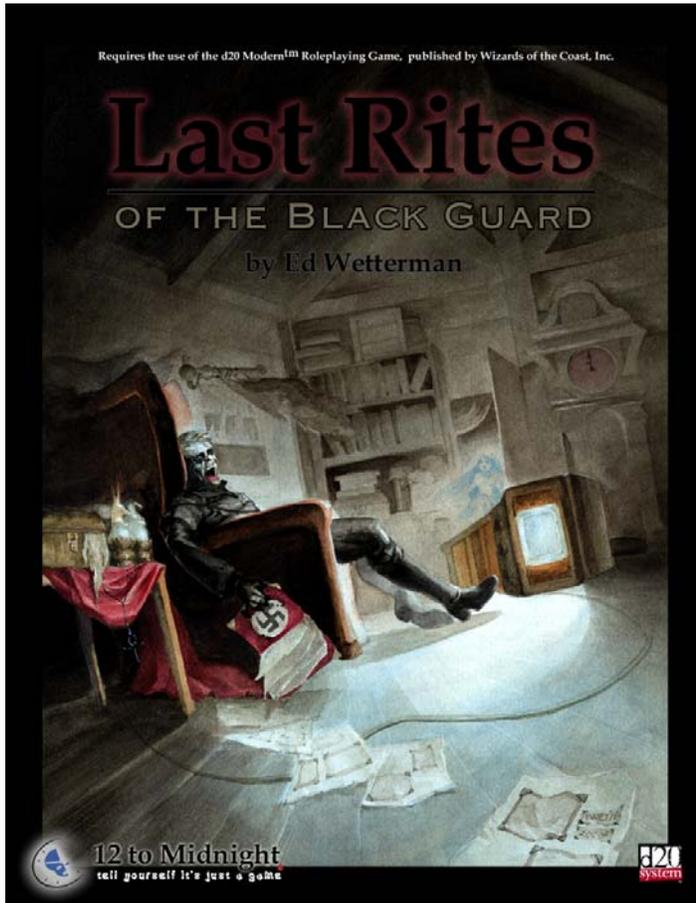


# Last Rites

## OF THE BLACK GUARD



## DEMO EDITION

**Written by:** Ed Wettermann

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

**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 Wettermann

**Layout by:** Preston P. DuBose and Ed Wettermann

**12 to Midnight Iconics by:** Woody Hearne  
([www.gucomics.com](http://www.gucomics.com))

**Actors used in Photography:** Julie Croy, David Wettermann, 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.*

'd20 System' and the 'd20 System' logo are trademarks of Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc., and are used according to the terms of the d20 System License version 4.0. A copy of this License can be found at [www.wizards.com/d20](http://www.wizards.com/d20).

d20 Modern(tm) is a trademark of Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc., and is used with permission. Wizards of the Coast(R) is a registered trademark of Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc., and is used with permission.

For information on the designation of Open Game Content and Product Identity in this publication, refer to the Appendix.

*Last Rites of the Black Guard* ©2003 12 to Midnight. All rights reserved. 12 to Midnight and the 12 to Midnight logo are trademarks of 12 to Midnight. All rights reserved. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of 12 to Midnight.

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

# Last Rites

## OF THE BLACK GUARD

by Ed Wettermann

### Contents

<b>Section I: GM Preparation</b> .....	4	<b>Section III: (cont'd.)</b>	
Introduction .....	4	Downstairs Guest Room .....	25
Levels .....	4	The Dining Room .....	25
GM Background .....	4	The Kitchen .....	25
Synopsis .....	6	Laundry Room .....	26
Character Hooks .....	7	Restroom .....	26
Setting the Mood .....	7	Living Room Closet .....	26
Rosetta, Texas .....	7	Staircase .....	26
The Home of Lisa Gray .....	8	Upstairs Balcony .....	27
Home Defense .....	8	Upstairs Guestroom .....	27
<b>Section II: The Investigation</b> .....	9	Upstairs Guestroom Closet .....	28
Introductory Scene .....	9	Secret Room .....	28
GM Notes .....	9	Master Bedroom .....	28
Arrival .....	9	Master Bathroom .....	29
Introduction to Lisa .....	9	Master Closet .....	29
Part One: Walkthrough of Lisa's Home .....	10	Chamber of Osirus .....	29
Entry Way .....	10	Final Confrontation .....	30
Office .....	10	Final Scene: The Mummy Risen! .....	30
Dining Room .....	11	How to Wrap it Up .....	31
Kitchen .....	11	What if the Party? .....	31
Living Room .....	12	<b>Section IV: What's Next</b> .....	32
Laundry Room .....	12	EL and Experience Table .....	32
Garage .....	12	Scaling the Adventure .....	32
Storage Room .....	12	NPCs .....	32
Bathroom .....	13	NPC: Lisa Gray .....	32
Matthew's Bedroom .....	13	NPC: Marissa Gray .....	33
Mathew's Closet .....	14	NPC: Matthew Gray .....	33
Marissa's Bedroom .....	14	NPC: Ahuva Shapiro .....	33
Marissa's Closet .....	15	NPC: Detective Hector Martin .....	34
Lisa's Bedroom .....	15	NPC: Dr. Irwin Revinowitz .....	35
Master Bathroom .....	15	NPC: Aimee Resnick .....	35
Master Closet .....	15	NPC: Rabbi .....	36
Part Two: Interviews with the Grays .....	15	NPC: Joseph Vitrik .....	36
Lisa Gray .....	15	Creature Collection .....	36
Marissa Gray .....	17	Atmospheric Balls of Energy ABE .....	36
Matthew Gray .....	17	Poltergeist .....	37
Part Three: Sightings .....	18	Risen Revenant of Osirus .....	37
Time Independent Events .....	18	Ectoplasmic Mist .....	37
The Séance .....	19	Lexicon of Terms used in Last Rites .....	38
Kitchen Poltergeist Event .....	20	Map #1: Lisa Gray's Cul de Sac .....	39
ABE Type II Attack .....	21	Map #2: Lisa Gray's Home .....	40
Calling the Police or EMS .....	21	Map #3: Dr. Heimglimmer's Home (1st Floor) .....	41
<b>Section III: Into Darkness</b> .....	22	Map #4: Dr. Heimglimmer's Home (2nd Floor) .....	42
Introduction .....	22	Map #5: Chamber of Osirus .....	43
GM Notes on Heimglimmer's Home .....	22	Player Photo Handouts .....	44-46
Garage .....	24	News Article .....	47
The Living Room .....	24	OGL (Open Gaming License) .....	48
The Office .....	25		

## 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."*

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

**Skills:** Listen +4, Spot +4.

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

TYPE II ABE

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

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

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

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

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



## LEXICON OF TERMS USED IN LAST RITES

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

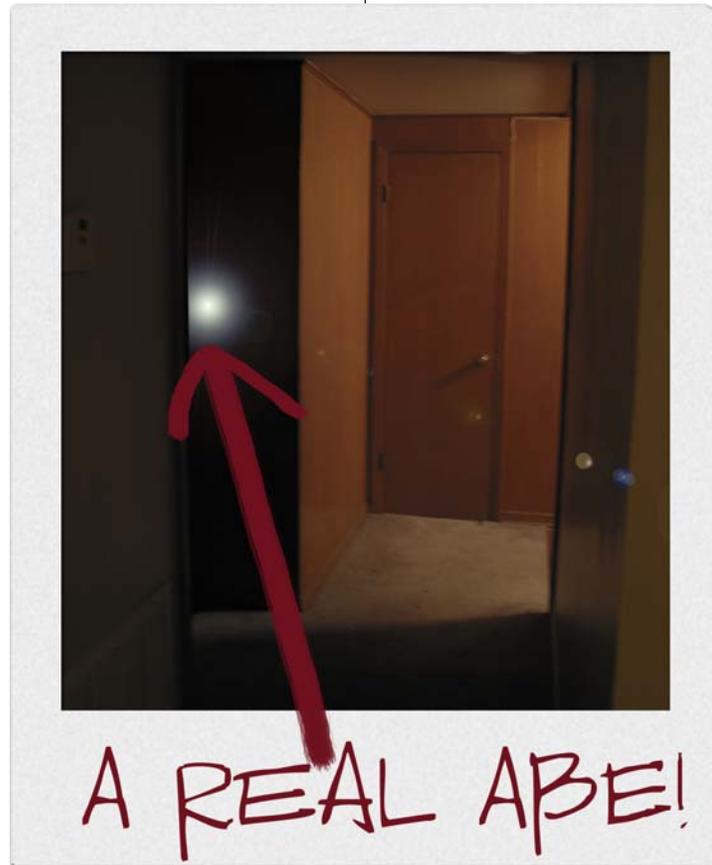
**Ectoplasm** – A mist-like substance that may be the physical evidence of ghosts or hauntings. Most often seen on film or video, and may take many forms and colors.

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

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

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

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



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

# Nazi Identified in Rosetta

By Stephen Ford

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

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

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

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

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

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



Photo of Nazi found in Heimglimmer home.

which specialized in the occult. Several artifacts were found inside the house. These include a large golden Star of David dating back to the 12<sup>th</sup> 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

## Designation of Product Identity:

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.

## Designation of Open Game Content:

All the text listed under the headings NPCs and Creature Collection. Please remember that Open Game Content is still copyrighted material, and any use of Open Game Content from this publication must be accompanied by the following: "Last Rites of the Black Guard, Copyright 2003, 12 to Midnight publishing; Author: Ed Wetterman

## OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying,

modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

## 15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

Modern System Reference Document Copyright 2002, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

Last Rights of the Black Guard, Copyright 2003, 12 to Midnight publishing; Author: Ed Wetterman