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# Loose Cannon



## Background

At the turn of the 20th century, the Springfield Armory was conducting tests on behalf of the United States Ordnance Department with the objective of commissioning a new, more powerful handgun for use in suppressing a rebellion in the Philippines. After evaluating contracts from several manufacturers, the armory had eliminated all but three contenders: two American companies (Colt and Savage), and a German manufacturer (Deutsche Waffen- und Munitionsfabriken, also known as DWM).

For its entry, DWM created an entirely new .45 caliber Luger that shared no parts with any of the company's other models. They kept two of the prototypes at home and supplied two to the Springfield Armory, who reportedly subjected one of the specimens to an exhaustive battery of tests, culminating in rigorous stress trials that ultimately destroyed the weapon. Satisfied, they kept the second aside and requested 200 more for field trials.

Ultimately, DWM decided not to fill the order. They based the decision on their perception that, as a foreign competitor, their chance of winning the contract was insufficient to justify the expense of retooling their plant to produce such a large run. They abandoned the concept of a .45 caliber Luger and never produced another.

Many collectors now consider the rare .45 caliber Luger to be the most sought-after pistol in the world. Only two are generally known to exist. The surviving pistol supplied to the Springfield armory is now in a private collection, as is one of the specimens that remained in Germany.

One other remains unaccounted for—in fact, most doubt its existence—and its history is unlikely to find its way into any reputable scholarly work. In years past, the few who have had contact with this weapon have called it the Thule Luger.

After the end of World War I, the fortunes of DWM declined and the Luger manufacturing machinery, along with any attendant miscellaneous items (including the .45 caliber Luger), changed hands several times. In 1929, Mauser purchased the equipment and continued to manufacture Lugers with their standard 9mm parabellum round until late in World War II.

In the early part of the Second World War, the .45 caliber Luger found its way into the hands of a gun collector named Kurt Witt, an officer in the SS. Gruppenführer Witt, in an attempt to curry favor, gave the priceless artifact as a gift to his superior officer, Heinrich Himmler. Reichsführer Himmler, apparently unimpressed, passed it on to one of his favored SS subordinates in the Thule Society, Reinhardt Gribitz. Gribitz, determined to impress his mentor, set out to enchant the weapon in order to re-present it to Himmler.



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Gribitz sought to imbue the pistol with power by entrapping a fiend and binding it to the weapon as an energy source. His intention was to create a dreadful weapon that would allow its owner to raise an undead army of awesome might.

The summoning was successful, but Gribitz was out of his depth. During the binding ritual, something went horribly awry. Fortunately, Gribitz and his minions managed to bind the fiend to the pistol, but that did not stop it from taking their lives and consuming their souls as its final, defiant act. They never performed the ritual of enslavement.

Those members of the Thule Society who were not present during the ill-fated rituals found a grisly tableau awaiting them the next morning. Seven high-ranking officers, Gribitz among them, lay sprawled about the room, their bodies little more than mummified husks. Clutched in the fist of each was a silver .45 caliber round, with a gold slug, stamped on the rim with the seal of the Waffen SS.

A tome of Babylonian incantations, translated into Doric Greek, lay next to an overturned lectern. In the middle of the carnage, surrounded by the lines of a bizarre and partially obliterated sigil, lay the Luger.

The botched ritual that gave the Thule Luger its power has left it possessed by a brutal and malign intelligence. The fiend is bound to the pistol in such a way that, although it perceives the world around it and has full use of its intelligence, it does not have the use of its native powers. Chiefly, the fiend acts as a battery to power the pistol's enchantment; however, Gribitz also intended that it lend its intelligence to

the pistol so that the pistol could control its undead spawn. Had Gribitz successfully performed the ritual of enslavement, the fiend would have been compelled to direct the undead according to the wishes of the gun's owner. Now, thanks to the fiend's rash but well-timed attack during the ritual, it is free to use these undead servants to further its own ends.

Trapped inside an instrument of death for some sixty or seventy years, the creature has studied the worst of human nature. It has felt humanity's fear and hatred, and it knows how to use these proclivities as tools. It yearns to be free of the limitations of its prison—to play in the garden of humanity's wickedness. It will stop at nothing to realize this dream.

Still—it is patient.

## The Seven Gold Bullets

The morning after the failed ritual, one of the Thule Society members collected the gold bullet from the fist of each of the seven dead Nazi cultists and placed the rounds in an olivewood box. He kept them with him throughout his career. Bullets such as these, made of gold from the dental fillings of concentration-camp victims, were fairly common keepsakes for SS officers throughout the war. Although such trinkets were usually in the form of 9mm parabellum rounds, these particular seven bullets were made specifically for the Thule Luger in .45 caliber. Within each of the seven bullets resides the essence of one of the seven dead Nazi cultists who performed the ritual of binding.

These bullets are crucial to the fiend's plans for freedom. Whatever plot hook you use to bring the

Thule Luger into your campaign, we recommend that you place the shells in a location that will allow the adventurers to acquire them through roleplaying. If you are using the recommended plot hook, they are in the Pinebox Memorial World War II Museum and Bait Shop (see below).

## Freeing the Fiend

The fiend wishes to be free to roam the material world. To that end, its undead agents must complete a specific series of steps.

- 1) Locate a place with a hard, flat floor (at least 20' × 20') and protection from the elements. Ideally, this is a place where the fiend's agents can complete a dark ritual with a minimum chance of interference.
- 2) Obtain brightly colored pigments and brushes to draw the requisite sigil on the floor. Spray paint will not work. The agents must execute the lines of the sigil with exacting precision.
- 3) Have seven victims ready to hand. The fiend prefers undead "victims" under its own control. Living victims could cause problems (see step 6, below).
- 4) Obtain the box of seven .45 caliber shells collected from the hands of the Nazis who performed the original ritual of enchantment.
- 5) Arrange the seven victims around the sigil at specific points.
- 6) An agent must load the Thule Luger with the seven gold bullets, stand in the middle of the sigil,

### What is the Thule Society?

During World War II, the Thule Society was a secret organization in Germany dedicated to, among other things, exploring occult sources of power in the furtherance of Nazi racial aims. While the Thule Society unquestionably existed and had many high-ranking Nazi members, such as Hermann Göring and Heinrich Himmler, the active occult activities of the real Thule Society are the subject of ongoing debate. Whatever the historical reality, we at 12 to Midnight feel that a horror game should proceed under the assumption that most spooky, macabre, or bizarre legends are at least largely true.

and fire one into each of the seven victims. If the victims are undead under the control of the pistol, they do not attempt to evade the bullet. Since the range is one foot or less, consider the shot a coup de gras. The most important thing, from the fiend's point of view, is that each bullet strike its target. If even one bullet misses, the fiend's chance for freedom on this plane is lost! Its only hope for escape from the pistol, if this happens, is destruction of the gun and banishment back to its own plane.

- 7) Victims struck by these bullets in this way do not fall. Instead, each becomes, in a sense, an undead stand-in for the man each bullet represents. The fiend controls them and forces them to reverse the binding ritual, freeing it to work its evil as it sees fit.

The type of fiend that infests the Thule Luger is unimportant to the working of the Luger. As such, feel free to adjust this as you see fit. The fiend, if it escapes, could be anything from a Rotlord to a Festergog, or even something of the GM's own devising, depending upon the needs of the campaign.

## **Destroying the Pistol**

If the Thule Luger is destroyed, the fiend will be banished back to its home plane. Unfortunately, the pistol is impervious to destruction by ordinary means as long as the fiend inhabits it. The only way to destroy it is to gather as many as possible of the unspent gold-and-silver rounds, load them into the gun, and expose it to sufficient heat to set off the shells inside the magazine. A crucible is a good choice, but a fire pit would also suffice. As the slugs heat up, they explode inside the gun, destroying it.

Note that this explosion is contained in the interplanar reaction that sends the fiend back to its home plane. It does not cause physical damage to anyone in the material world, though anyone within five feet of the reaction at the time may (20% chance) be drawn into the fiend's home plane, as well. Ordinary bullets treated in the same way do not harm the gun, banish the fiend, or, in fact, produce any effect at all.



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## The Thule Luger

Weapon	Damage	Crit	Dmg Type	Rng Increment	ROF	Magazine	Size	Weight	Purchase DC	Restriction
Thule Luger (.45 semi-automatic)	2d6 (+2 vs undead; ghost touch)	17–20	Ballistic	30 ft	S	7 box	Small	3 lb	-	Lic (+1)

This unmarked pistol appears, to the uninitiated, to be a simple .45 caliber handgun. Heroes may make a *Knowledge (history)* roll and compare the result on the following table.

Roll	Result
5	This pistol is actually a .45 caliber Luger.
10	The .45 caliber Luger is rare.
15	Many collectors consider the .45 caliber Luger to be the most valuable handgun in the world. There are only two known specimens, each valued at over 1 million dollars.
20	At the turn of the 20 <sup>th</sup> Century, Deutsche Waffen- und Munitionsfabriken, also known as DWM, made only a handful of these pistols to try to sell them to the US military. DWM did not win the contract, and only two have been verified to still exist—both are in private collections.
25	DWM made four of these guns. One is thought to have been destroyed in military tests, two are in private collections, and the fourth was lost in the ramp-up to World War II.

Those with access to a good library can make a *Research* roll and compare the result to the following table:

Roll	Result
5	This pistol is actually a .45 caliber Luger.
10	Many collectors consider the .45 caliber Luger to be the most valuable handgun in the world. There are only two known specimens, each valued at over 1 million dollars.
15	At the turn of the 20th century, the Springfield Armory was conducting tests on behalf of the United States Ordnance Department with the objective of commissioning a new, more powerful handgun for use in suppressing a rebellion in the Philippines. After evaluating contracts from several manufacturers, the armory had eliminated all but three contenders: two American companies (Colt and Savage), and a German manufacturer (Deutsche Waffen- und Munitionsfabriken, also known as DWM). For its entry, DWM created an entirely new .45 caliber Luger that shared no parts with any of the company's other models. They supplied two to the Springfield Armory, who reportedly subjected one of the specimens to an exhaustive battery of tests, culminating in rigorous stress trials that ultimately destroyed the weapon. Satisfied, they kept the second aside and requested 200 more for field trials.

17	Ultimately, DWM decided not to fill the order. They based the decision on their perception that, as a foreign competitor, their chance of winning the contract was insufficient to justify the expense of retooling their plant to produce such a large run. They abandoned the concept of a .45 caliber Luger and never produced another. Many collectors now consider the rare .45 caliber Luger to be the most sought-after pistol in the world. Only two are generally known to exist. The surviving pistol supplied to the Springfield armory is now in a private collection, as is one specimen that remained in Germany. After the end of World War I, the fortunes of DWM declined and the Luger manufacturing machinery changed hands several times. In 1929, Mauser purchased the equipment and continued to manufacture Lugers with their standard 9mm parabellum round until late in World War II.
20	One other .45 caliber Luger may have remained in Germany when DWM sent the two prototypes to America. To this day, it remains unaccounted for—in fact, most doubt its existence.
25	An obscure journal, kept by an SS Gruppenführer named Kurt Witt, who also happened to be an avid gun collector, records that he won this pistol in a bet and gave it as a gift to Heinrich Himmler, notorious Reichsführer of the SS.
30	A later entry records that Himmler gave it to one of his subordinates in the Thule Society.

Characters who *Research* the Thule Society (DC 10), learn that, before and during the Second World War, the Thule Society was an organization that concentrated on occult research for the furtherance of Nazi aims. Heinrich Himmler, along with many Nazi officials at all levels, was a member.

## Description

The pistol gives its wielder a +1 enhancement bonus to hit at all times. When used against the undead, it inflicts an additional +2 points of damage. This power



works even against those undead normally immune to firearms or other physical attacks.

Anything slain by the pistol falls under the control of the fiend according to the following rules:

- A **living creature** that dies with a slug from the pistol in its body arises the next sunset as a pistol revenant under the control of the fiend. See the *New Creatures* section for more details.
- A **corporeal undead creature** that is dispatched with a slug from the Thule Luger in its body also arises the next sunset, but remains as it was. Though it does not become a pistol revenant, it is still under the control of the fiend that inhabits the Thule Luger. It remains vulnerable to the same attacks as before, but as long as it has a slug from the pistol in its body, it continues to arise with the next sunset. In this

regard, it resembles a pistol revenant (see the *New Creatures* section).

- An **incorporeal undead creature** destroyed by the Thule Luger only returns the following sunset if it was the Thule Luger that inflicted the killing wound. Though it does not become a pistol revenant, it is still under the control of the fiend that inhabits the Thule Luger. It remains vulnerable to the same attacks as before, and since there can be no slug imbedded in its body (it has no physical body) it does not arise the next sunset if killed again—unless it is, again, the Thule Luger that inflicts the killing wound.

Although these undead are indeed under the control of the pistol, they are *in no way* under the control of the *wielder* of the pistol. Under some circumstances, the weapon may allow the wielder to believe he has

control of the creatures, but only if doing so serves the fiend's purpose.

The fiend trapped within the pistol attempts to use its undead servants to gain freedom for itself. Its hope is that the handgun's owner will use it as a primary weapon, so that any creature that the hero kills rises up the following night to serve the pistol. The undead servant has to be within a fifty-yard radius of the pistol to receive its orders. After it receives those orders, however, it can act on those orders autonomously with no range limitation.

The pistol attempts to keep the activities of its undead servants secret from its owner for as long as possible, in hopes of gathering everything it needs before launching its assault.

## Using the Thule Luger in Your Campaign

The Thule Luger is really the seed for a lengthy, bewildering, and mysterious subplot that can stretch out over the course of several unrelated missions and culminate in a dangerous adventure in its own right. This can happen if the heroes are not in possession of the weapon, but it is much better if they are the ones using it.

Murderous undead servants aside, the Thule Luger is a formidable weapon for a paranormal investigator. Most characters will discover fairly early that the pistol is worth a great deal of money. Help them resist the temptation to sell it by describing it lavishly. The gun is a joy to hold, perfectly balanced and well fitted to the hand. When a character fires it, emphasize its accuracy and power. If you wish to keep its enhancement bonuses to hit and damage a secret, its increased threat range should be enough to convince

most investigators that this handgun is worth more to them as a weapon than as a Wealth bonus.

When characters research the weapon, try to downplay the association the Luger name has in the popular imagination with the Nazis and World War II. Make sure the characters understand, without being too obvious, that DWM made the weapon for the American military before the beginning of even the First World War. It is important that characters not associate the weapon with evil. The fact that it seems most effective when fighting against undead should further put characters off their guard. Let them use it for a little while before you give them the first clue that something is amiss. After all, the fiend will want to have a few servants at its disposal before it begins to carry out its plans.

The first clue should be subtle. Perhaps someone walks into a local art-supply store, in broad daylight, and walks out with twelve tubes of red, acrylic paint and six fine-edged, camelhair brushes. The incident only makes the news because, when employees tried to stop the shoplifter, he attacked and badly wounded one of them. Curiously, the description of the perpetrator matches that of a violent gangster the characters killed recently.

The characters might or might not follow up on such a lead. Either way, several similar incidents occur before they begin to wonder if there might be a pattern. Even then, with undead adversaries appearing with increasing frequency and those they kill returning time and time again, heroes may not immediately make the connection with the Luger.

## **Plot Hooks**

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You can bring the Thule Luger into your campaign in a nearly endless variety of ways. We outline three of those ways here.

### **Recommended Plot Hook: Last Rites**

A great way to work the Thule Luger into an ongoing campaign, or even to deepen the mystery of a once-off adventure, is to use the weapon as an enhancement to the *Last Rites of the Black Guard* adventure, 12 to Midnight's macabre marriage of grim ritualistic evil and tongue-in-cheek humor. The weapon fits in perfectly with the adventure's focus on occult Nazi mysticism, bizarre haunting, and animated corpses.

In this variation, Franz Heimglimmer, a.k.a. Frank Manz, former member of Hitler's notorious Birkhuhn, was one of the Thule Society members who discovered the aftermath of Reinhardt Gribitz's botched ritual; and it was he who claimed the Luger for himself. He read over the incantation in the book Gribitz had used, which gave him enough information to determine that the gun is a powerful weapon that animates the dead.

Based on the condition of the bodies at the site of the ritual, however, he suspected that Gribitz had not adequately controlled the power in the pistol—so he wanted to learn how to destroy it in the event that he should ever have to do so. Before returning the book of incantations to the Thule Society's library, he carefully researched how to destroy the gun and recorded his findings in his journal.

He always expected that, after he obtained immortality, he would learn to control the pistol's powers; but until then, he knew that the danger would be contained as long as he never used the gun. It remained locked away for years.

### **The Pistol**

Today, the pistol lies in the Chamber of Osiris, among the statues on the table. When Hector Martin and Irwin Revinowitz created the risen of Osiris, they were unsure of their ability to control it. They intend to use the Thule Luger to shoot their creation if it gets out of control. Their idea is that this will cause the creature to arise anew the next evening, saving them the trouble of reanimating it themselves. Heimglimmer's protégés do not understand the gun. If they did, they would not try to use it in this way.

They brought Heimglimmer's journal down to the Chamber of Osiris because they thought it might have information on how the weapon works. To their disappointment, all they found was a vague reference to the weapon's effectiveness against the undead and instructions on how to destroy it. The journal makes no mention of reanimating or controlling the dead. Characters with *German (read/write)* can read these entries.

Martin and Revinowitz left the journal on the table near the gun, open to the pages where Heimglimmer discusses the weapon. All they know is that one day, in passing, he mentioned that the gun would reanimate and control the dead.

When Martin and Revinowitz removed the pistol from Heimglimmer's effects as a safeguard against the risen of Osiris, the fiend thought its chance had come. It hoped that Martin and Revinowitz, paranoid and uncertain of their power, would panic and use the Luger on their undead creation, thus giving it a minion.

Then the heroes arrive, and everything changes.

### **The Bullets**

The Thule Society member who retrieved the bullets

and placed them into the box was stationed at Bergenvalden, and was killed when the Allies liberated the camp. His effects were found by a Jewish-American GI from Pinebox, named Samuel J. "Sammy Jack" Meyer. Meyer took the beautiful box with the valuable shells as a keepsake of the liberation.

When he returned home, he opened the Pinebox Memorial World War II Museum and Bait Shop. He used the bullets, in their attractive box, as an early centerpiece for his museum, though pride of place now goes to a genuine mummified Nazi, in a glass case, purchased from Charles "Chuck" Villarreal, a former GI in Rosetta, Texas.

During the war, Villarreal was a master sergeant in Graves Registration, charged with shipping American corpses back to US soil. Fascinated by the perfectly preserved mummy of a Nazi officer in full dress uniform, he decided to use his position to secretly ship the corpse home to Galveston, where his family owned a curio emporium. When his parents died, he decided to liquidate the shop's assets and sold the mummified Nazi to Sammy Jack Meyer. The mummy is the mortal remains of none other than Reinhardt Gribitz, the SS officer who botched the ritual to enchant the pistol.

In the years since his death, Gribitz's mummy has been in stasis, waiting to be reunited with the pistol. He continues his existence for only one purpose: to wreak terrible vengeance upon the fiend that killed him. Gribitz is inert, but will animate if the pistol comes within 100 feet. Whether he immediately begins to move or not depends upon circumstances. If it is daytime or the shop is full of people, he will probably remain still and bide his time. If one of the characters sneaks into the shop alone at night, he will spring immediately to life, break out of his glass case, and attack.

In all likelihood, the characters will first hear of the Pinebox Memorial World War II Museum and Bait Shop when they read in the paper that a box of valuable WWII-era .45 caliber shells has been stolen from its display case. This should pique their curiosity and cause them to investigate, freeing Gribitz from his stasis.

Gribitz is single-minded in his hatred and kills indiscriminately. He seeks at all times to destroy the fiend that ate his soul. Simply destroying the gun will banish the fiend back to where it came from, but that is not enough for Gribitz. He seeks to destroy the fiend through single combat, which means freeing it from the Luger. Because Gribitz lacks both the facility of speech and the inclination to communicate, the heroes will have no way of finding out his agenda. Likely, their first encounter with him will be when he attacks them in order to obtain the gun.

Depending upon circumstances, the characters are likely to assume that Gribitz's mummy is one of the undead animated by the pistol, which may lead them to some false conclusions about what to expect from the pistol revenants they encounter. Keep in mind that the pistol will take particular delight in tormenting Gribitz if it gains control of him.

## The Auction

A secretive gun collector hires the heroes to purchase this gun at an auction and safely deliver it to him. The auction itself becomes an adventure as several shadowy factions vie for top bidding, even resorting to sabotage and murder to claim the prize. After they gain possession of the Thule Luger, the characters must deal with the consequences of delivering it to their employer, assuming they deliver it to him at all.

## The Shootist

A deranged gunman, wielding the Thule Luger, is holding hostages in an office building (see Modern Floorplans). He kills several people in the building before nightfall on the first day of his standoff with

police. Several scenarios are possible, three of which we present here:

- 1) The heroes are law-enforcement officers infiltrating the building just after dark in a daring attempt to rescue the remaining hostages. Little does anyone know that the pistol's servants are actively trying to protect the sniper in an attempt to raise the death toll. The fiend hopes to gain as many undead minions as possible and then to have at least seven slip away unseen to prepare for, and later perform, the ritual that will free it from the pistol. It would prefer to keep the sniper alive so that its minions can more easily take the gun when the time is right, but its chief priority is to get its minions out of the building without attracting notice. It hopes that if there are enough dead bodies when police enter the building, they will not notice a few missing until too late.
- 2) After the incident, the heroes are trying to find out what happened to the missing bodies. The authorities are likely to assume that the gunman disposed of them in some way. The characters could be law-enforcement officers or private investigators hired by family members. They could even be paranormal investigators looking into the mysterious circumstances surrounding the murders. Perhaps there have been reported sightings of those presumed dead, but nobody has managed to speak with them or even confirm their identity before they flee (or even attack).
- 3) The (possibly unarmed) heroes are among the surviving hostages when the dead start to arise. Perhaps the gunman takes his hostages in a government building where the heroes did not attempt to bring weapons.

# New Creature.....

## Pistol Revenant

You can add the pistol revenant template to any corporeal creature other than undead (referred to hereafter as the base creature). It uses all the base creature's statistics and special abilities except as noted here.

**Challenge Rating:** base creature +1

**Type:** undead

**Hit Dice:** d12

**Speed:** as base creature

**Defense:** natural armor bonus to Defense increases to a value based on size (use the base creature's natural armor bonus, if it's higher): Tiny +0, Small +1, Medium-size +2, Large +3, Huge +4, Gargantuan +7, Colossal +11

**Attacks:** as base creature; slam

**Damage:** slam damage depends on the pistol revenant's size (use the base creature's slam damage, if it is greater): Fine 1, Diminutive 1d2, Tiny 1d3, Small 1d4, Medium-size 1d6, Large 1d8, Huge 2d6, Gargantuan 2d8, Colossal 4d6. For purposes of Strength bonuses to damage, a slam attack is considered a two-handed attack

**Special Qualities:** A pistol revenant loses all of the base creature's supernatural and spell-like abilities, except for immunity/resistance to specific energy types and SR. A pistol revenant may retain any or all of the base creature's extraordinary abilities, at the GM's discretion.

**Animate Own Body:** Like other revenants, the pistol revenant is a spirit that animates and controls its own body. Unlike other revenants, though, the pistol revenant's spirit is trapped within the Thule Luger. Only its body is available to move about in the physical world.

**Transport Own Body:** A pistol revenant may transport its own body through an otherworldly dimension and cause it to appear within 1 mile of the pistol's current location. This differs slightly from the standard revenant ability.

**Allegiances:** Unlike other revenants, a pistol revenant's only allegiance is to the Thule Luger.

**Saves:** A pistol revenant's saving throw modifiers, based on Hit Dice, appear in Table 8–2: Creature Saves and Base Attack Bonuses in the *d20 Modern* Roleplaying Game.

**Action Points:** none

**Reputation Bonus:** +0

**Ability Scores:** STR 18; DEX as base creature; CON –; INT as base creature; WIS as base creature; CHA 3

**Skills:** as base creature

**Feats:** as base creature; Toughness; Frightful Presence

The Luger slugs embedded in its body animate the pistol revenant. As such, while physical damage incapacitates it, the creature reanimates with full hit points the following sunset. There are only three ways to destroy a pistol revenant: remove all slugs from its body (at which point it ceases to be animated), inflict catastrophic damage so that it is no longer physically capable of acting, or destroy the Thule Luger.

Remember that, like other revenants, it decays with unnatural slowness and keeps its native Intelligence and Wisdom. As such, it should be able, at least under casual scrutiny, to move about in populated areas without arousing undue suspicion. Keep in mind, though, that the pistol revenant's Charisma is reduced to 3, so any interpersonal interactions will be remarkably awkward. Those who knew the deceased will certainly notice odd behavior, even if they have no reason to believe the individual might be dead.

## GM Character

### Reinhardt Gribitz

#### Creature Statistics

**Mummy Dedicated Hero 3 (CR 7); Medium-size Undead; HD 9d12+3**

<b>Initiative</b>	–1	<b>BAB</b>	+5	<b>STR</b>	17 (+3)
<b>Defense</b>	19; touch 11; flat footed 19	<b>Melee</b>	+8	<b>DEX</b>	8 (–1)
<b>Hit Points</b>	58	<b>Ranged</b>	+4	<b>CON</b>	–
<b>Save Fort</b>	+4	<b>Grapple</b>	+8	<b>INT</b>	7 (–2)
<b>Save Ref</b>	+2	<b>Dmg Threshold</b>	–	<b>WIS</b>	14 (+2)
<b>Save Will</b>	+9	<b>Action Points</b>	1	<b>CHA</b>	15 (+2)

**Attacks:** *slam attack:* Atk +8; Dmg 1d6+4 (+ mummy rot); Crit 20; Bludgeoning

**Speed:** 20 ft

**Facing/Reach:** 5 ft by 5 ft/5 ft

**Skills:** *Hide* +8; *Listen* +12; *Move Silently* +8; *Spot* +12; *Survival* +10; **Languages:** *Ancient Greek* (read/write); *German* (native)

**Feats:** *Alertness*; *Blind-Fight*; *Personal Firearms Proficiency*; *Simple Weapons Proficiency*; *Toughness*; *Track*

**Talents:** *Aware*; *Skill Emphasis (Survival)*

**Special Qualities:** damage reduction 5/+1 (Su); darkvision 60 ft (Ex); despair (Su); fire vulnerability (Ex); mummy rot (Su); resistant to blows (Ex); undead

**Reputation/Allegiances:** +0 / law, evil

#### Creature Profile

This horror is the mortal remains of Reinhardt Gribitz, animated by his own hatred and thirst for revenge. He conforms in all respects to a standard mummy, except that, instead of smelling like a “spice cabinet,” he smells like moth balls. We based this stat block on a fairly standard mummy, but, if you choose to use Gribitz, we encourage you to modify or replace it as you see fit.

#### Creature Quotes:

“Uuunh! Uuuhng! Alles muß im ordnung sein! Gggg!”  
 “Rrrraaargh! Gaaahg! Rrrrrr!”  
 “Hrrrruunnnh! ”



# PINEBOX NEWS

July 24, 2006

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## **Dog Pack Kills Two**

By Theresa Lee

Two women were killed and a third was injured by a pack of ten to twelve vicious dogs while camping in the Golan Indian Mounds State Park west of Pinebox last week. James Henry, the surviving camper, was taken to a hospital in Angelina county and is currently listed in stable condition.

Mr. Henry stated that the dogs attacked their camp shortly before midnight last Saturday night. "We heard some strange howling in the woods, and suddenly they were on us. I've never seen dogs like that."

Mr. Henry's wife, Janet, and his sister-in-law, Margaret Helms of New Vider, Texas, were killed during the attack.

Golan County Sheriff Butch Anderson stated that "There are several packs of wild dogs in that area of the county, but I've never heard of a group as mean as this." Sheriff Anderson is organizing several local hunting groups to track the dogs and to "euthanize" them to protect the public.

Authorities have not ruled out an outbreak of rabies as a reason for the dog's odd behavior, and Mr. Henry

is undergoing tests and preventative procedures.

Mr. Henry suffered from several large tearing bites, but managed to fight the dogs off with a hatchet. He has received over 200 stitches and suffered wounds to his legs, torso, and arms. Friends of Mr. Henry are organizing a special fund raising drive to assist the family in paying for medical bills as well as for the funeral of the sisters.

Anyone spotting the dog pack are asked to contact a Park Ranger, or the Sheriff's department immediately. Sheriff Anderson warned everyone to "stay away from any wild dogs you see, as these dogs just ain't right."

Heather Mays, a local animal rights activist cautions the people of Golan County to remember that "dogs are man's best friends. Not all dogs are these dogs" and she fears for other dogs in the area. Ms. Mays has requested that she and others be allowed to join in the hunt to make certain that the animals are humanely treated.

*Continued on page 2.*

## **Government Sprays to Halt West Nile Virus**

By Dana Espinosa

The United States army is teaming with Borden Chemicals to spray southern Golan County in a concerted effort to control the mosquito population. The past two months have seen seven cases of the West Nile virus strike citizens of the county, and Borden Chemicals President Lamar Thomas has promised to "protect the people of our fair county."

President Thomas has personally agreed to fund the three million dollar project to begin later this week. "We are excited to have the US Army Reserves with us in this effort to protect our families. The West Nile virus can only be stopped with a concerted effort and the proper chemicals," a Borden Chemicals spokesman said at a recent press conference.

US Army Reserve Captain Tyler Miller requests that the citizens of Golan County not be upset when they see or hear the helicopters and spray planes late Tuesday, Wednesday and Thursday nights for the next two weeks. He also requested that the citizens remain indoors

as much as possible during the spraying times of 9 pm to Midnight.

"These chemicals are harmless to people, but it's better to be safe, as they could cause reactions in asthmatics and small children."

Anyone with questions regarding the spraying may contact Borden Chemicals via hotline at 409-555-Chem.

*Continued on page 2.*

### **Community Calendar**

*June 20*

**Community Watch**—The Pinebox community watch association meets to discuss Summer initiatives.

*June 22*

**Library Fund Drive**—Pinebox Library is holding another book drive in the parking lot from 8 am to 3 pm.

**Lake Greystone Picnic**—Everyone welcome. Come for BBQ, friends, and a doorprize. Picnic begins at 11:30 am.

## **Dog Pack**

### **Adventure Seeds**

- The dogs are medium –sized, but are actually demonic (fiendish) in origin, having been summoned by a local cult. The devil dogs are intelligent and due to their fiendish nature have a natural armor of +9, are immune to radiation damage, have fire resistance 10, and damage reduction of 5/ballistic. The beasts are also telepathic to 100 feet and the demonic entities wish to kill as many humans as possible.
- The dog pack could be displacer beasts from some government project gone badly.
- Heather Mays (See MD #57) may be a friend of one of the heroes and ask them to join her on the hunt.
- The heroes could be camping or hiking when they are suddenly set upon by the dogs.
- The pack is particularly mean as Neo-Nazi hunters have raised and trained them for “special occasions.”

## **Mosquito Spray**

### **Adventure Seeds**

- People begin acting strangely and the spraying is blamed, though the true cause is someone has poisoned the water system. Bordon Chemicals is innocent.
- Some group keeps sabotaging the attempts of the company and the Army to spray to destroy the West Nile virus. Why?
- The spraying is actually a cover story for surveillance activities by the government to locate a run-away experiment
- The spraying is a behavioral control experiment designed to measure aggression. Unfortunately the experiment causes diverse reactions and many lose control of their anger and take it out on others.
- A gang is using the cover of the project to plan a big heist as most people will not be on the streets during the time of the spraying.

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