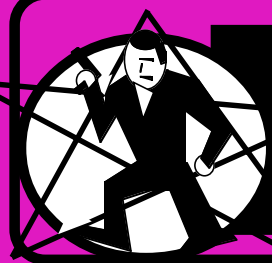


TriTac Games

#3020

HAUNTS

A Ghostly Bureau 13 Sourcebook



**Paranormal Adventures and New Ideas
for those Stalking the Night Fantastic**

HAUNTS

A Bureau 13 Sourcebook



**Paranormal Adventures and New Ideas
by Richard Tucholka**



“The one critical mistake that Bureau 13 Agents make is not understanding the ecology of the paranormal. If it is long lived, and legendary, it may well have a reason for being here. Shoot first and be sorry later.”

Dr. Nicholas Trelend

“I just don't care if it's rare, not when it wants to turn me into a picnic lunch.”

Jake Richardson

“We kicked it's butt!”

Robert Harrison

BUREAU NOTES

As scientific research progressed through the 20th century, Bureau 13 became an Agency better able to understand the underlying causes of the many supernatural occurrences. Rather than kill, the Bureau began to control many aspects of the paranormal, often dealing peacefully with entities that would have been exterminated on sight in the late 1800's.

While Bureau personnel are “Free Agents”, they still have a basic code of ethics that states: “All life is precious ...most of the time.”

GAME CREDITS

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All characters in this book are fictional, and any resemblance to any persons living, almost dead, dead, or undead is purely coincidental.

TTS 3020 BUREAU 13 SCENARIO & SOURCEBOOK

Haunts

The Mill

02-03

The old mill has a dark secret that returns to haunt the new owners.

California House

04-07

An ancient bottle from the Middle East spell disaster for its holders.

Florida Road

08-09

A stretch of Florida Country Road with a deadly problem for its users.

New York House

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A short side trip to a New York City brownstone with mediums and monsters.

The Last Ride

11-13

Just another gang of undead bikers terrorizing a small Indiana town.

RSVP Barrington

14-17

A hotel with ghosts and a weekend gathering of Paranormal Investigators.

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An ancient bottle from the Middle East spells disaster for its holders.

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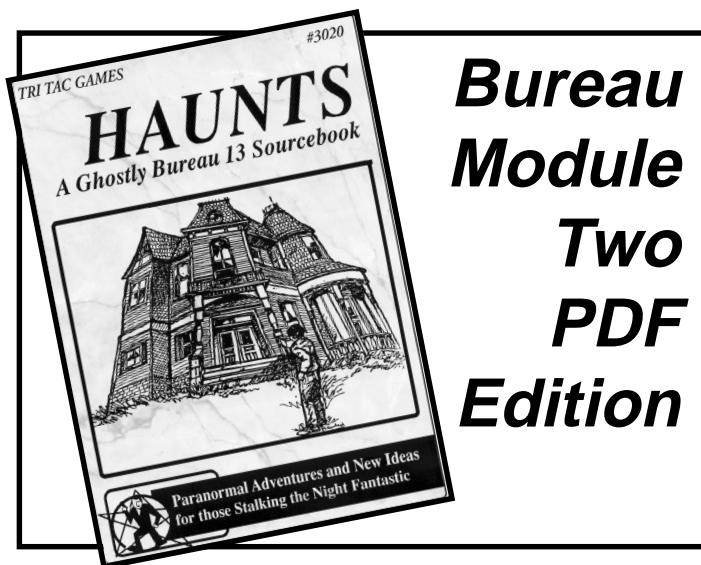
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Bureau Module Two PDF Edition

Sourcebook #2 Haunts

This Bureau 13 Sourcebook is the second adventure and new information pack for Tri Tac's "**Bureau 13: Stalking the Night Fantastic**" Role Playing Game first published in 1983. This is the third, expanded edition. The Haunts scenario pack also contains separate adventures as well as special information dealing with **Bureau 13** Friends and Enemies, New Equipment, Tools, and Vehicles as well as a few new surprises.

Adventures

In each scenario pack, Tri Tac Systems will present a set of adventures and adventuring concepts for GM use and expansion. From these, the GM can run complete adventures, or with a little imagination and work, can expand scenarios to enrich their own campaigns.

Characters

We do not provide ready-made characters for your adventures. We encourage the use of your players' existing characters and their special equipment. NPC's listed in Hellsnight are given general statistics where they are necessary. Any further statistic creation is the GM's option.

Experience

Experience is given for some aspects of the successful completion of the adventure. In most cases, the GM should decide on the experience given. By making their own assessment of players and their actions, The GM is better able to reward each player based on their actions rather than the use of a pre-set table that might not take special action or creativity into account. A good block of game experience is often 1000- 6000 points per player, with higher points being awarded for an awesome adventure or rescue.

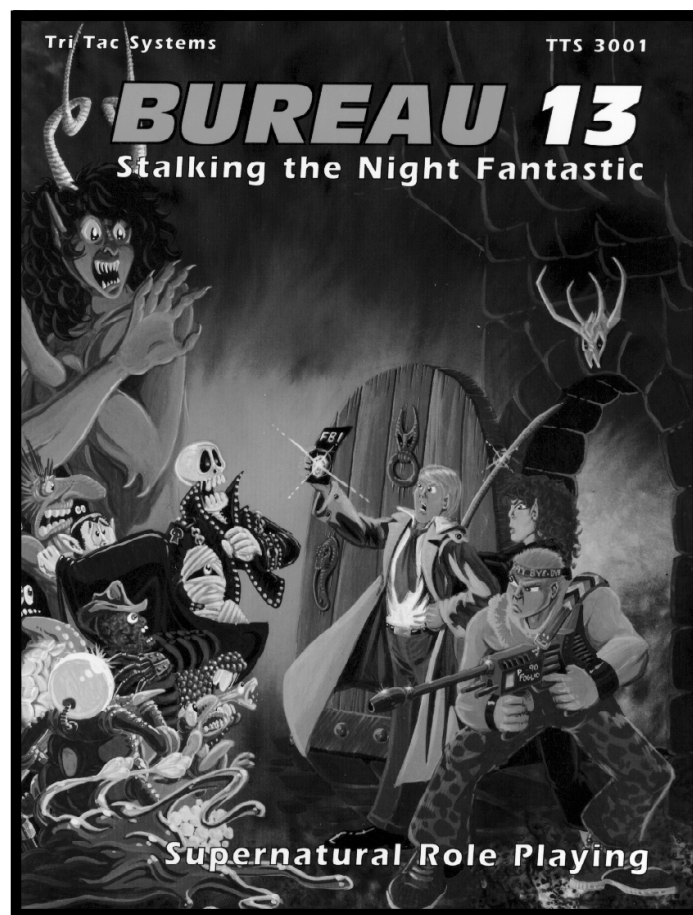


Materials Needed

- 01 At least 1 copy of BUREAU 13: Stalking the Night Fantastic
- 02 1 copy of this Sourcebook (what's in your hands right now), which the GM has read THOROUGHLY.
- 03 Pre-Existing Characters with a little skill.
- 04 The Characters' Equipped Vehicles
- 05 Paper, Pencils, Common Polyhedral dice. A hundred sided dice, a Zocchi heydron™ is great!
- 06 25mm figurines are great to use.
- 07 A quiet place to play.
- 08 Don't ever forget the pop and munchies.

Game Edition

We recommend use of any of the editions of Bureau 13 published after 1990 as game systems in this module were upgraded to match these editions. Future planned editions of Bureau 13 will also be compatible with this module.

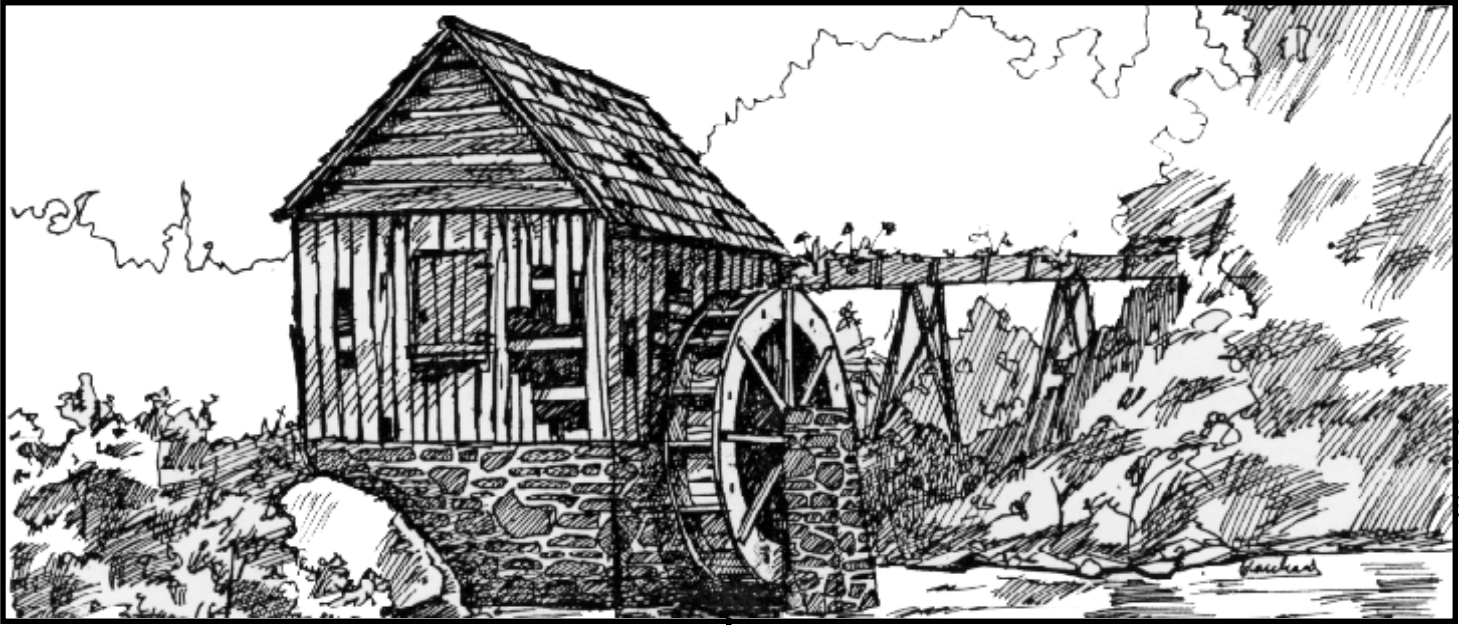


Other Game Systems

These games, designed for the Tri Tac RPG System, can also be used with other paranormal RPGs. There is enough material that can be easily translated and easily played with just a few minutes of rule modification.

Following the Rules

Nobody ever entirely follows the rules so feel free to modify these scenarios as you see fit. Add or subtract, as long as they are the nucleus of a good idea, anything can be crafted around them. Feel free to expand or campaign as you will.



THE MILL

The legends of Tennessee tell of a haunted mill in the south of the state. Left alone for some time by the Bureau, reports again have warranted a team to investigate the disturbance at the Johnson Mill site.

Town of Gem

Gem is a small town with few industries and not many people. Passed by railroad and highway, it waits to eventually pass into oblivion in a few generations. Farmers and the backwoods folk keep business just above solvency at the crossroads.

The Mayor

The city mayor, Rudy Cransfort, is a thin worried man, concerned with the decay of the town his family helped to settle over 150 years before.



Rudy's Dream

Rudy's dream is to restore the Johnson flour mill he owns and make it a tourist attraction. Along with tourists, he hopes, will come the crafts and "city" business people interested in developing this out of the way of remnant of Americana.

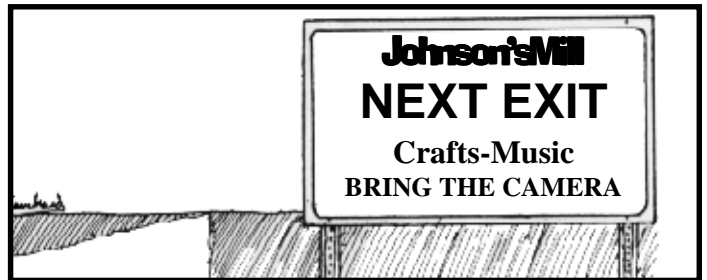
Investors

Rudy will treat the Bureau agents with respect and cater to their every whim as long as he thinks there is a chance that they are the investors he has searched for.

Haunts

Research

Research shows old newspapers from the city of Nashville have carried the Johnson Mill ghost story for 75+ years. The stories have always been of the sound of a crying child or the bloody face of an old man traveling across the mill.

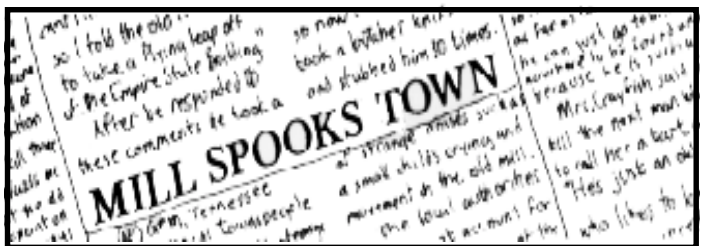


History

Built in 1875, by the Johnson family, it was sold in 1901 to Rudy's great grandfather Cyrus Cransfort. Local gossip artist and historian for Gem is Sadie Brown, and 85 year old "Aunt" to the entire town. Still active and spry, she will talk to agents about the mill and many local legends of its haunting.

Vanished

In 1901, Harry Johnson vanished after selling the mill. The story is unusual in that the mill was prosperous and Harry turned down the offers of the Cransforts on many occasions, or so the story Aunt Sadie tells you goes. She also tells how an old man killed a boy in the site during the great war and then hung himself. (There are no records on this event.) What news records do show was that the child-ghost did not appear until 1949, the final year of the mill's operation. Other checks will show that Rudy's father, Tom, died that same year.



The Safe

If the original sale papers can be removed from the Cransfort safe deposit box, brown spots can be seen to adhere to the edges of the paper. A simple analysis shows this to be the residue of long dried blood.

Murder

Old Cyrus threatened to kill Johnson if the mill wasn't sold. When he laughed, Cyrus struck him and forced him to sign the sale papers for the mill. When finished, Cyrus murdered him and buried him under the floorboards where he still lays. Rudy's father, Tom, witnessed this as a child of 7 and it carried through, haunting him until his death in the late 1940's. His spirit returned as a child to cry for the injustice committed by his father.



The Beechum Boys

The Beechum boys don't like outsiders and will go to exceptional lengths to prove this point by harassing the agents with malicious mischief and property destruction bordering on the criminal. They will deliberately haunt the mill with a speaker, wires, and Ted Beechum in a white sheet if they know the agents are investigating the mill. The real ghosts will appear only at 1:40 AM.

Night

If in the mill at 1:40 AM detectors and sensors will show a marked decrease in the air temperature and a wisp forming on the back wall. The wisp will take the general face of an old man with a rend across the cheek and wild eyes. The apparition, head and indistinct shoulders, will travel across the mill, from front to back where it fades at the site of its death. The child's crying can be heard at this point.

Under the Floor

Ripping up the floor and digging 2 feet down will show the skeletal remains of the old man with a fractured skull. A pocket watch has the initials MJ, Morton Johnson. Further research shows the murder weapon to be a cavalry sabre that belonged to Cyrus, but was lost a long time before. Old family pictures show Cyrus posing with the sabre.

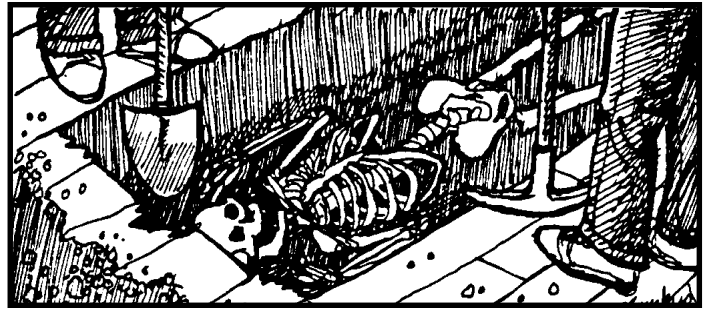
Exposing the body will end the haunting.

Rudy will deny the fact of his ancestor's murder and will have the agents arrested within 48 hours of the revelation on charges of slander and trespassing. A lackluster deputy, Rudy's cousin, will take them to the one cell jail.

At this point the Beechum family, descendants of the Johnsons, will come to the aid of those who expose the murder. They realize the mill may become theirs again. They will immediately file papers with the local authorities and have the Agents freed.

Solution

This is a simple scenario that can be a general guide to ghost hunting. Players should learn that every spirit has a reason and a solution that can be found without violence or burning the haunted area to the ground.



Townfolk

The GM's use of townfolk and hill people can add fun to this scenario if the agents or "government" people start scouting the hills. Adventure at the end of a squirrel rifle may find them the hard way. They should not forget the hill folks are often clannish and wary of strangers. Buying home-brewed, corn whiskey is an uncertain, but good way to calm possible trouble.

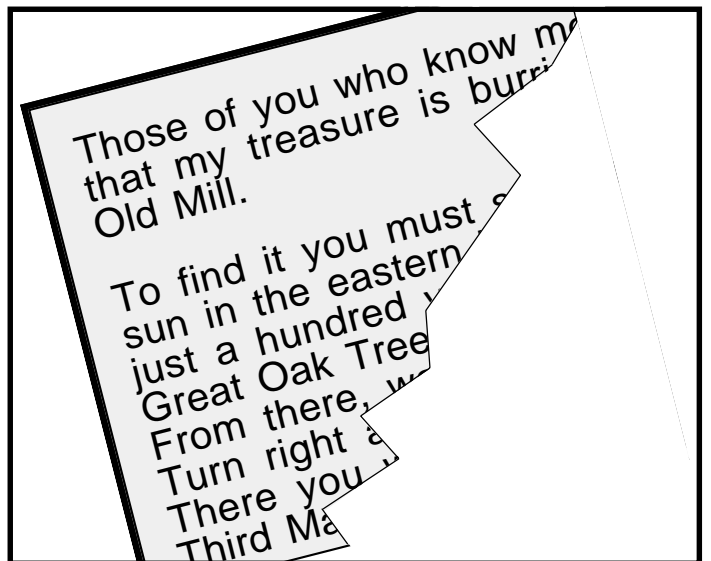
Experience

Give them a moderate amount of experience for solving this one and escaping the wrath of Rudy Carnsfort (1,000). If they stick out the upcoming trial to decide the fate of the mill and aid the Beechums, give them 2,000 experience points.

Expansion

The problems at the mill may become a magnet for other hostile spirits who are feeding on the Agony of the restless spirit. These malign entities will harass the researchers and create a number of problems for Bureau Agents trying to solve the case.

Then there is the legend of buried gold somewhere around the mill and Harry Johnson's lost fortune.



Maps

An item that will cause more problems may be a map that the two families have fragments of. The Beechum Boys will become involved and murderous if a small fortune is involved.



CALIFORNIA HOUSE

Louis Stapleton is a used car salesman in San Jose, California. With his wife, Peggy, son, Stephen, and daughter, Pamela, they constitute a model, middle class American family.

The Stapleton Family

After unusual reports through church inquiry channels, the team arrives with a priest who knows of the Bureau 13's work. It is December 20th. The weather is rainy.

The House

The large house is a shambles, with food, paper, clothes, and furniture littering the dwelling. The house is filled with a stench of excrement and other repugnant smells. The family dog, a German shepherd, has dug under the front porch where it cowers.

The family sits together, terrified, on the living-room couch. Louis is a physical wreck, exhausted and upset. He explains that the family is trapped, nobody believes what's going on after dark and that things are getting worse by the night as the Christmas holiday approaches. Whenever they go in the house, the phenomena follows them.

If this interview is conducted at night roll on the table in the next column for an event every d6+4 minutes. If conducted in the daytime, Roll once per half hour.



Haunts

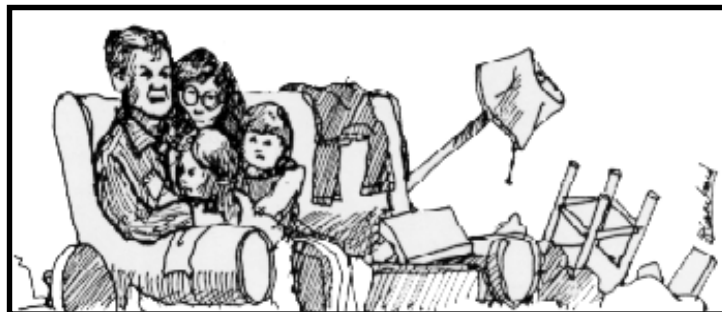
HAPPENINGS

GENERAL RANDOM EVENTS (Evening)

- 01-50 A loud bang on wall.
- 51-75 A small object will fly across the room to hit a wall.
- 76-85 Noise, sounds, or a voice are heard.
- 86-95 Glass will be heard to shatter.
- 96-97 A rock will hit the roof.
- 98 A large object will levitate and drop.
- 99 Objects will explode (d10 blast).
- 00 An object will be dematerialized and found elsewhere in the house.

History

The phenomena began on December 10th with no apparent cause of motivation. If the Stapleton's are questioned the adults know nothing about such phenomena, its nature or cause. The parents are not very religious and did not generally believe in ghosts until now. They have had no exposure to black magic or witchcraft in any shape or form.



Building of Force

Mrs. Stapleton was the first to notice things in the house were out of place. With two children this was to be expected, but things began to be moved on high shelves and locked cupboards.

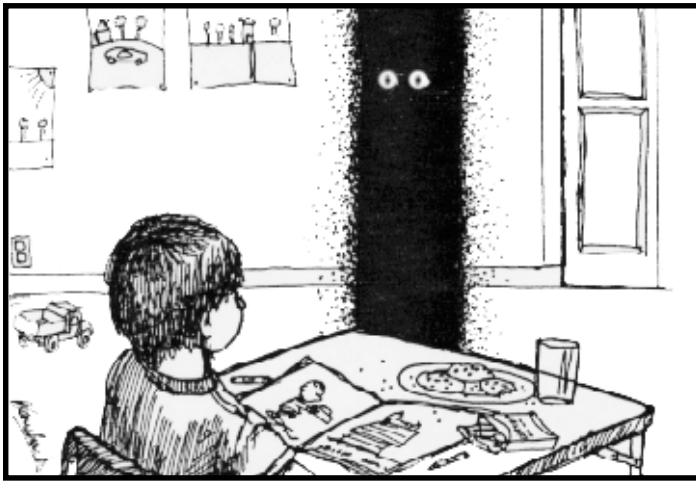
The first real incidence of phenomena was a freshly washed dish that went airborne, and smashed against a wall. Day by day the incidents began to increase in intensity and destructiveness.



Belief

Louis Stapleton was a skeptic but began to notice little things on his own. He tried to logically understand the events but gave up as Christmas Tree Bulbs danced across the floor and smashed against a bookcase.

He called a priest and the blessing on the house was good for an hour at best and he refused to return to the house. From there the events got progressively worse, especially after each thunderstorm.



The Children

The children are scared and afraid to talk to strangers. With coaxing and reassurance the eight year old boy, Stephen, will tell of a black, pillar-like shape that travelled across his room. When he looked into the mass he could see glowing, red eyes that were watching him.

Questioning Pamela will find little else than a badly frightened six year old who does not understand what's going on. Near the end of the conversation she will mention the talking board.

Stephen has a Ouija board given to him by their old neighbor, Mr. Griggs. He will tell agent that the board scared him and that he didn't use it after Halloween. The board spelled out "bad" words and something about a "dresser going to hell for Christmas."

Hopefully your players will not begin to destroy furniture. The dresser being referred to is the "Bureau".

If the agents use the board, such messages, as those below, will be spelled out by the Ouija board. The GM is free to modify and create his own messages as he sees fit.

*Bureau is going to hell
You cannot save them
The priest is useless like in 1959
Go to hell*

The Rude OUIJA

Any yes or no questions asked of the board will always be answered with evil towards the players and the family in mind. Questions such as, "Will someone die tonight?" will be answered "Yes". During this time, use of the random event table should be accelerated to once per minute or more of game time.



Haunts

The Neighbor

The neighboring house is shuttered and closed. Jeff Griggs is a retired "government" man, who likes kids and putters around a large vegetable patch, now very neglected. Agents will notice small "holy symbols" etched into the glass of all the windows and doors. A basement window is shattered on the left side facing the Stapleton home.

A check on Griggs shows that there are no records of Griggs existence before 1968. There are no IRS or Federal listings, though there is a computer "flag" or note associated with his name. The flag is a Bureau 13 reference from Bureau historical files. Requests to Bureau 13 Records result in a response in d4 +1 hours.

Griggs, Jeff: Bureau listed operative, 1945–1968, retired 1968.



FOLLOW-UP DATA

Most records on agent destroyed in Bureau Massacre of 1977 except for his Paymasters Records..

Griggs House

Breaking into the house is a simple, d4 level difficulty, skill check. The house is quiet and dusty. A large stack of mail sits under the mail slot in the front door. The oldest piece is dated November 11th. A feeling of impending doom covers the area along with a greasy smell of something cooked and rotten. The odor is heavier upstairs. At this point most of the hellish activity at the Stapleton home will begin to wind-down and cease altogether.



Ashes

Griggs is dead, burned to death in his second-floor bedroom. Though the man's bed is untouched, he has been reduced to ashes and bones. There is a complete hand on the bedside table, burned off at the wrist. It is apparent that Griggs was reaching for a rosary that had fallen beyond his reach.

The rosary has a simple bead and chain design. On several beads there are flecks of green paint.

Protection

If agents pick up the rosary, they will hear a voice from the ashes saying that it must be found to destroy the demon. At this point, violent activity will start in Griggs' house, with the wallpaper in the bedroom peeling off the walls, revealing blood red, scrawled words on the plaster underneath. They spell out the following: "Welcome to Hell. Prepare to be damned forever!"

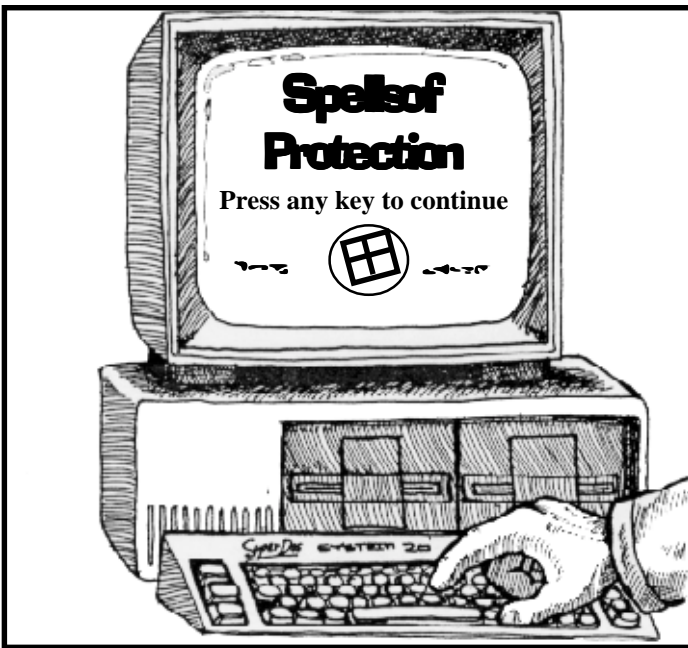
Infestation

By now it should be obvious that this is not poltergeist activity or a malevolent spirit. This is a demonic infestation. It should also be more obvious that the prime ingredient for the event planned by the demon has arrived.

Trapped

Agents who try to leave the Griggs house are turned away by an terrific electric shock. The first one is a warning. Each successive attempt to escape the house will result in the characters taking a d10 + 10 amp electric shock. This is only if they try to leave the house in any way. If they dive out a window, they will take the damage only once. They are safe outside until they try to reenter the house. They will be let in without injury, but will be shocked again if they try to leave. They can enter, but they can't leave safely. The cycle will continue throughout the day. It will only stop if the rosary is dropped or thrown out of a window.

From the house all communication channels are open. There is a home computer, standard Bureau issue, in the den with a modem that can connect to the Agent's Colorado ATV or a Bureau 13 data link.



Griggs Computer

In the safe in the den, is a diskette with the label "SPELLS OF PROTECTION". If run on the computer the random activity in the house will cease.

A dump of the disk on the printer shows arcane spells of demonic entrapment even more powerful than the stopping power of Windows 95.

These spells are wrong. If checked against the spells in the Bureau on-line files, the agent will find that these are spells of general demonic release from capture. The graphic designs on the printout are the main difference in the two spells.

The designs in Griggs' software copy of the spell are used for calling demons. If they are chalked anywhere in the house, they will open an invitation to d6 other demons of, at best, Unranked level, to help infest the house and bedevil the agents.

If more than 6 of the symbols are chalked on walls and floors, something major and powerful will be summoned.



Nightfall

Night will be a frustrating time for your agents as manifestations surround them and they can do nothing to stop them. If the house is blessed, room by room, they will come under intense physical attack from objects and furniture. At 3:00 AM, the true witching hour, a black cyclonic shape will form downstairs and come up through the floor. This apparition is preceded by a lull of activity and dead silence. The room temperature will drop as it picks out an agent to attack. It will approach a single individual and he or she, will feel intense suffocation. If the individual does not verbally rebuff or fight with a holy object, belief, prayer, or GM rated defense, roll on the table below.

EVENTS

- 01-50 Something bites or rips into a random area of the victim causing d10 points of WBD damage and d6 points of bloodloss.
- 51-75 Victim is thrown into a wall at nearly 40 mph, taking 3d10 points of damage as though they had been hit by a car.
- 76-95 It leeches 2d10 of the victim CON.
- 96-00 Victim spontaneously combusts and is reduced to ashes in seconds.



The Wall

The green paint flecks match a basement wall hidden behind paneling. In the center of the green wall is a rougher spot unlike the rest of the smooth foundation.

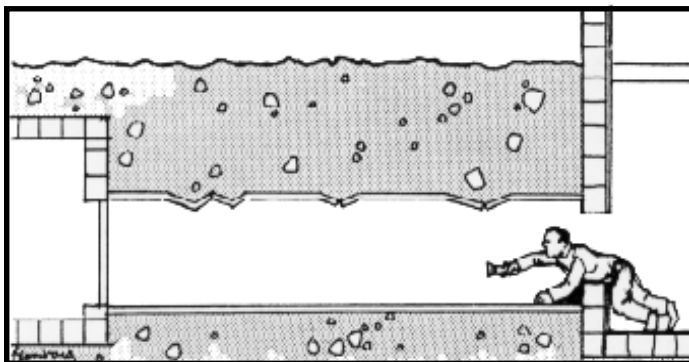
The Tunnel

Behind this 1 inch layer of loose and cracking concrete is a layer of cement casement blocks. The area is intensely cold. It opens into a dank, dark crawl way with a rotting cement roof. It is only 3 feet tall.

There is a 20% chance that part of this 20 foot tunnel will collapse to shower d4 x 100 pounds of concrete and damp earth on a victim. While damage is minimal there is a 30% chance of being pinned and suffocated. It will take agents not caught in the collapse d6 + 4 seconds to clear 1 foot of blocked tunnel and free the trap victim.

The Shelter

The tunnel leads to an old A-bomb shelter in the backyard. The center of the shelter is a circle with a knife laying in its center. A book of demonic banishment lays open in front of the circle. A crack in the ceiling drips water on the knife and the book. The book, old to begin with, is now virtually rotten with mold and mildew. If the knife is removed, all demonic activity will cease. Within hours, the agents will be involved in a severe auto accident where the knife is stolen by a passerby or catapulted from the wreckage.

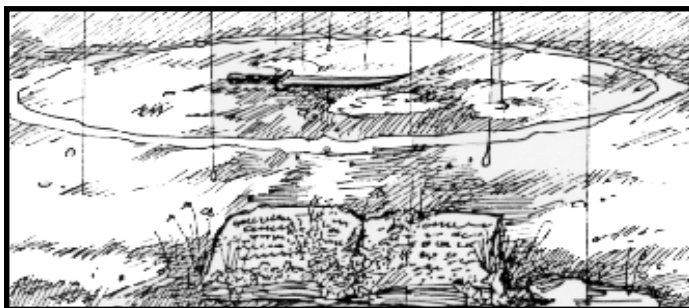


The Deamon

This nameless demon is trapped in the circle. The only way to protect the holding spell is to re-bless the area, place a shield over the circle and knife, and allow the roof to collapse, sealing the demon in forever, or until the next housing project unearths it. This is an artifact of satanic magic, and poses an extreme danger to its handler. A priest can move it, but will suffer attacks and burns of d4 points of damage per game minute.

The Artifact

Identification of the artifact can be gained by checking it



against the Bureau 13's on-line files. This item is listed and warnings about agents handling it abound. If Griggs' computer is still in one piece and in operational order, then any attempt to retrieve this information will come in garbled and the monitor will display the words "Go to Hell."

Escape

If untouched or not found, on January 25th the ceiling of the shelter will collapse and break the circle, destroy what remains of the book, and release the demon who is fused into the form of a knife.

History

In 1958, Griggs captured an artifact from the Wind Willow coven and secured it with the help of a long dead monk. Unfortunately time has taken its toll on his efforts and the holding area is deteriorating. The neighbor's use of the Ouija board was enough to open a channel to the demon, who was again gaining strength. Griggs fought the manifestation, but was too slow to stop it the last time when it came for him while he slept. It wants to get even with Bureau 13 and free the knife for use again.

If released, the knife will find its way into the hands of someone fit to possess it and start a satanic murder spree. One of the first victims will be the Stapleton family.

Experience

If successful, award 750 points per agent for outstanding work, with bonuses for individual actions. For an easy disposal, add a hefty bonus to the group total, between 1,000 and 2,000 points.

If unsuccessful in stopping the demon, the survivors receive 250 points apiece. Remember, this scenario can be deadly to fools or those who fail to think. The Stapleton house is a lure and the Griggs house is a trap. Remember all serious activity centers at night. The forces involved have absolutely no compunction about popping the pin from a grenade or firing a gun from a holster. The damages they inflict may be severe.

Expansion

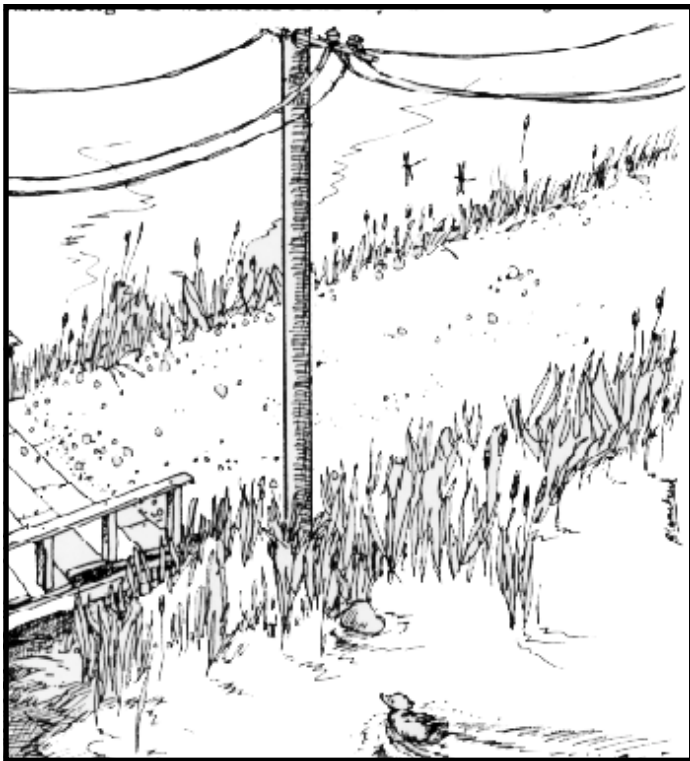
If released the thing in the knife may stay in the knife. It will find evil and weak minded individuals to work through and attempt to commit monstrous evil acts.

In a short time the knife will carve a path of mayhem across the country as it changes owners. Each owner will have the knife for up to a week and die horribly. It will cause fear, and a string of fatal accidents as it begins to travel. Its destination will be the most corrupt and powerful magician within a thousand miles or Cleveland Ohio.

Containing The Knife

Once free the knife's demonic occupant will only be stopped by separating the knife from the user and placing it in a protective circle created from blessed salt or paint. Afterward this area must be sealed off and hopefully waterproofed for at least a couple of thousand years.

A second method would be to create a protective circle and restore the demon to its natural form. At that time it could be banished back to hell by a powerful magician or exorcised by a priest.



FLORIDA ROAD

Somewhere in the boonies of the State of Florida is a ten mile stretch of side road that is avoided by the local residents. Bureau 13's attention has been drawn to this road by reports of Road Ghosts, an unusual number of fatal accidents and the smashing of windshields by unseen objects.

The Road

Cutting a path through the swamp is the road; an unpaved causeway, littered with many potholes, just wide enough for two cars to pass each other by, except at one of several bridges that allow boat traffic to pass under the road. Utility poles line it as far as the eye can see. The entire strip is empty of houses and stops, though an occasional resident can be seen dropping a line into the water to fish, or pulling a boat up on the shore. Residents will not pass the first bridge or walk along the road. A nearby store's clerk,

Stew Bernie, will tell of deaths, terrible accidents, cars swerving into the swamp, and the man-eatin' gators.

Stew will also tell of three separate ghosts who hitchhike down the back road at different times of the night. Often they will get into the car and tell the driver to slow down about midway between the first and second bridges. When the driver looks at them again, they've disappeared.



Haunts

Research

A computer search of the Bureau's on-line files will show 38 accidents in just the last five years on this innocent strip of gravel and potholes. The death toll for the road since 1947 has been 34 people, after it was put in as an emergency access road and now has become a minor thoroughfare for the locals.

Night Driving

Travelling the road by day is reasonably safe.

By night is a completely different story. When travelling westbound on the road, have the agents roll under their SNS. If successful, they then see either a glint of something or get a bad feeling about the road.

Encounters

Have the driver of the vehicle roll under his or her intelligence and wisdom on a d100 when driving on the road at night. If the driver fails the both rolls, roll on the table below.

- 01-50 Swerve violently left or right into the swamp. Roll under any driving skill to avoid losing control. There is a 5% chance to hit an oncoming car that is travelling at 40 + mph. There is a 7% chance to hit a utility pole.
- 51-75 A black car is coming straight at the victim at 80 mph. This is an illusion that first rockets past, turns around and plays chicken with the victim. The black car is a phantom with absolutely no substance. See 01-50 for a swerve with a +0 difficulty modifier.
- 76-85 Something impacts into the vehicle's side, leaving three scratches or a dent consisting of three creases meeting at a point. Swerve with a +0 modifier.
- 86-95 Something causes a tire to blowout or a radial tire to disintegrate. Swerve with a + 10% modifier.
- 96-98 The windshield shatters from an unseen object. Swerve if driving skills are not rolled under.
- 99-00 Engine fails dramatically, causing massive damage to the vehicle. The steering, brakes, and transmission all fail, vehicle has a 50% chance of swerving off the road, and a 5% chance of hitting an oncoming car as above.



The First Death

Chet Stephens was killed on the road a month after it was opened. There is a clear record of the proceedings and the driver who killed the lone hitchhiker. The driver was acquitted, and died in 1963. From the time of Chet's death, there were no deaths for three years. The long-standing toll of odd accidents began in 1950 after a car swerved off the road and hit a utility pole. The driver, drunk, fell into the swamp and became a quick snack for the wildlife.



The Ghost

Refusing to believe that he is dead, Chet continues to walk the strip. Unfortunately demonic influences were attracted to the spot by his restlessness and settled to divert and destroy as they could. Some of the people killed have stayed on as restless spirits to warn others of the dangers of the road.

Demons

Hitchhikers can feel the cold area. A person walking through it will have a 75% chance of experiencing a shock as the forces at work draw a temporary point of CON and use it to power the next night's manifestation of a ghost.

If a person stands in the spot at 3:00 AM, he or she can see a long line of vehicles and hitchhikers who have died along this strip. The phantoms will pass through the agent. He or she will also see spirits circle a spot down the road from where the demonic influences come. This costs d4 points of temporary CON loss by a draining effect. All warnings must be powered by a hitchhiker or person walking through the spot.

The second spot feeds on fear and death. It is a much more serious problem that has manifest.

Simple Endings

The simple way to dispose of the spot is to persuade a priest to say a prayer of containment and exorcise the spot. The ghosts are serving as a warning to those who drive past the 10' x 10' area. After a few months the demonic influences will fade away.

Experience

A dangerous scenario that deserves 300 points or more with a bonus for easy solving. Don't forget the 'gators in the swamp, the poachers and the possibility of a dump in the swamp by organized crime, Colombian drug dealers, or a murderer.

Expansion

For a short scenario this small paranormal infestation can be complicated and changed into a morass of conflicts.

Criminals

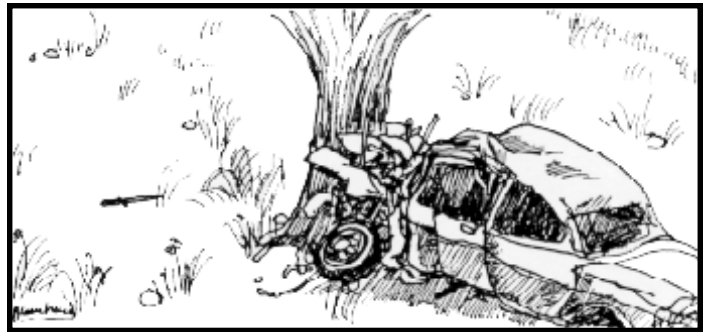
Colombian drug dealers may have a hidden drug processing lab just off the road that's as well stocked with weapons as a Bureau 13 team. They have been using the deserted strip to land light planes. The swamp is an ideal area to dispose of rivals as the gators finish off the remains. Little do they know about the illegal toxic dump a mile down.

Dumpers

For many years the Byrney Brothers have been dumping barrels of toxic waste in the swamp to help their cousin Earnie. These chemicals have affected some of the wildlife and created a number of size and ferocity mutations. Some of these creatures may begin to prey on the unsuspecting. The ATF or DEA may be watching the area carefully, preparing a surgical strike to eliminate this criminal undertaking. They will also be armed to the hilt with modern weapons and have the backing of the local sheriff who may or may not be protecting the Colombians.

Brotherhood of Darkness

Following closely behind Bureau 13 is the Brotherhood of Darkness, a power hungry organization bent on harnessing powerful magics for social control.



Violence

Violence on the roadway may trigger a second and unexpected reaction from the demonic spot. It may draw the dying who will spill blood on the area and form a temporary gateway to the lower regions of hell. From the tarmac will rise three gruesome creatures bent on destruction.

After attacking any on the road, they will head to a camp four miles down the road. They will terrorize the teenage campers until disposed of.

Hellspawn Stats

STR: 16	INT: 07	THR: 12
CON: 30	WIS: 05	DOD: 13
DEX: 10	LCK: 08	ACC: 08
AGL: 12	CRZ: 02	STB: 58
SNS: 20	MRE: 75%	PIE: 18
HPT: 150	MCD: 15	WKM: 0200

Every kill a hellspawn makes gains them another 2d10 WBD Points. Hellspawn regenerate lost WBD at a rate of 2d10 points per hour of inactivity. Holy or blessed objects burn them like fire.

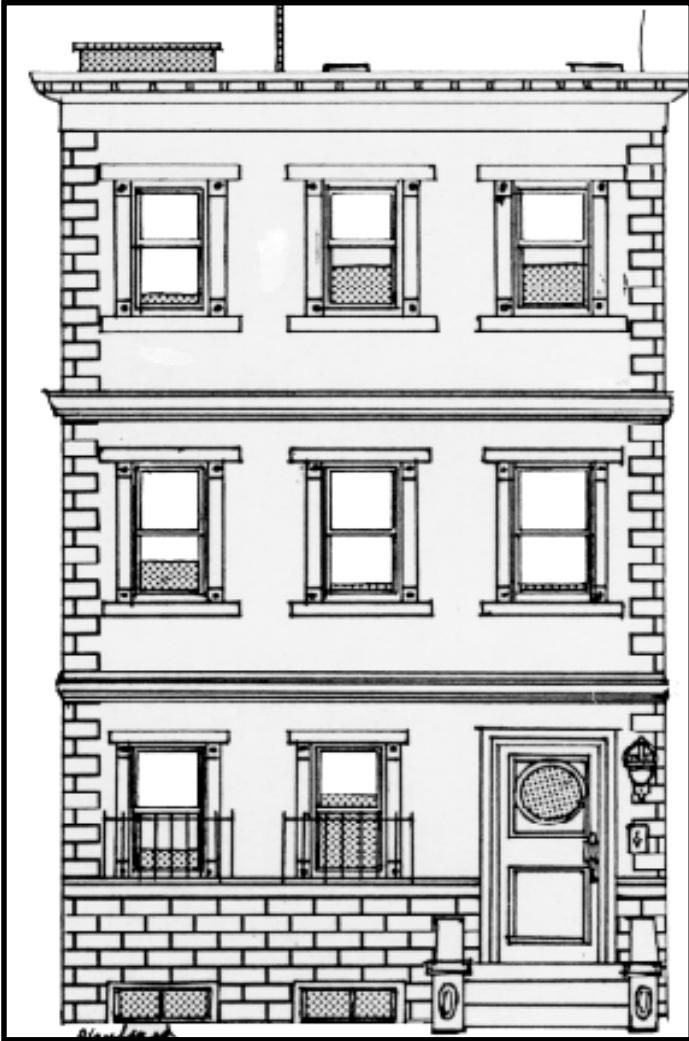


NEW YORK HOUSE

Strange reports of demons and the paraphenomenal have flagged a Bureau 13 investigations.

Ariel Zingblat is a rather large Medium in Brooklyn NY. For a quarter century she has read Tarot and brewed tea for legions of the curious, believers in the occult and the lonely. Sadly, her minor psychic talents have turned towards greed.

Ariel is now being assisted by Hilda Cordeau, a welfare cheat who bilks believers with her "power" of astrology and precognition. Hilda has the aid of an 80 year old stage magician called Ramone, who bangs on walls and creates those fantastic effects.



The Face of Fear

A demon visage had now terrified Hilda on two occasions. The demon, in reality, is a retired theatre worker named Werner Gorman, who is tired of the noise in the apartment above him, (Hilda's). He was once a close friend of Ariel until Hilda began her takeover of the business.

Werner has designed the creature suit to harass Hilda and expose her true intentions.



Haunts

Experience

This scenario is designed to teach your agents that not everything is supernatural. Give them a little experience and have fun.

Opening a Big Can of Worms

The next best thing to a simple solution is a few additions to complicate matters.

First is Ariel's spirit guide Finster. Never quite making it to the hereafter, finster has stuck around the New York City area since the 1790's. Attracted by Ariel's honesty, he helped her communicate with spirits on a limited basis. Now disgusted with the whole situation, he has called a few friends to drive Hilda and Ramone out. These mostly harmless spirits will rattle windows, move objects and thump walls.

The Neighbors

In the Brownstone next door is Antonio Iannuzzi, once a muscle for the Mafia and now retired to a life of boredom and watching his tomatoes grow. Antonio dearly loves his tomatoes and invariably a few of his plants may become damaged by the activity at Ariel's. He is also highly superstitious and has a few large nephews who will come to his aid if he calls. Antonio curses in fluent Italian.

On the other side is a pair of characters who share the residence. First is Mort Mullholand, an overworked and psychologically frayed letter carrier. Mort hates his job, his neighbors, his ex-wife, and strangers. In his spare time he machines and shoots muzzle loading, black powder weapons. He has more than a dozen rifles, pistols, and a replica 2 Bore Paradox Rifle.

BLACK POWDER RIFLE				'2 Bore Paradox Rifle'					
ROF	1or 2	AMO	B	PB	VS	SH	ME	LO	EX
ROL	F x2	CYC	n/a	+2	+4	+0	-2	-6	-10
CAP	2	WTE	50.0	EFFECTIVE				EX+	
CIR	1855	MIS	20%b	10d				6d	
HSM	+4	KDM	+15	SPC (f)				EF= 40	

One of the true 'Black Powder' weapons known to be able to stop an elephant in its tracks. This monster fires an 8 .oz ball and takes 4 ounces of powder in each of its two barrels. (*1.5 Lead Ball*)

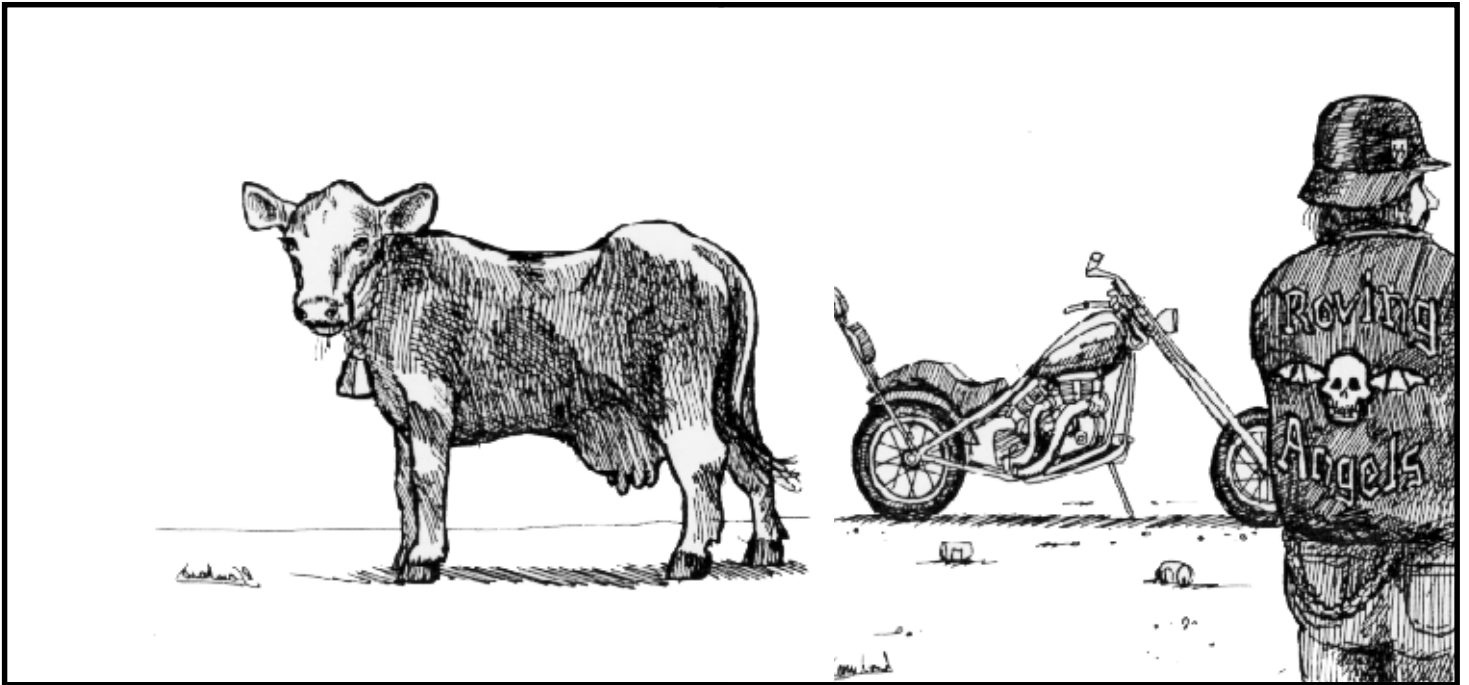
To say the least Mort is touchy. With a lot of strangers around he becomes touchier as another neighbor has repeatedly complained about the weapons he carries to and from his home.

Mort's housemate, sharing the upstairs apartment, is a quiet Russian immigrant who's passion in life is the Saxophone. Eel'ya Kostrzeba makes bagels and plays the Sax at night. When depressed, now a frequent occurrence, he sits on the brownstones roof and plays jazz. Eel'ya has been Ariel's spirit guide watching him for the last few months and believes it is a sign he will die by some horrible means. Finster just likes the music and has decided to bring his friends for the free concerts.

More Monstrous Evil

With all this paranormal activity it is a sure bet that evil influences will be attracted. These can include demonic influences or just an old German Brass Band that perished in a U Boat in the 1940's.

Don't forget the cadre of Arab extremists who share the shop front with the Bask Separatists or Democrats.... And it goes round and round.



THE LAST RIDE

A few tens of miles south of Gary, Indiana is a small, sleepy town called Mayfield.

The Return

You wouldn't have thought this town sleepy if you had seen it in 1965 when its only bar was home of the Roving Angels, an outlaw, biker group thrown out of Illinois. Twenty-five years later isn't a trace of the Angels until a warm, spring night when the sounds of the bikes return.

Murder

The second bizarre and grisly murder in a small town within one week warrants a nearby Bureau team to pass through for a quick check.

In Mayfield

The team arrives in their vehicles. The bodies have been moved to Gary for autopsy. The first body has been checked and the files are already on the city computer files. The victim was Alvin Strong, a farm worker with a history of alcoholism. Alvin's death was caused by suffocation and a fracture of the neck vertebra. In 4 hours Calvin Stein's autopsy will show the same result. Calvin was an auto mechanic at the town's garage/gas station.

The station owner is Brian Giffort who won't talk about his brother-in-law's death. Extended work by Bureau Agents will be necessary before they can glean any scrap of data from him.

The Bar

Denise Sands is a middle aged lady who inherited the bar from her father who died a decade before. She is unmarried, friendly, and interested in talking to people from outside Mayfield.

Since she is not a great historian about the town, its people, or the murders, she points to an antique shop run by Florence and Sara McBride. She knew Calvin Strong but never understood the weight on his shoulders.

Antiques

Filled to the ceiling with bric-a-brac and junk, the shop caters to the bargain hunter, decorator, or junk collector. The more the agents buy the more the ladies will talk.

Information

The old ladies are flustered over the murders. Obviously they knew the victims well and have no comprehension why they were killed. They mention that there hasn't been this much trouble since Jud Smith lost a cow on the freeway or the motorcyclists were kicked out of town in 1966, the ones that lived on the lake.



Nightfall

Nightfall brings a quiet hush over the town as the bar fills and shops close. The lone sheriff in the town sits in the diner aimlessly stirring his coffee. If talked to, his attitude is business.

After a short run through the town the sheriff returns to the diner. At 11:00 PM a man runs down the street yelling, "It got Ted Jones, just like the others!" The officer will run to his car and squeal off in a flash of lights and sirens.

Four miles away is the Jones' farm. If the agents are close behind Sheriff Miller, they will find him leaning over the porch railing, losing his greasy dinner. In the kitchen is Ted Jones sitting in a chair

next to his life wife. Both have had their heads flattened as if they were placed in a vice. The sheriff will mutter something about "them staying in hell" before he regains his composure and begins to order people out of the area.



Stalking

By now your players know that something is stalking the town's people with deadly force. Any checks on the bikers in Indiana will provide absolutely no leads.

Records

Illinois records show 12 members of a motorcycle club that had left Chicago. A follow-up report on three of the 12, lists them as missing by family or friends. They were last seen in the summer of 1965 in Mayfield.

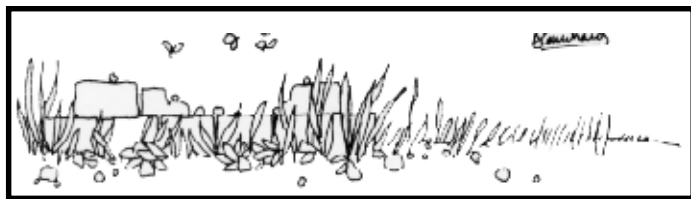
The Shack

If they can make a friend in the town, he or she will tell of severe problems and fights with the bikers until a group of the townspeople confronted them. The bikers never returned after that. Their shack was subsequently burned in a grass fire and exists only as a foundation a few miles south of town.

More Research

A close check of the shack's area shows the scattered stone foundation of a building. Any agents with at least demolition (3) or a related skill will realize these stones were scattered by a large blast. A second check of the area reveals nothing. Metal detectors will reveal some bent and twisted metal scraps that are mostly rust. There is a no lake close by, but there is a pond.

State sales records of dynamite for 1965 show one of the dead men buying ten sticks from the hardware store owner. This man was a car mechanic, (Calvin Stein), with no use for the dynamite.



The Pond

If agents are near the pond at 9:00 PM, a blue light will manifest deep in the water and 12 bikes will rocket out with their rotting owners. They will neither harm or acknowledge bystanders, even if they come under fire. Moving like lightning, they vanish down the road in a thunderous road of old Harleys.

At The Bottom

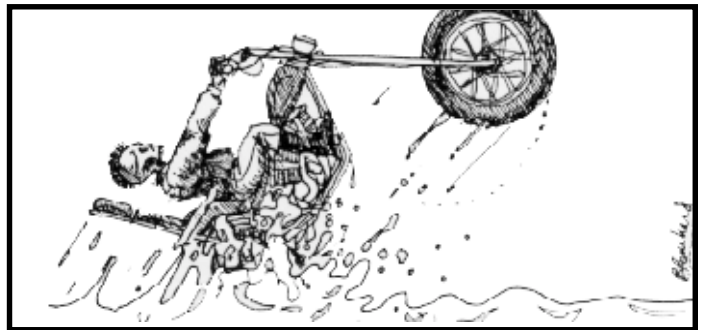
A half hour before 9:00 PM, a diver will see a faint glow and the re-assembly of bikers in the 60 foot deep area of the pond. Any attempt to touch the apparitions will cause them to grab the diver and rip his or her oxygen mask off. If the diver is persistent one of the undead will quickly wrap a chunk of rusted barbed wire around of the divers legs and then rip his mask off. The wire is anchored to an old concrete post.

Undead Biker

STR: 13	INT: 12	THR: 10
CON: 20	WIS: 05	DOD: 11
DEX: 10	LCK: 03	ACC: 10
AGL: 10	CRZ: 02	STB: n/a
SNS: 05	MRE: 25%	PIE: 0

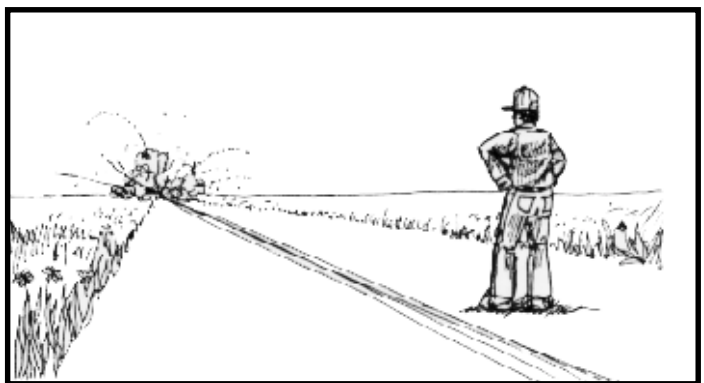
HPT: 130	MCD: n/a	WKM: n/a
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These ghosts are powered by hate and revenge. If damaged or destroyed they regenerate at the pond on the next night.



Disposal of the Problem

There was no easy way to dispose of the bikers until ten sticks of dynamite were wired in a beer case, placed in a box with three other cases of beer and offered as a trade to get them to leave the town. Ready to go anyway, the group accepted the beer. The massive blast finished the group and the scraps were raked up and buried or mostly dumped in the deep end of the pond.



The Last Two

While one of their killers has already died of natural causes, two are still alive in the town. One is the Sheriff. The second is a hardware store owner, Zephram Debeer. If, by now, the agents are trying to protect the two, nothing will help the hardware store owner as the things roar up the alley to the store, rip through the back doors, and decapitate him.

The avenging creatures only want their murders. They will swat away or kill any who get in their way deliberately.



These creatures can each take 130 points of firepower before vanishing to return the next night.

The GM should space events and allow the group to waste time. Only one death will occur per day. For each day the agents stay, the Sheriff will become more agitated. Of the townsman, only six actually talked to the bikers and arranged their murder that night.

Ending The Killing

The Bikers are coming back for their due. It is in the form of four cases of beer and the lives of the six who killed them.

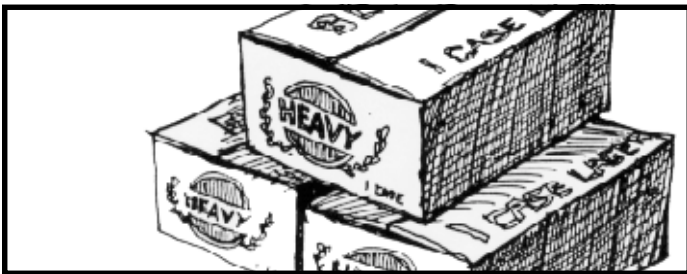
Confession of the crime will not help unless a priest can find the pieces in the field and set them to rest. It takes ten minutes of prayer to rest each biker. To find pieces, roll a d100 every d6 + 6 minutes of digging near the foundations.

At The Dig

01-50	Bike Parts or Shack Debris	
51-75	Bikers	
	01 Crazy Louie	07 Irons
	02 Lenny	08 Sams
	03 Lice	09 Martin
	04 Smiles	10 Wes
	05 Morgan	11 Child
	06 Morgan's girl	12 Monk
76-85	Junk, Wood, or Plaster	
86-98	Beer Cans or Personal Effects	
99-00	Organic Refuse	

Road War

If the last two are leaving the town or being escorted out, there will be an attack on the vehicles to turn the living back to the town. The bikers want their last two victims. After the first shot is fired, the bikers will begin an attack on the vehicle. With a strength of 30, they can cause extensive damage.



Vehicle Combat

Be creative and give them a good run. We advise the use of a Car Warriors type game to run this section of the scenario. Run vehicles as low tech with only firearms. The Colorado RV or Bureau vehicles will have heavier armor and weaponry.

Treat the bikers as 'real' during road combat. Vehicles will behave as vehicles.

At The Bar

When the Bikers finish with people who murdered them, they will ride back into town. Bureau agents will arrive to see the bikes in front of the bar and townsmen running out of its doors.

In the bar are the lone, lady owner, Denise Sands, and the twelve bikers. She is pale as she fills the mugs with draft beer and sets them down for her gruesome customers, who eagerly drink them down.

If not bothered, this will continue for ten minutes until two of the bikers go into the back room and return with four cases of beer. The group leaves the bar and walk back to their bikes where the cases are strapped on. With a roar the bikes roll down the road and the bikers are seen to transform back into their living appearances, moments before they died. The bikes roar into the sky to fade into the full moon as a lone bottle of cold beer lands, unbroken, at the feet of one of the agents.



The Last Ride

If the group has been laid to rest, they will make a last appearance without harming anyone. If the Sheriff is still alive, he will go to the bar and ask to be forgiven for his crime. The bikers' leader, Morgan, will ask the Sheriff to join them on their last ride. The Sheriff will go with them. In the morning, his body will be found in his office, dead of heart failure.

Experience

For the prevention of the deaths of the Debeer and the Sheriff, give the players 2,000 points. For a messy solution, award them what they merit.

Expansion

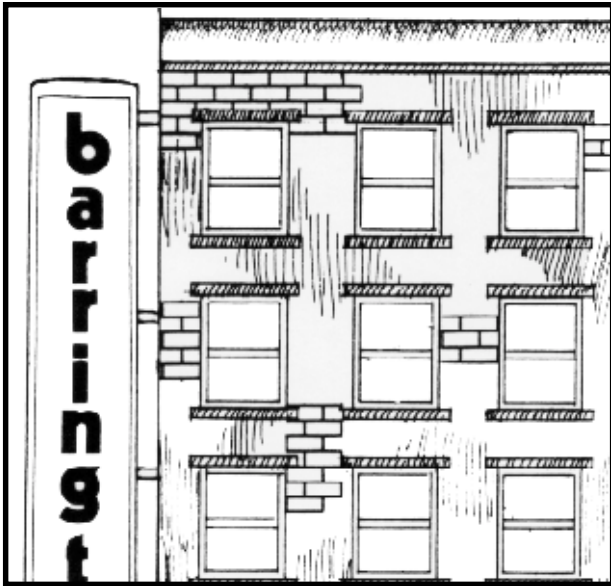
When the shack was destroyed a single survivor managed to crawl away and hide in the bushes. Now scarred and seeking revenge, He and his two sons have returned to the town. This has awakened the sleeping bikers and starts them on their rampage.

Not only will the Bureau agents have to deal with the paranormal aspect of the case but 3 live and armed people who know the story and want to ensure the bikers finish their jobs.

Another biker gang may be moving into the area at the same time and complicate matters by being in the wrong place at the wrong time.

Add in an Government ATF group investigating a small manufacturing shop that is clandestinely producing conversion kits to create automatic weapons.

Then theres the new shop that opened that sells Japanese manufactured motorcycles and ATV's.



RSVP BARRINGTON

The old Barrington Regency in St. Louis, Missouri was quiet hotel long known for its elegance, charm, outrageous prices, and general catering toward the affluent. In the recent past the trend towards budget motels and “semi-elegant” budget hotels, has slowly drained the Barrington’s distinction, cash flow, and staff. The final straw that broke the hotel manager’s back was the addition of three, semipermanent residents that were no longer living. The staff calls them the Room Service Crew.

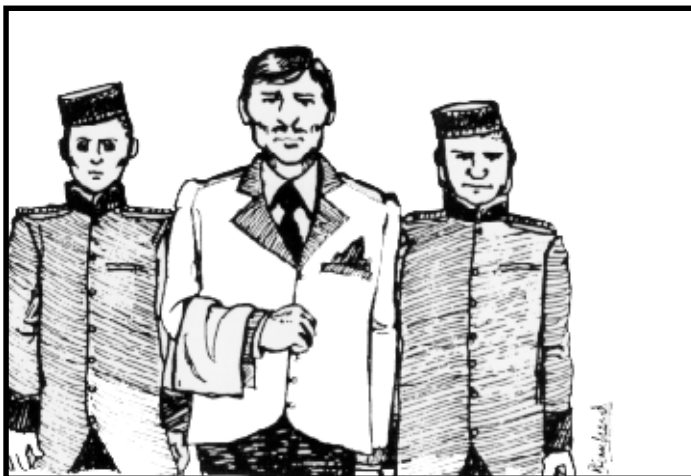
Ghosts

Obviously, Bureau 13 channels picked up on this as soon as it became apparent that there was a serious parapsychological problem happening under the nose of the guests. After a team of amateur parapsychologists were ejected by the spirits, a swarm of curiosity seekers and crazies descended on the hotel to cause havoc.

The Hotel Manager

Boris Martolitz is the manager of the hotel. First fearing, then with a gleeful look, he is capitalizing on the ghost scare and has created a two day parapsychology conference, PS I, that has filled the eighteen story hotel.

This conference will be a blessing and wild excursion into the general insanity for the Bureau 13 team. The hotel is now a magnet



Haunts

for people associated with the paranormal as well as every crackpot in the hemisphere. While the Parapsychology Conference is held, the ghosts will terrorize the guests in their ghostly fashion. This may involve up to a full physical manifestation, large flying objects, to the creative destruction of a guest’s property.

Favorite Tricks

Some of the favorite tricks of the ghosts are to take the customers luggage to the roof and throw it into the back alley. Bureau agents will catch a potentially gruesome situation as one of the ghosts leads a guests poodle away and it is last seen being dropped under the lid of a serving cart and wheeled away.

The ghosts are masters of botching paperwork, high tech machinery, and room service orders.

Ben Hazii

The soon to be owner of the Barrington Regency is Bri Ben Hazaii, a miscellaneous Arab sheik from an oil field that graces his family’s small patch of desert. Settled somewhere in the no-mans land between Iraq and Kuwait, the tiny sheikdom of Kuiwap is just a few square miles of oil wells. Completely missed by all parties involved in Desert Storm, it continues to pump oil can invest in foreign markets.

Finding that jet-setting was a far better life than goat herding, Ben has travelled the world in search of investments for his large family. Hazaii has just put a multimillion dollar down payment on the Barrington. He plans to create the classiest budget hotel in the Americas.

Hazaii is an eccentric, fascinated by electronic gadgets and scuba diving. He is watched by bodyguards who are experts in martial arts, (Kung Fu 14, AO 12, AD 11, PO 11, PD 12), and armed combat. Often he is found at the bottom of the swimming pool in an antique sponge diver’s suit.



Resident Ghosts

Louis “Pierre” Molitz and the two bellboys, Stan Sulpa and Antonio Peretizo, were killed during a minor hotel fire in 1929. Never quite at rest and obsessed with the hotel’s upkeep, they have become enraged with the recent sale happenings and intend to stop the deal.

They also intend to dispose of the unwanted elements from the hotel. This includes most of the current guests. The sheik, Bri Ben Hazaii and the PS I Conference top their list.

Research On Hazii

Only a trip to the Persian Gulf will give the agents the idea that Hazaii was released on the world to get him out of Kuiwap so that his family could create a stable long term economy and future for its 940 inhabitants.

Complications

Any use of the bureau Kirilean Detectors will see a massive amount of energy surrounding this hotel.

Another problem is the hotels catering manager who realizes that his job is on the line if Hazaii buys the establishment. Gordon Koss will do everything in his power short of poisoning Hazaii to dissuade his attraction to the once posh structure.

To make matters worse, there are 3 Iraqi assassins in the hotel waiting for the chance to kill Hazaii. Seeing the invasion of Kuwait failed, the Iraqi military has set its eyes on the little sheikdom and figures the disposal of its agents and royal family will start it into chaos and an open invitation to Iraqi foreign aid. They are basically armed incompetents with little training or knowledge of tactics.

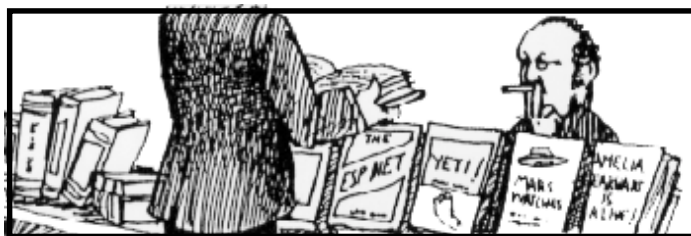


The Paranormal Conference

The organization of this parapsychology conference is at best like an indoor fair, with constant events you can attend for free or for a few dollars. There is a special room for people who set up tables of material for sale, which may range from books, herbs, inventions, memberships, and “secret” information to outright junk.

Timetable

This two day event takes all of the hotels function space including conference rooms and ballrooms. For a minor fee attendees can attend lectures, private parties, films, sales area, organization sponsored events, or just gather to discuss the latest UFO trends and Crystal Channeling to find Elvis.



Encounters

As the agents cruise through this wonderland of the bizarre, they may be approached at least once an hour by one of the other conference’s attendants. Roll a d100 on the table below.

- 01–50 General type crazy who wants to talk about the Grand Illuminati peanut butter conspiracy, the grand cosmic convergence of Route 66, or pyramid power. (While they are mostly harmless, these people are hard to shake.)
- 51–75 Someone looking for a conference event or rest room directions.
- 76–85 Someone trying to sell a weird idea or a miracle device.

- 86–95 Someone trying to tell a future for a few dollars.
- 96–97 Pickpockets, ladies of the evening, or a small band of Self-Styled Moralists.
- 98 Someone recruiting for organizations of crazies, black magic, or satanic group.
- 99 Someone looking for information or help understanding a paraphenomenal happening in their lives.
- 00 A perfectly sane-sounding person who will push the agents into trouble. This person is really a certified crazy who will lead them on a wild goose chase.

Attendance

Over 900 people will attend this two day event on a Saturday and Sunday. The first day is official programming and the second has open slots for various organizations, speakers, and special films.

Parapsychology Conference

PROGRAM GUIDE

EVENT

LEC = Lecture

FLM = Film

LOCATION

Grand Ball Room

Lecture Rooms

Side Rooms 1–10

Lounges

Sales Area

CODE

GB

A, B, C

1,2,3,4,5,6,7,8,9,10

D, E, F

HUK

Saturday

Time	Event	Type of Event
	Location	Organization
10:00AM	Opening Ceremony	LEC
	GB	Dr. Arnold Khon
10:30	The Increasing Incidence of Paranormal Events	LEC
	Worldwide	
	GB	Dr. J. P. Suthers
	EXHIBIT HALL OPENS	
	B	
	ORGANIZATIONS HALL OPENS	
	A	
	The UFO’s Still Exist	FLM / LEC
	C	USUFO Watch
11:00	Sales Room Opens	
12:00PM	Belief is Nine Tenths Reality	LEC
	C	C. S. Anderson
12:30	Spiritualism in America	LEC
	4	Mediums Asst.
	Brotherhood of Venus	LEC
	8	Star Brothers
12:45	Writing for Parapsychology Journals	LEC
	5	Weston Smithers
1:00	Parapsychology Events This Year	LEC
	GB	Ardonau Eston

1:00	Ghost Hunters		FLM / LEC
3		J. Danials	
	The Acme UFO Flap		LEC
1		F.P. Grenson	
1:30	Satan Calls		LEC
9		Brotherhood of Darkness, Inc.	
1:45	UFO Reports		FLM
C		UFO Magazine	
2:00	Time Travel For Fun And Profit		LEC
2		Norwood Daniels, Esq.	
3:00	Parapsychological Research in Europe		FLM / LEC
GB		Stenton McCap	
3:10	The Caterpillars of Westchester		LEC
4		Joe Wiberley	
3:30	Velacofski Dead at Last?		LEC
C		F. McDivit	
4:00	Witchcraft USA		LEC
6		C. Martins	
	Parapsychological Equipment		LEC
3		H. Wentowitz	
	Who Deals With The Supernatural		LEC
4		C. S. Anderson	
	Heaven's Deadly Agents		LEC
8		Night Shadow Magazine	
	US Government's Supernatural Bureau		LEC
9, 10		Dr. H. Jones	
4:15	Zoroastrianism and the Illuminati		LEC
7		J. Jackson	
4:30	Holy Symbols of the Micronesia	Islands	FLM / LEC
5		Cults Magazine	
5:00	Cargo Cults Mythos and Manna		FLM / LEC
GB		Z. Frankle	
	The Ghosts of Lake Geneva		LEC
C		D. Arneso	
	In Search of UFO's		FLM
6		TV Systems Inc.	
	Kirilian Photography		LEC
2		L. Morocovski	
6:00	Vampires in Bowlinggreen		LEC
4		M. Lopez	
	Wooden Stakes and Iron Men		LEC
7		A Gutteridge	
6:15	Hounds of Supernatural Sensationalism in the American Press		LEC
3		F. Hartmann	
	The Knights of Brackenridge Moor		LEC
1		O. Worland	
7:00	Horoscopes for Today		LEC
6		Q. Rappoff	
	Drugs and ESP		FLM / LEC
C		D. Crowenberg	
	Fantasy Role Playing and Controlled Paranormal Induction		LEC
8		S. Freydmann	
	Role Playing Games as a Training Tool for Paranormal Investigators		LEC
9		R. Tucholka	
8:00	Parapsychology Today		LEC
GB		Dr. Arnold Khon	
	The CIA of the Supernatural		LEC
2		Dr. M. Bolt	
8:10	RNA4: Paranormal Drug From Europe		LEC
7		C. Landers	

9:50	Film Program Begins		FLM
C			
10:00	Open Cocktail Party		F
12AM	Seance "Will Houdini Answer"		GB
		A. Zingblat & A. Randii	

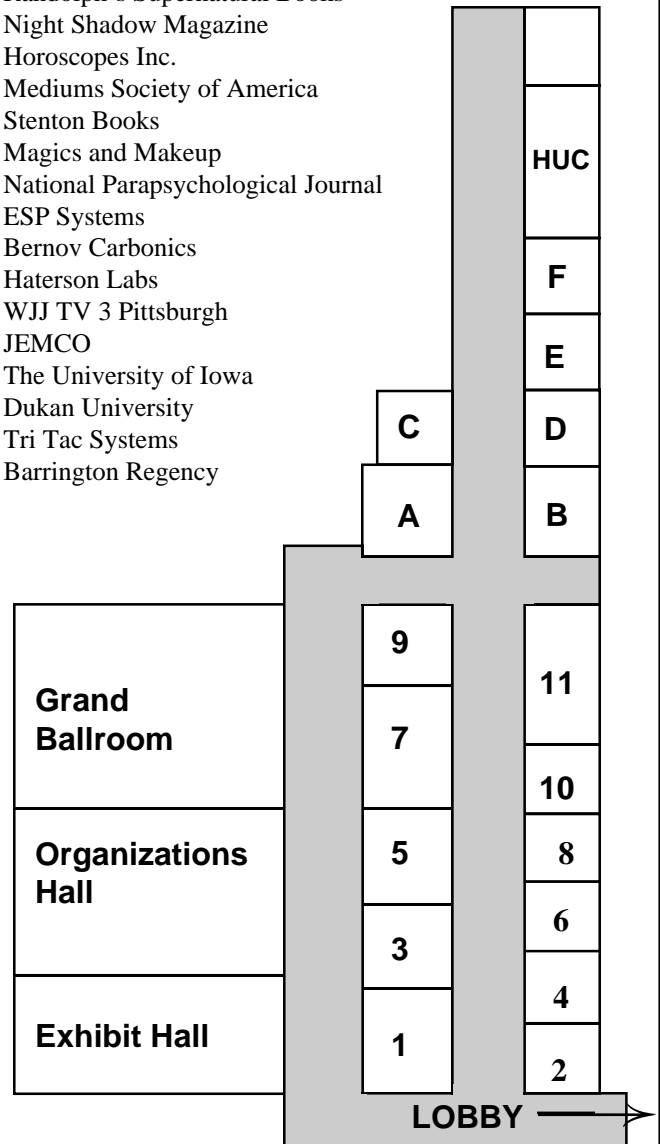
Sunday

Sunday: Open Programming

Check with individual organizations for their schedules.

List Of Organizations

American UFO Watch
 Brotherhood of Darkness, Inc.
 Star Watch Systems
 Madison Specialty Manufacturing
 UFO Magazine
 The Star Brotherhood
 Friends of Venus
 Cults Magazine
 TV Videotronics Systems
 Randolph's Supernatural Books
 Night Shadow Magazine
 Horoscopes Inc.
 Mediums Society of America
 Stenton Books
 Magics and Makeup
 National Parapsychological Journal
 ESP Systems
 Bernov Carbonics
 Haterson Labs
 WJJ TV 3 Pittsburgh
 JEMCO
 The University of Iowa
 Dukan University
 Tri Tac Systems
 Barrington Regency



A Multitude Of Problems

If the GM thinks this gathering out, there are a multitude of possibilities for scenario follow-ups or possible "at the hotel" action with such forces as the Brotherhood of Darkness, Inc. and the Star Brotherhood which the Bureau suspects is a front for the alien menace Goshnar.

Annoyances

If the Agents confront Mattias Bolt he will be as cordial as ever while his bodyguards loom in the background. He is just as curious as the Bureau and suspects something is about to happen in the hotel.

Mid day Saturday the Parapsychological researchers Bell, Becker, and Crandle will show up along with a cadre of S.A.F.E. Agents. Both of these groups can be a danger to life and property in such an environment.

Another problem is a man in a dusty suit that looks like he has been hit by a car. He stumbles past agents and sets off their radiation monitors in any high tech equipment they may carry. Apparently with amnesia, Bruce is confused and only has his Chargex card (Expired in 1967) and a 25 Cent Bush Commemorative Coin with the date 2189 on it. While the radiation is not serious, the man needs sleep and a little medical help.

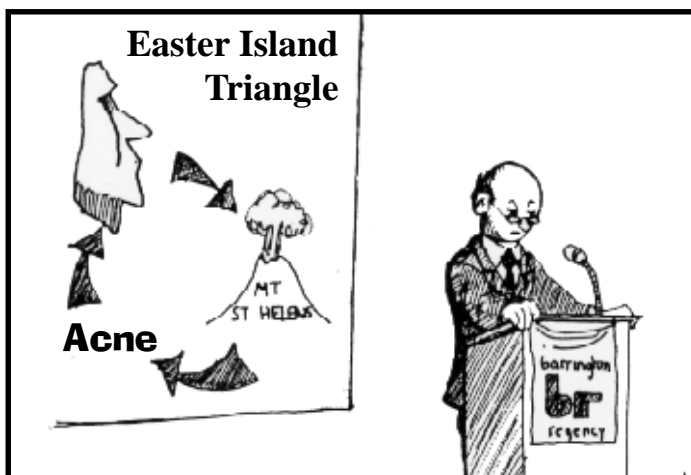
More Paranormal Problems

With all this activity and groups channeling and calling spirits, the ghosts of the Barrington will gain more substance and even be assisted by more earth-tied spirits. This may attract evil and an equal amount of good.

Compounding Problems

In the middle of the show the Arab Assassins will steal a display vile of RHA4 the PSI inducing drug from Europe. What they don't realize is this is just a display vile from a bad batch of the drug contaminated with a retrovirus. Thought to be destroyed, this vile will indeed induce a powerful PSI state a thousand times beyond what the developers have ever seen. Taken back to the Iraqi bio-war labs and in the wrong hands, RHA4 could be retailored to become a mind killing virus.

Shattering the vial and contact with the liquid will instantly give the victim a 50% chance of induced PSI. If the roll fails the victim still gains PSI but burns it out within 24 hours along with his or her mind. Heating the vile beyond 200 degrees destroys the virus and renders it useless.



Dealing With The Ghosts

To eliminate the problem, the agents must talk to the ghosts through a medium who must convince the ghosts to continue their journey to the next world. A second way is to stop the sale of the hotel before the ghosts create the opportunity of an accident to kill Hazaii. The death of Hazaii will add a fourth ghost who is far more obnoxious than the first three.



The Radioactive Man

Sometime during the event the man who may or may not be a time traveller will dash into the Exhibit hall and head straight for a small table belonging to an eccentric inventor. Hap Mohan is finalizing plans for an ESP booster helmet and is hunting for investors. He will immediately be attacked by the man who is screaming about the future, another world war, and mind control implants. He smashes the prototype helmet with a handy lava lamp from the New Age Deco table to the right and goes for the throat of Hap.

The Catering Commandos

If things were getting out of hand, the catering staff is helping by making sure the coffee is lousy and the food isn't fit to slop hogs. Their objective is to put hotel carts in the way, knock out lights and computers, and generally point guests in the wrong direction.

Endings

So that wraps the Barrington's first Parapsychology Conference. The net result if the Bureau doesn't burn the hotel to the ground, is a smashing success as far as the current owners believe. If this kind of event will bring in money and customers, they will sponsor it again the next year and more like it.

While the ghosts don't like the events, they are beginning to realize that times are changing and the Barrington is still their home.

The sale will proceed if Ben Hazaii is still alive and with little work, he can be convinced to keep the hotel as lavish as it was in the 1930's. Besides, he's just decided to open a Middle Eastern Cafe across the street and fulfil his life long ambition to become a great chef.

As things wind down and the hotel begins to prep for a The Association of Romanian Rugcrafters convention, Bureau agents will hear a rumor about a set of sealed rooms on what was once the 13th floor.

But that's another Scenario for next year's conference.



SESAME

The air was thick with the soot of a thousand oil fires and the warning siren of incoming Scud missiles. Vinny Kolpak slid into the trench and said a small prayer.. It was 1991 during the height of Operation Desert Storm and Kolpak's advance medical unit was waiting for orders.

Near the bottom his foot rolled over an object in the dense packed sand. Taking out a small flashlight Vinny shown it over the spot and first saw the lamp. Knowing an artifact when he saw it, he stuffed it in his duffel. Vinny could have sworn it was humming and changing shape as he tied the bag, but explained it as a combination of nerves and imagination.

The duffel bag was somehow lost in shipping and ended up in a cargo flight bound for Italy. It travelled across Europe and was finally sold in a lost luggage lot to Lepa Dimova. It was brought to light again at an art dealer's office.

The Bottle

The bottle is 23.3 inches in height and made of a brass-like metal engraved with symbols. Cuneiform and Arabic letters forming words long forgotten, along with a wax seal of mediaeval ancestry, cover the bottle's stopper. Shaking the bottle gives the impression of something sloshing on the inside.



Fatal Assumptions

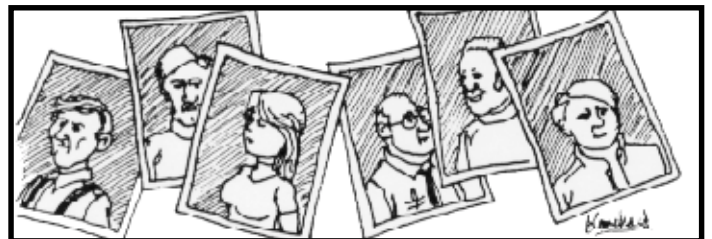
The Brussels art dealer, believing it to be a 1,900 year old wine flask, put it in a display case. He could have sworn the bottle hummed as he polished it. It sat for 2 years before being purchased by a wine collector in Boston, Massachusetts.

Murder

After six months of frustration trying to learn of the origins of the bottle, Herbert Ceusa became despondent and opened it to get a sample of the contents. Police found the headless body and the stoppered bottle the next day. Taking the bottle as evidence it immediately vanished from a detective's desk.

Investigation

The Bureau's interest is piqued when its newsclipping agency finds a string of cult murders spreading west across the US. Six people have had their heads neatly removed.



Trail of Death

The second is a robbery suspect booked on the same day as the first murder. Released within 5 hours, it is a sure bet he passed the detectives work area. Armondo Chavez was found in his apartment by his landlady.

The third is found a few blocks away in a car. A few hours of search and a medical exam will identify this woman as the robbery suspect's girlfriend. Her headless corpse is in plain view of a number of houses and one of the many children in the area can tell Agents that a bottle fell out of the car and was taken by a 15 year old named Paolo Estrada. Paolo has had minor altercations with the law and will be leary of Agents asking questions.

"Like I was just standin on the corner when the car pulls up.

Weren't doing nothin when it swerves to the tree lawn and it looks like somebody is fightin inside. Then this bottle is thrown out and like if they throw it out it's trash, right?

So I pick it up quick and take it to Moscovitz's Pawn Shop and the old man gives me \$5.00 for it."

Paolo Estrada



The Pawnshop

The fourth death will be the pawn shop owner who is dead in his office by the time Bureau Agents arrive. The site has already been coordinated off by police. The bottle is nowhere to be found. Police have also noted the cash register was empty.

The last log in his sales book is to Tyrone Jones, a local minor criminal type three times arrested for stolen goods trafficking. His current address is an apartment a few miles down the road. If the apartment is searched, little but an unregistered handgun will be found. Tyrone is not home and will not show for 48 hours. When he arrives he does not have the bottle and will not talk about it unless persuaded by a cash bribe or less legal method.

New Owner

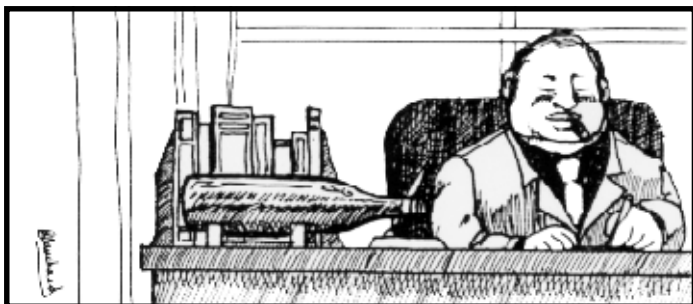
Pinched from the murder scene by Jones, it has been given to a Mafia kingpin who has it on his desk. Salvatore 'the Cigar' Genovise is an aspiring criminal that has risen to power in the last few years. He has kept a low profile as he raceeteers and sponsors the hijacking of freight coming into New York and Jersey. His firm of NY Contracting and Excavating is the quasi-legal front he shows to the world.

Salvatore is hard to find and even harder to talk to. He has a nearly Pionic sense for Government Agents and is now about to be hit by an indictment for raceeteering by the Justice Department. He is protected by 6 armed bodyguards and a cadre of a dozen more within d4 +4 minutes of his location.

This Don has other problems that are closing in in the form of Miguel Canterra, a Colombian Drug Cartell assassin who is out to eliminate Genovise.

Word on the street of a rag-tag Colombian hit squad has reached the Don and he has prepared action against Colombian owned businesses that are fronts as well as the DeMassa family that supports cooperation with the Colombians.

If Salvatore dies, it will be a real mess with Bureau 13 in the crossfire.



Haunts

Contact

The only way to get to the bottle is to steal it or convince the Don it is in his best interests to give it up without opening it. This is going to be tough with Salvatore's paranoia and his fascination for old 'cultural things'.

The Second Assassin

The being within this bottle is a close cousin to the Genii or Djins of legend. Only this is one of the rarest, and most dangerous; an Assassins Bottle. It has a 05% chance per hour of fascinating a person to take or own it. People who handle or polish the artifact become secretive and withdrawn as it becomes their main fascination in life. Sometimes the bottle will hum.

Real Form

If it is opened, a gaseous horror will appear to slowly ooze out of the bottle. When this pulpy mass achieves the size of a dog it will quickly form into a demonic face that will decapitate the owner with a bite of 6d10. At dawn the bottle's stopper flips back into the bottle as the creature returns, effectively sealing it in until opened again.

Research

Bureau 13 records have data on the A'addimiak bottle. Legend calls it the The use of this bottle involves whispering the name of an enemy to it under the full moon and opening it out a window to the west.

The creature will find the enemy. If it is blocked by holy symbols, it will take on a far worse form for six successive nights until it kills the victim or fails. If it fails, it will return to its master and takes revenge for being sent on an impossible mission.



Finding The Bottle

There is no destroying the bottle nor its inhabitant. It is an artifact that must be transported and stored where it is harmless. Remember, this bottle will beguile at any opportunity.

Complications

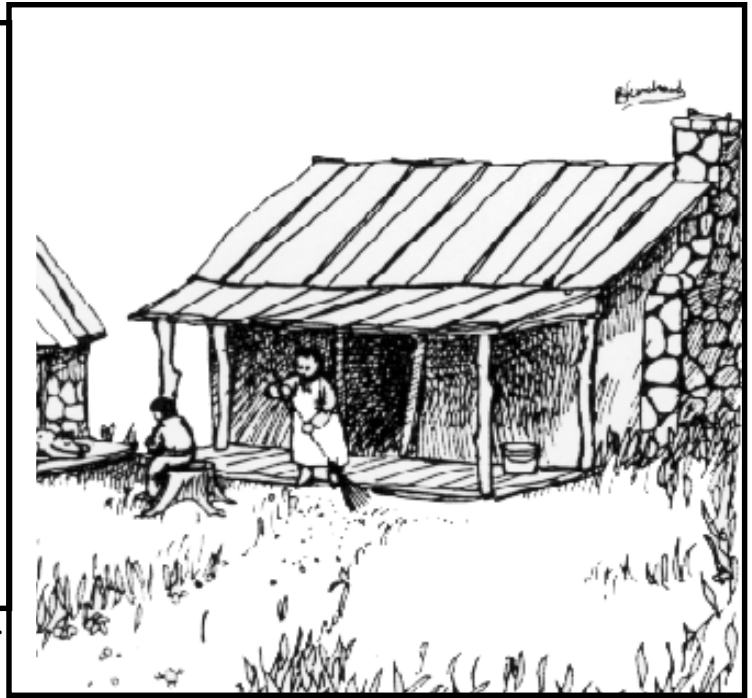
The GM is advised to run a string of owners and clues that lead the agents in a chase to find the bottle. This may also be vastly complicated by the Grand Army of the Ayatollah, the Federal Guard of Iraq, and the PLO, all of who have agents trying to recover the bottle for their own nefarious reasons. This along with an art thief, KGB, NSA, and the Israeli Mosad will give this adventure a strange twist. It could fall into the hands of a child and that would be the only exception as the Assassin would not kill him or her. It would appear as a traditional Jinn and grant them three wishes.

Experience

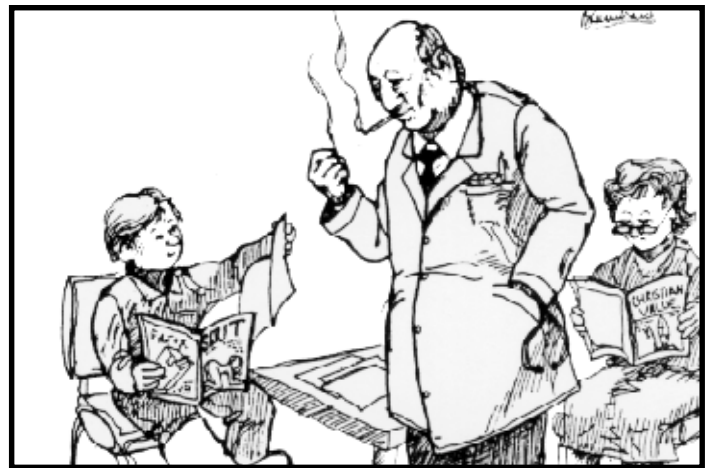
For this scenario, give players 5000+ experience to split among themselves as a start and embellish heavily due to the nature of the complications and obtuse directions the scenario takes.



Old man Strunk had a deadly secret.



Before they leave, a comic book stand collapses as a few kids with many band-aids continue to read.



The Curse

The rest of the town is much the same. The GM is advised to play this comedy of errors to the hilt as the agents are caught up in this living nightmare. What agents do not know is that their LCK of Luck score has now effectively dropped to 0. If curses could be measured in ounces, this one is in the kiloton range. Those able to sense magic feel a massive weight of magical energy hanging over the town with no specific focus.

Old 'Doc' Burke

Sam Burke is the town's doctor. Wealthy beyond belief, he sees to the sick from his home. At least d4 patients will be in the office. Sam is frazzled, smoking too much, and is ready for a straight jacket. His wild eyes show that he is at the end of his rope. When questioned, he ignores all, looks at the agent as if something is wrong, checking blood pressure, arms, ears, etc. Given time, the cigarette droops in his mouth and he looks surprised as he says, "There's nothing wrong with you!" Sam is a little deaf.

ARKANSAS TOWN

As Bureau computers continue to correlate data and statistics, odd facts and unusual information often emerge. Such was the case of Odd Rock, Arkansas.

Vehicle

A Bureau 13 vehicle, preferable a Colorado RV, arrives under sealed orders. At Odd Rock the envelope will open to reveal a few facts.

Town Data

This small town of 300 is the accident-prone spot in the US. Nine out of every ten individuals have had a physical accident within the last three years. More fires, auto accidents, and insurance claims come from this town than a town ten times Odd Rock's size. The last Bureau team sent to the town blew a tire overturned their RV at the city line.



The Odd Rock Curse

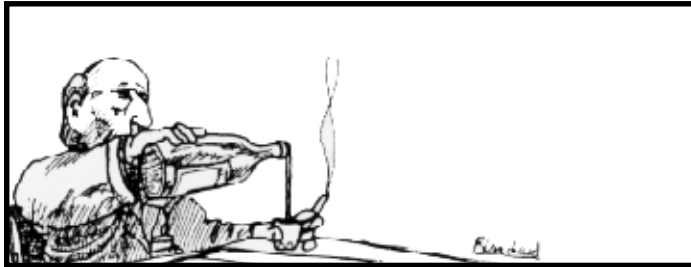
The town is dimly quiet. At least four people that the agents see have casts or bandages. At the local diner a man covered with a strawberry milkshake will greet them. If asked, he says that the milkshake mixer just exploded in a matter of fact way, as if it was an every-day occurrence. This man goes out of his way not to talk about the town.

Haunts

Talking With Sam

Sam will take a bottle of bourbon into his office and pour himself a shot. He says the town had 3,000 people ten years ago. They moved like the plague was after them because of a silly superstition. He says bad luck is only in the minds of the believer and he's never had any problems.

At this point he knocks the bottle off the desk. It rolls, gurgling liquid to the floor, and stops as it hits the wall and splashes an electrical outlet. The alcohol begins to burn as Sam throws his coat over it and continues.



Immunes

In ten years, only the minister, a child, and that dingbat old woman who thinks she's a witch, have been immune.

Sara Rand

Sara Rand was paralyzed in a car accident when she was eight. Now fourteen, she is confined to a wheelchair. Coming from a poor family, she stays home with her aged aunt with little hope for the future.

The Minister

William Silas is a Baptist minister who is angry at the world and himself for allowing the good people of the town to lose faith and degenerate to their current level. He will preach fire and brimstone, and self-reliance to the few healthy members of the congregation he has left. His wife ran off some months ago and has not been seen since.

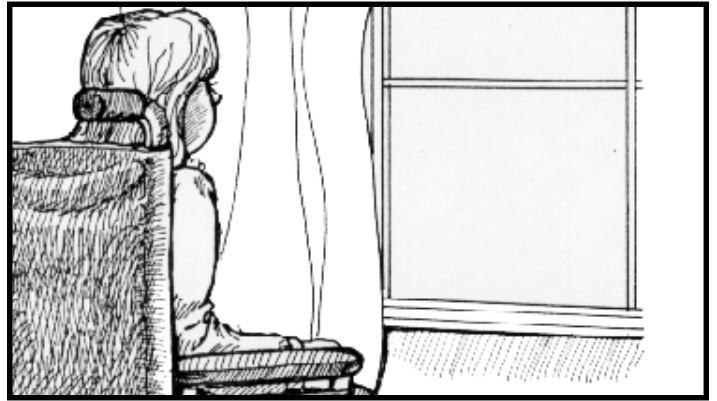


The Witch

Willa Peters is a home brewed, mail order witch. With her old house, books, cats, and herbs she presents the formidable picture of a powerful magic user. She has no special ability beyond herbal knowledge, and a little self taught Wicca though she would have all believe so. She is fond of the doctor and sends tea to Sara Rand. If the agents take advantage of her hospitality, she will threaten to turn them into toads unless they leave.

If watched, there is a 60% chance she will notice and respond

in strange ways designed to give the agents an uneasy feeling. Willa puts out cream for the cats, like clockwork, every night.



Lights

Use of infra red scanners will show odd spots of heat over the town. These swirl and settle around the Peters house. The spots can be seen, with IR equipment, darting over and through the town every evening. They are only spots of heat that often follow people, but avoid the church with right angle turns. The minister is avoided as well as the witch and Sara Rand.

Trapping The Lights

Any attempt to trap a spot will lead to an attack on the Bureau vehicle in the form of a thousand lights, now visible as intense pinpoints of colored light, flying around and through the vehicle. Only glass seems to stop them.

If one of the lights is trapped, the swarm will become almost brilliant in color. At this point every possible thing that can go wrong with the vehicle will. This includes failing circuits, weapons activation and firing, fire, things falling apart and the odd chiming of tiny bells. If the RV is destroyed the new sheriff will make an appearance, his leg in a cast, and welcome them to Odd Rock. He invites them for coffee and donuts.

The Sheriff

Sheriff Jessup Ramans tells the agents of the town and his pet theories. He speculates that it has something to do the hill folk. He often heard the previous sheriff say things went bad when there was a big ruckus and one of the Strunk boys was shot. (The doctor will confirm this.) Brought in Dead On Arrival, Mort Strunk walked out the doctor's house after dark. The doctor swears he was deceased with a heart shot.



The Strunk Farm

The path to the Strunk place is a small path up a hill. Crude signs say **'Privit Property'**. About halfway up a rifle shot will graze a tree near an agent. A voice will yell "Get, and don't you come back."

The Strunks are not what you would call friendly.

The Summit

Sneaking up the summit has a 95% chance of success if the watcher is incapacitated. All members of the family have a 10 + d4 accuracy with their rifles.

A single house and a shed is home for seven of the Strunks. The stone shed is padlocked and a dog lays on the porch. There is a 40% chance of attracting the dog's attention.

Life goes on as usual with Mother ordering four of her sons to do chores around the home with the fifth boy sits on a stump vacantly watching the shed.

Infra-Red shows thousands of the lights circling the area. A few are inches across, some are as large as a human.

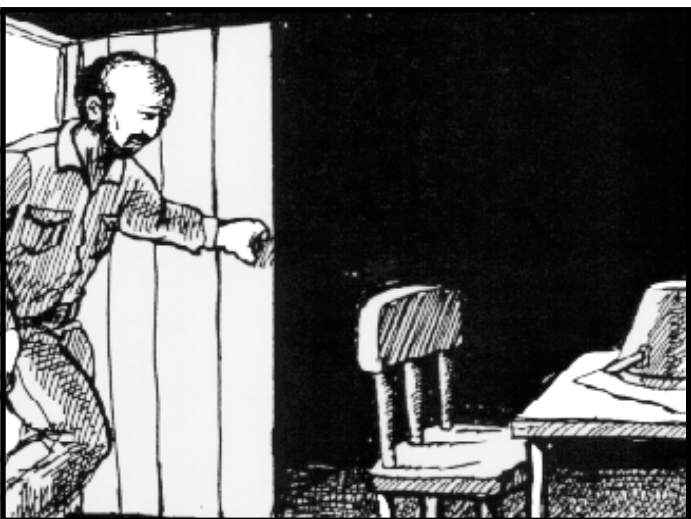


The Shed

After dinner, Grandfather goes to the locked shed and opens the door. In an hour he returns to the house looking happy.

The Secret

If the agents pick the lock, and easy difficulty level, they must then reach inside to flip a wire hook or suffer setting off a mousetrap in the main house. If the trap is sprung, the dog begins barking. In 16 + d4 actions the old man is out of the house with a rifle. If agents are inside, he slips to the door and attempts to capture them before they upset the object in the shed. There is only the wire, chair, table, and an overturned iron bucket on the table. The bucket rests on a scrap sheet of iron. Under the bucket is a canning jar with a light inside. Scrap iron is nailed to the walls of the shed.



Haunts

The Light

If watched, the light changes to a winged, humanoid form of incredible ugliness. In a few seconds it changes to become more and more beautiful and colorful.

Over a decade ago the old man captured the faerie-like thing. Its friends are not amused, but iron stops their actions. They feed on luck and reduce it to accident causing levels.

The Old man

The old man will back off if his prize is threatened. He will shoot anyone who tries to open the lid. The shot is aimed for the wrist. If dropped the jar will break on a 25% chance. The family will crowd around as the surrounding lights flare visibly and create a maelstrom of activity. The family pleads for the old man to let it go as he refuses. Mother says it's evil and unnatural and that it made the boy's father kill himself. The old man demands the jar be returned if agents have it.

This part of the scenario may have to be played by ear during a very possible confrontation. While the old man will not kill, he may slip if threatened. His main objective will be to scare the agents into leaving the mountain.

The Boy

The vacant-eyed boy will spring to life as the lights crowd around him. His eyes shine gold. The woman points to him and says "An' that was from that thin' too, takin' way his mind."



The lights cover the boy, spinning madly, as looks at his grandfather and tells him to let the creature go.

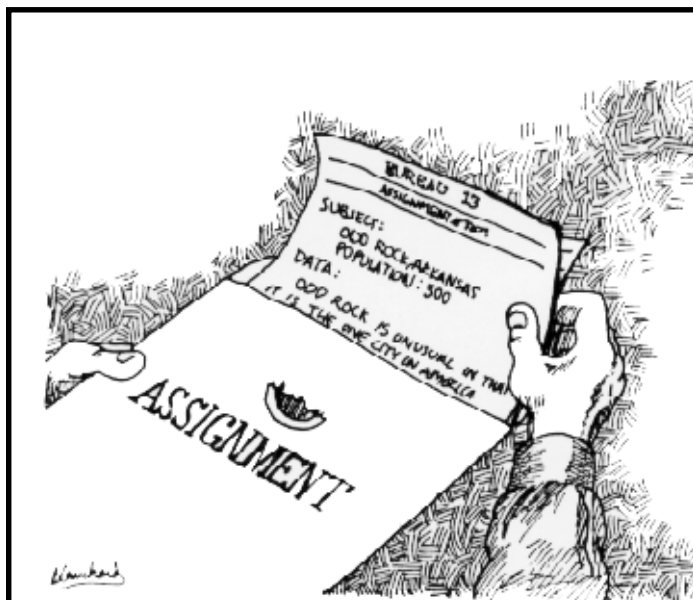
Endings

This scenario can end a with quick action to break the jar, letting the creatures exact some form of justice on the old man, negotiation, or a brawl.

Deaths are unnecessary. The Bureau may even try to deal with the lights through the possessed boy. If the creature is freed, the lights will vanish, Odd Rock returns to normal, and the possessed boy will become himself, dead by a bullet.

Penalized them heavily if they try to kill or persecute the witch. Remember, while the lights are harmless, groups can reduce or increase chance percentages, such as weapon misfire, by up to +99%. Gentle by nature and not too bright, they can create incredibly dangerous situations.

Haunts



ONE YEAR LATER

If the situation has been resolved peacefully the scenario can be expanded at a future date. After the family is moved to another mountain the area has officially been posted as a nature preserve. The road is chained off and each year the Bureau sends a team up the mountail to make sure the Faeries are not being bothered.

The Check-Up Team

The four man team sent to survey the mountain has vanished and their vehicle's emergency beacon has transmitted for a total 4 minutes before going silent.

Return to Odd Rock

Agents will find Odd Rock a much happier and healthier place. A few remember the COLORADO RV heading through the night before but really don't know what happened to its occupants after they stopped for dinner at the diner.

The Mountain

The mountain is as agents remembered it with a Federal Parks Sign that blocks the main road to the summit. The chain id down and obvious vehicle tracks lead up the hill.

At the top agents will find a scene of disaster. The entire Colorado RV that belonged to the first group is scattered as if it was dismantled down to the last bolt and screw.

The Clearing

Agents who step into the clearing find they are unable to leave the clearing. The area is surrounded by an impenetrable -one way screen of force.

Scattered

Scattered everywhere is the wreckage of the vehicle. Close examination shows little violence in its dismantling. The only major item left intact is the vehicles cold steel frame and tires.

Scattered within the wreckage are the stone like bodies of the Agents of the first crew. All have horrified poses as if they were turned to stone by some grotesque force. Then agents will begin to see the angry buzzing lights high in the trees and hiding in the shadows.

Haunts

Detection Equipment

Any detection equipment brought in will survive for d4 minutes before popping into its component parts. The same goes for all personal equipment including weapons. After d4 +10 minutes the effect begins to unravel stitching in clothing and shoes. The Faeries are active again and real mad this time. They fly in a circle around the clearing. Agents get the impression they have about 4 hours until they gain the same fate.

Futility

Regardless of what agents try they are doomed to fail. Trying to commune with the creatures gains visions of gigantic wheels and being crushed.

What Has Happened

It was a simple case of driving to the summit and running over one of the creatures. Squashed flat and trapped under a cold-steel belted radial tire, it was unable to be assisted by its brethren. The Faerie Clan did what it could and reacted accordingly. The vehicle was dismantled and the agents stoned after 4 hours of inactivity.

How to Fix It.

Simply get 2 agents with a combined strength of 25 and roll the Steel Belted Tire off the Faerie. The small squashed creature requires 100 Hit or life points to be regenerated. Touching the creature produces a small shock and the victim realizes he or she has lost a little life force. Gloves are recommended. This energy loss will be a one time drain that the doners will regenerate.

The only way to donate that much energy without killing the individual is for all of the agents to hold hands and then allow the energy flow to heal the creature.

Complications

If agentswait too long their distressed hosts will summon a creature to assist in their disposal. Looking like an ugly lizard crossed with a chicken, it will chase after agents and nip at their heals. This is a dreaded Cocatricewho's bite will stone. While it can be killed, it regenerates and comes back meaner and stronger each time.

Success

Succes in restoring the creature opens the force field and unstones the first team of agents. They awake screaming about ugly chickens. Experience is recommended at 2000+ for a moderately easy solving. For future checks on the area, hire the local witch, Willa Peters.





with a stained glass window in the front. Bureau Agents will begin to have problems as soon as they enter the house, their SNS automatically telling them that there is monstrous evil in the house. Agents with any abilities as a priest or mage, will realize the house is aware of them. Equipment used for the investigation invariably fails or explodes after showing unnatural readings.

Events

The upstairs' two floors are reasonably safe, use Event Table A. The master bedroom has a safe behind a picture. If this safe is touched roll on Event Table B. Events will trigger every minute until the safe is cracked. Inside is the diary of Judge Jonathon Hayne, who once resided here.

THE LAW GAME

Hayne Cottage was a rambling mansion built by a judge in the 1920's. After his death in the 60's it was boarded up and waited for a new owner with enough money to pay the back taxes to secure and renovate the property. Thirty years have not been kind to the house as weeds have grown, trees have created a forest around it, and the swamp behind has rotted the structure almost beyond repair.

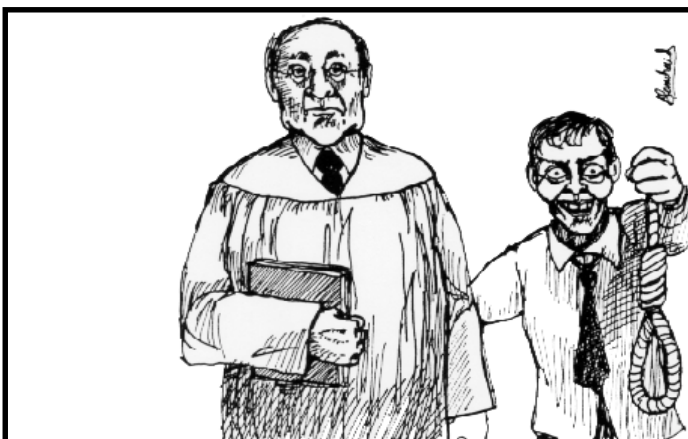
Murder

The antique hunters who died in front of the house were a couple named Flo and Gerome North of Northside Antiques. Flo had died of a heart attack as she dragged her dead husband out of the house. He was killed by a single stab wound to the heart, no murder weapon was found.

Police entering the house were haunted by a feeling of absolute hatred and malice. The report circulated on the incident, eventually reaching the eyes of Bureau 13.

Investigation

Investigation of the house shows it is a sprawling structure



Judge Hayne

Records show that Judge Haine and his butler, Max, resided here for forty years. After a long and outstanding career on the bench, he was forced to retire due to questionable and harsh sentencing for even minor crimes. For the next twenty years, he became a legendary host to travelers and friends in the legal profession.

The Diary

The diary confirms the career of the judge and his eventual disillusionment with the court system for his release and the later easing of justice in many criminal cases. A few references make note of the game he plays with his guests and butler. This game is a mock trial for crimes.

He used the game as a training tool for many who still remember the realism. Any contact with local legals who have been associated with or on the bench for more than 30 years will remember Hayne or the stories about Hayne.

The Basement

The basement door is warped shut. Opening it releases a wind that knocks the agents back d10 feet. gaining access to the basement is the hardest part as a wall of sheer hatred and a roll from the Event Table B tries to stop each agent.

The basement covers more area than the house. the three feet of water ripples and splashes like others than the agents are walking through it. At the far end of the basement is a corridor that ends in a sealed green door.

Court

Beyond the green door is a complete, ornate judge's chamber and rotting legal library. Beyond this once comfortable room is a small court room complete with bench, robes, and jury box. The jury box contains twelve faceless mannequins in varying poses. Beyond this room is a functioning replica of a gallows. If this room is investigated, roll on Event Table C.

Explosion Above

As agents leave the house, the stained glass window blows out leaving the word truth spelled out in the jagged hole.

Any weapons and explosives used on the house will be turned to maim and kill the agents. Warnings are only given once. The house is fireproof and protective.

Outside and behind the house is the swamp. A wall of hate borders the swamp. Agents will fall into quicksand if the swamp is explored.

Conflicting Forces

Players should realize there are two distinct forces here, hostile to each other. Caught in the middle, Bureau agents are equally hated by both sides.

The Secret of The Law Game

The game was a really warped version of justice, where a guest admitted to a crime and was tried. Most often the victim was freed, but some, who were travelers, were actually hanged and dumped into the swamp. There are ninety-two bodies in the swamp, as well as their cars. These dead are screaming for justice and truth as the spirit of the judge and his manservant continue to haunt the house.

EVENT TABLE A

- 01-50 Agent is shoved d10 feet.
- 51-75 Agent is slapped for 1 point of damage.
- 76-85 Agent is tripped.
- 86-90 Agent hears a voice telling him to run.
- 91-95 Agent is knocked unconscious for d4 minutes by flying furniture.
- 96-98 Sharp or pointed object strikes the agent in a random area with d10 damage or penetration.
- 99-00 Large piece of furniture strikes agent for 2d10 damage and a knockdown for d10 actions.

EVENT TABLE B

- 01-50 Agent is slammed against the wall.
- 51-75 Agent is catapulted out of the nearest window, regardless of which floor he is on, doing a minimum of d10 WBD damage.
- 76-85 Agent is strangled by an unseen entity and must escape the main house to stop the strangulation.
- 86-90 Character is launched down staircase for d10 WBD.
- 91-95 Butcher knife is flung at agent for 2d6 damage.
- 96-98 Agent's gun flips out of its holster and fires at him.
- 99-00 Glass object explodes with d4 glass fragments, hitting with d20 points of penetration per fragment.

EVENT TABLE C

- 01-50 Rope begins to swing around.
- 51-75 Rope uncoils to shoot across the room and wrap around the neck of an agent. It will then begin tying itself into a hangman's noose.
- 76-85 Hangman's noose lassoes an agent and begins to hang him.
- 86-98 An axe flips out of the water swinging towards an agent with the intent of beheading him. It has an accuracy of 9 and will do 4d6 of chopping damage.
- 99-00 Both the noose and axe activate with the above actions.



Complications

The energy of the injustice here has been growing for decades and is nearly ready to explode into violence. The long dead victims in the swamp are about to rise as rotting skeletal forms. As Agents of the Bureau represent the Justice System, they will be the first targets. While these undead are not tough to destroy, there are many of them. The average takes 70 HPT to immobilize.

SWAMP DEAD

TMP: 01 STR: 12 DEX: 08 AGL: 09
HPT: 070 E/V ARE: - SPC: -
BAN: Wholesale Damage

Attacks: 2 HAND/CLAW (CL02) BITE (BI02)

Slow and determined, only groups of these creatures will be able to pull down an agent and kill them.

The Judge

In the same way the house will not recognize the Agents as Legal representatives of the Government and treat them as criminals. It will capture an individual and begin the Law Game as Judge Hayne and the Butler will manifest.

Ending The Game

If the agents publish or broadcast the facts to the general public, the hauntings will stop. The swamp must be drained to complete the removal of the massed WKM that powers the evil. Give them 5000 points of experience for surviving, if they can stop this deadly haunting.

If the Swamp Dead attack the house they will begin ripping it down. It will be a long battle with an amazing amount of magic, (WKM) being released and used. Such dumping of WKM will invariably attract greater evil. The final confrontation can easily open a gateway to another place and release something deadly and far harder to deal with in the long run.

In the least the new entity will drain the magic from the area and depart for some other region.

HAUNT GENERATION

While agents of Bureau 13 have encountered and fought ghosts since the 1860's, there has been little actually published to categorize these spirits and things into a taxonomic group for easy identification.

Types

Most ghost manifestations fall into one of these general categories:

- 01 SPIRITS or GHOSTS
- 02 PSIONIC MANIFESTATIONS
- 03 ODD ENERGIES
- 04 TEMPORAL SLIPPAGES
- 05 EVIL MANIFESTING AS A GHOST

Spirits & Ghosts

These are the living forces that continue to stay in an area to annoy, aid or terrorize any who cross their path. Often they have a need for justice or someone to set them to rest. Sometimes they refuse to believe they are dead or have lost the way to the beyond.

In some rare cases they are called back by powerful magics and have not been released back into death. Some ghosts may leave an area to haunt or manifest some distance away from their source.



Wild PSI

Psionic manifestations are dangerous outbursts that take the form of ghosts. Often these are associated with young children, adolescents, or very troubled adults. These people are borderline or full psionics who do not realize their power. This ability will often fade as quickly as it began.

A second form of psionics may infest an area after an extremely strong, emotional or traumatic, psionic outburst. This outburst of raw energy may replay for exceptional periods of time.

Odd Energies

Oddest of the manifestations are near-living energies that pick up on strong emotion. These forces will re-manifest the intensity of the emotion and power a violent happening that will repeat periodically.

These forces will imbue themselves in structures, objects or natural objects and stay dormant for years. A secondary strong emotion or violence may trigger them awake. This energy system will then feed and store more energy from strong emotion or especially the fear of individuals.

Haunts



Inhuman Evil

An evil source may take the guise of a spirit or ghost to do some evil deed or create havoc. These are malign, vicious, and destructive, inhuman things. These hellish creatures will attempt to possess or cause psychological problems for their victims. In extreme cases they can cause accidents or kill the unwary. Demonic forces in the guise of ghosts will always have a flaw in their physical appearance.

Time Windows

Rarest is the Temporal slippage. This is the phenomena of people and events slipping into another time where they can be viewed as if they were a projection. These can be from the past or possible futures that may happen.

These projections are generally a short lived phenomena that can rapidly change as events change.



Real Time Windows

Once or twice in a generation a real time window will appear. These are more than simple projections, they are real gateways to some past or future event of great importance. A Time Window will only open if there is some need or divergence of time that requires repair by individuals or happenings in another time and place.

Haunt Creation for The GM

For the creation of a haunting, roll a d100 then follow the instruction.

- 01-55 Ghost or Spirit
- 56-75 Evil Manifestation
- 76-90 Living Energy Matrix
- 91-98 Psionic Manifestation
- 99 Temporal Slippage
- 00 Multiple Cause

Ghosts

- 01-50 NO VISIBLE MANIFESTATION
- 51-75 WISPS AND VAPORS
- 76-95 APPARITIONS
- 96-98 APPARITIONS WITH SUBSTANCE
- 99 SEMI-SOLID, COLOR APPARITIONS
- 00 GROUP APPARITIONS

Wisps

- 01-40 Type W1
Faint air disturbance.
- 41-55 Type W2
Strong air disturbance.
- 56-69 Type W3
Visible wisp, small, like cigarette smoke.
- 70-80 Type W4
Visible, large, like cigar smoke.
- 81-90 Type W5
Shaped wisp, may take a faint humanoid or an animal image of partial or full shape.
- 91-95 Type W6
Changing wisp, may take a general human or an animal form.
- 96-98 Type W7
Full shape, may take human or animal form in a dense cloud of dust or vapor. May have distinct ordiscernable features.
- 99-00 Type W8
Multiple or variable shapes.

Apparitions

- 01-85 Type H1
Partial humanoid, where the features can easily be discerned. This may be a head or with other body areas clearly visible. There is a 50% chance this apparition is in color.
- 86-95 Type H2
A full torso shape, where clothes, if any, can be discerned. There is a 75% chance this apparition is in color.
- 96-00 Type H3
Full humanoid apparition. There is a 95% chance this apparition is in color.

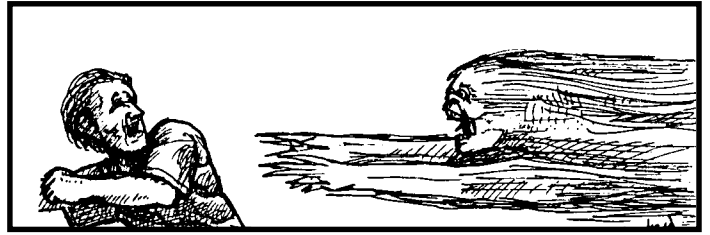
Semi-Solid

These are full apparitions, (type H3) with the ability to open doors, pick up objects, and assume living characteristics for a short time. They can often pass for living people or animals until touched. On rare instances they have mass, warmth, and normal physical substance.

Haunts

Groups

Last are group apparitions that may travel in like forms or combinations of forms. An example may be several wisps, W2 type with a H3 humaniod.

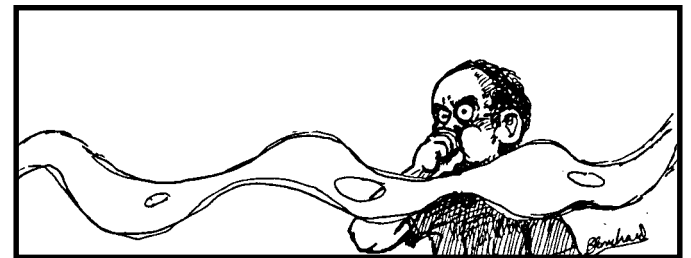


Reasons

The big question may be why a spirit is noticeably haunting an area. Most of these spirits have simple reasons that cause their failure to rest. Elemental spirits often have a mission.

Demonic things simply exist to cause evil and grief or are lured to a place by unusual circumstances of death, violence, or amateur use of witchcraft without realization of the possible consequences.

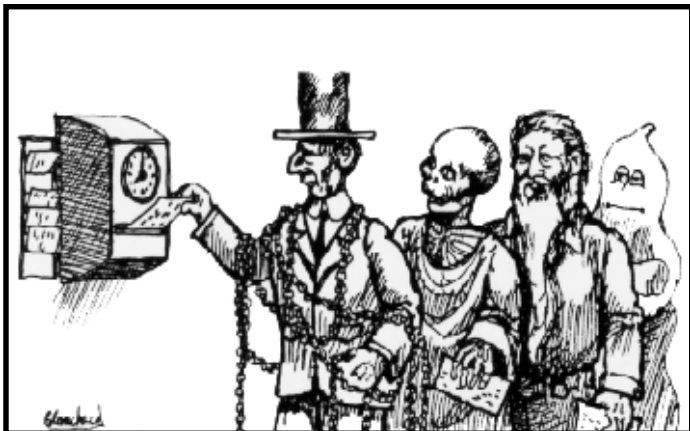
- 01-25 Unhappy incident that led to tragedy and death.
- 26-50 A call for vengeance on some crime or injustice committed on the ghost while it was alive.
- 51-75 Ancestral Home.
- 76-80 The spirit likes the location or will flatly refuse to leave.
- 81-90 Something evil animates the spirit for diabolical reasons.
- 91-95 Spirit serves as a warning to protect the living from harm.
- 96-98 Magic animates the spirit until it is broken or dispelled.
- 99 Spirit is infatuated with a living person.
- 00 Something demonic posing as a spirit.



Odor

While ghosts are mostly visible, many also have a distinctive odor about them.

- 01-50 NO ODOR
- 51-75 FAINT ODOR
May be a scent associated with the spirit or something less than pleasant.
- 76-85 MILD ODOR
A sometimes faint odor that changes intensity
- 86-95 STRONG ODOR
Those who encounter this will definitely smell and be able to easily follow this strength of odor.
- 96-98 OVERPOWERING ODOR
This slaps anyone with a clear nose. It is overpowering to the point of being nauseating.
- 99-00 TERRIFIC ODOR
This level of odor can drive skunks away. It is often an eye-watering, stomach-turning stench that will cause characters to vomit unless they roll under their CON on a d20.



Time

Many apparitions have a specific time when they appear. This can be a static time with a definite cycle of hours to years. Cyclic time is, for example: An appearance every year on June 11th at 6:29 AM.

- 01-50 No set time (totally random).
- 51-75 Generally set time cycle with high variation.
- 76-85 Semi-set cycle, with variation.
- 86-95 Set cycle, within days.
- 96-98 Set cycle, accurate within hours.
- 99 Set cycle, accurate within minutes
- 00 Specific cyclic time.



Residue

Apparitions and spirits will rarely leave a temporary residue over areas they have contacted.

- 01-85 **NO RESIDUE**
- 86-95 **SPARKLE, FAINT**
Minor residue of a glittery substance that will evaporate when touched or in d6 minutes if undisturbed. This odd material resembles gold, silver, or a brightly colored dust.
- 96-98 **SLIME, THICK**
Slime is a thickened version of ooze, usually limited to clear, yellow or a pale transparent green in color. See #99 for information and duration.
- 99 **OOZE, THIN**
Ooze, a protoplasmic substance that is liquid. It may seep from objects or walls. In rare instances, it may be left as footprints, handprints, tracks, or unusual marks. Ooze may come in any color. Most common is clear, red, transparent green, and black. Nearly all ooze lasts for 4d10 minutes before it evaporates.
- 00 **OBJECTS**
Small, physical objects that date back to the spirit's time of origin. This may be dirt, buttons, jewelry, dentures or some odd items. Almost always the object is under the size of a common baseball.

Temperature

In areas associated with a spirit there is often a spot that is different in temperature than the surrounding area. This is most often a stable manifestation where some act of violence was committed. Psionics or users of magic are overly sensitive to the cold spots.

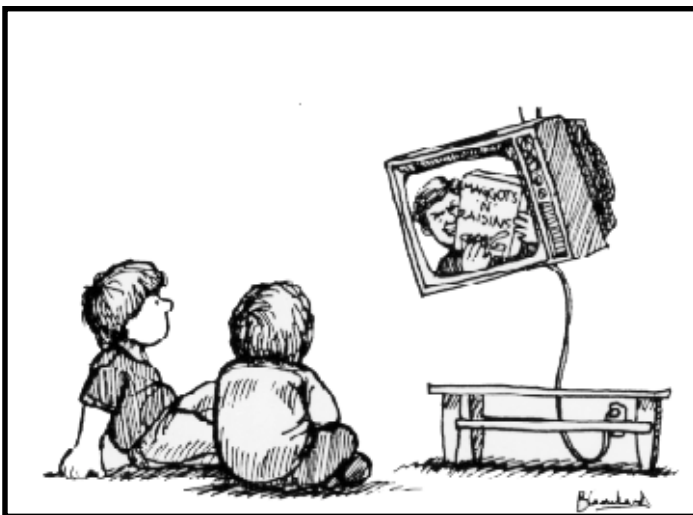
- 01-75 No spot
- 76-85 Minor cold spot, of a few degrees.
- 86-95 Cold spot, (d10 + 10°F) difference.
- 96-98 Very cold spot, (d10 + 20°F) difference.
- 99 Frigid spot, (d10 + 40°F) difference.
- 00 Warm spot, (d10 + 10°F) difference.

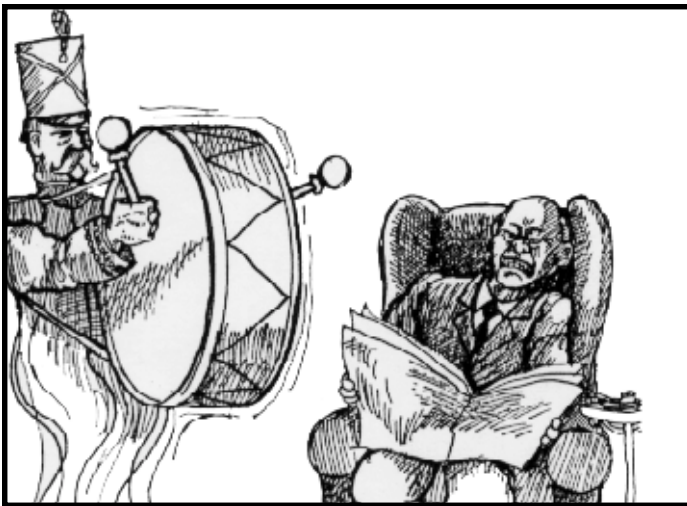


Telekinetic Activity

Telekinetic Activity is the ability or desire of a manifestation to move material objects.

- 01-75 No movement
- 76-85 Door openings, window closings, and general household disturbances.
- 86-90 Small objects float or move to new locations.
- 91-95 Medium objects move or can float a short distance. This can include light furniture. This can also be a gentle shove given to a person.
- 96-98 Heavy objects can move or slide across the floor. This may violently push an investigator or hurtle medium or small objects.
- 99 At this level heavy objects and people may float. for a few minutes at best.
- 00 With no general weight limits, this level of telekinetic ability can float and throw heavy objects with ease. In rare cases wood beams and concrete can be cracked.





Sound

While most spirits are silent, a few are vocal and on rare instances, they are extremely vocal.

- 01–75 No auditory phenomena
- 76–85 Very faint sounds, may be a rustle or a sound of moving air past an object.
- 86–95 Definite sounds, voices or footsteps can be heard at this level.
- 96–98 Loud sounds, shouting, commotion, or even singing is disturbingly obvious.
- 99–00 Earsplitting noise levels characterize this level of activity.

SNS Modifiers

As characters enter haunted areas, their SNS or Supernatural Sensitivity may have modifiers to it and might even automatically activate if the modifier pushes their score over 20. This is the common “feel” to the haunted area. Often this is manifested as the hair on the back of the neck rising or a general sense of “evil” or weirdness about an area.

- 01–50 No SNS modifier.
- 51–75 A d4 SNS modifier.
- 76–85 A d6 SNS modifier.
- 86–95 A d6 + 4 SNS modifier.
- 96–98 A d6 + 6 SNS modifier.
- 99–00 Automatic activation.

Hauntings

Hauntings can range from mild to extremely violent. The more violent, the more chance of difficulty in the investigation. There is nothing more annoying than multiple, trips to the local Emergency Clinic during an investigation.



Haunts

Poltergeists

Poltergeists are short-time manifestations of a highly energetic nature. Hauntings are often lengthy and cover a span of years, or centuries.

Character of the Haunting

The general character of the infestation is often the personality of the spirit of a clue to the nature of the source. This table is used for “active” spirits as opposed to cyclic apparitions.

- 01–50 **BENIGN**
The haunt goes about its own business as if it were a permanent resident. Often this type will move objects or tilt a picture. On a 01 roll, the spirit will be helpful by straightening things, bringing in the mail or dusting the furniture.
- 51–75 **BOTHERSOME BENIGN**
Goes about its own business while only occasionally creating very small disturbances.
- 76–85 **BOTHERSOME**
Creates disturbances of a noticeable variety that can cause minor, though aggravating, damage to property.
- 86–95 **DISRUPTIVE**
This level of activity can create general havoc as furniture moves, bottles spill, glass shatters, and neighbors run away screaming.
- 96–98 **TOTALLY DISRUPTIVE**
In these cases the lives of those around the phenomena are totally upset by flying objects and an increased variation and intensity of the more noticeable, higher intensity, manifestations such as sound and residue. Often these creatures will stack furniture in unique ways.
- 99 **DANGEROUS DISRUPTIVE**
Creates general disturbances that can cause injury or mental problems for the victims. At this level, the eerie phenomena of dematerialization takes place where small or large household objects vanish and may reappear some where else in the general area.
- 00 **DEADLY DISRUPTIVE**
These evil manifestations have lesser levels of activity to begin with and escalate into forces that will maim or kill. They can have any general shape of manifestations and are always demonic in nature. Instead of simple furniture stacking, these will throw furniture at high speeds.

Demons

Demonic infestations are a whole different ball game from your common, haunted house. The demonic haunting, called an infestation, drains the will and hope of the victims until they are reduced to mindless vegetables or bloody, psychopathic killers. Often the evil infestation will follow an individual who has opened an invitation accidentally, or by design with dark magic. In rare instances, these forces will directly inhabit an individual and possess them to create havoc or destroy them.

Provocation

The easiest way to differentiate a common haunting from a demonic infestation is to prod the demon with spiritual provocation. This often involves the use of a holy symbol near the suspected area. This spiritual tear gas will have adverse effects that

will be detectable by the user. This method of provocation can become a character skill to be developed. Any minister, priest, or religious practitioner takes this beginning skill at a level of 2.

Reaction

- 01-50 Demon ignores provocation.
- 51-75 Demon reveals true nature.
- 76-85 Demon reveals true nature and name if asked.
- 86-95 Demon reacts violently to provocation.
- 96-00 Demon drops guise and begins an assault of the victims.



Protection

Most often, a simple prayer of protection is more than enough to shield individuals until they doubt their own belief. These blessings and banishments create physical barriers to evil infestations. These inhuman things can usually be herded away or contained. The common exorcism is a banishment that can clear a room in under an hour, depending on the religion. Usually a house is cleared room by room from basement to attic.

Greater Evil

While demonic infestation by the lower orders is straightforward to handle and dispose of, a greater form of evil can present a far more terrible danger for the group.

Often, while first looking like the simple demonic infestation, the higher order, or devil, is far more violent, obnoxious, and almost impossible to dispose of with general disposal equipment and personnel. This form of evil tends to ignore holy symbols that block lesser things. They will often destroy special symbols with no regard for the physical barriers the symbols create for the lesser orders.

Most blessings will only slow demonic activity for d4 days and lapse as evil returns with a vengeance.

In many instances, the greater evil will have multiple personalities or a group of helpers. These evil helpers will complicate matters and attempt to ruin the lives of those associated with trying to stop the infestation. Many of these lesser forms are assigned tasks of recognizance.

Possession

The possessed individual is tormented by his or her evil assailants until their will to resist is gone. Then, continuously or intermittently, the victim will become the evil entity and attempt to destroy those around him by breaking their beliefs or by physical

means. The true possessed can be spotted by inhuman voice, strange body contortions or bloatings, a violent dislike of holy anointments, extreme psychic ability, strength, and unnatural violence.

Remember

- 01 While true ghosts call attention to themselves, they are mostly benign.
- 02 Energy Manifestations are more a technical problem with an attitude.
- 03 Demonic infestation works in stages. This process may take many months or years. The greater orders of evil may only take weeks.

Stages of Demonic Infestation

Any Demonic Infestation starts with a specific sequence of events.

- 01 INVITATION
An object, use of dark magic, or other open invitation to dark aspects of the supernatural.
- 02 INFESTATION
Allowing an evil influence into one's life in some accidental or designed way.



- 03 BREAKDOWN & POSSESSION
The breaking of one's will, PIE, and beliefs along with physical health.
- 04 DESTRUCTION
The physical destruction of the individual and the people around him or her. This may start small but it always escalates and gets way out of hand often ending with the bloody massacre of the innocent and most or all of the knowledgeable parties involved. The evil will then lay dormant until conditions arise that will allow the evil to begin a new wave of bloody mayhem with innocent victims.

Remember

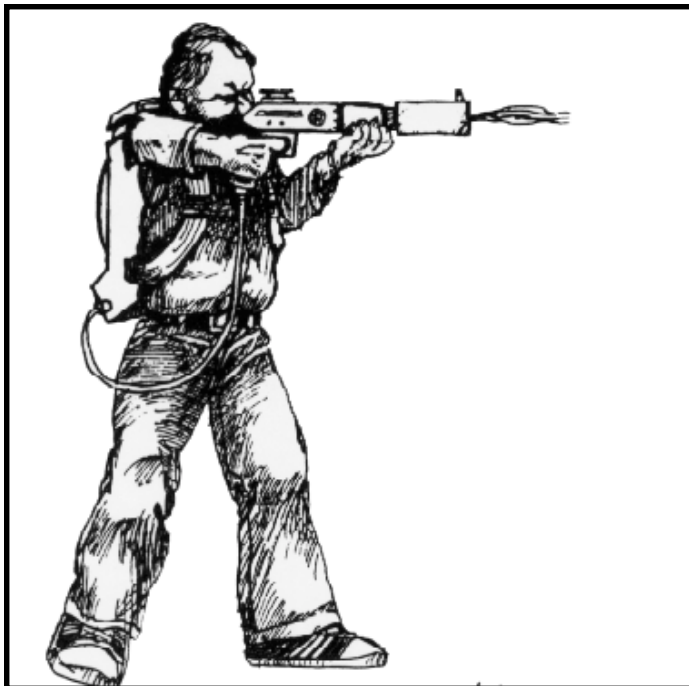
Many Evil Entities are creatures of habit in that they repeat the cycle of evil again and again with only the players being different. This 'game' has its rules and sequence. Breaking the rules will often help to dispel the Evil or changing the nature of the game.

New Weapons

One of the latest developments in Bureau technology is the ion gun. It is used for the disposal of a range of energy based manifestations.

This simple device floods an area with negative ions and causes an effect where the charged supernatural force is sopped into the floor until removed by a second vacuum-like device.

These paranormal waste containers are stored in a facility in Langley Virginia where they wait for a possible disposal in a nuclear waste dump.



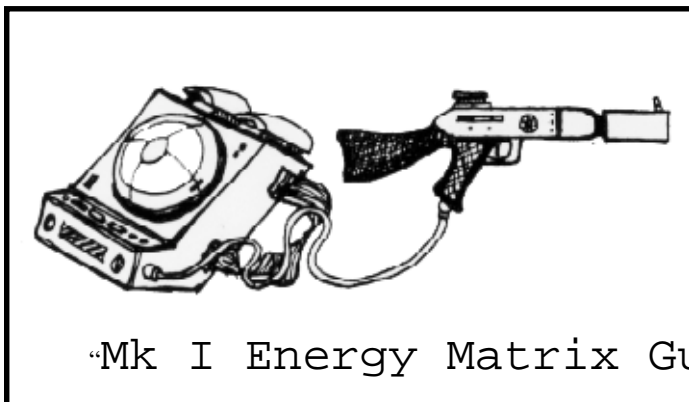
ION PROJECTOR

“Mk I Energy Matrix Gun

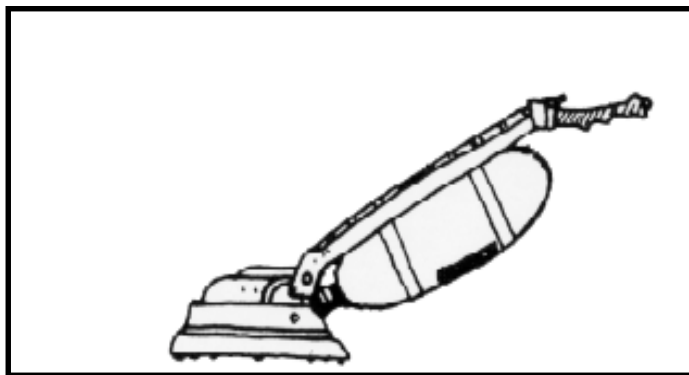
ROF	1	AMO	—	PB	VS	SH	ME	LO	EX
ROL	—	CYC	—	-4	-2	+2	+4	—	—
CAP	25	WTE	48.5	EFFECTIVE					
CIR	1996	MIS	5%	200 foot range.					
HSM	—	KDM	—	SPC (—)					

A backpack-styled, power source is attached to a gun-styled projector. Roll under your accuracy for three successive hits to drop a target. This ion charge lasts for only d10 minutes. The energy phenomena must be contained in this time period.

Unfortunately, this method has only been effective in 5% of Bureau 13 field tests. The weapon will also deliver a 10 amp electrical shock if the ion beams touches a grounded electrical source. The MK I has 25 uses before the batteries are discharged.



“Mk I Energy Matrix Gun.



ENERGY CONTAINMENT UNIT

ROF	—	AMO	—	PB	VS	SH	ME	LO	EX
ROL	—	CYC	—	+6	+1	—	—	—	—
CAP	1	WTE	64.0	EFFECTIVE					
CIR	1992	MIS	1%	Contact d6 Minutes					
HSM	—	KDM	—	SPC (—)					

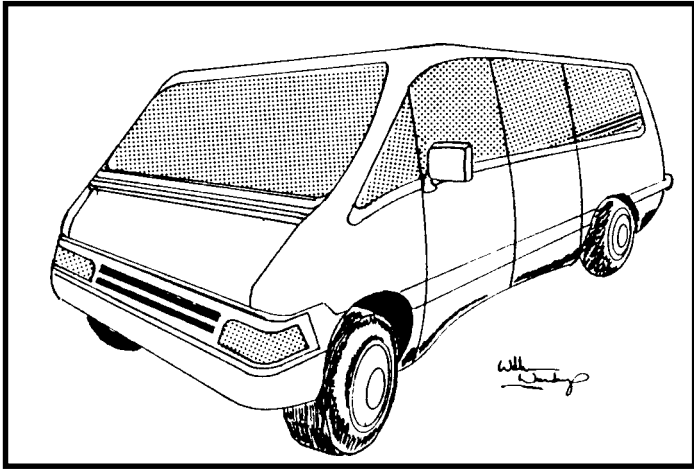
Basically, this unit is a highly modified upright vacuum with an armored entrapment chamber. This ion chamber is powered for 50 hours until supplemented or recharged by common household current. The tank weighs 40 pounds alone and can be separated from the vacuum for multiple use. The ion tank can withstand 750 points of structural damage before it fails.



Dangers

The ion weapon must be tuned to at least 75% efficiency for use or side effects may result. Each firing untunes a weapon d10 points. Use specific skill levels to retune the spook smasher d6 points per four hours of work. Side effects may include:

- 01-75 NO EFFECT
- 76-85 DISCHARGE
A d10 amp electrical discharge that can be damaging to fragile property and electronic devices.
- 86-96 WILD DISCHARGE
As 76, but a wild vibration causes the user to swing the projector wildly across his arc of fire.
- 96-97 ULTRASONIC EFFECT
Causes glass in 20 feet to vibrate and shatter. Does not effect the user.
- 98-99 HEAVY DISCHARGE
A d10 + 10 amp electrical discharge that sets the target area on fire with spot burning. A hit from this unit will effectively destroy equipment or an automobile’s electrical system.
- 00 BACKPACK OVERLOAD
Ion gun backpack begins to overload and will detonate in 10 + d10 minutes with 1,100 points of force.



Kar O'Van Utility Mini-Van

LENGTH: 170"	TANKAGE: 25g	ARMOR: Body	15
WIDTH: 67"	MPG: 45	Window	12
HEIGHT: 70"	RANGE MI: 1125	Wheels	14
SPEED: 90 mph	WATER: 3g	Top	10
WEIGHT: 1990 lbs	CREW: 1	CARGO: 1,500lbs	

This is one of the new generation of micro vans common in use privately and in industry. Its interior has standard CBW protection and an air system for two hours of use by two people.

Weapons

Because of the small size of this vehicle and the close streamling of design, most weapon systems common to heavier vehicles have been discarded in favor of better armor.

See Bureau 13: Stalking the Night Fantastic, pages 38 & 158 for weapon descriptions.

- A MISSILE RACK
Carries two HEAT missile equivalents to the 40mm shell.
- B OIL DUMP
- C SMOKE
- H NAVIGATION
- I MONITOR
- L WATER TIGHT ACTIVATION
- M DESTUCT

New Devices

- 01 Navigation Computer (by Satillite)
- 02 IR Windshield Mode (for Fog and Smoke)
- 03 Radar Jammer
- 04 Anti-Lock Brakes (Standard)
- 05 Smart Lock (Deters Theft by Locking Brakes)
- 06 Voiceprint ID (Most Weapon Activation)
- 07 Bright Beams (Locust Light + Headlight Option)
- 08 Hidden Winch
- 09 Ejection Seat (Driver/Passenger)

Special Weapons Placement

Most weapons systems are disguised in the frame of the vehicle or designed to appear as a standard part. Individuals with a skill of Criminal Investigation 5 or Smuggling 4 will be able to notice these modifications if a close inspection is made.

Vehicle Replacement

It takes an average of 2 weeks to order a new van if one is destroyed. Add another week on the time for unusual configurations of weapons or special equipment.

More Friends & Nuisances

Additional Folks and things that help and hinder the Agents of Bureau 13.

Sprinty

An ancient native of backwoods Ireland, Sprinty the Leprechaun was taken to Scotland and freed from a long imprisonment in a bottle by somebody named Wallace. He was stuffed back into the bottle and sent South to England in the hopes that King Edward would enjoy his company.

Only fate and a V-2 missile again brought the bottle to the light of day in London. Two American sailors found the bottle and freed him, realized he was a good thing and took him back to Norfolk, Virginia where he settled in as he became "Americanized". It was 1943. The sailors enjoyed Sprinty's stories and the near limitless supply of wiskey that came from his former prison.

Unfortunately Sprinty never told the poor sailors that his Irish ancestry was only half leprechaun on his mother's side. His father was a gremlin.

After his new masters failed to return from a cruise on the USS Eldridge, Sprinty travelled the back roads of America leaving a path of minor destruction.

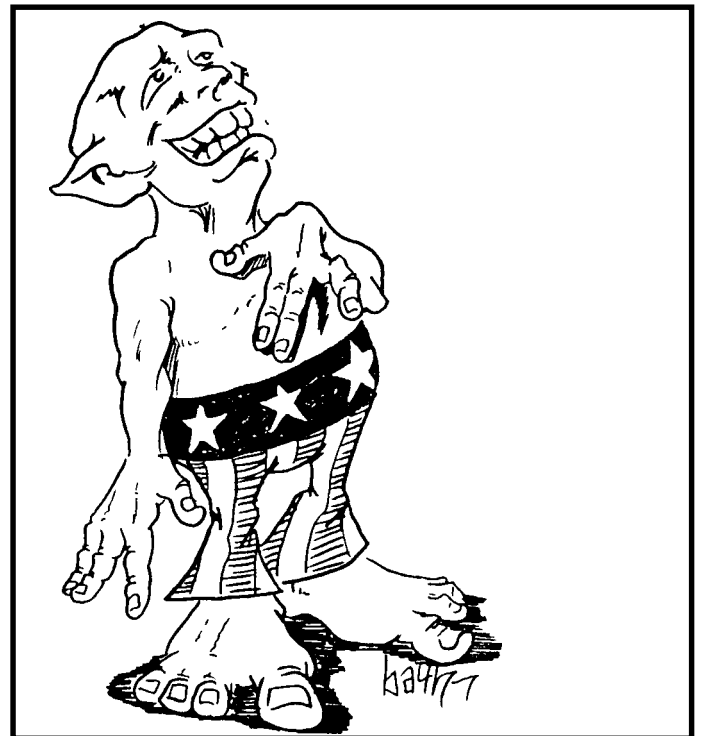
By the mid 1950's, Sprinty was tracked and nearly destroyed by a Bureau 13 team before he offered to aid them with knowledge dealing with the paranormal from Europe. The agents accepted his offer and have lived* to regret it.

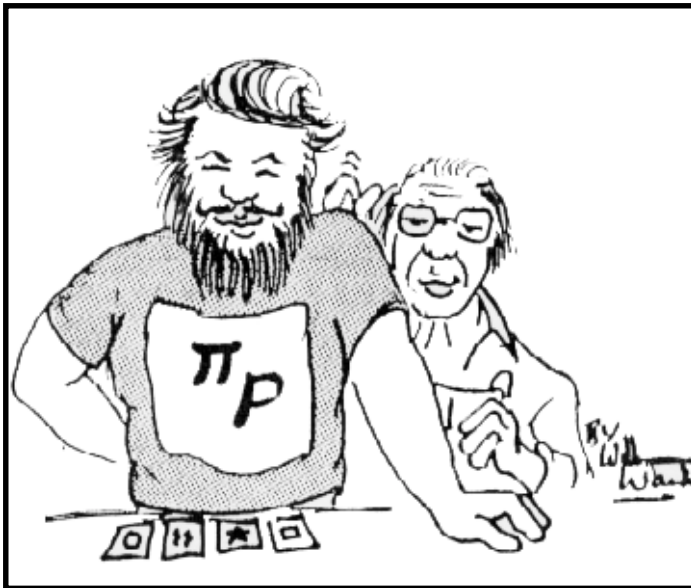
While inherently good, Sprinty has the tendency to damage equipment by touch or his general presence.

For over 50 years this 6 inch pest has lived with Bureau agents and appeared when they least expect it. If angered or playful, his minor magics can disrupt an investigation in spectacular ways. Sprinty considers himself a naturalized citizen of the US and is proud to show his social security card.

Sprinty collects shoe laces, belt buckles and wrist watches that he stores in a small but nearly bottomless carpet bag.

* Well, a few of them lived.



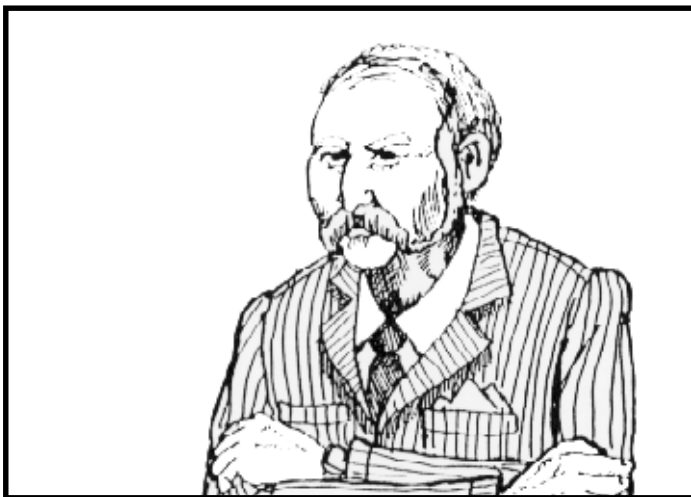


Boris & Alexi

Boris Lata and Alexi Stokowski are polish defectors who fled the Soviets in the late 1960's. What makes Boris very special is his natural psionic talent in Remote Viewing.

This PSI talent allows him to concentrate on a person, place, or thing and gain a limited insight on its location and/or condition. The ability will only work if holds a possession of the person or a photograph of the place or object.

Alexi is Boris' uncle and mentor, who realized that this ability would be channeled as a weapon by the remains of the KGB or any of a number of countries hostile to The Russian Republic or America. Protected by the Bureau, Boris is hunted by rogue elements that endanger his native and adopted country. His talent has a 90% chance of general accuracy over any distance.



Weston Jackson

Weston Jackson appears to be a book and herb dealer in San Francisco's bay area. From his hole in the wall shop comes unusual ingredients and teas from around the world.

What the public doesn't see is the second floor of the shop where Wes specializes in magical components. This fascination with magic and herbal components has turned into a life long and extremely profitable business. If you need it, Wes can Fedex the components within 24 hours. One section under lock and key

contains rare and magical material.

This supermarket of the supernatural can cater to the needs of white, grey, or black magic user. On occasion West has refused to sell to a number of dark magicians who he considered extremely dangerous.

If a special ingredient is and chemicals not available, he will try his best to secure them or tell you where you where it can be obtained. West is also a pharmacologist with an extensive background in his special hobby: Poisons.

While prices are high and his clientele highly specialized, he has a soft spot for Bureau 13's agents and White Magicians as he was both until the Massacre of 1977. At that point he retired from active service and began his business.

Other employees in the shop are Adrian Ziegel, a White Witch in her 60's, Velma Garino, secretary, and Louie, a Romanian handyman and botinist who maintains an extensive farm and greenhouse for Jackson.

It is no secret that his shop and staff are warded and guarded by very powerful magics.



Bradley Gifford

Bradley Gifford is a quiet college student with one ambition in life: accounting. He is quiet, shy, and possesses a special kind of psionic talent that is seen once or twice in a century.

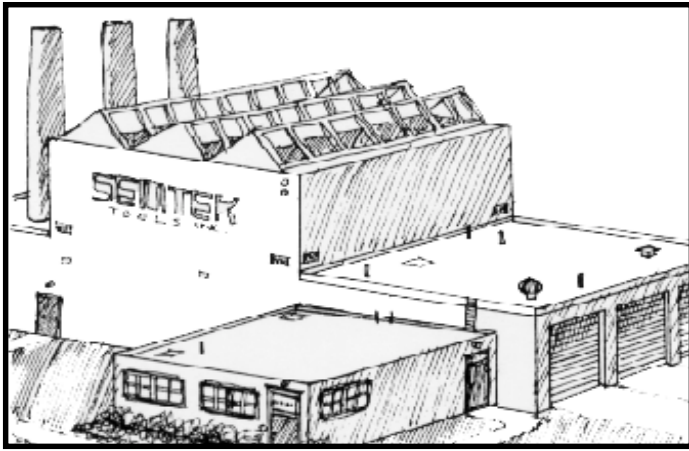
Bradley is a neative PSI. Within a 25 foot radius of his presence, a PSI user will be mentally jammed. If he touches a PSI, the PSI will lose his psionic ability for d4 hours as well as become physically ill.

Bradley naturally disrupts the use of PSI or drains the user's WKP to 0 at a touch.

Most unusual is his ability to also negate powerful magics by tough. This talent has never been sen before though it was speculated at due to historical records. More then a PSI ability, he seems to be a natural ground to all parafenominal energy.

Unfortunately Bradley is also an abysmal coward who does not like to get involved with the Bureau or its magic and monsters. He prefers music, surfing the internet, and an occasional quiet walk. He has decided to finish his college degree and find a quiet job where he can't be dragged into situations dealing with hostile magics.

Rumor has it that Brad may well be developing another range of Psychic Talents. He may well be a natural born teleportationist commonly known as a jumper. Only time will tell with this teenager.



SEMTEK

To a passerby and visitors, SEMTEK is a large and successful machine tool and manufacturing center for the production of Rescue and Fire-Fighting equipment. Few ever suspect that under the main plant is an extensive Bureau 13 base of operations and technical center.

SEMTEK is one of the few Bureau 13 facilities known to a number of Bureau Agents. At this facility Bureau equipment and vehicles are tested, modified, and shipped to points across the US and Canada. This is also the site of the Bureau experimental containment and disposal facility for Energy based creatures.

BAY 13

A special truck bay is reserved for night deliveries. This bay opens into an underground area that can receive vehicles up to the size of a Semi-Truck

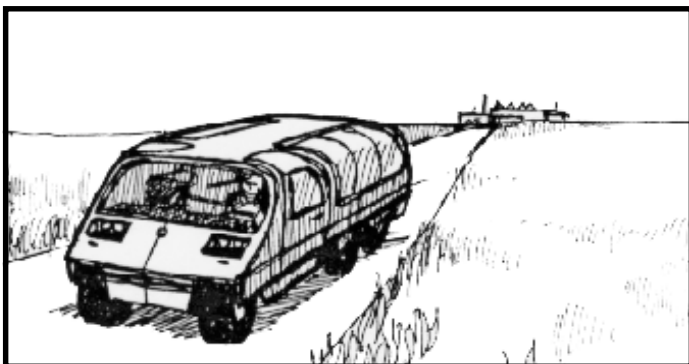
The base under the factory is self-sufficient with its own power, water, and apartments. Two underground levels of industrial shops and equipment assembly bays cover an area almost as large as the above ground facility.

This is the home of technical genius Ray Roberts, the mastermind of much of Bureau 13's gadgetry.

Agents and Bureau Support Personnel often spend months training in this secure facility before being rotated to other areas for permanent positions. An underground shuttle from the plant also connects to a farm house two miles away for covert access.

Plant Personnel

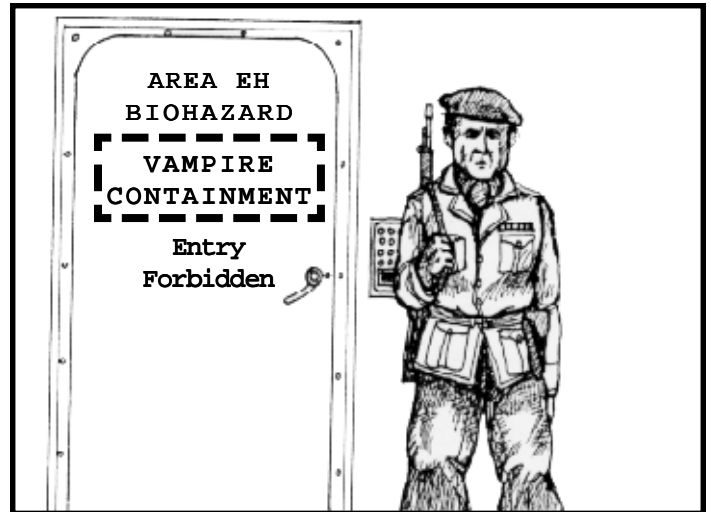
Locals like the plant as it provides nearly 400 well paying jobs for the locals as well as an active investment in the community. Those who suspect there is more going on are informed that there is 'Government' work in the lower shops. The few who have discovered Bureau operations have been recruited.



Haunts

BANGOR MAINE

Another facility is the Bangor Maine Artifact and Detainment Center. Hidden under another small factory complex, this is a single extensive facility that uses an abandoned mine. The facility is guarded by sophisticated equipment, Bureau Personnel, and remote units. Over 100 special guests, prisoners, and things reside here. Many are not to thrilled about their incarceration. The prison wing is the most closely guarded in any Bureau facility. Many cells have fail-safe for prisoner disposal in the event of attempted escape.



Artifact Storage

Another section of the facility holds artifacts and items cursed, possessed, or embedded with great supernatural powers. This section is remotely observed and tended by special robotics that are immune to the beguiling forces that many objects possess.

Medical

In addition a staff of outstanding doctors and psychiatrists also man a wing set aside to help the victims of supernatural occurrences. This hospital guise has worked for counseling and treatment of victims in extreme cases. While not always successful, many of the victims are able to return to a normal way of life without ever having realized that they were in a Bureau 13 facility.



Those traumatized individuals who can not be confused or convinced the supernatural is not real are psychologically screened and if passed may become Bureau 13 support personnel.

Haunts

POLICE REPORT

CITY STATE

REFERENCE CODE

INCIDENT

DATE

TIME

LOCATION

COMPLAINANT IDNT CODE

COMPLAINANT NAME

OFFENSE SEVERITY

<input type="text"/>	<input type="text"/>
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<input type="text"/>	<input type="text"/>
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VICTIM IDENT CODE

VICTIM NAME

VICTIM CONDITION

PROPERTY DAMAGE

PROPERTY VALUE

WITNESS 1 IDENT CODE

WITNESS 2 IDENT CODE

OFFICE

OFFICER NAME

BADGE IDENT CODE

PRECINCT CITY

SIGNITURE

FOLLOW UP CODE

CLOSURE CODE

NARRATIVE VID CODE

SUSPECT 1 IDENT CODE

SUSPECT 1 NAME

SUSPECT 2 IDENT CODE

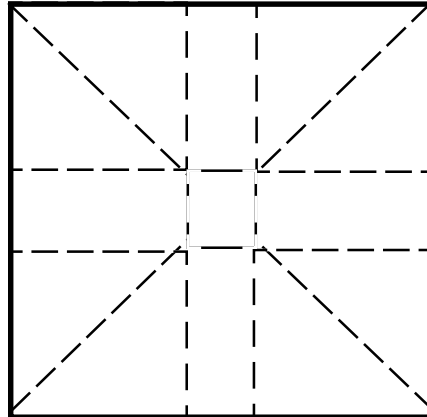
SUSPECT 2 NAME

SUSPECT 3 IDENT CODE

SUSPECT 3 NAME

SUSPECT DATA CHECKOFF

	SUS 1	SUS 2	SUS 3
SOBER	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INTOX	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
DRUG	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
ARMED	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
RIGHTS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>



VEHICLE

VEHICLE OWNER IDENT

VEHICLE OWNER NAME

MAKE MODEL

LICENSE

DISPOSITION

EXTENT DAMAGE

EXTENT INJURY

PROPERTY DAMAGE

INTOX LEVEL

IMPOUND CODE

ADDITIONAL NARRATIVE



**MOST WANTED LIST
HUMAN**

Entered
NBIC
I.O. 2448
9/1/98

WANTED BY BUREAU 13

Aliases:

NBIC 06AAAA04AAAAAAEIEIO

Photographs Taken

DESCRIPTION

Dates of Birth Used:

Place of Birth:

Height:

Eyes:

Weight:

Complexion:

Build:

Race:

Hair:

Nationality:

Scars and Marks:

Occupations:

Remarks:

Social Security Numbers Used:

CRIMINAL RECORD

OTHER DATA

CAUTION

**IF YOU HAVE ANY INFORMATION CONCERNING THIS PERSON, PLEASE CONTACT YOUR LOCAL BUREAU 13
COORDINATOR. TELEGRAPH NUMBERS AND ADDRESSES OF ALL DATA RELAYS LISTED ON BACK**

**MOST WANTED LIST
OTHER THEN HUMAN**

Entered
NBIC
I.O. 2448
9/1/98

WANTED BY BUREAU 13

Aliases:

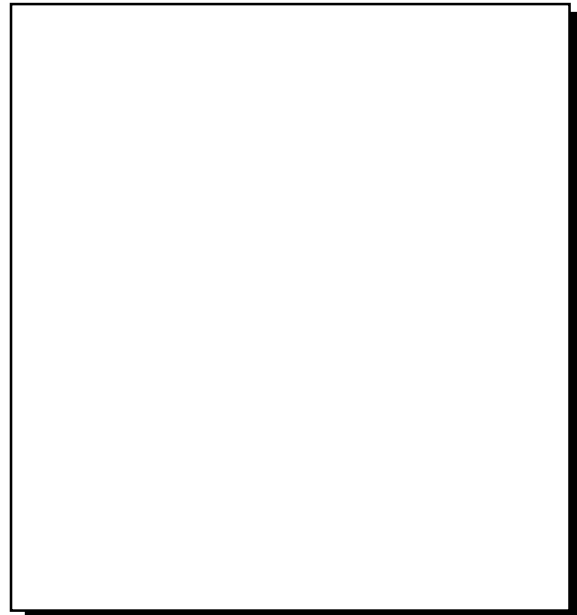
NBIC 06AAAA04AAAAAAEIEIO

DESCRIPTION

Dates of Birth Used:
Place/Planet of Birth:
Height:
Weight:
Build:
Hair:
Scars and Marks:
Occupations:
Remarks:

Eyes:
Complexion:
Species:
Nationality:

Photographs Taken



Social Security Numbers Used:

CRIMINAL RECORD

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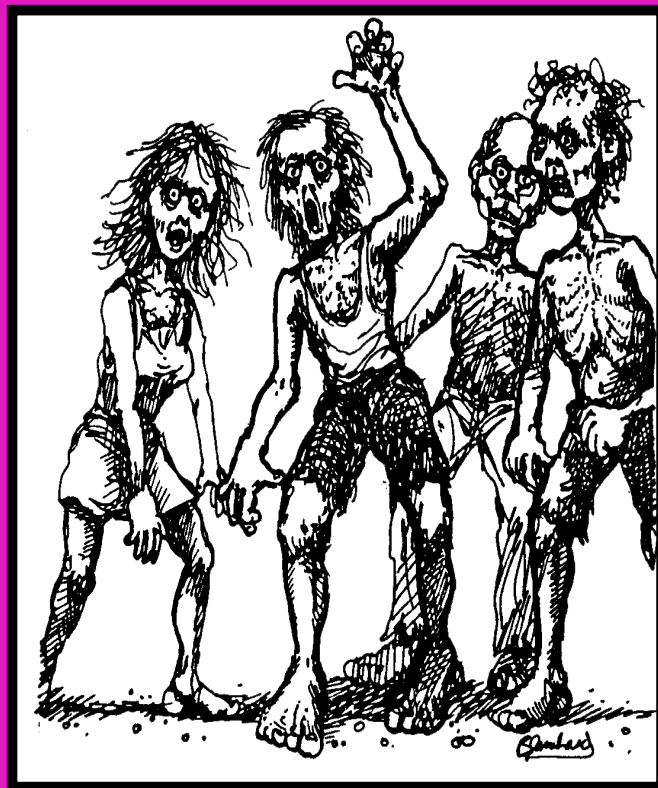
From the Casebooks of Bureau 13:

The Shadows are Alive!

The Night has Fangs

Down dark and shuttered halls roam the spirits of the dispossessed and inhuman evil. They are now in our Homes, our Workplaces and even our Children.

There is another army of the night out there, a force for Justice and Good. They are the hunters of the paranormal, the Agents of Bureau 13 who are Stalking the Night Fantastic.



Bureau 13 Casebooks

Haunts is the second Bureau 13: Stalking the Night Fantastic casebook filled with adventures and new information for Agents who are Stalking the Night. Seven adventures provide hours of fun and horror as your players Stalk the Evil of the 1990's. This module requires use of the RPG Bureau 13: Stalking the Night Fantastic. Polyhedral Dice are not included.

Bureau 13
HAUNTS
Adventure
Module

#3020

Tri Tac Games
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Pontiac, MI
48340

