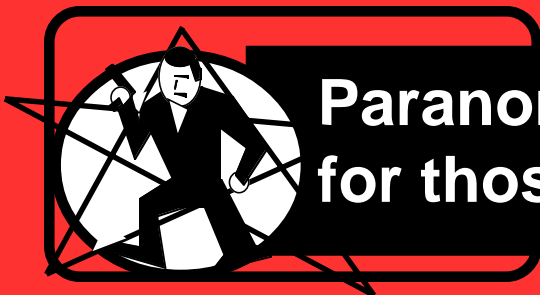


*Tri Tac Games*

#3010

# **HELLSNIGHT**

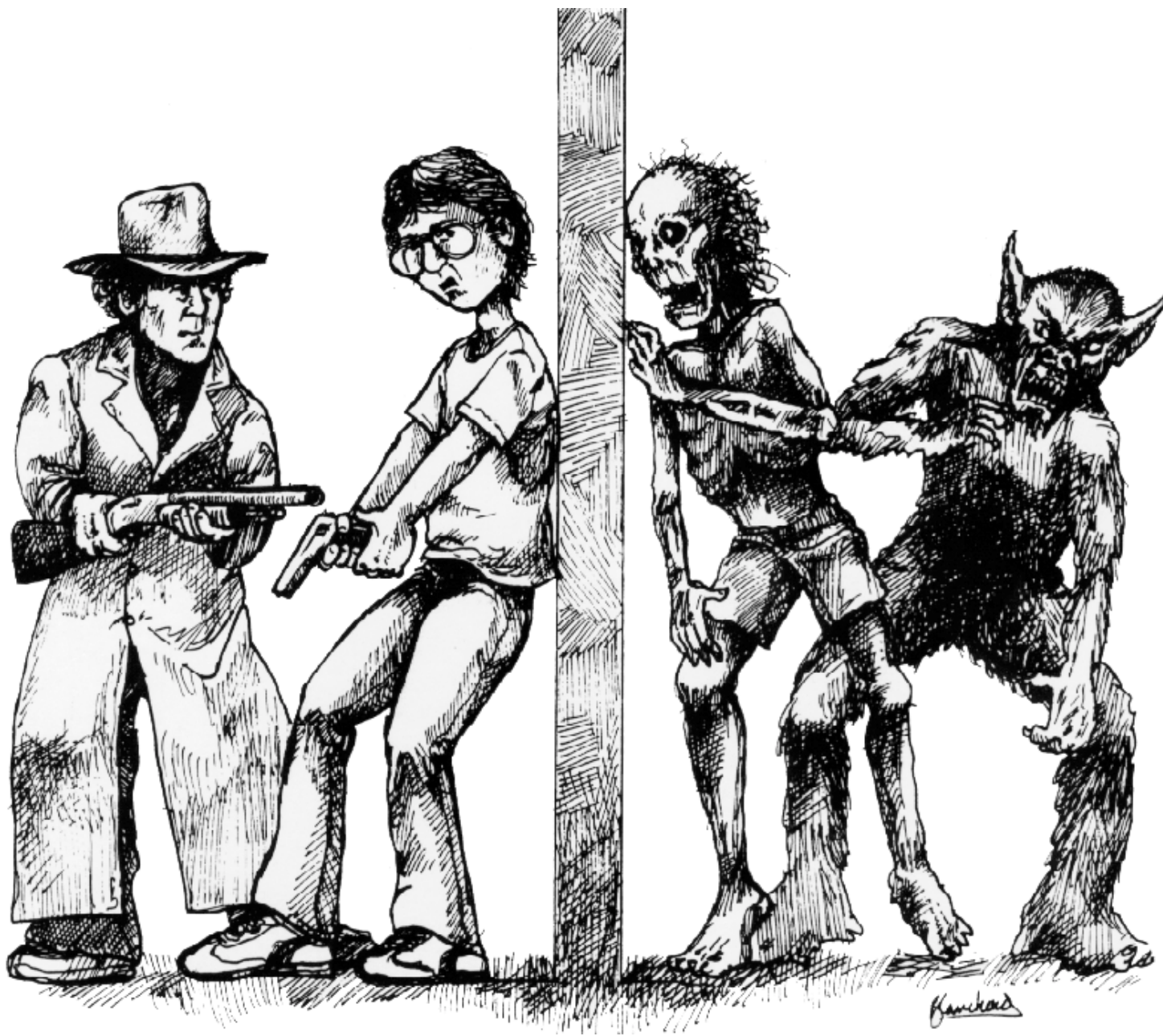
*A Bureau 13 Sourcebook*



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

# *HELLSNIGHT*

*A Bureau 13 Sourcebook*



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



“As you travel the highways and backroads, you will find the supernatural lurking at every corner, under every rock, and where you least expect it. Often it will smile...then, it will kill you.”

*Weston Tucker*

“If you blow it into tiny pieces, there’s less to clean up.”

*Robert Harrison*

“Hey Jeb, you see that?...Me neither. Pass me another beer.”

*Zeke Hatfield*

## 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

### DESIGN:

Happiness Plot, Walk on Water,  
Roach Hotel, Serengeti USA,  
The Last Panzer

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“Augmented Man” original concept by: David Peters

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

TTS 3010 HELLSNIGHT SOURCEBOOK

Hellsnight

## Massacre on Cass Avenue

02-09

*It started to look as if a Vampire was on the Streets of Detroit, but it was much, much more...*

## The Augmented Man

10-11

*More than human, he created a path of destruction across the US with the Bureau out to stop him.*

## The Happiness Plot

12-14

*Just a little town frozen culturally in the 1950's...or was it something else?*

## Walk on Water

15-18

*Just a group of Monks stealing High Tech equipment. Find out why and you might loose your life!*

## Roach Hotel

19-21

*The Bureau is bugged by disappearances in New York City, but the wildest is yet to happen.*

## Serengeti, USA

22-24

*Just an American Love Story with a couple of kids and a 300 year old African Witch Doctor.*

## The Last Panzer

25-27

*A mystery, an army, and an old man. Only you can stop the Last Panzer before it is too late!*

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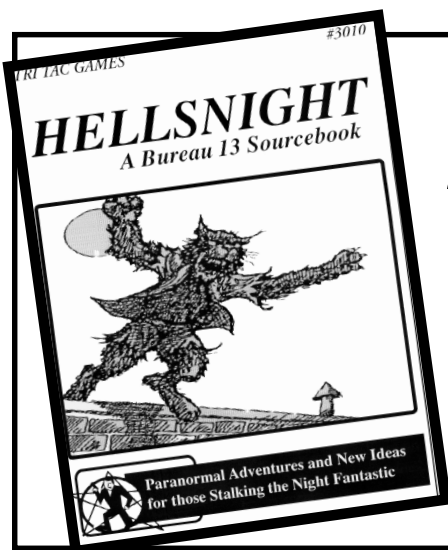
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# Bureau Module One Special Edition PDF

## Sourcebook #1 Hellsnight

This Bureau 13 Sourcebook was the first 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 Hellsnight 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.

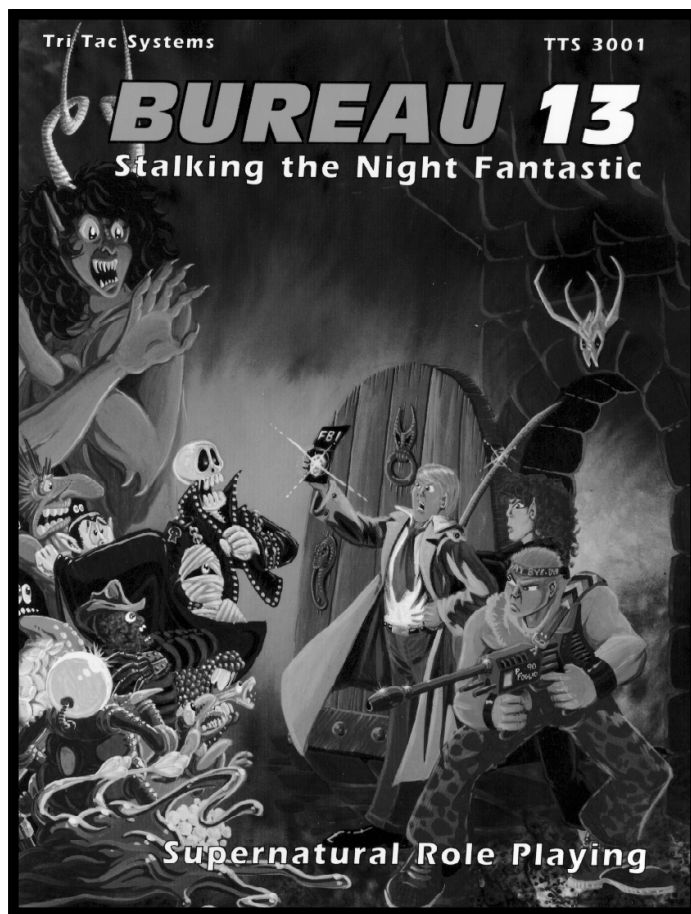


## Materials Needed

- 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.

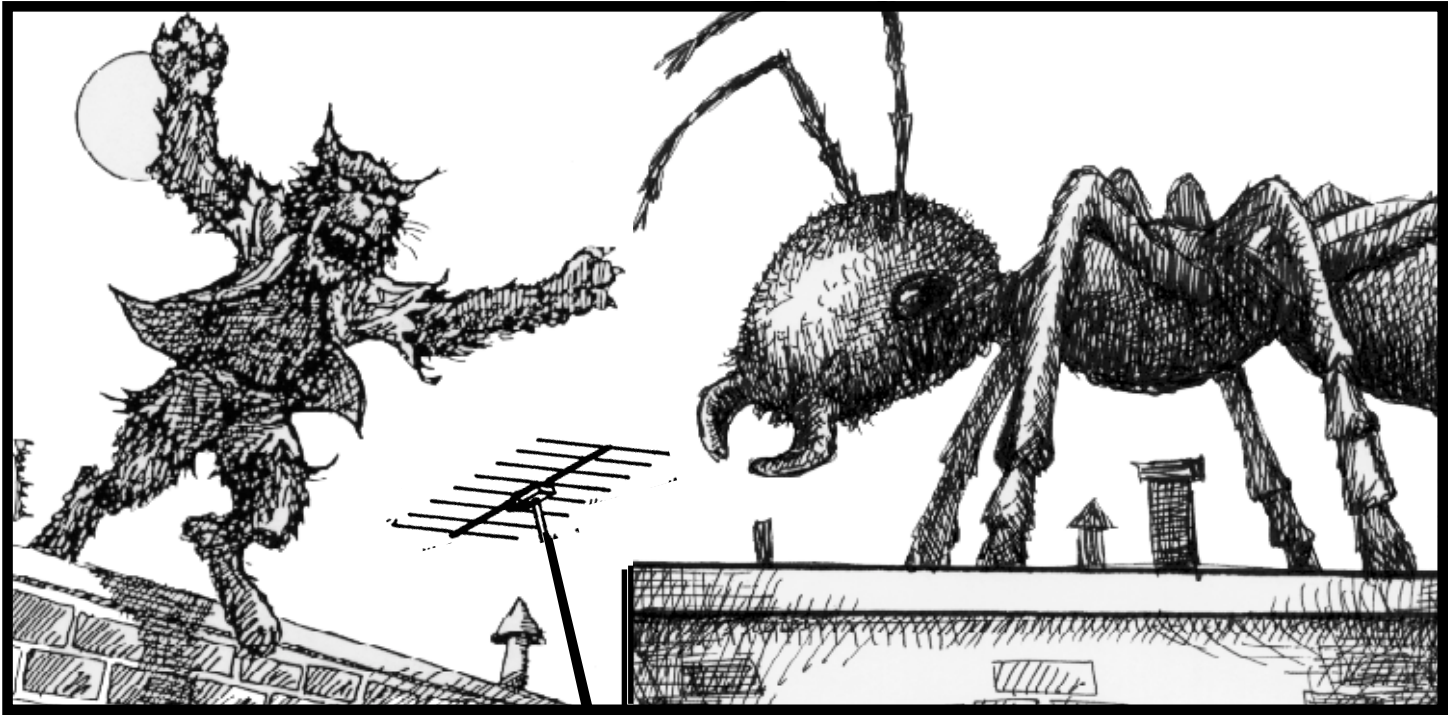


## Other Game Systems

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 crafter around them. Feel free to expand or campaign as you will.



## ***MASSACRE ON CASS AVENUE***

The Scenario begins with Agents being notified of a Code 1 Alert accompanied by a high priority message from the Bureau.

On Sunday, November 3, a single vagrant was found dead in the City of Detroit. Normally, this would not have raised any questions, except that the old drunk had twin puncture marks on his neck. His anemic condition also turned a few heads, since the Coroner could not find more than a pint of blood in his veins.

The unusual inquiry made to the Atlanta Disease Control Center tripped Bureau 13's Computers and relayed the message of a probable Vampire Attack in the Motor City.

### **Detroit**

Detroit, population 953,000 was a largely industrial city noted for heavy manufacturing and automobile production until the recession of the 1970's. By the mid-1980's recovery had begun and, despite numerous economic slumps, progressed to the planned production of prototype high tech vehicles that were to be common in the 1990's. Rising labor costs as well as the noncommittal attitude of Detroit's governing individuals toward the automotive industry resulted in the major automobile makers finally transferring their operations to other States, and even Foreign Countries. By 2001 the city, once with a population of 2 million, is a third world morass of unemployment and a declining bitter population that's heading for the suburbs.

### **Cass Avenue**

Players arrive on the Cass Avenue location of the murder site, at 4:00 am. on an overcast Monday morning.

Cass Avenue is best described as one of those places (every city has one) where the poor, indigent, and generally odd folk will congregate. With decaying buildings, hostile night life, and too few police, it is not the garden spot of Detroit.

### **REMEMBER**

This scenario has a definite time limit.

### **Proper ID**

With proper ID (State, Federal, or Health Department), the City Officials on lower levels will be helpful. The autopsy report and police record will be filed in city computer banks by noon. Using Bureau 13 Computers, the report information can be accessed in d20 minutes. There is an unmodified 40% chance the data is accessible. The physical questioning of the Assistant Coroner as well as the Reporting Detective will take 2 hours each to complete with an additional d4 hours to navigate traffic and through the bureaucracy.

### **Police Reports**

The first officer on the scene was Officer Nathaniel Jacobs, a quiet and competent, veteran officer of the 14th Precinct. His report states:

"1:09 AM- Responding to a call of disturbance on the 1200 block of Cass. Upon arrival at the scene, this officer was directed to the body of a white male (approximately 60 to 65 years of age, light complexion, wearing a brown trench coat, black and green pants, 1 brown loafer, and a brown hat), which was located behind a garbage dumpster located at 1286 Cass. Said individual was assumed dead at the scene, Central Dispatch and the Wayne County Coroner were notified and arrived at 4:12 AM.

The victim had been stabbed twice in the neck with a small sharp object. Afterward his neck had been broken. There was no indication trauma related to a fall and his wallet contained \$3.00"

### **Witnesses**

The Reporting Detective was Hershel Gillard Moore, who called for a Forensic team after his arrival. He will explain "Generally we don't spend a lot of time on these things, but this one gave me an odd feeling. Sure he was just an old Wino, but something about the body, and the lack of blood kinda bothered me. Then Willie came over to talk."

The only apparent witness to the murder was a local resident known as "Willie the Wino".



## Willie the Wino

Willie is 59, unemployed, and a habitual alcoholic. With little of his brain left unimpaired for thinking coherently, he is frequently spotted loitering around the area of Abdul's Party Store where he can get an occasional handout to move him away from customers. The locals all know about Willie and his pal, Morris, who died Sunday morning. If Players search the area for 2 hours they can find someone who has seen Willie crawl into the dumpster behind the party store.

Willie is a prime example of a homeless derelict. If bribed or fed, he will rave about the "Devil Himself", dressed in a dinner jacket, who came off of the roof and got Mo on Sunday morning. If forced to become sober, Willie will become sullen and aggravated. His pockets contain 16 cents, a broken pencil, rags, a half eaten cupcake, and a small Bible.

Having once been a Preacher, Willie will begin to quote random passages to the Agents. From this point, Willie, if befriended by the Agents, becomes a general nuisance.

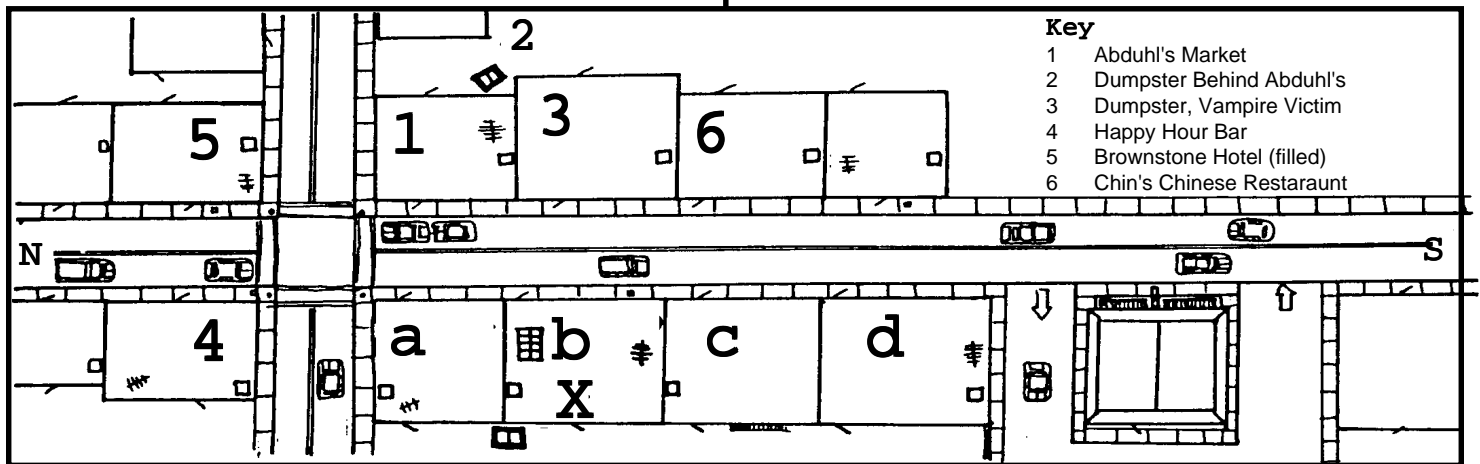
## Building D

The United First Amalgamated Church of Our Savior is a "storefront" Church, and is actually a tax dodge for a used-car salesman a few miles away. The building is empty under the dust of misuse. A coffin-like box in the basement is filled with records of vehicles and receipts. Footprints in the dust lead to and from the Coffin, as if it has recently been inspected. Agents who carefully open the box will find a rats nest and a few panicked rats.

Above these buildings is the block-long second floor that once were the offices of the Guaranteed Federal Savings and Loan Company but now is boarded and empty. Offices are filled with litter, bird droppings from the broken skylight, and paper. Access to this building is from the street side fire escape only.

## Rooftop

The roof has four chimneys, one skylight, and a bent TV antenna with leads that are not connected to anything. The roof is scorched at point 'X'.



## Cass Avenue

The site of the murder is an empty dumpster. Chalk marks show where Morris was found. Chalked on the wall are crude crosses and the words:



## Buildings in the Area

The buildings along Cass Avenue are brick structures constructed in the early 1920's. A fire escape leads to the roof from the second building.

### Building A

Van Dyke's Printing is a simple warehouse for a larger firm located across town. The warehouse is packed with paper and printing supplies. The small basement has a boiler, furnace, pipes, and dozens of boxes of soiled paper.

### Building B

Once a clinic, it is now sealed and empty.

### Building C

Once a pool hall, it is now sealed and empty except for a rotting pool table, rats, and an old cue ball.

## Identification of the Body

The body is Morris Stednowski, 61, a longtime Drifter with no past record other than being arrested for being drunk and disorderly. His last arrest was on July 4.

The Medical Examiner tells Agents that the body is set for cremation Tuesday morning. All internal organs have been removed for testing, or have been disposed of.

The wounds are classified as two simple puncture wounds into the carotid artery, the probable site of blood loss. He admits the case is odd, and that the police suspect a cult or crazy of using some kind of "device" as no traces of foreign material were found in the wounds.

This corpse is dead. He will not rise as a Vampire. During examination there is a 5% chance that muscles may contract to move a limb or make the body sit upright.



## Forensics Report

From this point the Forensics Lab is a dead-end except for the comment, "Two weirdoes in four weeks from the same area."

This leads Agents to the discovery of a murder two weeks earlier, the strangulation of Bonnie Taylor, a block away from where Morris was found.

## Sam

Research shows Bonnie Taylor's murder was two weeks ago, on October 19. Her boyfriend, Sam Inman, 24, who is now jailed, was the only person found at the scene (See site 'Y' on the area map for the location Bonnie's body was found). Sam has a Court-Appointed Attorney who isn't really interested in such an obviously cut-and-dried murder case. An Agent who manages to talk to Sam will gain this odd bit of information:

"It was this Big Dude in a long coat and wide hat. He came from nowhere, and grabbed Bonnie. I tried to fight him, but he shoved me into the wall, and I woke up in the Hospital." Sam pauses and takes a shuddering breath. "They said her neck was broken and that I did it." At this point Sam looks the Agent in the eye and says: "I swear I didn't do it."

Sam is innocent. He is also a Law Student and a marathon runner. Sam has good street sense and could be an asset when dealing with people.

Sam's bail is set at \$50,000.00 cash. If released, he will aid the Agents if they are truthful. If he begins to suspect these "People" are a little bit strange, he will demand an explanation or will leave for his home in Pontiac.

## The Boys

The "Boys" are a drug-dealing street gang, out for anything they can get. They will make their presence known early as they try to strip the hubcaps and tires from Bureau 13 vehicles. The gang members have a 'bad feeling' about being anywhere near this city block after dark. This feeling started Saturday. If Agents think they can befriend this marauding pack of street urchins they are dangerously wrong. The Boys will assist the Bureau with the reliability of a shark pack at feeding time.

## Abdul's Market

Abdul Faras is an Iranian immigrant who settled in Detroit and opened a store. Abdul now regrets his decision and wonders why he ever left the Middle East. With his crazy brother Achmed, he lives upstairs from his shop. He packs a .44 Magnum and has an ACC of 12. Detroit has not been good for Abdul. The city has made him a nervous wreck and his wife has gone back to Jordan where her family migrated.

Upon entry into the shop, Agents will find Abdul behind the counter watching a homeless old lady trying to sneak cans of tuna fish into her shopping bag. He yells across the store, "Hey, Lady, you wanna buy da tuna fish or what?" She immediately replaces the can of tuna fish on the shelf, and quickly leaves the store.

Abdul shakes his head and pops a antacid pill from a counter display bottle. He has ulcers.

## Abdul

Abdul will say little to strangers until they talk to him or generally act in a friendly manner. Once reassured, he confides,

"Crazy customers...gotta watch'em all da time." Abdul is a reasonable man and can be quite talkative. If conversation is initiated by Agents, he will complain a lot about leaving his home in "Wonderful, Sunny Iran", and about his "Crazy Brother" who watches space movies and sees Giant Bugs.

"This is what I leave a war zone for?" he asks, "to find a place where I get robbed twice in the same month, and my brother sees giant bugs, and calls the police and the city ten times."

If Agents show city or special ID, Abdul will go into apologies for his "Dumb Brother" calling the city again. If Agents wish to talk to Achmed, Abdul will yell up the rear stairway, and tell Achmed to come downstairs.



## Achmed

Achmed Faras vaults down the stairs to talk to these "City People" who will now exterminate the Giant Bugs just like on the TV. Achmed is excitable. He tells, in badly broken English, of the Giant Bug seen two weeks ago and his calling 911. He will drag Agents upstairs to show where he saw it. Achmed is far brighter than Abdul thinks.

From this point on, Achmed will try to help the Agents even though he will become a bigger nuisance than Willie the Wino. Given time, Achmed will arm himself with four cans of roach spray, team up with Willie, and go hunting after dark now that he knows someone believes his story about the Bugs.







## Nightfall

By now your players should be going in circles suspecting a Vampire, probably ready for nightfall in the city. There will be no activity, except street people, pedestrians, and general traffic. AT times they will see people shuffle into the alley, but they always exit in a few minutes. Some rummage in the dumpsters and a gang in an old car will rumble its way through the alley near midnight.

## Tuesday 12:20 A.M.

At 12:20 a sparkling light erupts at point 'X' on the roof. It lasts for 10 seconds and forms into the semblance of a furry man in tattered clothing who howls at the sky and charges for the nearest Agent, if any. This werewolf has the following statistics:

### WEREWOLF

TMP: 01      STR: 35      DEX: 14      AGL: 16  
 HPT: 060      E/V      ARE: -      SPC: -  
 BAN: Silver

Attacks: 2 HAND/CLAW (CL03) BITE (BI02)

It can leap 10 feet easily, and after the attack will throw the Agent off the building into the alley. After 60 seconds the werewolf will sparkle and vanish.

## Weapons Fire

This creature will ignore weapons fire unless silver is used. If hit with silver, it will vanish with a sparkle. If the creature is holding anyone when it 'dies' the victim will take a d10 amp shock.

If using Stalking first edition, change shock damage rating to Amperage x d10 to index the final result.

If players use explosives, the creature will only be stunned for d4 actions. Setting it on fire only angers it to do an extra d6 flame damage per successful strike.

If Achmed or Willie are present, Willie will dive off of the building, and Achmed will pull out a can of bug spray and spray the creature, who will then throw him off the building onto a passing bus for Toledo.

At this point, Agents have either missed the night happening, seen the creature, or have dead and wounded from a direct fight with the Werewolf.

Agents and Civilians wounded by this Werewolf do not change into Werewolves at the next full moon.

If your group missed the creature, it proceeds to climb off of the building, and rip d4 people to bits up to a half a mile from the Cass Avenue site. It will be called a "Dog Attack" and be hushed

by Police and News People. Achmed will find Agents, and tell them a wolf was on top of the building at 12:30 A.M.

## The Roof

Agents at this point will realize the roof is a key factor in what is happening and possible stake out positions.

## Wednesday

At 12:20 A.M., the burned spot on the roof will again sparkle and the forms of 12 stumbling people appear. They will wander about the roof looking for victims, finally falling off, and wandering the streets below for the 10 minutes of their existence.

## ZOMBIES

TMP: 03      STR: 30      DEX: 07      AGL: 06  
 HPT: 030      E/V      ARE: -      SPC: -  
 BAN: Firearms

Attacks: 2 HAND/CLAW (CL04) BITE (BI02)

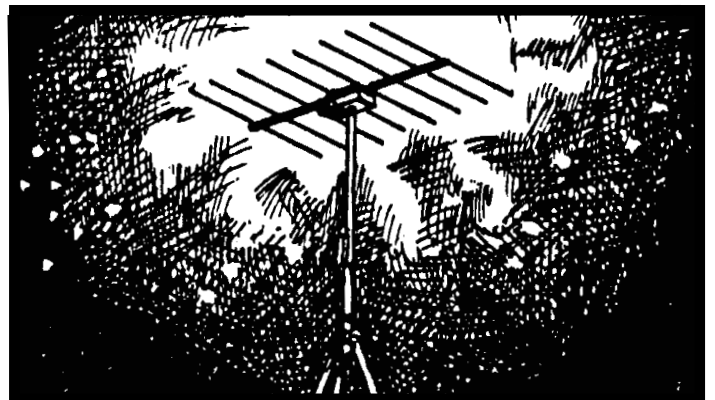
While not terribly swift, their strength can snap bones or rip an Agent's arm or head off. These flesh eating Zombies are killed with normal weapons fire. They sparkle and disappear as they die.



## Antennas

Linking the events is the hardest part and takes guesswork, imagination, or careful thought about the problem.

To the far north of the antenna is Detroit General Hospital. Directly to the south, is the massive antenna of WXOD, TV 24, a UHF Channel known for it's inexpensive programming. This antenna is 4 miles distant. The Station antenna is on a direct line north of the old TV antenna on the building roof. This small antenna is the receiver. If an Agent touches this small antenna exactly at 12:20 A.M., during a manifestation, he or she will receive a d100 amp shock.





## Research

If Players research the history of the building, they will find nothing. Any attempt to check the Detroit Public Library for books on the Supernatural will be met by a laughing Librarian who says the books are in demand because of Horror Week on TV. He asks if the Agents saw the Werewolf movie on Monday.

The Library's "Newspaper Morgue" can produce any information on TV 24's programming for the last fourteen years.

# WXOD 24 TV

## WXOD TV-24

The Station is WXOD TV-24, a subsidized TV Station specializing in old educational programming and movies. Guards will allow visitors to the Administration Wing to talk to a secretary. Any attempts to see the Station Manager are pushed aside to the Assistant Director of Programming. Joan Hill is friendly but rushed.

Joan explains that the manager, John Marshall, is at the Doctor. If Agents begin to ask weird questions, Joan will have them removed quickly by two large Security Guards.

If Agents are reasonable and believable, they are offered a few free passes to the "Mortician's Midnight Horror Show". The live audience is expected to be there by 11:30 P.M. for the midnight starting time.

## Horror Week

Horror Week and the TV station is the key. If the smaller antenna is removed, Detroit General Hospital becomes the receiver. The TV Guide for the "Mortician's Horror Week" yields the following information:

SATURDAY NIGHT (Sunday Morning)  
"Dracula Strikes" 1949  
MONDAY NIGHT (Tuesday Morning)  
"Claws of the Werewolf" 1957  
TUESDAY NIGHT (Wednesday Morning)  
"The Zombies Will Eat You Alive" 1967  
WEDNESDAY NIGHT (Thursday Morning)  
"Frankenstein Rises Again" 1971  
THURSDAY NIGHT (Friday Morning)  
"The Crusher Returns" 1942  
FRIDAY NIGHT (Saturday Morning)  
"Gudzilla vs. Australia" 1985  
SATURDAY NIGHT WRAP UP (Sunday Morning)  
"The Day They H-Bombed Washington" 1992

## Research

Further research shows other corresponding dates to strange happenings and their link to WXOD's programming schedule:

Two Weeks Ago, October 19: (Bonnie Tyler's Death)  
"The Mad Crusher" 1941  
Three Weeks Ago, October 12: (Achmed sees Giant Bugs)  
"The Almaguardo Monsters" 1954

## FILMS

These are the only films that seem to be linked to the happenings. Horror week has been a yearly special from TV 24 for more than 10 years. The host is an actor who plays a character emcee called "The Mortician"

## THURSDAY 12:20 A.M.

At 12:20 Thursday morning, the Agents' suspicions will be verified as the spot on the roof sparkles and produces the classic form of the "Hollywood" Frankenstein Monster.

## FRANKENSTEIN (classic)

TMP: 5-75 STR: 60+ DEX: 05 AGL: 10  
HPT: 540 D/BIV ARE: - SPC: 20  
BAN: ap,bg,cg

Attacks: Impact, Medium Object

Frankie will stumble across the roof, rip off a chimney, attack Agents foolish enough to still be on the roof, then grab the smaller antenna and explode into sparkles. On the hospital roof, much the same will happen.

## AT THE STATION

Agents who sneak into the Station's sound stages and have technical or broadcasting skills will see a very normal station except for a Technician named Harvey Conger who is screaming "Find It!" to several repair men.

He will treat Agents as if they are more of the repair crew, and ask them if they have corrected the surge problem with the main antenna. If unable to get a straight answer, he stomps off to the control booth to cuss at another technician. Harvey is the Chief Technician for TV 24.



## Studio Equipment

The studio equipment is not the cause of what is happening. Checks, work, and records will show no pattern, other than a main fuse overloading each night of the paraphenomenal manifestations.

Another Technician, Al Smith, will start small talk with Agents and say the equipment is fine.

At 6:30 P.M., the Station Manager, John Marshall, will return and begin direction of the Late Night Horror Show.

John Marshall is 42 years of age, single, usually quiet, and outstanding in the management of TV 24. His one passion in life is Horror Movies. If he thinks Agents are fans, he talks about films like they were old friends, pointing out details, dates, and general information. He tells them that the group of movies for this week was handpicked by him to represent his favorite Horror Movies of the last forty years.



## The Mortician

John created his alter ego, "The Mortician", as a onetime affair, but the popularity of "The Mortician" has been such, that he has had to do it ever since. "The Mortician" is a weird but respected figure in the Community who helps City Officials sponsor programs for kids and he even does special charity work.

## The Change

At 11:15 P.M., John goes backstage to dress and change into "The Mortician". If Agents are with him at this point he will take them, as well as a few kids, backstage to show them his office as well as his massive collection of Horror Memorabilia.

## Showtime

By 11:45 each night, John Marshall becomes the weird entity "The Mortician", host of a Horror or Science Fiction film. With his Vampire hand puppet "Brucie" and his never-seen assistant Wally the Grave Digger, he spins hours of fun and surprises for several hundred thousand young and old viewers alike.

During commercial breaks he talks to the audience, passes out Pizza, and gets ready for the next segment where he insults channel 14's Horror Host "Count Flakey".

At the 12:18 A.M. break, he requests aspirin for the start of a migraine headache. At 12:20 a Technician yelps in pain, and throws his earphones off, as a main bus bar melts in a shower of sparks and smoke. Harvey looks disgusted, cusses and mutters something about "Communists". The power is routed to a second bar without any interruption in the transmission.

## Radar

At 12:24, a call comes in from Detroit Metropolitan Airport as radar is scrambled for a few minutes by a blot that heads north from the station. The Technician on the phone yells "Go ahead, shut us down, we're not doing it!"

## The Problem

John Marshall will shake his head at the problem, and go back to talking to the show's audience. The program will continue normally from this point. After wrap up, he washes his makeup off and goes home.

## John's Apartment

John Marshall's large apartment is easily accessible from the outside. It has three bedrooms, a balcony, and a living room.

John's living habits are something else. Every square foot of space is crammed with books, films, magazines, papers, clothes, junk, costumes, and enough paraphernalia to keep a novelty shop in business for years. Children's drawings of "The Mortician" adorn the walls, along with various movie posters. The kitchen is a collage of cereal boxes, ketchup bottles, and dirty dishes. There is also a framed note above the sink from a cleaning service that says "We Quit!"

A cat meows from somewhere under the litter near the couch and there is a squawk of a Parrot somewhere near the bedroom

## Video Tapes

The only sanity to the entire apartment is a wall-sized collection of video tapes that are perfectly organized next to a late model VCR and a flat wall screen. This is John's Horror Film Collection. On the VCR is a prescription bottle.





## The Drug

The bottle is labeled:

No: 315658      Dr. Senasac  
JOHN MARSHALL  
Take 1 tablet two times daily  
Propranolol Hydrochloride 40MG

Research shows Propranolol Hydrochloride is used as a treatment for high blood pressure (hypertension), and migraine headaches.

Contacting his Doctor, as another Doctor, will show Marshall to be healthy except for hypertension and the headaches, which have appeared for about the last three weeks.

Also on the VCR is a stack of mail. The only non-bill or fan letter is a thank-you postcard for using free makeup from a new theatrical supply company.



## Causes

John Marshall is allergic to his new type of makeup. His Doctor's records list his only allergy as a serious reaction to coconut-based products. Analysis of his new ten-year supply of makeup will reveal that it is in fact made up of a high degree of coconut oil. His old makeup was palm-oil based.

John is also an extraordinary PSI who is giving images life with the power from the TV Station. This wild talent of Mass Creation is impossible in his daily life without the awesome power the Station provides. It can only be triggered when he has a mild allergic reaction and is close to the power source of the TV transmitter. The Station's power fuels the chain reaction of John's PSI power as he taps into the Earth/Sky Potential for needed energy and helps channel it into the main antenna.

The energy flow heads directly north to ground on the closest 'due north' antenna.

John's Movie Monsters really do come alive. On Friday night Gudzilla will become real for a short time. The life-span of the creatures is determined by their number and mass. The usual duration is d10+10 minutes. (Gudzilla will last about 15 seconds.)

Saturday night will bring a small use of power to split a few atoms and create a chain reaction that will vaporize much of Detroit and Windsor, as well as setting fire to communities as far as 40 miles away. The PSI power is there with absolutely no safeguard or even the knowledge it exists.



Hellsnight

## Friday Night

If agents have allowed the scenario to progress to early Saturday morning, the Cass Avenue area is in ruins from Gudzilla Stomping a few buildings. (The police report lists it as a gas explosion.) The Agents must stop the broadcast, or face the complete destruction of Detroit.

## Countdown to Domsday

On Sunday morning, the next antenna site on top of the hospital will be the scene of two men in radiation suits sparkling into existence with a damaged hydrogen bomb. If the movie has been viewed, it is the scene where the men are at the last 25 seconds of countdown as one says "Cut the Green Wire."

His partner cuts the Blue Wire by mistake as they both back away from the bomb 10 seconds before the bomb's core goes critical and detonates. The bomb is 50 Megatons.

This is a last chance to accomplish the disposal of the bomb by doing it themselves, or rupturing the case with high explosives. This prevents a complete detonation though it will splatter radioactive material (4000 rads MINIMUM) for the duration of d10 minutes, at which point the bomb, radioactive material, and two Technicians sparkle and fade.

Agents now have options to cure a critical situation that, once started, must be quickly finished.



## Truth

Approaching John Marshall with the facts will get Agents laughed at, or directly thrown out. John will consider this a great plot for a Horror Film. If Bureau 13 Agents can prove who and what they are, John will be totally fascinated and want to see their files on the real Supernatural. If this works, John will begin to believe and change the film to a creature easily dealt with. He will even consent to taking a PSI deadening drug.

If the Agents provide John with a lifetime supply of his old makeup brand, he will be overjoyed. (He doesn't much like the new brand, even though it was free.) This can effectively cure the problem forever.

## Joining Bureau 13

John will even consent to joining the staff of Bureau 13, on a limited basis, if they can teach him to use his powers. This will involve a year of intensive PSI training in some secure and hidden location.





## FINISHING UP

Destroying equipment, antennas, or the TV tower will only work for a time until the station rebuilds, hires better guards, and begins to broadcast again. If WXOD TV 24 closes, John will take an offer from one of the many other stations who would hire him on the spot.

Moving the antennas will send the signal north to ground on the nearest antenna, even if it is in Canada, the Arctic, or the Soviet Union. There is a 25% chance per 100 miles that another antenna is a perfect receptor.

## KILLING MARSHALL

If the Agents kill John Marshall, they are committing an injustice to a Community that is bettered by his existence. There are many youth programs he supports and helps. If John is wounded, his PSI ability has a 60% chance to automatically react and subconsciously help him. This may manifest as anything from shielding, to the death of the attacker by any of a number of unsightly Psionic means.

## RETREAT

Abandoning the problem is not in the best interests of the City of Detroit, or any place within the Blast radius of a 50 Megaton H-Bomb detonation.



HellsNight

## EXPERIENCE

Killing Marshall	-2000
Preventing Marshall's PSI use	+1000
Recruiting Marshall to the Bureau	+2000
Losing Detroit	- 7000
Abandoning Scenario	- 2000
Stopping Bomb	+6500
Losing Cass Avenue	-1000
Moving Antennas	+0050
Neutralizing Monsters	+0200 (ea)
Good use of Research	+0500
Destroying TV Station	-0500
Effective use of ID's	+1000
Freeing Sam Inman	+1000
Getting Achmed a Job	+0500
No Loss of Agents or Civilians	+0500
Solving Without a Major Difficulty	+1000

## EXPANSION

John Marshall was the adopted only child of an Eastern family. Though a fire destroyed the records center in 1958, evidence points to John having at least two brothers and a sister somewhere in the U.S. Who knows what trouble THEY could be causing?



## PLAYTEST NOTES

Massacre on Cass Avenue has been one of the most popular sceneries created for Bureau 13 so far.

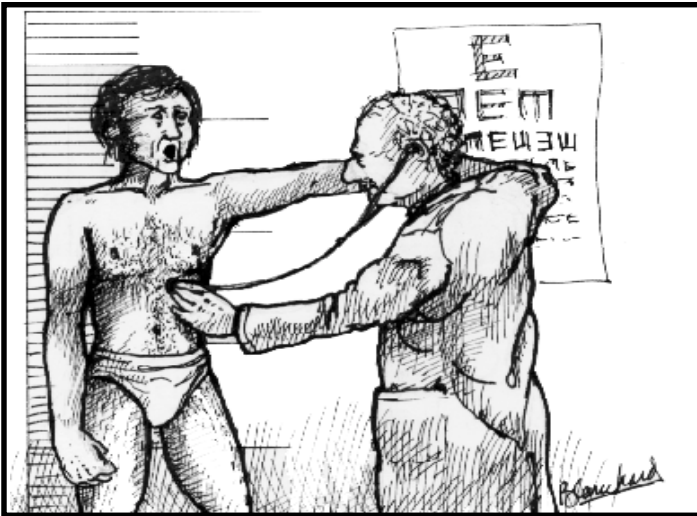
Invariably, the group will solve the problem, and only on rare incidents, has a team failed.

Remember you may have to lead your team a bit, give them a clue if they miss facts or head in the wrong directions. They might see a window TV with an ad for Monster WXOD's Monster Week or a passing comment by someone being interviewed might make a difference. Don't be too obvious.

## OTHER LESS LIKELY POSSIBILITIES

If agents decide to dispose of John Marshall and botch the operation, the results may wake his PSI abilities fully to help defend him. These results can be hellish as every Monster that John has ever watched will face Bureau Agents until they are overwhelmed. Really angering Marshall, a real hard thing to do, may also trigger this response.

If the bomb is not stopped or preempted, the resulting detonation will kill Marshall and end the effects of the blast, appearing that a comet has hit Detroit in a repeat of the Tunguska incident in Russia (1908)



## THE AUGMENTED MAN

It began in the late 1950's as a look into the improvement of the physical health of American Combat Soldiers. Although 'Phoenix 57' was a minor Pentagon project, it was uncharacteristically well-organized and run by the genius of Dr. Stanton Russel. His specialty was human engineering on the biological and mechanical level.

By the 1960's the Phoenix Project was shelved in favor of a more direct approach to improving the Combat Soldier. the Fenris Project was born and stamped with the highest secrecy.

By the late 1970's, the Project called for Human Volunteers, and received ten from the ranks of the Army. by the mid-1980's, the Fenris Project culminated with a superior Human, a combat soldier augmented by mechanical means. Of the six original "volunteers", only five survived the radical surgical procedures.

### Contact

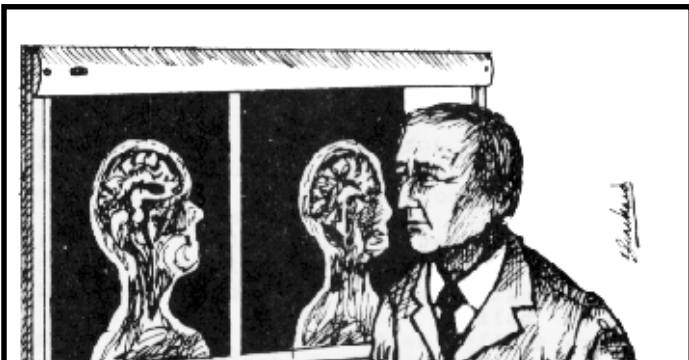
An official from Markham Clinic, who had worked with the Bureau, put in the request for aid from Bureau 13.

On arrival, Agents are led to a conference room by Alex Carley. Alex tells the Agents that the director of the Project, Dr. Stanton Russel, was murdered by one of the test subjects. He shows them a file on the Fenris Project and shows them a short film on the final results.

Augmentation of the subjects took a total of seven years of surgery, recovery, and special training. Six of the subjects were set for light augmentation, and six for heavy augmentation.

Light Augmentation involves the general improvement of physical actions as well as the senses.

Heavy Augmentation involves the complete replacement or armoring of all bones.



Hellsnight

Strength multiplying devices were then attached to bones encased in a plastic stronger than steel. All critical internal organs were shielded by plastic plate or mesh under the skin. A second type of plastic was saturated into the skin tissue to create a living body armor.

### AUGMENTED MAN, LIGHT

STR +10 DEX +7 AGL +12 CON +10 CRZ -1  
Skin Armor and Internal: Normal

### AUGMENTED MAN, HEAVY

STR +25 DEX +5 AGL +10 CON +10 CRZ -4

#### Skin Armor and Internal Shields:

Most Bone	2M Skull	2M	
Joints	.50M Skin	+*	
Chest Plate	1M Eyes	+**	
Muscle Tissue		+1***	Death Shock -10%****

2M The armor equivalency of two (2) inches of (M) Metal Plate. (See Stalking the Night Fantastic Armor Section)

- \* Internal organs and muscled covered by mesh function as a Hard Leather Layer.
- \*\* Eyes are covered by thin plastic.
- \*\*\* For every two points of muscle tissue in a body area, add a bonus point of an equivalency point of tissue.
- \*\*\*\* Any death shock rolls are reduced by 10%.



### Murder

Two men scheduled for the Light Augmentation and three for the Heavy died during the implant surgery. Of the two remaining Heavy Augment Transplants, one is under heavy sedation after trying to commit suicide by electrocuting himself. The other demolished the lab, killed Dr. Russel, and left for parts unknown. The Bureau is needed to track him down. The surviving Light Augment Transplants were a success, and the two of them are currently working on secret military assignments in Eastern Europe.



## Computer Link

Alex Carley, the third surviving Light Augment Transplant, is working at the clinic. He goes to a computer terminal, pulls a cord out of his ear, and plugs himself into the terminal. He looks at the Agents, taps his head, winks, and says "Implant."

Alex calls up the data on Wesley Farnsberg. Currently Wes is described as being 6'3" tall and appears to weigh nearly 300 pounds. He has the looks of a prize fighter, and has a scar running along the left side of his face. Alex then hands Agents a tracking device that will beep if Wesley is within 2 miles.



## HIDE 'N' SEEK

This scenario is a basic hide and seek game with Agents tracking someone far more powerful than they imagine. Wesley has a severe design fault in his computer link, and a toxic rejection to the armor in his body that reduces his temperament d4 points per day from the 50 he has as the hunt begins. Wesley wants to be left alone. He is withdrawn, sick, and wants to begin living in the real world again. At the discovery of the rejection and notification, he would have to undergo years of operations to remove the Augmentation,

Upon hearing this, he unwittingly grabbed Dr. Russel, and, not realizing his awesome strength, literally put his hand through Dr. Russel's chest.

## Home

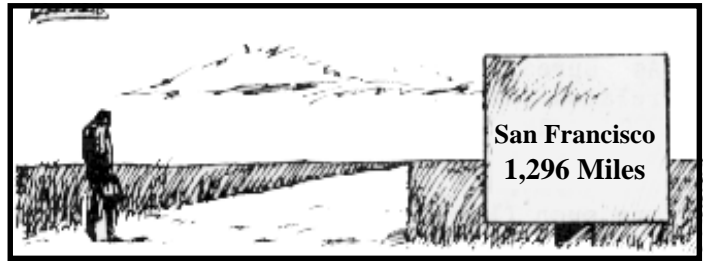
At first Wes will try to escape and hide as he works his way back to San Francisco, doing so until his temperament drops below 25. Wes will begin to break things, people, and anything that gets in his way. If not caught by the time his temperament reaches 0, he will begin a spree of homicide at will.

## Chase

This scenario should be set as a cross-country chase over a few week's time. Things that may lead them are news reports of:

- 01 'Instant Money' bank machines ripped from walls at night.
- 02 Disturbances or brawls of unusual nature.
- 03 Unusual feats of Strength or Agility.
- 04 A rescue by someone "More than Human"
- 05 A string of violent acts by an indestructible man.
- 06 Stolen Military Hardware.
- 07 Disturbances on Military Bases.
- 08 Demolished Street Gangs
- 09 Carjacking by a huge scarred man
- 10 An unusual jail break-out.

**Wesley Jones**  
**STATUS: Missing**  
**Heavy Augmentation**  
**Extreme Danger**



## Dart Gun

One piece of equipment given to Bureau agents is a dart gun and three darts. Each of these darts has a specific drug designed to deal with an Augmented man.

### Dart 1

This is a specific Anti-Depressant designed to deal with Wesley's temperament. In d4 minutes of being injected his temperament slides back to 60.

### Dart 2

This dart is a tranquilizer that will knock Wesley out after d4 minutes and keep him asleep for d6 +4 hours.

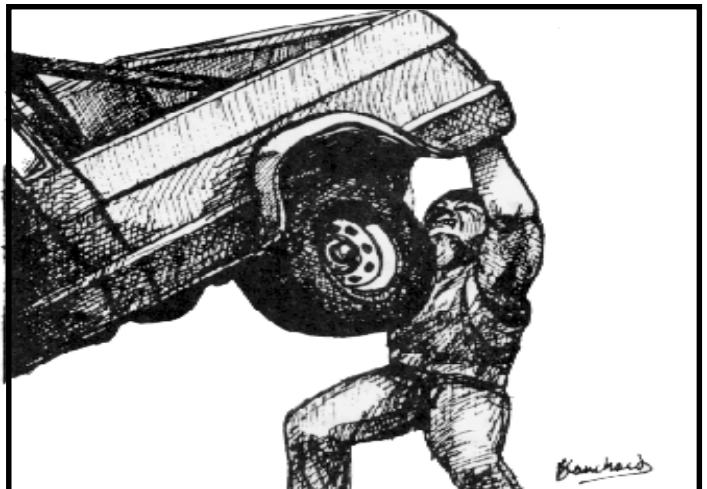
### Dart 3

Dart 3 is a Neurological Toxin that will paralyze and kill him in d10 hours unless an antidote is used. The antidote is still in production at Bethesda in Maryland.

## Capture

If captured and returned, a series of special anti-rejection shots can be developed that will restore Wes to normalcy.

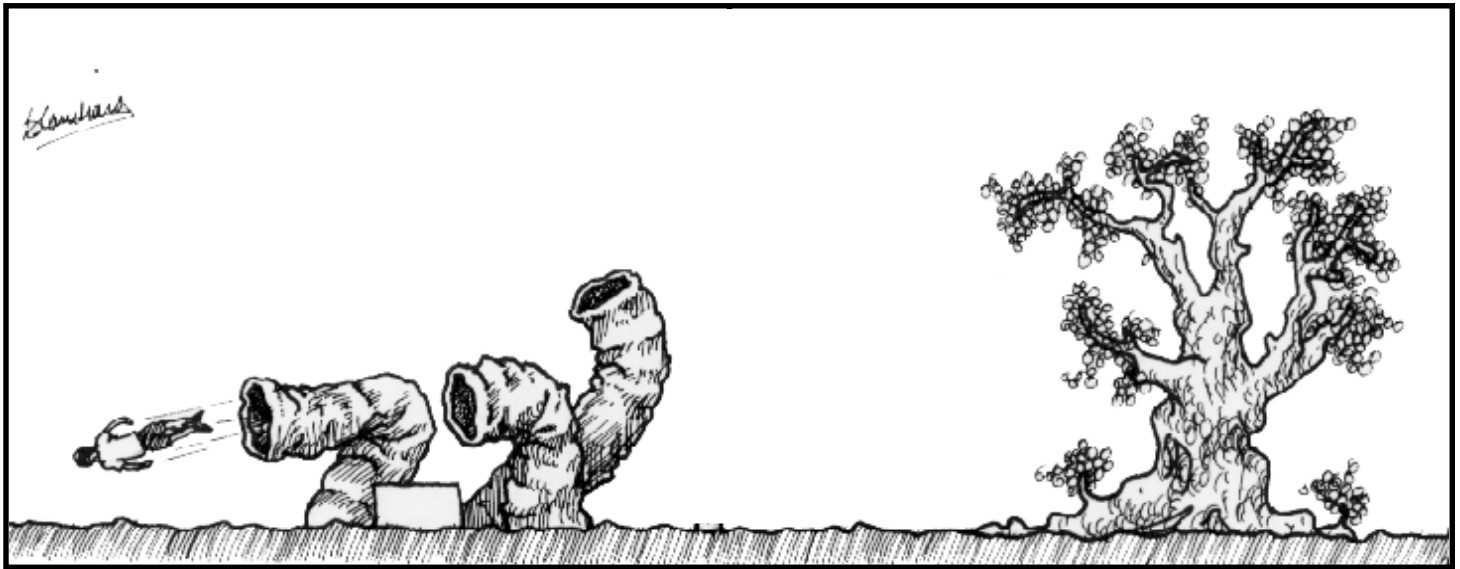
- Wesley is smart and has had a decade of special military training. This may include any skills and knowledge of weapons dumps and military bases at the GM's discretion.
- Wes will not do stupid things or stay where he knows there are people hunting for him.
- When Wes' temperament reaches -50, he will head for the Golden Gate Bridge where he will climb to the highest point and dive off for a swim. There is a 10% chance he will survive.



## OPTIONS

Wes can be a fine addition to the Bureau if he is helped and his abilities controlled. The key word in dealing with Wes is trust. If angry enough he will defend himself and neutralize any threats in the most expedient way possible.





## THE HAPPINESS PLOT

As **Bureau 13** computer files expanded and correlated massive amounts of statistical data, many irregularities began to trigger special program flags within the system. These flags, when triggered, initiate requests for physical investigations.

One such flag is for **Mortonsfield, IN**.

### Mortonsfield

**Mortonsfield** is a small town, just south of **Zenas**. It has been bypassed by history, industry, freeway systems, and is frequented by travelers with little common sense. With a population of 488, **Mortonsfield** has remained stable since 1958. IRS files show no births, deaths, or change of income after the year 1957. Your mission is to find out why.

### The Road

The first thing Agents notice is an overgrown dirt road that leads to **Mortonsfield**.

The road after three miles becomes paved and spotless. On entering the town they will immediately notice the classic 1950's automobiles as well a "50'ish" feel about the town.

### The City

As Agents cross onto the paved road, all communication is lost in a wave of static that is impenetrable by any means.

All radio receptions become a single station, Radio Mortonsfield, and the voice of "**Swinging Sal**" Jennings. TV reception becomes the classic 1950's programming on all channels that are operable.



Hellsnight

## Welcome to 1957

Activity in the town is straight from the 1950's. Talking to the people will get friendly responses. Townspeople will help the strangers in any way possible. The six-room hotel has 5 vacancies and a friendly clerk. There is a Soda Fountain and Drugstore stocked with merchandise and equipment not seen in over 40 years. Everything is perfect, as if Agents had went through a time warp. There is a feeling of something wrong in the air.

### Covert Activity and Checks

There is a 40% chance that a fingerprint check of any towns person will have him or her listed in missing files for d20 years under a different name. Photos will confirm this. Handwriting analysis will confirm the towns person's identity.



## The Accident

As Agents nose around the town, they witness an accident. A young girl is hit by a car. The driver of the car just keeps on going, seemingly oblivious to the fact that they hit someone. If stopped, the driver, A middle-aged woman, will say "Oh well." Agents will reach the victim first. She dies of a skull fracture and massive internal injuries.

With a nonchalant attitude, a few townspeople gather and cover the obviously dead body of the 10 year old girl as the smiling Sheriff takes her to the Doctor's office.

Life quickly resumes with no concern for the gruesome incident. If Agents question townspeople, they say "Oh well", or "Life goes on".

## Spending the Night

If players spend the night in the hotel, their vehicle will be quietly towed away or will be blown up (the Sheriff will call it a gas leak). All phones are marked "Out of Order", or lead to an Operator who cannot connect Agents to anyone outside of **Mortonsfield**.

The Agents' vehicle will only be destroyed if empty, and if the Agents are obviously "Rocking the Boat" Agents who are separated from the main group are arrested and taken to **Lafferty Farm**. The next morning they are part of the community with a new name, or the name of a towns person.

## The Newspaper

The newspaper office will show a dusty UPI terminal and a friendly news editor writing happy stories, farm reports, and short anecdotes about the small area and its people.

The Sheriff and Deputy are friendly and polite, and the townspeople are far to nice to be believed.



## Radio Source

The phone and radio station are above a hardware store. The single street entrance is marked "closed" and through the glass the wallpaper is seen to be peeling and the steps dusty.

Radio transmission is constant from this point. If agents are able a second story window or manage to "jimmy" the front door, they find an empty, dusty studio and the skeleton of a radio DJ who shot himself in the head. He is the infamous "**Swinging Sal**", who still broadcasts from dead equipment.

The telephone office is empty and disused.

At this point, a studio TV suddenly turns on, and begins with a popular 1950's comedian lighting a cigar, and saying: "You bet'chur life..."

Under **Sal's** body is a notebook. In it, are basic diagrams for boosting the power of **Mortonsfield's** radio station. On the back page is a scrawled note that reads: "They won't take me to Lafferty's."



## Lafferty's Farm

**Lafferty Farm** is the site of a large new greenhouse, oddly out of place. The interior has two divided sections. All glass is frosted from the inside. The greenhouse is open.

The first has a series of odd-looking treelike growths that appear to be leaning over large bins.

Occasionally a tin of food, a tool, or a small object will drop from the maw of the plant into the bin with a belching sound.

The last plant spits out the 10 year old girl the Agents saw killed earlier. She sits up and smiles.

The second door leads to the main plant, a willowlike tree that opens several dozen humanlike eyes.

If an Agent looks into the eyes, a laser-like light will flash, and draw them closer to the plant, with a 50% chance of hypnosis. This mental link imparts information of an alien starship in flames as it crossed the rings of Saturn. As it fell into the worlds gravity well it ejected pods towards the inner planets.

## Pods From Space

Pods from the plantlike ship fell to Earth in 1956, were found and planted by **Ralph Lafferty**, a local Farmer. The tree grew to provide for its people and keep them happy and healthy.

## The Plant

As time passed, it could not understand the rapid cultural change and kept "**The Tree's People**" stable. It even took over the local broadcast channels in time.

The implants directly linked "**The Tree**" and "**The Tree's People**". Outsiders passing through were lured in to replace the terminally ill or accidental death victims that were unreparable. The replacements took over the lives of the deceased townspeople.

All memories are provided through an implant that takes control of the conscious mind. Manufactured parts, power, and general necessities are supplied by "**The Tree**" and "**The Tree's Production Pods**" to keep outside contact a minimum.

## ALIEN PLANT (The Tree)

TMP 65 STR 40 DEX 16 AGL 17 HPT 4490  
N/RG ARE - SPC 02 BAN ad,cd

24 wirelike vines can extend 80 feet from the parent plant to attack with up to 10 amps or slash with 2d6 damage per slash per hit.

If "**The Tree**" kills an Agent, it will pull them into it's maw for quick healing and an implant. It does not duplicate, and only repairs sentient life. It is instinctive and will give the impression of the Agent's leaving or joining the community on a permanent basis.

If an Agent allows an implant (being taken into "**The Tree**", with the 5 foot mouth opening with the sound of rotting timber breaking), they will gain a direct link and will be able to talk to "**The Tree**" until it takes control of their mind.

"**The Tree**" simply wants to serve as it did the Elder race. It knows it was mentally damaged in the crash landing, and is doing the best it can. While humanity really isn't the Elder race, it has to be protected so it may reach maturity.

What the tree doesn't realize is that humanity is not quite the Elder race and that its protection is at best misaligned and harmful. While victims are happy, they have little free will.





## Capture

If Agents capture a townspeople, they will find a perfectly happy, healthy person who believes his health and happiness are part of "Just plain old clean living."

If they remove the person from town, the person will become panic stricken and begin to scream. Any use of drugs will knock them out, though they will thrash about wildly, even though they are unconscious.

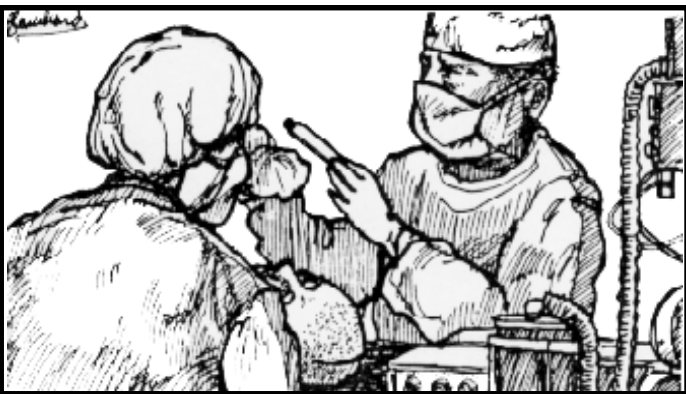
Only an ultrasound scan will show the bullet-sized object at the base of the brain, a cellulose nerve-like growth that connect directly to the cerebral cortex.

The delicate surgery to remove the implant requires a Neural Surgeon with a skill level of at least 18. A lower skill level will result in a 7% chance of killing the patient for every level under 18.

If removed, the person wakes, goes through a range of violent emotions, then collapses and becomes normal with no memories since taken to **Lafferty's Farm**.

## Implant Weakness

Lab tests show the implant to be highly sensitive to radiation. Even a short burst of x Rays will kill controller within 24 hours. Unfortunately, this method also comes with a 25% chance to kill the host unless monitored closely by trained CPR personnel.



## Finishing Up

"The Tree", if attacked, alerts the town.

In 7 minutes, the implanted citizens will mob Agents and give them to "The Tree" for processing into happy townspeople.

If at least 75% of the people are kidnaped from the town and the implants removed, "The Tree" will become highly frustrated, build a shell over the greenhouse, and go into hibernation for d100 years. If burned or blown to bits, "The Tree" will launch d10 balloon-like seed pods into the wind.

Radiation of 10 rads will kill "The Tree" and seeds in d6 days of exposure. Implanted people will slowly recover when "The Tree" dies.

## Experience

This is not an easy scenario. While not evil, the tree limits human growth and keeps a healthy, though sterile stability to the town.

Killing "The Tree"	+0500
Securing the Town	+0500
Negating "The Tree"'s Control WITHOUT Killing	+2000
Destroying Seed Pods (each)	+1000
Communicating With "The Tree"	+0500
Linking With "The Tree"	+1000
Making a Deal With "The Tree"	+3000
Using Psychology on "The Tree"	+1000
Killing Townspeople (each)	-0500
Helping "The Tree" Realize its mistakes.	+4000
Transplanting the Tree	+6000



## Expansion

"The Tree" seeds every 14-1-6 years or at the death of the parent plant. There may be d10 more "Trees" growing in various parts of the world.

These seeds may be even more damaged and create a far more protective or hostile entity.

More of the Alien starship may have fallen to Earth with other biological sub-systems that don't quite react the way they should have. This also means the Elder Race may also be here on Earth trying to get home or growing a new Starship in a remote area.

## Other Options

If "The Tree" is attacked the townspeople might put up a far more savage defense against the agents. When released from mental bondage the exact opposite may occur with a large and angry mob attacking the tree to get even with the 'Alien Parasite' that destroyed their lives.

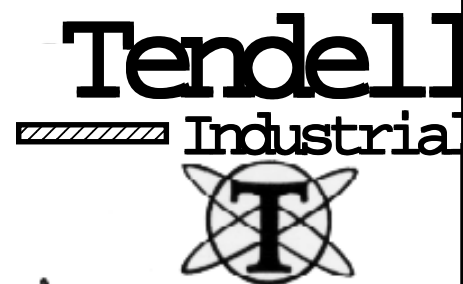
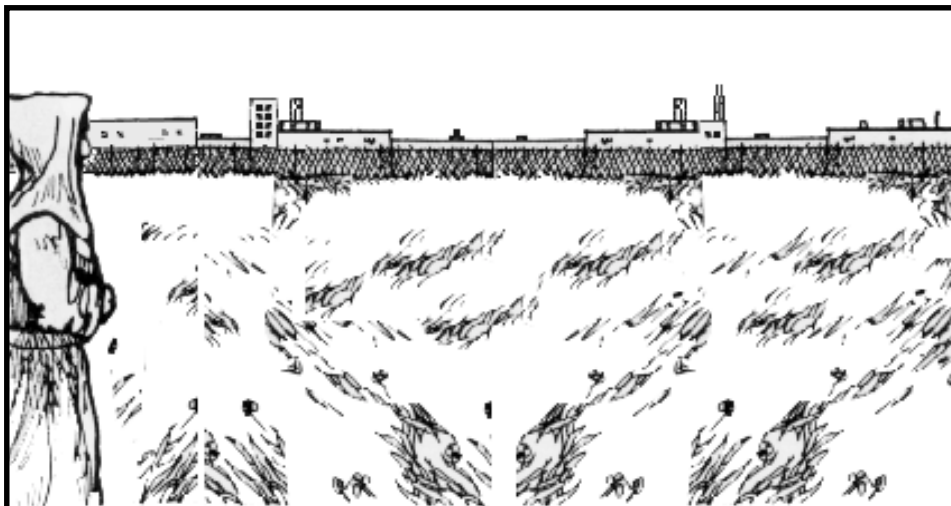
Another possibility is the townsfolk might look at the state of the world and wish they were back under the care of the plant.

Peace  
Happiness  
Health  
Community

Obey  
Work  
Conform







## WALK ON WATER

It started with several robberies in an industrial complex and the report of a man in a cloak walking away with two 55 gallon drums of aviation fuel.

### Thefts

Agents arrive early in the morning at the Tendell Industrial Center. TIC has been a center of high-tech industrial work, and secret governmental contracts for the last ten years. With computer use, the following reports, filed by the below-listed companies, can be traced. All thefts occurred within the last four weeks.

- A) STEIN INDUSTRIES  
This aerospace firm produces parts for jet engines. A small prototype of an orbital booster module was stolen.
- B) KNOX SPECIALTY FABRICATION  
Has been twice plagued by inventory shortages of steel and sheet aluminum. A 700 pound welder vanished, as well as most of the tools in the testing lab.
- C) MAYNARD TOOL  
Lost a vertical milling machine that weighs 800 pounds.
- D) CONCRETE FABRICATORS  
Is frantic about the lost a case of low-yield explosives. Each of the 50 sticks has a blast potential of 75 points.

### Search

Data gained during the day will lead the Agents to nothing in particular. If they explore the area on foot, they have a 20% chance to see the boat in the lake and the shack on the far side. The boat other than having a fishing pole and lantern, is empty.

### The Shack

The shack contains an old man hiding in the corner and babbling hysterically about "I seen 'em walk across da lake...Right on water dey did...Right past my boat...On water..."

### Police Call

It is the evening, Police monitoring will pick up a serious disturbance at the Banton Electronics Research Center, where a Guard fired several shots into an intruder. The intruder quickly vanished into the night though the Guard swears he hit the man several times.

Hellsnight

Banton Electronics manufactures small electronics packages for satellites as well as guidance computers for aircraft and the newest prototype cruise missile. This small company is under very tight security, and only individuals bearing Special Government ID will be allowed entry.



## THE DIRECTOR

The Research Director, John Higgins, if satisfied Agents have been sent to help, will openly discuss the attempted thefts and share his opinion of Serb Spies trying to steal technology for their military.

Higgins will show the research facility and the seven prototype guidance packages designed for the U.S. Defense Department. He will then introduce the computer designer, an Ex-Polish Physicist, Dr. Kostolov, who excels in sharing opinions about his former government and his work to further the goals of America and freedom.

Higgins will show the high security vault where the guidance packages are kept during the night.



## That Night

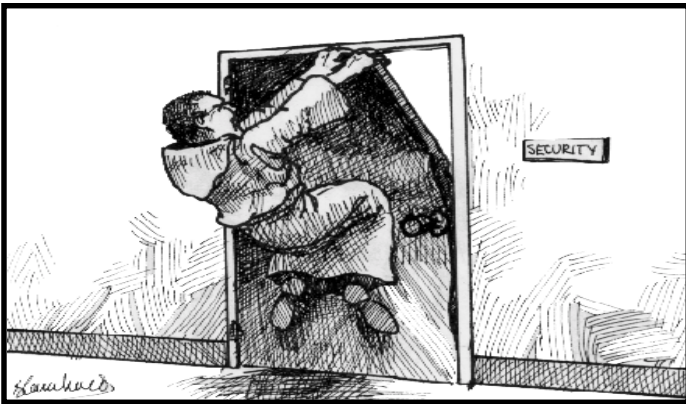
At 6 P.M., Higgens verifies the packages are safe behind a time-locked vault door.

At 2 A.M., the perimeter alarm will sound as a Guard is found unconscious. Within seconds, the plant is on security alert as an attack begins. On the second floor, a young man in a brown robe blasts through a window into the second floor cafeteria. He calmly walks across the room to the administration wing, where he begins to rip the steel door from the director's office.

Agents and security forces who attempt to deal with this unarmed intruder are brushed off like flies as they try to restrain him.

If shot, he will continue without a flinch or lost action.

It will take the combined gunfire of 300 WBD points to kill this individual who will simply stop, smile, and then die.



If not bothered, he will walk through the Director's Office and exit by ripping a hole through the security grating in the east window. At this point, a loudspeaker will announce: "All packages are secure in the lower vault, and sir, does that include the simulator Dr. Kostylov took home?"

Agents will discover the programming simulator went home for work with Kostylov, against company policy, as it often did. Higgens often breached his own security by allowing the Genius Workaholic to tinker at home.

## The Lake

The robed figure will vanish into the woods. If Agents are stationed at the lake, they see a lone figure walk across the surface of the lake, now still as glass. The old man in the shack will see this, and go into hysterics again. The figure will pause in the center of the lake and slowly sink into the depths if he is wounded or dying.

The home of Kostolov is within 5 miles of the base. Agents can be there in 6 minutes. They will find the Doctor dead of a heart attack, and the trunk of his car ripped open. The case of the prototype sits on the ground nearby, empty.

## Local Farms

Farms in the area are the common, peaceful, and dull places found in many a rural setting.

The only different establishment in the area is a commune left over from the 60's, called Jackson Pine Farm. Once a prospering trade center for hand crafts and information on self-sufficiency, it now is slowly decaying.

Morris Perdowski heads the 25 people and their children who still reside on the Farm.

## Tapping Bank Records

Tapping into local bank records will show that the Jackson Pine Farm is deeply in debt, and on the verge of going bankrupt. Nearly \$30,000.00 in back taxes will dissolve this Farm within six months.

Morris will push as much in sales as he can on Agents if he thinks they are tourists. He will talk and invite them to breakfast, lunch, or dinner. The more the agents buy the friendlier Morris will become. He tells them of life on the farm the Monks over the hill, and his problems with taxes and the government.

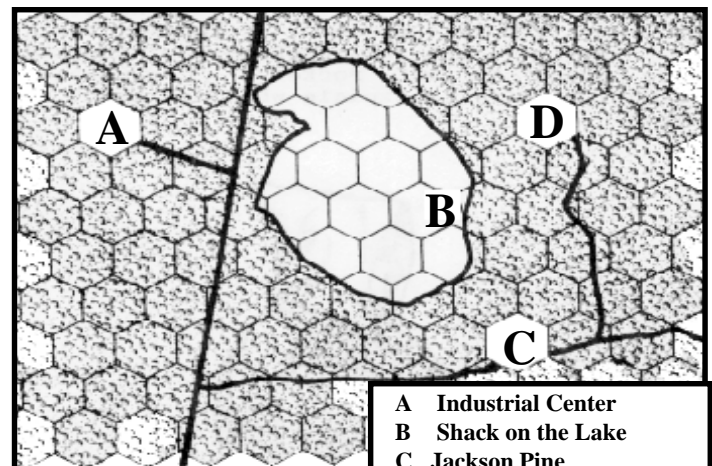
With Agents showing Federal Government ID and acting like they own his farm, he will give them a cold reception and all but ask them to leave. He will have little doubt they are from the IRS, and have come to collect his taxes...or worse.

## Monks

The monks of the Brotherhood of Epernay are a small order who have been in the area for the last 90 years. The remaining 16 monks lead a sparse life tending their gardens and flower beds. Brother Christopher takes them on a tour of all but the Main Chapel which he points at and shakes his head. He explains that it was deemed structurally unsafe in 1958 and had to be sealed until repaired. It was bricked shut to keep children out. He quietly confesses his Order is dying and the money needed is channeled to aiding Jackson Pine Farm, as well as the surrounding community. When his Order is recalled to France, in a month, the land will be deeded to Morris Perdowski.

Adjacent to the Chapel is a graveyard with a fresh grave covered in blooming flowers. If exhumed, the body of a Monk who has been shot will be found.

A careful check of the year 1958 reveals news stories of a series of nine strange deaths that started in New York, and ended near the town of Perry. A number of unidentified people were



found burned in stolen vehicles.

A 1958 Bureau 13 investigation is still on an open file. A further check shows this Order of Monks were recalled to France in 1955. At the same time, a local merchant ended up missing three tons of concrete.

## Truth

If Agents are truthful, and uncover their true identity and purpose, the Monks will inform them of their Secret Most Holy Mission which has been passed on since the 16th century. (The Monks have documentation to convince the most stubborn disbeliever.)



## Canticle

That same night the Monks will begin to sing a canticle (song of prayer) to gain the help to finish their Secret Most Holy Mission for all time.

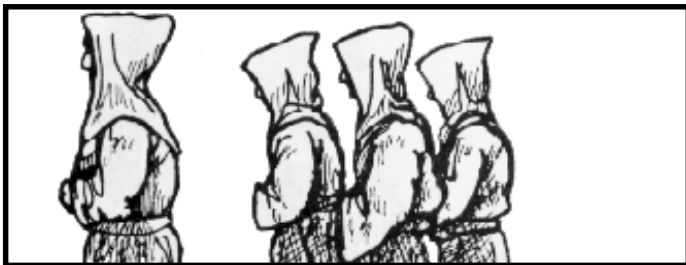
The voices in the small Chapel will grow quiet. The Agents will find the Chapel now empty. The basement door is heavily bolted from within. The Monks have gained access to the old Chapel from the basement tunnel.

The upper stained glass windows of the Chapel light as the canticle rings out again across the night. Four minutes later, an end to the canticle and the muffled thump of a blast is heard as windows crack, and a bell reverberates across the countryside.

## Nightfall

All is set for June 21st, the night of the acquisition of the final item. With the Monks, the Agents will now see the disposal of Levasobis, a lesser demon of disease, who has been loose on Earth.

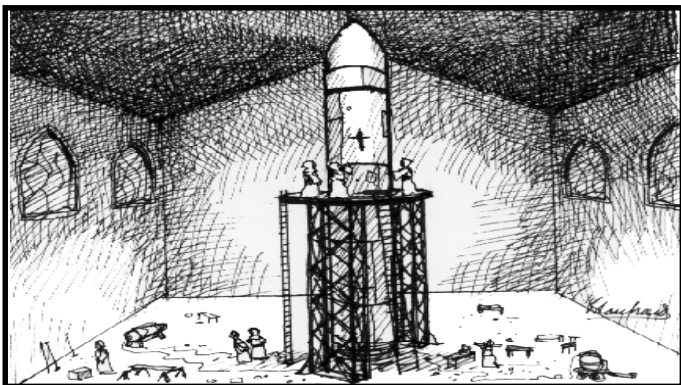
Guarded for centuries, it is now nearly free. The good monks are about to send it on a one-way trip into space. If agents break in, they will see the beginning of the bag being passed to the rocket. Christopher will quickly try to explain what is about to happen.



## The Chapel

The interior of the Church is a dusty mess of construction, tools, and a section of the floor ripped away to expose a concrete slab. Through the slab can be seen a 1956 Chevy with a hole torched in the trunk.

A complete rocket stands 35 feet in a gantry. A scaffolding and ladder leads to the top where a Monk waits at an open hatch. Every 10 feet, a Monk takes position for the final task they must accomplish. One of the Monks that should be in line is obviously missing. There is a single button on a control box at the bottom of the scaffolding.



## THE BAG

The Monks begin a final canticle as a small sack wound with gold cord, and a crumbling wax seal, is held up. Something in the bag squeals and the Monk quickly passes the bag. He shudders, and rots away in 10 seconds. The bag jerks as it is passed and the Monks

## Hellsnight

die, one by one. Christopher tells the Agents they need two volunteers to help them as they have lost two Monks. One to pass the bag, and the other to fire the rocket. The demon, entombed here since 1956, will be free in 10 minutes. At this point Christopher grabs the bag and passes it up the gantry. He dies.



Something small in the bag will squeal and scream that it is not evil, but good, and the real demons are trying to send him away. If ignored, it will offer rewards, a partnership, and a final curse on those who don't aid it. It will call Agents by name. The Monks continue to sing and pass along the bag.

The last dying monk shoves the twitching bag into the rocket and closes the hatch.

The rocket will launch 20 seconds after the button is pushed. The Chapel will burn to the ground.

There is a simple end to this adventure. The Monks must be aided to dispose of the bag of remains. Whether by the method the monks have devised, (which will work, if not damaged by gunfire), or by more sophisticated methods, like using the National Aeronautics and Space Administration to Shuttle it off of Earth.



## The Nature of the Daemon

Unfortunately, the nature of the demon will be a problem to any handlers or support personnel. If the Agents have done their research, they will realize the nature as well as the extreme danger of Levasobis the Shunned.

## Helping

Any Agent who aids the Monks by passing the bag, knowing what it will do, has a (MRE + PIE + d10) percent chance of survival. If the Agent survives, an experience bonus of 5000 points is in order. A second bonus gives the agent a permanent boost of d6+1 to his or her MRE score.

## Blessing the Bag

Blessing the bag will add d4 weeks to the protection of the seal holding the demon at bay within the bag. Blessing the bag by touch decreases the bags chance of killing, that is effectively doubling the chance of survival score. The Agent blessing the bag must roll his or her chance normally.

## Blessing the Rocket

Blessing the rocket will ensure it launches. This insurance covers the launch, not the flight. Anything is possible when the rocket heads for space.

## Chances

- 01-50 Satellite reaches orbit and stays in a stable orbit for d10 years before reentering.
- 51-75 Almost reaches orbit and falls back into an ocean.
- 76-85 Almost reaches orbit and falls back onto land in a remote area.
- 86-90 Satellite falls to earth in a populated area.
- 91-95 Satellite is recovered as Space Junk in d20 years
- 96-98 Rocket explodes and drops the satellite within 4x d100 miles of the launch.
- 99-00 Reaches Orbit and is catapulted out of the Solar System by chance or divine intervention.

## Ending

Stopping the Monks' disposal project will not automatically release the demon unless the sealed bag is opened, or destroyed by explosion, fire, or the rocket detonating (d4x1000 damage) in a huge ball of fire.

## Release of the Deamon

The release of the demon Levasobis will be a fantastic sight as the bones assemble themselves and body mass is formed from smoke or bits of organic material. It takes the form of a warped and rotting 5 foot man with a pig's head and bat wings.

Levasobis will proceed to thank the group by killing or infecting them with a slow, rotting form of incurable leprosy before he heads for Toledo, Ohio.

Even if successful there might be a chance of the rocket hitting a Soviet Orbital Space Lab...a passing airliner...or even falling back to Earth...

And if the Agents were dumb enough to make a deal with Levasobis...well...



# Levasobis

*The Shunned*

## RANK

U Unranked

## MRE

95%

## WKP

9,000

## TALENTS

Medicine

## POWERS

Cure/Create Disease

## HISTORY

Sometimes called the Lesser Demon of Disease, this malignant resident of Hell has walked the Earth on numerous occasions. Specializing in the creation of new and virulent diseases, he has continually wreaked havoc upon mankind throughout the ages.

Allowed to roam free for most of the Dark Ages, Levasobis was finally banished from Earth in 1344 by a small group of monks who gave their lives in order to seal off the gate they had used to rid Earth of Levasobis.

Then, in the year 1665, Levasobis returned to earth during a botched summoning by a novice self-trained magician in England.

The demon graciously thanked the inept magician, and breathed the Pneumonic Plague into him, and thus began the Great Plague of London. The dreaded disease quickly spread by rats, as well as mankind, to the far corners of the Earth.

Free to spread disease at will, Levasobis resumed his reign of terror, until finally contained by another group of brave monks who imprisoned him in a blessed bag.

The blessed bag held the demon, but over time, its power began to fade and realizing that the demon would soon be able to escape his prison, Bureau 13 was contacted.

Bureau 13 sent a dozen agents to investigate the incident, and finally concluded that the whole situation could be solved by simply encasing the bag in concrete. In the process of transferring and entombing the bag, numerous monks and Bureau agents perished as they came in contact with the bag.

In the end, 17 Monks, and 8 Bureau agents lay dead.



## Levasobis Stats

STR:	10	INT:	14	THR:	11
CON:	30	WIS:	15	DOD:	13
DEX:	13	LCK:	08	ACC:	10
AGL:	16	CRZ:	02	STB:	98
SNS:	20	MRE:	95%	PIE:	18
HPT:	260	MCD:	15	WKM:	9000



# ROACH HOTEL

Very few people noticed the disappearances of individuals from the “Flaming Bananas” street gang’s territory in the slums of New York City. Only a rival gang took note of the subsequent disappearances of more individuals from the Flaming Bananas, turf, but they still went unreported.

That was last week...Now, the disappearances are occurring with a higher frequency, and people are starting to notice...

A dozen people saw the thing as it scaled up the side of a building, but as this was New York, nobody really payed much attention.

The city started to care when a cop vanished during a raid on a local crack house, and his hysterical partner was sent to Bellview Hospital when he claimed that a “Six Foot Cockroach” pulled him out of the bedroom window and said “Excuse me.”

## THE REPORT

A local reporter picked up the odd story, thinking it was funny. Bureau 13 picked up on the story, and Agents were immediately sent to investigate.

## New York City

As Agents investigate this case, they will quickly learn their vehicle is an open invitation to each and every car thief in the neighborhood. Second only to car thieves in Detroit, the automotive underground will have the tires and engine removed if the Agents leave their vehicle unattended for over 40 minutes. If anti-theft devices are active, the stripping or theft will take an hour longer. If a vehicle stays in one place for an extended period of time with Agents inside, they may find it gently placed on blocks, and the tires removed when they finally depart the vehicle.

Any parking over 15 minutes will result in d4 graffiti artists hard at work decorating the vehicle with “neon” paint. There are also street gangs of mixed ethnic origin who stake out their turf and wait for the unwary.



## The Bar

Agents will be “pegged” as cops when they enter the area. An 18 year old named Jerome Manuel Rodriguez will attach himself to the group to make a few bucks and report back to the “Latin Kings” street gang. Given time, Jerome will become a valuable asset and can help rally support if needed by Agents. Trust goes far, but money goes all the way in this paraphenomenal occurrence. If paid well, the locals will realize that these aren’t the cops, but probably Mafia. The best place for contacts is Lucky Dean’s Bar.

If Agents do not make friends with these people, they will gain no cooperation and will bog the scenario down until they



figure the reasons out from a handful of clues.

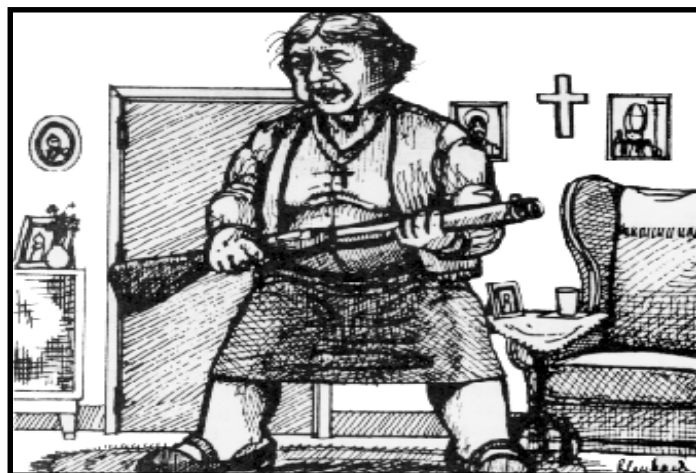
Sightings of the Roach are concentrated around a five-block area. The second evening Agents are in the area, there is a report of an hysterical woman with a shotgun who says her husband Miguel was taken from a fourth floor bathroom by the Devil.



## Carmen

This is Carmen Lopez, 51, wife of Miguel Lopez, 55, who is now missing. After being disarmed, she will cry and babble is Spanish about a Devil that carried her husband off.

The police will take a report, and one will say to the Agents: “She’s nuts.” The police will then depart the scene. If Agents first try to help and believe her, she will later do all she can to gain information to help them.





## Historical Research

Newspapers will list events like this happening for at least 75 years in this same area. Sightings of a “Monster” started in 1870, and have appeared at 20 year intervals. In each report the kidnapper became braver and braver. Because of the bizarre nature of these events and the subsequent investigations, police were hesitant to verify a large roach was indeed kidnapping a few people.

## Spotted

In 4 days the Agents will be contacted in the late evening by a gang member who wants \$100 for informing the Agents of the whereabouts of the Giant Roach he has just seen entering a building with Leon the Junkie slung over It’s back.

## The Roach

The building is an old abandoned store that has been slated for demolition. The front door is boarded closed, and the back door is bricked shut. The front windows are sealed.

If Agents break in, they find a door leading to the back rooms. The door suddenly opens and the creature is seen. It is quite literally a Giant Cockroach wearing a hat and coat. The Roach then yelps, and vanishes in an astounding burst of speed. Agents hear the door to the basement slam shut.



## Traps

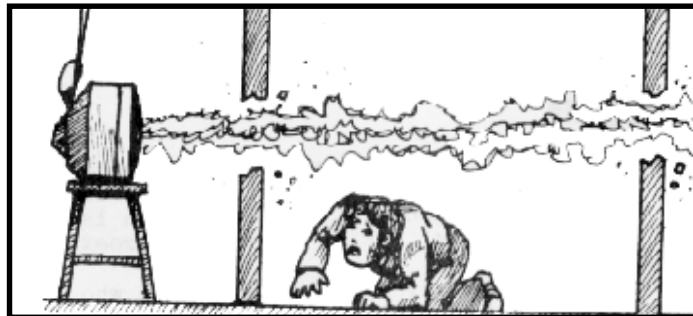
At the base of the stairs is a pool of water that hides a sticky substance that will instantly bind to any material that in not living. The patch of ‘stick’ is four feet square, and is immediately at the bottom of the stairs. An Agent running through this area will fall and be immobilized.



## Energy Beam Trap

The east door of the basement is closed. If the door is opened, it will activate a trap set by the Roach. Agents will have 2 actions to decide what they are going to do. At this point, the rigged television will spit out a single 24 inch wide particle beam through the wall on the other side of the basement. The beam will do 15d10 damage in the form of molecular disintegration. Anyone being hit by this beam will have a single action to duck or be critically damaged.

In the floor is a newly opened tunnel into a high-tech area. At the end of the tunnel is what appears to be an airlock to a space ship.



## The Airlock

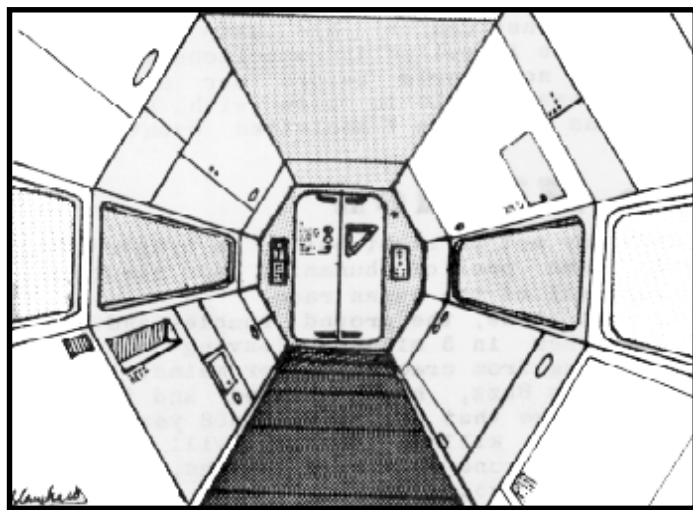
The airlock is a simple structure with a row of three buttons on it’s right side.

The top button opens the lock.

The middle button sounds a warning horn.

The bottom button closes the lock.

The interior of the lock extends 20 feet to the end in a second door which is identical to the first. It takes about 10 seconds for the airlock to cycle.



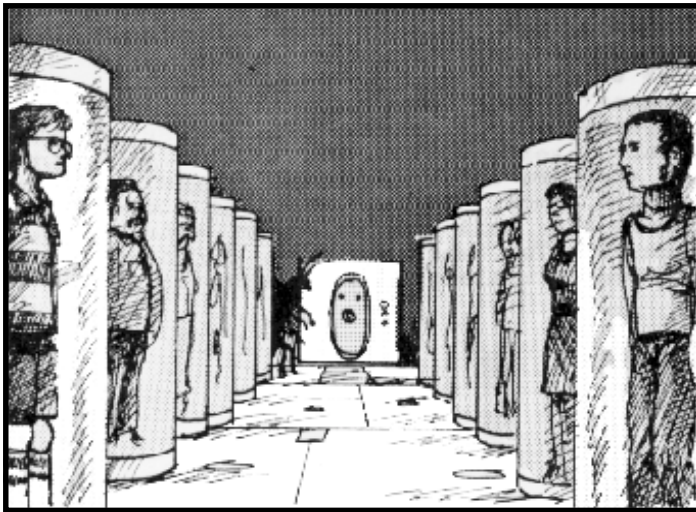
## Cargo

Inside the door are rows of people in tubes, and boxes of souvenirs of the Big Apple that span over a century. The Roach is partially hidden behind tubes, making gunfire almost impossible.

In a cartoonish voice he tells anyone who enters the ship that they will be atomized if they don’t leave immediately. He demands one more final specimen or he will “Blow New York City to Kingdom Come”. If Agents talk to this pest from the stars, they will find him amiable, but a little eccentric. He calls himself “Buzz”.

For the last century his ship has been buried, and he is collecting specimens to seed mankind on a new world before our





“Class Y” society blows itself to bits with nuclear weapons or fouls its environment to Eco Catastrophy as all “Class Y” societies eventually do.

### The Mission

Buzz may not be right, but he is preserving a wide gene pool of humanity and insuring the survival of the human race.

If left alone, the ground rumbles, and the ship launches in 5 minutes, leaving a large hole filling with water from broken water mains. If an Agent joins Buzz, they will be stunned and frozen for the voyage that will end in 458 years.

### Killing Buzz

If Buzz is killed, the ship will launch after a 30 second delay. If critically damaged, the ship will release the frozen people and self-destruct, leaving no trace of itself.

### Expansion

Agents foolish enough to enter the ship, find the Roach’s body armor acts like three inches of steel plate. While his temperament is 79, he will defend himself.

### ROACH, ALIEN (BUZZ)

**STR 68    AGL 26    ACC 14    DEX 15**  
**CON 14    HPT 107    WIS 10    LCK 13**

### More Expansion

This scenario is easy to expand into a much longer case. Various things may complicate matters such as:

### The Government

Operation Roach Bait has been in effect since 1970 when the governments super secret UFO agency, MJ-12 discovered Buzz. Since they have kept a close eye on him in the hopes of stealing technology. This is a vicious and nasty group who will hinder the Bureau or result to violence to continue their operations.

### Street Gangs

If the Agents anger the gangs, they will be continually harass until peace can be made or an open confrontation convinced the gang it is outgunned. In this case another gang will move in to help harass Bureau agents.

### Hellsnight

## The Underworld

This area is a hotbed of illegal theft and drug activities. If the Agents confront the Mafia, there can be serious problems. The Mafia can be as well armed as the players, and will show no remorse at removing those government people. If the Roach kidnaps an underworld leader, there could be no end to the difficulties.

### Business

An exterminator firm suspects the Roach is real and has dispatched a crew to capture or kill the thing as a publicity stunt. they have no idea they deal with a potentially dangerous alien life form.

### Terrorists

Sonehow the Bureau stubbels over a group of International Terrorists bent on disrupting city life. Their cache of Fertilizer/ Fuel Oil bombs and surplus Russian weapons may present a formidable foe. These materials may also be left over and the owners realize its far easier to make a few bucks with their party store rather than blow up a building.

### Tabloid Reporters

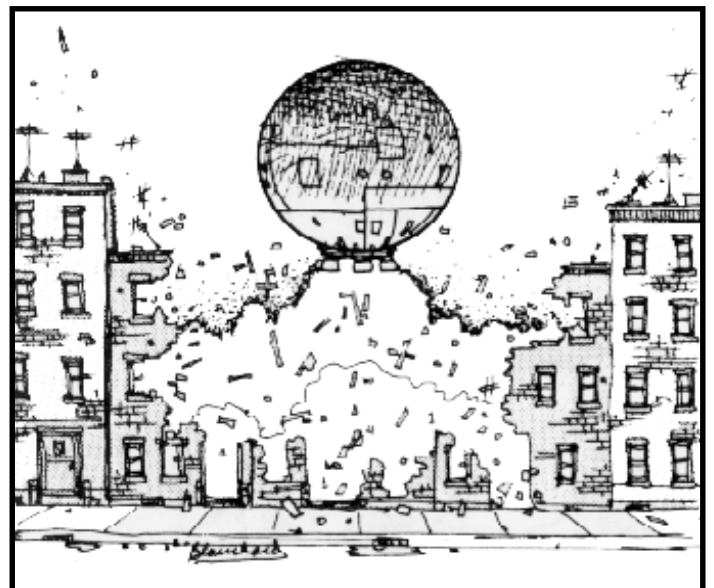
Always underfoot and jepordizing Bureau operations are those pesky reporters from the Weekly Inquiring Star. The underpaid reporters are searching for that 'Once in a Lifetime' news story that will catapult them out of the gutter and into a real newspaper job.

### City Engineers

By some Miracle, the city of NY has shown up with a work crew and is getting ready to demolish Buzz's building. This may throw a wrench or two into the works as the street is blocked off and the Donuts delivered. Dozers won't move without paperwork and the OK from the Union.

### Launch

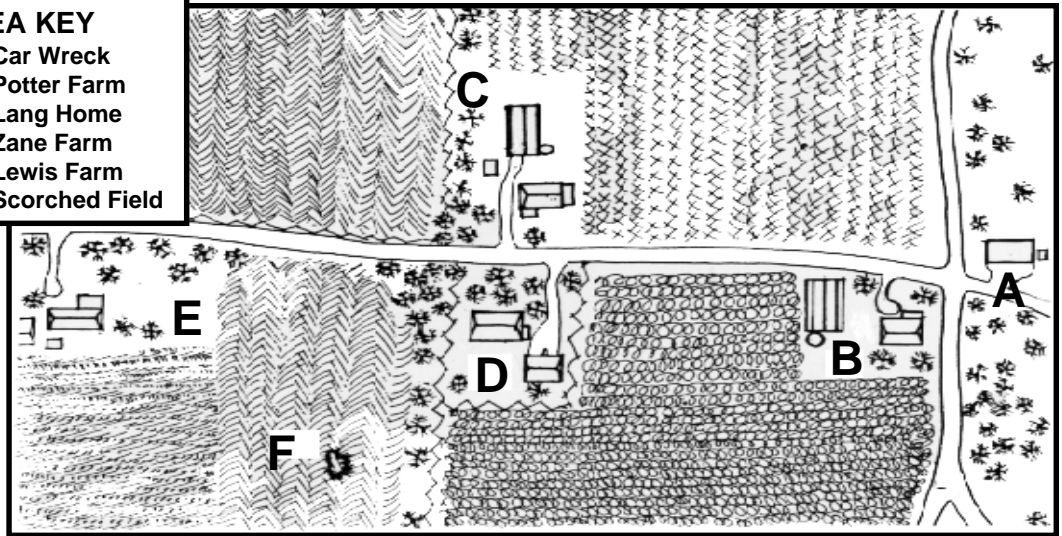
While the launching of an alien starship from the center of New York City would be a spectacular sight, only a few drunks from Lucky Dean’s and a gamer would notice, and far less would even care. It’s that kind of town.





### AREA KEY

- A Car Wreck
- B Potter Farm
- C Lang Home
- D Zane Farm
- E Lewis Farm
- F Scorched Field



## Serengeti USA

Police reports from Dundee, Nebraska would have had had no notoriety until a police cruiser was demolished on a spring night.

### The Accident

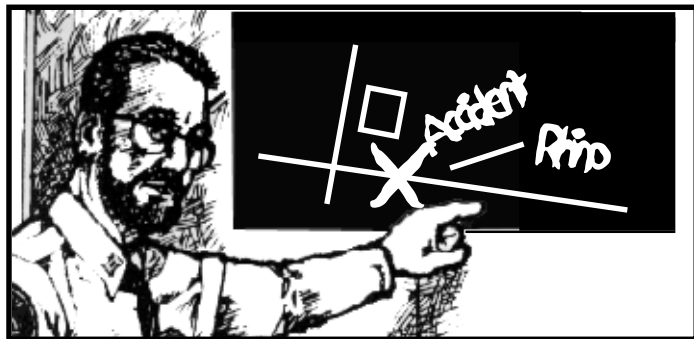
Hospitalized was Officer Gregory Davish, 41, a 15 year veteran of the three-man Dundee Police Department. Suffering from a fractured arm as well as a concussion, he claims his vehicle was struck by a large animal, a Rhino. No trace of the animal or another vehicle could be found, and the story of a "HIT-N-RUN FLYING SAUCER" story hit the wires, much to the embarrassment of Dundee's Mayor, Clyde Jackson.

### Mayor Taylor

The Mayor is a small, no-nonsense sort of man who sees the ruined police car, and wants to know where the other vehicle is, or whose stupid idea it was to investigate reports of giant chickens.

### Officer Davish

Talking to the victim will reveal Officer Davish to be a slightly disturbed individual who is worried about his job, and would like to know what happened.



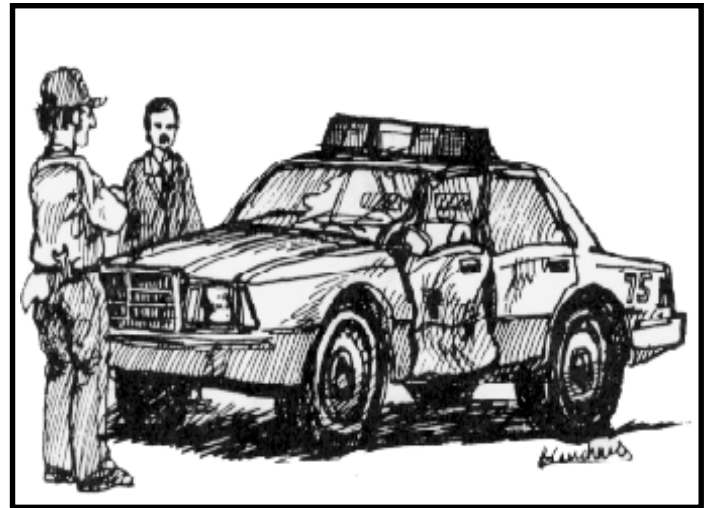
### Police Files

Police Files list five separate disturbances within the last three weeks in this area. Most of the reports have been made by Myra Potter, who lives at 3400 Willow Road (area "B" on the map), which is just east of the location of Davish's "accident" (area "A" on the map). Myra is a busybody trapped in a rural setting, with too much time, and not enough to talk about. She will invite Agents into her home and talk for d6 hours about the weird sounds

and her dead husband, Charlie. She will show Agents the sideways skid marks and the damaged trees where the police cruiser was pushed off the road.

### The Wreck

The police cruiser is at Simonson's Garage in Dundee. The door on the driver's side is caved in as if something had rammed it, and there is a 5 inch diameter puncture in the center top of the dent.



### Tracks

Tracks from the accident cross other odd tracks that lead east. These tracks are from small hooved animals, very large birds, and round, pad-like tracks with three toes. Use of computers will give a 70% chance of identification per track type. The tracks are: Rhinoceros, Thompson's Gazelle, Ostrich, and a few Baboon tracks. All lead from a central spot in the center of a field belonging to Ben Lewis.





## Fred Zane

Talking to Fred Zane, who lives at 3300 Willow Road (Area "D" on the map), is an enlightening experience of learning general farming as well as a lecture on the old southern philosophy banned by anti-discrimination laws decades ago. Fred is the area's last member of the Triple K Union.

Fred is proud of his son, Jack going to college and makes a point of talking about it. He has heard strange sounds but thinks it is probably his neighbors.



## Ben Lewis

Ben was an automotive worker in Toledo, Ohio, before he called it quits to the rat race of Union, Management, and Job Uncertainty. He moved to Nebraska to get away from it all, and now lives at 3200 Willow Road (area "E" on the map).

Ruth, his wife, and Shari, his daughter (who is away at college) also live here. Ben is liked by his neighbors, and has a friendly, jovial manner. Ben has tried to be friendly with Fred, his neighbor, but due to Fred's "died-in-the-wool bigot" attitude, Ben prefers to ignore Fred.



## Dinner

Ben will invite Agents to dinner if they tell a reasonable story about staying in the area for awhile. Ben is particularly happy about his daughter graduating from college, and informs Agents that she should be arriving later tonight. Ben will also tell Agents about his family struggle from poverty and shows the relics passed down the generations from Africa. Ben has heard strange noises, but thinks it's Fred.

## Carvings

These are carved figures from Africa that represent the life and soul of some of Ben's ancestors. Research will show these items to be either tourist trade items, or the rare, actual items that Ben claims they are.

Ben takes the Agents on a walk around his farm, talks about his daughter, and makes a few references to his "fool neighbor".



Hellsnight

## Jack and Shari

Just before dinner, his daughter is driven home by Fred Zane's son, Jack, who goes to the same college as Shari. Jack and Shari have been friends for years, even though Fred would have a fit if he knew his son was "over THERE".

Ben, though happy to see his daughter, gives Jack a few side glances. When Ruth invites Jack to stay for dinner, Ben winces, and his wife kicks him. Dinner for everyone is quiet. There seems to be a tension in the air. When Jack asks how his father has been, Ben replies sarcastically, "Same as always".

Both Jack and Shari seem a little withdrawn at dinner, like something is definitely wrong and the two of them are hiding it. Side coaxing by agents will hit a wall of silence.

Computer checks on state or local records will show both of their names recently filed with the County Court System. The file is under Marriage Licenses and was dated a week before.

## Later

Later that night, Agents watching the field will see a flash of light just after 7:00 P.M. At 7:40 P.M., a second larger and brighter flash will discharge a troop of chimpanzees, who continue traveling west, as if they belonged in this area.

At 8:50 P.M., a third flash will disgorge an ostrich that travels north towards the road. After 20 minutes, both sets of animals will vanish in a flash of light. Captured animals will not vanish and are entirely what they seem.

The ostrich will run from Agents. The troop of 18 chimps will stand their ground, and eventually attack if threatened. The average adult chimps have human strength and the bite of a large dog. They are vicious and temperamental.

This is the first night. A second day will pass before anything else happens in the evening.



## Chimp Stats

STR:	17	INT:	04	THR:	05
CON:	15	WIS:	01	DOD:	16
DEX:	12	LCK:	10	ACC:	02
AGL:	16	CRZ:	n/a	STB:	20
SNS:	15	MRE:	15%	PIE:	n/a

HPT: 065    DAMAGE BI04

With a Temperament of 20 it's best to leave these frightened animals alone. They could be dangerous. They will attack as a group.



Hellsnight

## Small Surprises

After dinner, Ben joins his wife in the kitchen as Jack and Shari talk. At one point, Jack pulls a notebook from his pocket, and a small **gold band** rolls out to fall on the floor. Both Jack and Shari make a grab for the ring as Ruth walks into the room. Looking surprised, she quickly asks Shari to join her upstairs for a moment. Jack is obviously nervous.

As they return, Ruth has a peculiar smile on her face.

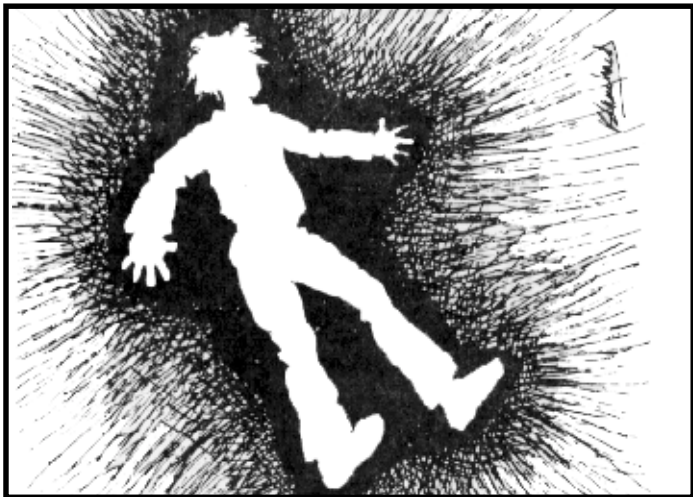
At this point, Jack says, "I've got to go." and heads out the door.

Ruth looks at her daughter and tells her she should tell her father.

Shari tells her father that she and Jack were married a week before they left college.

## Reactions

Ben is visibly shaken. He really likes Jack but realizes there may be a few adjustment problems with the neighbors, especially Fred Zane.



## SENSOR CHECK

Any sensors or observers will now detect a series of multiple flashes as the sky clouds over and a thunderstorm begins. Any Agents or vehicles within 30 feet of the area marked "F" on the map, will vanish in the next flash.

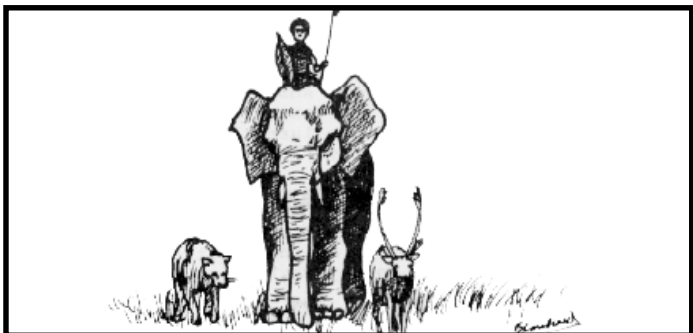
The other side of the flash is a vast plain covered in wild grass, with a majestic mountain in the distance.

They are in **Africa**, on the **Serengeti Plain**.

Facing them is an **African Witch Doctor** in full regalia, on the back of an elephant. Wild animals surround him, unafraid.

Overhead, a thunderstorm is raging, though it is not raining.

The **Witch Doctor** looks at the Agents and asks them if they are here to kill or talk.



If they kill the **Witch Doctor**, they will find themselves back in the farm field.

If they talk, they find his magic has seen the future death of one of his many great-great grandchildren. he will remedy the cause. If Agents agree to help, he raises a staff as Agents see a scene of Shari and Jack running as Jack is hit in the head with a rifle shot. In a parting gesture, he says time is near, and his magic is nearly exhausted for three trips.

Agents find themselves back in the farm field as the family confrontation begins.

## Without the Meeting

An hour after dinner an argument has begun at both houses. After two minutes the door to the Zane house opens and Jack runs across the field to the Lewis house. He is met by Shari and her enraged father on the porch.

Fred Zane is running across the field with a rifle screaming ethnic insults that would curdle milk. This is where Agents must act to prevent the death of Jack Zane.

If they have not met with the **Wich Doctor**, a massive electrical discharge will nearly blind everybody. Ben's Ancestor will appear flanked by a pair of Lions and head directly for Fred Zane. His mission is simple, kill him.

## Solutions

If any reasonable effort is used short of murder, it will be successful to cool Fred and Ben down to the point of only yelling at each other and their children. In time, they will talk and become friends at the birth of their grandchild in a few years.

If Agents have killed the **Witch Doctor**, Jack and Shari will run, and Fred will shoot at Ben as Ben tries to get the kids on the ground.. The bullet will hit Jack in the back of the head, and kill him instantly. In this event sequence agents have a few seconds to react and stop Fred before the fatal shot.

If Agents are seeing the **Witch Doctor** for the first time, Jack and Shari will run. In the confusion of Fred shooting a Lion, The **Wich Doctor** gains 20 actions in wich he will plunge a spear into Fred's chest.

As they watch he will vanish, so will the spear and the wound. Fred is still dead, apparently of heart failure.



## EXPERIENCE

Give players experience in the range of 1000 for a moderate success, 2000+ for a good success and 5000 if they avoid the violence and resolve the adventure in a simple way. Add other bonus points for acts of heroism or good thinking and teamwork.

Penalize them for killing the **Witch Doctor**, and any other senseless deaths.



## THE LAST PANZER

Power failures are common but not when they blanket a circular area of exactly ten miles. When there is no apparant cause, the Bureau begins to suspect something out of the ordinary. Such is the case in late summer when five successive failures plunge North Chicago's suburbs into darkness.

### Wire Tapping

Tapping into the power company's computer and phone services is the best option. Any other checks will mostly be a waste of time.

### The Power Company

Chicago Edison's offices are boiling with activity as technicians and the managemant frantically try to find the source of the mysterious power outages. The director William Hankins, will be found in a conference call to several substations, as high-ranking technicians are busy arguing the problem.

Technicians have pinpinted the center of the first two disturbances as 3453 Mason Drive, a secluded area with older homes. Technicians argue this residence had something to do with the problem of power outages, while management says its a hardware or a computer problem.

Management confirms the residence has been empty for several years, and there has been no power consumption on the property. The property belongs to an 92 year old retiree named Kurt Rudel.



### Kurt Rudel

Records of Kurt Rudel began in 1946 when he entered New York as a refugee. Born in Germany, he was an electronics technician who worked on the V2.

### Researching Rudel

An odd fact will come up almost immediately. There is another Kurt Rudel living in Waco Texas. This Rudel has the same birth date and other information seems to be a match on immigration data.

Tapping into IRS databanks and even more records will show a pattern of a quiet life as an accountant for a Firm that went out of business in 1957. Closer examination shows Rudel has been tapping into a near limitless Swiss bank account since the end of the Second World War. The account was originally opened by a Kurt

Hellsnight

Rugel. Over the years somebody has had cash transfered to the Bahamas.

Purchases of Airline Tickets have shown Rudel is a frequent vacationer to the islands, averaging a trip every three years and always by credit card.



Kurt Rugel  
Director of  
Special Weapons  
Project

**CLASSIFIED**

### Computer Search

Bureau computer files show no such technician ever existed. On a close name comparison, one historically notable name comes up. Kurt Rugel.

Kurt Rugel was a brilliant physicist who worked with the SS Secret Weapons Division.

His work involved projects so secret they were only known by Hitler and a few top aids. Listed also is his wife, Marta, deceased, and their son, Manfred, who with the small unit he commanded, were captured by the Russians and never seen again. More research into Russian files shows Manfred Rugel was never captured and his unit assumed lost behind American lines.

Further international research shows a reward still offered by the Russians for the capture of a number of Nazis, including Kurt Rugel.

### The House

The house is large, secluded, and easily accessible. The grounds are also patrolled every two hours by the police, who have received a complaint from the power company regarding the power outages.

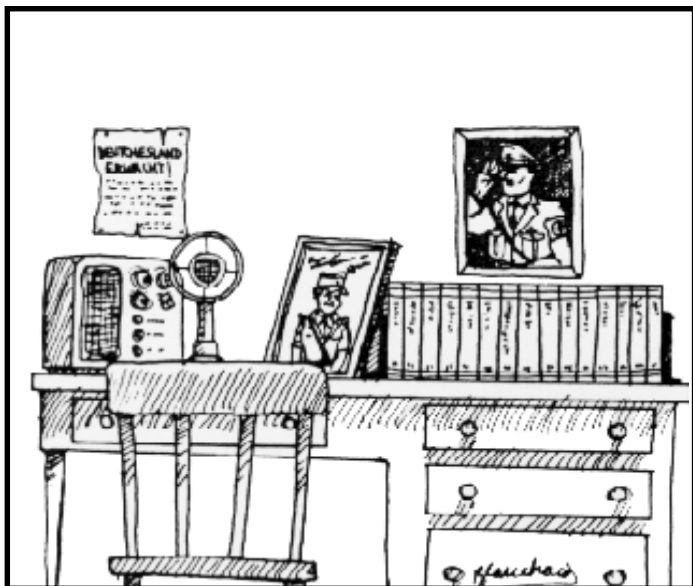
The interior is sparse, clean, and well cared for. The basement is an ultra-modern electronics work shop with a single steel door on the far side. A box and packing material litters the floor. the box was shipped from Germany a few weeks ago. There is no clue as to the contents. There is a card on the workbench written in German. It translates:

**"This belongs to you, old friend; It took a very long time to retrieve. Give my best regards to your son and his brave friends.  
Leibl**

### Willie Leibl

Willie Leibl is a junk dealer in Berlin. His actual name is Wilfred Loibl, an assistant to Kurt Rugel. If Agents fly to Berlin, they will find a short, heavy, obnoxious man who will give them no information. Harassment of Leibl will neet with his hitting a secret alarm to the local police. He will claim the agents tried to extort money from him. German Police have little humor.

Leibl will telephone the U.S. to talk to Rugel in his new location as soon as the Agents depart. Unlike Rudel, he has a death sentence still waiting for him in Poland.



## Grenades

Under the work bench is a case marked “Explosives” in German. Four of the twelve concussion grenades are missing.

The steel door has a key lock and a button pad. The button pad is a simple electronic lock. If Rugel’s German SS ID# is keyed, the door automatically opens. If the door is forced, it electronically drops four grenades, each with 300 points of blast. This will effectively destroy the small room on the other side of the door, and detonate over 20 gallons of gasoline to finish the evidence.

## Methods

The best way to get in is to cut a hole in the door, x-ray the system, and find the proper wires to cut or simply find the house’s fuse box and pull the main breakers before forcing the door. Cutting through the wall is also an easy way to get in though it will cost two hours. The exterior basement window can also be removed and while the space is too small to crawl through, it will show the gasoline drums and the three grenades hooked to the door.

## Room Contents

The room is 10x10 with a desk and chair. Also within the room are:

- 01 Picture of a young SS Commander inscribed in German: “To my father, Love, Manfred”.
- 02 Picture of Adolph Hitler.
- 03 15 volumes in German labeled “Wind Storm”. The 10th volume is missing. These are a set of rare Technical Journals. Inside the cover is a listing of this set being #1 of 3 existing copies. The data in the journals parallels Einstein’s Unified Field Work.
- 04 Old Radio.
- 05 Paper, pens, paper clips.
- 06 Empty notebooks, more personal effects.
- 07 A case with a 4 pound brick of 24 carat gold, imbossed with a Nazi Eagle. The box once contained at least 10 of these.
- 08 A few recent paid bill stubs from Master Chargit and Bank US listing purchases from a number of odd electronic firms, and the national supplier for electronic parts, Radio Shed.
- 09 Pieces of a warped, fused, and twisted TV antenna.

## Wind Storm

Research shows project “Wind Storm” to be a weather control scheme abandoned in 1942. Notes on the desk show it involved complex field effects and electromagnetic control that borders on the unbelievable possibility of gravity control with simple devices.

## Finding Rugel

Agents now have clues. If they monitor Master Chargit computers, they can find all purchases made by Rugel in the last month.

Many center on a shopping mall closer to Chicago. With careful tracking, Agents can eventually find an apartment within a mile of the center that the old man has rented.

## The Direct Approach

Directly approaching the man will only get a result of: “Go away, I’m an old man.” Agents who break into the apartment find it mostly empty. Opening the bedroom door shows a cart of sophisticated electronics hardware and an odd, umbrella shaped antenna on a tripod that is pointed out the window towards a park across the street. A final circuit board is set in a clamp and is obviously missing a few parts. The missing “Wind Storm” journal is here.



## Confrontation

If Agents confront Rugel, he will sigh, and argue that they don’t understand. If they allow him to finish with the last few parts, he will demonstrate what he has been unable to do for the last fifty years.

If Agents have broken in and destroyed the tripod mounted device, a beeper on Rugel will warn him, and he will simply leave for California. The books are on microfilm, and are carried with him at all times.

## Easy Capture

Rugel will eventually explain that in 1943, he was working on a jamming system that created a wide, dead area. From this, they made an accidental discovery of a field that warped the fabric of time and space, creating in effect a stasis field.

The idea was to place troops within this field and release them at enemy locations or deep behind enemy lines. He removes a small red crystal disk from a case he carries. He says, “this is the key to bringing our test subjects back.”

## The Machine

The final test was devised by the Fuhrer. Manfred Rugel’s command was chosen to be the test group moved by the device. It failed to re-open the hole. Now the needed technology is available, and his son can be returned to this world.



## Trapping Rudel

Rugel is basically a conscientious old man tired of running and obsessed with the hope of freeing his son. He does not want to harm anybody, but will fight if threatened. He has the final grenade and a .38 Revolver. He will quickly lock himself in the room with the machine and activate it. If not stopped in 4 minutes by the pulling of the apartments power, the field will begin to pull in electricity on its own.

## Rugel Befriended

He is sorry about the power outages but knows it is necessary to complete the testing before he knocks out almost all of Chicago's electricity for an hour during the final use of the machine.

Agents do not realize this unit, which has been perfectly preserved in stasis for all these years, is a mechanized Waffen SS group.

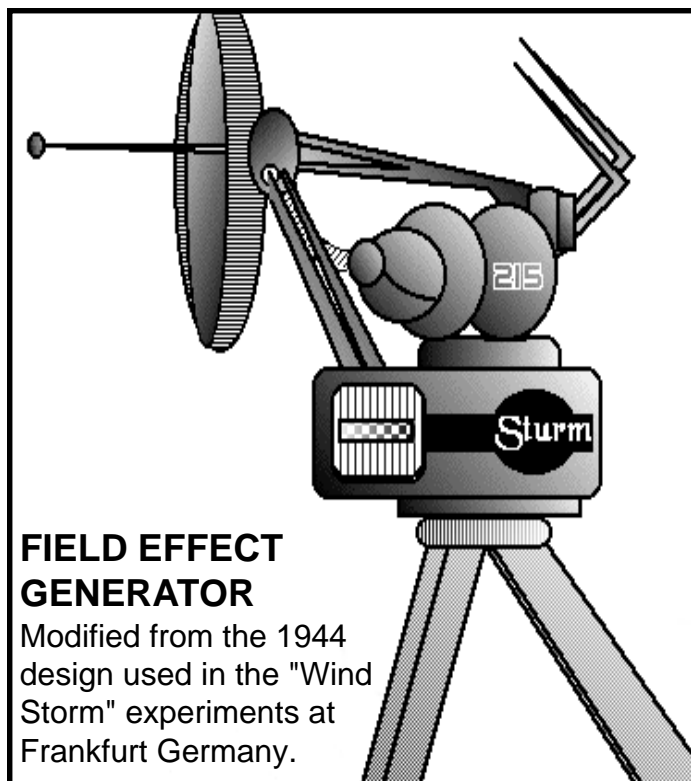
Activation of the machine creates a ball of blue light that intensifies to painful brightness and returns the Waffen SS unit to this time and place, as the machine burns out.

## Final Orders

The final orders that were given to Manfred Rugel were simple. When his unit returned to the world they were to move quickly to smash the US capitol and capture Roosevelt. They were to be released from Hyper Space as a similar operation commenced in London.

## Expansion

This scenario can be complicated by the addition of Hostile Foreign Spies, or the American Nazi Party, who will use the machine for their own twisted ideas. The Power Company could also become a major obstacle. Who is to say that the US doesn't try a similar project on a ship in an Atlantic harbor with the results kept secret. The Philadelphia Experiment is well known to the Bureau and still shrouded in legend and secrecy.



### FIELD EFFECT GENERATOR

Modified from the 1944 design used in the "Wind Storm" experiments at Frankfurt Germany.

## New Vehicles



### ECONO 5000, Utility Truck

LENGTH: 20'5"	TANKAGE: 65g	ARMOR: Body	25
WIDTH : 94"	MPG: 12	Window	12
HEIGHT: 120"	RANGE : 780 mi.	Wheels	14
SPEED : 80 mph.	WATER: -	Top	10
WEIGHT: 5,900	CREW : 2	CARGO: 18000 lbs.	

This standard truck serves as a cargo workhorse or a delivery truck packed with electronic espionage equipment. Its cab has standard CBW protection and an air system for four hours of use by two individuals. It comes with a built-in electric generator for the creation of "house current" in remote areas.

### Work Version

The "empty" work model comes complete with an internal winch system that has 8000 pounds of pull. Special jacks in the frame descend to anchor the Econo 5000 to the ground. The winch system can be doubled (two winches) with 5 minutes of work. Other cargo bay options include a 75 foot remote controlled arm with 1000 pounds of lift.

### Weapons

This vehicle can be fitted with of the Colorado RV's weapons as well as the 30mm chain gun. The chain gun takes half of the interior cargo bay for special mounting hardware that allows it to be raised out of the top, up to a height of 20 feet, and used with a coaxial mount. Bureau Weapons Division discourages this due to recoil problems and civilian visibility of such a devastating weapon.

### Special Weapons Placement

Most weapons systems are disguised into the frame of the vehicle or designed to appear as a standard part. Individuals with a skill of (Criminal Investigation 3) or a (Smuggling 2) will be able to notice these modifications if a close inspection is made. For this reason it is recommended that the vehicle be outfitted as a common Federal Xpress or UPS truck. Nobody ever notices one of these vehicles and they are common to every street in America and Canada.

### Vehicle Requisition

It takes an average of 24 hours to receive one of these vehicles from one of the Bureau Motor Pools. Add another d10 hours for outfitting with the Chain Gun or other specialized equipment like sprayers or Bane Launchers..

## NEW FRIENDS, ENEMIES, & NUSINCES



### Bell, Beck, & Crandle

Shadowing the activities of Bureau 13 are the three parapsychologists known as Thomas Bell, Jennings Beck, and Lyle Crandle. Formerly of Duke University's defunct Paranormal Studied Department, these dedicated professionals have formed their own organization to prove the existence of the supernatural.

These bumbling but brilliant sleuths of the strange often present a danger by being in hazardous areas and involved in events they are not equipped or experienced to handle.

Unfortunately, the three have a knack of ferreting out information vital to the Bureau and its agents.

### Edison Johnson

In 1977 he was a Power Company Lineman who discovered the existence of Bureau 13. Edison was considered for induction until he was struck by a bolt of lightning and spent a week in a coma next to an alcoholic comic book artist. Whatever re-circuited his mind is unknown, but the rambling of his room mate went deep and changed Edison's thought processes forever.

He has become the self-proclaimed master of Electricity and seems to have a near genius level skill in building nearly impossible devices. He is also crazy as a loon if not a dangerous crackpot. His goal in is formulating a plan to become a hero in the true comic book fashion. He tries to help the Bureau and the results are devastating.

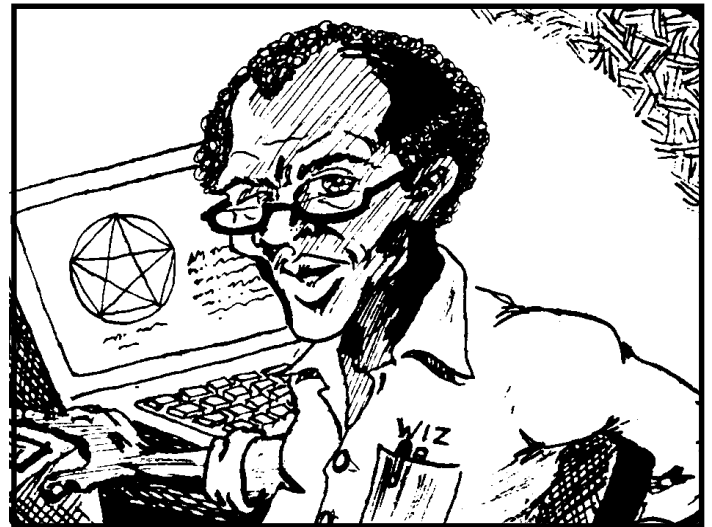
Edison is prone to causing blackouts, explosions, and headaches for the power company. He is prone to surrounding himself with moronic helpers who couldn't plug in a toaster if it bit them. Scattered across the US are his secret bases of operation as well as stocks of components and computers of near AI quality. Good or bad, the future for Edison is unknown.

## Wizard of Toledo

Master of modern occult, the Wizard is an expert in the field of "City Lore" and the new technological spirits that have come into existence in the twentieth century.

The Wizard appeared in late 77 just a month after the Bureau was devastated by unknown agencies. Speculation says he was a deep cover agent who was part of the original Bureau 13 Information Network. Being remote from the scene of the massacre, he immediately began to rebuild and collect remaining data files. The Wizard was also the first to re-establish the communication links with Field Agents who were about to file for unemployment.

It is no surprise that he has worked with Flash Jervis and assisted Ray Robertson with information that was thought lost or destroyed. As the Bureau has grown again, he has sunk back into



obscurity though he is keenly aware of activities that are happening. The Wizard will sometimes talk to Bureau teams, give them advice, and warn them of hidden dangers that exist when dealing with the new spirits of technology.

Current speculation says he operates from an old brewery on the East side of Toledo though nobody can seem to find it anymore, at least without a formal invitation from the Wizard. On rare occasion he will ask for odd pieces of high tech hardware that the Bureau Field Agents deliver to a warehouse in Maumee.





## Maxwell VonClank

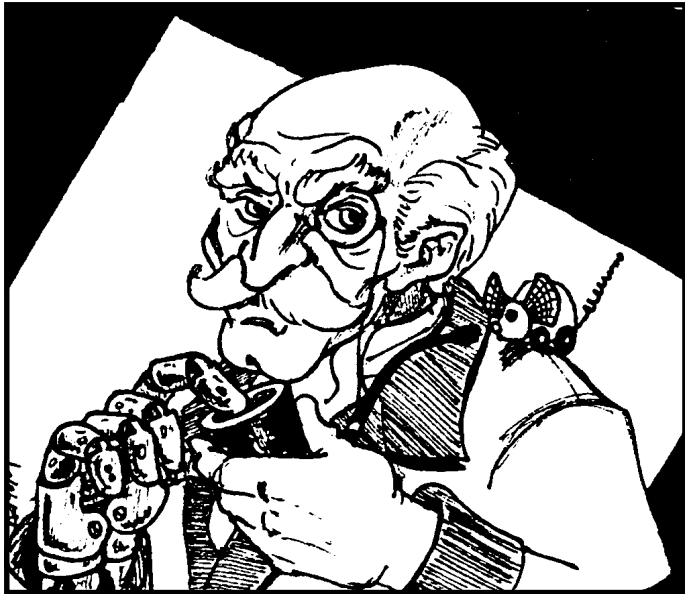
Ex-U Boat Engineering Officer, Maxwell lost an arm during the second world war. Within a month he had built a new one. This amazed his superiors in Berlin and they placed him deep in a secret lab until the end of the war.

The problem was Maxwell hated Nazis with a passion. He believed they were a slap in the face of the true German military and would lead the country to ruin. Of course, he was right..

His outstanding skills with watchmaking and a love of mechanics has given him a lifelong career as a manufacturer of the world's finest and most complex micro-mechanical devices.

Maxwell manufactures and tests his "toys" for Bureau 13 on rare occasions. Perhaps his greatest achievement has been the "mechanical rats" now used by Bureau 13.

Rumors abound that Maxwell was the Captain of the sub that took Hitler to Argentina or New Jersey. When asked about this Maxwell gives a sly wink and talks about the streamlined beauty of Sharks.



## Swamp Chuck

Master of nature and the magic of the bayou, Swamp Chuck is feared and worshipped by the people of Swamp Sunk, Louisiana. They are a clannish and very protective lot who treat Swamp Chuck with great respect when he comes to town for supplies.

Getting to Chuck is a problem in itself. His alligator and snake infested patch of swamp is nearly inaccessible by any transport except Air Boat. Even Fat Clem's Swamp Shuttle charges exorbitant rates to get near Chuck's shack. Fat Clem has been known to say "Put my haid in the mouf of a gater fer I go to that man, and you said \$500.00? Hop on board!"

Don't let Chuck's backwoods manners and odd habits convince Agents that they are dealing with a crazy man. Chuck is a master magician who creates charms for special purposes. These WKP batteries are immensely powerful if used for the right purpose. Chuck can also be a deadly enemy if angered.

On several occasions Chuck has broken his hermit-like existence to talk to Bureau 13 agents and aid them when there is a threat that could effect the peace of the bayou.



## Zontok, Master of All Space

Having crashed on Earth in 1908, this malignant entity is still looking for a way home and the Bureau wishes it could help him get there. He is Zontok, the self styled master of 'All Space', a tentacled horror with far too much appreciation of the human form and a lack of common sense only exhibited by Goshnar.

With a command of nano-robotics and high technology, the "Master" commands an army of followers controlled by small spider-like devices. What he does with these minions borders on the bizarre. He sends them out, from the hive, to work in menial jobs for Temporary Agencies. Moneys gained from his workers go to the rebuilding of his flying saucer and purchases from the Home Shopping Network on Cable TV. With the close of the 90's and the Millennium, he seems much more concerned with shopping then getting home.

The master has no concern for his workers or the adverse effects of the implants that often drive the victims to overeating and committing homicidal acts.

The Bureau has periodically raided Zontok's lairs and attempted to communicate with him. He has always slimed away to begin rebuilding somewhere else.



## Mechanical Rats

Mechanical Mice are a micro - miniaturized mechanical and electric system of planting sensors in small places. Basically the size and shape of a small rat, they are used as the eyes and ears of evesdropping. Use of Mechanical Mice requires a special console and support equipment contained in the Bureau Special Tactics Utility Truck. They have a battery life of six hours and destruct for 5x d10 burn.

### EYES

Color Visual  
Up to 10 Power  
Magnification  
Infrared/UV

### EARS

Sound  
Data  
Antenna

### MOUTH

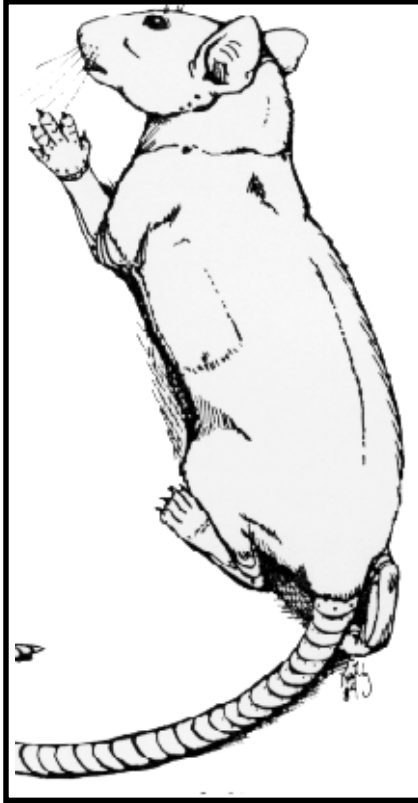
Wire Cutter  
Sampler

### WHISKERS

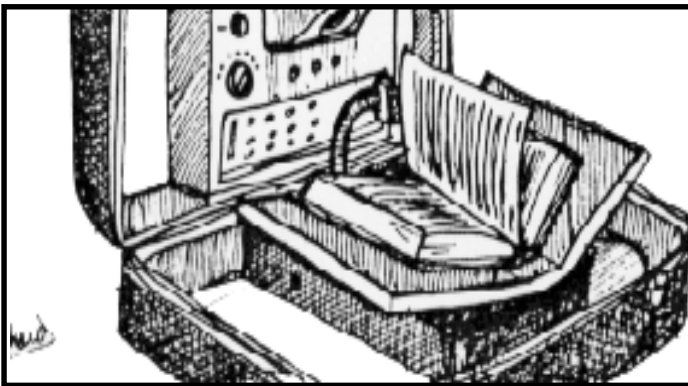
Temperature  
Radiation  
Voltage  
Humidity

### BODY

Grip (10 lb.)  
Push (1 lb.)  
Move (5mph)  
Tail .251 Drill Tool  
Drops (10 bugs)  
Waterproof



These devices have a cost of \$50,000 each with maximum number of d4 available per year.



## Data Reader

The Data Reader is a briefcase-sized link to computer systems that automatically flips book pages at a rate of 2 per second, storing and relaying the data to Bureau computers.

This is a boon to the translation and use of masses of information that must be sifted through to find small details or dates.

This new device will also decipher most handwriting with a 95% accuracy. It is often used to read cursed books.

HellsNight



## Bureau Tactical Robot 066c

The BTR is a radio-controlled robot used to move dangerous material, alien devices, magical tomes, or radioactive waste that could be hazardous to the handler.. With a receiving range of 1 Mile, it is linked to a Lap Top computer or a Bureau RV .

This device can also be used for espionage. It has a full audiovisual range as well as two hidden manipulator arms and a third long reach arm capable of extending 16 feet.. The end of the arm has a handy Mini-cam for easy use of the manipulator fingers. The downside to the long arm is it can only hold a 2 pound package. The main body also contains a small vacuum and fire extinguisher. It can amplify the voice of the operator.

Disguises for the robot include the ever handy garbage can that it comes with 25% of its upper internal capacity empty or with a sack of simulated garbage. Another disguise is the child's Japanese Monster Robot shell that simulates a broken electronic toy. Other disguises include the pile of leaves or empty cartons.

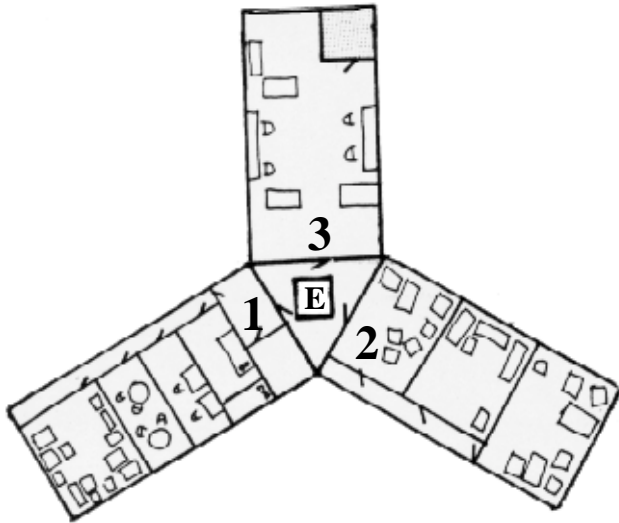
The BTR device is designed to be cheap and disposable. Before it destructs an option lets it eject its component and computer package for reuse. It destructs for d100 +250 points of thermite burn damage.

## 30mm Chain Gun

CHAIN GUN 30mm				IIXM23OEIII					
ROF	4+	AMO	FGITX	PB	VS	SH	ME	LO	EX
ROL	-	CYC	26a	-6	+0	+5	+5	+5	+5
CAP	2200	WTE	-	EFFECTIVE			EX+		
CIR	1982	MIS	1%d	18d			13d		
HSM	+8	KDM	+10	SPC (-)					

Helicopter mounted, the chain gun is a special weapon for disposal of vehicles and larger monsters. An integral sight built into the user's helmet and visor gives a +5 to all accuracy use (as noted above). With skill in this weapon the user gains +2 on accuracy per three levels of skill. Can also be mounted on special hydraulic pod on top of the RV. (\*30mm\*)





## Supply Dump Design

Supply dump #14 is a standard example of supply stations maintained by the Bureau and its allies. The first of these were built in the 1950's and estimates tell that there are 60 of these across the US and Canada. Due to damaged records, only 32 are known with another 4 destroyed by natural causes or flooding.

The center floor of the warehouse has a small equipment elevator capable of moving a 6x6 foot box. Below are three rooms.

### AREA 1

18 x 56

Sleeping and Radio or Computer Center, a barracks complete with beds, bath, wardrobe, and kitchen stocked with three months of military rations for 10.

### AREA 2

18 x 56

This is a supply dump packed with general equipment. There is an armory for weapons, ammunition, and explosives in very limited quantities.

### AREA 3

18 x 56

This is the small testing and processing lab common to these facilities. A machine and work shop fill the remaining space. It is stocked with raw materials and electronic replacement parts. At the end of this room is a 6 x 6 specialty room with double airtight, steel-alloy doors that can function as:

- A HIGH TEMPERATURE FURNACE  
Used for waste or special disposal, it can heat constantly from 60 to 2000 F.
- B COLD ROOM  
Used as a freezer or large ice box.
- C HOLDING TANK  
Used for quarantine or prisoners. It may be flooded with water or chemical/gas.

### Access

Most of these installations are accessed with special key or card. Dumps can be self-destructed with use of the computer or hidden key switch behind the mirror in the bathroom.

## Deep Woods Survival Dumps

Hidden across the US, Canada, and Europe are the survival bases used for emergencies.

### Rest Area

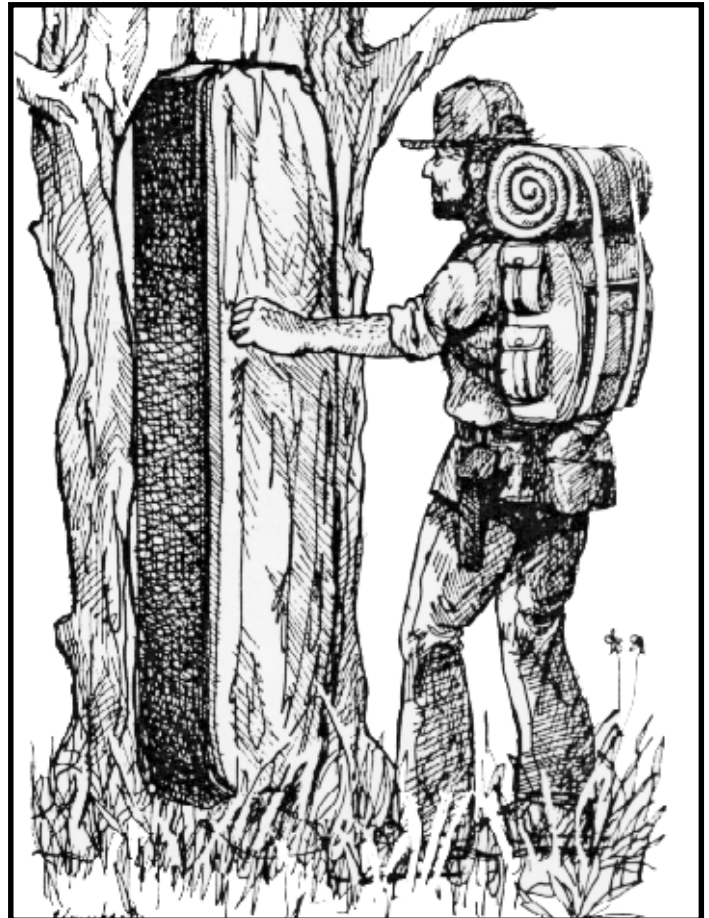
10 x 10

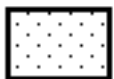
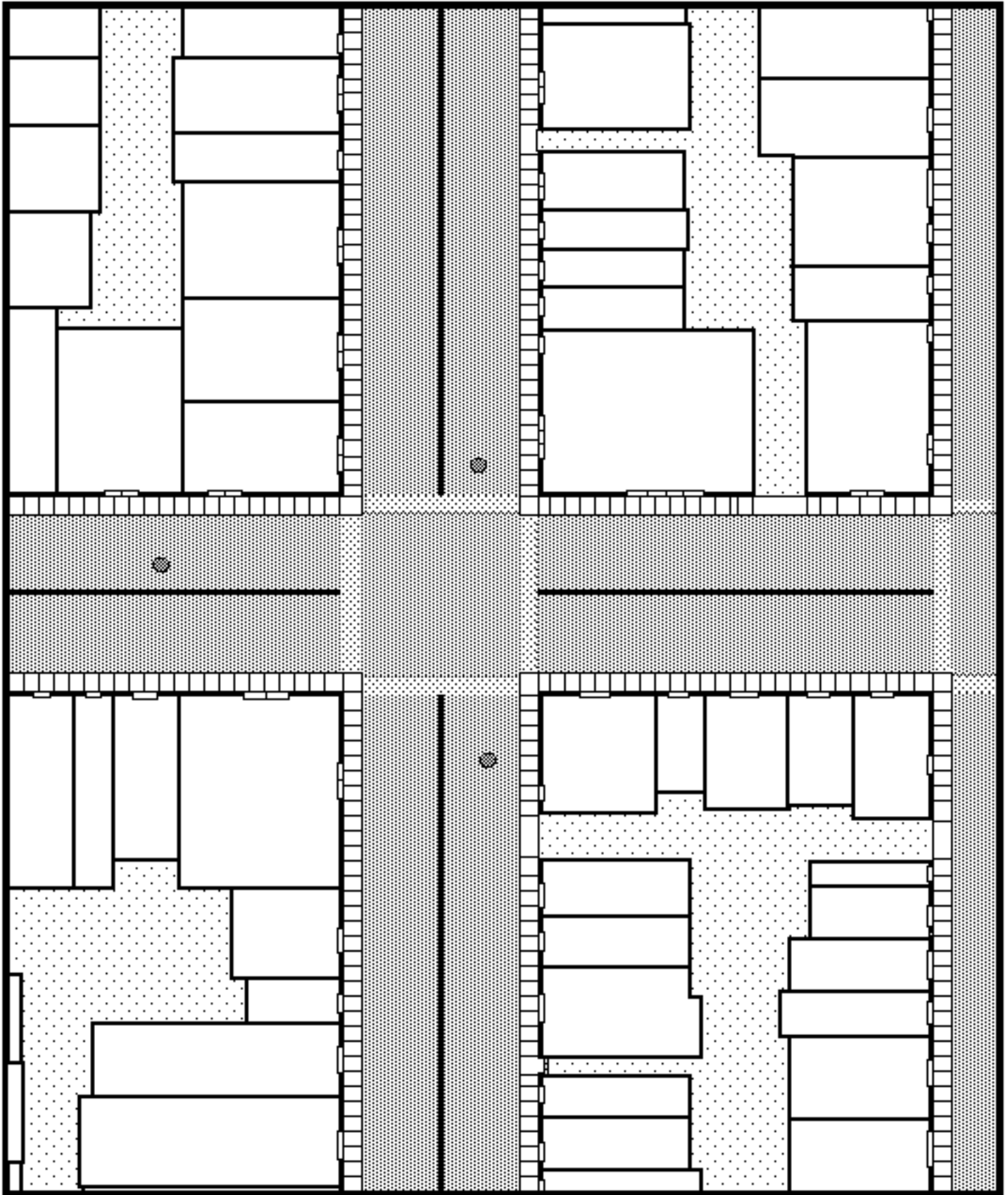
Hidden doors or 3 x 3 elevators lead to these small apartments. Containing a shower, bunk, and computer terminal they are the most common of installations. Wall shelves hold ammunition, food, and a limited amount of general day-to-day equipment. These shelters can be set to cremate their contents with a thermite self-destruct package that burns for d100 +200 damage.

### In Storage

CHANCE ITEM IS  
IN STOCK

Document Designer or Laptop Computer	25%
\$2000. Cash Pack	50%
Handgun with 200 Rounds	80%
Grenades (d4)	40%
Clothes	30%
B.L.A.S.T. Kit (varied)	20%
Ration Packs (d4 weeks)	80%
Radios or Communications Eqpt..	65%
Tools	75%
Plastic Explosives Equipment	15%
Ballistic Armor	25%
Shotgun or Rifle with 200 Rounds	30%
M79 with 20 Rounds	10%
General Medical Kit	75%
Anti-Toxin Kit	50%
Field Surgery Kit	40%
Disguise Kit	65%
Emergency Medical Kit	75%

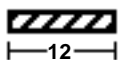




Alley



Street



12

# Generic City Map



*Terror on the Streets of Detroit*

# *All Hell Breaks Loose*

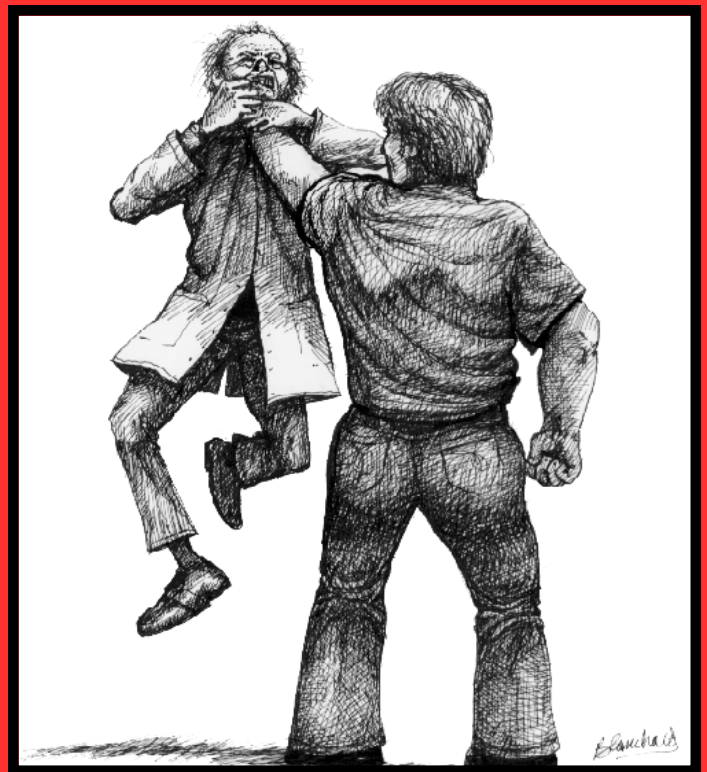
## *Midnight*

*It is a quiet night in downtown Detroit as the first in a series of bizarre murders takes place.*

*Bureau 13 quickly arrives.*

*Agents are sure they know the answer as they see the holes in the neck, but it is more, much more than a Vampire.*

*...Hellsnight has begun.*



*Hellsnight is the first Bureau 13: Stalking the Night Fantastic supplement filled with adventures for the hunters of the paranormal. Seven new adventures and new information to expand and supplement your Bureau 13 game. This module can be used with any Modern Paranormal RPG.*

Bureau 13  
HELLSNIGHT  
Adventure  
Module

**#3010**

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