

STALKING THE STEEL CITY



BUREAU 13

OG # 305

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Stalking The Steel City

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Bureau File: Pittsburgh, PA
Pittsburgh Ripper
The Overby Incident
Rain, Rain, Go Away
Warped For Good
Satanic Coven
Bureau File: Joshua Frederick Knecht (with Victor Smith)
Bureau File: Society for a Creative Anachronism
Bureau File: Known subscribers to Occult Magazines in the Pittsburgh Area
Bureau File: Heart Sacrifice
Smith's Books and Papers
Skyhook Grapple Gun
Glue Grenades
Glue Net
Sonic Cannon
Screamer/Flash Rod
Sonic Mask
Kirilian Camera
Graphic Overlay Video Jukebox
Bio-Bag
Stingball Micro-grenades
Sky Eye

J. P. Withers

Hell's Alley (with Bruce Sheffer)
The Parton Affair
Bureau File: William Marvik
Multi-Purpose Robotic Frame
Micro Phone Phreaker
Micro-grenades
Computer Controlled Missile Pod
Combat Suit Mark I

Matt Kelly & Lloyd Sowards

Weather Maker

Cover By Mark Poole

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Interior Art

Mark Poole:

Pittsburgh Ripper
Rain, Rain, Go Away
Satanic Coven
Bureau File: Pittsburgh, PA
Bureau File: SCA
Bureau File: Heart Sacrifice
Smith's Books & Papers

Cline Siegenthaler

Splash Page
The Overby Incident
Warped For Good
Back Page

Chris Haynes

Hell's Alley
The Parton Affair

Jason Thomas

Bureau File: William Marvik
New Bureau 13 Equipment

Bruce Sheffer

most floor plans
PRGU then

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Disclaimer

All events, places, people, businesses, institutions, and things occur in an alternate universe (specifically Alternate +13, see

FRINGEWORTHY: Alternate Platforms) and should therefore be considered fictional in all ways. All religious practices, political views and ethical bents are those of the characters. Outpost Games supports only behavior of a positive nature. Remember, **BUREAU 13** agents are the good guys.

Stalking the Steel City C1992 by Outpost Games

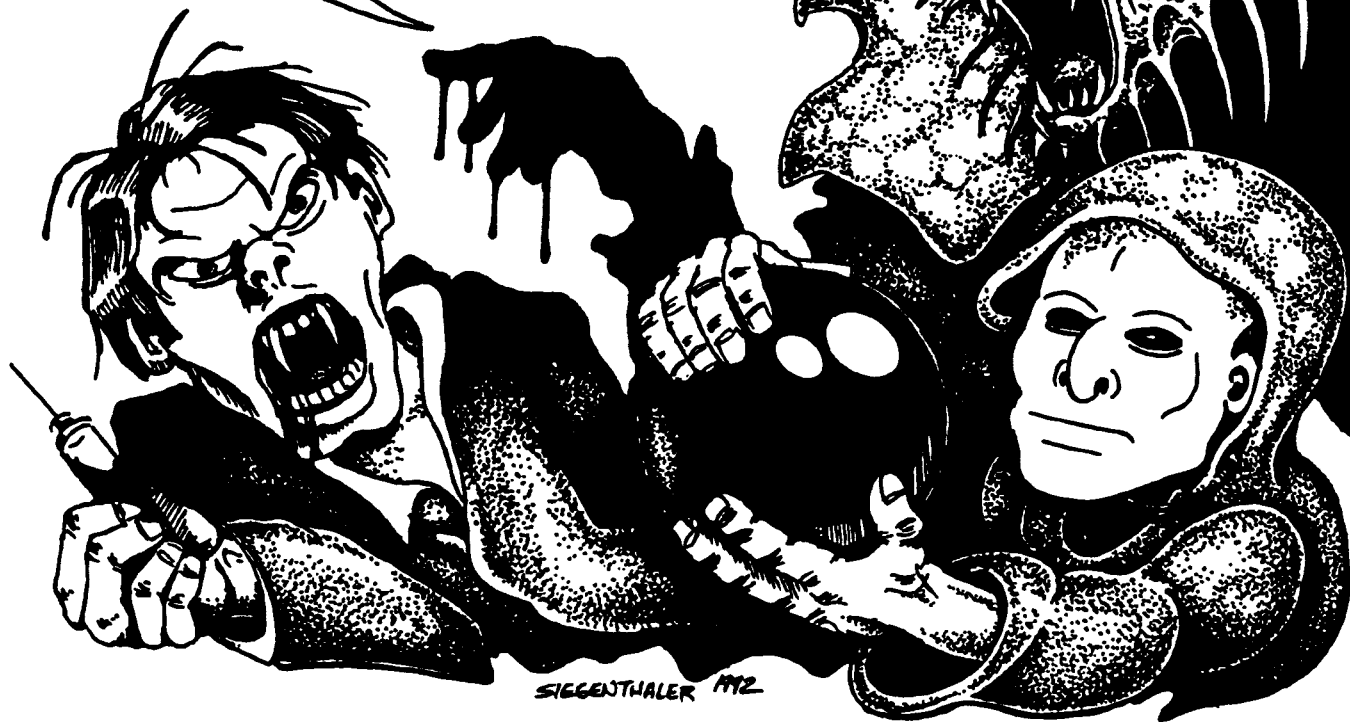
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STALKING ^{THE} STEEL CITY

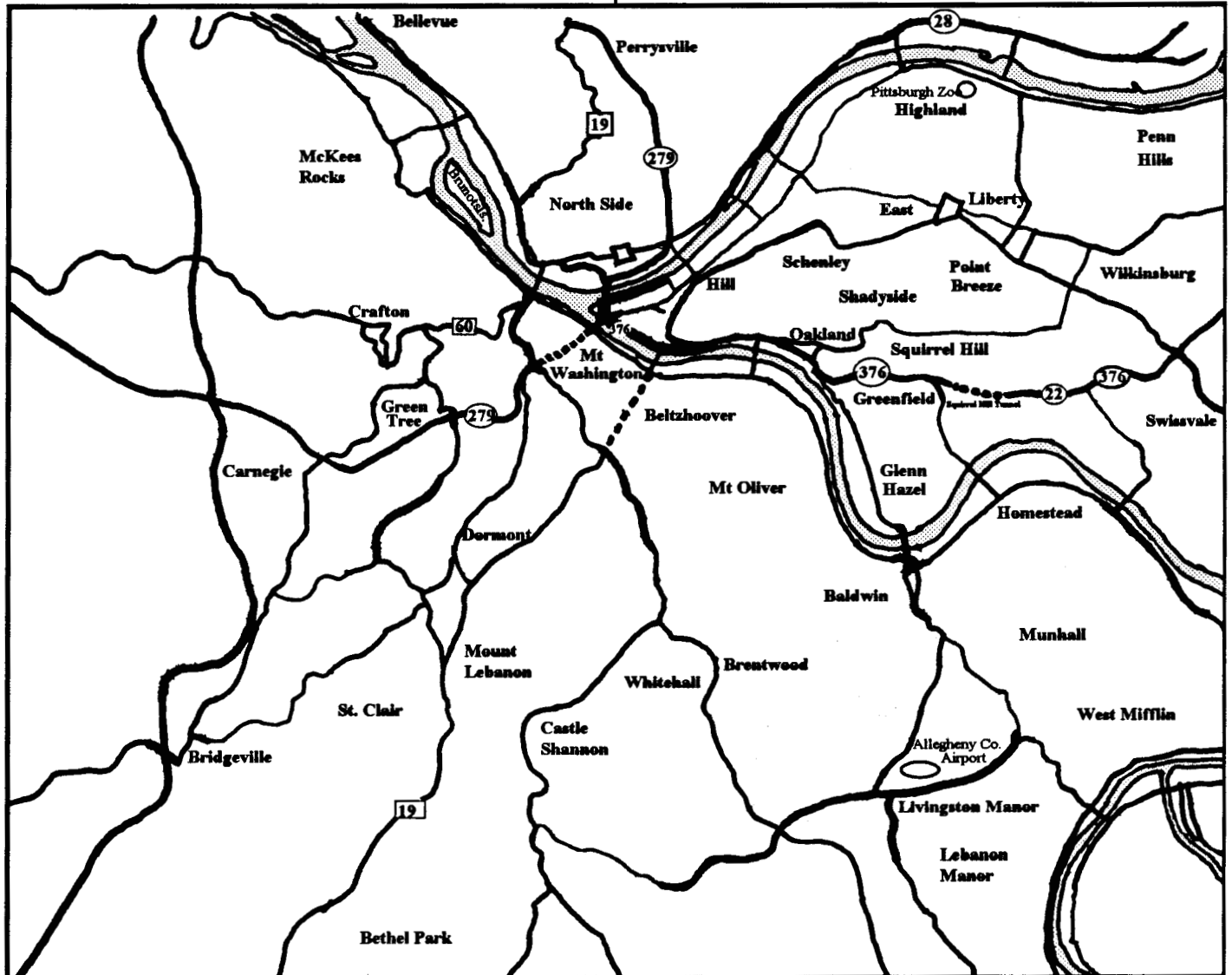
A GAMING SUPPLEMENT FOR:
STALKING THE NIGHT FANTASTIC

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SIEGENTHALER 1992

Stalking the Steel City



BUREAU FILE: **Pittsburgh, Pennsylvania**

History and General Information

Pittsburgh was built on the site of a strategic fort that overlooked the joining of the Allegheny and Monongahela rivers to form the Ohio River. It is situated in the foothills of the Allegheny Mountains and much of the surrounding area is built into and on top of these hills (elevation: 710 to 1370 feet). Many parks and recreation areas are nearby. Large automotive traffic arteries and tunnels allow quick entry and exit from the city

Pittsburgh was once known for its steel foundries and fabrication plants, but foreign competition and lack of modernization killed these industries. Pittsburgh was fated for a major decline until a number of multi-national corporations decided to take advantage of Pittsburgh's geographical position, abundant recreational areas, and corporate tax incentives by relocating their corporate headquarters to "The Steel City". Now Pittsburgh is a showcase of new buildings and corporate community spirit.

Government

Pittsburgh is composed of the city core and a family of surrounding boroughs that each have their own governments, police, and fire departments. Each are parochial and will exhaust their options in solving any problem before asking for outside help.

Stalking the Steel City



Points of Interest:

- | | |
|--|---|
| <ol style="list-style-type: none">1. Downtown Hilton2. Gateway Center3. Benedium Performace Hall4. Knecht Building5. David Lawrence Convention Center6. Greyhound Bus Terminal7. Penn Station & Amtrack Train Terminal8. Federal Building | <ol style="list-style-type: none">9. USX Tower10. William Penn Hotel11. Mellon Square Park12. Heinz Hall13. PPG Building and Plaza14. Point Park College15. Allegheny County Court House16. City Hall17. Public Safety Building (Police Headquarters)18. Duquesne University |
|--|---|

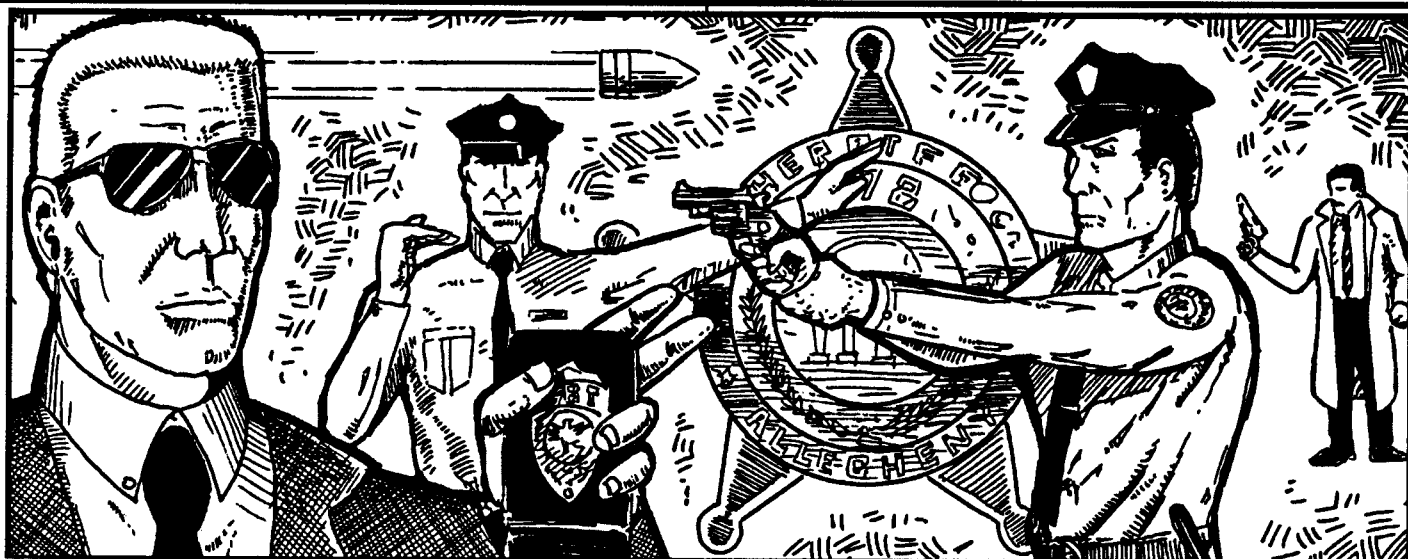
Stalking The Steel City



- 19. Civic Arena
- 20. Chatham Center
- 21. Mercy Hospital
- 22. Station Square
- 23. Allegheny General Hospital
- 24. Allegheny Center Mall
- 25. Three Rivers Stadium
- 26. Buhl Science Center
- 27. The Carnegie
- Museum of Art

- Museum of Natural History
- Library of Pittsburgh
- Music Hall
- 28. Historical Society of Western PA
- 29. University of Pittsburgh
- 30. Carnegie-Mellon University
- 31. University of Pittsburgh Medical Center
- 32. Salvation Army
- 33. Pittsburgh Press

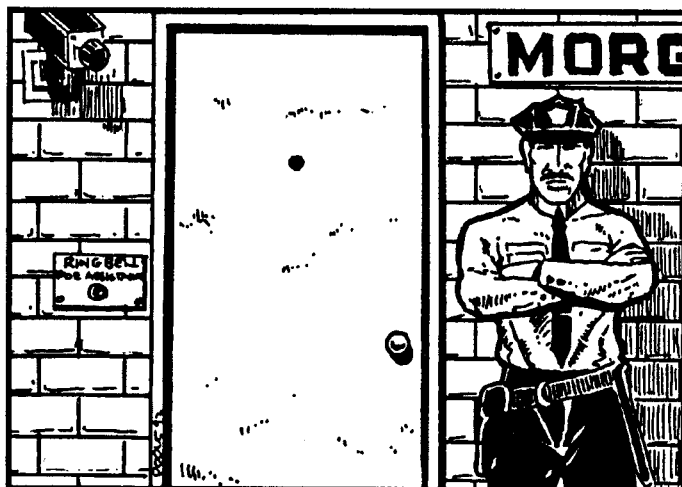
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Police Organizations

City Cops - Commonly found in patrol cars, which they leave only when investigating a disturbance, they are keen-eyed (Physical Surveillance - 8+) but rarely act until backup arrives. They are in constant radio contact with the dispatcher and will run plates (75% chance) if suspicious. They are very friendly and try to stay on the good side of visiting businessmen and tourists. They carry .38 Specials, night sticks, mace, tasers, and pump shotguns.

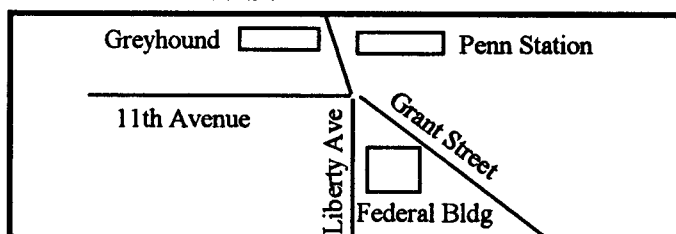
Police Headquarters - named the Public Safety Building. It is at the intersection of Grant & The Boulevard of the Allies. The morgue is in the rear of the building and accessible through a service dock. There is a check-in at this door and a camera. All of the criminology labs are located near the morgue. All information on cases are input into the police crime computers. Photographs and physical evidence are kept in the Physical Evidence room. They are given code numbers so they can be referenced in reports.



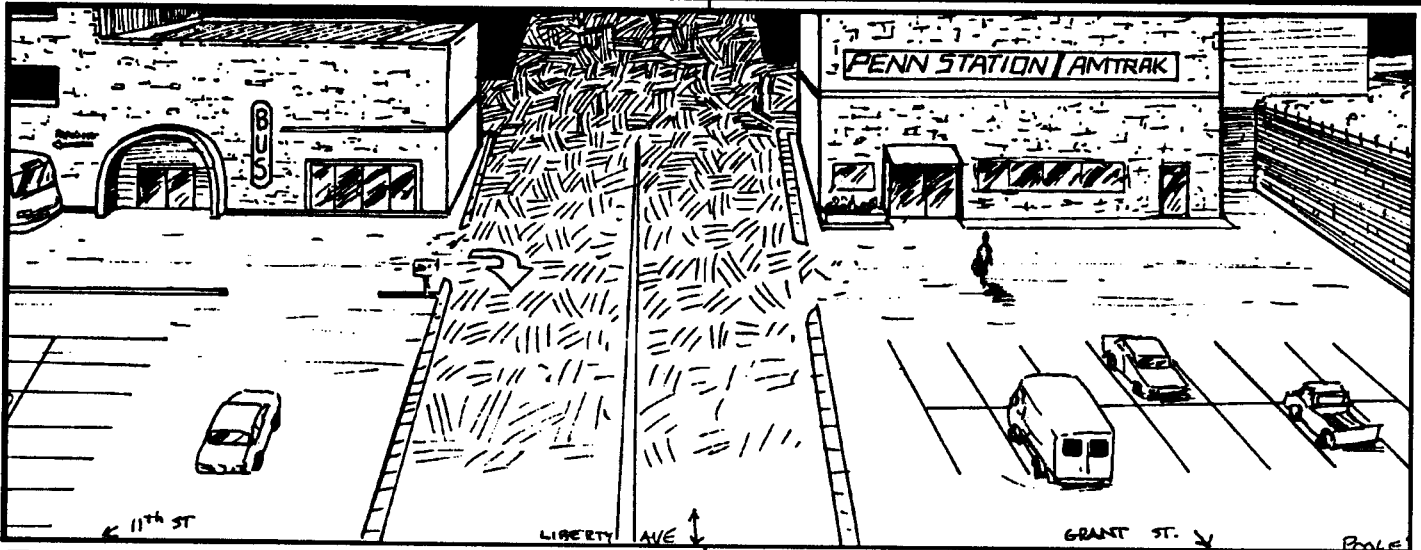
Deputy Sheriffs - Always found near their cars unless stationed at a civic activity or lounging at a local bar. They generally have loose radio contact, preferring to check in periodically. They tend to be loners and are easily provoked. This makes them less predictable and more dangerous to agent security. Best avoided. They are armed with large caliber handguns and are quick.

Corporate Police - These plainclothes security agents are found with corporate executives or at any social or business function involving a large number of corporate personnel. They carry concealed weapons of any kind of handgun but prefer to use intimidation and Martial Arts to control others (Martial Arts 11+, Group Psychology 4+, Weapon Skill 15+). They always carry pocket communicators and binoculars (25%). Their primary objective is to protect corporate personnel. They will note but take no action in any situation that does not directly involve them or their charges.

Federal Agents - This group includes CIA, FBI, and foreign security agents that are responsible for the safety of VIPs that reside in or are visiting the city. This also includes any equipment or artifacts that are on loan to the city, corporations, or local universities. They can have any equipment and are unpredictable. Many foreign agents have diplomatic immunity. **Extreme Caution Required.** The FBI has a regional office in the Federal Building on Liberty Avenue near the bus and train stations.



Stalking the Steel City



Transportation

Bus - Pittsburgh offers an excellent and complete bus and electric trolley service. Virtually any place in Allegheny County can be reached via this service. Service within the city limits is the most frequent. Service starts at 6:00 AM and ends no later than 2 AM. Inter-state bus service is available at Greyhound Bus terminal.

Train - Amtrak service is frequent and regular. Penn Station terminals are located right across the street from the Greyhound Bus terminals on Liberty Avenue.

Cab Service - A large fleet is available with knowledgeable drivers. Telephone response time is poor (d100 minutes - x4 if raining). Entrepreneur cabbies can be found at the Greyhound bus station. They ask few questions.

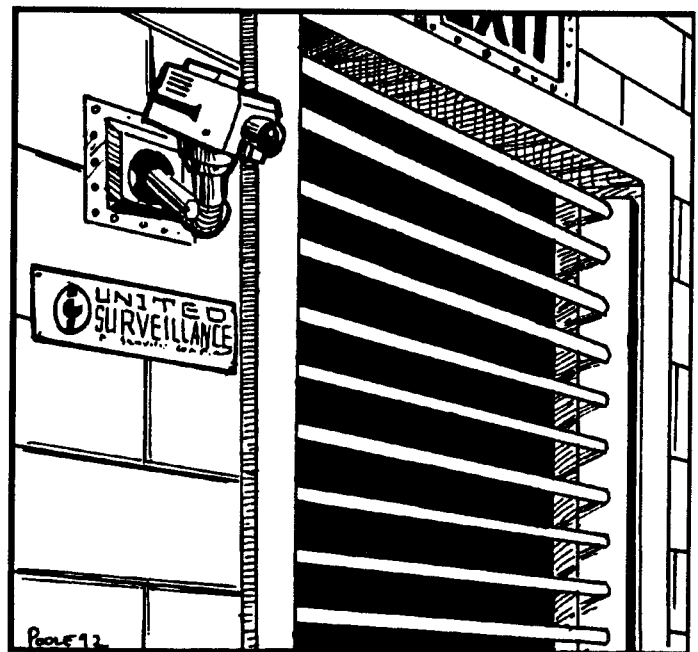


Rental Cars - Primarily in the downtown area and at Pittsburgh International Airport.

Helicopter Rental - This is utilized primarily by corporations that have them on retainer. However, there are small entrepreneurs that can be available with little notice if the price is right. (Notice: they are very protective of their licenses)

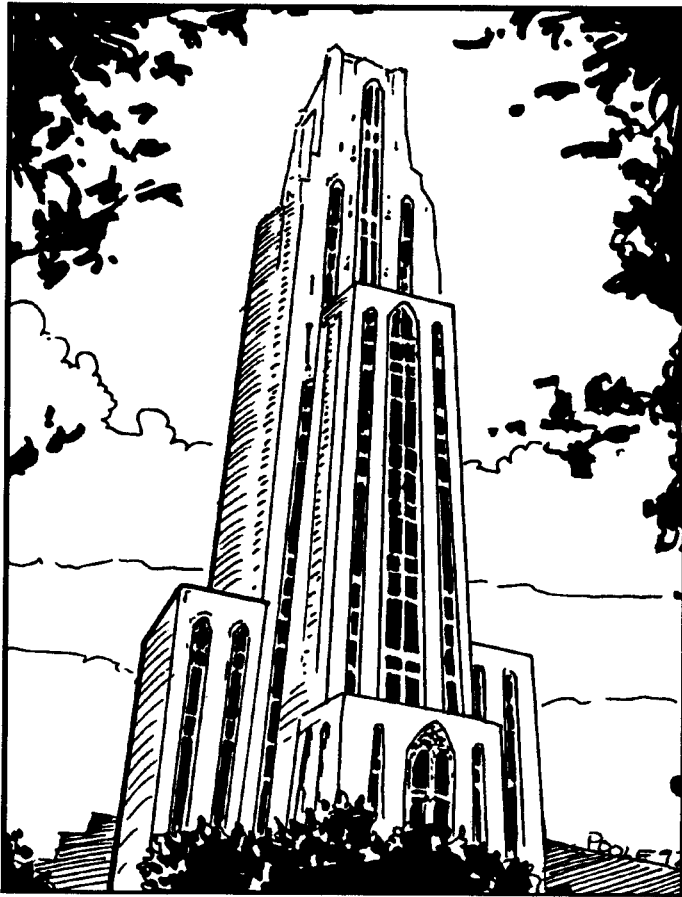
Airplane Rental - At Allegheny County Airport. They can be rented by the hour.

Subway - Pittsburgh boasts an operator driven subway system that services the downtown area. It links all the major corporate headquarters and department stores. Service starts at 6:11 AM and ends at 7:10 PM (except on Monday, Thursday and the Christmas Holidays when it lasts til 9:30 PM). At this time all entrances are barred. Entrances and landings have television surveillance run by **United Surveillance**.



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Databases Available



University of Pittsburgh and Carnegie Mellon University educational computer accounts.

Carnegie Library - Computer Card Catalogue, periodical listings by title, article, author, and/or time period. It is available on modem lines 24 hours a day.

Pittsburgh Press and Carnegie Library microfiche libraries - They both have all daily and Sunday papers since 1867.

Amateur Computer Bulletin Boards - There are hundreds of these hobby boards that carry everything from simple text files to top secret corporate information. The operators and users of these boards can be an unexpected resource in the area of invasive hacking, security system information, and manpower.

Police, FBI, Hospital, and Corporate Computer Lines - These leased lines are constantly open and available to authorized users. The Bureau Vehicle Computers have special programs for interrogating these computer systems (see BUREAU 13 handbook).

Crime-Net -In accordance with a Congressional Public Safety Bill a computer database was funded that would be available to any law enforcement agency. All information on crimes of unusual nature: assaults or murders using unusual weapons or methods of execution, serial murders, and crimes that leave strange evidence are placed in this database in the hope that patterns will surface that could lead to arrest and conviction.

Television Stations -In addition to the camera helicopters, there are mobile transmitters housed in vans. The satellite link on the Colorado RV can be used to intercept their signals for digital recording and computer analysis and enhancement.



Stalking the Steel City



THE PITTSBURGH RIPPER

Thursday



Richard Wilson

Homeless and alcoholic, he wandered the downtown area. He knew all the bathrooms where he could get a quick wash. After he panhandled a few dollars, he would get on a bus and ride around until the driver noticed that he had never gotten off. This kept him warm in winter and cool in summer. In the summer there were concerts at Point Park and Mellon Square. Downtown churches provided hot lunches and dinners. The Salvation Army ran a shelter and a shuttle bus each night.

Rick passed on a soft bed tonight because he has enough for a full bottle. Rick beds down in Point Park on a park bench to avoid most of the bugs, and watches the fountain jet sparkle from the night lights. Beyond, tow boats push barges of coal and oil down the Ohio River. Every so often one of the party paddle boats cruises by and the sound of laughter echoes over the water. "It is a good life", he sighs sleepily, not knowing that it is about to end.

Stalking the Steel City

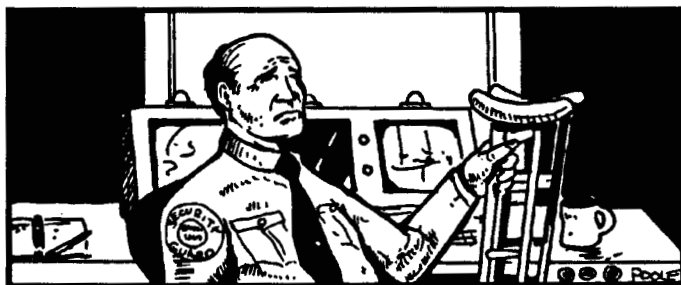


Steven Fisk

The jet helicopter touches down on the Knecht Biologicals Building as shadows deepened into darkness. Its spinning blades reflect the glimmering street lights 24 floors below.

Steven waits patiently. He is very well paid and his entire career is based on this one client, Joshua Knecht. He wears his beeper even in the shower. He hangers his two helicopters at Allegheny County Airport and at least one is gassed up and flight ready at all times. He has come a long way from the pilot seat of that Apache attack helicopter in Vietnam. Mr. Knecht even floated the loan to purchase the helicopters and start the business.

The door to the penthouse opens and a figure cloaked in furs and costly fabrics crosses to the helicopter and lithely jumps in. 'To the War!' Joshua Knecht shouts.



Harlon Jenson

Harlon is feeling old and depressed tonight. The Pittsburgh Pirates lost the pennant and there is nothing good on cable. He has been the front guard for five years and he is proud of the respect that Mr. Knecht, President of Knecht Biologicals, Inc., shows him. He was personally commended just a few hours ago before Mr. Knecht went off to his medieval festival. Strange interest, but no stranger than being a Shriner Harlon supposes. He presses the button on the security console that locks the outside doors and, grabbing his crutches, heaves himself to his feet. With careful steps Harlon works over to the bathroom that was installed in the lobby for his convenience and for visitors during the day. As he pushes open the bathroom door, a shadow flickers behind him and moves toward the bank of elevators beyond the security station.

Jack Barkley

Jack is a long ways from the honors student in Computer Science at Duke University that he once was. The pressure seemed too great and he became addicted to amphetamines. As a result of prolonged usage, he finally collapsed and dropped out of school. Since then he progressed into hard drugs and the street scene.

Recently an idea percolated in his brain that Knecht Industries, Inc. kept samples of drugs in their laboratories that just might be worth something or even fun to take.

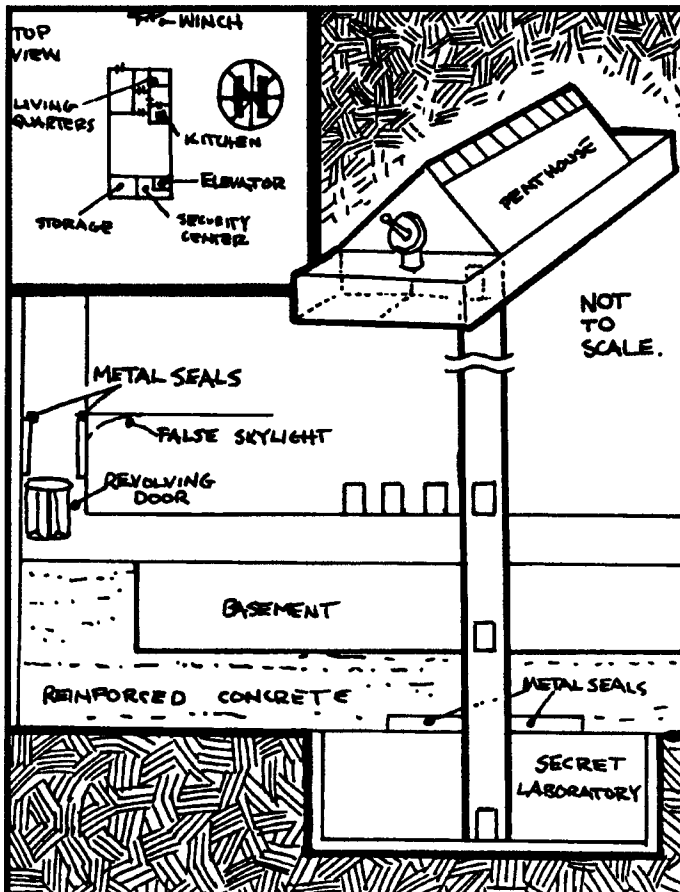


He had bypassed the lock on the front door earlier that day and hid behind a large fern. As Harlon clanks across the lobby Jack squirms on all fours over the carpet to the bank of elevators. He hesitates. So many choices. Then he sees the security key lock on the far elevator. Only something valuable is worth protecting. With his skill and equipment, it is a matter of a moment to bypass the keylock and enter Joshua Knecht's personal elevator. A good thing too as he hears the security guard returning. "Damn cripple!", he thinks as the elevator doors whisper shut.



Stalking the Steel City

Joshua Knecht's Personal Elevator



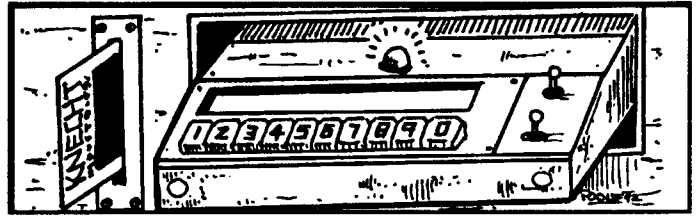
It is located in the central core of the building. From the outside it is identical to the other elevators except for the slot on the door that requires an electronic code key to operate. When inserted, the key calls the elevator unless it has been overridden from the penthouse.

It is housed in a 3 inch thick hardened metal column. There are three exit doors: penthouse, lobby, and secret sub-basement laboratory. Each door is capable of withstanding 500 points of blast and can be sealed against liquid and gas.

The lift mechanism is entirely contained within the shaft. It is powered by building power, but has a battery backup that will supply enough power for three up and down trips.

A hidden camera observes the lobby door with a recording display in the penthouse. This camera is not connected to the regular surveillance network for the building.

Inside the elevator on the right side is a metal plate with a keylock and code key slot. Insert the appropriate key into the keylock and the doors close. Turn the key right and the elevator rises to the penthouse. The reverse takes the elevator to the lobby. Remove the key and the doors open.

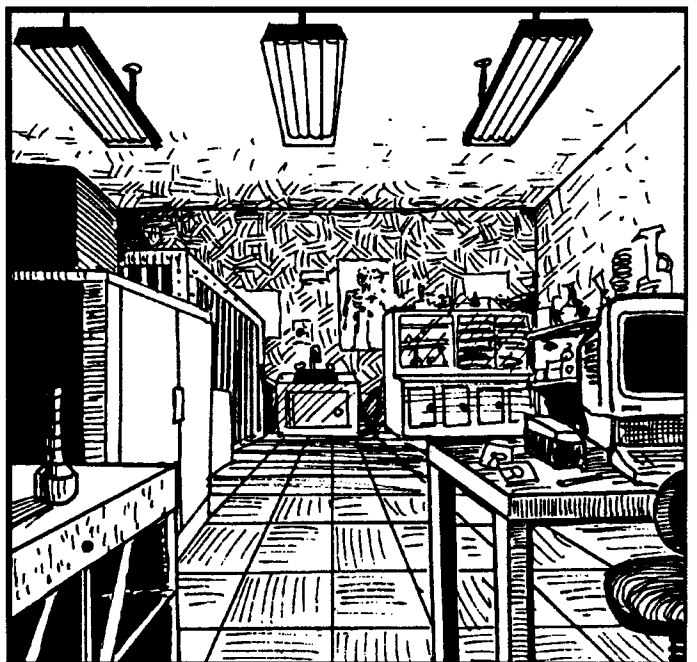


Place the code key in the slot and a control panel extends from the wall. There are two toggles, a lighted button, and a numeric keypad with a one line display.



The top toggle activates the explosive bolts that will sever the rest of the elevator floor and walls from the roof. The bottom toggle activates the explosive bolts that will sever the floor from the rest of the elevator. The lighted button activates the door sealing sequence. The appropriate door will automatically unseal allowing exit.

The keypad allows the entry of an eight digit number. The correct number is 22120104 which is a simple numeric substitution for letters of the alphabet and means "VLAD" This sequence is the only way to get access to the secret sub-basement laboratory.



Stalking the Steel City

Only three people have the keys to the elevator: Joshua Knecht and his two aides, Jeremiah Gustoff and Issac Gustoff. If someone needs to go to the penthouse, Joshua will send one of them to escort the person and operate the elevator. The only other access to the roof is a fire escape from the 24th floor which houses the power, water, and environmental services for the building.

Sweet Success



After a half hour of attempts, Jack's devices enter the correct password and the elevator descends. "Big bucks", he thinks as he walks past the Cray computer and gleaming medical instrumentation to the animal cages. Jack empties the drug cabinet, grabs a bottle marked Variant 4B5 and a syringe next to it, and returns to the elevator.

A smoke grenade tossed into the lobby masks his identity as he koshes the guard, bolts across the room, and sprints out the handicap entrance.

A quick deal with a pusher at Point Park College, and Jack has a few well earned dollars in his jeans and the strange bottle that the pusher didn't want. He walks down to Point Park to the concrete bleachers next to the water front and fountain and fixes himself a dose. "Here's to designer drugs", he toasts and injects the serum. The rush is unlike anything he has ever experienced. Then it gets bad.



Friday

After four hours of agony most of Jack's rationality is gone. His body transforms as the variant cellular parasite he injected invades every part. A pair of fangs grow from the roof of his mouth and extend past his front teeth. The change is almost complete.



Jack is driven by bloodlust. He staggers over to Richard Wilson sleeping on the park bench and bites his throat clumsily. The struggling of the poor man enrages him. Jack rips Richard's arms off and continues to bite out his throat and drink his blood. The taste of the blood reduces his bloodlust just enough for Jack to regain some reason. Jack screams in horror and runs off into the night. He makes it as far as Penn Train Station and hides in a wrecked train car the rest of the night.



Jack Barkley's New Statistics

STR: 41	WIS: 6	THR: 20
CON: 20	LCK: 10	DOD: 33
DEX: 10	CRZ: 0 (8)	ACC: 10
AGL: 25	MRE: 6	HPT: 90

Numbers in parentheses indicate his score when not under the influence of the bloodlust.

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Stalking the Steel City

Mutant Colony Viral Symbiote

Transmission: 05

Chance: 99% if injected

Duration: Permanent once established

Symptoms: A5,A12,A17,B14,B18,E5,E6

Critical: d4 hours

Weakness: Direct Sunlight

This form requires 4 days for the virus to completely take control of certain body functions and establish a dependence for itself. However, the physical ability changes will occur during the critical time.

A continuous bloodlust will drive the host to attack others, except for d12 hours after biting a victim.

If the host can be exposed to sunlight before the end of 4 days, he will return to normal following a Death Shock check based on the percentage of the 4 days that have already passed (i.e. 1 day = +25% Death Shock).

After the critical phase the host will exhibit the following physical changes:

- d20+10 strength and agility modification
- Acute hearing and sight (full nightsight)
- Regenerative power, including lost organs and limbs.
- Age is arrested at current point unless most of the body is destroyed.
- No wound shock, stun, or bloodloss modification.

BUREAU 13 Incident Report

Transmission time: 3:45 A.M.

At approximately 2:30 A.M., Friday, in an open area of Point Park, Pittsburgh, PA, Richard Wilson, a male Caucasian, age 56, was assaulted and slain. He is considered to be a common vagrant. He is presumed to have been sleeping on a bench when attacked. The victim suffered massive rending injuries to the upper chest and neck region. Both arms were completely ripped off. The sequence of injuries has not yet been determined.

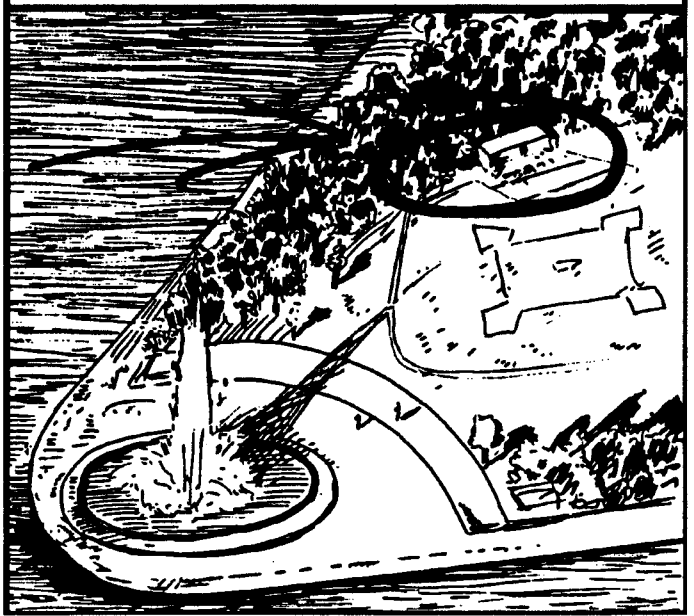
Anatomical Information: Note that the limbs were ripped off. No mention of rope or chain marks. Only great apes (or the supernatural) have the strength to dismember in this fashion.

This incident was entered into Crime-Net at 3:30 A.M.

A suite has been reserved in the Downtown Hilton on the top floor. This overlooks Point Park.

A Colorado RV has been dispatched and is presently parked outside the hotel.

Police EvidenceRichard Wilson



Point Park

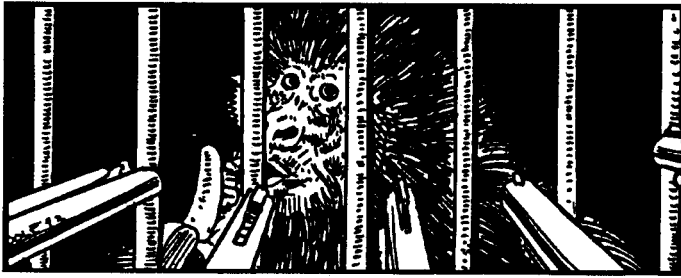
Unfortunately, an overpass cuts Point park in half and will obstruct the view from the hotel window of the crime scene. The bench is about 30 feet from a stand of trees and bushes. The area around the bench has been fenced off in a 10 foot radius. The fence is 8 feet high and opaque but is just a privacy fence.



The bench is made of wrought iron and wood and anchored in a concrete pad. The police washed it down but it was drenched in blood and some has collected in cracks in the weathered wood. There is no Kirilian reading from the bench as it has been disturbed by the police too much.

However, there is a footprint next to one of the trees where Jack hesitated before leaping to the bench and attacking Richard. It has traces of casting plaster from the Forensic department. This area has a slightly elevated Kirilian reading.

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Ape Attack

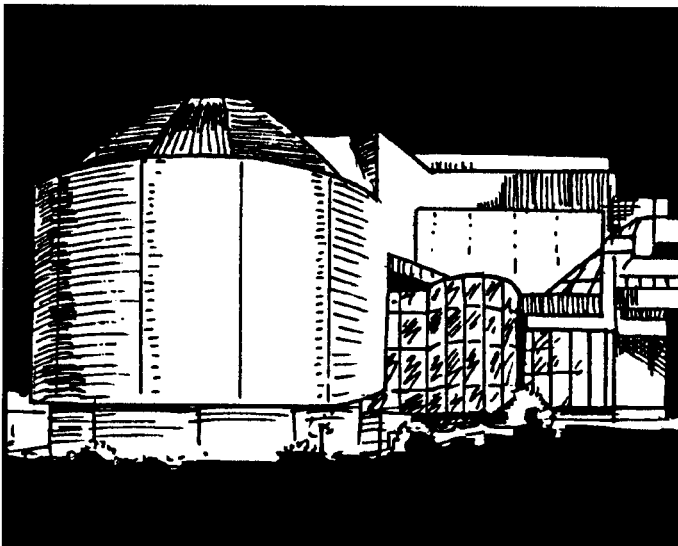
If the agents try to follow up the animal attack possibility, there are four possibilities:

- The Pittsburgh Zoo has a fine primate collection who are all in good health. None will be listed as missing, nor unusually irritable or dangerous.
- County records indicate that no circus troupe is expected for a few months. There are no special permits issued at this time for the ownership of a large ape.
- University of Pittsburgh Medical School uses apes in research study. All are accounted for.
- Knecht Biologicals, Inc., uses apes in research study. All are accounted for (inaccurately).

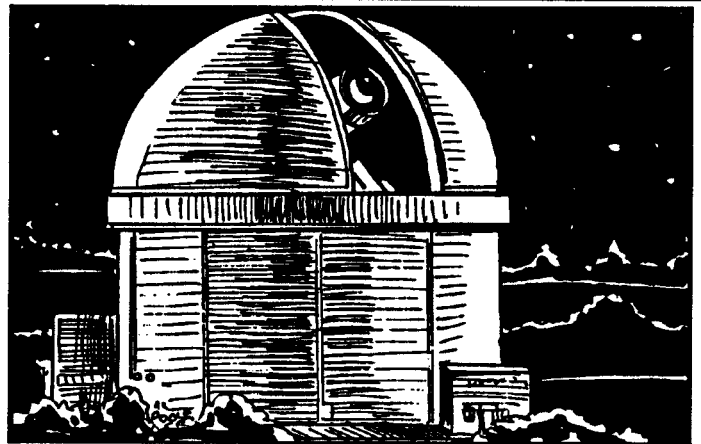
At each location is someone who will suggest the other possibilities to the agents. These same locations will be interviewed by the police department on Friday.

Moon Cycle

The agents might suspect a werewolf. The moon is only a quarter full at the time of the attack. However an agent with Supernatural, Natural making an easy roll will know that lycanthropes don't always follow the Lunar Cycle.



Information about the heavens may be obtained at Carnegie Science Center or the Allegheny County Observatory.



Allegheny County Observatory

The largest refractory telescope in the country is located on the north side of town. This county run facility welcomes questions from the public, though they will not research any information unless the request comes from an official or university source. Their photographic records are open to students of astronomy and physics departments of any local college or university. They have no patience with anyone interested in astrology or the occult.

Friday Noon

Forensic Report

This report will be available by Friday noon. Richard Wilson died of a heart failure at 2:30 A.M. due to shock and massive blood loss. If he had died prior to the attack, his blood would have pooled in his body. The rending of the flesh in the chest and neck areas indicates human teeth. There are deep puncture wounds in this area filled with a protein gel. Analysis indicates that it is organic in nature, but something caused it to decay into a uniform glop. Nail marks on the arms and chest are blunt which is also indicative of humans. Due to the extensive damage, the coroner suggests that this attack was designed to appear to be performed by a single person but was actually the work of a group working together: A possible cult attack.

Friday Night

Penn Train Station

All day Jack has been ravaged by bloodlust. It drove him to the door of the car time and time again only to retreat from the agony the sunlight caused him. As the day wanes he reaches down into the tattered remains of his soul and resists for 50 minutes more before he loses his resolve and the bloodlust claims him.

Stalking the Steel City



He moves to the retaining wall behind the half filled parking lot and waits for a lone passenger to leave the station and walk across the poorly lit and deserted area.



The Travelling Salesman

Dan Ray disembarks from the 10:15 train and shuffles toward his car. Jack leaps the 30 foot distance and slams Dan face first into the side of a van, painting it with blood from his ruined mouth. Jack, seeing the blood, claws at it leaving a hand print and shallow grooves in the thin metal of the vehicle. Dan, hoping that Jack is distracted, tries to run. Jack grabs him by his coat and smashes his clawed hand against Dan's neck, ripping through it and beheading him. Undaunted, Jack proceeds to bite the stump and suck up some blood. Again his sanity returns. Now more afraid than horrified he runs about a block away and hides under a large parked vehicle. He hears a woman screaming from the parking lot. The police arrive two minutes later.

Fifteen minutes later police evidence technicians arrive and begin work. Police barricades are up restraining the press outside the parking lot. By 11:15 the Homicide squad is done. All witnesses are taken to police headquarters for questioning. The press are stonewalled.

Suddenly there is a report of armored men with swords just a few blocks away at the Knecht Industries Building. Everyone piles into their vehicles and heads over there.



Knecht Industries Building

Home of Knecht Biologicals, Inc., this polished glass structure stands 24 stories tall in addition to a penthouse, basement, and secret sub-basement. Its dignified exterior hides a few unusual aspects:

- The building's outer shell is constructed of reinforced concrete 10 ft. thick with only four external openings: a loading dock in the back, the main entrance, the fire escape leading to the roof, and the personal elevator to the penthouse. All may be sealed with 2 three inch hardened armor plates. All fire escapes empty into the lobby.
- The darkened glass conceals that there are no exterior windows except in the lobby. Extensive artificial lighting and decoration is used to provide a cheery interior.
- The building can be sealed against water and CBW attacks. It has an auxiliary electric generator in the basement and sump pumps in case of flooding. Together these systems provide total environmental control. The employees only notice that the temperature is always pleasant, the air smells good, and airborne allergy sufferers would rather work than stay home.
- There is a satellite link on the roof to an industry communication satellite. In times of crisis, all sensitive data is transferred to databanks in subsidiary companies around the world.

All this information was in the planning office at the County Offices on Grant Street, but the plans have been misplaced (stolen). Joshua has duplicate plans. He will show them to an appropriate government agency representative but will not allow them to be taken, he will make copies though.

Five years ago Joshua Knecht built the Knecht Building. Graft paid for the special modifications and union silence when he brought in the special crews to build the secret laboratory and underground complex. He finally had the refuge he always dreamed of. His laboratory research even offered the hope of modifying his condition to allow him to live like a normal man again.

Stalking the Steel City



Up against the Wall, Lancelot

Each year the Society for a Creative Anachronism, a worldwide social organization, holds a week long celebration at a large campground outside Pittsburgh. They stage a mock war between the Eastern Kingdom and the Western Kingdom using rattan weapons. The loser gets the territory known as the Barony Marches of the Debatable lands (a.k.a. Pittsburgh) so they have a better chance of winning the next year. This festival is a riot of pageantry, dancing, and expressions of romanticism as each participant assumes the role of a high-born lord or lady and tries to recreate the middle ages as he or she would have wanted it to be.

At dawn, Friday morning, within one of the most elaborate and authentic covered pavilions, Joshua lounged on a divan and listened to chamber music issuing from a hidden CD kiosk. Five years ago he had joined the Pittsburgh chapter of the SCA and met his heart's desire: A piece of his past.



In 1362 he had been Frederick Yosef, a hard working serf under the auspices of the holy church. Working late one night, stacking sheaves of wheat on his wagon, he never saw who struck him from behind. He awoke the next day near death with sunlight burning like fire up and down his body. He rolled under his wagon trying to extinguish it. The pain stopped as if cut by a knife. Then he heard the pounding that started in the pit of his stomach and slowly grew over the next 3 days to fill his body with convulsive need.

He never remembered that first attack nor the death of his family as he ripped them limb from limb in fevered delirium in search of blood. He did remember the guilt, which was added to measure by measure each fortnight for over 600 years.

Colony Viral Symbiote

Transmission: 05

Chance: 99% if injected

Duration: Permanent once established

Symptoms: A5,A12,A17,B14,B18,E5,E6

Critical: d4 days

Weakness: Direct Sunlight

The symbiote closely mirrors the physical characteristics of a vampire. In fact, it developed as a response to a vampiric attack. A person with this symbiote becomes a specific bane to vampires. Also, the physical enhancements allow the individual to confront and overcome a true vampire.

As the symbiote invades each cell it adds its DNA and the changes begin:

- A secondary nervous system develops. This speeds reaction time and dramatically enhances senses but makes the host hypersensitive to neurotoxins.
- Metabolism increases but becomes more efficient. Thus endurance and strength increases. Sleep becomes optional.
- It records the genetic pattern of the body so no physical change cannot be undone. Wound shock, bloodloss, and stun are instantly countered. However this pattern is stored throughout the viral DNA so a great loss of body mass will cause the body to regenerate using the base DNA pattern which could give the impression of rejuvenation. In such a case, the symbiote will shut down normal body functions and will heal damage by cannibalizing remaining body mass (even to the point of assuming an infant form). When nutrients are available again, the host will grow and reform into his normal state.

After the critical phase the victim will exhibit the following physical changes:

- d20+10 strength and agility modification
- Acute hearing and sight (full nightstight)
- Regenerative power, including lost organs and limbs.
- Age is arrested at current point unless most of the body is destroyed.
- No wound shock, stun, or bloodloss modification.

Stalking the Steel City

However, the symbiote demands its due. Each fortnight a set of hypodermic fangs develop behind the normal canines. A searing bloodlust develops, driving the host to bite another person. As the blood from the wound bathes the fangs, a reproductive sac in the roof of the mouth injects the symbiote through the fangs into the new host. This also breaks the bloodlust. Unfortunately, the victim usually suffers great injury from the attack and, without modern medical care, dies.

If victim is strong, he may survive and transform unless he is exposed to sunlight. In this the symbiote mirrors vampirism closely, but only the synergistic effect of all the radiation of normal sunlight can affect it. If exposed, the virus dies almost instantly. It turns into the protein slurry that was found in Rick and Dan's wounds. Artificial light of any brightness is harmless.



It was ironic that the church was as much his curse as a true vampire. Thinking himself a vampire, damned to Hell, Joshua attempted to seek healing from the Church. They drove him away and set out on a massive vampire hunt. None of his early victims were allowed to transform and many received more medical attention than they normally would because of the bite marks.

It was war that saved him from madness caused by remorse. He soon learned when to expect the bloodlust. Then it was a poor dying soldier who quenched his desire. Other times he seemingly risked his life to save who could be saved. No others shared his fate. There was always war somewhere.

Over the centuries he had been many things: thief, assassin, wizard, doctor, night demon. Many gave him sanctuary to gain access to his powers. He learned at the side of the princes he protected. His skills grew over the centuries.



Joshua Frederick Knecht

Race: Northern European

Apparent Age: 32

Height: 5' 8" Weight: 150 lbs.

Hair: Black Eyes: Brown

STR: 41	WIS: 16	THR: 22
CON: 20	LCK: 5	DOD: 35
DEX: 16	CRZ: 20	ACC: 10
AGL: 31	MRE: 6	HPT: 655

Abnormal Psychology	20	Magic, White or Grey	05
Anatomy	20	Magic, Black	15
Assassination	05	Martial Arts, Ninjitsu	20
Biochemistry	20	Martial Arts, Ninjitsu AO	20
Biology, Human	20	Martial Arts, Ninjitsu AD	20
Biology, Animal	20	Martial Arts, Ninjitsu PO	20
Blade Fighting	10	Martial Arts, Ninjitsu PD	20
Boating, Sail	03	Martial Arts, Ninjitsu SW	20
Chemistry, Organic	10	Mathematics, Higher	10
Commando Training	03	Mathematics	10
Chemistry, Inorganic	10	Mechanical Diagnosis	05
Computer Operation	05	Medical Technology	20
Computer Programming	03	Music, Recorder	15
Cosmetology	02	Music Technology	03
Crude Weapons	10	Optics	20
Cuisine	20	Philosophy	20
Dancing	20	Physical surveillance	20
Ecology	05	Pilot, Motor Vehicle	05
Emergency Medical Care	20	Pilot, Fixed Wing	07
Espionage	20	Pilot, Jet	04
Fencing	10	Pilot, Rotary	06
Finance	15	Psychology	10
Genetic Engineering	20	Religion	20
Gymnastics	20	Security	20
History	20	Skiing	10
Language, Chinese	19	Supernatural, Spirits	10
Language, English	20	Supernatural, Natural	10
Language, Persian	19	Virology	20
All E. European Lang.	19	Weapon Skill, Sabre	20
All W. European Lang	19	Will Enhancement	20

Stalking the Steel City

Joshua finally learned that his condition was biological during the early 20th century. He also learned that washing the fangs in blood heated to body temperature would also satisfy the blood lust.

After WWII he decided that Europe was a scientific desert. Too many scientists had fled to America. There was his future. He had reaped a fortune from the chaos of war. He invested in the reconstruction of European business as Wolfgang Bernhart and the economic boom of post war America as Joshua Knecht. Knecht Biologicals was formed in the 1950's to provide medical supplies and blood products to an ever growing medical industry. Carefully, he invested more and more, using blind companies. Now he is a secret billionaire.

During those centuries Joshua learned the value of personal loyalty. He brought the family Gustoff through three centuries of upheaval and has their undying devotion. His personal aides, Isaac and Jeremiah, are the latest men at arms and day caretakers that he has drawn from this family.

Jeremiah Gustoff

Occupation: Personal Aide to Joshua Knecht

Age: 47

Height: 6' 3" Weight: 300

Hair: Grey Eyes: Brown

STR: 18	WIS: 10	THR: 13
CON: 9	LCK: 4	DOD: 17
DEX: 10	CRZ: 11	ACC: 13
AGL: 17	MRE: 2	HPT: 43

Art, Painting	05	Martial Arts, Ninjitsu	01
Banking	10	Martial Arts, Ninjitsu,AD	15
Boating, Large	05	Martial Arts, Ninjitsu,AO	15
Brokerage, Commercial	17	Martial Arts, Ninjitsu,AW	01
Communications Tech.	04	Martial Arts, Ninjitsu,SW	15
Computer Operation	03	Martial Arts, Ninjitsu,PD	15
Corporate Management	03	Martial Arts, Ninjitsu,PO	15
Corporate Structure	04	Physical Surveillance	10
Data Manipulation	15	Pilot, Motor Vehicle	03
Fashion	04	Public Speaking	04
Hagiology	02	Security	02
Horsemanship	06	Skiing	01
Interrogation	07	Weapon, Beretta 92SB	04
Labor Relations	08	Weapon, Rifle	01
Language, English	19	Weapon, Submachine	01
Language, German	20		

Jeremiah is a graduate of prestigious Heidelberg University and has been Joshua's right hand man in the handling of his American businesses.



Isaac Gustoff

Military Rank: Lieutenant (West German Army)

Occupation: Personal Aide to Joshua Knecht

Age: 40

Height: 6' Weight: 250

Hair: Brown Eyes: Brown

STR: 16	WIS: 12	THR: 10
CON: 13	LCK: 8	DOD: 18
DEX: 7	CRZ: 9	ACC: 9
AGL: 20	MRE: 3	HPT: 49

Aquatic Vehicles Tech.	03	Martial Arts, T Kwon Do	03
Aquatics (Diving)	05	Martial Arts, AD	20
Archery	07	Martial Arts, AO	20
Biochemistry	02	Mountaineering	06
Blade Fighting	06	Physical Surveillance	20
Commando Training	15	Pilot, Fixed Wing (Prop)	06
Computer Operation	10	Pilot, Hovercraft	04
Computer Programming	13	Pilot, Motor Vehicle	08
Cryptology	04	Pilot, Motorcycle	06
Data Manipulation	03	Pilot, Submersible	04
Demolition	02	Skiing	07
Diplomacy	03	Sport, Frizbee	06
Fabrication, Plastic	04	Survival, Cold	04
History	02	Survival, Forest	08
Horsemanship	03	Survival, Undersea	12
Hypnosis	04	Swimming	10
Language, English	15	Tactics	04
Language, French	15	Weapon, Ingram M10	20
Language, German	20	Weapons, Military Heavy	04
Linguistics	05	Weapons, Military Light	02

Isaac is a highly trained military pilot. He handles the security matters as directly involves Joshua Knecht. He also aides Joshua in his medical research. He will not directly attack anyone unless necessary. His placid demeanor is to direct attention to Jeremiah. It is his responsibility to get Joshua to safety even if it results in the apparent death of Joshua.

Stalking the Steel City

Joshua Knecht's greatest problem is future shock: too many years, cultures, lost friends. The SCA is a boon for him. In return, he has been a patron of the local chapter for the last five years. He subsidizes many functions and promotes the SCA through his companies and through public service announcements on television and radio. His extensive knowledge of the medieval ages, his skill at arms, and his position of influence in Pittsburgh makes him a natural for a leadership position within the Society, but, always careful, he prefers to remain a Laurel and provide background support.

He is the local weapon skill tester, known as Knight Marshal. When an individual shows great promise as a fighter, he may encourage him by a gift of a suit of real armor. He provides rare and expensive materials to society tailors. All of his costuming is exquisitely tailored and authentic.



Joshua's cellular phone rang. He fished it from between the brocaded pillows. He was glad to have finally gotten here. The lab work was very promising, but he needed a break. The party had lasted until dawn.

"There has been a break-in", said his chief of security. "Harlon is in the hospital."

"Mr. Isaac will assist you. I will be there as soon as possible." Joshua turned to one of the two Prussian mountains of flesh beside him. "Isaac, someone has invaded us. Check it out."

An hour later he knew the worst. The pavilion suddenly was a prison. He paced frantically, getting more and more upset. Jeremiah said nothing. Joshua's friends became very concerned. Finally, that evening, his cellular phone rang again and Jeremiah told him that the jet helicopter would arrive momentarily. Joshua raced outside followed by Jeremiah, knocking revelers aside as he rushed to the distant parking lot. The helicopter barely touched down before he tore open the door and screamed at Steven to take off.



Truly disturbed at this unprecedented behavior, the Barony Marches held an emergency meeting and sent a group to do "whatever Wolfgang needs doing". In full costume, they piled into a van and a pickup truck and headed for the Knecht Building.

They arrived just after Jack slew his second victim. They were of no small interest to the street people in the vicinity who were hurrying toward the sound of sirens. A vagrant flagged down a police cruiser. His lurid descriptions of huge swords right after a decapitation were just the spark the patrolmen needed.

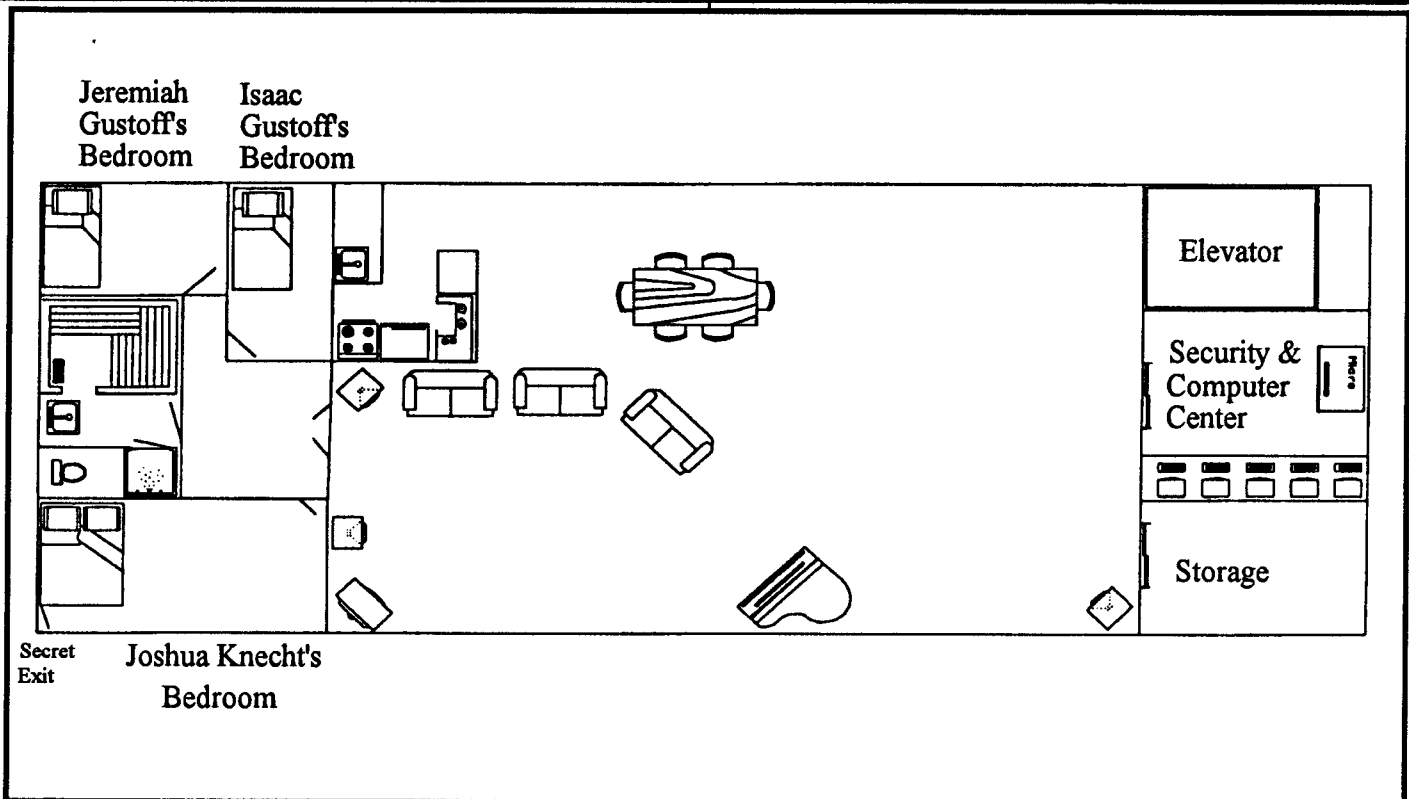


Sir Turban and his lady Catherine were trying to convince the new night security guard to call the penthouse when the S.W.A.T. team from Hell descended on the merry band.

After about 5 minutes of this ugliness, Joshua arrives and tries to explain the situation to the officers and press. They have heard of him but are pretty worked up. The officer in charge receives a call from the police commissioner, who has had dinner with Mr. Knecht many times and appreciates his donations to the Police Benevolence Fund. Smiles bloom all around like flowers in spring. The group is released into Joshua's custody. He takes some of them up to the penthouse for refreshments and sends Isaac down for the rest. If the agents are quick, they can try to sneak in with the latter bunch.



Stalking the Steel City



The Penthouse

It is composed of two concrete structures connected by a long plush atrium made of inch thick bulletproof glass. One structure contains the elevator, kitchen and security station. The other structure contains the living quarters for Joshua and his two aides. Since Joshua rarely sleeps, he mostly meditates and reads in the atrium.



The atrium is designed for large parties, conferences, and impressive displays. Many of the art treasures that Joshua has collected over the centuries are displayed here. His cavalier attitude toward them ("Oh this old pot") has led many to think them replicas. Opaque curtains roll down over the outside of the atrium. A fast photosensitive coating opaquens the glass whenever a bright source of light shines on it.

Saturday

About 12:30 A.M. Joshua lowers the opaque curtains and leaves the party, after encouraging all to return to the campground. He exits to his personal quarters unless any Bureau agents detain him. The fighters will come to his aid if needed. He views the videotapes left there by Isaac of the camera position observing his private elevator. Satisfied that he can identify this person, he prepares to hunt him down.



Joshua dresses in non-reflective black garments and exits onto the rooftop. He lowers himself down the backside of the building with a high-speed, radio-remote controlled winch. This winch is in the building plans and was used during the building of the penthouse.

He avoids Penn Station since the police are still there. Keeping to the shadows, he moves silently through the alleys, checking dumpsters and doors. He tries the door to the Earth Pig Body Rub Parlor but it is locked. Joshua continues to work his way toward Point Park. He figures that he is a little out of practice and gives up after a few hours. He returns to the Knecht Building and uses the winch to gain the roof again.

Stalking the Steel City



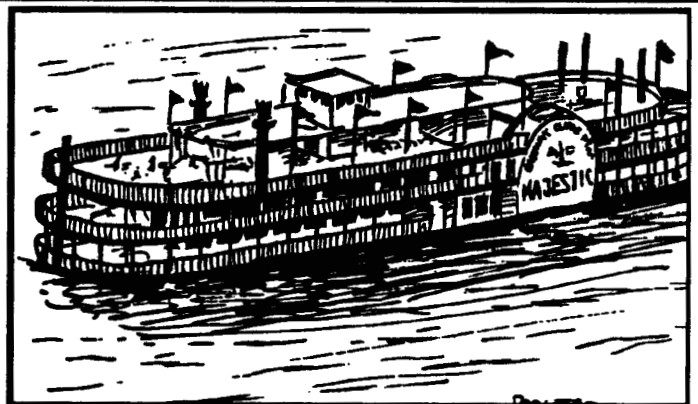
Earth Pig Body Rub Parlor

Frank Davis, proprietor, runs this massage parlor. It services about 20 customers at a time. It operates out of the second floor of a two-story building. Below is a novelty arcade. The parlor employs 5-8 therapists and is open 24 hours a day. There is a back staircase leading to a metal fire door that opens onto a parking lot behind the building. There are some locked storage rooms that he shares with the arcade, just off the bottom of the stairs. One of these storage rooms has the circuit breaker box for the building.

Jack, sees that the police are leaving. He catches the nearest large moving vehicle (the Colorado RV would be a nice touch); climbs to its roof, and rides it to safety. He leaps off near the rear of the Earth Pig Body Parlor. A customer is just exiting the back entrance. Jack darts inside; forces the door to the storeroom that houses the circuit breaker box; and hides.

Saturday Night

Sunset falls at 9:09 PM. Jack, quite mad, has given up trying to fight the bloodlust and is concentrating on survival. He waits until he is sure that it is dark. Then he kills the circuit breaker; runs upstairs; and attacks the patrons in the massage parlor. A number are killed outright. One is thrown through a painted front window and his nude body is impaled on a street signpost below. Jack bites a few, then flees at the sound of sirens. He moves toward the Allegheny River.



Champagne Riverboat Tours

Each weekend during the summer, a large sternwheel riverboat has a party cruise along the Pittsburgh riverfront. Each boat carries approximately 350 passengers and 35 crew. The partiers are in the 51-70 age bracket unless the liner has been chartered for a special group. The tours specialize in dancing and sight-seeing so each boat has a large observation deck and a large glassed-in dancing area. There are always 1 or 2 crew on the observation deck to look after the safety of the passengers.

Jack spys a Champagne river cruise in mid-river and swims out to intercept it. He climbs onto the observation deck and proceeds to bite a female passenger. Her male companion and the crew attack him but Jack hurls them aside, overboard, and/or bludgeons them with the body of his victim.



Bloodlust still unsated he howls, leaps back into the water, and swims for Point Park. This is the first time he has been visually seen by witnesses, but, due to his behavior, gross distortions in his actual appearance will be perceived.

Joshua has been monitoring the police radio bands. When he hears of the riverboat attack, he begins patrolling the riverfront, avoiding the Police, and moves toward Point Park also.

Stalking the Steel City



Jack finds a vagrant sleeping on the Allegheny riverfront concrete bleachers. He claws and bites him to death. Joshua hears the screaming and runs toward the park. He is followed by a police cruiser. Jack, hearing the sirens, runs out of the park, right in front of the cruiser. The police slam on the brakes. Jack grabs the hood, tears it up, and smashes it against the windshield, breaking it in. Jack runs round the side of cruiser and grabs a patrolman through the hanging glass and yanks him out. The remains of the windshield rend the patrolman's chest and abdomen. His partner just stares in shock. Joshua grapples with Jack causing him to drop the officer. Joshua is trying to subdue Jack, not kill him, so Jack, slippery with blood, wriggles free and begins running up river. Joshua pursues. The other officer wounds Joshua in the leg.

They reach the Sixth Street Bridge. Jack tries a different ploy and climbs down into the understructure of the bridge hoping to lose Joshua in the darkness. Joshua can see just a well but his injury causes him to fail a jump between girders. He falls 60 feet into the river.



Jack retreats to shore again. He sees a large wire grating barring a storm drain in the steep hillside. He tears up a corner of it and disappears within.

Joshua climbs back onto the roadway of the bridge. Most of the blood from his leg wound has washed out of his clothing. At close range it will still be apparent. If the agents are present and not wearing head armor, he will attempt to cosh them. Otherwise, he will flee at full speed and evasion. He will return to his building.

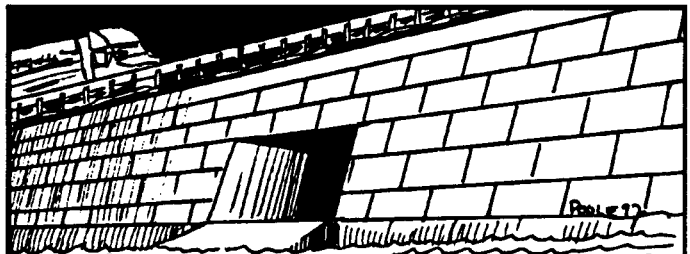
If pursued, he will enter by the front and order the building sealed. All doors will automatically lock. If not pursued, he will use the winch to get in.

The Confrontation

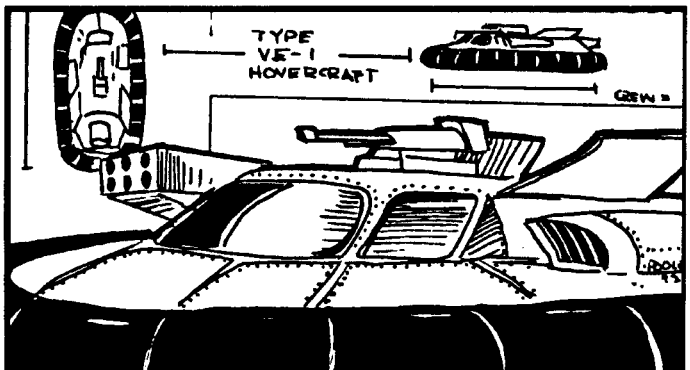
Joshua has been waiting for the agents or authorities to arrive. If the authorities show up he will call for his private jet helicopter and try to escape the country. If the agents break in, he and his aides will confront them. He will protect himself if necessary.

If no one arrives he will go down to the laboratory and begin preparing a strong neurotoxin that should knock out Jack. It will be administered by a modified gyrojet pistol (see BUREAU 13 sourcebook) that will disperse the poison instead of exploding. He will also prepare a fast acting antidote and antishock serum. This will take the rest of the night. He will then rest until the next night and allow his body to fully stabilize and regenerate the leg wound.

Sunday Night



If Joshua trusts the agents, he will have already met them in the atrium. Otherwise he will leave through the concealed door in the side of the riverbank that opens into the hovercraft bay. This was designed as a last ditch escape route. A long corridor connects the secret laboratory with this chamber next to the Allegheny river. A false section of the bank will lower to allow exit. There is an airlock for use when the water level is too high.



The hovercraft is heavily armored and weaponed and can reach speeds up to 200 m.p.h.. Joshua will use it only long enough to escape pursuit. Then he will either meet up with Steven in the helicopter or go to ground until another escape route can be devised. Jeremiah and Isaac will engineer this.

Stalking the Steel City

If warranted, Joshua will detonate the explosives built into the laboratory and hovercraft bay. These are designed to destroy the contents of these rooms and avoid causing structural damage to the Knecht Building and the street above the hovercraft bay. If he is lucky, no official police agency will discover the truth.



He begins his search at the Sixth Street Bridge and notices that the wire grating to the storm drain has been penetrated. Joshua enters the drain and begins hunting Jack. If he is with the agents, he will lead them, thinking himself to be better able to deal with Jack. Jack hears them and hides under the water until they are past. Then he jumps up and attacks from the rear. If Joshua is alone he will be severely wounded but will be able to subdue Jack. If any of the agents are bitten they may become infected with the virus.



Friend or Foe?

Joshua drags Jack to the entrance where he should be met by the agents. He tells them to take Jack to a hospital at dawn (wounded agents should be taken immediately). Then they should give Jack the injection to neutralize the poison and help keep him from dying of shock when the symbiote dies from exposure to daylight.

The agents should be aware by now that Joshua is not their enemy. If not, he will try to escape back to the Knecht Building. If he is exposed to sunlight he will surely die of systemic shock and convulsions. If he survives, the way the agents treated him will determine whether he becomes a Friend or Foe of the Bureau or an In-between. In any event, he will not join the Bureau as an agent.

Suggested Experience Points

This adventure does not require any Bureau involvement for its successful resolution. What is important is that the agents perform in accordance with Bureau Ethics and their relationship with Joshua Knecht. Joshua is potentially extremely dangerous to the Bureau, but his greatest desire is to protect his own survival. The question is how far will the agents push him.

- Killing Jack Barkley 1000
- Saving Jack Barkley 2000
- Infiltrating the Penthouse Party 500
- Not attacking Joshua 500

Additional experience points awarded should be based on how covert a path the team's investigation takes. Remember that Joshua is a legal figure and will use the police, private investigators, and anyone else to subvert the investigation so that he can cover it up.

Simplified Timetable

Thursday:

- 9:10 PM Joshua Knecht leaves for the Pennsic Wars
- 10:30 PM Jack breaks into Knecht's personal elevator
- 11:00 PM Jack breaks the entry code
- 11:10 PM Jack injects himself with Variant 4B5
- 2:30 AM Richard Wilson is slain

Friday

- 7:07 AM Joshua informed about the breakin
- Noon Forensic report on Richard Wilson available
- 10:15 PM Dan Ray slain and beheaded at Penn Train Station
- 11:18 PM Men with swords seen at Knecht Building
- 12:30 AM Joshua Knecht begins to search for Ripper

Saturday

- 9:09 PM Jack attacks patrons at Earth Pig Body Rub Parlor
- 9:33 PM Jack attacks patrons on riverboat
- 9:45 PM Jack attacks police
- 9:48 PM Jack battles Joshua Knecht under 6th Street Bridge
- 9:50 PM Jack hides in the storm drain
- 9:53 PM Joshua swims back to the bridge and climbs up

Sunday

- 9:08 PM Joshua starts stalking Jack along Allegheny River
- 9:13 PM Joshua finds the torn up storm grating
- 10:50 PM Battle royale with Jack

Stalking the Steel City



THE OVERBY INCIDENT

Wednesday Evening

Flush with the praise from his adoring fans, William Howard Overby, concert flutist, hardly notices the pain from the cancer that will soon end his life. He waves cheerily as he walks toward his limousine. The concert at Carnegie Music Hall has been a great success.

Suddenly, a student pushes forward with a manuscript and pen. One of Overby's bodyguards grabs the fan, trips him, and hammers him into the sidewalk, oblivious to the flashing cameras. Overby is hustled into the vehicle. The man staggers to his feet, curses, and says, 'I only wanted your autograph!'



Thursday Morning

Just after midnight, Overby and two agents from the Brotherhood of Darkness, Inc., Matthew Kelly and Travis Blackman, land silently on top of PPG Place in two jet-black, powered, hang gliders.

Using special suction climbing equipment, Overby scales each of the 8 glass towers that project from the roof. There he etches mystic markings into the glass. He is confident that noone will see him from the street far below.

While lowering his equipment to the roof, the top comes loose from a bottle of acid and splashes on Blackman's hands. The agent drops to the roof in agony. Overby applies a neutralizer and injects a painkiller, but before the night is out Travis will need hospitalization or be permanently crippled.

Overby finishes hurriedly to be done in time for the height of moonrise. He walks to the edge of the roof and removes a strange wind instrument from a padded bag. He begins to chant and then echoes the tonal qualities on instrument. As he

Stalking the Steel City

breathes the last note, at the height of moonrise, the etched symbols flash and a mystic ring flares into existence 1000 feet above. The illumination lasts just for a moment, then fades.

Overby and Kelly tape the control rod of the hang glider to one of Blackman's forearms. The plan was to run off of the roof and glide down to the Monongahela River before turning on the electric propellers. Blackman crashes into the river on his attempt. He is left for dead. Overby and Kelly manage to return to the limousine, break down the ultralight, and drive back to Chatham Apartments. The Hein Corporation has graciously provided these accommodations for Overby's stay.

BUREAU 13 Incident Report

Transmission time: 3:12 A.M.

At 1:49 A.M. EST a secret military spy satellite recorded a sudden output of hard radiation from the area of Pittsburgh, PA. The intercepted report on the exposure stated these facts:

- The satellite was not currently in operation.
- It was shielded from radiation exposure to the sides and above. The only source could have been from below.
- Only a high output source could have reached and penetrated the lower shielding of the camera.
- The image is a circular blur. This indicates a very short intense exposure (about 50,000 RADs).
- The exposure must have come from an airborne source or from a ground based source in the downtown area of Pittsburgh, PA or the nearby hills.

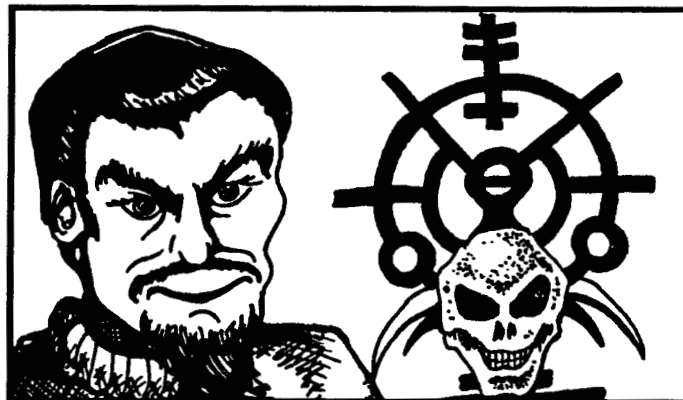
There are no industries, devices, or facilities that should be able to produce this output in Pittsburgh, but the following are high probability:

- Both the University of Pittsburgh and Carnegie Mellon University have experimental or classified computer and physics research work.
- Westinhouse Nuclear Facility makes parts for nuclear power plants and uses laser fabrication for extreme tolerances.
- Pittsburgh Plate Glazz provides specialized optic processes for industrial customers. This might give a lead to a part needed for such a device.

Lights in the sky and laser tracings on the clouds have been reported to the Pittsburgh Press City Desk. Whether any photos are available are unknown at this time.

Agents are advised that other agencies such as the FBI or NSA should be investigating this as well. Therefore, do not use law enforcement covers if possible.

Note that tonight is both the full moon and the equinox. This configuration is extremely rare and is considered highly favorable for spell casting and ritual sacrifice.



The Brotherhood of Darkness, Inc.

"So let me get this straight", said Mathias Bolt, "You want to open a interdimensional portal to release something like H.P. Lovecraft's Ctuthulu so that I can make a killing on the stock market? What a wonderful idea."

"Glad I could be of service to the Brotherhood. I know how service to our masters can be so expensive", simpered Overby.

"Well, I didn't know you were so talented. We can't let anything happen to you. I'm going to assign some brothers to watch over you."



Travis Blackman

STR: 6	WIS: 7	THR: 8
CON: 17	LCK: 8	DOD: 8
DEX: 6	CRZ: 12	ACC: 14
AGL: 10	MRE: 6	HPT: 47

Willie Fontaine

STR: 9	WIS: 11	THR: 7
CON: 9	LCK: 15	DOD: 8
DEX: 6	CRZ: 13	ACC: 8
AGL: 8	MRE: 3	HPT: 33

David Evemy

STR: 8	WIS: 4	THR: 9
CON: 11	LCK: 12	DOD: 8
DEX: 7	CRZ: 6	ACC: 12
AGL: 9	MRE: 1	HPT: 36

Stalking the Steel City

Paul Hooper

STR: 7	WIS: 13	THR: 8
CON: 9	LCK: 11	DOD: 10
DEX: 9	CRZ: 17	ACC: 10
AGL: 13	MRE: 2	HPT: 33

Brooks Patterson

STR: 13	WIS: 11	THR: 13
CON: 4	LCK: 10	DOD: 10
DEX: 15	CRZ: 11	ACC: 13
AGL: 8	MRE: 4	HPT: 25

Louis Speranza

STR: 10	WIS: 4	THR: 10
CON: 5	LCK: 12	DOD: 11
DEX: 10	CRZ: 11	ACC: 11
AGL: 13	MRE: 4	HPT: 30

None of these people are especially important to the Brotherhood, that is why they volunteered for extreme duty. If they and Overby succeed, there will be promotions and rewards for all of them.

They are equipped with ballistic cloth suits. They also have padded overcoats that are double layered ballistic with metal. They don't have any protection for their heads.

Each carries a Browning high power pistol with armor piercing bullets. They also have six 10 gauge pump shotguns with 00 buck and slugs (alternating). They keep the shotguns in the limousine when travelling and carry them back into Chatham Apartments when there. They have authentic carry permits for the pistols (Overby has requested the permits declaring himself as a foreign public person who fears attacks from fans). The brothers won't hesitate to call the police if they think that the Bureau is attacking them.

The limousine is armor plated (2 inch armored alloy) and has tinted, inch thick, bullet proof plastic windows. No normal weapons fire will penetrate it. Treat as tough in vehicle collision rolls. It has run flat tires and cannot travel over 50 m.p.h. if they are punctured.



Travis Blackman

Unknown to Overby, Travis has managed to survive. He washed ashore downstream at the Duquesne Light Power Station, Brunots Island, and was found by a security guard at 2:30 A.M. The police ambulance has taken him to Allegheny Hospital for treatment. The doctors are in for a shock!



Etched on every part of his body except his feet, hands, and face (it is etched into his hair) is an elaborate network of symbols and mystic signs. Anyone with a skill in Magic, White making an easy roll will know that it is some kind of protection symbol. If he has Magic, Black as well and makes a difficult roll, he will know that the symbol contains a magical being in Travis' body. Any mage with Protection and Demon Summoning will know exactly what this does. If any of the lines tattooed in his flesh are broken, he dies, or says a trigger word, a demon will erupt out of his body and slay anyone around without a protection spell for an hour. Then the demon must return to Hell. Each of the brothers assigned to Overby has been tattooed like this.

Stalking the Steel City



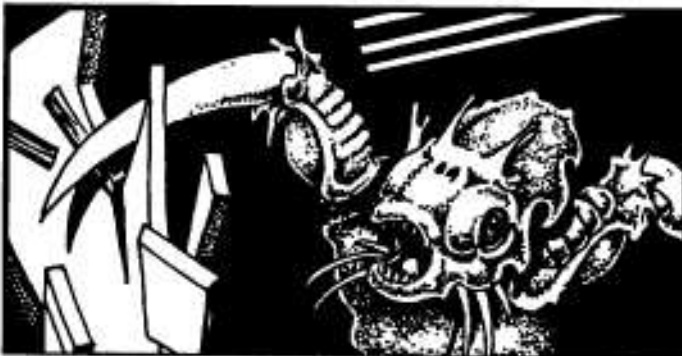
Hellspawn

STR: 21 WIS: 10
DEX: 15 MRE: 30
AGL: 17 HPT: 100

Banes: Holy water, Holy Objects.

Immunities: Immune to all normal weaponry. Silver or blessed weapons (the bullets must be silver or blessed, not the gun) do normal damage.

This 8 foot tall, horrible creature has foot razor sharp blades instead of forearms and hands. They can cut through steel like butter. He prefers to dismember to prolong the suffering unless someone can actually hurt him. He will deal with a threat first. His feet are prehensile.



Pittsburgh Post Gazette

The morning counterpart to the Pittsburgh Press newspaper.

On the cover is a photograph of the flash of light which shows a blurry ring over downtown Pittsburgh. If the locations from which these pictures were taken are discovered and the directions and apparent height of the flash are entered into the computer, the ring will be positively located over PPG Place.

The incident with Overby's guards appears on page 7 with an accompanying photograph. If the negative is obtained, enlarged, and sent to the Bureau over the satellite link, a positive identification of at least one of the guards will be returned and the Brotherhood's involvement will be revealed.

Page 15 has the story of an unidentified man who was found by a security guard at the Duquesne Power Generation Plant and has been hospitalized at Allegheny Hospital for burns.

Since there are other agencies involved in this investigation, any inquiries into photographs or eye witnesses will be passed on to those agencies. They will be very interested.

Stalking the Steel City



FBI Agents

Joseph Trout

Age: 45
 Profession: FBI Field Agent
 Height: 5' 10 Weight: 180
 Eyes: Green Hair: Blond

STR: 12	WIS: 17	THR: 14
CON: 6	LCK: 19	DOD: 12
DEX: 13	CRZ: 11	ACC: 19
AGL: 13	MRE: 6	HPT: 25

Physical surveillance	Criminal Investigation
Criminal Science	Data Manipulation
Computer Operation	Weapon Skill (Browning HP)
Computer Tapping	Wire Tapping

They operate out of the FBI offices in the Federal Building next to Penn Train Station. Trout is the mouthpiece of the pair. His level of skill should be enough to cause a sufficient amount of trouble to the agents. Joseph wears a ballistic 3 piece suit that naturally gives him double protection where his vest and suit coat or pants overlap. He may have any specialized equipment that seems appropriate.

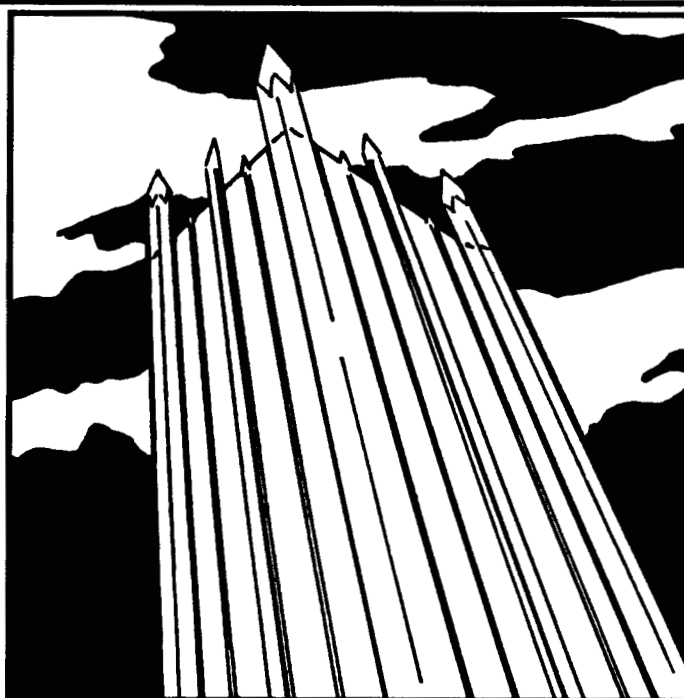
Jules Harrington

Age: 48
 Profession: FBI Field Agent
 Height: 6' 1" Weight: 210 lbs.
 Eyes: Grey Hair: Black

STR: 15	WIS: 7	THR: 12
CON: 14	LCK: 7	DOD: 13
DEX: 15	CRZ: 10	ACC: 11
AGL: 12	MRE: 3	HPT: 53

Weapon Skill (Machine pistol)	Blade Fighting
Projectile Weapon Technology	Grenade Weapons
Guerrilla Tactics	Combat Driving
Physical surveillance	
Martial Arts (Karate, AD,AD,P0,PD)	

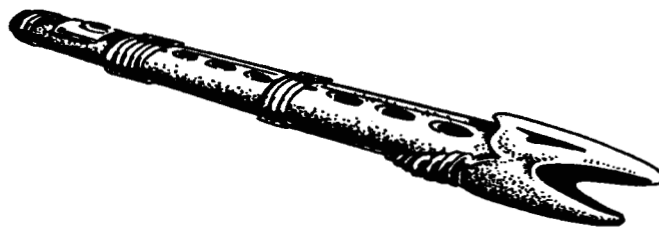
Skill levels and equipment should be treated the same as Trout. He is quiet and deadly.



Pittsburgh Plate Glazz

This corporate headquarters includes PPG Place and a number of surrounding buildings. Together they comprise PPG Plaza. All are characterized by striking glass facings. PPG Place appears to be a tall glass castle with small glass turrets or towers at each corner of the building.

The etchings on the glass are impossible to see except from the roof itself. They have a high residual of magical energy but have served their purpose. It is the magical ring, now invisible in the sky, that is important.



Reed Arcane

This legendary woodwind is a true magical artifact. Its purpose is to enhance the spells of a Dimensional Gate type. This includes demon summoning. All WKM costs are reduced to 1/7th (.15) of their normal cost. Dimensions that are normally impossible to reach can be reached with the aid of this device. Overby has researched a truly hideous and unreachable dimension that he wishes to unleash on the U.S. Even then, he still had to energize the portal with two castings of the spell, risking the disruption of it.

Stalking the Steel City

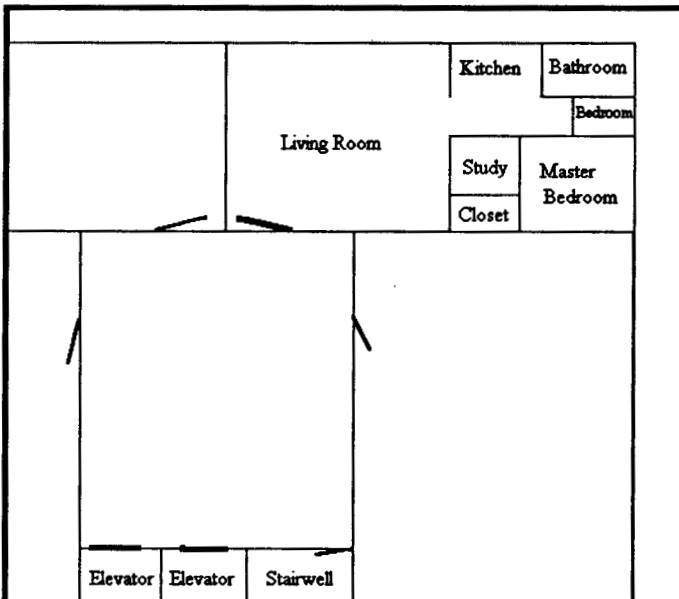
The ring can only be detected by flying through it. A Priest can dispel the energy in it but must do it piece by piece (it is that big) as he would cleanse a spirit out of a haunted house. This will require a helicopter and about an hour airtime. Both may be denied by the authorities. Overby and his guards can observe the air over the building from Chatham Apartments and will take appropriate action if someone appears to be too interested in that area of the sky. The ring can only be detected by Kirilean or magical means. They would assume that it was the Bureau unless the vehicle was an obvious military or news helicopter.



Chatham Apartments

These apartments sit atop Chatham Center Mall. They are leased by the rich and corporations. Mostly they are used to entertain guests. Each is spacious with luxurious appointments. They rent for \$1500 per month.

There are four apartments per floor. Overby has one on the penthouse floor. There are no outside balconies. The windows are sealed. A security guard signs guests in and out. There are cameras in the stairwells and on the first floor landings. The stairs open into the lobby. From there doors lead to the parking garage and the elevators to the mall.



William Howard Overby

Occupation: Concert Flutist
 Nation: Great Britain Military: First Sergeant
 Age: 86 Ht: 5'10" Wt: 145lbs
 Hair: Brown Eyes: Brown
 Handed: R Blood: A Positive

STR: 7	WIS: 14	THR: 11
CON: 11	LCK: 9	DOD: 7
DEX: 13	CRZ: 3	ACC: 13
AGL: 8	MRE: 1	HPT: 32

Mental Coordination 11	Recovery Rate 1.0
Working Magic Score 150	Magic User Type B

CURSE	07	GATING	09
DEMON SUMMONING	10	PROTECTION	11
DIMENSIONAL GATE	20		

Why is he doing this?

Overby's family has been involved in black magic for centuries. Still if they were in league with the devil, they were in league for British benefit.

When WWII came about William was proud to leave home and altar to fight against the Germans. As the V2s pounded his heritage into rubble he looked to the west and saw America, fat and safe on the other side of the ocean. His resentment grew. Finally, his wife was killed in their home. The next day, the United States started its offensive against the Axis powers. Overby was livid. In his heart he believed that American forces could have stopped his tragedy if they had been off the dime sooner. He swore vengeance. The rest of his life was spent in world travel gathering the tools and resources he needed for this revenge.

Two months ago Overby was diagnosed as having cancer. He will die very soon. He is dedicated to bringing the U.S. to the grave with him. Through his family contacts William approached Mathias Bolt and enlisted his support. Bolt has no idea that Overby has no intention of closing the portal. The horrors that spew through that gateway will never allow anyone else to close it either. They will destroy all life as we know it. Earth will become a wasteland.

Stalking The Steel City



Stalking the Steel City

Thursday Night

Travis Blackman is released from the hospital and returns to Overby's quarters. He is very careful to walk the last six blocks and watches for any sign of a tail. His hands are swathed in bandages. He will be almost useless, but he believes that the only safe place to be is with Overby. He never dreams that Overby does not plan to survive the night.

Overby leaves his quarters about 7:22 in preparation for his final performance. He removes the Reed Arcane from a secret compartment in his luggage and brings it with him. The rest of the luggage is loaded into the limousine.

They drive to the Benedium, Pittsburgh Premier theatre at Seventh Avenue & Penn Avenue. Overby requested this instead of Carnegie Music Hall as it is just a few blocks from PPG Place.

His concert is inspired. Some say that he is pouring his life out through his music.

Afterwards he rides to a reception to be held at PPG Place. Overby is a complete egotist and cannot refuse an opportunity to receive praise for his skill, however he is not stupid.

It is very late. The TV press have left but the newspaper is still here. Most of the movers and shakers have left as well but the true fans stay since Overby has promised a special performance. As the moment draws close Overby calls for silence.

"Dear people, I have saved a special composition til now that I must play for you. I have spent years composing it as a tribute to all that America has done for me."

He walks outside to the plaza next to PPG Place and stands by the obelisk statue there. He removes the Reed Arcane from its special case and begins to play. Each note seems to vibrate and hang in the air. High above the sound of thunder begins.

Stop Him!!!

If Overby is allowed to finish opening the portal, it will become permanent. The ring will ignite in plasmatic flame and the portal will appear in a thunderclap. Light will flood through like a 1000 foot wide spotlight. The hundreds of monsters that initially pour through are best left to the imagination. Pittsburgh will be under siege. Hundreds of thousands will die this night and more tomorrow. The military will be mobilized. The only natural hope of containment is a large nuke fired through the portal that might make it too deadly to enter the portal. Naturally, a lot of the radiation and explosion would backblast through the portal.

This would be one of the few times that a mage could summon an angel and not incur too much wrath from the higher forces.

Any priest worth his salt will be praying for help from on high.

Magic or exorcism can block the portal temporarily but it will require an extreme amount of effort to maintain it indefinitely.

The Bureau may have to go public on this one.

A better solution is to stop Overby before he finishes. Naturally, he will be surrounded by his guards and the elite of Pittsburgh. If he is stopped, the portal will remain but will become an intermittent problem (see dimensional rifts in BUREAU 13 sourcebook). On the plus side, Pittsburgh will be a great place to live if an PSI has the talent PSI TAP.

The best solution is to keep him from beginning to play that last time. In this case the energy of the portal will slowly dissipate harmlessly.

Overby would rather die than be defeated. If attacked he will try to snap a gate to the top of PPG Place. He will shoot some of the Brothers, releasing the Hellspawn, to keep the agents at bay. He is utterly remorseless. If finally captured, he will try to destroy the Reed Arcane.

Suggested Experience Points

- Dispelling the portal before the second casting 2000
- Stopping Overby from playing the last time 2000
- Stopping Overby after he starts playing 500
- Each Hellspawn killed or Brother captured 500
- Allowing civilians to be killed by Hellspawn -1000
- Capturing the Reed Arcane 600
- Allowing Overby to finish - everyone dies

Simplified Timetable

Wednesday

- 10:30 PM Overby's bodyguard attacks student fan
- 12:00 AM Overby lands on top of PPG Place
- 1:49 AM Portal energize, satellite irradiated
- 2:30 AM Travis Blackman found on Brunots Island

Thursday

- 6:30 PM Blackman releases himself from hospital
- 7:22 PM Overby leaves for concert at Benedium
- 8:00 PM Concert begins
- 11:00 PM Reception begins at PPG Place
- 1:40 AM Overby walks to obelisk and begins to play
- 1:49 AM Portal opens. We are invaded!

Stalking the Steel City



RAIN, RAIN, GO AWAY

August

The petroleum/gas exploration ship has been drilling core samples off the coast of the Peoples Republic of China for two months. If a large enough strike is found, the government will build an underwater pipeline to transport the gas or crude to the mainland. So far they have had no luck and have decided to try a new location.

As the divers swim down the light deepens from sparkling green to a deep blue. The wet suits protect them from the bitter cold. The lead diver sees a large shape in the gloom. He finds a sunken building made of dressed stone covered with sea moss. Inside he expects only darkness and detritus that has drifted in from the ocean. Instead, he finds an ornate altar with three strange two foot high sculptures on it. Eager to share their find, the divers return to the ship. A quick call to the mainland authorizes the removal of the artifacts. The quarter ton sculptures are removed one by one with a flotation hoist and carefully packed on the ship.

They finish their initial survey and head for port.

The government is thrilled. This is a major cultural coup. Not since the tour of King Tut's treasures has the world been witness to a new archeological find. These unique and mysterious items will draw intense attention from the world press. This will distract them and take print space away from reports of the internal problems that have plagued the government of late.

April - Day 1

To that dark and deep chamber a forgotten god has returned. It wanders the globe but always returns for the spring offering that used to appear. It has been ages since there has been an offering, but it cares not. Now it finds that its holy objects have been stolen. A coal of anger ignites deep in its watery breast. It casts about for their location. Someplace to the east and above sea level. Well, if they won't come to the sea, it would make the sea come to them!

The clouds above Pittsburgh thicken and swell for a 50 mile radius. Moisture is drawn from the Great Lakes and the Atlantic Ocean. A simple shower begins that swells into a downpour of an inch an hour.

BUREAU 13 Incident Report

Transmission time: 2:47 P.M.

Late this morning an abnormal rain storm 50 miles in radius developed above the western Pennsylvania area. We believe it to be centered on Pittsburgh. It is irregular in shape so no clear center has been determined. It was unpredicted and is stationary. Normal weather patterns dictate that it should move south at this time. It has not.

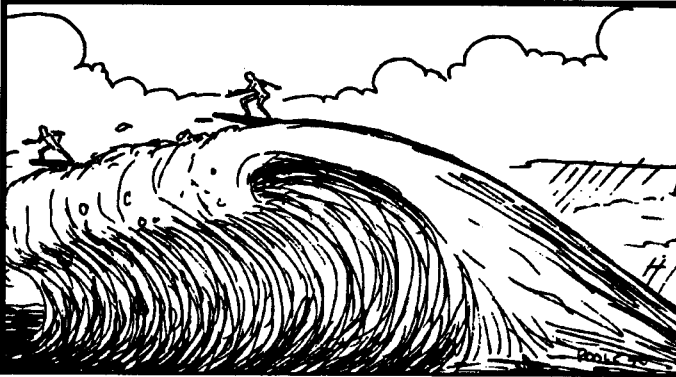
Though this is a rain storm, it poses grave danger for the United States. Currently it is raining at an inch an hour. At this rate the water table will be saturated within the day and massive flooding will occur shortly thereafter. This flooding will extend down the entire length of the Ohio river valley and, ultimately,

Stalking the Steel City

the Mississippi river. There is no indication that the rain will let up. Airports in Chicago, Cleveland, Buffalo, and points east have been closed due to extreme turbulence.

Your mission is to determine the cause of this weather pattern and neutralize it. Due to the potential destruction caused by this situation, Special Services and Ray Robertson are standing by to fill any equipment requests as quickly as possible.

Day 2



Endless Summer

The water spirit reaches the west coast after 20 hours. It moves down the western seaboard about 300 miles an hour toward Central America. As it moves through the deep water, it displaces a huge amount of water that creates wonderful surfing conditions. Within an hour or two the Bureau and overjoyed surfing fans know that this disturbance is moving down the coast. The Bureau assigns another team to perform surveillance on the disturbance if possible and inform the Pittsburgh team.



Panama Canal

The water spirit reaches the Panama Canal in a record seven hours. Gathering itself as an enormous water ram, it blasts through the locks hurling ships out of the water as it travels. It appears as a huge swell of water, a standing wave that towers over the retaining walls of the canal.

The other team will try to get the operators to open the locks before it reaches them, but they may have to use force due to their unbelievable story (even with pictures). All this pounding slows its passage to about 2 hours for the entire canal. Then it vanishes into the Gulf of Mexico as it heads for the Mississippi delta.

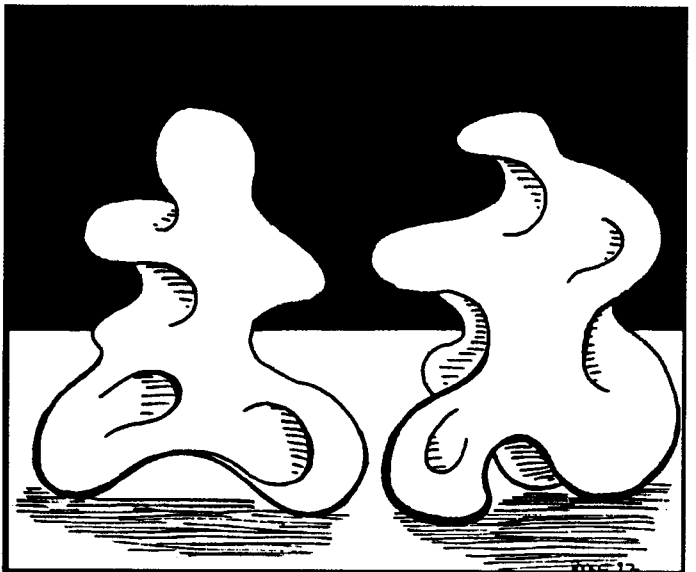
At Flood Stage

Back at Pittsburgh, the water has risen to flood stage. Flood control dams are already at capacity. The downtown area is just about deserted, all businesses have closed down. Corporations have been transferring important documents and data to other national offices or at least high ground all day long. Many surrounding areas are already under water, most roads are impassible to all but four wheel drive vehicles.

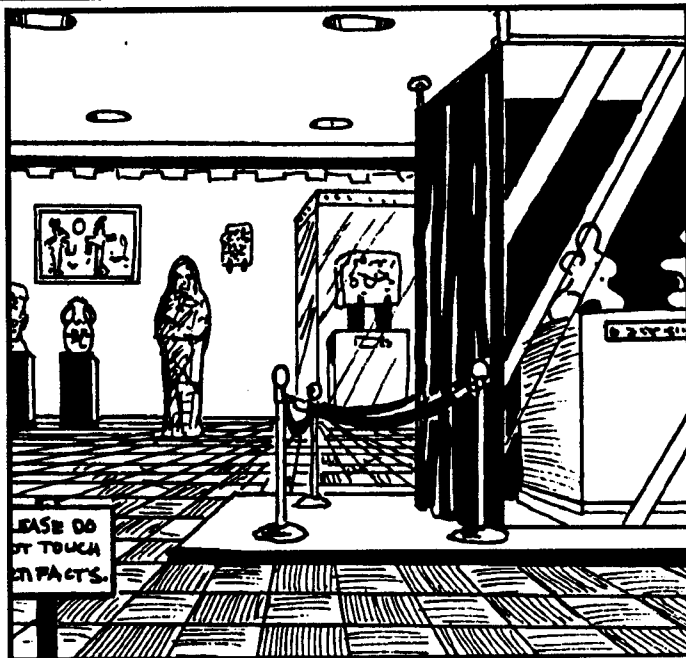
The news is only about the immediate disaster. All air traffic has been grounded. The information they need is in past newspapers.

The Find of the Century

Not long ago, the Arts and Entertainment sections were raving about this new exhibit at Carnegie Museum in Oakland (a suburb of Pittsburgh). Analysis of the statuary has determined that they are over a million years old. Even more surprising is that they appear to have been carved by some kind of high pressure water cutting method such as sand blasting or the new high pressure water cutting methods. Such technology was unknown at that time. In fact, many experts believe them to pre-date human existence. A huge amount of controversy surrounds these items in the archeological and anthropological circles. The shapes are very vague but some believe that at least one of the figures is supposed to be human.



Stalking the Steel City



They are on display daily in the main museum hall. Due to protests by radical groups at other exhibition sites, they are behind a ceiling to floor sheet of bullet proof glass. An observer must pass through a metal detection station to approach more closely. Museum security is not afraid of anyone trying to steal the massive objects. They are just worried about vandalism.

These radical groups are protesting either religious implications or the fact that the statuary is a national treasure of the Peoples Republic of China. There is still a lot of hatred for Communism.

They have no Kirilian auras since they are merely objects of respect, and the forgotten god has not touched them for about a year. The agents will have to deduce this one.

Jerry Poupart and Misha Okasura

Jerry Poupart and Misha Okasura are very concerned about the rain. Jerry is the U.S. State Department liaison and Misha is personally responsible to his government for the safety of these artifacts. Today is the last day that the museum will be open for the rest of the emergency. The operating staff as well as the patrons just can't get there through the rain-swollen streets. The head curator has told them repeatedly that they are too far above the level of the river (about 200 feet) to worry about any serious flooding. Any flooding will come from the nearby hills on the way to the river. They have installed an emergency generator to take care of the sump pumps in the basements, and the exhibit is 10 feet above the street level. Even so, the pair have decided to stay with the exhibit until the emergency is past.



After the doors are locked, they set cots up and prepare to wait it out. They are armed with their credentials.



Jerry Poupart

Age: 42
 Height: 5' 10" Weight: 175 lbs.
 Eyes: Blue Hair: Red

STR: 9	WIS: 15	THR: 9
CON: 9	LCK: 13	DOD: 12
DEX: 8	CRZ: 8	ACC: 10
AGL: 15	MRE: 4	HPT: 30



Misha Okasura

Age: 55
 Height: 5' 2" Weight: 120 lbs.
 Eyes: Brown Hair: Bald

STR: 11	WIS: 11	THR: 13
CON: 15	LCK: 6	DOD: 12
DEX: 15	CRZ: 15	ACC: 13
AGL: 14	MRE: 2	HPT: 45

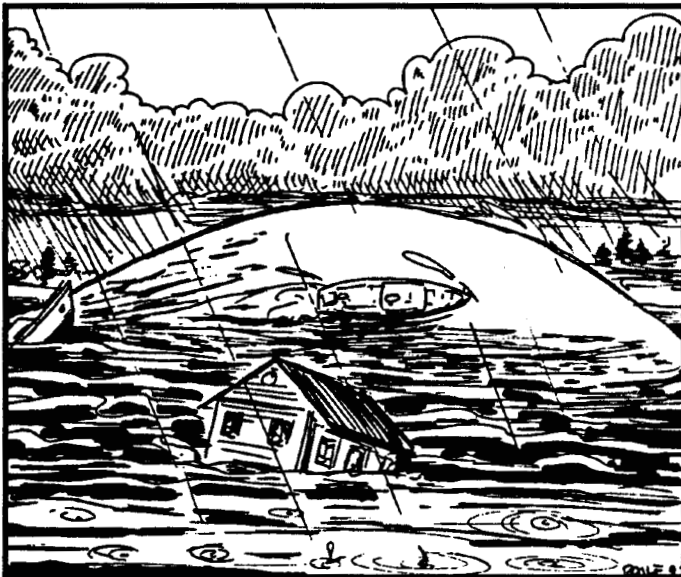
Stalking the Steel City



The Maintenance Man

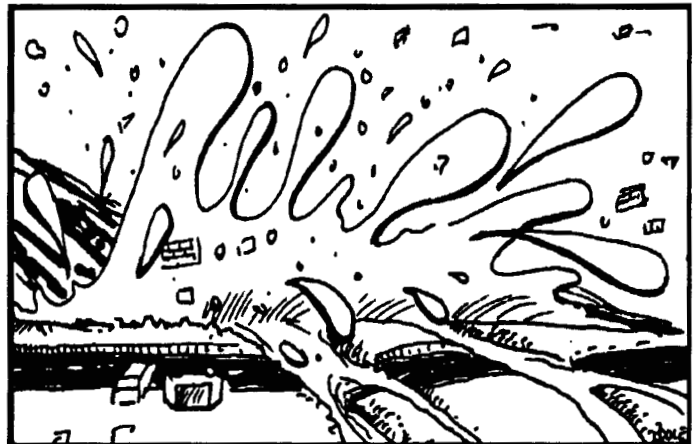
Eric Voss cracks open another beer from his cooler and readjusts the rabbit ears on the portable TV that he brought from home. In an hour he will check out the basement again for signs of leakage, but he isn't worried. He chuckles as he thinks about how he is going to spend the double overtime pay he will get for staying all night.

STR: 17	WIS: 9	THR: 15
CON: 12	LCK: 12	DOD: 16
DEX: 17	CRZ: 6	ACC: 11
AGL: 15	MRE: 1	HPT: 50



That Old Man River

The Mississippi has risen significantly from the influx of flood waters from the Ohio River. As the water spirit moves north, a large swell will be visible in the water. Ships will capsize and houses will be torn down by the churning water in its wake. This will be clearly visible to news and military airborne surveillance. They will be turned back by the storm at Pittsburgh.



As it reaches the Ohio the real devastation begins. The river valley is already flooded and more water is flowing downstream every minute. As the swell moves upstream, the water before it squirts right and left with fire hose force, battering down retaining walls, disintegrating docks, bridges, dams, and buildings. The wreckage is as if a hurricane passed through.

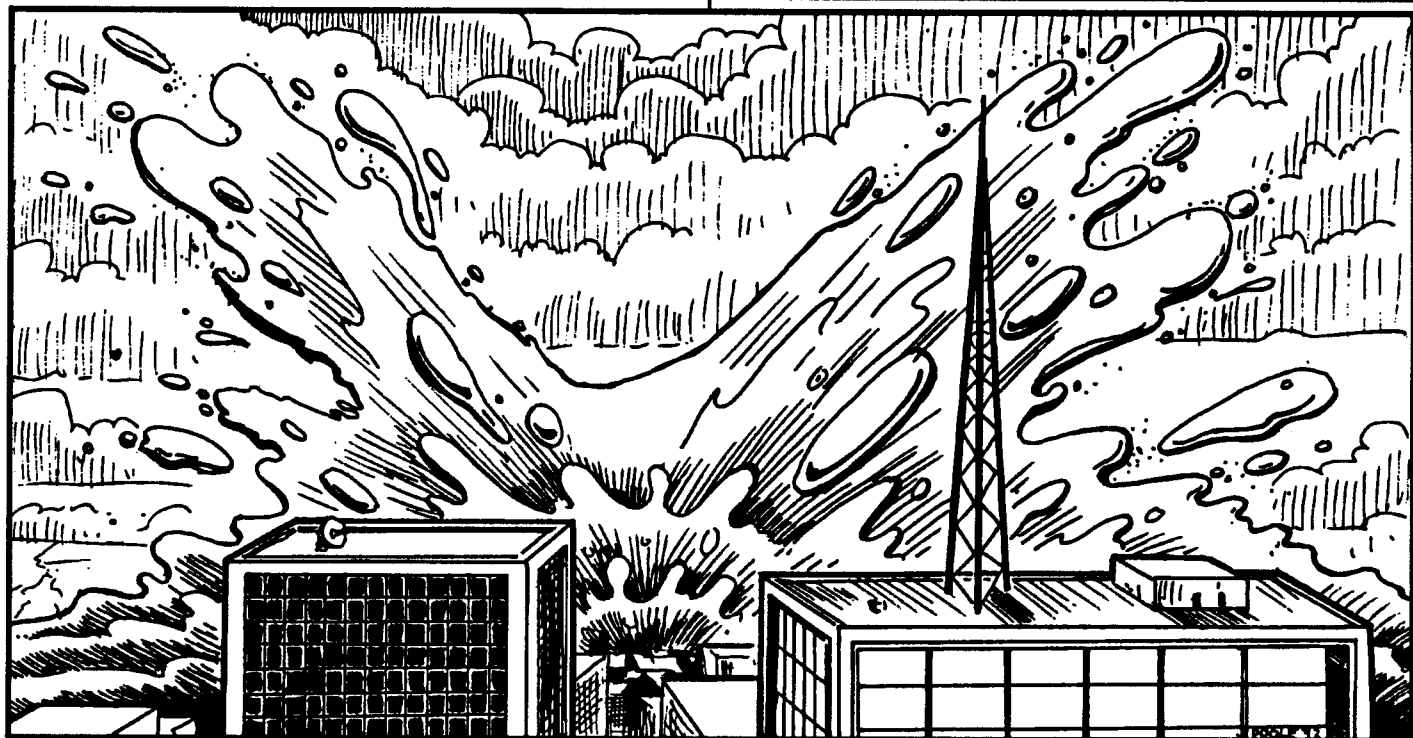
Pittsburgh Under Water

Pittsburgh has high rolling hills that shed water fairly rapidly. However, all that water flows into the Allegheny River to the North and the Monongehela River to the East and South. Both merge together at downtown Pittsburgh to form the Ohio River. Steep hillsides (Mount Washington to the south, Northside to the north, and Oakland in the center channel the water and keep it from spreading out. The river level has risen a foot an hour since flood stage earlier that day. Downtown Pittsburgh is awash.



So far the big bridges, Liberty Bridge and Fort Pitt Bridge, and their attendant tunnels through Mount Washington are still open, but the Smithfield Street Bridge was in poor repair and has collapsed. The bridges on the Allegheny river remain but are partially under water. The parkway that runs along the northern side of the Monongahela River has been under water for some time.

Stalking the Steel City



The water spirit will travel up the Monongahela side, destroying all the bridges as it passes and reach the river's closest point to Carnegie Museum. There it will rise up out of the water in frustration and pound against the hillside trying to erode it into the water. This will destroy the Parkway, the Boulevard of the Allies where it hugs the hillside, and any structures on either side of the river.

After a few hours, if the agents have not figured out what to do by now, it will gather as much water as it needs and will mound up as a huge mass of water (higher than Mount Washington but not more than a billion cubic feet) and flow over Oakland like a tidal wave until it reaches and destroys Carnegie Museum.

How to Appease it.

The spirit is willing. It only wants its statuary back. If the team takes the sculptures to it, or at least dumps them into the Monongahela or Ohio Rivers, it will gather up its treasures and leisurely move back down the river. The swell will collapse as if it never was there. The storm will dissipate completely in about an hour (it was artificially fed by the forgotten god). The only continued damage will be from the flood waters. Of course the property damage will be in the billions before the incident is over.

It will return its sculptures to their resting place and will promptly forget about them again until next year. The Peoples Republic of China will rediscover them sometime, but will wisely leave them there.

Suggested Experience Points

The Water Spirit cannot be killed or defeated. It can only be appeased.

- Returning the Statues to the Water Spirit the first day. 1000
- Each hour after it reaches the Mississippi - 100

Simplified Timetable

Day 1

10:41 AM Rainstorm develops over Pittsburgh, PA

Day 2

- 6:30 AM Water spirit reaches west coast
- 1:30 PM Panama Canal assaulted
- 3:30 PM Water spirit disappears into Gulf of Mexico
- 8:00 PM Water spirit sighted at New Orleans
- 10:30 PM Water spirit reaches Ohio River

Day 3

- 1:30 AM Water spirit reaches Pittsburgh
- 1:35 AM A water ram starts pounding the hillside
- 4:30 AM A huge standing wave 1000 ft high develops in the Monongahela river and crashes down upon Oakland, destroying everything in its path. It flows North into the Allegheny River and disappears. Suddenly the rains stop. The clouds begin to dissipate.

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Warped for Good

William Bailey

Bill had a delirious summer, his fifteenth. Now he is starting his sophomore year in high school. Last year was very difficult. He did not get along well with the other kids. To them, there was nothing cool about collecting comics, riding a bicycle, or growing so fast that he had no sense of balance or aim. Sports was out and his lean frame didn't seem to want to grow big muscles, so girls ignored him. He could have made a big hit with his classmates by stealing stuff from his father's pharmacy but he wasn't that kind of guy. Life seemed to be betraying him at almost every turn, except one. He had discovered a power. A power to pass into other dimensions. At first he was too frightened to use it. Soon he discovered that he could see into these unlimited worlds first and then warp through when safe. He spent long hours on his bed watching terrible storms on other Earths or an animal, thought extinct, stalk and slay its dinner. For a time he toyed with the idea of just leaving for one of them, but he knew that would break his mother's heart.

Bill is very idealistic and wants to make a difference in the world. He mirrors his father's belief that if the corruption was rooted out, this country would be ideal. However, he does not realize that his father is using this bluster as an excuse to be a coward and social failure. Bill wants his father's respect and admiration. So instead of leaving, he decides to clean up the neighborhood.

Benson Davis & Company

Benson is a large muscular teen who dropped out of high school and sued successfully to be an emancipated adult. He is the top supplier of drugs for South Hills High, the school Bill attends, and has many students running the drugs into the school during lunch break. He sits in his tinted black corvette just up the street from the school and waits for the money to roll in. He knows that no police officer can touch him since they cannot see into the vehicle and therefore have no justifiable cause to search it. If they do anyway, then the evidence is thrown out of court and the police officers receive a downgrade. They pretty much just let him be and work on getting his runners to testify. This is unlikely. The last one who did died.

He isn't worried about being robbed since he just installed bullet proof glass in the vehicle. It can still outrun any pursuit. If he is forced to make a stand, the auto-shotgun in the luggage bin behind him will make a convincing statement.

Bill cops a hall pass in each class and looks for one of the runners in the bathroom. When he finds one, it is bye-bye for that drug dealer. Then he returns to class.

After school, Bill approaches Benson's car. When He knows that Benson is in it, Bill sends him after his buddies. He hopes that they like a world where the dominant race is not human, and where they are all going to be thought of as demons and monsters. Later the police tow Benson's car and are surprised to find it entirely gutted inside, including the engine, firewall, dashboard, and seats.

Stalking The Steel City



Stalking the Steel City



Francess Prentasa.

Francess is not a pretty girl, but she makes up for it by being as big as a Brahma bull and twice as mean. All the girls are in terror of crossing her. She has just shaken one down for lunch money. The cafeteria just doesn't provide reasonable portions, so she goes across the street to the deli. Afterward, she ambles to the girl's lavatory to take a dump. She doesn't see Bill following her. The next thing she knows, she is in a culture of large women who have no written language and speak a foreign tongue.

Iron Dragon Gang

Franco Davis: A true sadist, this delinquent is just waiting until he gets old enough to be taken seriously by the main criminal element. He exhibits great charismatic leadership over his followers. He is openly scornful and abusive of others. Franco prefers to incite his followers into acts of public violence, but reserves any personal display for private settings. He is highly intelligent and is skilled in knife fighting and use of a shotgun.

Paablo Istivan: Second in command and master at arms. He is the chief "cutter" of the group. Paablo has been linked with the assault and mutilation of local girls. He performs occasional acts of enforcement for organized crime in exchange for immunity for his behavior.

Ricardo Englanis: Pretty boy of the bunch. Police records indicate that he is a known car thief. He is a member of the Iron Dragon gang because the gang revenged an assault against him. He is totally subordinate to others.

Jude Lerner: Assault & robbery charges. He always wants what he doesn't have.

Miguel Santis: Son of Central American guerrilla. He is the main weapon connection for the group and an expert on urban tactics. He and Franco plan most of the robberies. He has no criminal record as he is always the lookout and has never been picked up except for questioning.

All these thugs have fairly high levels in street fighting and procuring. They are also fairly strong due to their lifestyles.

Bill has been hanging around looking suspicious for three days now. Franco Davis and his boys have decided to do a little creative carving and find out the score. They wait for him outside his last period chemistry class and drag him into the boy's bathroom on fourth floor for questioning and general abuse. Only Bill walks out. They were warped into a medieval feudal dimension with a strong class system. The only way they can better themselves is in the military, but they will probably be killed that route.



Stalking the Steel City

Susanna Wilcox

Bill overhears that Susanna Wilcox is pregnant and may be planning to abort the child. He is Catholic and Pro-Life. He stops her on the way home from school and confronts her with this. When she refuses to discuss it with him, he warps her to a welfare state dimension that shares his view.

Neighborhood Cleanup

Since the school is beginning to get a bit hot, Bill starts on the drug pushers outside of school. In turn he threatens each one with his father's pistol. When they reveal their sources and other pushers he warps them away. At first, it is hard to get to them, but he learns to go to another dimension, scan for a good hiding place, warp back into it, and wait until the target shows up. No one suspects this mousey, skinny guy on his bicycle.

Angela Patterson and Brian Jeffries

Boistered by his success Bill finds the guts to reveal his feelings to Angela after her senior class play rehearsal. She laughs at him. At this same time Brian shows up and pushes Bill around for insulting Angela with his attentions. Brian is the captain of basketball team. He plans to marry Angela upon graduation. He has full scholarship to UCLA. He is not very bright but malleable. Angela sees him as the ticket to the easy life.



Angered but still caring for Angela Bill warps them both away to a neutral dimension and runs off. He has never used his power in anger or revenge before. He begins to find his altruistic aims slipping away. He wants to tell his father about what he is doing, but his father has always treats him like a little kid. Bill decides to swallow his guilt and keep on trying for now.

The next day, heartbroken, Bill stays home from school with an upset stomach. His mother fusses over him until Bill's father comes home, demands his supper, and kicks his lazy son out of bed to do his chores. When his father crows that someone has been getting rid of the trash in the neighborhood and it's about time too, Bill begins to feel a lot better.

BUREAU 13 Incident Report

Transmission time: 5:00 A.M.

Over the last 10 days children have begun to disappear from South Hills High School in Mount Washington, a borough of Pittsburgh, PA. This in itself is no great surprise as the area is low income and known for crime. There are far more reported runaways than this each year. However, what is significant is that many of these children have outstanding criminal records and disappeared without any warning. Also, there has been a number of minor criminal elements that have also experienced a simultaneous winnowing of their ranks. A possible vigilante situation is suggested.

Missing Children:

- Franco Davis - Leader of Iron Dragons. Arson, assault, robbery, possession of illegal weapons, and sundry misdemeanors are among his suspected and convicted crimes. The following are gang members (also missing) with similar arrests:

Paublo Istivan
Ricardo Englanis
Jude Lerner
Miguel Santis

- Francess Prentasa - No criminal record though she has been involved in a number of public disturbances and has been suspended for such behavior multiple times.
- Eric Diangelo - No record.
- Angela Patterson - Head cheerleader & lead in school play.
- Susanna Wilcox - No record
- Benson Davis - Drug charges.
- Brian Jeffries - 1 drunk driving charge. Captain of basketball team.
- Barbara Horowitz - No record
- Jeffry Parsons - No record
- Hope Wiley - No record

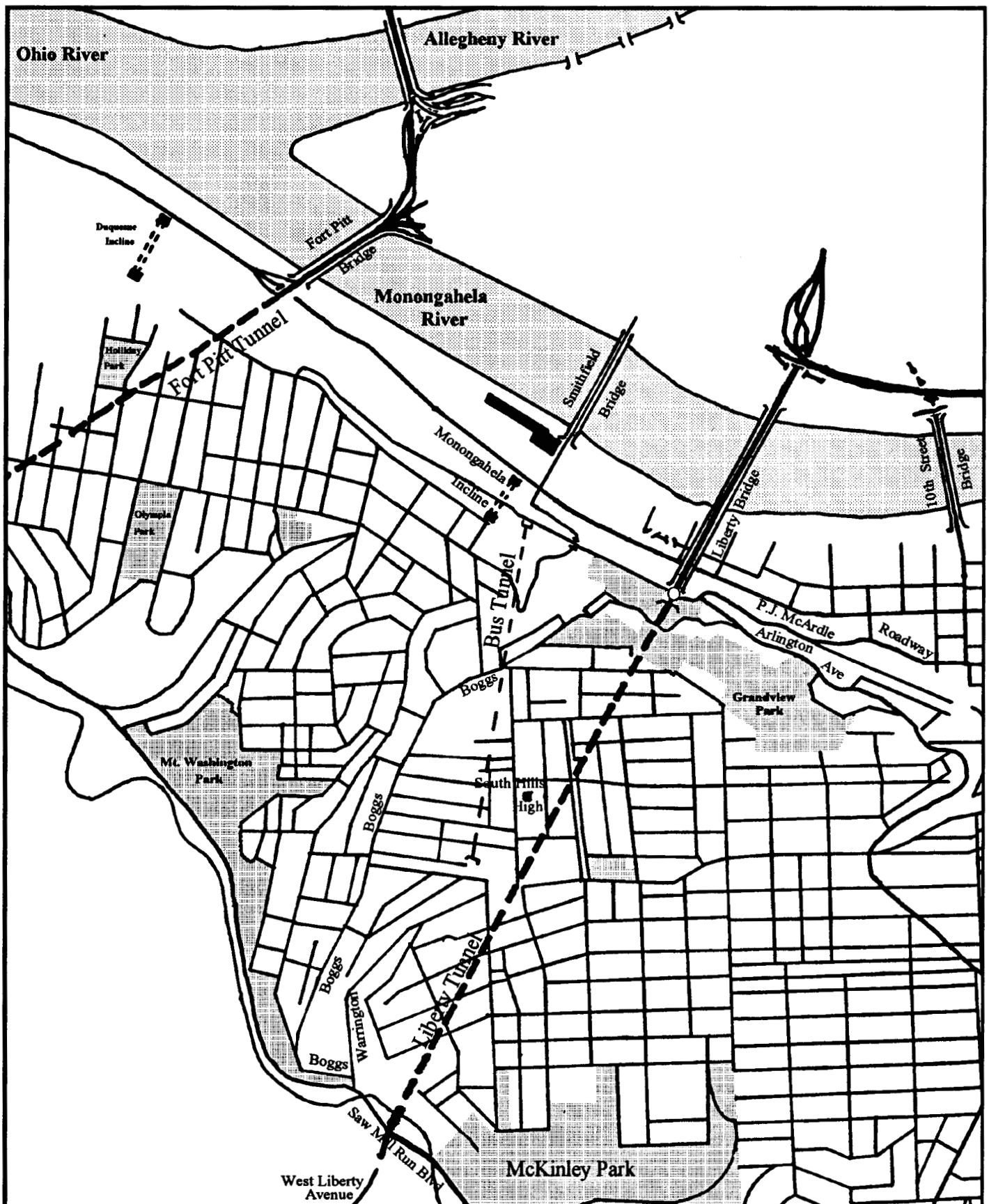
Missing person reports have been filed for all children. Security guards have been hired by the board of education (Pinkerton Agency).

Agents are to investigate and determine if any cause interlinks the disappearances and if that cause is within the realm of agency involvement.

Runaways

Eric Diangelo, Barbara Horowitz, Jeffry Parsons, and Hope Wiley are all runaways.

Stalking The Steel City



Stalking the Steel City

Help Wanted

By the time the agents arrive Bill has gotten rid of most of the drug dealers in the neighborhood. In the criminal world there has been a general shakeup and distributors have to get new runners. It will be relatively easy for a student or an agent posing as a student to get into the organization that way.

Bill is carefully looking at gangs right now to find a good place to irradicate each one. So far no good opportunity has occurred that will not reveal himself.

Kirilian Readings

There are readings all over the school. The most recent readings are stronger. The strongest are the boy's bathroom on the fourth floor near the science classrooms, girl's bathroom on the second floor, and in Angela's dressing area (the strongest).

Pittsburgh Press

There is no information on these disappearances in the newspapers that the agents don't already have from the Incident Report

Ultimatum!

Two days later a letter is delivered to the Pittsburgh Press:

Pimps, pushers, prostitutes beware! I will deal with you as I have dealt with your missing cohorts. Forsake your ways or perish.!!!

The Dead Rhino

The Dead Rhino

The letter is typed and will match the typewriter in his father's pharmacy. Bill will wait and see what the reaction will be.

The Dead Rhino is a character in an independant comic. Bill gets his comics through his father's store at wholesale prices, but this comic is not carried by his father's distributor so Bill has to go to a regular comic shop to get it. He is notable in that he only gets one and only one comic there. However, no one will think of him unless the agents mention his name, but he will be listed on the reserve list for that comic.



A Warp Too Far

Bill is really getting into his vigilante persona. He makes an appointment with Ben Rosenberg, a drug distributor that he learned about from the other pushers.

Ben lives in a very expensive Mt. Lebanon mansion. None of his neighbors know of his underworld activities. Bill arrives just after dinner. Ben tells his family that Bill is collecting for his school and takes him into his study.

Bill explains that he wants to buy an expensive car to impress the girls at his school. He mentions that his father runs a pharmacy and he could get access to the drugs there. He doesn't want to sell drugs himself. What he needs is someone to buy them. Ben begins to get enthusiastic about the arrangement. At this point Bill appears to change his mind about dealing and leaves.

Ben calls up some of his men and tells them to start leaning on Bill. That night Bill returns via another dimension and warps the guy away and anyone else in the room. However, Ben's remaining thugs begin to track Bill to see if he had anything to do with the disappearance. They start asking questions about Bill.

Stalking the Steel City



Rosenburg's Men

Chris Pugh

Age: 18
Height: 6' 1" Weight: 187 lbs.
Hair: Black Eyes: Black
STR: 10 WIS: 14 THR: 10
CON: 15 LCK: 11 DOD: 10
DEX: 08 CHR: 08 ACC: 13
AGL: 10 MRE: 02 HPT: 50

Anthony Duncan

Age: 19
Height: 5' 5" Weight: 130 lbs.
Hair: Blond Eyes: Blue
STR: 11 WIS: 07 THR: 09
CON: 12 LCK: 11 DOD: 08
DEX: 06 CRZ: 07 ACC: 12
AGL: 05 MRE: 02 HPT: 42

Ruby Lowe

Age: 20
Height: 5' 5" Weight: 110 lbs.
Hair: Blond Eyes: Blue
STR: 13 WIS: 13 THR: 08
CON: 11 LCK: 08 DOD: 13
DEX: 04 CRZ: 12 ACC: 08
AGL: 13 MRE: 04 HPT: 37

Phillip Vinnedge

Age: 48
Height: 5' 10" Weight: 160 lbs.
Hair: Brown Eyes: Grey
STR: 14 WIS: 05 THR: 14
CON: 12 LCK: 18 DOD: 11
DEX: 14 CRZ: 09 ACC: 14
AGL: 09 MRE: 05 HPT: 45

Each has a concealed weapon, a high performance automobile, and a no-nonsense attitude.

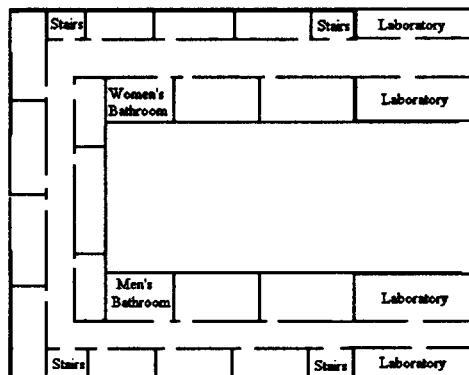
How is he doing this?

Bill has developed the psionic equivalent of **Dimensional Portal (Magic)**. Actually he has **Wild Talent** also, but it is wired into this talent. Therefore, he doesn't have to worry about the cost since once he gets it going, he can push anything through. It just drains him down to 0. An hour later he has at least 1 point and he is ready to do it again. What takes points is the ability to view other dimensions. Fortunately the cost for that isn't too high. Of course, doing this a lot gives him a grinding headache.

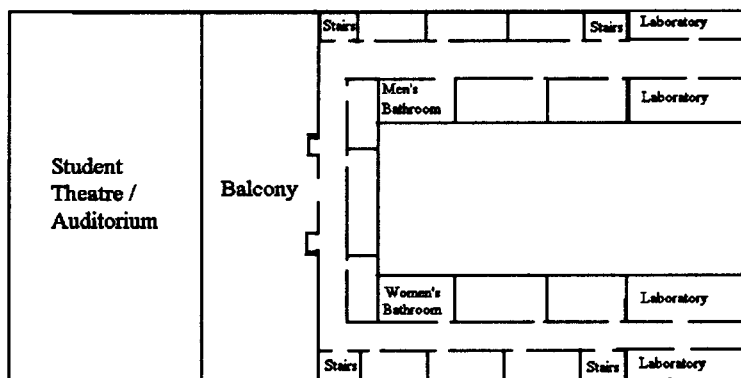
Stalking The Steel City

South Hills High School

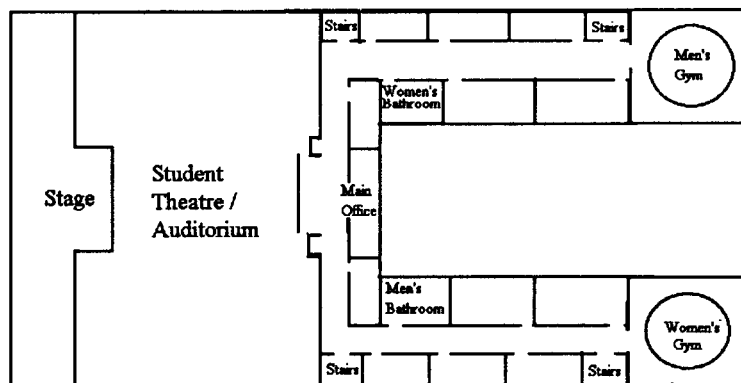
Fourth Floor



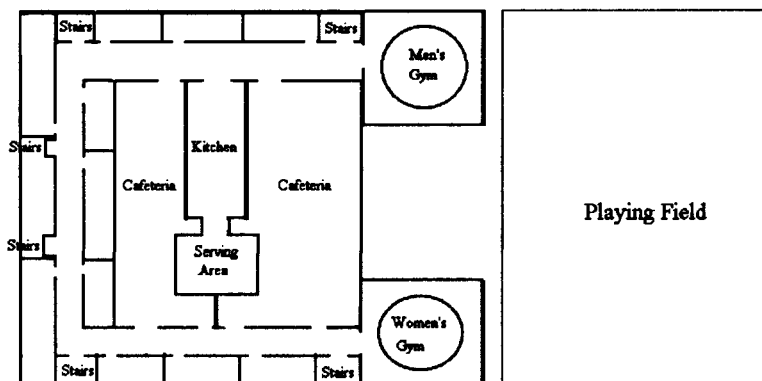
Third Floor



Second Floor



First Floor



Stalking the Steel City

William Bailey

Age: 15

Height: 5' 11" Weight: 130 lbs.

Hair: Brown Eyes: Brown

STR: 8 WIS: 10 THR: 10

CON: 14 LCK: 16 DOD: 8

DEX: 14 CRZ: 10 ACC: 9

AGL: 8 MRE: 5 HPT: 40

WKP: 34 MCD: 10

Dimensional Gating

- Warp Object: 50 pts/10ft cu. or each object if larger + 10pts/dimension pushed past. If there are multiple objects to warp then it must be done by area. Within that area mass is unimportant. Normal casting time is 10 actions. Dimensions appear to radiate out in layers to him, the nearest being on the surface in a certain "direction". Others are underneath these and must be pushed past to be reached. Destinations are on a one to one convergence with this dimension. He cannot warp to a different spot each time in the same dimension.
- View dimension: 15 pts/dimension/10 minutes. Casting time is 1 minute on initial success but 2 actions thereafter. Provides only sight. Experimentation will show that he can do this with this dimension as well and will result in ability to see in dark when used. He is unaware at this time of this possibility.

Wild Talent

Psi Tap

He can use his warping abilities to gain access to locked buildings by warping into another dimension walking a few feet and warping back past the obstruction. He can use his viewing powers to spy and lay in wait for someone. He can use this power while moving though it provides a double image picture of the two landscapes superimposed on each other.

South Hills High

A four story building with a playing field at one end. The building is in the shape of a U with the bottom thickened which is the first floor including the gymnasium.

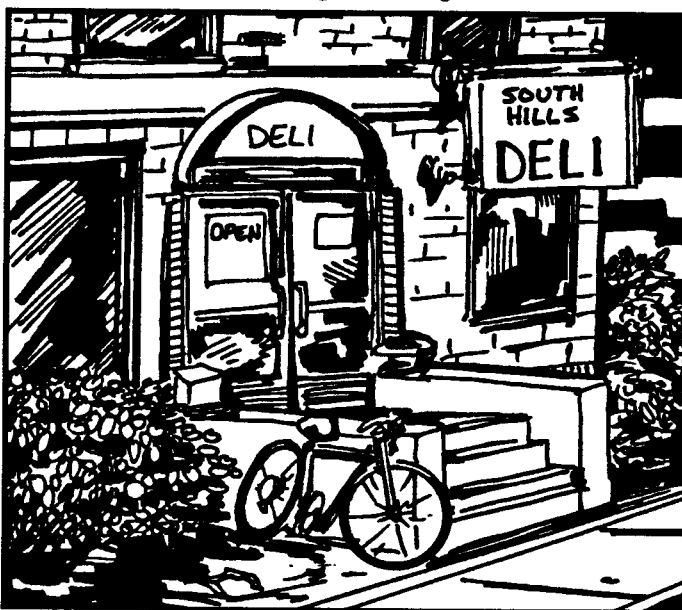
All floors are of this format except that the Student auditorium/theatre uses up the left half of the 1st - 3rd floors to the right stair case. The cafeteria uses the middle of the first floor and the athletic area uses the right wing of the first floor for changing/shower areas & offices. There is a basement with an oil boiler, incinerator, and storage area. A service elevator accesses all floors. The first two floors have bolted screens on all windows for security and protection from vandalism.

Security

Floor monitors (2 per floor) are middleaged people paid \$5.00/hr during school days and school hours. They have no weapons or training but carry low range walkie talkies.

Pinkerton guards are highly trained and observant. They carry mace and 38 specials. They use headset mikes for constant communication and one has a second channel to the police department. Police response is 20 minutes. They are posted at each main exit and one who patrols the exterior of the school. This role is switched on each circuit so the personnel at each position is constantly changing.

At night all the doors are chained shut except for one in the athletic department which has a very strong lock and is used by maintenance & coaches to get entrance after hours. Two Pinkerton guards are posted: one at the door and the other roving the interior of the school. They have master passkeys and test all doors to be sure they are locked after hours on each circuit. One check is made each hour. There are steel grills on all the windows on the first two floors. These are meant to prevent entry. Instead, they provide wonderful purchase to the third floor for anyone wearing linesmen gear.



South Hills Deli

Gladys Hampson, proprietor. She runs the sandwich shop/student hangout across from the school. She is 50 years old and lives above store. The deli has been in operation for 55 years. Gladys inherited the business from her father. It nets about 30 grand a year. It is housed in an old brick & frame house. The front half of the first floor is the shop. The rest is storage and laundry. The back door is deadbolted and the front has a heavy gate that is locked over the front door.

Stalking the Steel City

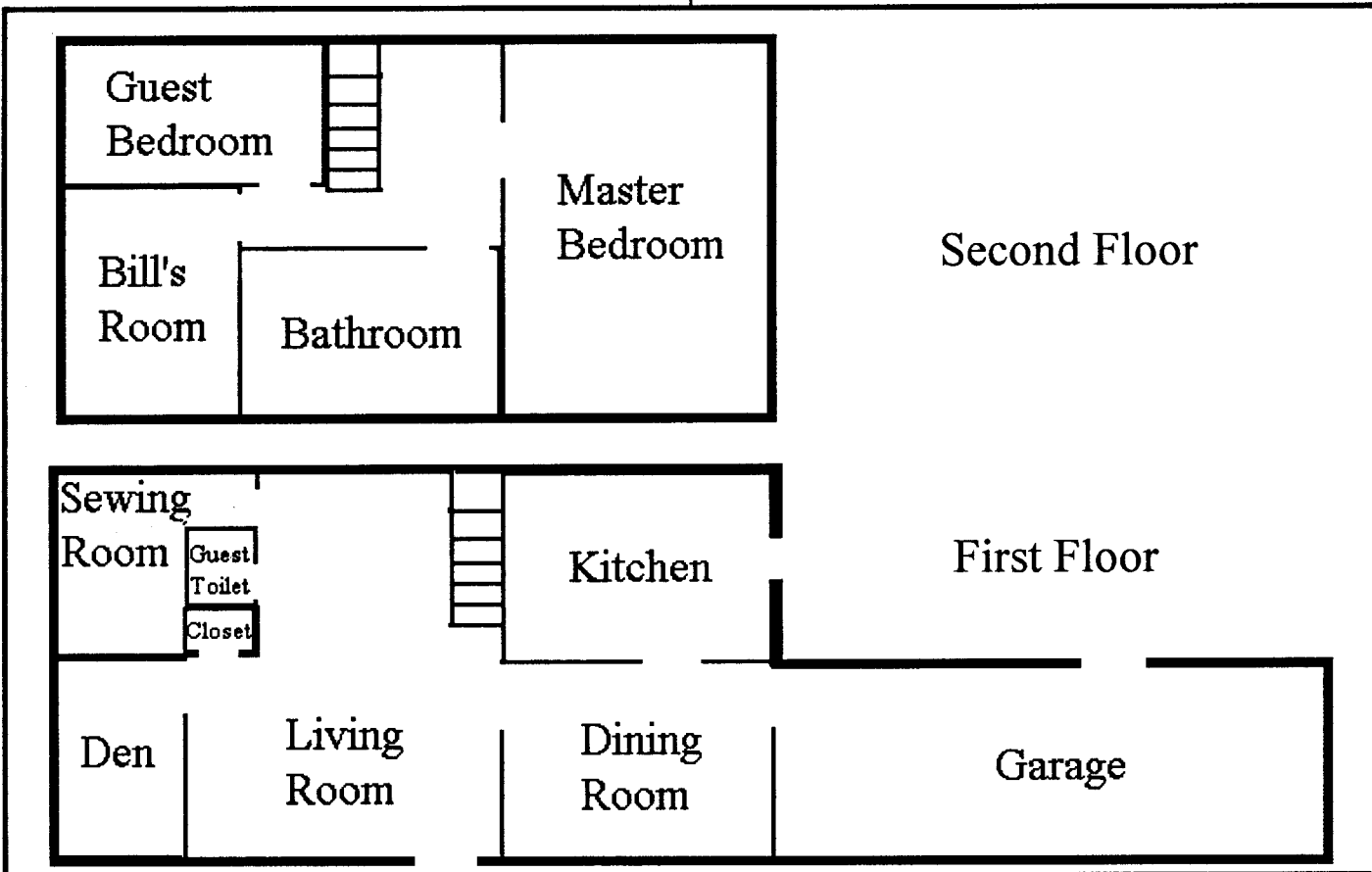


Mount Washington Pharmacy

Robert Bailey, Age 46, runs this pharmacy/sundry store about 15 blocks away from South Hills High School on Boggs Avenue. He is Bill's father. He constantly ptolemizes on corruption in government and institutions. He has been in business about 25 years and nets about 40 grand a year from store. He donates money to the John Birch Society and is proud to be politically reactionary and overly moralistic. Favorite sayings: "Jefferson would weep. Going to hell in a shopping cart. If only I had the power to put it right. Pimps, pushers or politicians- what's the difference". There are deadbolts on the doors, a gate that pulls down over the front of the store, and a silent alarm to the police station. Police response time is d10 minutes.

The Bailey House

A one story ranch style with an attached garage. All bedrooms have windows. There is no security beyond deadbolts on door. Trish Bailey can usually found here. Trish is Bill's mother, age 42, a homemaker and couch potato. She does not work since she can't stand to hear more of her husband's bluster. She is a notable church worker. She has tried to make her son as fervent in his religious beliefs as he is politically.



Stalking the Steel City

The Confrontation

If the agents try a sting operation, they will probably not be able to stop him before he warps away an agent. If at this point they can show that they are government agents, he will probably just warp himself away as soon as he has some points. If they give him PSI drugs he will bargain for his freedom in exchange for the agent's return. He is honorable and will do this.

The best way to deal with him is to introduce knockout gas while he sleeps and then administer PSI-deading drugs.

If they attack him directly as a dispersed group, he will just try to warp himself away. The best way to deal with him in a confrontational manner is to knock him out quickly with a stun gun, taser, or contact gas. The worst way is to threaten his parents. He is merely misguided and will be amenable to Bureau recruitment if approached gently. He will react very negatively to any ultimatums, but he must be stopped. If his father is brought into the picture and confronted with his son's activities, Robert will reject any responsibility for Bill's behavior and outlook. This rejection will totally alienate his adoring son.

If Bill is hit with a sedative and he has already tried to warp, he will run himself into PSI burn to take everyone with him to the worst place he has ever been to. At this point the agents will have to keep him alive until he can regain consciousness and bargain for their return (see FRINGEWORTHY source book - Mellor Hell).

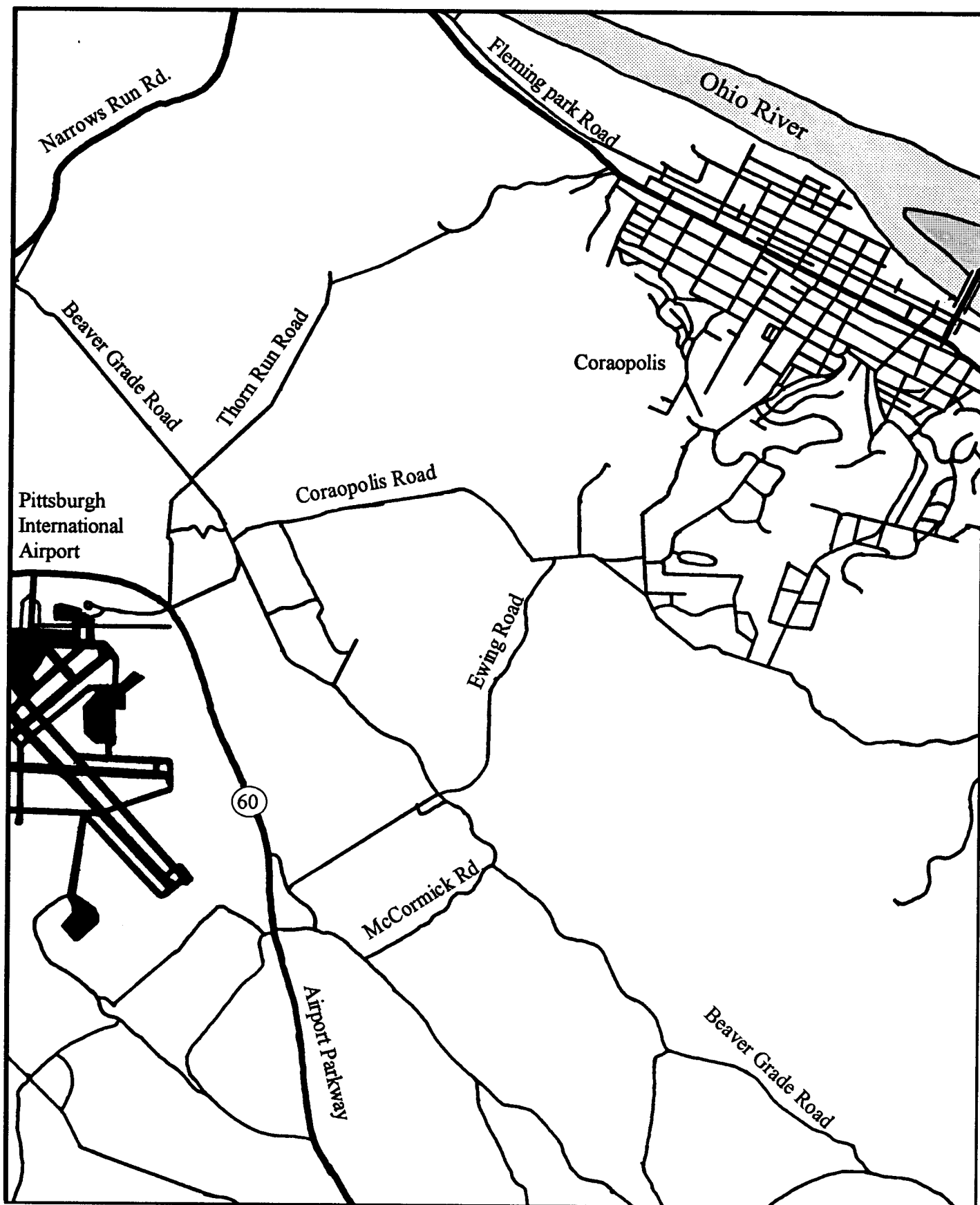
If he escapes the agents, he will soon come into contact with IDET. They will be more than happy to give him whatever he wants to be able to dimensional travel without the restrictions they currently have.

Suggested Experience Points

Stopping Bill	1000
Stopping him with no force	2000
Recruiting Him	2000
Each agent warped away	-500
Getting his parents to help	400
Tracking down the Dead Rhino	200
Protecting Bill from Ben's Thugs	2000



Stalking The Steel City



Stalking the Steel City



HELL'S ALLEY

BUREAU 13 Incident Report

On Tuesday morning, in the city of Pittsburgh, Pennsylvania, 13 people have been found murdered. The killings were of a ritualistic nature, with the hearts having been cut out with a sharp implement. The hearts have not been found. Due to the obvious significance of the number 13 in various magics, and the ritualistic nature of the murders, investigation is warranted.

Victims:

William Trent	apartment in Mt. Lebanon (4591 Bower Hill Road)
Jane Phillips	home in Brookline (2591 Pioneer Avenue)
Aston Tate	apartment in Shady Side (7001 Fifth Avenue)
Ellison Hammer	home in Coraopolis (400 Fleming Park Road)
Wendy and Homer Deitz,	Airport Howard Johnston
Andy Mckay	Chatham Apartments, Chatham Center Downtown
Elliot Shrever	apartment in North Side (245 Bidwell Street)
Billy Handley	apartment in Mt. Lebanon (1105 Bower Hill Road)
Sharon Bush	home in Carnegie (1149 Cambell Run Road)
Robert Boucher	home in Crafton (706 Ingram Road)
Karen and Jim Elliot,	Airport Holiday Inn.

Hotel Accommodations

While accommodations are not all full, agents will become aware, due to signs ("Welcome Champ", etc.) and the high number of bowlers in residence, that the two week long World Bowling Championship is being held in the city. All hotels have at least a few of the almost 5,000 competitors that have shown up for this event.



Stalking the Steel City

World Bowling Tournament

The sports pages of the Pittsburgh Press and specialty bowling magazines are filled with information about the World Bowling Tournament hosted by the Pittsburgh Federation of Bowling, part of the American Bowling Association.

Grant Lewis is president of the PFB and is overseeing the tournament personally. He can be found at either of the bowling alleys in Coriopolis, the Fairlanes or the Lagniappe Lanes, between noon and 10 P.M.

The tournament started on Monday and is scheduled to finish up with the final round played two weeks later on Sunday afternoon. A championship dinner follows with the trophy ceremony.

During the next two weeks, bowlers from all over the country will compete by bowling three games at one of the 12 bowling alleys participating. The bowlers with the highest total pins will go into the final round. Though most of the 5,000 competitors are already in town, many haven't even come into town yet since they are not scheduled to bowl until next week.

One such latecomer is last year's champion, Mario Torino. Mario is a dockworker from Los Angeles whose arm is so accurate that his fans refer to his bowling style as "gunning it down the alley". He is scheduled for the Saturday before the final so that, assuming that he qualifies, he will be really "hot" for the final.



Pittsburgh has always been a big bowling town. KAKQ-TV will be spotlighting the tournament each afternoon during the normal **Bowling For Dollars** program and will carry the final tournament. Two dozen bowling alleys throughout Allegheny County are involved. The final is scheduled to take place in Coraopolis at the Fairlanes. The reason for this is its nearness to Pittsburgh International Airport where the finalists will be taking their leave after the dinner, and the fact that a considerable amount of money has been paid under the table for the franchise rights.

Spectator tickets are no longer available. They are non-refundable and sold out three weeks ago. It is possible that a scalper might be around to sell a few for \$100 apiece.

News Reports

The Pittsburgh Press is carrying the reports of the murders as unrelated news items at the urging of the Chief of Police who has promised them exclusive internal investigation information if something turns up. The reason for this is the obvious prevention of panic, copy cat murders, and the ensuing hampering of the investigation. The press don't know about the missing hearts, they just know that the police are covering up something big. However, the police and press are pretty straight with each other so they are willing to wait for a while.

Each murder is reported as a stabbing death and robbery. The only way the agents can identify the victims listed among the many unrelated murders that are on the police blotter pages is that they were given the names in the Incident Report.



All that can be determined from newspaper reports is that Randy Elliot claims to have seen a black van peeling away from the murder site of Robert Boucher.

Searching Police Records

The police computer has a security rating of 30. Once in the system the following information may be found, assuming that the attempt is made on Tuesday afternoon.

Forensics: The victims' times of death were determined to be between 11:30 P.M. and 12:30 A.M.

The shredded nature of the wounds suggests that some sort of thin, serrated blade was used. The blade was four inches long maximum. In most incisions bits of cooked beef were found which probably had been adhering to the blade.

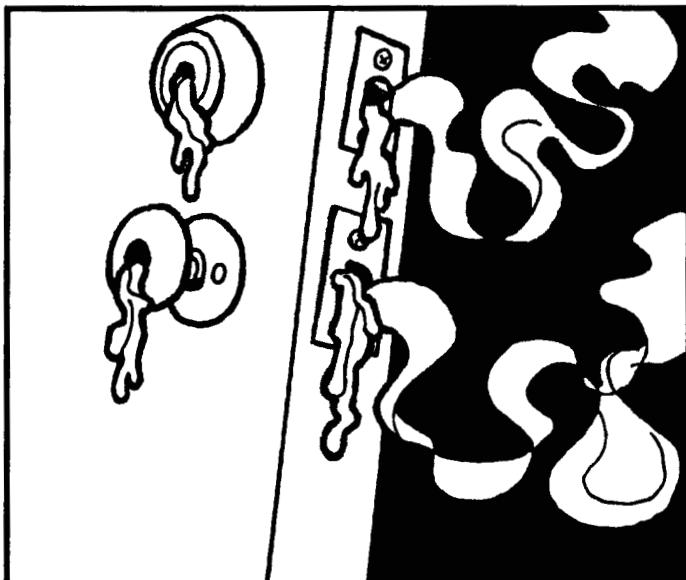
Stalking the Steel City

Each victim's heart was cut out after his or her throat was cut. Each throat was cut while the victim was sleeping. Then an incision was made in the solar plexus and the heart was torn out through the diaphragm, removing the need for a rib saw or spreader.

No signs of struggle were found on any of the bodies.

Scene Reports: The victims were discovered Tuesday morning after they did not show up for work or appointments. Each victim was found in bed surrounded by blood soaked bed linen and was still wearing his or her bed clothes. No signs of struggle were found at the scenes. All of the victims were alone at the time, with the exception of the couples murdered in hotels.

The hearts were not on the premises. Neither were the murder weapons. Some sort of torch was used on the locked doors of the victims' residences, or possibly acid. The report on the remains of the locks has not yet returned from the labs. No prints were recovered, and a sector by sector analysis has not turned up any significant hair samples that might have been from the perpetrators.



Neighbors did not see or hear anything, with the exception of Randy Elliot, the neighbor of Robert Boucher who claims to have seen a black van leaving the area with tires squealing at approximately the time of death. Elliot did not get a license number off of the van.

Theories: Most memos in the database hypothesize that the work must be the effort of a concerted group, as there was not time for one individual to have preformed all of the crimes. For obvious reasons the perps are felt to have all been members of a Satanic cult of some variety, but the exact nature of said cult is unknown. The police have no further leads.

Visiting the Crime Scenes

At most of the sites, agents will find that the police are still at work. FBI or other suitable identification will easily gain entry as long as the characters use reasonable procedure and story. Reporter identifications will get the agents a great deal of hassle and misinformation. The police realize that the case is going to hit the media within a day or so, but are trying to delay this.

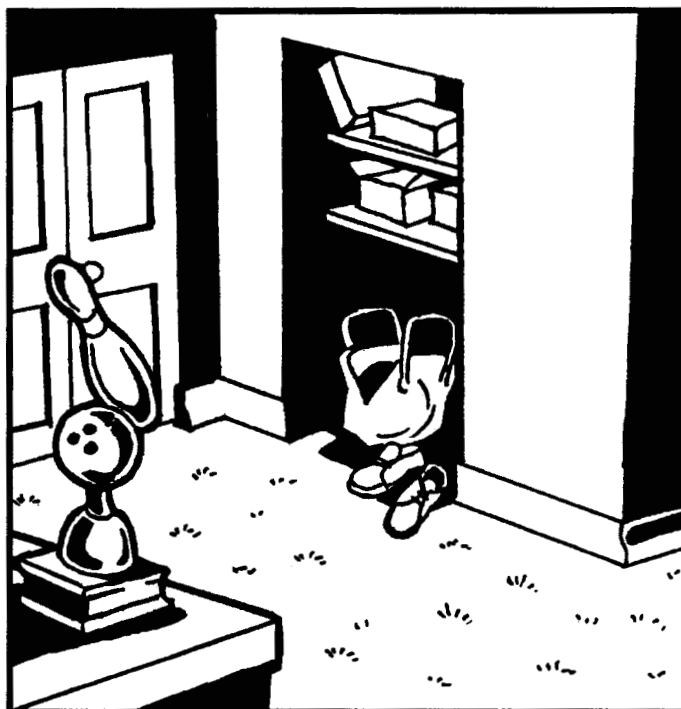
For all intents and purposes the crime sites are interchangeable. The locks have been apparently melted and the lock metal has been damaged. If a bit is taken for analysis with the equipment in the Colorado RV, an agent with a skill in Chemistry, Metallurgy, or Fabrication, Metal will be able, with an easy skill roll, to determine that the locks are made out of soft lead. The police will know this by Tuesday evening. There are no suppliers of lead locks.

There is no sign of struggle at the crime scenes and all of the victims were apparently killed in bed.

Kirilian readings at the scenes and particularly the locks are exceptionally high.

A careful search of all closets and storage areas in the homes will find a bowling ball and bowling shoes at all scenes except for William Trent and Sharon Bush's death sites.

Robert Boucher has trophies for amateur league bowling lining the shelves of his home. Most of them came from Lagniappe Lanes.



Stalking the Steel City



Interviewing Randy Elliot

Randy Elliot lives on the house to the right of Robert Boucher.

Randy will cooperate with the agents as long as they have a good cover story. He will explain that he was watching the late movie and heard the van peeling out at some time near 12:30 A.M. He looked out his bedroom window and saw it rounding the corner. This is all that he knows.

If asked about Robert Boucher he will inform the agents that he was on the Westinghouse Electric bowling team with Boucher and got along with him well. Boucher had no enemies that Elliot knows of and did well in his job as a cost accountant with the company.

But there is a bit more to Mr. Elliot. If anyone finds a good reason to turn a Kirilian Detector on Randy they will find that he glows highly. He will deny any knowledge of the occult or anything else out of the ordinary. Any agent with Abnormal Psychology Skill making a Real Tough skill roll will detect that there is something wrong with Randy, but will not be able to determine exactly what it is.

A PSI entering his mind will find that no one is there. He is a complicated group of imposed compulsions and memory blocks. Any attempt to scan his memories will fail as they are scrambled beyond recognition. The only image remaining is a pair of glowing eyes framed by square darkness. A Free Controlled Mind spell has a 30% chance of fixing Elliot right up, but all memories of the last three days will be lost.

A careful search of Randy's home will uncover a bloody steak knife and a heart surrounded by ice packs hidden in his bowling bag in an upstairs closet. The heart is that of Robert Boucher. The knife is a common steak knife with a beige plastic handle. He has a spectator ticket to the Lagniappe Lanes forgotten in the pants pocket of the slacks he wore on Monday.

If permitted, he will burn the heart at midnight, Tuesday night.

The Pattern

Every morning thirteen more bodies will be found. The situations will be the same. There will always be an equivalent of Randy Elliot who will tell the same story of a black van until someone realizes that the story is a red herring. Then the black van will mysteriously vanish.

Stalking the Steel City



Urban Decay

The Background Radiation of the City

The background Kirilian radiation in the city will rise every night as the hearts are burned. Any good priest will feel a hot flash and a momentary sense of outrage exactly at 12:00 A.M. By the fifth day, Friday, the radiation in the city will be at the highest recorded level for that large an area in agency files.

The Mood of the City

By the third day, Wednesday, the mood in the city will be more ugly. The characters will see a few more muggings and a couple of more drunks fighting in the bars than normal as they walk around. Grant Lewis will be very concerned as more and more of the bowlers get embroiled in bar fights, domestic disputes, and worse.

By the fifth day, Friday, violent crimes will become widespread and visible. The agents will witness at least one gruesome shooting. Interest in the heart murders will have been swallowed up in the coverage of the increasing tide of crime.

On the sixth day, Saturday, the problems will be described as a crime wave, and the local authorities will establish a 9:00 P.M. curfew.

Widespread rioting will ensue on the tenth day, Wednesday, and continue until it totally destroys the city.

Signs in the Sky

During these two weeks the weather will also be getting progressively weirder:

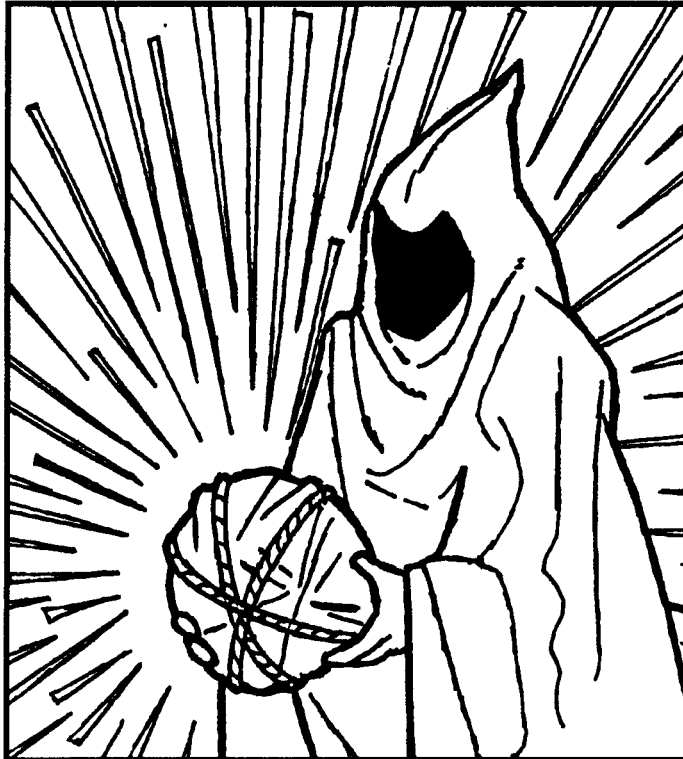
On the third day, Wednesday, there will be very strong winds.

By the fifth day, Friday, powerful storms will be prevalent. Pittsburgh International Airport will shut down except for military flights.

From the ninth day on, Tuesday, the storms will be of a variety that is obviously of supernatural origin, with scorching heatwaves alternating with hail and snow every few hours. This will continue until the city is destroyed on midnight of the 14th day, Sunday night.



Stalking the Steel City



The Orb

On the evening of the fourth day, Thursday, an agent, chosen at random, is approached in a public place by a man in hooded monks robes bearing a burlap wrapped package containing an object approximately the size of a severed human head. He walks up to the agent and attempts to hand him or her the package. The monk will not respond to any verbal queries and will pursue the character should he or she start to run. The monk will stop if confronted with a pointed weapon, but will still not talk or leave. If attacked the monk will not fight back.

If the agent takes the package and opens it, he will find a black obsidian orb 23.5 inches in circumference. This makes the sphere approximately 7.5 inches across. It is covered with inscribed indecipherable symbols (unless, of course, the character speaks Druk, the language of Bhutan. They must know the language at over a skill of 10 because it is an ancient variant).

If the agents take the Orb to the University of Pittsburgh to have the symbols deciphered they will find that the writing is a spell/prayer to remove and banish evil.

The orb has a high Kirilian reading.

Should one of the characters, for some sick reason, have the skill of Sport, Bowling at over a 4, he or she will realize that this ball is the exact size of a regulation bowling ball.

What's the Deal With This Monk Anyhow?

If the agents can set up a conference call to a United Nations class translator, the monk will relate this tale:

1500 years ago, in the section of the Himalayas that become the country of Bhutan, there lived a very enlightened wise man named Yhami who had a series of visions of the future. He saw epic battles between good and evil and the need for various magics of great power to ensure that good would triumph.

Understanding these visions to be instructions, he started a monastery devoted to enlightenment and the carrying out of the instructions that he had received. This monastery still exists and is located in the current country of Bhutan.

The orb is the product of the very detailed instructions that have been handed down by Yhami to the head of a family living near the monastery. For 1500 years the orb has been hand polished from a single block of obsidian until it became the round ball that is currently in possession of the party. The words on it were created from hand rubbing done over the last 1000 years for at least one hour a day.



Finally the time is at hand. Ralkianian, the eldest son of the family, is following the detailed instructions that have been handed down from father to son over the past 75 generations, like a prayer. The mantra, which has made no sense at all until recently, runs something like this:

*The eldest will travel to the great city of Druk-nul
He shall find the place where metal birds fly
There in he shall beg
Until 10000 Ngultrum are in his possession
Standing before a counter, he shall lay them down
Speak the mystic words
"One to Pittsburgh, No Smoking."*

Stalking the Steel City

And so on. You get the idea. These instructions are detailed down to the point of predicting exactly how he will meet the great saints that are going to battle the evil, and then how to return home. The problem with Ralkianian is that he is following a script the whole time. He does not speak any language other than his native one. He feels that the agents are saints. He knows that his mission is critical to saving the world and will go any lengths to set the orb in the hands of the appointed agent.

If the party members should attack him he will take it, believing that he must deserve it in their divine wisdom. He will stop in his tracks if he is threatened with a gun, because there was once a soldier in his village and he knows what a gun is.

What's Going On

The demon **Furfur** is inhabiting lane number 13 at Lagniappe Lanes bowling alley.

On the morning of the first day, Monday, a mechanic was working on the pin setting equipment for the lanes in preparation of the tournament. A freak mechanical accident set the pins in a perfect pentagram. At the same moment the mechanic cut his hand on a gear, the blood dripped in the center of the pentagram, and he cursed a bit. This happened to be a very short form of the **Summon Major Demon** spell. Furfur was the unlucky demon compelled to answer the call.

TMP: 35 STR: 40 DEX: 20
AGL: 20 MRE: 90 HPT: 700
WKP: 5000 (+200 per heart burned)
FORM: Monstrous, Then Humanoid.

TALENTS

- Construct Buildings
- Destroy City
- Weather Control
- Cause Discord
- Reveal Present
- Reveal Past
- Cause Love/Obsession
- Cause Hate

Things are not all good for poor Furfur. He is trapped in the pentagram, and due to the nature of the summoning will not compel someone to just move the pins or trick them into doing it with an illusion.

The mechanic, unaware that he has developed magic talent and totally unskilled in magic, is completely useless to Furfur, even if he had not immediately left for Allegheny Hospital to get his hand stitched up.

If Furfur is released without a reason for his summoning, he will have to return to Hell and miss out on all the fun he could have here. The only way that he can get out and stay on Earth is to amass enough dark energy to break out on his own.

This requires the sacrifice of 13 human hearts on 13 consecutive nights at midnight. Furfur is taking possession of random local bowlers through a combination of the **Control Memories** and **Control Body** spells. Then he has the unlucky rollers eat at the grill and each palm one of the steak knives and bring it back to him. He uses an **Easy Enchantment** on the knives to charge them with **Transmute Close Material** spell and **Force Into Sleep**. This allows the sacrificial technicians to get into the apartments of the sleeping victims by transmuting the lock to soft lead and digging it out with the knife.

After performing the killings, the murderers keep the hearts on ice and burn them at the next midnight. Stopping one or two of the heart burnings will not break the 13 day cycle but will reduce the amount of WKM available to Furfur when confronted or when he breaks out.

After the sacrifices, more and more of the power of the demon is allowed out of the pentagram. The power to cause discord and destroy cities is coming through with bad results for Pittsburgh.

Furfur is controlling all of the bowling alley personnel to keep lane 13 out of order. He is using an Illusion spell to make it look empty.

Within 100 yards of the Lagniappe Lanes a Kirilian Detector will peg out.



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Solving The Problem

Simple. Roll the holy bowling ball, the orb that the monk gave to the party, down the lane and into the pentagram. This requires a straight DEX roll. Of course, the demon is not going to take kindly to this kind of behavior. Not so simple.

Furfur has full use of **Transmutation, Illusion, and Control Person** spells at 99% accuracy. Further, he has use of ALL magics at 40%. And just to make everything really ugly, Furfur has the power to **See Present**, and therefore is going to know what the agents are up to when they enter the lanes. He is going to use all of the power at his disposal to keep them from getting to him.

His major plan is to control them into performing some of his sacrifices for him. This is combination of two spells. The first is a **Control Memories** spell to make them forget about the need to remove him. The second is the **Control Body** that is going to force them to actually preform the sacrifices.

Remember:

One spell can work without the other. If only the **Control Body** spell works Furfur will have them perform the sacrifice anyways, and they will be trapped inside their own bodies, watching in horror. His power of **See Present** will prevent any subterfuge on the part of the agents.

Furfur will attack the agents with other controlled individuals, including members of their own party, if he cannot gain control over them.

Fortunately for the agents, since the orb is an artifact in regards to FurFur, it is immune to any direct magical action he might try. Therefore he can't just zap it or telekinese it away. He can have some of his controlled people stop it.

Should the ball be rolled down the alley and miss the pins then it is going to take d10+20 seconds for the ball to come back down the ball return.

Another method of removing the demon is a standard exorcism. One of the problems with this is that it is going to require clearing the building for quite some time. Once the binding is done, Furfur will lose his power over the spells that are keeping him concealed. Not very covert. The compulsion to sacrifice will be lifted on any person that is wandering around the city who has not yet killed, but his or her memories will still be scrambled.

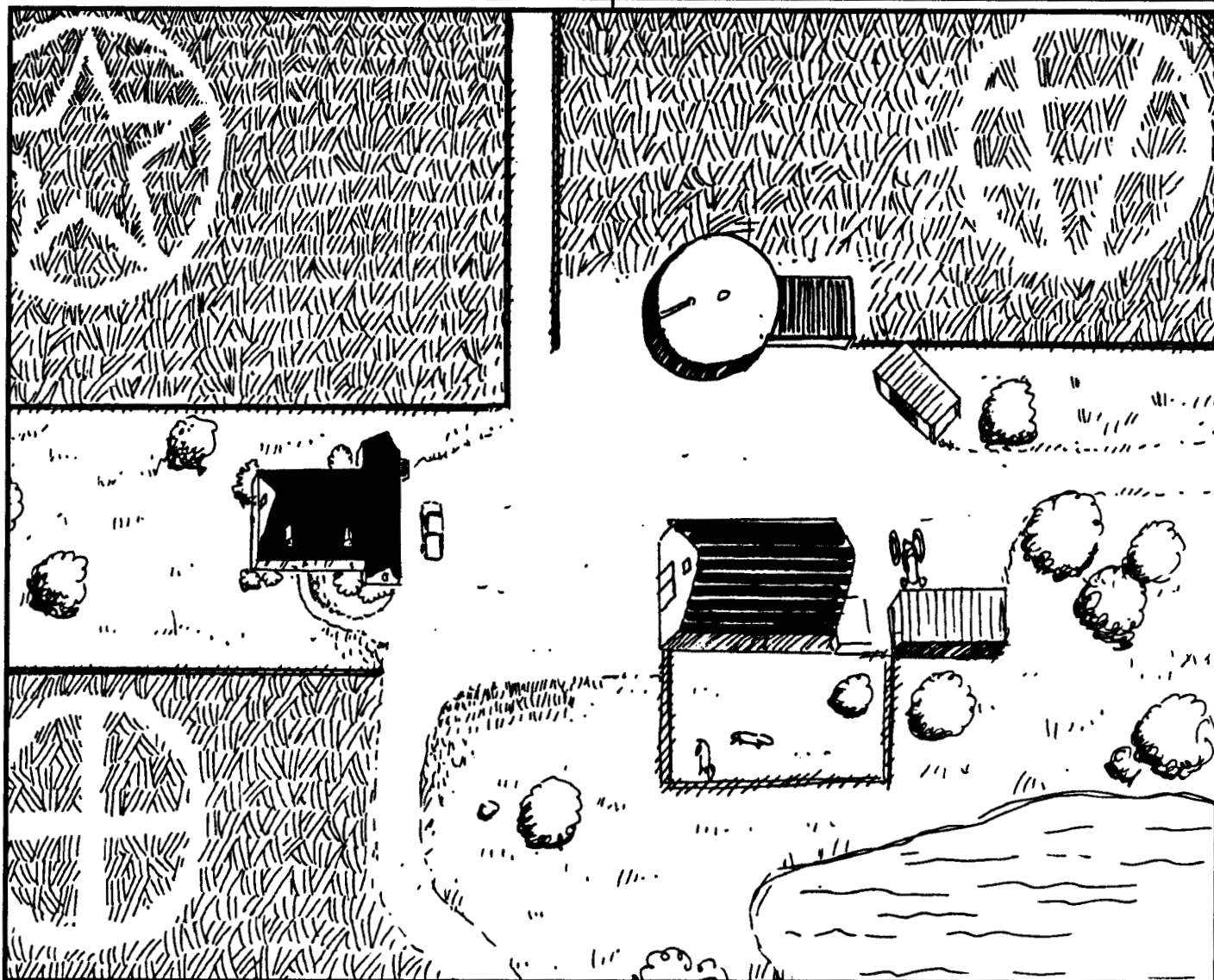
Suggested Experience Points

• Getting rid of Furfur	1000
• Realizing that Randy Elliot is mindcontrolled	600
• Outwitting Furfur in the showdown	1500
• Going to the Lagniappe Lanes the first day of the investigation	600
Each set of sacrifices not stopped	-100

Simplified Timetable

Day 1 Monday:	Furfur Summoned.
	First set of 13 persons sacrificed at midnight
Day 2 Tuesday	
	Second set of 13 sacrifices, first 13 hearts burned
Day 4 Thursday	
	Agent approached by monk bearing package
Day 5 Friday:	Airport closed due to high winds
Day 6 Saturday:	9 PM curfew instituted
Day 8 Tuesday:	Supernatural storms begin
Day 9 Wednesday:	Widespread rioting ensues
Day 13 Saturday	Last sacrifices performed
Day 14 Sunday:	Furfur escapes

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SATANIC COVEN

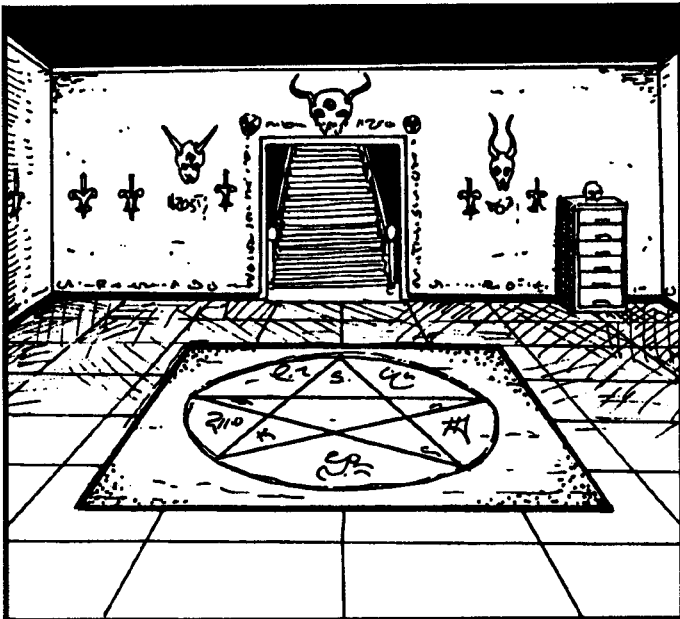
As the Bureau investigates various incidents in Pittsburgh, a team may stumble upon this happy band of Satan worshippers.

Each Friday night, the members of this coven meet at a farm in Bridgeville, PA (about 20 miles from the downtown area). This is a "gentleman's farm". It is approximately 100 acres with a crop of grain standing in the fields if the season is not winter. If so, some of the grain is selectively cropped to form occult symbols in the fields when viewed from the air. These will appear as irregularly shaped harvested areas on the ground unless the agent makes a difficult roll against his Physical Surveillance skill. An easy roll against Black Magic, when viewing from the air, will determine that these are evil signs of entreatment and wards against good or strangers.

The Structures on the Farm

- Barn for housing livestock - pigs, calves, chickens, and a few sheep
- Grainery for the storage of feed grain and baled hay - under the loose hay, on the open floor, is a trap door to the coven meeting room. It is locked.
- Pond - fed from the watertable.
- Farmhouse - A married couple, Dee and Jules Jones, own this farm and live here. The only evidence of their activities are some videotapes in the bedroom closet and some occult magazine. They and the others who are listed in the Bureau files as subscribing to occult magazines are all members of the same cult.
- Equipment shed - houses a tractor, fuel and other farming implements

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Coven Meeting Room

A polished wooden staircase leads down to a large gymnasium-like room. The floor is covered by athletic foam mats, except for the center which is cut out to display an inset marble floor with a pentagram lightly etched in it. Various satanic symbols decorate the walls.

A large locked metal cabinet, that sometimes serves as an altar, is at the far end of the room. Inside are housed the various implements and supplies used during a ceremony. Also stored is a videotape library of past ceremonies and activities.

Candelabras and oil sconces line the walls even though the place is wired for indirect lighting.

Behind the stairs is a laundry room with a huge supply of plush black towels and linen robes. Wicker hampers are conveniently located against the walls of the meeting room.

A door on the left wall opens into a bathroom with a large shower. A closet in the right wall contains "party supplies" and a professional quality video camera.

There are no Kirilian readings anywhere. These people, for all their devotion, have absolutely no powers or abilities to attract or control the supernatural.

Coven Members

Dee & Jules Jones:

They own the farm and head up the coven. Dee attends many churches to put on a good front. Jules is a lawyer.

Carolyn George:

Carolyn is a pretty school teacher who lives in Mount Lebanon. She keeps this part of her life entirely separate from the rest. There will be no evidence of any occult activities apart from the subscription to an occult magazine and a few suspicious bits of jewelry.

Earl Sergeant:

Earl is a deputy sheriff in this county. He has been very good at helping the coven keep a low profile. He shares an house with an elderly couple in Bridgeville who think him a pious man. They have no inkling of his true convictions.

Anna Harmon:

Anna is a legal assistant who is out to skip some rungs on the corporate ladder. Smart and ambitious, she had already sold her soul to the Devil to get ahead before joining this coven. She lives in Shadyside.

Rite or Wrong

There are eight more members that form the core group to total thirteen. Members of other covens join occasionally.

Usually a meeting starts at nightfall. Members drive to the farmhouse and socialize over a few drinks. A half hour after everyone arrives (if you can't come, you let them know), they walk over to the barn and practice the serious part of their religion: the worship of Satan and supplication for demonic power. A typical meeting lasts 4-6 hours. After exiting the barn, they usually go straight to their cars and leave the farm. They do not carry lights with them. Each building has its own external illumination.

If a Bureau team confronts them before one of their meetings, they will deny any occult involvement and Earl will arrest the team for trespassing. Generally they will avoid confrontations if possible.

If this investigation occurs after the Overby Incident or the Hell's Alley adventure, there will be enough ambient WKM in the area that a demon might actually be summoned. Whether he serves the coven or just goes on a rampage of destruction depends on his nature and the requests of the coven.

Suggested Experience Points

Investigating the coven without them being aware that the agents are there and recognizing the occult symbols in the grain are the only activities worth rewarding the agents for here: 500

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THE PARTON AFFAIR

Remember

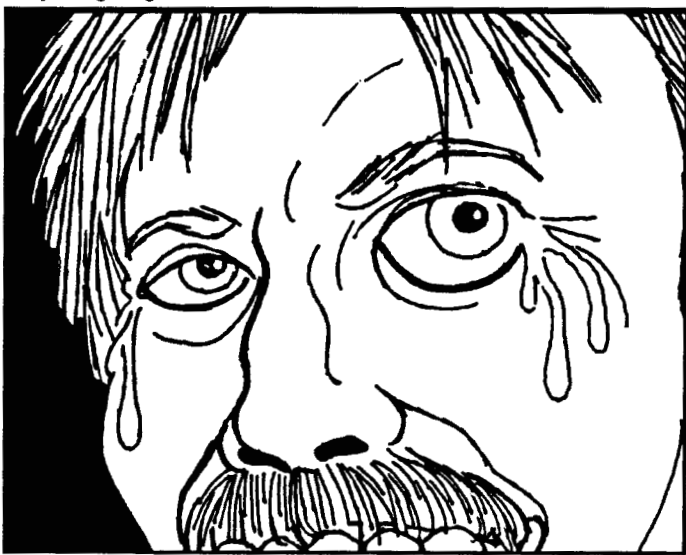
All scenarios need careful study before attempting to run them, but in this particular case a total understanding of the entire picture is critical for the GM before playing. This case is difficult and easily fatal. Therefore, parts of the scenario are optional, so that this scenario may be run based on the experience of group. Select these options carefully as the full bore scenario has killed many good teams that weren't quick enough on the uptake. A slightly different chart for calls of assistance to the NPC J.P. Withers is included and should be used for this mission only, rather than the chart in the BUREAU 13 manual.

22 Nights Ago

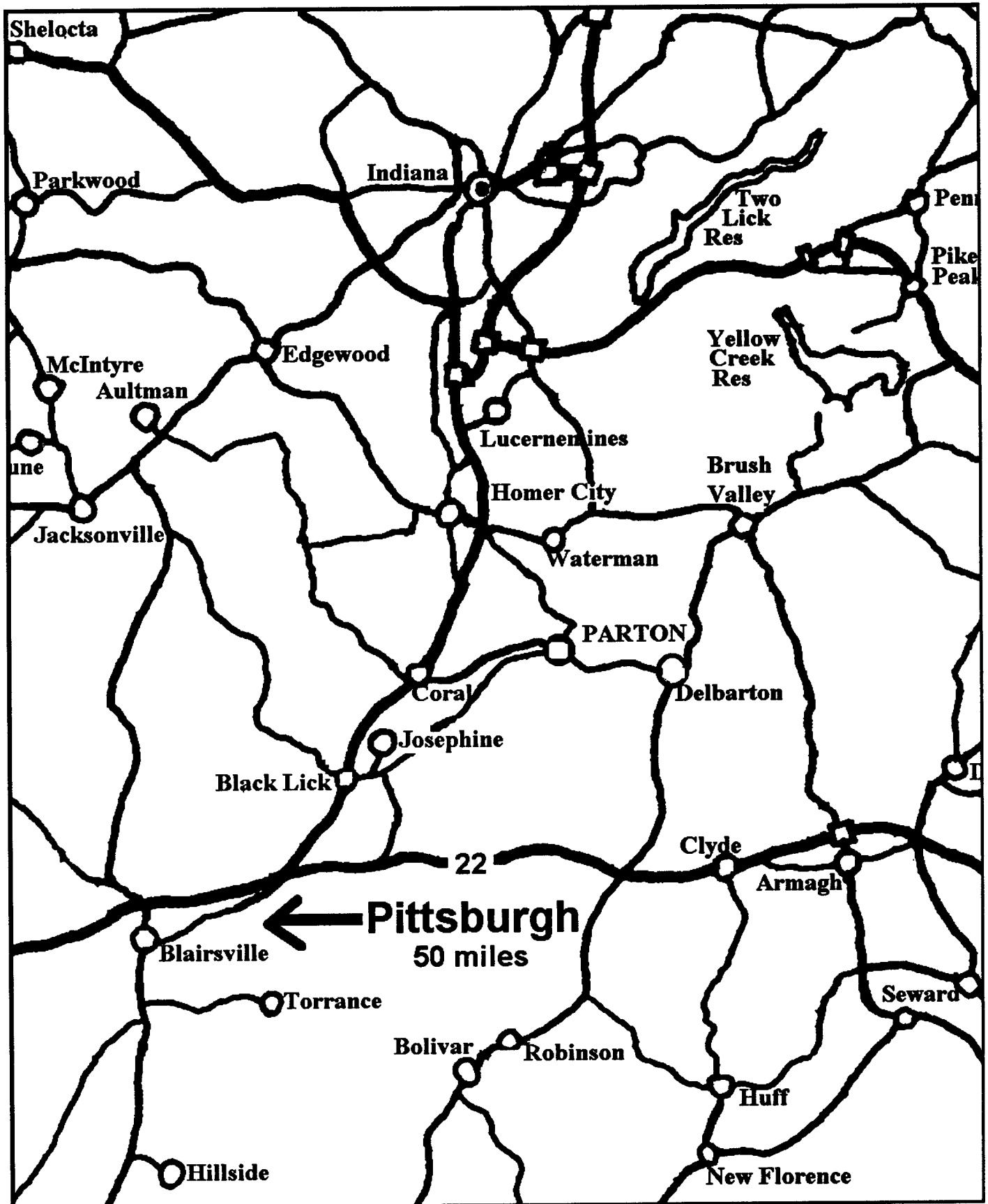
22 nights ago the peace was shattered by a 100 foot tall play-dough monster that rampaged through Parton, demolishing buildings and killing anyone unlucky enough to be in way. The town panicked. Most ran for their lives, until the front runners vanished about 5 miles down the highway. The rest turned back in horror and defeat. Since then, about 10:00 P.M., the city becomes the stomping ground of fantasy characters, power armored soldiers, killer cars, giant play-dough monsters, World War II fighting squads, and all sorts of other strange things

(See *Dream Generation*). Even worse, after about 20 minutes, everything returns to exactly the same condition it was before the Event, except injury to animals and people. In the first two days over one quarter of the town's population died.

Most of the citizens believe that they are being punished for some sort of sin against God that they have committed. They don't know what it is, but they sure wish that they hadn't done it. Other theories range from UFOs to Indian Burial sites to evil magic. The one thing that the town is unanimous about is that they are going insane.



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BUREAU 13 Incident Report

Transmission time: 9:00 A.M.

The automatic Bureau corporate computer interrogation program has turned up abnormalities in insurance claim activity. Six tractor trailers are listed as missing in the last three weeks in western Pennsylvania. Computer correlation of the most probable routes for these vehicles indicates an 80% + chance that all have passed through the small town of Parton, PA, fifty miles east of Pittsburgh. Follow up contact by local agents, **Fred and Irma Miller**, uncovered other abnormalities in this small town of 5000 souls:

- 22 days ago, Town Sheriff Travis Shannon called the Pittsburgh National Guard unit at 2 A.M. and demanded that all available personnel be sent to Parton. When the commander demanded a compelling reason, the sheriff slurred drunkenly and was impossible to understand. The commander hung up and went back to bed. In the morning, the sheriff confirmed that he had been drunk and apologized for the incident. The sheriff does not drink and is a charter supporter of Mothers Against Drunk Driving.
- Mayor John Parton sent a letter post-dated 21 days ago to the Governor of Pennsylvania. The letter was just a page of random marks over the Mayor's signature. The Mayor responded to a telephone query, saying that the whole thing must have been a prank. Handwriting analysis of other documents indicates that the signature is genuine and the marks were made with the same pen.

Due to equipment difficulties, all of the Millers' report was garbled except for the above information. No contact has been initiated by the Millers for 18 days and all attempts at contact from Bureau headquarters have proven futile. The couple has been inactive since 1977, having Detached Status (retirement), with no official duties except the operation of a supply dump under the cover of **Millers Office Supplies**. Access is through the back storeroom.

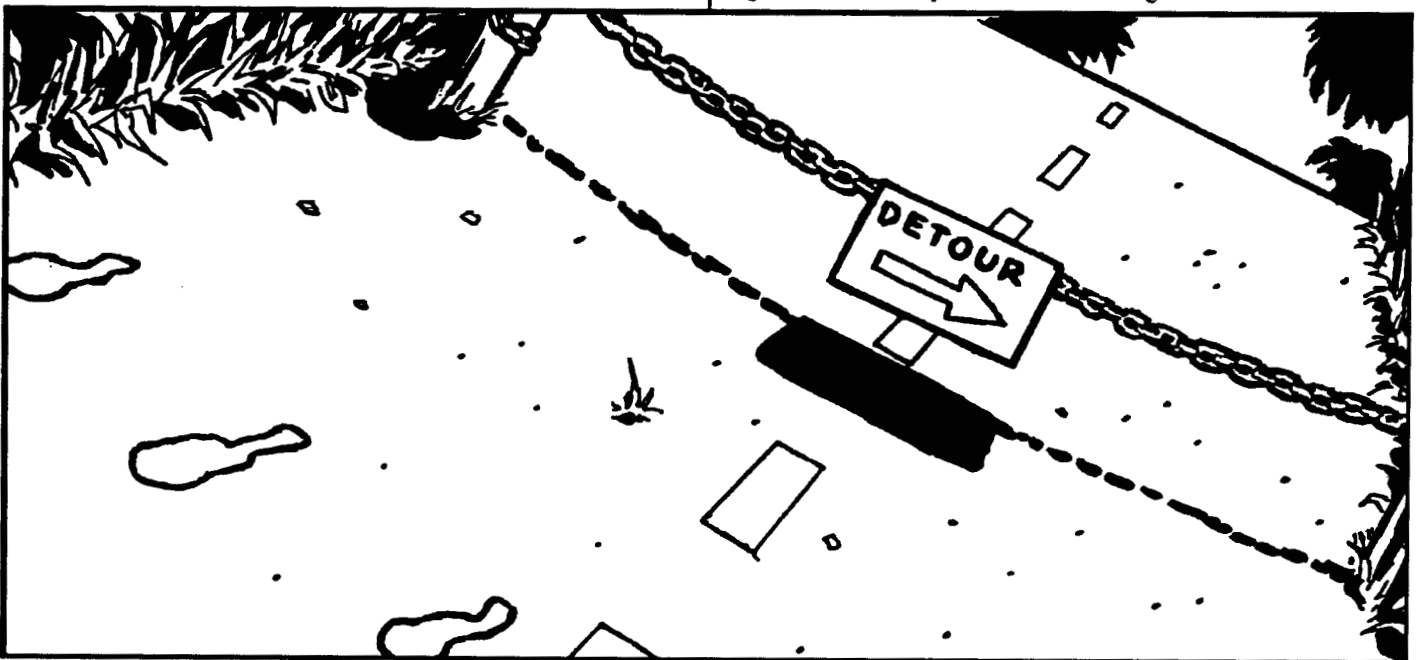
WARNING!!

Based on secure sources of information, former agent J.P. Withers is believed to be in the area. **Avoid** contact with him.

The Edge

Yellow hash marks on the roads leading into Parton indicate the edge of the effect. Approximately ten feet further in are steel posts on either side of the road. At night, right before they go to the shelter, the sheriff and his deputies go out to these posts and put up a chain road block. A sign hung from the chains says "Detour" and points to the small dirt road that circles the town and is provided for farm machinery. The road is outside the radius of the effect. From the outside, Parton appears perfectly normal, even during an Event, until the Edge is crossed. If someone who has been through one of the Events attempts to step over the edge, they cease to exist, end of story. There is no save or MRE for this effect.

Agents attempting to cross the Edge for the first time should see a small animal cross and disappear. Otherwise a couple of agents are normally lost before the rest get the clue.



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Bad Connection

Communication is not affected except when someone is attempting to describe the abnormalities in the town to a person who has not been inside the Edge during an Event. Then any communication (spoken, written, etc.) will lose all information (GM note: simulate this by screaming meaningless sounds, drowning out the player). The communication problem occurs after a person has been through one of the Events and is not a function of the Edge.

The Masquerade

The survivors believe that anyone caught in the city at night has to remain there, since daytime travelers have been unaffected, and anyone who tried to leave after staying the night vanished. As a result, they are doing everything that they can to appear perfectly normal during the day and avoid undue attention that might keep travelers in the town. They will immediately report the location of strangers to the sheriff and each other. Operating under an "All For One" mentality, they do not worry about payment for services among themselves. They do exchange money when a stranger is around but sometimes forget (roll a 20% chance per hour of careful observation that an agent will notice that a number of people are not paying for things). Agents with any psychology skill gain a 25% chance to detect that almost everyone here is suffering from tremendous stress. This will be obvious if their skill level is 10 or better after being in the town for a half hour.

Sammuelson Farm

In the back yard of a young PSI by the name of Jason Elbert is a device called a Portable Reality Generation Unit (PRGU). Jason is an avid gamer and dreams of games. This unit causes his dreams to become real. Looking out his bedroom window, Jason has no idea that one hundred years ago, one January night, an escaped horse thief was chased through the back forty of the Sammuelson farm. The posse happened upon a dimensional traveler (See PRGU) who was sleeping off a drunk under a nearby tree. The posse shot the traveler, who escaped, abandoning the PRGU and a book, *The Complete Hitchhikers Guide to the Galaxy*™ (a set of five novels by Douglas Adams). The next day, inspecting the area, Dan Sammuelson found the book. Over the course of the next few years Dan went insane due to a combination of syphilis and the reading that he was doing. He ended up murdering his family with an ax. He attempted to avoid capture by the lynch mob by jumping off the barn roof. Just before they hung him, they asked him if he thought that he could fly. Dan replied, "No, I can't, but I could if I could miss the ground just one time".



The PRGU became buried over time. An acorn took root over the unit and grew into the large oak tree that now resides in the Elbert back yard. A root of the tree finally cracked the case of the PRGU and slightly damaged some of the circuits within, partially activating it, and causing its generated field to fluxuate wildly in response to PSI energy.

The PRGU is protected by slightly damaged damping circuitry. This circuitry prevents electronic detection of the unit except by someone quite close to it. Within 100 feet, strange readings will be discovered on the Kirilian Detector. There is a slight jump if a reading is taken at the alley behind the house. The street to the front is out of range.

Within 50 feet of the tree, the detector pings, and radios scream with massive noise. This includes Communication Implants. Anyone having an implant cannot function at all close to the tree and will take a level of stun every ten seconds inside 50 feet. Turning off the implants does not help, because the feedback still causes induction heating and vibration. Anyone with Electronic Engineering skill may attempt to make a Faraday cage/jammer to be worn on the head. This is a medium difficulty task.

The unit is buried three feet under. Three people can unearth it in four hours using chain saws and digging tools. Blasting the tree will shock the PRGU and worsen shutdown attempts by -10% (see Solving the Problem), but then the unit can be uncovered in one hour.



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Jason Elbert

13 year old Jason is just beginning to manifest the PSI talent TELEPATHY. After the first Event, his parents attempted to escape with him on foot after the roads clogged with cars. Running through the woods, slightly ahead of him to clear brush, they suddenly vanished. Jason had seen enough magical traps sprung on his role playing characters to be afraid to proceed. He returned home. The next day he learned what had happened and the sheriff's plan to cope. He has remained home since then, except to get food, and is passing the time playing his games by himself. Any agent searching the Elbert home will notice a decided similarity in the markings on some of vehicles, armor, and shields, as well as descriptions of some of the monsters present during an Event, to the drawings and metal figurines used by Jason in his gaming. Jason has no idea that he is causing all of this.

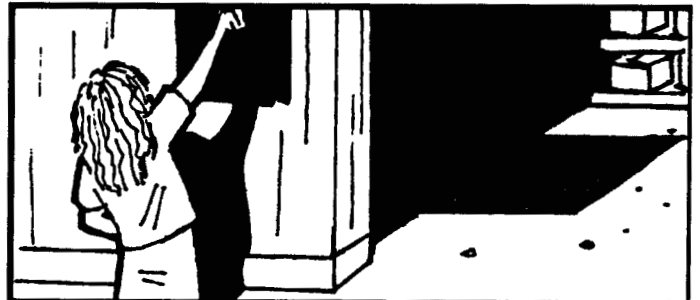


The Sheriff

Travis Shannon controls the town for all practical purposes and has the unquestioning support of its populace. Upon being notified that strangers are in the town, he will immediately

make contact with them. If he feels that they are going to stay overnight, he will leave; return with deputies; and plant drugs on the persons during a shakedown. He will lock them up in jail and turn them over to federal authorities from Pittsburgh later in the day for suspected interstate drug dealing, effectively getting them out of the town. If the agents have not been through one of the Events, he will not listen to anything that they say (that might cause them to stay in the town). He will fabricate any evidence necessary to hammer them. The sheriff has no intentions of ruining the lives of a passing stranger, so there will be abnormalities in his report that will allow a lawyer to easily spring the agents when they come to trial: no Miranda rights reading, lack of probable cause, etc. If the agents have been in the town during one of the Events, they will find a very different reception from the sheriff. Travis is a basically intelligent and good man in a very difficult situation. He will accept almost any reasonable offers of help. If the agents identify themselves and explain the Bureau, or say that they are with the Department of Scientific Intelligence, he will help them in any way necessary, if they appear to be trying to solve the problem. Travis has no idea what is causing the Events and doesn't subscribe to any of the hysterical theories.

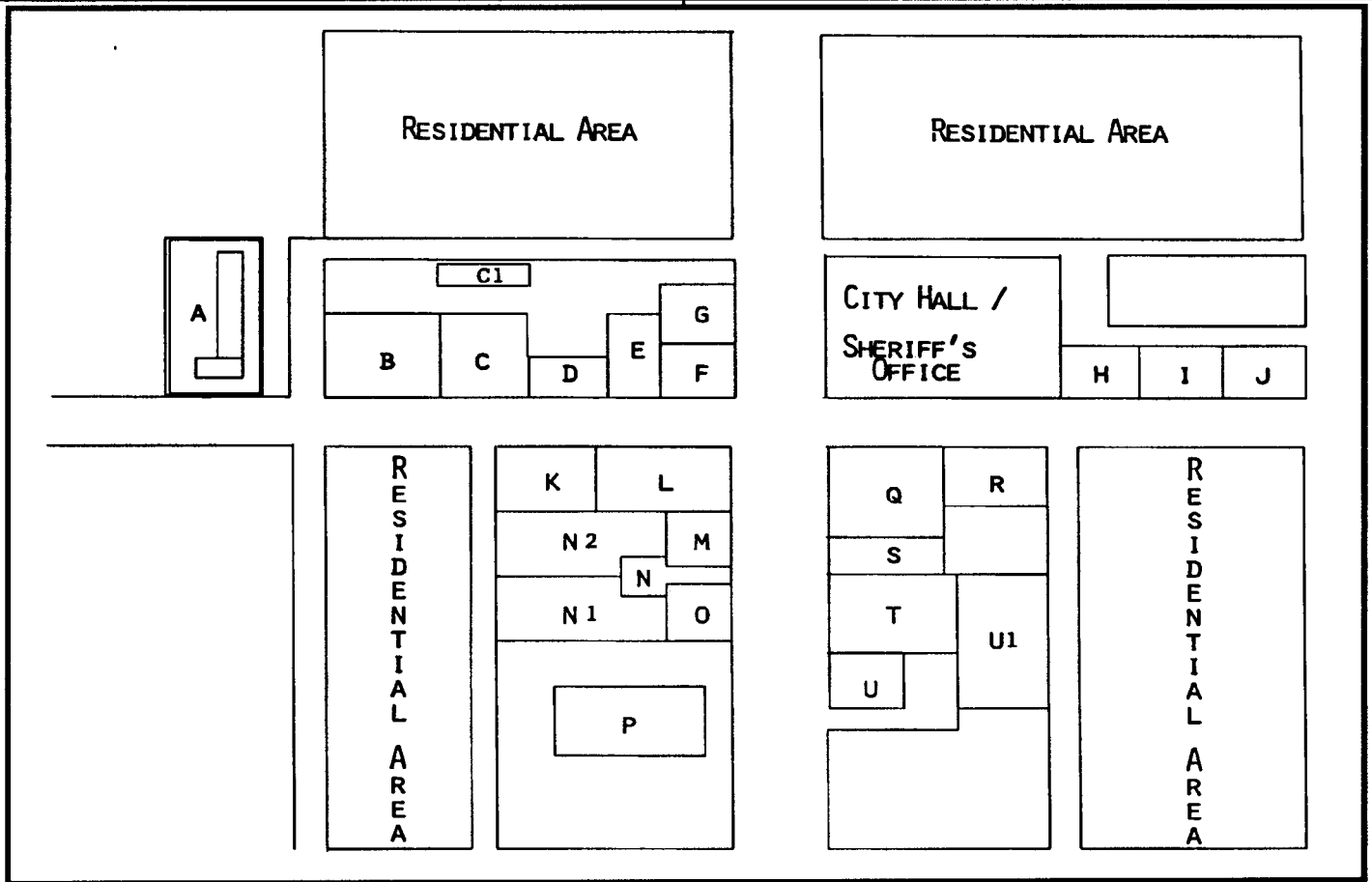
STR: 12	WIS: 18	THR: 11
CON: 17	LCK: 08	DOD: 12
DEX: 10	CRZ: 10	ACC: 11
AGL: 13	MRE: 02	HPT: 44



Millers Business Supply

Fred ran the business supply store that is a cover for the dump. Irma was a teacher at the local school. Both were killed by laser fire while attempting to collect information on the third day of the Events. A Command Card passed behind the circuit breaker box will activate the elevator under a free standing 4x12 foot pallet, which will descend into the underground dump. It is a small, but well stocked facility that has replacements for all disposable equipment available in an RV, as well as a Computer Controlled Missile Pod. The CCM is a platform mounted, remote controlled version of the rocket pod on the Colorado RV. It breaks down into two footlockers and will cause far too much trouble if used properly. The CCM does not have any targeting bonuses, and the TO HIT is based on the Computer Operation skill of the operator rather than ACC (see New Bureau Equipment).

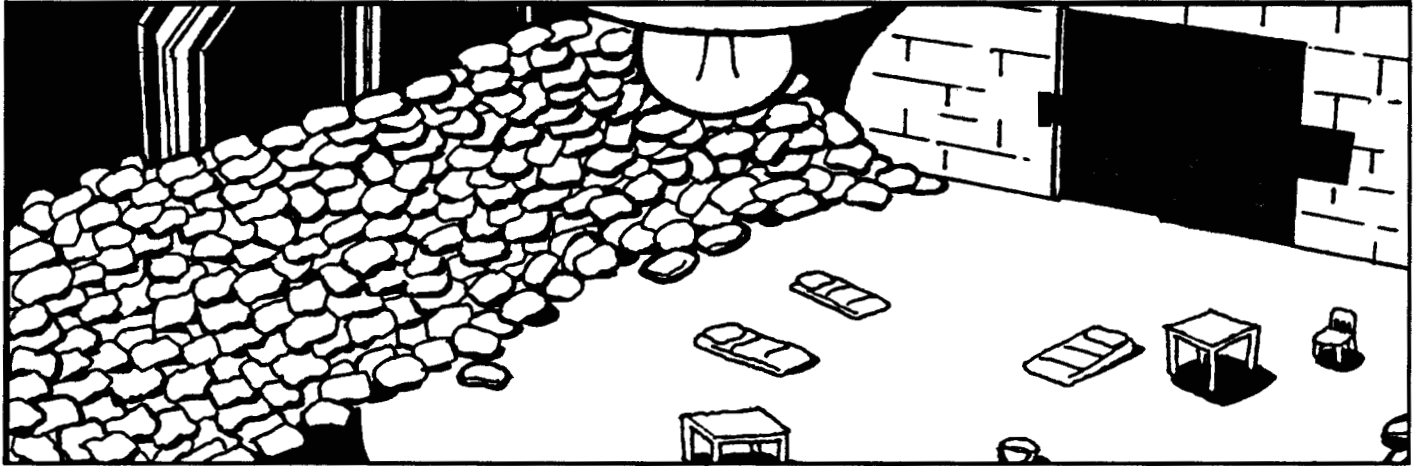
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Key	Business	Person Associated
A	Notel Motel	Widow Barston
B	Vander's Mortuary	Vander Family (closed)
C	Traveler's Tavern	William Trailin
C1	Storage for Tavern	
D	Lilly's Antique Books	Lilly Wilts
E	Trask Toy & Hobby	Lee Trask
F	Family Inn Diner	Irma Eliot
G	Phil's Bait & Gun	Phil Smith
H	Susie Q Fashions	Heather Barkett (closed)
I	Oppenheimer's Hardware	Jacob Oppenheimer (closed)
J	Cole, M.D.	Tina Cole (closed)
K	Cheatem, DDS	Semour Cheatem (closed)
L	Jim's Supermarket	Jim Phillips

Key	Business	Person Associated
M	Doom & Struck, Attorneys at Law	Horatio Doom Neil Struck (closed)
N	Cinema Theatre	'Pastel' Jack Ritche
N1	Theatre 1	
N2	Theatre 2	
O	Parton Tribune	Wilson Aston
P	Centenial Apartments	Jose Barber
Q	Parton Bank	William Green
R	Church of First Ascension	Rev David Grey
S	Miller's Office Supplies	Fred & Irma Miller (closed)
T	Ray Bob's Fix-it & Electronic Shop	Ray Bob Robertson
U	Conner's Feed Store	Alfred Conner (closed)
U1	Warehouse	

Stalking the Steel City



Parton After Dark

The hot spot in town each evening is the bomb shelter under City Hall. Right after the Cuban Missile Crisis the town fathers decided to build a really big shelter. The surviving people of Parton are very pleased at the foresight of those councilmen. Almost everyone in the city stays there each night. After the posted 9:00 P.M. curfew the town is deserted. If asked about the curfew, any citizen will tell the agents that it is because of the gangs of kids from the big city that come into town at night raising hell and committing acts of vandalism. Any agent around City Hall at night hears a deep thrumming sound emanating from the building that is the air recirculation system in the shelter. A closer investigation exposes the giant metal doors in the basement of the building that are locked and sealed from the inside. If the agents bang on the doors they will get no reply. If they blast in, they will be shot as the smoke is clearing by everyone in the shelter. The people of the town leave the shelter at 7:30 A.M.; go home to shower and change; and open most of the shops by 9:00 A.M.



The Parton Tribune

The Parton Tribune is the local biweekly newspaper that has the legend: "A democratic newspaper". The owner/operator of the *Trib* is a partially senile old man by the name of Wilson Aston.

Any attempts to search through the newspaper morgue will result in the agent being pinned down for d4 hours, listening to stories about the paper being in the Aston family for three generations and being the oldest free press operation in the state. *"Even though those young whippersnappers at the Capital, try to claim that they are the oldest."*

There is no way for an agent to politely break off conversation with the old man. Wilson will not notify the Sheriff of the location of the agents until he has had his fill of talking. Looking through the files of the paper will give d4 false leads in addition to the story of "the demon" shot during the posse search on the old Sammuelson place, and the story of Sammuelson going insane and his final demise (See Sammuelson Farm). The only specific location for the shooting is that it was on the Sammuelson farm. If an agent asks about the location of the Sammuelson farm, he will be regaled with stories of the local development for the last hundred years and after 1-2 hours will be able to get the information out of the old man. The location can also be found in the records in City Hall.

The Book

A search through the stacks of Lilly's Antique Books will turn up the book that drove Dan Sammuelson insane. The book is a very old, cracked, leather bound copy of all the "Hitchhiker" stories. Opening to the flyleaf will reveal that the printing date was or will be 2055. The paper in the book is in remarkably good condition. Also in the book will be found the faded, hand written notation saying, "This booke belongs to Dan Sammuelson".

Analysis of the book will reveal that the binding and paper are made of some strange long chain polymer that is much more durable than paper. Any attempts to date the leather cover will indicate an age of 80 to 100 years. Only a researcher with exceptional levels, on a very good research roll, can determine that the leather is not from any animal native to Earth.

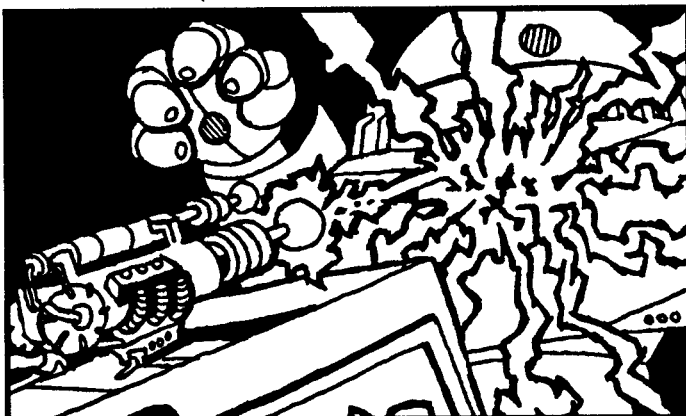
Stalking the Steel City



Ray Bob's Fix It Shop

Ray Bob was a NASA researcher of some renown until he ran a series of experiments that overdrove a five million dollar computer to destruction. After being fired, he relocated to Parton went full blown country western. He makes a comfortable living fixing video recorders and microwave units and running Lotto numbers.

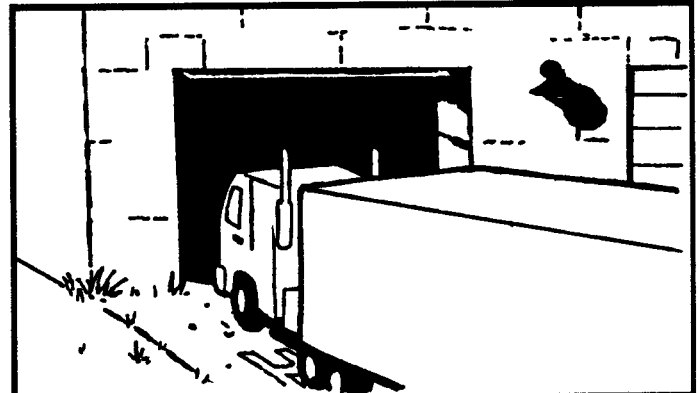
Ray Bob is one of the few people who does not go into the shelter at night. At 10:00 P.M. he activates the defense system that he has devised for his shop and goes to sleep in the back room. At night a rapidly scanning laser beam will be observed covering the 20x20 foot area in front of his shop. Anything unlucky enough to step there has a 75% chance to be fried beyond recognition by the very primitive particle beam weapon on the roof. Ray Bob is very close to the level of Ray Robertson in all technical matters (in fact, the two are fraternal twins).



If asked about the abnormalities in the town by someone who is also trapped, Ray will take them into his back room and show them a very complicated rig of state of the art electronic test equipment hooked to various things like disassembled microwaves and Sony Walkmans. He will turn this mess on and point gravely to a small screen showing a very complicated wave pattern and say, "There ya' go". If further asked to explain, he will get a bit flustered, as if the screen should have been self explanatory, and shoot off into all sorts of scientific jargon that all comes down to the fact that reality in this area is

no longer following certain immutable laws. PI is off in the sixtieth decimal place and computer circuits are exhibiting odd behavior due to irregularities at the sub-atomic levels. He has no idea what is causing the problem and cannot figure out the epicenter of the effect, but he feels that it is somewhere in the residential section of the town.

There are strange Kirilian readings extending around Ray Bob's shop, due to the esoteric test set up.



Conner's Feed Store

The feed store closed after the death of the entire Conner family in a giant Play-Dough monster attack. The large warehouse attached to the store is used to store the missing trucks. All the truck drivers died attempting to defend themselves during an Event or trying to cross the Edge.



Cinema Theater

The Cinema is a two screen movie house owned by John "Pastel Jack" Ritche. Pastel Jack hates women and once studied, but failed to qualify, for the priesthood. These facts are readily offered by anyone in town. By the time that the agents arrive in the town, Jack is quite insane. He believes that God is showing his displeasure with the lewd behavior of the young people of the town, which he sees regularly displayed in the back row of his theater. On the second day after the agents arrive, Jack will start killing young women, one per day. Their mutilated bodies turn up in dumpsters with crosses cut into their bodies and Bible tracts forced into their mouths. He will catch the girls on their way to the shelter. The religious leaders in town have nothing to do with Ritche.

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Clues implicating Jack:

- Jack has Bible tracts prominently displayed in the lobby of his theater.
- The night of the first the killing, he starts sleeping in the basement of his theater. No one will notice Jack's lack of attendance in the shelter until the tenth day, when Sheriff Shannon will put the case together himself, if the agents have not done so first. The townspeople will not notice his absence until someone brings it to their attention. Then they will realize that he has been sleeping elsewhere for some time.
- The third body will have tiny fragments of popcorn under her fingernails.
- The fourth body will have some strands of Jack's red hair clutched in her hand.

This is an optional complication that should be omitted for all but experienced groups of agents.



Jose Barber

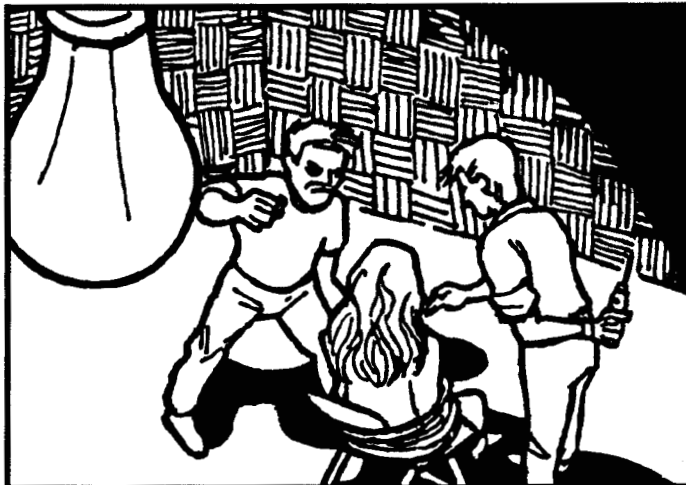
Jose is a gray witch. His problem is that **Divination** and spells that affect the real world are not working due to the changes in the local reality. Depressed and considering suicide, he will talk to agents if they can come up with a half decent story. His only useful piece of information is his strong belief that the problem is not the result of magic. On the third day after the arrival of the agents, Jose commits suicide.

There are slight Kirilian readings near the apartment of Jose Barber due to the residual magic of his altar and spell casting implements.

The Traveler's Tavern

William Trailin runs the bar and is an agent for Senator Webber. His assignment began when the Senator became convinced from intelligence reports that the Bureau had a substation in the area. Will never discovered the location of the supply dump nor found out that the Millers were agents. Will knows that Bureau 13 agents use Communication Implants and has a detector (the Millers were not implanted). After the first use of a Communication Implant, Trailin will track the agents.

The first time that one of the agents splits off and is alone, William and his two sons, Jeff and Carl, will use a taser and dart gun to drug and kidnap the agent. They will take the agent to the bar's radio shielded basement and interrogate him or her using truth serum. After getting all the information that they can on tape, they will use an amnesia drug, release the agent, and try to nab another.



After getting the access codes for the RV from one of the kidnap victims, the RV will be their primary target. They will go to great lengths, including a firefight, to get the vehicle. They will store it in the small garage behind the bar and cover it with a grounded metallic net, so that it cannot be remotely triggered to explode or be found by radio tracking. William is extremely experienced and very intelligent. His sons, while lacking his experience, have inherited his brains and brawn and are quite dangerous. There is a 25% chance that a VERY good soliloquy on the part of a captured agent will persuade Trailin to change sides, and only if he can convince Will that they can solve the problem that the town is experiencing.

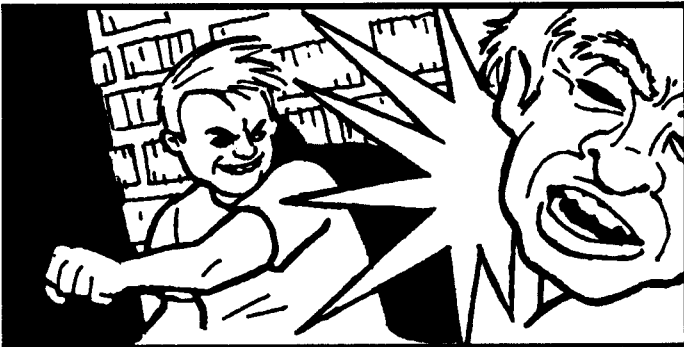


William Trailin

Age: 52
Height: 6' Weight: 220 lbs.
Hair: Grey Eyes: Blue

STR: 15	WIS: 12	THR: 12
CON: 10	LCK: 12	DOD: 12
DEX: 9	CRZ: 6	ACC: 12
AGL: 10	MRE: 4	HPT: 45

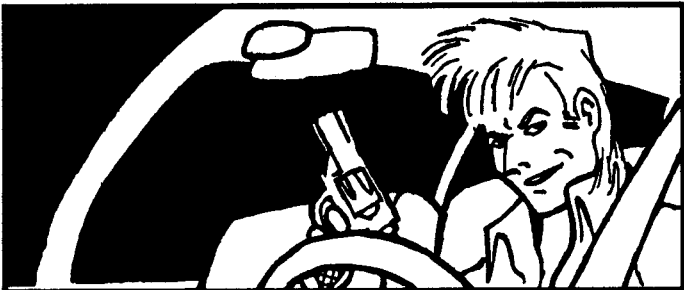
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Jeff Trailin

Age: 24
Height: 6' 2" Weight: 250 lbs
Hair: Brown Eyes: Blue

STR: 10	WIS: 14	THR: 10
CON: 11	LCK: 10	DOD: 11
DEX: 11	CRZ: 5	ACC: 10
AGL: 13	MRE: 2	HPT: 36



Carl Trailin

Age: 21
Height: 6' Weight: 185
Hair: Red Eyes: Green

STR: 11	WIS: 8	THR: 10
CON: 5	LCK: 12	DOD: 11
DEX: 10	CRZ: 11	ACC: 11
AGL: 12	MRE: 5	HPT: 27

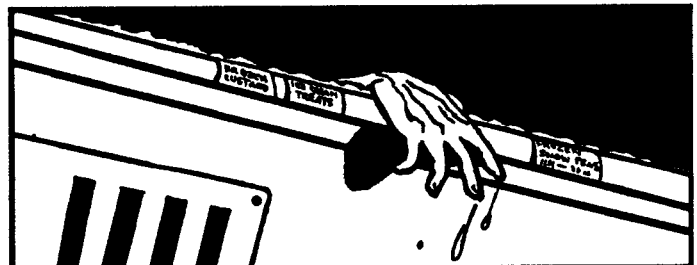
This is an optional event recommended for VERY experienced players only. The sudden loss of team members and their subsequent return without memories often complicates the scenario to the point of becoming Byzantine and can cause a complete failure to solve the scenario.

Phil's Bait and Gun

Phil Smith owns this small sporting goods store. Casual observation of the shop shows it to be very understocked with weapons (townspeople bought him out in the first few days and he is still restocking). Anyone who talks to Phil and makes a Psychology roll knows that he is going VERY crazy.

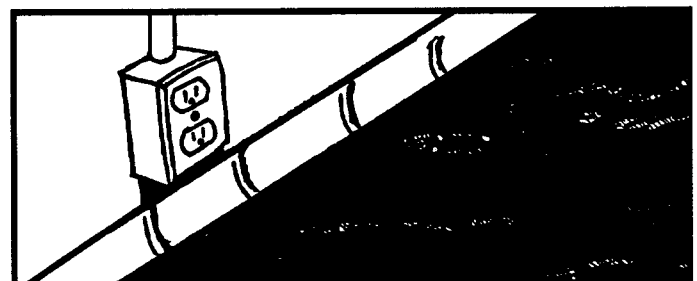


On the third day of the investigation, at noon, Phil goes to the city hall bell tower with his 30-06 and start shooting people. He will kill 16 before Travis Shannon manages to shoot him at 1:30 P.M.



The Mortuary

Vander's Mortuary is closed due to the ingestion of the entire Vander family by a dragon. Agents will discover that the large freezers from the supermarket have been moved here. They are filled with bodies. The indexing system is scanty, but a very careful search will locate the property of the Millers, including Agency cards and watches, in a large room with all the other things from the dead. The truly morbid can search through the bodies and find the Millers.



The Red Circle Supermarket

The supermarket appears normal except that an astute eye will notice that almost all the freezers are removed (see The Mortuary). The wax on the floor where the freezers were located is freshly scratched, indicating a recent removal.

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The No Tell Motel

The No Tell is a small, 16 unit, single story motel with a large storm fence around the perimeter. Close inspection reveals that the fence addition is recent. Anyone making a security roll discovers that the fence can be electrified and that there are brackets at the top that are probably for barbed wire. Entering the motel will result in meeting the Widow Barston, who will be intentionally rude to any outsider. When asked for room rates, she will quote a price of \$300 dollars a night per person. Any argument with her brings out one of her two large sons bearing a shotgun and an attitude. She will call Sheriff Shannon the instant that the door closes behind the agents.



Trask Toy and Hobby

This small hobby shop is dedicated to radio control, but there is a small gaming section that includes all the games that are occurring in the dreams and miniatures for the same. In any protracted conversation about gaming while in the shop the name of Jason Elbert will be mentioned along with a few others as being very dedicated gamers.

Doctor's Office

Tina Cole, M.D. moved her office equipment into the shelter and set up a field hospital. Though her specialty is community medicine, the distance to the nearest hospital prompted her to develop good skill levels in Trauma Care and Surgery, General.

Dream Generation

Every night Jason Elbert has d8 dreams based on his gaming. The dreams occur at random intervals through out the night. They will never start before 10:00 P.M. or occur after 7:00 AM. Each dream lasts approximately 20 minutes and activates the PRGU to create an Event.

Generation table d10

- 01 Kart Warz
- 02 Starship Fighting Guys
- 03 Call of Carl
- 04 Monster Squash
- 05 The Tomorrow Project
- 06 Squad Member
- 07 ShadowCyber
- 08 Naval Sea Water Fight
- 09 BattleManbot
- 10 D & ATOSTSWADASF



Kart Warz: a game of *Mad Max* style armored car combat. The town fills with armored, weapon-mounted cars, busses, and semis. When not shooting other Karts, some of the vehicles strafe pedestrians for something to do.



Starship Fighting Guys (SFG): a game of power armored futuristic combat. The Event starts with static filling all communication channels and a series of bright points of lights in the sky. Soon Parton is infested with a bunch of armored, jet booted SFGs jumping from place to place and talking combat stuff on all channels. The phrase "On the bounce!" is said instead of "Right now!". The SFGs do not hurt civilians intentionally, but the giant spiders popping out of the ground and firing lasers at the SFGs aren't so polite.

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Call of Carl: a game based on the famous Carl myths of R.L. Sexwork. The town fills with small groups of crazy people dressed in tacky 1960's clothing trying to find out information about Carl and his minions. Carl drives around the city in a VW microbus painted odd colors and gives free hits of hallucinogenics to the small groups. When they take the drugs they go crazy and often attack people for no good reason. If the agents talk to Carl they will find that he is a nice but crazy guy who is obsessed with the thought that he was a squid in his past life.



Monster Squash: a game of Play-Dough composed monster combat. This produces d10 twenty to one hundred foot tall Play-Dough monsters with mayhem on their tiny minds, wandering through town rumbling with each other. Only another monster can hurt them. Dying monsters mysteriously squash flat and remain there until the end of the Event.



The Tomorrow Project: a game of post holocaust survival hallmarked by cryogenically frozen and revived teams of relief personnel that are trying to put the world back together. These relief teams drive around the city in very advanced vehicles with advanced weapons looking for something to do. Any attempt to talk to them results in the belief among the Project personnel that the investigators are insane. Any attempt by the Bureau to talk to the blue glowing humanoids wandering around Parton results in the belief among the blue guys that the agents are food.



Squad Member: a game of WWII squad combat. The Allied troops do not attack people speaking English. Any attempt at communication is disregarded and the questioner is assumed to be suffering from combat fatigue. Axis soldiers just blow everyone else away.



ShadowCyber: a game of a gritty future that is particularly notable for its lack of resemblance to the fine books on which it claims to be based. This game produces cybernetically enhanced street fighters who wander around Parton, stomping the kidneys out of anyone who looks at them cross-eyed. If the RV is in the city and someone is manning it, he will notice that the RV's computer security has been penetrated and all the files

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are being copied at an unbelievable pace. She will notice a modular cable/headband hanging off the terminal. If the agent dons the headband, he will appear to be inside the computer and all the information within will appear as visual representations.

If the agents have been in the town for quite a while without getting a clue, the agent in the system will see a person in there saying, "A dream? I can't believe it! My whole friggin' life is just a kid's dream!", right before the Event stops.



Naval Sea Water Fight: a game of naval combat in WWII. Fighting ships appear, floating just above the ground as if they were in water. There is the sound of surf and salt in the air. Any buildings impeding them are demolished as if they had no structural strength. Any explosions affect the surrounding area normally.



BattleManbots: a game of kicking butt with 40 foot tall manned battle robots that are loosely manshaped with the firepower and armor plating of the USS Kansas. You can pretty much figure that these things aren't going to be much good for the environment. Really bright agents will notice that there are now thick black lines on the ground. These lines are very long, but looking down from the tops of a building show them to be hexagon markings covering the ground of the town. Occasionally a long rope will appear between two of the fighting robots, remain for a moment, and disappear.

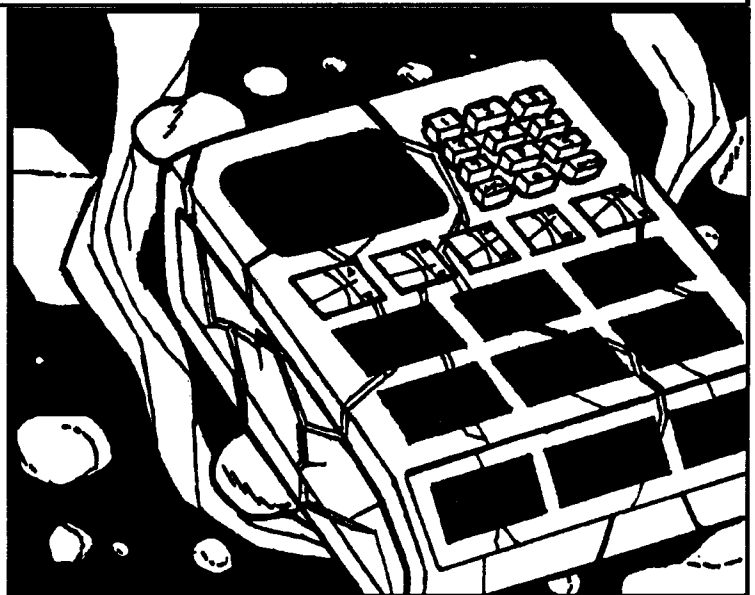
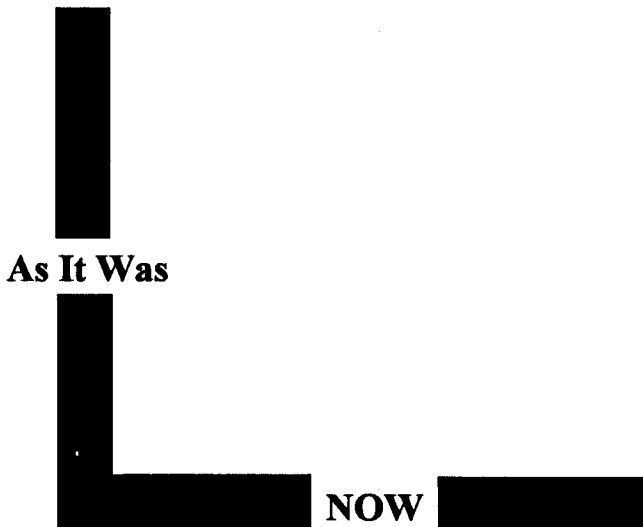
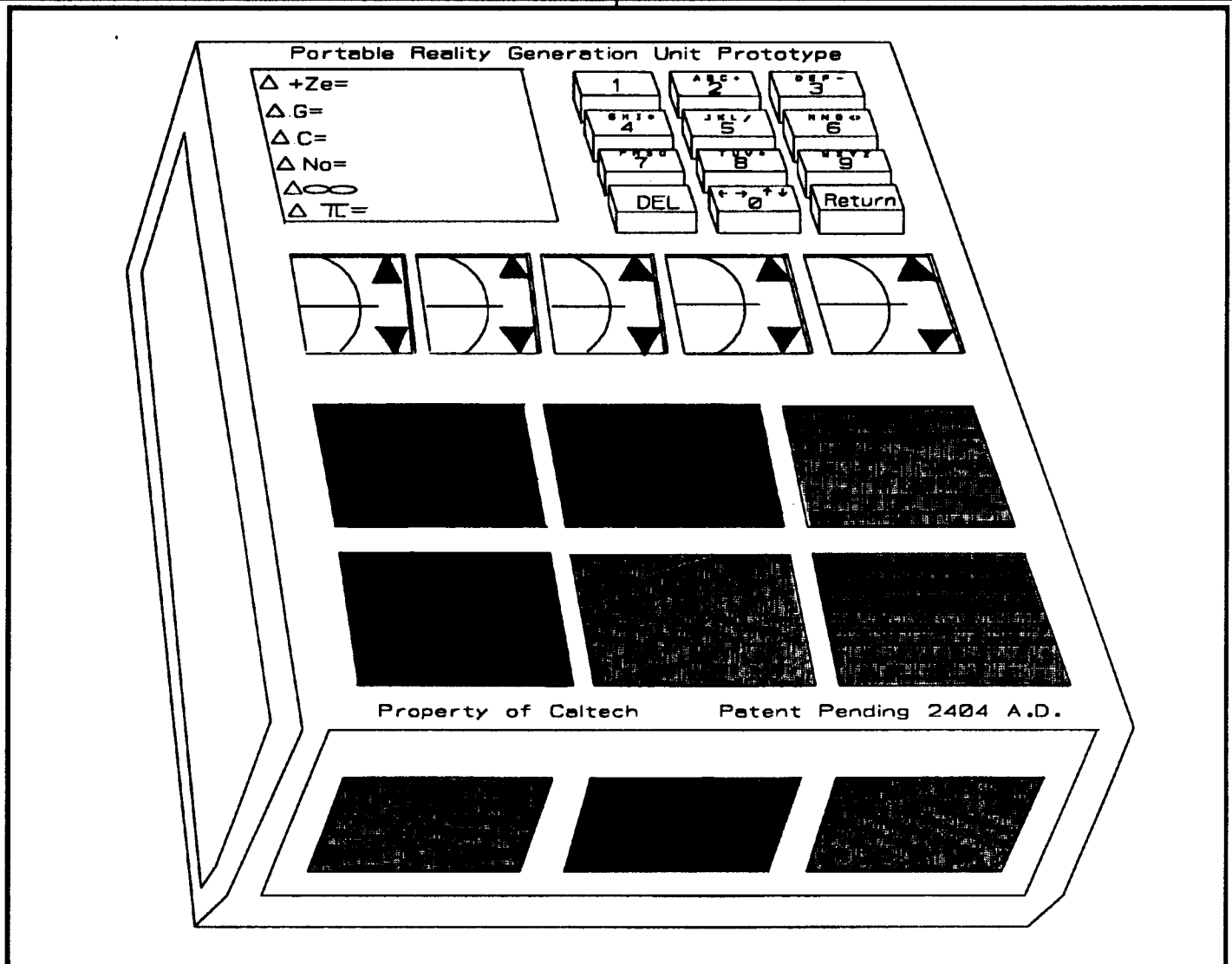


Dragons & All The Other Stuff That Starts With A 'D' And Sounds Fantastic: D & ATOSTSWADASF is the ultra popular fantasy game about living in fantasy times with magic and elves and all that drivel. Parton becomes infested with a huge number of six to eight member groups of fantasy adventurers that don't have anything better to do with their Saturday nights. Each is covered with 10 - 50 pounds of gem encrusted devices, clothing, and/or armor that has wildly exotic powers or effects (i.e., flying, blowing holes in walls, etc.). 10% of the apparitions are able to speak English, referring to it as "the old low technotogue".

If you have never played one of these games, and can't figure out about what these dreams will do, it means that you have been living in a cave (or maybe a dungeon) and should proceed directly to your nearest hobby/comic/gaming store for enlightenment.



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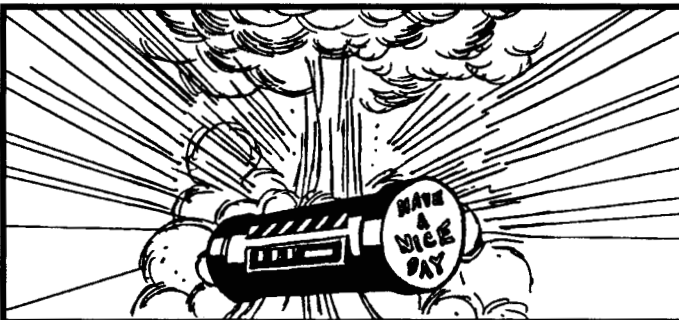
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Portable Reality Generation Unit (PRGU)

The PRGU warps the laws of reality in a five mile radius. It was designed to be a construction tool, storage device, and a weapon of war. The precursor to the PRGU was the RGU. The RGU took up a building 25 stories tall and a full block square. It was constructed at Cal Tech on an alternate earth in the year 2399. It was capable of warping a ten foot bubble of reality.



During the unveiling ceremony, a drunken man showed up amongst the VIPs. He kept pointing at the stage and giggling loudly. When asked to identify himself, he would only give vague references to being "a dimensional physicist". Before any attempted action was taken against him, the intruder pulled out a sheaf of cocktail napkins collected from bars spanning the galaxy and rapidly scribbled notes on them, while laughing to himself. In the melee that followed, the napkins were dropped, as well as five elite security men. The intruder escaped. The notes proved to be equations that fueled the creation of the PRGU.



Five years later, the unveiling of the PRGU was interrupted by the sudden materialization of a man on a large antigrav-cycle who grabbed the unit; dropped a small cylinder; and disappeared again. The small cylinder turned out to be a VERY advanced nuclear device that destroyed the building, housing the notes and all the research staff, and a large section of the surrounding city.

The PRGU is the only unit of its type. The intruder in both of these cases was the same individual, a sociopathic Fringepath explorer of unknown origin (see BUREAU 13 - IDET). Due to finds of very advanced technology on various Fringe worlds, this individual gained an extreme amount of power. The theft of

the PRGU was his greatest triumph. Unfortunately, his escape ultimately led to a field outside Parton. He was mistaken for a supernatural creature during the manhunt for an escaped convict (if you had ever seen his hairstyle, you would understand why) and was shot while sleeping off a victory drunk in the undergrowth. He escaped, but not before leaving a copy of the *Complete Hitchhikers Guide to the Galaxy* and the PRGU behind. The PRGU has a chameleon effect that masks the unit's appearance as a common object. It concealed itself as a bush and was never found. A tree grew up over it. The location eventually became the backyard of Jason Elbert.

The PRGU effect is a ten mile wide bubble of altered reality that is a five mile radius sphere. The reality within can be altered in any number of ways with proper understanding of the controls:

Keypad: Modeled after a common telephone keypad, entry involves pressing the key that has the letter you wish followed by the key with the number indicating the first, second, or third letter choice on the first key. Numbers are entered by pressing 1 first, then the key with the desired number. This is an extremely compact entry device with a universally known configuration. The entries appear on the screen to the left.

Bias Meters: Each meter registers the variance of a physical law, caused by the PRGU, from the dimensional norm. The up and down arrows change the scale of the display but have no effect on the variance.

Dimensional Displays: Each of these nine screens describes with colors, waveforms, and theoretical math symbols each of the nine dimensions that are necessary to form the universe. Once the relationships between these displays are understood, the operator can enter the correct formulas and commands through the keypad to change up to 5 laws or change the operational modes.

Only after all the variances are reduced to zero will the system accept a shutdown command. The present settings on the unit, combined with the damage from the growing roots of the tree, and the PSI power of Jason Elbert is allowing Jason's dreams to become real.

The PRGU has a safety interface feature to prevent improper interface with other reality states. During an Event, the unit catalogues everything inside the Edge and can thereafter fully affect it. In practice this means that anyone who has been catalogued will be "edited" out of the universe if they attempt to leave. Information, as any physicist can tell you, is very affected by reality. As a result, nothing about the events can be communicated to anyone who has not been through one of the events and, therefore, is also trapped. Any writing specifically about an Event becomes meaningless chicken scratches when shown to someone who is not in the proper reality set, and all

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attempts at verbal communication become meaningless noise. There is a limit to this: it can be told that "There is a problem" or "Something is happening at night", but any attempts at communicating even the most basic specifics will fail, no matter how the attempt is made.

The final important effect of the PRGU is the Reset Mode. After each event the PRGU resets back to the reality that it started with. This means that all damage caused by the Events will disappear when they do. But there are limits to even what the PRGU can do. The PRGU cannot reset death or even damage to higher life forms like animals and people. Agents that die stay that way. Life's tough in the big city.

Solving the Problem

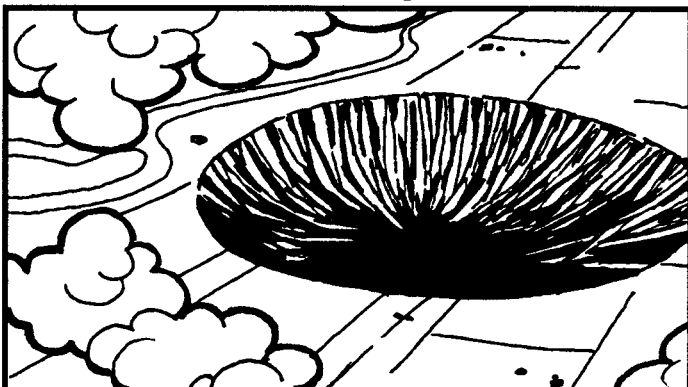
There are three methods:

1) **Unearth and turn off the PRGU.** Deactivating the PRGU is a matter of technical skills and some luck. For every level of the person trying to deactivate the unit with the following skills, the attempt is at +1%:

Communications Tech, Computer Programming, Cryptology, Electronic Diagnosis, Fabrication Plastic, Robotics, Mathematics, Laser Technology, Philosophy, Mathematics Higher, Microwave Technology, Fusion Technology, Electronic Engineering, Electronics Micro, Nuclear Physics, Physics, Electronic Countermeasures.

Ray Robertson or Ray Bob will have a base modifier of +40%.

- No modifiers of over 40% are possible, even if the character has over 40%, due to the alien nature of the device. If the agent does not have at least one of the appropriate skills, the attempt is modified by -50%. Add the percentage modifier to a d100 roll and consult the following table:



- - to 10 Terminal Failure: The unit, the town, and the agents are assessed as a flaw in nature and removed from the universe. There is now a five mile deep bowl shaped pit where the town used to be.



11 to 24 Storage Mode: The PRGU decides that you have told it to save the current environment for later reconstitution. The sub-atomic bonds of all things in the reality bubble collapse. There is now a five mile wide plate of very thin, unbreakable, metallic matter where the town, inhabitants, and agents used to be.

- **25 to 40 Destruct Sequence:** The reality field returns to normal, so everyone can book to the nearest beach and party down a little to get over the rough month, but the destruct sequence on the PRGU has been triggered and cannot be shut down. In one hour the PRGU explodes its own fusion reactor in a 40 Megaton nuclear blast.
- **41 to 75 Shut Down:** See above, except without the big boom.
- **76 to 85 Restore and Shut Down:** As above, with the addition of the fact the PRGU cuts an impromptu deal with the universe and all life forms that crossed the Edge return.
- **85 to 100 Partial Understanding:** As above but operator can modify one physical law in the area of the unit's effect.
- **100 to 120 Good Understanding:** As above, but operator can modify five laws and activate storage mode in a controlled way and use it to shrink things to a 1000th of their normal size for storage. In addition, the contents of the reality field can be inventoried. This will allow an operator to locate the RV.
- **120+ Celestial Intervention:** The divine sphere takes note of the warp in the fabric of the universe and comes to investigate. Angels will appear and take the unit. They will also return all the dead to life and generally edit time in such a way as to make the whole incident disappear from the flow of time. The agents will remember the events, but no one else will. Calculate Experience as if this was a successful completion of the scenario and on the events that "didn't happen".



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2) **Use anti-PSI drugs** and get Jason Elbert permanently out of the vicinity of the PRGU. The anti-PSI drugs will break the link between Jason and the PRGU dropping the field and allowing everyone to leave. If Jason is allowed to remain and an attempt is made to explain the problem to foster parents to get them to give him PSI deadeners, they will not believe the agents. If the sheriff forces the matter they will agree, but stop a week later when Jason complains of headaches. The sheriff will be the first person killed in the new outbreak of the problem.

3) **Kill Jason Elbert.**

Suggested Experience

Due to the nature of the scenario certain additions to the standard experience table in the book are recommended:

- Solution in less than 24 Hours +1500
- Solution in less than 48 Hours +1000
- Webber getting Bureau info -500
- Loss of RV -1000
- Calling J.P. Withers -750

Simplified Timetable

Day -22

100 foot tall clay monsters stomp Parton
Sheriff Shannon calls Pittsburgh National Guard
Jason Elbert's parents vanish at the Edge

Day -21

Mayor John Parton sends a letter for help
Wilson Aston tries to put out an 'Extra' but outsiders see it as meaningless chicken scratches.
Vander family eaten by dragon

Day -20

Mayor and Sheriff begin emergency effort to ready shelter
Tina Cole, MD moves office to shelter

Day -18

Millers send last report

Day 1

Agents arrive

Day 2

Pastel Jack kills first female victim

Day 3

Jose Barber commits suicide
Phil Smith goes on shooting spree at noon

Day 4

Jose Barber's decaying corpse found

Day 10

Pastel Jack arrested

Calling J.P. Withers

J.P. was on his way to Pittsburgh when he decided to stop for a drink in the nearby town of Delbarton. He is currently out in the woods, hunting for bears with his Nighthunter.

Response time:

01-50 d4 hours

51-65 d100 minutes

66-76 d20 minutes

77-86 d10 minutes

87-100 You see a silver sports car driving into town with a small brown bear strapped across the trunk.

Once in Parton, J.P. will do the following:

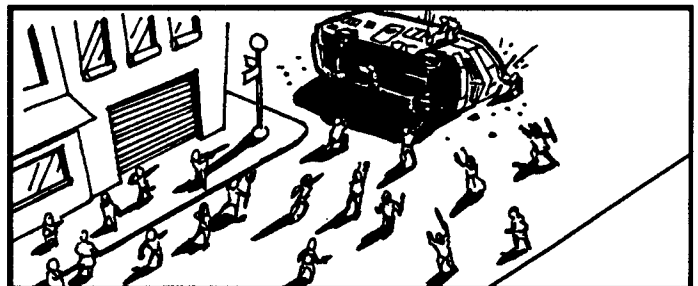
If agents are in jail, J.P. will break them out immediately. This will result in the incapacitation of all law enforcement officers in town.

After going through his first Event, J.P. will go to Trask Toy and Hobby and destroy all the miniatures, thinking that they are coming to life.

William Trailin will recognize J.P. on sight and attempt to capture him. This will result in the demise of Trailin and his sons, the destruction of any Bureau information that he has gathered, and the return of the RV to the characters, if it was taken.

When the Events continue he will talk with Trask and determine who are the most ardent gamers in the town. He will interview them one by one and settle on Jason Elbert. He will shoot the child up with anti-PSI drugs on general principle. This will break the link between Elbert and the PRGU and drop the field that is keeping everyone in the town. He will then take Elbert with him.

He will not hurt a Bureau agent if it is possible to avoid it, but anyone who attempts to stop his actions will be dealt with. While it is almost impossible for the townspeople to harm J.P., there is a very good chance that they will take out their displeasure on the party after J.P. leaves.



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BUREAU FILE:

Joshua Frederick Knecht

Joshua Yosef Knecht was born in 1929 in Prussia. All family records were destroyed in WWII.

He came to the United States in 1955 and created Knecht Biologicals which merchandises medical supplies. 20 years ago he died and was replaced by his son, Joshua Frederick Knecht, Jr.

Joshua Knecht, Jr. was born 1962, and educated in Europe.

He is Chairman of Knecht Biologicals, Inc. He holds a majority of all stock in all companies. This is a privately held corporation.

He is held in esteem by all employees and considered to be a shrewd businessman. His corporate net worth is considered to be in excess of 10 billion dollars. His personal worth is unknown and estimated at 50 million.

Socially he is considered a recluse. He does attend certain social events (especially charities - he has donated heavily to the Leukemia foundation, Cancer society, and genetic research) and is considered a civic asset but not a social mover and shaker. He suffers a slight social stigma for being associated with the Pittsburgh chapter of the Society for a Creative Anachronism, which is considered to be an odd-ball organization. Within that organization he is highly respected and regarded.

All business activities are conducted from the Knecht Building which is his corporate headquarters. The 24 story building was constructed, within one year, at 4 times the estimated normal cost. The reason for this is unknown.

The building sports advanced communication equipment and is in constant contact with a private geosynchronous orbital communication satellite.

Joshua Knecht resides in a penthouse apartment on the top of this same building.

Joshua is a naturalized American citizen and is a registered independent. There is no record that he has served in any military services. He has held no public offices. He has no known religious affiliations and any personal religious beliefs are not available.

He is licensed to drive an automobile, up to jet aircraft (instrumentation only), and light helicopters.

Radio interview with Joshua Knecht shortly after the opening of the Knecht Building

Interviewer: Mr. Knecht, your father started the Knecht Corporation, can you tell us about him?

Knecht: Well, my father was a very great man. He survived two world wars and managed to bring his financial resources through them. He worked with the French Resistance and, though he was never decorated or recognized, he was loved and feared by many.

Interviewer: Tell us some of his goals.

Knecht: His goal was basically to survive and carry a legacy into the future. He was an extremely well travelled man, having journeyed all over Europe and the Mideast. I can't say exactly what his specific goals were, except to say that he used all his contacts and experiences in his business dealings. He was a trader, advisor, and many other things.

Interviewer: What was he like as a person?

Knecht: Well, it was very hard to get to know my father. He was very reserved. He suffered a lot of tragedies in his life. But he had a positive outlook and he always felt that tomorrow would be better. In many ways I've tried to carry that on. After all, I am my father's son, even though we saw very little of each other as I was growing up.

Interviewer: So you see yourself following in his footsteps?

Knecht: Yes I do.

Interviewer: You said that your father died during a hunting accident. How did his death affect you?

Knecht: There was a tremendous break with my past when that occurred. At the same time an enormous load of responsibility fell on my shoulders. Now I was responsible for taking care of all his business concerns. I had been preparing for this, which was one of the main reasons I was in Europe: To make contacts, widen my business experiences, and gain the confidence of those who had known my father so well. It was very difficult to make the transition. A lot of people didn't think that I could step into my father's shoes. I am glad to say that I've won their confidence back.

Interviewer: Knecht Biologicals was created in 1955. How has it changed since then?

Knecht: Originally it primarily provided blood collection. We

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provided medical supplies for hospitals. We have advanced into biologically based products such as producing pharmaceuticals from genetically tailored microorganisms. We now cover a whole gamut of medical supplies and instrumentation. We also provide a lot of money for research in these areas. It helps us and everyone else.

Interviewer: Anyone who is familiar with downtown Pittsburgh is struck with the unique image that your headquarters cuts. It's a rather unique piece of architecture. I'm curious, is there any particular reason that there are no windows in the building?

Knecht: The fact is that most people don't know that. The outside of the building is mirrored with glass to give the appearance of a glass structure. Certainly nothing like the Pittsburgh Plate Glass building. We are also off to the side and not in any way such a strong presentation as it is. That was not our intent. Our intent was to (if I may) mirror a high tech front for business. As to why there are no windows, that was a health consideration. We were very concerned with problems for workers resulting from the depletion of the ozone layer and a higher incidence of radiation. So when we designed the building we intended that there would be no outside windows to provide a safer environment for people inside.

Interviewer: Speaking of safety, doesn't this cause a hazard for people working inside the building? If there was a fire, there would be less avenues of escape from the building.

Knecht: In most cases, escaping from a building through the windows is not possible. In fact, it is usually the windows that provide a fire with the most oxygen. We placed an awful lot of effort into designing the building so that it would be more safe than a normal structure. In fact, that was my primary consideration when I had the building designed. I wanted it to be as safe as possible. There are a number of reasons for this. We have a number of biological laboratories in the building itself, and we did not want any possibility of an accidental release of material. The preventative measures carried over into the general design of the building. I would say that the Knecht Building is the safest building in downtown Pittsburgh. As a matter of fact, as far as the environment is concerned, our workers would rather come to work than do anything else. Especially the allergy sufferers, because we provide complete climate control and filter all the air. As a result, the people who have pollen and sinus problems find it the best place to be. We have less absenteeism in our building than anywhere else in the city.

Interviewer: During the construction the Knecht Building in 1986, you brought in a lot of non-union work crews. Surprisingly, you had very little to no trouble from the unions of the city who are renowned for their intensity of protests against

practices like this. How did you manage this?

Knecht: That was actually very easy to do. It wasn't so much that they didn't want non-union workers doing the job. They didn't want people taking work away from them. So during the time that we had the outside work crews there we simply paid the union employees for doing nothing. So they basically had a three week paid vacation. Then they came back to work and everything was fine.

Interviewer: Mr. Knecht, are you a Republican or Democrat?

Knecht: I am an Independent. I don't like to get involved with all the shouting, name calling, and foot stomping that goes on early in campaigns. I'm really not very political at all. I'm only interested in the horses that actually come up to the gate. I'm not really interested in seeing the wannabees that didn't make it.

Interviewer: With all the recessions, how has the Knecht Corporation been affected?

Knecht: It hasn't been. As a matter of fact, Knecht Biologicals isn't in a recession, we are having increases every year. While the country may be in a recession, the medical industry is eating up an ever increasing percentage of the Gross National Product. It is buying materials and equipment. The research into AIDS is using up a lot of blood products. As a result, we are having a boom year.

Interviewer: It doesn't sound like you are going to be announcing any layoffs soon.

Knecht: I'm not saying categorically that we are hiring, but our personnel office is open and I wouldn't tell anyone not to place an application if they desired to.

Interviewer: Being a big businessman, what are your views toward the United States government regulation of foreign trade. I know that has to affect you.

Knecht: I am personally very much against it. We don't have a U.S. economy. We have a world economy and the United States is part of it. Until the United States can compete on a par with other countries, it is lying to itself and its people. It either ends up inflating the prices here or keeps the prices down by having the government itself make up the deficit which results in higher taxes. Ultimately the open market price is met on all sides. I do have a thing about the Japanese and the numerous times that they have dumped products on the market below cost in order to gain a disproportionate share of the market. I'm against that. That is where the global market comes in. If all the other countries stand against that, it doesn't happen. Most large corporations are multi-national now and there are so many ways to divert materials or route products to circumvent legal

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restrictions that these restrictions are only a burden on the small businessman. I believe that the American people as a group should rise up and say "Stop beating up on the little guy. Lets have some more free trade."

Interviewer: With views like that and being so charismatic, there are a lot of people who wonder why you don't run for office.

Knecht: As I said, I'm not politically minded. My business crosses into many countries. I do have to deal with political people. I frankly don't have time for it. I have a very strong hand in all my businesses. Everyone knows who is in charge and it's me. I delegate authority but everyone knows who they are responsible to. We have a close knit family of companies. They all know that I am watching. I wouldn't want them to get lax because they thought I was off on some junket to Capital Hill.

Interviewer: So you would rather run your businesses than run for office?

Knecht: In some cases and in some places, running a business is running for office.

Interviewer: You mentioned earlier that you were concerned about products contaminating the atmosphere. We constantly hear about global warming, toxic waste, oil spills, and even nuclear radiation. As a whole, what is the Knecht Corporation stand on these things and what is it doing to combat and not contribute to them?

Knecht: I am, more than anyone I know, very much interested in us having a healthy environment for the future. I want all of my descendants and all the descendants of those who work for me to have a good place to live. As far as not contributing, I can say that we do a lot. We follow the government guidelines on disposal. If we are able to develop certain biological solutions that are more elegant (such as an organism that creates a material that we need) then that is going to be highly more efficient than running it through a manufacturing process. It will have less waste products and side effects to the environment. This is a problem that no one business can handle. No one business can deal with. It's going to take everyone getting involved or it's all basically going to go to pot. I'm not entirely positive that we are going to come out of this intact. I think that the next 100 years is going to be very tough on the American people and the world at large. We are doing what we can to, if not help, at least protect the interests of not only the shareholders but also the employees of the companies that I am involved in.

Interviewer: The Knecht Corporation has a number of interesting foundations that they support. What are they and

why these particular foundations?

Knecht: If you are talking about the Cancer Institute, Arthritis Foundation, and a number of genetic foundations, well that is a lot of what we are interested in. When they benefit, we benefit. There are a number of organizations that I support which are more related to my interest in maintaining a sense of history and continuity. One of the organizations is called the Society for a Creative Anachronism. This is a medieval recreationist society that was started in the 70's in California where such things like this seem to always begin. It has spread not only across the United States but throughout the entire world. In essence, it is a joyous celebration of our past, our history, where we came from, our roots. Basically, this society tries to give the flavor of middle ages, the good side of the middle ages, the middle ages as we would have liked them to be: no sexism, no religious intolerance, black plague, etc. Instead, there is a concentration on courtly manners, parties, gallantry, chivalry, art, and beautiful costuming. All this can found right here in Pittsburgh. The local chapter meets at the University of Pittsburgh each month to discuss a full schedule of activities. No one is excluded. If anyone would like to contact them or get more information, please call or stop by the Knecht Building and I'll have more information available at the desk.

Interviewer: So are you personally involved with this?

Knecht: I am what is called a Laurel. That means I know an awful lot about something. I am a Laurel in regards to authentic costuming. I am also one of the trainers in the mock combat competitions where they hit each other with wooden swords. I am not myself involved in that except as a trainer.

Interviewer: It sounds like you have an exceptionally busy schedule. Doesn't your wife object to this?

Knecht: Probably if I had one. I'm not saying that I don't like female companionship but my business is so consuming that it would be a long shot for any woman to expect a ring out of the relationship.

Interviewer: Have you ever been married?

Knecht: I'm afraid not. I've had a number of relationships, but no one since I have come to the United States following my father's death.

Interviewer: Do you have family in the states?

Knecht: Sorry. We are an old world family. My father was a widower. My mother died during childbirth, having only me. He never remarried. My father wasn't well equipped to raise a son, not with the demands of what he was trying to do with his business. I was raised in boarding schools and private

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academies in Europe for which I in some ways am very lucky. I received a much wider education than most people do.

Interviewer: So are there any "Knights of Yore" in the Knecht family tree?

Knecht: Not in that sense. As I said, my family is quite well travelled and there have been some awards given, mostly in the Mideast, but that was a very long time ago.

Interviewer: What other interests do you have?

Knecht: I'm interested in art and literature. I'm a season subscriber to the Pittsburgh ballet and the plays scheduled at the Benedium. I like to fly, usually as a passenger. That's about all I have time for.

Interviewer: There is a rumor that you are currently dating someone in show business.

Knecht: Anybody who travels around the country like I do might be suspected of that. However, as much as I love Pittsburgh, I can't imagine a starlet giving it all up to stay here.

Interviewer: In your own words, what makes Joshua Knecht tick?

Knecht: Joshua Knecht, like my father is a survivor. He has a lot of experience and he knows how to get things done. He also knows the value of taking care of the people who work for him. I think you will find, if you ask any of the employees, that they have been other places and the company that they want to work for is the company that they do work for: Knecht Industries.

Interviewer: So what does the future hold for Knecht Industries?

Knecht: Unless they socialize medicine in the United States, I can't see us going anywhere but up. Naturally there will be increased diversification. It's hard to tell where things are going to go. We are in a cutting edge technology environment here. I could say that we would be getting into the creating of insulin through gene splicing of microbes, but someone might come up with a method of growing computers out of brain material and we might go that route. There are so many opportunities. The future is unlimited as long as we take care to cover our bases. I'm optimistic. I'm hopeful. I'm positive and so are my companies. I hope there will be places for everyone in our corporation as time goes on. We hope to get that big. If not, we are happy to have met you along the way.

BUREAU FILE: Society for a Creative Anachronism (SCA)



This group of people romanticize the Middle Ages to the point that they create false identities for themselves that they act out during regular meetings and by correspondence. They prefer to purport themselves as high-born people who lived during the Middle Ages and dress the part. Many engage in mock combat using bamboo weapons. Some are quite proficient with real edged weapons. Each year, during the middle of August, a large number of SCA members drawn from all over the eastern states and much of the Midwest gather outside Pittsburgh at an open air camping festival.



(If asked for in conjunction with Joshua Knecht: Joshua Knecht is associated with the Pittsburgh chapter of the SCA.)

BUREAU FILE: Known subscribers to Occult Magazines in the Pittsburgh area

Carolyn George
Earl Sergeant
Anna Harmon
Dee & Jules Jones

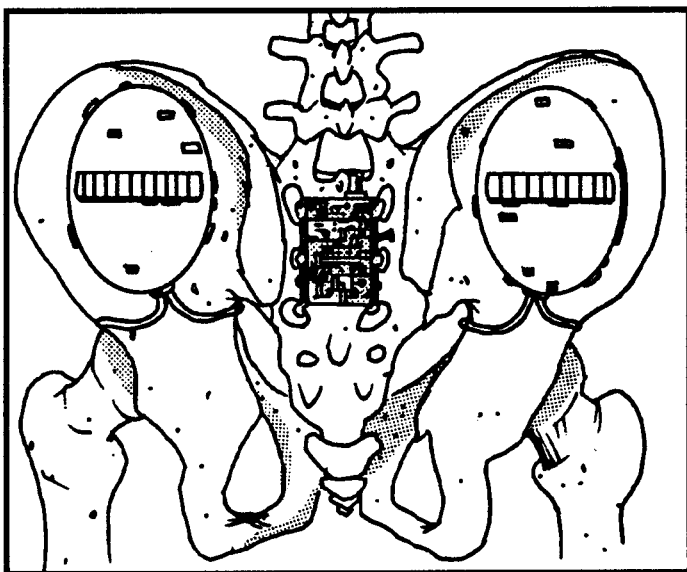
Franklin Smith - proprietor of Smith's Books and Papers. This is an occult book, curio shop located in Shadyside. It is a known supplier of spell components to users of magic.

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BUREAU FILE:

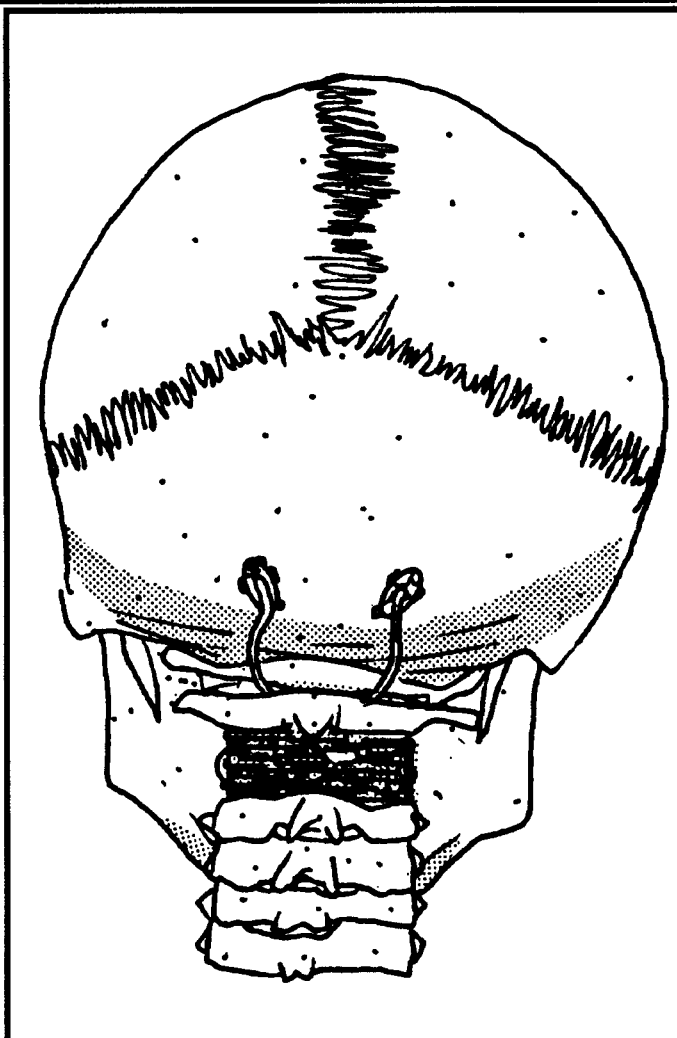
William Marvik (Mechanical Marv)

Two years ago Field Agent Marvin Atkins volunteered to receive the **Battlebody Combat Implants**. These are a very special series of implants that were found in the dead body of a time traveler. The implants, after years of experimentation and many corpses, were finally duplicated and implanted in a living person who survived the process. The results were amazing! The Battlebody Combat Implants consist of the following components and enhancements:



Neural Stimulator - This small device, implanted at the base of the spine, increases biological reaction time by a factor of three. Ray Robertson theorizes that this is accomplished by the creation of a "warp field" throughout the body that directly connects the point of sensory or motor stimulation to its destination. Whatever the reason, a person with this implant will register abnormally on a Kirilian detector.

Metabolic and Myoelectric Stimulator - Buried in the pelvis, this pair of devices, when engaged, causes the body to move at three times the normal rate. For every 2 minutes the body is accelerated, the body will spend 1 hour comatose within 60 minutes of the accelerator being deactivated. There is a 1% Death Shock per minute of stimulation that is rolled upon deactivation or once an hour.

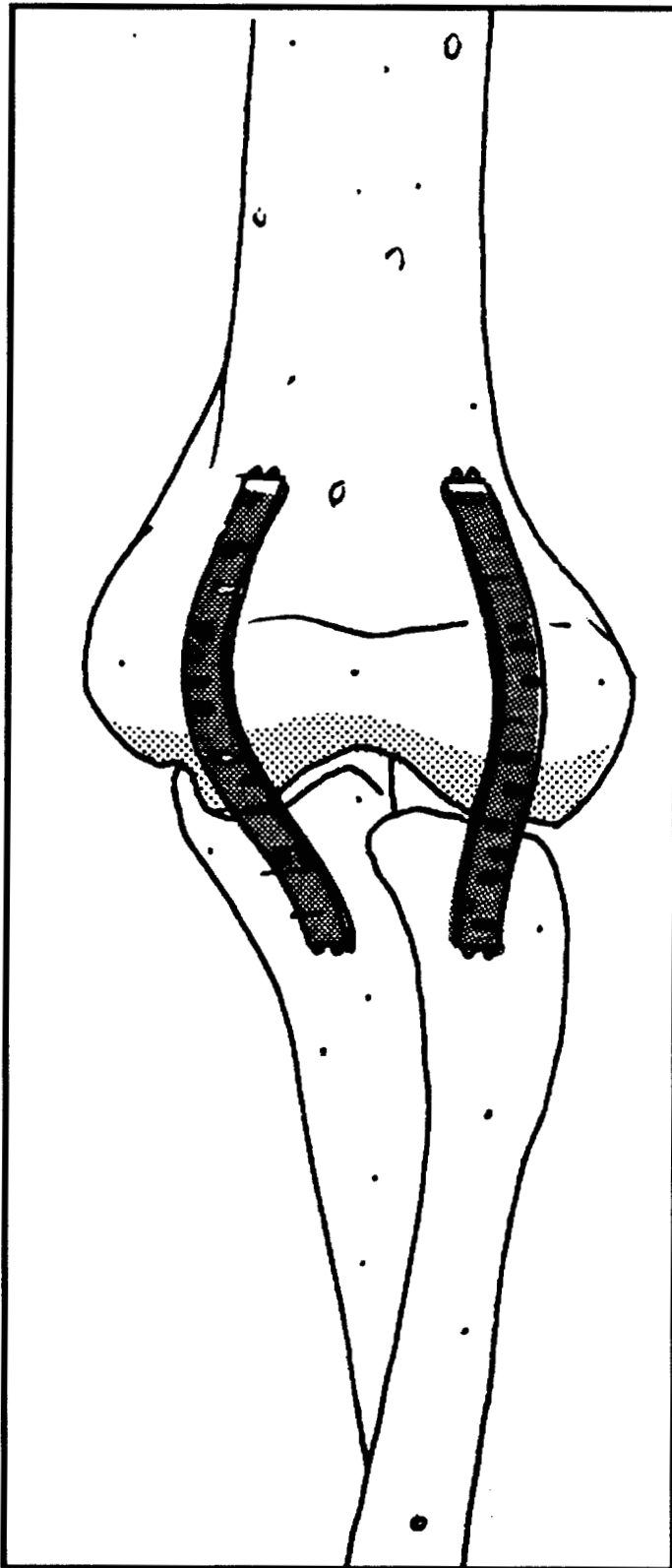


Direct-Connect Neural Computer - This computer wraps the spinal cord at the junction with the brain within the skull and replaces the first vertebrae. It superimposes a sight/ranging system onto normal vision plus provides telescopic sight and starlight enhancement by forced pupil dilation and computer enhancement. This adds a +1 to all physical attacks and a +3 to ACC.

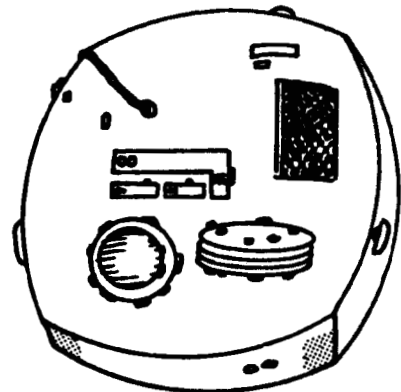
In surprise stress situations, it supplants total motor control of the body from the brain, draws upon learned skills and knowledge to create a program of actions to eliminate all possible threats in the direction of the most visible escape route, while evading at top speed, and executes it. The computer will not relinquish control until the host is totally alone and out of stress. Any Martial Arts training will be automatically executed during the evasion phase of control.

Finally, the computer can recall all complex motor sequences so any physical activity can be perfectly executed after one training session.

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Bionic Flex Implants - These thin biometallic strips are located at every joint, tendon, or ligament juncture and cause a strength increase of +10 from the original strength.



Repair Pods - These small pockets of virus-like material are injected throughout the body. When the body is damaged, the pods release the material in the affected area. This virus stimulates division of cells and vasoconstriction to reduce blood loss and shock. This causes a 5 point regeneration per action in that area. Onset time is d10 actions and after one minute an anti-virus will be released to bring the body back to normal.

Only the Metabolice and Myoelectric Stimulator and Repair Pods must be activated. All others are always on. All implants are self-repairing and resupplying using normal body nutrients. No special dietary supplements are needed.

Inherent Problems:

- There is the possibility of accidental injury to team members when the computer evasion sequence occurs.
- Due to the radical nature of these implants, high body stress, and increased metabolism from their use, the average expected lifespan of a cyborg is 4-7 years after final surgery.
- Since all of the energy used is ultimately from a biological source, the cyborg will eat 7 or 8 large meals a day, as well as continually ingesting glucose tablets. A cyborg can drink prodigious quantities of alcohol without getting intoxicated. They just act as an additional source of Calories.

Due to tissue typing problems, only one person in 10,000 can accept the implants. A non-match subject will die within d4 hours of the attempt due to rejection syndrome. Anti-rejection drugs have not been effective.

There is only one other cyborg known to exist today: Dr. Joseph Kahn, the principal researcher and the first man ever given the implants. After the surgery, two years ago, he went insane; stole the original implants and a complete set of design notes, and went into battle frenzy (takeover option). He hasn't been located since. William Marvik was implanted shortly thereafter with the purpose of aiding the capture of Dr. Kahn. Until Dr. Kahn surfaces, Marvik is assigned only in emergencies and spends the remainder of his time in cryogenic suspension to extend his limited life span.

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BUREAU FILE: Heart Sacrifice

Central to blood sacrifice/cannibalism is the concept that the sacrifice or consumption of human flesh or blood confers some potent quality or virtue upon a recipient.

Many believed that the consumption of the heart (and many other parts of the body) of an enemy would transfer his life essence and/or vitality to the eater.

Historical references:

- Soldiers in pre-dynastic Egypt
- Scythians of the Black Sea
- The chiefs of the Ch'in armies of China
- Aborigines of Australia
- Maoris of New Zealand
- Hurons and Iroquois of America
- Ashanti of Africa
- Uscochi of the Balkans
- Aztecs of Mexico

The Fijians ate human heart because they felt that it tasted better than any other food.

Central America was dominated by the warlike Aztecs in the 14th century. The sacrifice of living hearts granted their gods renewed or enhanced power and virtue. They had so many gods that many did not even have names.



Chief among them was the reigning snake-bird god, Quetzalcoatl, who was sacrificed to in hopes of his return from the sea.

Their sun god (unnamed) had to be sustained by a constant supply of human hearts and blood or else the sun would not rise and the world would end.

In 1486, 20,000 were sacrificed in four days to the war god Tenochtitcan. War was just an opportunity to gather more prisoners to sacrifice.

At the feast of Texcatlipoca a flint knife would be plunged into the sacrifice's chest below the breastbone and brought in a sweeping arc to the base of the stomach. Then with a skillful twist, the heart would be torn out and offered to the god. Sometimes the heart would be burned later.



The only other known variant took place in 1634 in Arakan (later known as Burma). A Muslim sage came to the monarch, Thiri-Thu-Dharma (pronounced Tirra-Too-Dahmah), and offered to create a potion of invisibility and invulnerability. The monarch had been prophesied to die shortly and thought this a good way to prevent his death and go on to conquer India.

The necessary ingredients were:

- 2,000 white dove hearts
- 4,000 white cow hearts
- 6,000 human hearts

The monarch provided these at great distress to his people and drank the potion. He died three years later. It is not known whether the potion was a fraud or was countermanded by strong magics wielded against him by others of the court, perhaps in retaliation.

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APPENDIX

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Fifth Avenue		

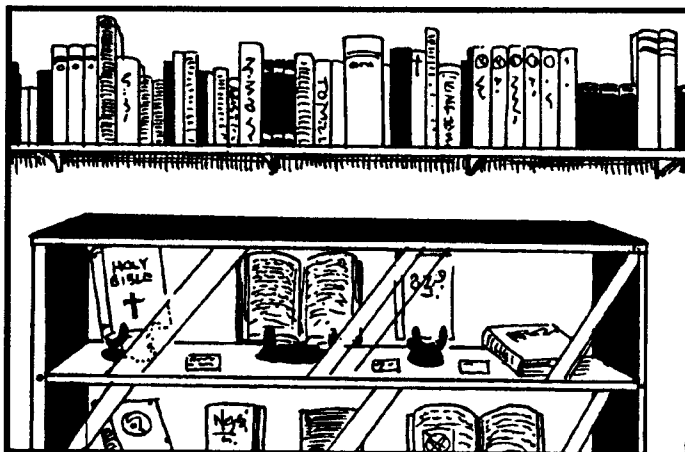
Smith's Books And Papers

Franklin Ian Smith owns and runs this small quiet book store in Shadyside. The thin 27 year old man inherited it from his father 3 years ago. His family has been in the book business for seven generations, but he is not the seventh son of a seventh son.

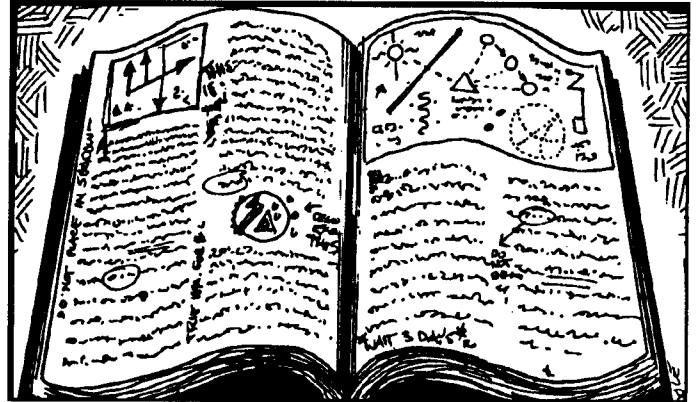
If any serious student of the occult happens upon his shop, Franklin will apologize for the schlock occult paraphernalia, new age literature, crystals, and bodice ripper romances that he sells in the front of the store. He does so to make his daily living and save his capital for truly worthy merchandise.

Further back are racks of philosophy and religious texts. There is a large table that is used for various tasks. Each Saturday Franklin rents it for five dollars to a local gaming group. They think the shop has real ambience.

In another room (locked) are the showcases for his rare books. He is truly knowledgeable about occult practices and is the supplier for books and materials for most dabblers in the tri-state area. For real practitioners he is a source of good to pure spell components. A ledger in a locked drawer in this room lists his clients and their current requests. William Howard Overby is named here. Franklin will try to protect his client's identities.

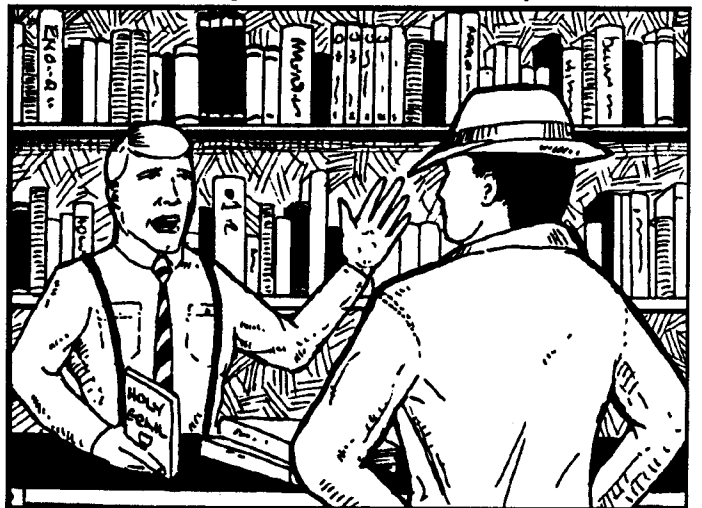


Two books are actually useful for occult purposes (though all the books in this room are authentic and of great value due to their fine condition and rarity):



One is a workbook of divination practices that was translated into English from German by a person who actually practiced the art of divination. It contains many notes in the margins and between lines (a practice known as glossing) on the actual effectiveness of various techniques as they were used. The translation is dated during the 1820's. A mage after lengthy study will be able to gain the spell category of DIVINATION. The tome retails for \$7200.

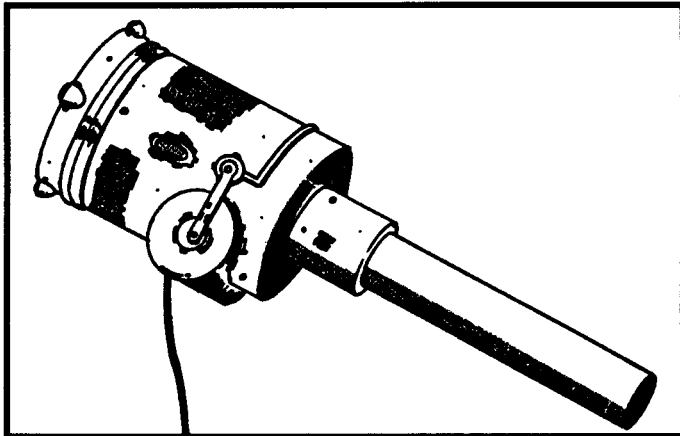
The other book is a survey of historical occult groups in the middle European area. It lists their names, if any, and verified occult phenomenon in the 1600's. A small sheet of parchment is inserted between two leaves. It reads: "Very interesting. It was very helpful." in German. The parchment is signed "WB". The "WB" matches the seal on the letterhead of Wolfgang Bernhart. This book is not officially dated, but carbon dating will place the parchment at 1750 AD. Franklin does not know who WB is and will tell the agents that this book has been in his possession for 10 years. He is asking \$1500 for the occult history.



Franklin will answer all questions easily and will enjoy any conversation about the occult if the agents seem serious and knowledgeable.

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New BUREAU 13 Equipment



Skyhook Grapple Gun

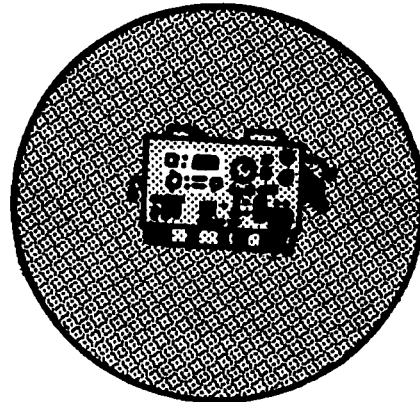
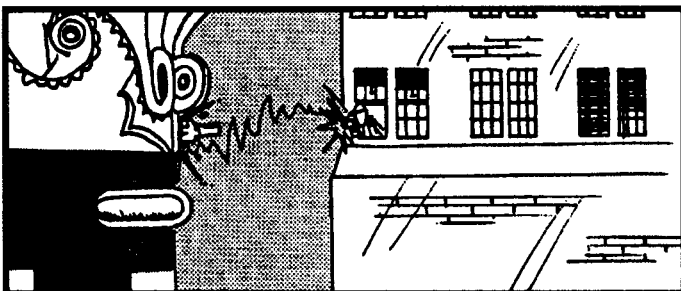
Size: 2 feet

Weight: 20 lbs. (covert), 25 lbs. (explosive bolts)

Many times agents need to scale the outside of modern buildings. Many skyscrapers are too tall or too clean of protrusions for conventional grappling hooks. The device is launched from a shouldered or mortar position. It fires a large projectile shaped like a WWII German grenade. This contains a high output electromagnet that operates either at a preset height or at the top of its trajectory. When activated it will be attracted to the steel components of the building and will adhere tightly to it. Upon contact a very strong instant cement will bond it to the building. The bond will support a 5000 lb weight. At this point the electromagnet will be exhausted. A small separately powered winch will lower a high tension cable to the ground. This can be used to draw up a rope or the cable can be inserted into a powered winch that can lift itself and any load up to the 5000 lb maximum.

There is a non-covert model that has explosive bolts for greater reliability and higher load capacity. It draws up the line into a locking receptacle that will transfer the support from the cable to the new line.

Both types detach from the adhering plates for easier evidence dispersal.



Glue Grenades

Size: 8 inch diameter sphere

Weight: 5 lbs.

Area of Effect: 5 foot radius

Sprays a thick fibrous superglue that completely dries in 2 actions. It can be used to jam weapons, blind, seal doorways, adhere fingers together, even glue to floor if the victim is slow moving enough. This can be used to secure a floor trap so safe movement over it is possible. A generous supply of solvent is recommended to any agent using this device.



Glue Net

Size: 10 ft. x 10 ft. high tensile spring mesh

Weight: 20 lbs.

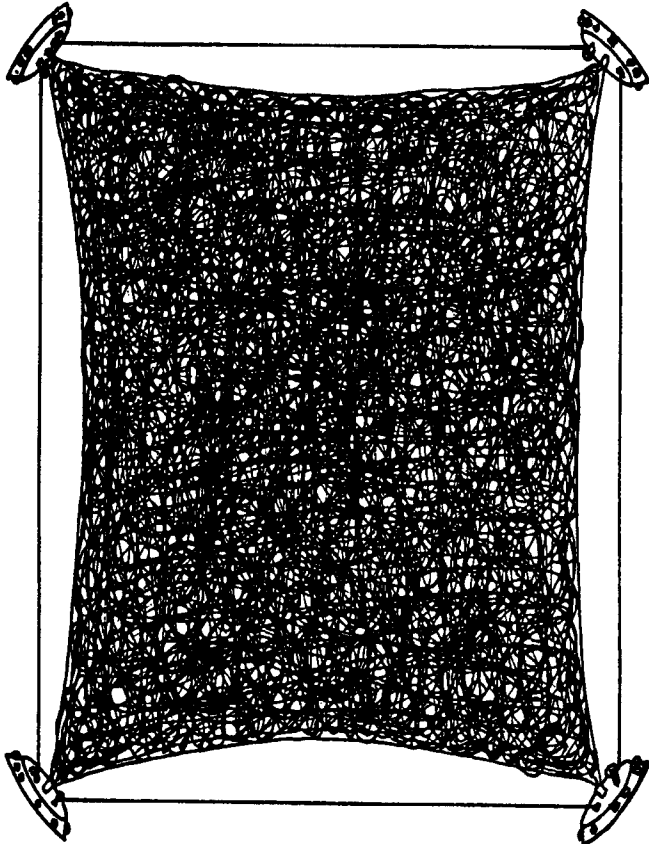
Four anchoring metal pads are attached at each corner. When pressed against a surface a tacky glue is exuded to adhere the pads. Then anchoring bolts are fired into the surface from the pad. These bolts can penetrate 1/4 inch steel plate. Finally, the net is wound tight by a reel in each pad. Anchoring time is 2 actions for the glue, 1 action for the anchoring bolts, and 1 action to reel in the slack. A radio signal triggers the bolts and reels. This may be done remotely.

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A power source may be attached to electrify the mesh. This is not usually effective against intelligent opponents.

Its primary purpose is a delaying tactic against pursuit.

Suggested uses:

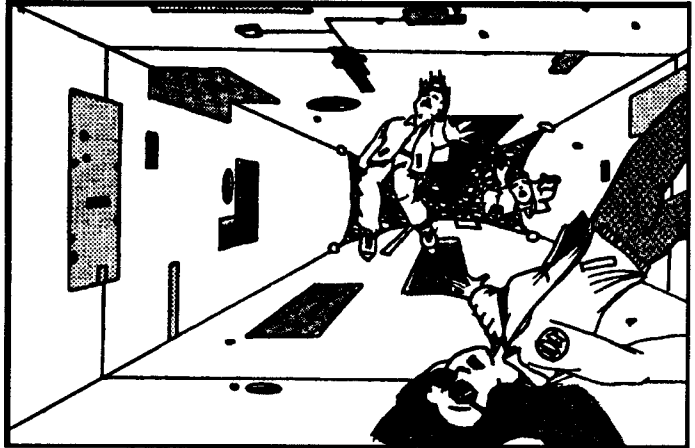


It is very effective in blocking corridors and sealing doorways, especially if the net cannot be cut. It can take 100 pts of blast if solidly anchored. If attacked by brute strength it can take 100 pts of combined strength (50 in a dead lift but remember to accrue serious damage to unprotected hands).

The reels may be inhibited to provide an emergency safety net. It can absorb 100 pts of damage from a falling object. It can stop a 155 lb person who falls 28 ft. under average conditions and 17 ft. under worst case conditions (feet or head first). Use the **Falling Objects** Table to determine the impact to the net. If the character makes a Controlled Fall roll then treat the distance as half the actual height. Half the final damage if the character is armored or protected. A protected character is defined as wearing layered or padded clothing to protect the underlying skin from the flaying action of the wire mesh (Ignore lack of head covering in determining this). Therefore, a Controlled Fall of 20 feet for a protected person would do $2d10 \times .50 \times .50$. An unprotected would take the extra damage as laceration (WBD).

If a Controlled Fall roll fails or is not possible then a LUCK roll should be made. A roll over LUCK $\times 2$ or a Natural 20 in any case indicates that a normal chance for bone breakage has occurred. A natural 20 indicates possible spinal damage and the table in the Detailed Body charts should be used to determine the result.

It can (rather wastefully) be used as a carry net and can hold a maximum of 800lbs.



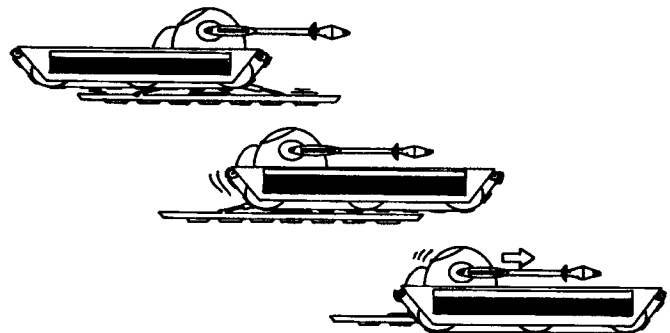
Sonic Cannon

Size: 7 ft. high x 9 ft. wide x 12 ft. long

(the operator cage is 4 ft. including the transverse engine)

Weight: 1/2 ton plus weight of operator

The operator sits in a cage made of high impact plastic with a high output turbine engine/generator mounted on the back. Mounted through the front of the cage is a high output sonic generator that rotates on gimbals 45 degrees up, down, left, or right. The cage is mounted on two three foot wide tracks and has an extendable support pad beneath it. It moves by extending the pad to anchor the cage. This lifts the tracks off the surface which then are then powered forward until the cage is at the other end of the tracks. The tracks are lowered to take the weight of the cage and the cage is lifted above them (about 3 ft. clearance). The cage gears forward to the other end and the process repeats. This provides maximum stability and allows the cannon to transverse very irregular ground and has excellent climbing ability.

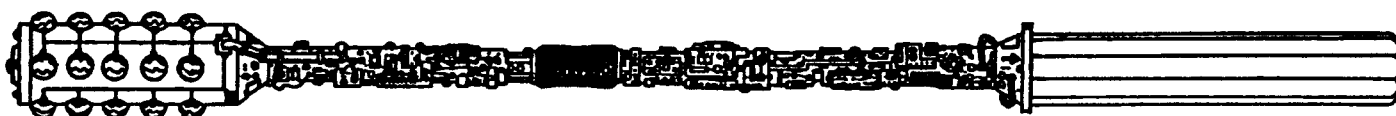


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The Sonic Cannon is designed to output subsonic frequencies that cause harmonic resonance in structural concrete, brick, and mortar. If steel reinforcing is present it may not be possible to bring down the structure but a hole may be pulverized in a wall. It produces 150 points of blast in a 10 foot diameter circle at 10 foot range. At 5 foot that would do 600 points but that would be too close and might cause shrapnel damage to the operator. At 20' it would produce 37 points of blast in a 20' diameter circle. At 30' it would produce 16 points of damage in a 30' diameter circle. At 40' it would produce 9 points in a 40' diameter circle. Beyond this most structures will be unaffected. It is very dangerous to use this device inside of a structure.

If the light tubes and speakers are used simultaneously, each effect will reduce the battery by one charge so that the battery will be exhausted in 10 actions.

The Screamer/Flash Rod can be triggered manually or set for full auto with a timer delay or radio trigger. The protective goggles also have a built in set of earplugs that will protect the hearing of the operator in the same fashion as the goggles.



Screamer/Flash Rod

Size: A 3 ft. long x 2 inch wide cylinder

Weight: 20 lbs.

EFFECT 1: Blinding Flash

One half is made of an extremely temperature resistant transparent material which contains 10 smaller tubes. Each tube contains an incandescent substance that is consumed upon triggering. The tubes can be triggered at a maximum rate of one per action. The device can be set to trigger manually or at any rate. Upon exhausting the tubes, they and the powerpack are modularly replaced. Each tube emits wavelengths of visible and ultraviolet light that will cause temporary blindness in either daylight or darkness.

Following the light burst a luck roll should be made. Those that fail suffer total blindness (-12 modifier to DEX, THROW, AGL, and ACC). A successful roll indicated 1/2 disability (-6). This effect has an effective radius of 50 feet, assuming clear ground. Anyone prepared is of course immune. Special polarized goggles that opaque a fraction of a second before the burst (triggered by a radio signal) are available and are greatly recommended as they avoid the necessity of closing the eyelids and looking away to protect vision.

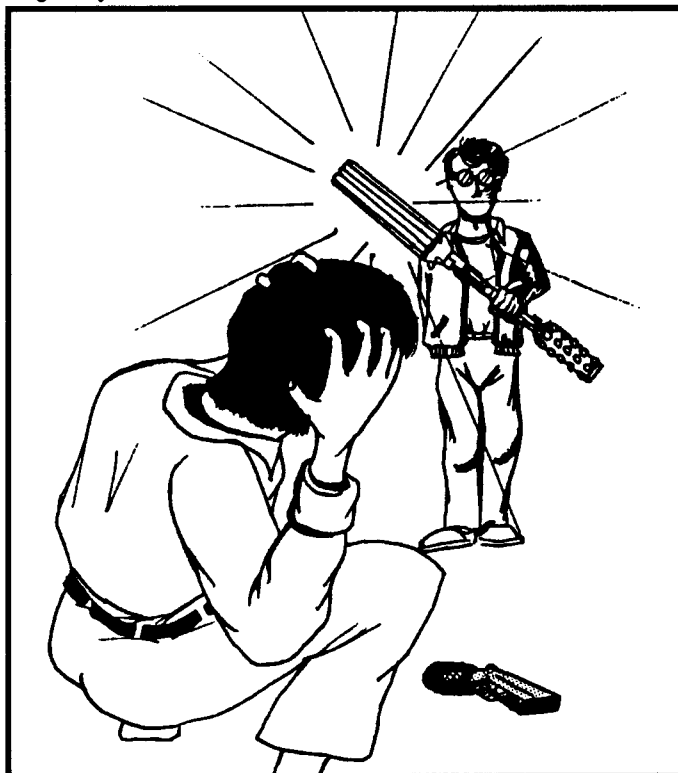
EFFECT 2: Deafening Noise

The other half, except for the handle, is covered with ceramic speakers which produce sound frequencies in the audible and supersonic frequencies. The supersonic range is to impact animals that can hear such sounds. A switch can cut out the human range sounds if only such animals are attacking. The sounds are chosen to produce extreme pain at the standard 400 decibels and cause temporary deafness and shatter glass. Like Effect 1, a luck roll is made to determine the effect of the sonic attack (-2 or -1 to DEX, THROW, AGL (not initiative), and ACC). The maximum length of time for this effect is 20 actions.

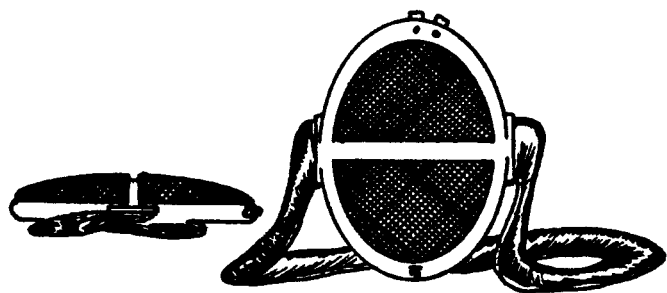
Combined Effect on DEXTERITY, THROW, ACCURACY, and AGILITY:

- Effect #1 (Saved) & Effect #2 (Saved) -07
- Effect #1 (Failed) & Effect #2 (Saved) -13
- Effect #1 (Saved) & Effect #2 (Failed) -08
- Effect #1 (Failed) & Effect #2 (Failed) Total loss of orientation except for direct hand to hand combat -14

RECOVERY TIME: 1/2 Hour for each effect, 1/4 hour if saved. Treat recovery after 15 minutes as the saved condition. A complete recovery is gained after 15 minutes if the victim originally saved.



Stalking the Steel City



Sonic Mask

Size: Two 6 inch ovals thickening from 0 to 3 inches in middle
Weight: 1 lb.

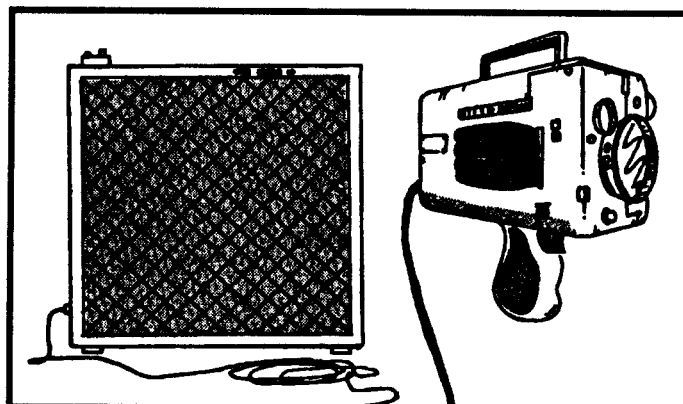
One oval is placed on each side of the body. Each oval records ambient sounds and plays back to the opposite side, providing a masking background sound that prevents the hearer from detecting any unusual noises or blockage of sound as the agent passes across a space. This does not in any way hide visual observation, but would allow undetected passage if not seen. Detection percentage is equal to WISDOM + 1 per any skill levels in Physical Surveillance, Commando Training, or Criminal Investigation rolled on percentile dice.

Best results may be obtained in a situation where the background noise is unstructured like muffled conversation, white noise, kitchen noises, vacuuming, or crowd noises.

In quiet environments, the device will emit an interference sound pattern that will damp out the sound of movement but will not eliminate it.

There is a tiny lag between recording and playback while processing occurs so movement cannot be rapid (treat as slow: 2 feet per action).

The ovals are neutral in color and are usually clipped on the chest and the back of the collar or to each upper arm.



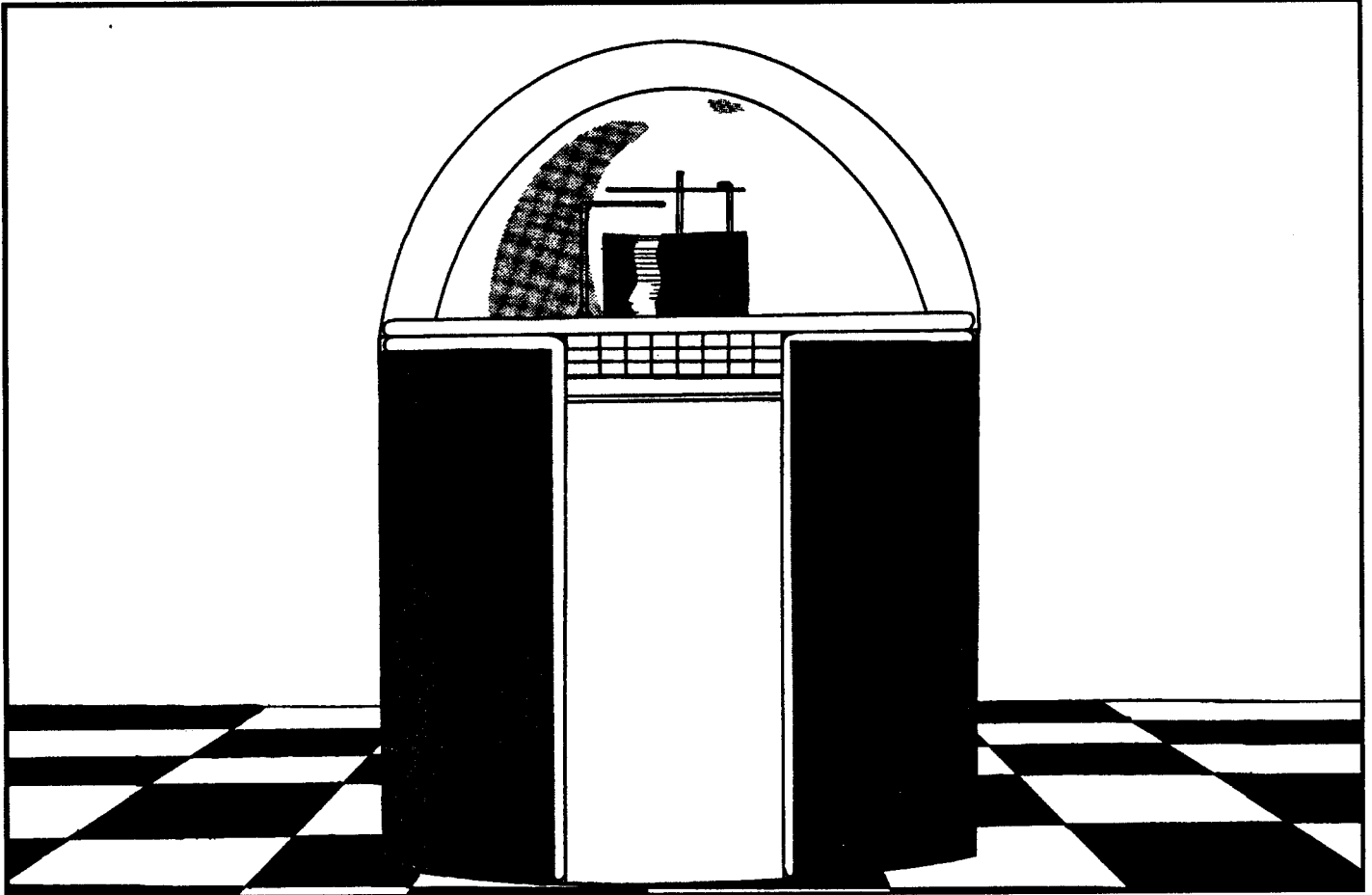
Kirilian Camera

Size: Camera - 8 inches wide x 8 inches high x 1 foot long
Grid - 5 foot x 5 foot
Weight: 5 lbs (camera)
5 lbs (grid)
10 lbs (optional power supply)

This device was created to provide detailed representation of fields of energy detectable to Kirilian devices within a very limited area. The device is composed of an insulated square metal grid that can be charged and a camera-like device (about the size of a 35mm camera) that emits an invisible laser beam that tracks through the space. The operator sprays the area with a special aerosol gas that is easily ionized. If any Kirilian energy is there the gas will emit invisible light in that area when struck by the scanning laser beam, recorded by the camera, and a holographic image is built. The grid enhances the reactivity of the gas. It takes approximately 1 minute for each recording. If too much time has passed or the area has been greatly disturbed (such as by the passage of people through the area), the ionization may have dispersed too much to give an intelligible picture. This device works best with strong fields that do not move too much.



Stalking the Steel City



Robertson Graphic Overlay Video Jukebox

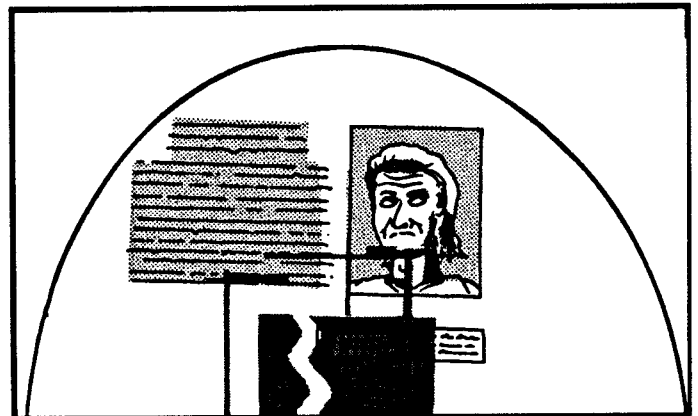
Size: This device is disguised as an old fashioned jukebox found in truckstops throughout America, which makes it 4 ft. wide x 5 ft. high x 3 ft. deep.

Weight: About 200lbs

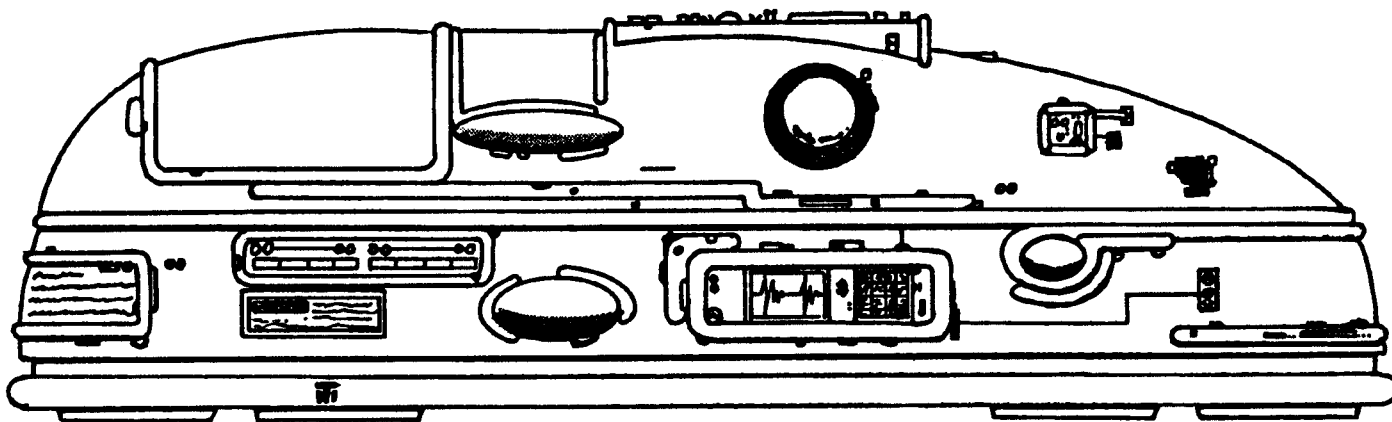
This actually contains a very sophisticated compact disk library that can display any location in the U.S. from a vantage point of 1000ft up. It can show it in either photograph, polarized stereoscopic, or contour depiction. It interfaces with the vehicle computer and navigational computer (if installed). The operator can describe a point to be displayed in absolute longitude and latitude or in descriptive terms (50 miles north of Dallas within 1 mile of an Interstate) which can be interpreted by the integrated software. A higher elevation may be shown but no lower unless it can interface with an available orbital satellite which can provide real-time views of the area. The displays from these satellites are so fine that the headlines can be read from a newspaper held in a person's hand. A route may then be calculated and laid into the navigational computer if desired. The only drawback to the library is that the depictions may be between 5-10 years out of date as they have been created from the latest geological survey. However this still proves to be an unmatched tactical tool.

To activate: turn the sound key on the back all the way off. This will activate the touch sensitive, transparent, liquid crystal display that passes for the glass enclosure around the record changer.

To enhance the illusion that this is a jukebox, and due to the incessant complaints that Ray Robertson receives regarding experimental equipment, he has included the digitized recordings of "Anticipation", "I Did It My Way", and "I Can't Get No Satisfaction". Other recordings may be requested to be included on the menu.



Stalking the Steel City



Bio-Bag

Size: 7 foot long reinforced impact plastic coffin

Weight: 100 lbs plus weight of patient

Most of the time, agents die from death shock (heart failure and total systemic shock). The others in the party don't have enough time to get them to a hospital for treatment or not enough skill to resuscitate. So was created the Bio-Bag.

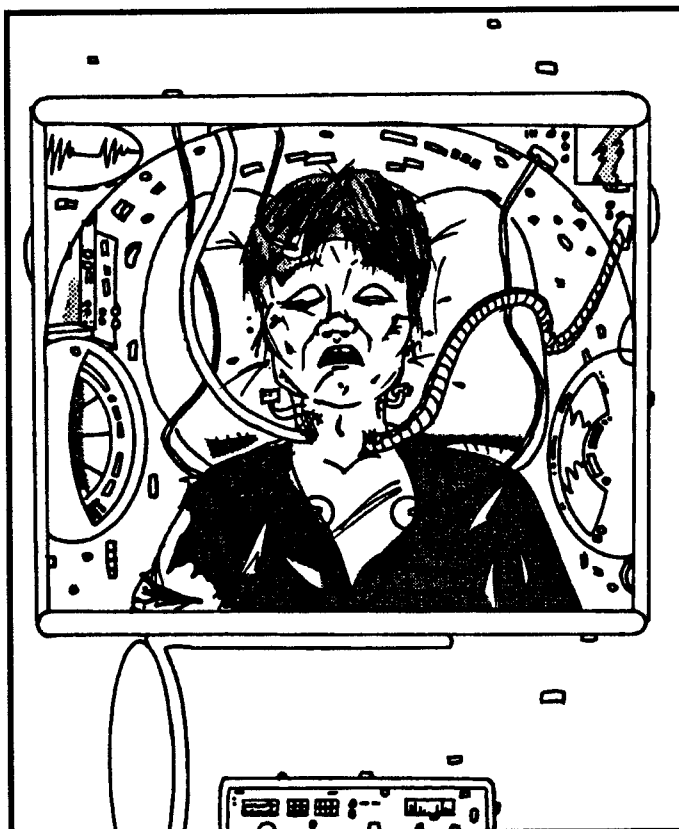
Its primary purpose is to provide oxygenation to the brain and place the rest of the body in cryogenic suspension.

Inside is a man-shaped cavity lined from the neck down with a flexible plastic, backed by a pressurized sack. Inside the plastic are a network of tubes through which will be pumped a cryogenic liquid. There are pressure cuffs at the torso ends of each limb which allow the device to be used on only selective parts of the body if a non-terminal situation is present. To the left of the head is a cavity which houses a small heart/lung machine. The cavity to the right houses the pump and control unit that operates the cryogenic fluid. A panel on the outside provides telemetry on the patient. Sensors are imbedded throughout the body cavity.

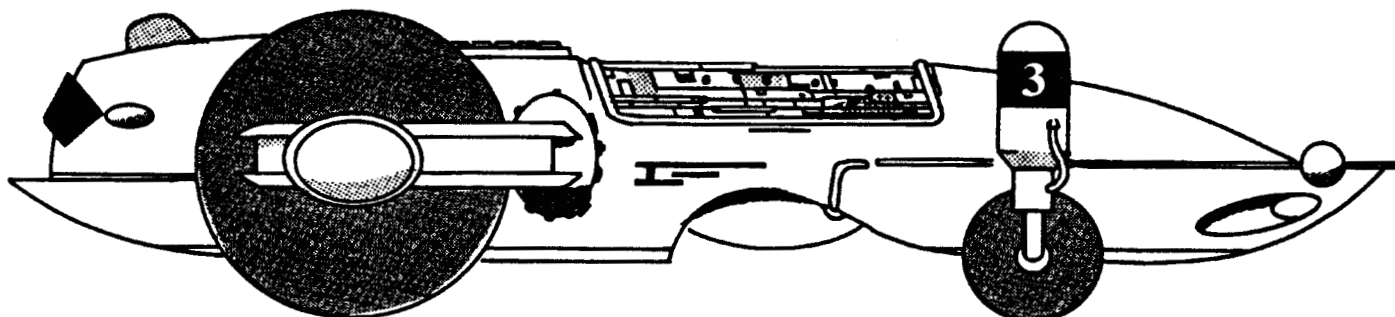
In the worse case, the agent has suffered major body damage but no brain damage. He is placed in this container and the plastic is zipped around his body and pressurized to provide maximum contact. An incision is made into the carotid arteries and jugular veins in the neck and the heart/lung machine is attached to those vessels. (25% chance plus levels in Emergency Medical Care, Surgery, Medical Technology, and Anatomy) This should prevent brain death/damage. The body is rapidly cooled to just above freezing which should reduce any further damage due to oxygen deprivation. The agent is then transported as quickly as possible to a hospital for further treatment.

In the case of a major injury to a limb but the rest of the body is sound, the pressurized cuffs will prevent further blood loss and only that area is cooled.

This device can be carried in its portable coffin-like shape or could be build into a vehicle. Under the bed in the back bedroom would be a good place in the Colorado RV. Two would fit in that location. Typed blood & plasma is recommended for storage in the special compartments in the refrigerator.

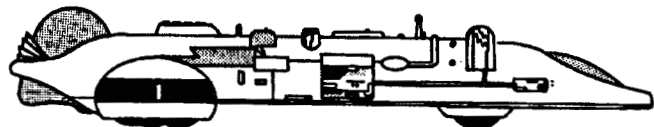


Stalking the Steel City



Multi-Purpose Robotic Frame

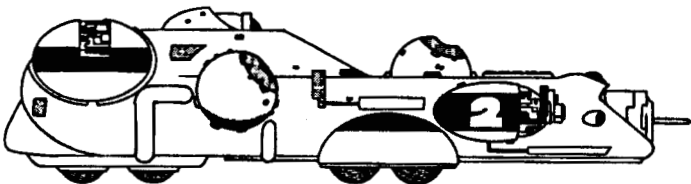
These mobile platforms are outfitted with connectors for special equipment modules. All MPRF have a radio remote control unit, visual sensors for navigation and transmission to an operator, motor (electric or gasoline (Type 3)), guidance sensors for terrain, and power storage devices or containers. All are made of tubular graphite filled with a rigid foam for strength and buoyancy. All can float when loaded normally.



TYPE 1

Length: 2 ft. Width: 1 ft.
 Clearance: 3 in. Top Speed: 1 m.p.h..
 Carrying capacity: 10 units

This is a small robot for recon or suicide type operations.



TYPE 2

Length: 5 ft. Width: 3 ft.
 Clearance: 6 in. Top Speed: 5 m.p.h..
 Carrying Capacity: 35 units

This is a larger unit for handling hazardous metals or perimeter guard work.

TYPE 3

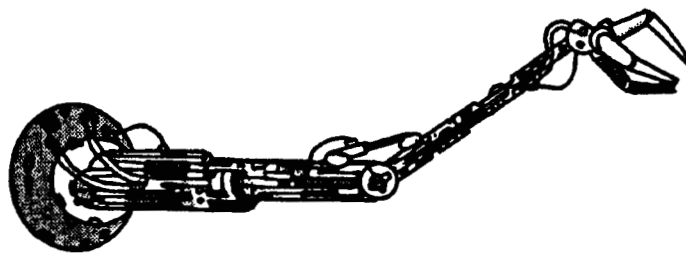
Length: 10 ft. Width: 5 ft.
 Clearance: 1.5 ft. Top Speed: 40 m.p.h..
 Carrying Capacity: 100 units.

This unit uses a gasoline engine for motive power. This unit is designed for construction, cargo handling and assault work.

Replacement of Type 2 & 3 takes three months, but Type 1 takes just one week. Type 1 MPRF are usually issued in sets of 3 due to their high attrition rates on recon missions.

EQUIPMENT MODULES

These modules are the predesigned equipment units that can be plugged into the internal computer unit of the MPRF. The number of units refers to the amount of space on the robot's bed that is taken up by the equipment.

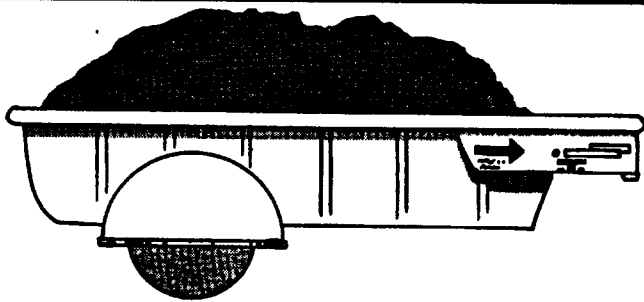


WALDO

Type	Lifting Capacity	Reach	DEX Mod.	Unit Cost
1	1 lb.	1 ft.	0	3
2	15 lb.	2.5 ft.	-2	15
3	100 lb.	5 ft.	-4	45

These small arms are attached to the front and are controlled by a distant operator. These arms cannot be auto-controlled without the Artificial Intelligence module.

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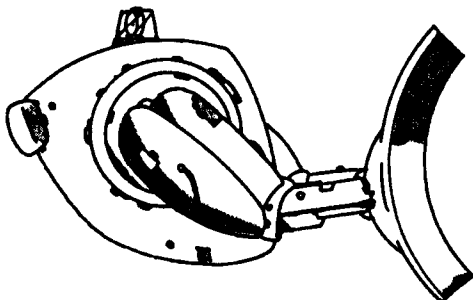


TRUCKBED

Unit Cost: 50

Type: 3 only

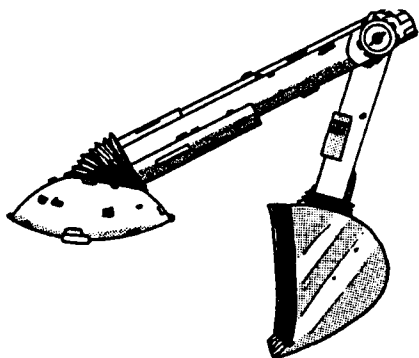
This is a 1/2 ton pickup bed that dumps.



DOZER BLADE

Unit Cost: 15

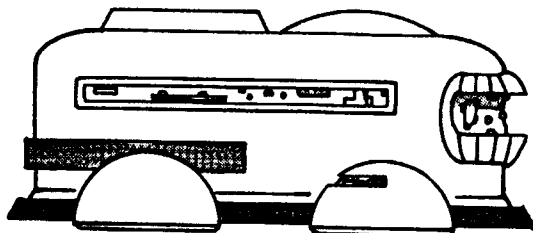
Type: 2 or 3



BACKHOE

Unit Cost: 40

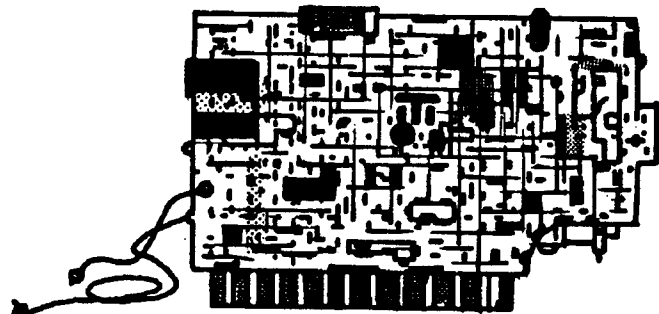
Type: 3 only



ARMORED CAB

Unit Cost: 50

Type: 3 only

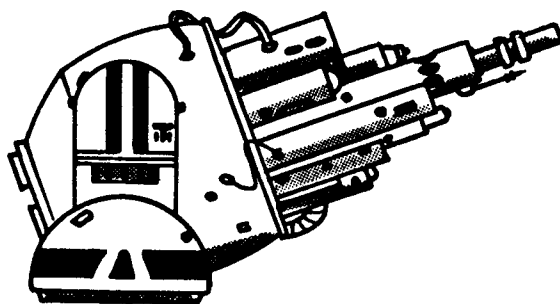


ARTIFICIAL INTELLIGENCE

Unit Cost: 7

Type: all

This is a computer module addition that allows the unit to scout on its own; defend an area or perimeter from any intrusion from all but the bearer of a special transponder; or perform simple repetitive tasks. It comes with software that provides a menu of simple movements and decisions for these tasks that can be used to create a script of actions. Modification of this program requires Robotics 15 and Computer Programming 7.



WEAPON POD

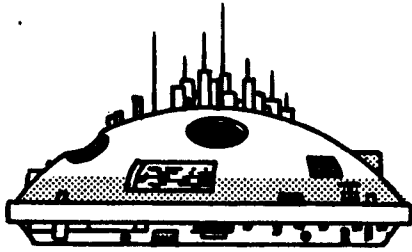
Unit Cost: 5 per weapon in pod (max of 4 and same type)

Type: all

These pods can be attached to rotating mounts with sighting attachments on top. Each weapon is contained in a specialty pod and cannot be replaced with another without extensive modification (Gunsmith 5 & Electronics, Micro 7). Replacing pods is simple.

Weapon Equivalent	Rounds
Taser	(up to 20 amps)
M16	200
Atchisson shotgun	40
Flame Thrower	10 (shell)
Uzi	250
50 Cal.	200
Wildy 45	20
40mm grenade launcher	10
Whisper	10
Missile pod	see vehicle weapons

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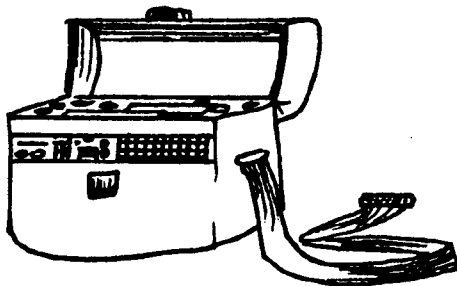
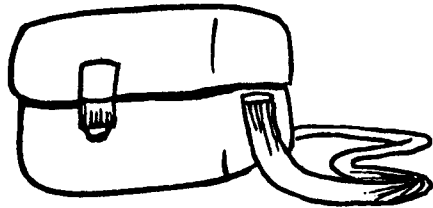


SENSOR PACK

Unit Cost: 10 units

Type: all

Includes a 100x telescopic camera with built-in IR, Starlight or UV enhancements, RADAR, SONAR, compass, magnetometer, spectrometer, altimeter, thermometer, radiation detector, and Kirilian detector.



Micro Phone Phreaker

Size: 11 inches x 6 inches x 4 inches

Weight: 5 lbs.

This is a very small computer switching and infiltration device used to temporarily take control of a small section of Ma Bell.

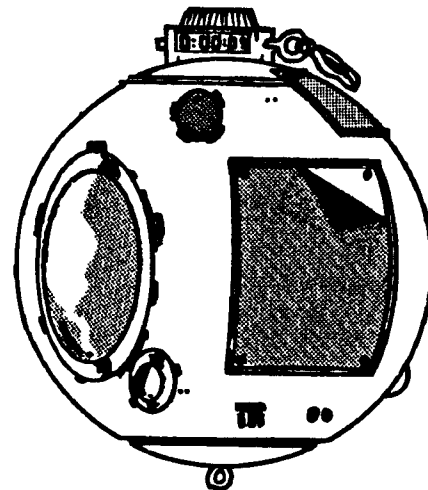
When closed, the device appears to be a medium sized camera bag. That opens to display a small computer console, keyboard, phone jack, a set of magnetic sensor clamps (used to hook on the outside of a cable and access any line in it), and a set of audio connector cups for the average phone handset. If connected to any phone line the phreaker has these functions:

- The ability to tap into any phone in that exchange (detection 25%)
- The capability to intercept calls made from or to a certain number and have them ring into another station (detection 35%).

- Find out any number regardless of private or public (detection 10%)
- The ability to use any phone (made after 1969) as a bug, even if the receiver is in the cradle (detection 50%)
- Trace any call to its source that is made to the phone line accessed regardless of the time the caller was on the line.

The detection percentage is the chance per 15 minute period that a watchdog alarm in the AT&T computers or an alert operator will detect the unorthodox computer use from a nonstandard station. Phone tampering is a federal offence and will result in the notification of the FBI and the tracing of the call if detected. The FBI will arrive within 3d20 minutes. There will be no telltale clicks or disconnection signals to alert the Bureau agent. If the agent is detected but not caught, the detection percentages in that exchange for the next week will be +10% due to increased surveillance. The FBI will treat the mere possession of this device is a felony because FCC regulations specifically forbid the use or possession of equipment whose primary purpose is to damage or defraud a telephone utility. The detection percentage is reduced by 1% for every point of skill above the minimum (but not less than 5%). There is a -5% for every level of Computer Crime.

The use of this equipment requires the following skills: Communication Technology 6, Computer Operation 6



Micro-grenades

Size: 1 inch sphere

Weight: 0.1 lbs each

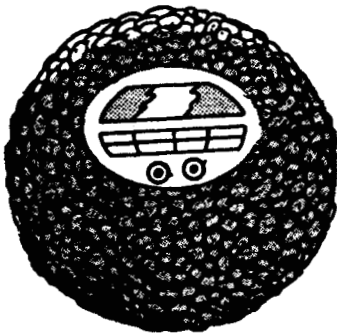
The Micro-grenades are versatile, ultra-high tech, explosive and gas-producing devices. Their physical appearance is that of a 1 inch sphere with a number of protrusions. They are issued in soft plastic racks that hold 6 grenades and can be hung from a shoulder or sleeve harness for concealment inside clothing. They are gravity dispensed and have a trigger on the end of the rack to drop one into the agent's hand.

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Each one may be triggered by either a pull tab, that works well for traps, or a standard push button (that side is weighted so the device will fall on the button if dropped). A timing ring may be set for a 0-2 hr delay (5 seconds is the standard setting). As is customary for grenades, a safety pin must be pulled before it can be triggered in any way, but this can be done one handed with practice. A magnetic and adhesive tab are provided on each micro-grenade for use in traps or timed explosions.

An tiny radio actuator, that screws over the push button can be used for detonation. It takes 3 actions to affix and has a receiving range of 500 yards outdoors and 500 feet indoors with the provided radio transmitter. Two radio actuators are issued with each rack of Micro-grenades.

TYPES	BLAST	BURN	AREA
HE	80	d4	n/a
Smoke	--		50'
Incendiary	50	6d10	15'
Frag (low)	40		30,
Gas	-		50'



Stingball Micro-grenade

Size: 1 inch sphere
Weight: 0.1 lbs.
Area of Effect: 5'R

Effect 1: Blinding Flash

Roll under luck to avoid effect. Effect is modified by ambient lighting: -3 to ACC, DEX, THROW, and DODGE if daylight, -6 in low light, -12 in total darkness.

Effect 2: Blast

25 pts of blast. Treat as normal blast.

Effect 3: Stingball Shrapnel

Treat as Fire Arm Impact vrs armor but as Whole Body Damage otherwise (no actual penetration). These are made of a special expanding material that after 5 feet lose any effective damage. The damage done is treated as one piece of shrapnel using the distance reduction normal for a blast wave. Maximum damage is 25pts, therefore at 5 feet they would do a maximum of 5 pts of Whole Body Damage to a completely unarmored target.

EXAMPLE:

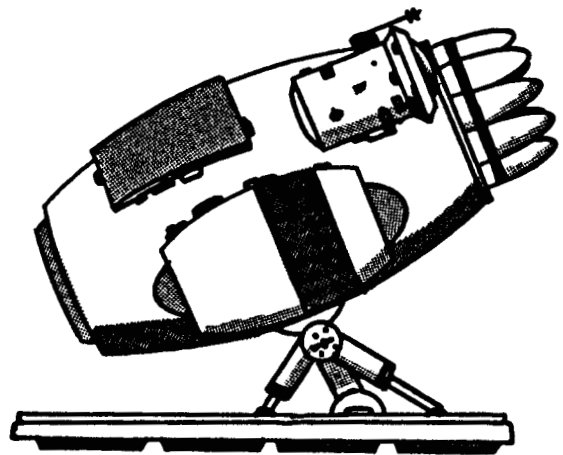
An agent is being attacked by Jonny Badass. The agent rolls under his THROW so the grenade must explode within 5 ft. of Jonny. If the agent rolls under half of his THROW it explodes exactly where he wishes. Assuming it explodes four feet away:

Effect 1: Jonny fails his luck roll and is partially blinded since it is daytime so he is operating at -3 to the affected statistics. He also now can only hit a specific area if he rolls under half his adjusted score. Otherwise the hit is randomized. Hand to hand combat is treated the same as before except for the -3.

Effect 2: Since it explodes 4 ft. away from Jonny only 6 pts of blast impact him. Jonny is a biker and is wearing leather so 3 pts is absorbed and 3 actually affect him.

Effect 3: The stingballs also impact for 6 pts FA damage. His leather pants and jacket absorb 1 pt of this damage so 5 pts of whole body damage impact his body.

Result: Jonny has 30 Hit points and has taken 8 pts of damage. Since the grenade was designed to stun and not kill only stun should be considered, not wound shock. If someone managed to detonate one right next to a victim's head wound shock might result (a luck roll is advised here). Therefore, Jonny has taken 25-50% damage in his vitals and will suffer Medium Stun for d10 minutes. He will have to roll under his CON to keep from dropping to his knees in pain (the stingballs have that effect). He will be able to stagger to his feet the next action but will be treated as slow moving and will still suffer from Effect 1.



Computer Controlled Missile Pod

Size: fits into a large steamer chest
Weight: 100 lbs without missiles

The CCM requires Computer Operation 2, Electronics 1 and Projectile Weapons Technology 1 or d20 hours of training by a skilled operator for effective use.

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The CCM uses a cluster of 8 2.75 inch missiles. The maximum targeting range is 2 miles. The operator programs the target (d10 minutes) and then fires the pod. All 8 missiles may be fired at one time with the option of a controlled spread to maximize blast effect on larger targets. The targeting may be done previously and then triggered by a remote transmitter. Treat this targeting system as ACC 10 and apply weapon modifiers. If a miss occurs it will strike 5d10 from the target. It will always hit a stationary target. It will also always hit if it is homing in on a radio tracer affixed to the target, unless it strikes an intervening obstacle. The tracer is a thin, 1 cm. diameter disk with a range of 2 miles.

Weather Maker

Size: 6 foot projector with bulky stock and long barrel
2 foot x 2 foot x 6 inch power pack
Motorcycle type helmet with attached respirator
Weight: 110 lbs (each spare barrel weighs 10 lbs.)

The origin of the Weather Maker device is cloaked deep in Agency security codes. It can be traced to an American reformed vampire in the Cleveland, Ohio area, a rabid group of DOD scientists, and two deranged Bureau 13 agents, collectively known as Dwight.

This is a backpack-sized weapon of tremendous damage potential. It was designed to be used against stationary targets or very large targets. This should not be used as an anti-personal weapon as the target will be vaporized.

Its components are the backpack generator and power storage, the weapon itself, and a special helmet.

The weapon operates by projecting a continuous stream of .1 mm metal slivers via an alien mass driver beam to near light-speed. It is called the Weather Maker because, as it pulls the darts off a special ribbon, the friction carbonizes the ribbon into a cloud; the driver beam ionizes the air; and the passage of the

darts causes a vacuum. The overall sensory effect is that of an enormous clap of thunder and lightning.

The operator must use a special helmet that artificially induces respiration due to the vacuum created during the operation of the device.

Anyone within 6 feet of the beam will suffer 3d10 points electrical damage from the field.

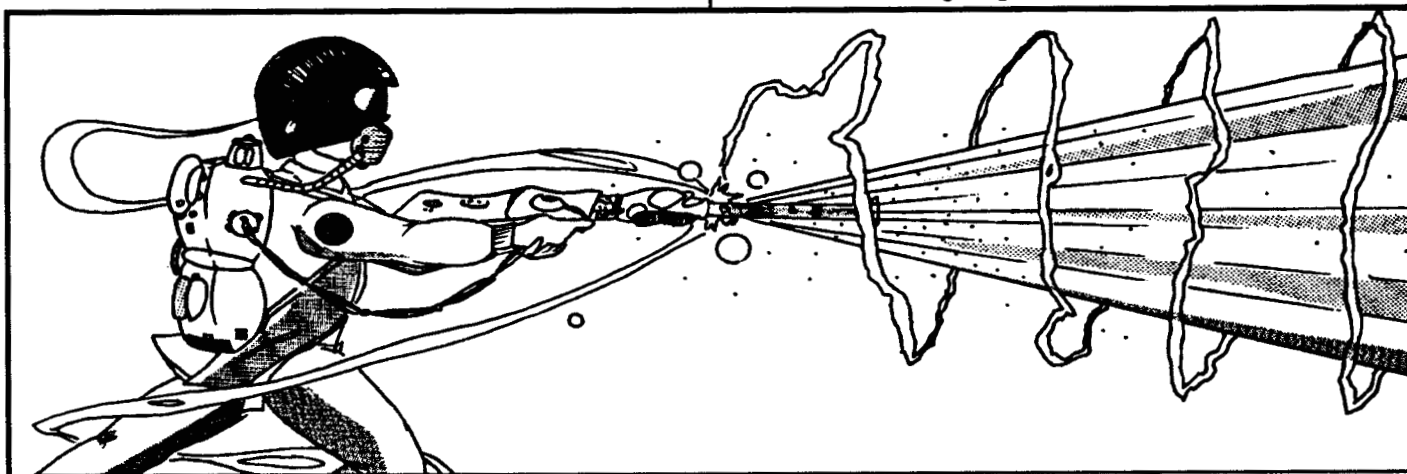
The backpack storage unit carries enough power for 2 firings. Set up time for each shot is 2 rounds.

The major problem with the device is that maintenance is critical. Just 1/10th micron deviation in the firing and projection mechanism will result in a malfunction. Such a malfunction could parboil the operator. There is a 20% chance of malfunction even when correctly maintained. A laser beam is aimed down the barrel to test alignment. A misalignment indicator will light if there is any deviation. The barrel should be replaced if there is any question of alignment.

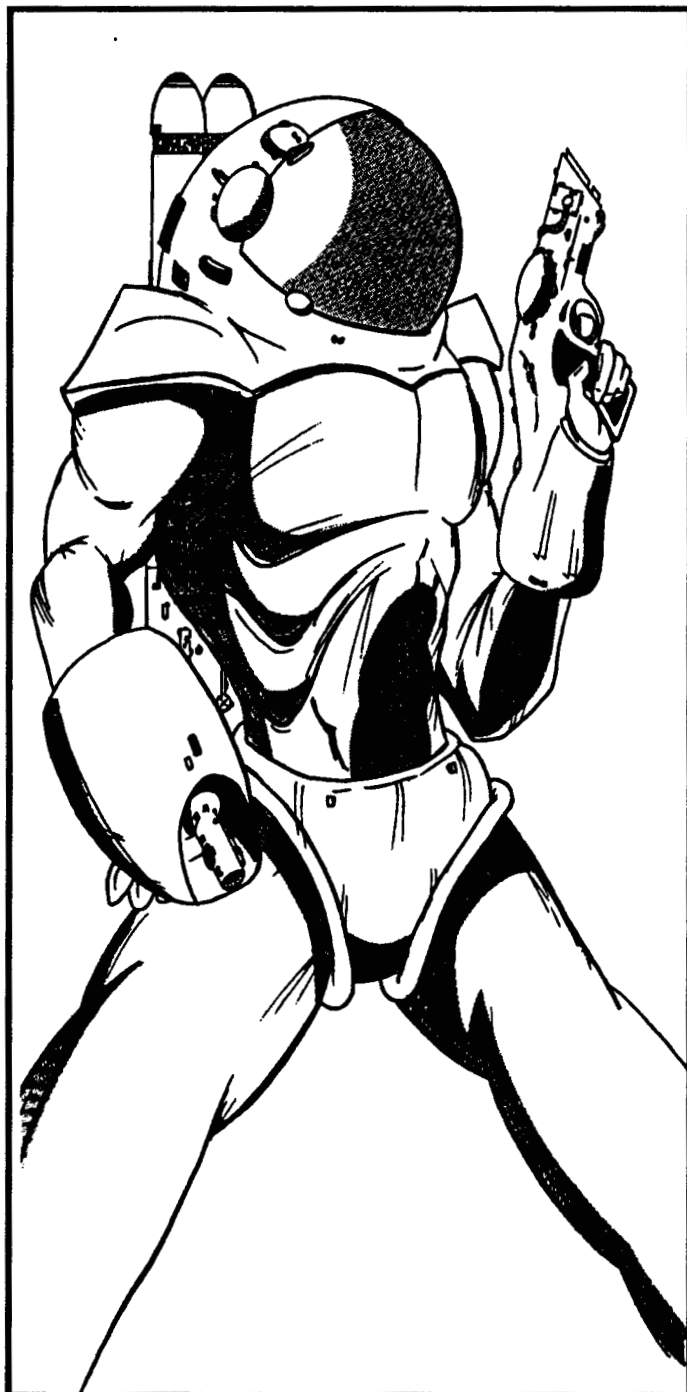
The projection barrel is destroyed during each use of the device and must be replaced. Six extra barrels are issued with each unit.

At near lightspeed matter exists more as energy than mass so the damage is treated as an energy attack. However, at the speed of propagation and power, no distance reduction applies. Damage is a factor only of area of effect. The Weather Maker has three settings:

- Vaporize 1 square yard x 130 inches thick armored alloy at 90 foot range (2340 points EN penetration per square inch)
- An area of effect of 3 yards x 3 yards x 14.5 inches at 50 foot range (260 points EN penetration per area)
- 1 inch diameter Needle beam for extreme range targets or extreme armor (3 million points EN penetration) This can reach orbit but targeting would be difficult.



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ARMOR MAP

	EN	BI	CL	PU	BL	FA	LV	EX	AGL	ACC
Helmet (body)	70	78	88	75	87	82	102	81	0	0
Helmet(face)	23	24	25	23	26	20	24	26	(-12 deflection)	
Suit (general)	14	16	12	8	24	32	20	14	-1	-1
Suit (Chest,Boots)	23	26	24	17	36	36	30	29	-2	-2
Suit (Backpack)	50	56	56	44	64	52	70	54	-2	-2
(articulated)										
Gloves (articulated)	19	23	27	18	22	5	23	16	-2	-2

Combat Suit Mark I

Weight: 50 lbs

This is a set of armor and weapons designed to wipe out those problems that just won't listen to reason.

The suit is composed of a double layer of ballistic cloth with an additional rigid, carbon filament plate in the groin, chest area, and boots.

The helmet is composed of a layer of carbon filament, 4 layers of ballistic metal, and a layer of padded fabric for shock absorption.

The gloves are hard leather covered by stainless steel mesh.

The armor causes a -2 to AGL & ACC except for the integrated weapon systems.

The control helmet contains a wide band radio, CBW filtered air supply, weapon system display, and targeting and firing electronics. The electrical components are housed in the helmet above the operator's head.



The faceplate is a transparent liquid crystal display inside a double layer of ballistic plastic that is designed for binocular vision to provide 3-D targeting. It responds to the use of the IR, light intensification, and telescopic optic package worn on the operator's face. This display is augmented by laser tracing for night use. There is a IR floodlight above the faceplate to provide illumination in absolute darkness conditions that will not aid enemies with normal eyesight.

The Combat Suit Mark I cannot be used without formal training in the weapon and targeting systems. To properly use the suit, the operator should have the following skills: Computer Operation 3, Optics 1, Weapons (military heavy) 3, Guerilla Tactics 3, and 1 in the suit itself. 1000 hours of intensive study will give a minimal ability to use the suit (no weapon bonuses).

These suits are costly in time and materials to create so they are only issued one at a time and only in the direst of circumstances.

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