

UltraSecret

*Bureau 13*

# LOST FILES

## Collected



People, Places, Things,  
Books, and a Lot More

# BUREAU 13

## Agents Training Guide Volume 1



***CONFIDENTIAL***

# BUREAU 13

## Training Manual

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Collected data and procedures  
dealing with Paranormal Phenomina  
collected by Bureau 13.

### **Confidential Material**

This publication is accessible on computer and  
microfilm file with cross index.

# Washington D.C.

Updated 06/20/1977

## **ACCESS**

The Main Office of Bureau 13 is open to any agents with over a year of active service and are not on probation or have recently been placed in the X-File.

### **A MAIN ENTRY**

The most common entry to the facility is the rear door of the District of Columbia Employment Security Office. Just inside the back door is a stairwell that leads to the basement. On the far wall is a steel door. Flip the light switch on the left on and off three times after inserting your Code Key into the slot on the right side of the switch housing. When the door opens walk to the end of the tunnel and wait for voice verification. The elevator will drop you to the first level of Bureau Central.

### **B SECONDARY ENTRY**

The stamp and coin shop above the Deli on 11th Street may be used as a secondary entry point. Ask for a specific stamp, a "Cancelled Canadian Scott #15 in Vermilion-red". Then ask to use the restroom. The elevator is the entire bathroom and is under the control of Sam Higgins, the proprietor of the shop.

### **C EMPLOYEES ENTRANCE**

Bureau 13 Administrative Personnel may gain access to the offices by entering the basement of the Stanton's General Printing building located one mile away from the underground complex. Personnel may then take the Administrative Personnel Transport System (APTS) to their offices in the Administration Sector.

### **D MAIN ENTRY / SECURITY**

The primary reception area resembles the waiting room of a Doctor's office. Agents are advised not to sit in any of the green chairs, or pick up any magazines off of the tables as all these are booby-trapped with a variety of non-lethal traps, which have been designed to incapacitate intruders. Observing this room through hidden cameras are three agents who have control of the numerous claymore mines and phosphorous charges im

# **Bureau 13 Facilities**

A00-01

planted into the walls and furniture which will be detonated if any agent does not drop all of their weapons into the mail slot. Weapons are returned to agents at the time of their exit from the base.

### **E LIBRARY / RESEARCH**

This facility holds the main data banks of the Bureau on computer microfilm. A research staff is on call at all times to assist in correlating and tracking down cyclic incidents of the paranormal. Serious research can take up to 6 hours. Over 35,000 books line the shelves, and microfilm access easily rivals the Library of Congress stacks. For further information, talk to the Research Director, Bell Laskowitz.

### **F DIRECTORATES**

The high level Bureau Administrators have their offices located here. These range from the Director of Bureau Operations all the way to the Director of Bureau Janitorial Services. At all hours of the day or night, this area usually has a large group of people working hard to lead their agents in the field in their battles against the supernatural, and is usually only closed for the Christmas/Chanukah celebration, the Non-Denominational Gift Day Party (December 24) and doughnut breaks.

The Upper-level Management positions have an incredibly high level of attrition, due to the pressures of their jobs, and many tend to take frequent breaks whenever they can. The Leaders of the Bureau are often known to take a break from their work to talk to new agents and show them the mementos room or to engage in a quick game of stale doughnut hockey.

### **G MEMENTOS ROOM**

A fascinating collection of paranormal items and evidence from many years past line the displays of the shelves. Many of these items have fascinating stories.

The highlight of this collection is the Bureau Black Room in which many items of a malignant

## Facilities

A00-01

supernatural style are displayed. These include: Sacrificial blades, torture devices and vivisection machines that have been seized from various sources by agents. A small corner of this room is dedicated to displaying some of the remaining equipment of unsuccessful agents, such as the melted handgun and left hand of Agent Sylvia Redwood (KIA, August 11, 1952), or the functional Alien ice maker found in Grass Flat, PA. On many shelves lie older styles of Bureau equipment such as the 1928 Ether Disturbance Detector and a 75-lb. portable radio from 1919.

### **H ALFRED PACKER CAFETERIA**

Named after the only man ever to be convicted of cannibalism in the USA, the cafeteria is a model of efficiency, cleanliness and good food. (All reports of undead supernatural creatures inhabiting the walk-in freezers should be ignored.) Stop in and have one of our Chefs whip up a culinary masterpiece like a "Vlad the Impaler' Shish-ka-bob" or even "Tuna Leviathan in Giant Clam Sauce". You won't be disappointed.

### **I SLEEPING QUARTERS**

Accommodations for visitors, transient agents and visiting guests can be found on a moment's notice. These quarters, while lacking luxuries, can be counted on to provide at least very basic overnight accommodations.

### **J PSYCHOLOGY DEPARTMENT**

Agents are encouraged to get to know one of the many Bureau psychologists. This gives agents a close friend to talk to if they begin to question their work or have difficulty when dealing with aspects of the paranormal.

### **K MEDITATION CHAMBERS**

These are chambers which have been harmonically balanced and are supplied for those agents who just need to rest their souls for a moment, or to meditate to regain lost energy. These rooms are also used for research as well as quiet reading corners. Each has a folding desk and a comfortable chair. Contrary to popular belief, these are not gateways to alien dimensions. Virtually nothing can harm an agent inside a chamber.

### **L TACTICAL CENTER**

The primary feature of the tactical center is a wall-mounted computerized map of the continental United States which has the locations of all Bureau teams, most supply dumps and manned bases with the exception of those assets deemed top secret. Working in this room are three shifts of ten agents whose job is to track the teams as they roam the country completing their missions.

### **M SPECIAL EQUIPMENT**

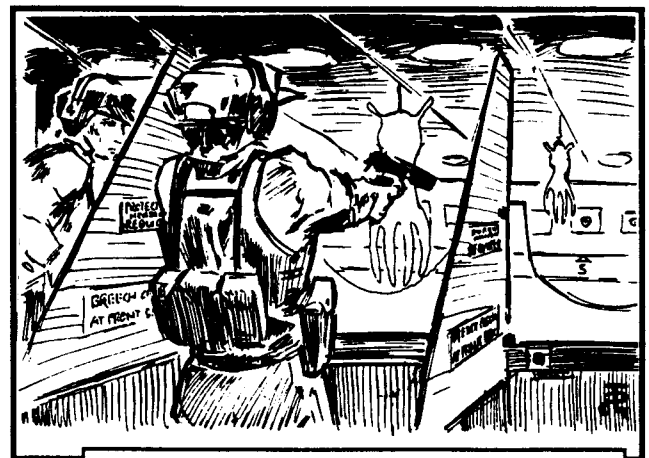
The special equipment division consists of a stockpile of magical weapons, spell components, blast kits, experimental weaponry and the like. All agents are warned not to test any equipment obtained from this area while inside the base.

### **N ORDERING DESK**

Here, Bureau agents may place orders for any normal equipment that has been used, damaged or destroyed on missions. This area is overseen by Bill Cantonet, a thirty-year veteran with the U.S. Army's Quartermaster Corps and can completely fill any agent's order in record time.

### **O TARGET RANGE**

Agents can test-fire their conventional weapons in this firing range. This area has a reinforced concrete as well as a magical barrier which is designed to absorb impact damages without shattering. Agents are requested not to test fire anti-tank rockets, flamethrowers or Bureau tactical briefcase nuclear munitions in the target range.

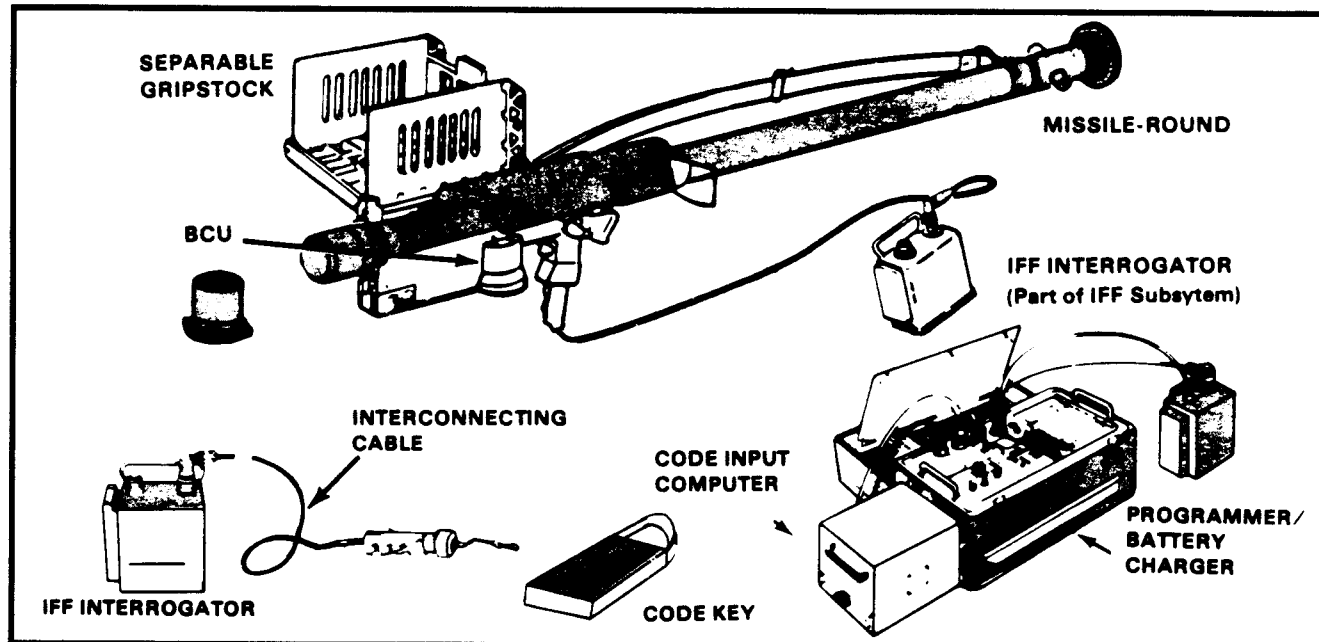


"You Want it When? Ha ha ha ha...."

**'Smiling Bill' Cantonet**

Continued after  
Office Diagram on Next Page

## THE ENGAGEMENT PROCESS



### GUNNER (G)

activate his weapon if the dragon is a potential threat. Weapon activation occurs when the gunner presses the safety and actuator device of the weapon forward and downward. This action activates the BCU and warms up the weapon system for operation.

#### 6. IR ACQUISITION/UNCAGING

When a sufficient amount of IR radiation is detected by the missile seeker, acquisition signals are generated by the weapon. These signals indicate that the missile seeker has acquired the target. The gunner then uncages (depress the weapon's uncaging switch) until a steady acquisition tone is heard. This lets the gunner know that the seeker has locked on the target and is tracking it.

#### 7. CONTINUE TRACKING AND MAKE SIZE ESTIMATE

The gunner determines if the dragon is within range of the stinger missile by applying a (1) time-count rule for dragons on a crossing flight pattern or (2) range-ring measurements (size estimate) for dragons on an incoming/outgoing flight pattern. Manual locomotion dragons are considered to be within range as long as the weapon is activated, a hostile ID is made, and IR acquisition lock-on is obtained. Refer to (C) BM 44-1A for a detailed discussion on range determination.

#### 8. SUPERELEVATION, LEAD, AND LAUNCH

The gunner places the dragon in either the left, center, or right superelevation and lead reticle of the weapon sight. He launches the missile by holding the uncaging switch depressed and squeezing the firing trigger.

### TEAM CHIEF (TC)

#### 6. ENGAGEMENT COMMAND

The stinger team chief makes the decision to engage. It is critical that his decision be timely and accurate. His decision is based on the rules of supernatural engagement contained in the unit SOP and criteria given to him by the section chief. The team chief must thoroughly understand the air defense rules of supernatural engagement and the control measures applicable to the stinger system. Chapter 5 of BM 44-18-1 provides examples of decisions made under various weapons control statuses.

When the team chief makes a firm decision, he issues an engagement command to the gunner.

#### 7. ENGAGE TARGET

During multiple raids, the team chief may also have to engage targets. At this stage of the engagement sequence, his previously readied weapon may be used. He accomplishes the same steps (5 thru 8) that the gunner uses.

#### 8. POST ENGAGEMENT

The team chief accomplishes post engagement procedures by:

- moving team to alternate position (when required).
- readying additional weapons (when required).
- making post engagement reports (according to SOP)
- contacting removal and dispersal services
- recovery of property, hatchlings, and hostages from lair

**THE ENGAGEMENT PROCESS**

**USE OF THE UNITED STATES MILITARY EXPERIMENTAL STINGER MISSILE SYSTEM WITH SPECIFIC REGARDS TO DRAGONS AND OTHER AIRBORNE PARANORMAL PHENOMINA.**

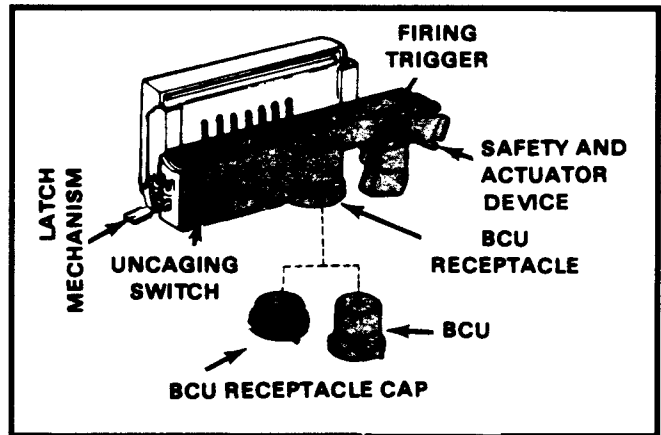
**TEAM CHIEF (TC)**

**1. MONITOR TADDS AND RADIO**  
The TC monitors target alert data display set (TADDS) and radio for early alert.

**2. TARGET DETECTION**  
Early detection is critical. Both members of the team must be highly skilled in this task. Without this skill, the effectiveness of the weapon will be reduced. Many factors influence the distance at which dragons are detected. These include, but are not limited to: search sector size; terrain masking; conditions of visibility; aspect at which the dragon is viewed; size, speed, and altitude; and degree of contrast with background. Once detection is achieved, TC orients gunner to the threat's direction of approach.

**3. POTENTIAL THREAT DETERMINATION**  
The stinger team chief determines whether the dragon is a potential threat by observing its direction of flight and IFF reply. If the dragon's direction of flight indicates that it will penetrate the defended area and the dragon fails to reply or replies incorrectly to IFF challenge, the dragon is judged to be a potential threat.

**4. TELEKINESIS/MANUAL FLIGHT DETERMINATION**  
The team chief determines whether the dragon is propelled telekinetically or is utilizing manual flight. Once the type of locomotion is determined, a judgment can be made as to whether or not the dragon is within range of the stinger missile.



**GUNNER (G)**

**1. SEARCH AND SCAN**  
The gunner begins searching for targets as directed by the team chief. Search and scan may be done by either team member. When warning of the approach of hostile dragons is received, the gunner can narrow the search sector to the general direction from which the dragon is coming.

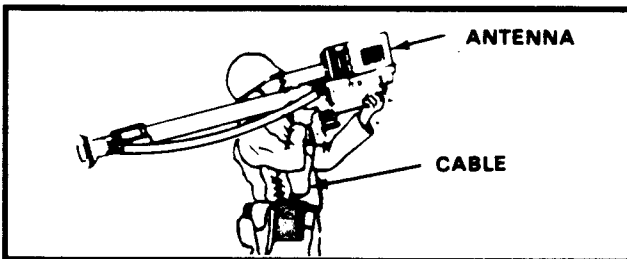
**2. TARGET DETECTION**  
The gunner assists the TC to detect the target.

**3. SHOULDER WEAPON AND TRACK**  
Once the dragon is detected (intent of the creature may or may not have been determined), the gunner positions his stinger weapon so that the dragon's image is aligned within the range ring of the weapon sight. The gunner maintains the dragon image within the sight continuously throughout the firing sequence.

Arm and upper body movements while the gunner is tracking the dragon determine whether the dragon is on a crossing flight path or on an incoming/outgoing flight path. Horizontal arm and upper body movement indicates a crossing target. Vertical arm and upper body movement indicates an incoming/outgoing dragon.

**4. INTERROGATE DRAGON**  
To interrogate a dragon, the gunner aims the weapon at it and presses the IFF challenge switch. The dragon transponder (available only if the dragon is an ally of a benevolent supernatural agency) transmits a coded reply to the stinger IFF. The reply is electronically evaluated for correctness and the IFF system furnishes an audible signal indicating whether the dragon is a true friend (mode 4), possible friend (mode 3), or unknown. Refer to chapter 3 for the different IFF modes and how they are used to aid the stinger team in identification.

**5. ACTIVATE WEAPON**  
The team chief will order the gunner to



**5. TARGET IDENTIFICATION**  
To engage a dragon effectively after detection, identification must be accomplished rapidly. Stinger's IFF system aids the team in identification.

Visual identification is accomplished through recognition of certain distinguishing features of a dragon. The same factors that affect detection range affect identification range.

## BASIC LOADS FOR NEW AGENTS

**NEW AGENT TRAINING PARAMETERS FOR BASIC LOAD ACQUISITION AND CONCEALMENT WITH REGARDS TO LOW RISK OPERATIONS AND MINOR PARANORMAL INVESTIGATION**

### 1. INTRODUCTION

When recruited into the agency, each new agent is encouraged to choose specific weapons and equipment that the agent feels comfortable in using. Unfortunately, as agents are chosen from every walk of life there sometimes develops the situation where the agent cannot be called upon to create an list of preferred equipment. (This occurs frequently with those agents recruited from civilian jobs.) Therefore, the following is a guideline for agents who have difficulty choosing their initial basic loads.

### 2. WEAPONS

The largest problem most new agents have is in the selection of their initial weapons. Trainee agents are advised to select from the following list of weapons as they are fairly simple to use and easy maintain.

#### 2.1 HANDGUNS

The basic weapon used by Bureau agents is the concealable handgun.

##### 2.11 PISTOLS

SELECT ONE OF THE FOLLOWING:

***Colt M1911-A1***

***Walther PPK***

OR

##### 2.12 REVOLVERS

SELECT ONE OF THE FOLLOWING:

***S&W M10***

***S&W Chiefs Special***

***S&W .357 Magnum***

***Colt Python***

***Colt Detective Special***

##### 2.2 SUBMACHINE GUNS

SELECT ONE OF THE FOLLOWING:

***Israeli Uzi***

***Ingram M10***

### 2.3 BLADE WEAPON

Each agent is issued a combat knife.

SELECT ONE OF THE FOLLOWING:

***Hunting Knife***

***Belt Buckle Knife***

***Butterfly Knife***

***Buck Knife (3 inch)***

2.4 Each agent is issued enough ammunition for each of their weapons to give the agent 10 complete loads in clip or speedloader.

### 3. CLOTHING

Each Bureau agent is issued, at the agency's expense, a small wardrobe to relieve them of the inconvenience of shopping. The following wardrobes have been divided into gender-specific listings. The agent has the choice of cut and style.

#### 3.1 MALES

- 1 Full Tuxedo
- 2 Sport Jackets
- 2 Slacks
- 2 Shirts
- 2 Business Suits
- 3 Sets of Casual Clothing
- 2 Pairs of Denim Jeans
- 3 T-Shirts
- 2 Pairs of Tennis Shoes
- 1 Pair of Work Boots
- 1 Pair of Formal Shoes
- 7 Pairs of Underwear (Socks, Boxer Shorts)
- 1 Wallet

#### 3.2 FEMALES

- 1 Evening Dress
- 2 Sport Jackets
- 2 Skirts (\*)
- 2 Pairs of Slacks
- 2 Blouses
- 2 Business Suits (Skirt & Jacket) (\*)
- 3 Sets of Casual Clothes
- 2 Pairs Denim Jeans
- 3 T-Shirts
- 2 Pairs of Tennis Shoes
- 1 Pair of Work Boots
- 1 Pair of Formal Shoes
- 7 Pairs of Underwear (2 Piece Sets plus any additional miscellaneous items)
- 1 Wallet and Purse

(\* All skirts come with optional slip.)



## BASIC LOADS FOR NEW AGENTS

### 3.3 OPTIONAL CLOTHING

Other optional clothing is entirely the responsibility of the individual agent. Personal jewelry, while not initially supplied by the Bureau, can be purchased at the agency's expense but only if the agent completes and submits Form J-16-4, PURCHASE OF JEWELRY. Bear in mind that this small allowance is not an excuse to go on a spending spree. Agents who abuse the jewelry purchasing system will have the overbuys deducted from their personal salary.

### 4. TOILETRIES

Initial toiletries are supplied by the Bureau from a stockpile of military surplus equipment. Once the initial allotment is gone the agents must purchase their own replacements.

### 5. BUREAU SPECIAL EQUIPMENT

Each agent is also issued the following special equipment.

- 1 Wrist Communicator, available in either digital or hand styles.
- 1 Command Card resembling a credit card.
- 1 Set of Luggage with concealed compartments for issued weapons and special equipment.

### 6. OPTIONAL EQUIPMENT

Each agent has their choice of optional equipment of their own choice, whether it is due to a special skill or just to personal preference. Each agent is limited to four of following items. Additional items can be requisitioned.

#### 6.1 ITEMS

- A Dart Pistol
- B Small Spray Can of Mace
- C Computer Terminal and Modem
- D Tool Kit, Covert
- E Lock Pick Kit
- F Doctor's Bag
- G Recording Devices
- H Spell Components
- I Specialized Texts (Microfilm)
- J Tear Gas Pen
- K Ballistic Armor

### 7. VEHICLE REQUISITION

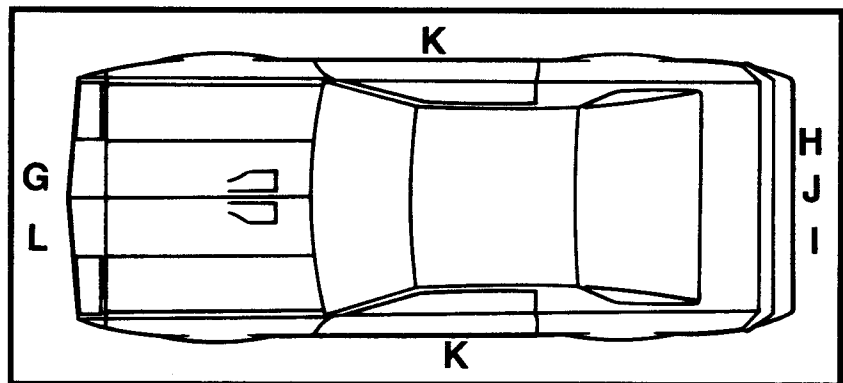
The agency will provide the agent with a specially modified Bureau vehicle providing the individual has a valid drivers license or completes a Driving Training Course. In almost all cases an automobile or truck can be equipped with the following subsystems.

- A. Radar
- B. Microfilm Navigation Files
- C. Police / Fire / Military Monitor
- D. Radio, CB / Ham / Other
- E. Reenforced Armor
- F. Concealed Compartnemtms

Additionally, the agency will, at the agent's request, install the vehicle with any of the following subsystems and provide training in their use and maintenance. Note that on some vehicles (such as an economy car, small sports car or motorcycle) certain systems cannot be installed as they could not be properly concealed.

- G. Missile Pod
- H. Oil Dump
- I. Smoke Screen
- J. Mine Dropper
- K. CNDM Gas Dispenser
- L. Light Machine Gun
- M. Self-Destruct Timer
- N. Nitrous Oxide Boost

The Bureau will supply another vehicle if the agent's is damaged during a mission. The usual replacement time varies due to specific subsystems to be installed and the location of the agent to receive the replacement.



## BUREAU 13 MILITARY OPERATIONS

### OPERATION STRUCTURE AND ORGANIZATIONAL TABLES FOR US MILITARY / BUREAU 13 HEAVY ASSAULT UNIT, CODENAME:

### 'MCADAMS MARAUDERS'

#### 1. BACKGROUND ON COMMANDING OFFICER

General Thomas "Black Jack" McAdams first became aware of the Bureau in the early 1970's when he encountered a team during his private search for his missing daughter. Then Colonel McAdams decided that he could use the aid of these unusual government investigators and placed his forces under their limited and independent command for an incursion over the U.S./Mexican border. The mission was a complete success and the colonel's daughter recovered unharmed.

Colonel McAdams faced almost immediate censure from the military after his unauthorized attack. Facing a court-martial for his unusual actions, his career was saved after President Nixon interceded and detached him to an independent command operating with the agency. Colonel McAdams was reassigned to the Fort Bliss Army Base outside of El Paso, Texas. Most senators thought that he had been assigned to a nowhere administrative position, but in actuality he had been assigned to assemble a specialized military unit whose purpose was to assist Bureau 13 under the guise of specialized 'anti-terrorist' training.

General McAdams recruited from the best and the brightest. His initial acquisition was twelve men, the remnants of a U.S. Army Ranger group who had encountered paranormal activity in the highlands of Viet Nam. He honed these troops into a crack supernatural fighting force with the assistance of a Bureau team detached for training purposes. His team was called on almost immediately to conduct a punitive strike against a major infestation in Colorado of the spawn of Goshnar. A complete success, the general continued to recruit the best and the brightest from all four branches of the military and running his entire unit through confidence courses paranormal training maneuvers.

General McAdams is a veteran of three wars who could have been the next U.S. tactical genius. He leads his troops personally into combat situations and will never back down from a challenge. That is not to say that he will never order a tactical retreat, though. He is a fast thinker and can analyze a situation, assign troops to the mission and complete it in a minimal amount of time.



#### 2. COMMAND STRUCTURE

At the top of the command tree is General McAdams. He oversees the company's missions and has also taken the job of training onto himself. His Executive Officer (XO) is Colonel Robert Priest, a former Navy Seal with twenty years of experience in small unit tactics, who is in charge of the overall maintenance of the unit. Under him are the five staff officers, each a Lieutenant Colonel, comprising the rest of the command staff and each in charge of a specific aspect of the company. These are S1, Personnel (Lt. Colonel Jonathan Jordan, U.S. Army); S2, Intelligence (Lt. Colonel Thomas Alvarez, DIA); S3, Operations (Lt. Colonel Herbert Scwick, Marine Special Forces); S4, Logistics (Lt. Colonel Carl Puvalowski, U.S. Army); and S5, Paranormal Activities (Megan Roberts, Bureau 13 Liaison)

Each section of the company is under the the command of one or more officers specifically recruited for their experience in their section. The sections are:

#### Support Personnel Listing

##### **General Commando**

(3 squads of 12 men each)

##### **Psi Squad**

(7 men including officer)

##### **Magic Squad**

(12 men including officer, excluding ghost)

##### **Special Operations**

(5 men including officer, excluding robot and haunted tank)

##### **Airwing**

(16 men including crew chiefs, excluding small dragon)

##### **Combat Engineers**

(3 squads of 12 men each)

##### **Transport/Supply**

(3 squads of 12 men each)

##### **Need To Know**

(CLASSIFIED) men, excluding (CLASSIFIED) and (CLASSIFIED)

##### **Intelligence**

(6 men)

#### 3. EQUIPMENT

Each man is given the absolute best in equipment, from stores that are usually reserved for officers. Officers are issued personal sidearms and the troops have H&K G11 any other special equipment they would need to complete a mission. Specialized equipment such as banes, blast kits and spell components are available through the magician/supply officer in the Magic Squad.

#### 4. FURTHER INFORMATION

See also 15-05 to 15-15 for a detailed analysis of individual sections.

# BUREAU 13 MILITARY OPERATIONS

**BUREAU 13**  
*Operations*  
*Washington*



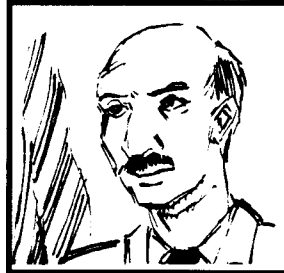
Col Robert Priest



Gen Thomas McAdams



Megan Roberts



Lt. Col. Johnathan Jordan  
S1 Personnel



Lt. Col. Thomas Alvarez  
S2 Intelligence



Lt. Col. Herbert Scwick  
S3 Operations



Lt. Col. Carl Puvalowski  
S4 Logistics



Cpt. Keith Royal  
Air Wing



Cpt. Mike Cupp  
Commando Unit



Cpt. Brian Hsu  
Combat Engineers



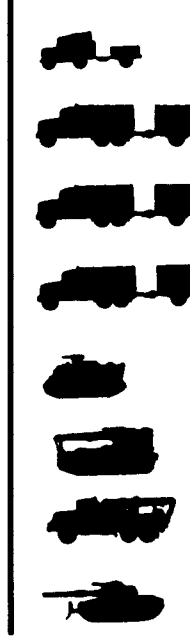
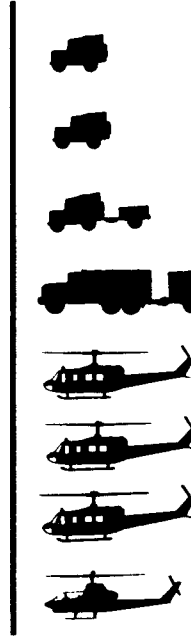
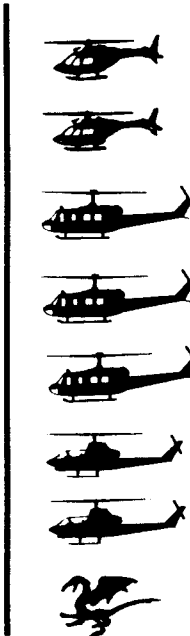
Cpt. Neil Myers  
Transport Supply



Cpt. Lee Dominski  
Intelligence



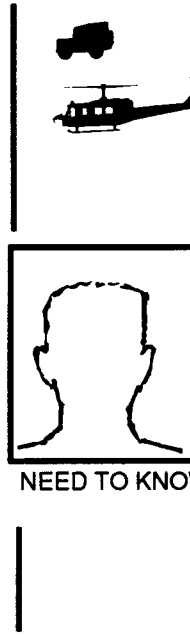
Cpt. Kelly Sutherland  
PSI Squad



Lt. Mitch Kray  
Magic Squad



Cpt. Andrew Ray  
Special Ops.



NEED TO KNOW

## CIVILLIAN OBSTRUCTION OF OPERATIONS

### PREVENTION OF COLLATERAL DAMAGE WHILE ON BUREAU MISSIONS WITH REGARDS TO THE CIVILLIAN OBSTRUCTION OF MISSION AND DISPOSAL OF PARANORMAL ENTITIES

#### 1. INTRODUCTION

While on missions it is important for the team on site to be totally familiar with the workings and the capabilities of their weapons so to limit the actual extent of collateral damage when working in a heavily populated area. Automatic pistols and revolvers are recommended for agents because of the smaller chance that non-involved persons will be hit and seriously injured or perhaps even killed if a firefight between Bureau agents and another hostile force breaks out. To a similar extent small caliber semi-automatic rifles are also recommended for exactly the same reasons as pistols. Sub-machine guns are only recommended if the agents will be operating in an area that has been evacuated or if all non-involved persons are under cover. Shotguns and automatic rifles are not recommended in high-population areas due to the fact that the chances for collateral damage in this situation is quite high. Similar recommendations apply for the use of heavy weapons such as machine guns, grenades and anti-tank rounds. Explosives are to be used only as an absolute last resort in a populated area, as these substances can cause vast numbers of unanticipated casualties.

#### PREVENTION OF COLLATERAL DAMAGE

##### 1. CLEAR THE MISSION AREA OF UNINVOLVED PERSONS

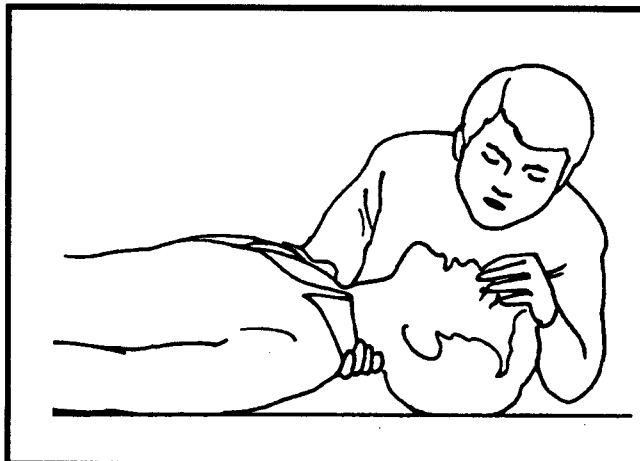
The team leader must first check to see if the area where a firefight could develop is populated by non-combatants that could possibly be struck by stray weapon rounds during combat. The team leader is advised to evacuate these people as soon as possible to prevent them from becoming casualties.

##### 2. THOROUGHLY SEARCH THE MISSION AREA FOR STRAGGLERS OR RECORDING DEVICES

The team leader assigns respective agents the task of searching for people who were overlooked during the evacuation and quickly escort them to a safe place. At this time a check for recording devices that could lead to a hard copy record of the team's activities in that location on that day should occur. Any said recording devices that are found should be deactivated and destroyed when found. Additionally, the severing of telephone/communications channels should occur if the team leader feels that a continued link with the outside world would jeopardize the mission.

##### 3. ENGAGE IN COMBAT

Once all non-combatants and recording devices have been removed the team can proceed with the planned



firefight as long as weapons that do not cause serious structural damage are used as this could lead to unexpected evidence being left at the scene.

##### 4. REMOVAL OF ACCIDENTAL COLLATERAL DAMAGE

No matter how careful a team is some collateral damage can occur. As this could lead to discovery of the Bureau, its agents or its connection with the United States Government the agents who were responsible for the collateral damage must take steps to remove all evidence of said accident. Additionally the disposal of large paranormal entities can present a challenging problem for small teams so these instructions can also be used in this case.

##### 5. EVIDENCE DISPERSAL

An essential part of any mission is in the post-mission dispersal of evidence. At this time agents must find the location of facilities that can be used to destroy victims of paranormal activity or collateral damage. These include, but are not limited to:

01. Cremation centers
02. Acid Pits
03. Toxic Waste dumps
04. Manufacturing centers
05. Large swift-moving bodies of water
06. Trash incinerators
07. Automobile compactors
08. Large unpopulated tracts of land
09. Ponds
10. Graveyards
11. Landfills
12. Grinders
13. Construction sites
14. Paving
15. Steel Smelters
16. Heat Treating Furnaces
17. Off-Coast Dumping
18. Pet Food Canneries

## CIVILLIAN OBSTRUCTION OF OPERATIONS

### 6 WITNESSES

The team leader should also take steps to see that people who are aware of the agency but are deemed substandard recruitment materials should be neutralized by psychological conditioning, monetary compensation or discreditation of their reputations by any methods the team leader sees fit. It is essential that these people do not remain free and alive to spread information on the existence of the Bureau through the general public.

### ELIMINATION OF COLLATERAL DAMAGE

#### 1. GATHERING OF CORPSES CAUSED BY COLLATERAL DAMAGE

The team leader should instruct agents to collect the corpses that are an after effect of a firefight. Additionally, if any of the people involved in the firefight are still alive but have sustained severe wounds the team commander should take steps to insure that they survive but are no threat to the agency. The team should load any corpses into a vehicle that has no connection with the agency or the United States Government. If the corpses are bulky, their dismemberment by use of a chainsaw is recommended, followed by a thorough washdown of the area. The severing of telephone/communications channels is recommended if several non-combatant witnesses remain functional after the combat and take offense to the team's method of operations.

#### 2. DISPOSAL OF CORPSES

The team should proceed by way of the most direct route to the disposal site and investigate the site for evidence of witnesses. If any witnesses are found they should be encouraged to leave either through negotiations or by force. Once the team has secured the facilities the team should dispose of the corpses making sure that any items that will not be destroyed along with the rest of the corpse should be removed and destroyed separately. Conversely, if the team is able to use explosive substances to destroy any evidence of collateral damage with a minimal risk of causing more casualties, then the team is advised to use said substances with the understanding that they are to be made to seem an accidental explosion.

#### 3. POLICING OF COMBAT SITE

Additionally, the team should police the combat site for evidence of the combat or witnesses, which should be destroyed as soon as possible. Physical evidence should be destroyed or made to resemble something else, and live witnesses should be eliminated in the same way as the resultant corpses suffering from collateral damage. It is vitally important that no connection between the actions of the team and the United States Government remain.

#### 4. TEAM SHOULD HAVE IRON-CLAD ALIBIS FOR EXPLANATION OF COMBAT

The team should have alibis that would hold up in a court of law available in case they are suspected of being involved in the combat and subsequent causation of collateral damage. At no time will the United States Government admit to any connection with the agents in the case of their arrest by local law enforcement agents of said crime.

### HANDLING OF COLLATERAL DAMAGE IF DISPOSAL IS NOT AN OPTION

#### 1. PLANTING OF CIRCUMSTANTIAL EVIDENCE

If for some reason the team is unable to properly dispose of the victims of collateral damage they are advised to lay out the scene of the accident to make it appear that the victims were hostile and in the process of committing a serious crime. This can be accomplished through the judicious plant of weapons on the victim's persons or the planting of illegal paraphenalia in an area known to be frequented by the victim.

#### 2. ADOPTION OF LEGITIMATE GUISES FOR TEAM MEMBERS

Additionally team members should use the assigned team's document forgery equipment to create fictitious and foolproof cover identities to explain why the team took the action it did. These include agents for the NSA; DIA; DEA; CIA; FBI; IRS; or other covert or semi-covert government agency.

Remember that the mission of Bureau 13 is to save and protect. Please keep this in mind.



# Paranormal Field Guide



*VOL 1*

**A Compendium of  
Odd Things,  
Creatures,  
and  
Paranormal  
Events**

# Paranormal Field Guide

A Compendium of Odd Things,  
Creatures,  
and  
Paranormal  
Events

**Mad Guy of Madison**

**GAME DATA**

|          |         |          |
|----------|---------|----------|
| TYPE: C  | AGE: 35 | SEX: M   |
| HT: 5'8" | WT: 170 | DMG: 25% |
| HAIR: B  | EYES: B | REF: 12  |

WEAPON: None

DAMAGE: 25%

DOMINANT PERSONALITY NAME: Unknown

SIZE: [Human silhouette] [Smaller silhouette]

1975

**Bureau 13 Paranormal Field Guide**

**Mad Guy of Madison**

Mad Guy of Madison is a well-known and notorious paranormal entity that was reported in the Madison, Wisconsin area in the late 1940s and early 1950s. He is described as a tall, thin, pale man with long, wavy hair and a wide-brimmed hat. He is said to be dressed in a dark suit and a white shirt. He is reported to have a menacing appearance and a sinister smile. He is said to be a powerful entity that can cause fear and confusion in those who encounter him. He is also said to be a shapeshifter and can take the form of a woman or a child. He is reported to have been seen in various locations in the Madison area, including the University of Wisconsin-Madison and the Wisconsin State Capitol. He is said to be a powerful entity that can cause fear and confusion in those who encounter him. He is also said to be a shapeshifter and can take the form of a woman or a child. He is reported to have been seen in various locations in the Madison area, including the University of Wisconsin-Madison and the Wisconsin State Capitol.

**Mad Guy of Madison**

Illinois 1944, 1960, 1971

## DATA KEY

- A Text
- B Location
- C Year
- D Statistics
- E Damage Potential
- F Human Size Comparison

**Whirling Whimpers**

**GAME DATA**

|          |         |          |
|----------|---------|----------|
| TYPE: C  | AGE: 35 | SEX: M   |
| HT: 5'8" | WT: 170 | DMG: 25% |
| HAIR: B  | EYES: B | REF: 12  |

WEAPON: None

DAMAGE: 25%

DOMINANT PERSONALITY NAME: Unknown

SIZE: [Human silhouette] [Smaller silhouette]

1956

## Bureau 13 Paranormal Field Guide

### Black Car

Whether the spawn of demonic influences or the spirit of the accumulated recalls and greed of Detroit's 'Big Three' auto manufactures, the Black Car is a highway legend.

They say to see it in front of you is to be on the coattails of death and it foretells highway horror and tragedy.

If it passes you, prepare for a test of nerves and faith as it attempts to push you off the road.

Racing the car is paramount to suicide as nobody has ever been known to win.

Don't scratch the paint and hope to see another sunrise.

"Like, Raoul dropped a brick off the overpass and dented this Rich Dude's big car. We had a good laugh and went to leave, but the car was there waiting for us. It wasn't possible, man, cause like, the exit was over a mile down. I climbed the chain link fence and Raoul and Willie ran. The car squashed Willie, and ran over the sidewalk and cornered Raoul. After it left I went over to check on Raoul, but he was dead. There was this brick imbedded halfway in his skull..."

**MI State Police Transcripts - Estabon Ortega**

This monstrous vehicle resembles a top of the line luxury car of the 1970's. Its color is black and its tail lights are flaming red. All windows are tinted black and the 'demo' license plate belongs to a long closed dealership in Gary Indiana.

If you ever try to see the driver, it's a sure bet you will take that moment to stare, and slam into some parked object. Survivors of encounters with the car claim that two fiery eyes can be seen where the driver sits and you can hear 'Jim Morrison' tunes blasting from the radio.

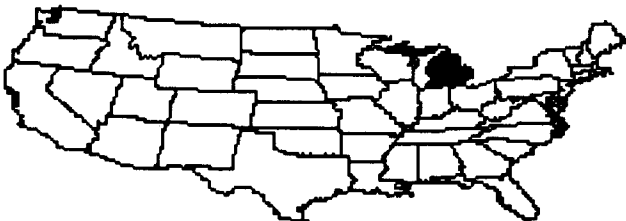
Bureau 13 reports have shown that the car has changed style over the decades since it was first seen in the late 1930's. With every series of appearances over the years, the style and manufacturer has changed. Foreign cars are exempt from this and more often than not are the Black Cars targets.

The car seems to return every few years and cuts a path of destruction from its point of origin to the Detroit River, where it mysteriously vanishes into the water. The car seems to begin its eerie trip, which lasts exactly 7 days, from as close as Cleveland to as far away as San Diego.

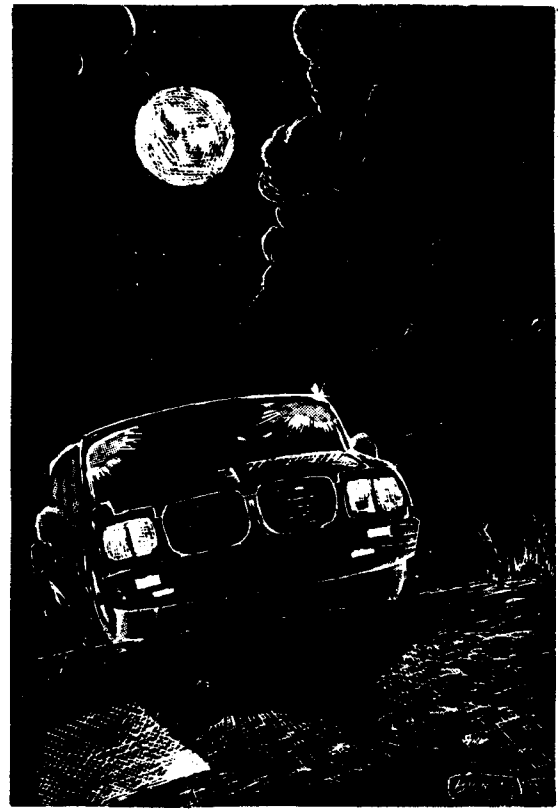
This vehicle has been stopped on occasion by Bureau activities, but due to the lack of documented reports, methods are at best trial and error.

If you're ever walking on a lonely road and the car pulls up, the passenger door opens, and you catch a whiff of sulfur and gasoline, don't take the ride, it may be your last.

### Black Car



**Destination -- Detroit**



## GAME DATA

**TMP:** 02    **STR:** 45+    **DEX:** 06+  
**AGL:** 10    **HPT:** 5000    **ARE:** Any  
**MRE:** 90%

**DAMAGE**    See Vehicle Damage

**IMMUNITY**    Varies on Appearance

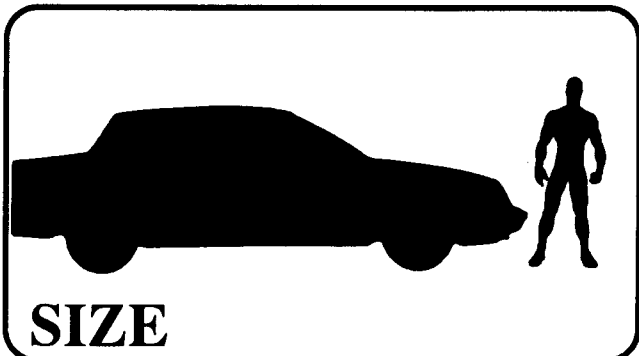
**PERSONALITY**    BCEFTV

**BANE**    Good

### BLACK CAR STATISTICS

**LENGTH:** 215"    **TANK:** 24  
**WIDTH:** 88"    **MPG:** 10  
**HEIGHT:** 59"    **RANGE:** 250 mi  
**SPEED:** 120 mph    **WATER:** no  
**WEIGHT:** 4200 lb    **CREW:** ?

| ARMOR  |      |
|--------|------|
| Window | 100+ |
| Wheels | 120+ |
| Top    | 090+ |
| Body   | 120+ |



**SIZE**



## Black Clouds

What was thought to be an isolated and bizarre incident has jumped the Atlantic to become a paranormal danger to the East Coast of the US.

In 1966 a group of 6 French teenagers spent the night on the upper observation deck of the Eiffel Tower. The morning found a single survivor, near crazy who claimed a black cloud formed and pulled his companions into it's mass where they were seen to dissolve.

"It was as if he had looked into the face of hell!" was the comment made by his psychiatrist. "He repeated the story several times and then slipped into a catotonic state."

Dr. Andre Boulet

The second appearance of the cloud was verified in New York during the power failure of '68, when six members of the Mad Hats street gang vanished into a black cloud that cornered them on a rooftop in the Bronx.

"It chased us down man, like it was alive or somethin, and there was nowhere to go but down. I jumped, hit a fire escape, broke my leg, and saw Antonio try to jump too, only it had half of him, and he was gone!"

Leon Cagonitelli

Another victim escaped in an encounter near Philadelphia in 1970 and an unconfirmed report was filed stating that a window washer was pulled from a scaffold in New Jersey in 1976.

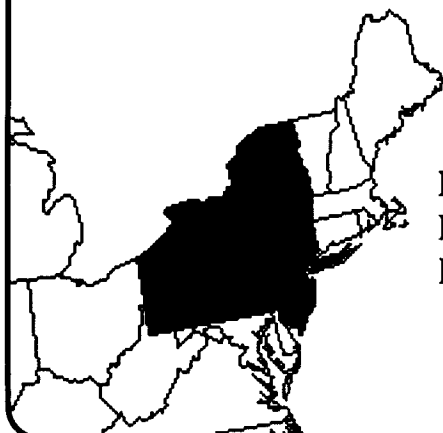
All descriptions indicate the "thing" as being a black 'storming' mass, with a 20 foot diameter. The cloud only strikes its victims if they are on an artificial structure over 100 feet in the air.

Bureau records have established the cloud is most prevalent during the months of July and August on hot nights when the humidity is high. It is prone to strike within industrial cities that have a severe degree of air pollution. Careful monitoring of the New York City area has shown no correlation with animal behavior and only a single pattern of operation.

Generally this thing strikes in a single 10 square mile area for a 28 day cycle and moves elsewhere.

Whether it's a monstrous hungry thing or a bizarre gateway to somewhere else is uncertain, as there's little data available.

### Black Clouds



New York  
New Jersey  
Pennsylvania

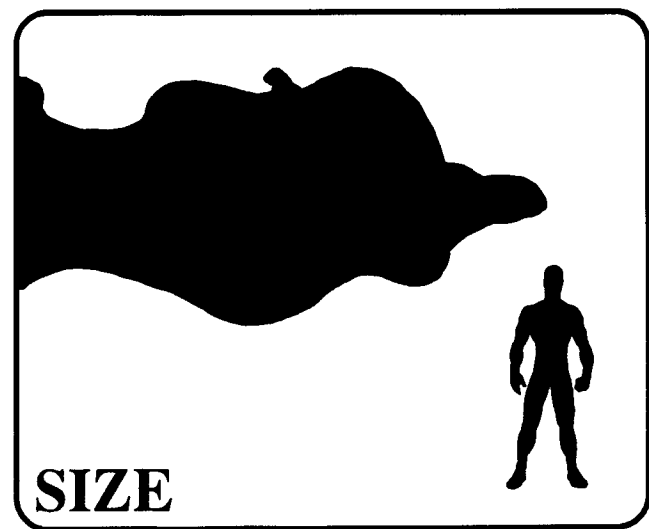


## GAME DATA

TMP: ? STR: 25+ DEX: 02  
AGL: 04 HPT: 2500 ARE: High  
MRE: 02%

### DAMAGE

GRAB (Tendril) TN03d  
ENVELOP d100  
IMMUNITY Type 20  
PERSONALITY BEFH  
BANE unknown, am, cj



## Demon Ducks

In 1960, a farmer named Jake Brown had a unique problem; his ducks were possessed by a Demon by the name of Crediemos. The Bureau dispatched one of its newest agents, Zebadae McGarn, to Des Moines. Crediemos was easily exorcised from the ducks, and father McGarn bid adieu to farmer Brown.

1962, Crediemos struck again. Again, Jake Brown called up the Bureau, and settled in for a long siege. When the agents arrived, they found the Brown farmhouse surrounded by a veritable legion of Demon Ducks. It seemed that Crediemos' ssecond generation of offspring were far stronger than the first.

After much buckshot, feathers, and blood, the Agents succeeded in putting down the infestation of Demon Ducks. Crediemos was exorcised from the normal flock, and farmer Brown received a new, reinforced, duck-proof farmhouse.

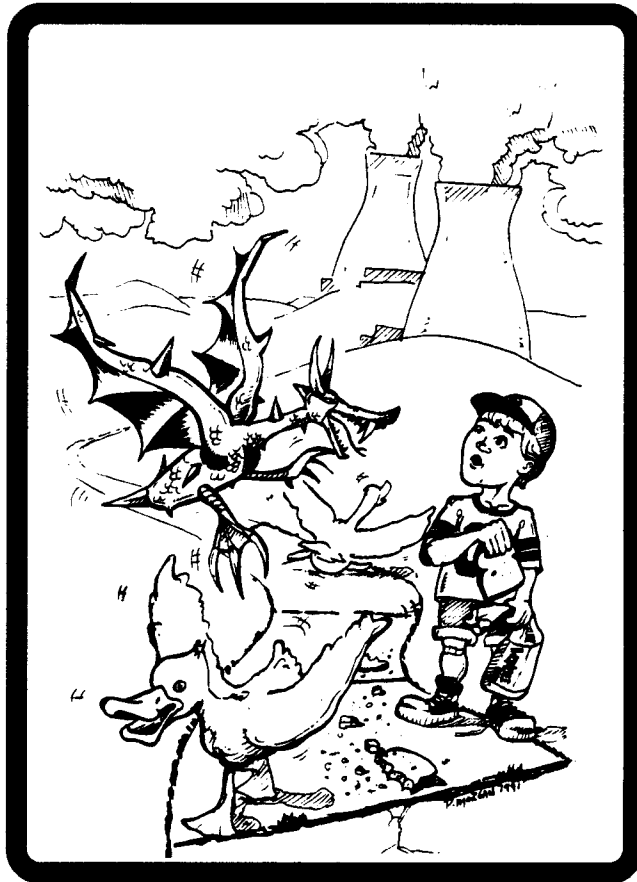
Five years later, not having learned his lesson, Crediemos tried yet again. This time he only possessed a handful of drakes, and sequestered them from the rest of the ducks. Farmer Brown didn't notice the missing ducks until it was almost too late. Bureau agents descended on the beleaguered farm, and rescued the Browns, and started slaughtering Demon Ducks left and right. Unfortunately, a small handful of Demon Ducks escaped from the carnage, and fled to parts unknown. Crediemos was pulled from the surviving possessed ducks, and was forced to agree not to possess any farm animals, or related species. He was then banished from the earth for a period of four centuries by father McGarn.

A colony of Demon Ducks was found in Newark, NJ, living in a toxic landfill. This breed proved to be tougher than their predecessors, and took a few agents along with them.

A description of the Demon Ducks is not easy since they vary so much from one to another, but a general appearance can be given. They are the size of large Mallards, but are covered in scales instead of feathers. They have at least two horns on their heads, large canine teeth, and snake-slitted eyes. Their wings look like bat wings, with various spurs jutting out from them. Their bodies are covered with spikes and spurs, sticking out at odd angles. Their feet end in wicked looking claws that are razor sharp.

A very hearty breed, the Demon Ducks can be found in locales that are uninhabitable by most normal organisms. Toxic landfills, nuclear waste, and acid rain lakes are all called home by the Demon Ducks.

Agents are not to approach the ducks without excessive firepower and backup. The Bureau has had minimal losses so far to the Demon Ducks, and civilian loses include most of a Boy Scout Troop who attempted to catch a rather impressive specimen near a nuclear power plant.

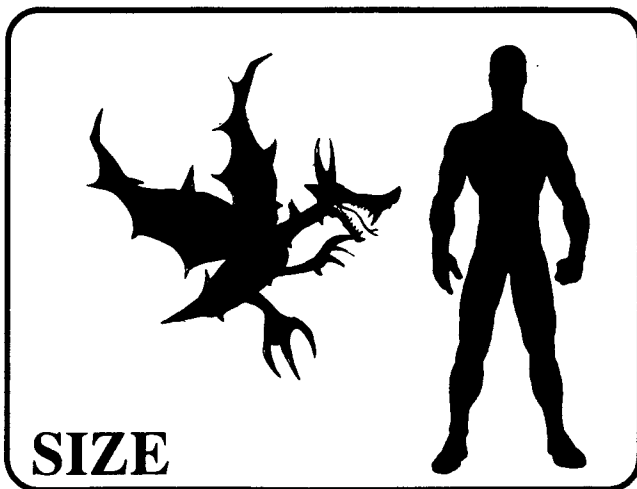


## GAME DATA

TMP: 02      STR: 10+      DEX: 16  
 AGL: 14      HPT: 55      ARE: Woods  
 MRE: 45%

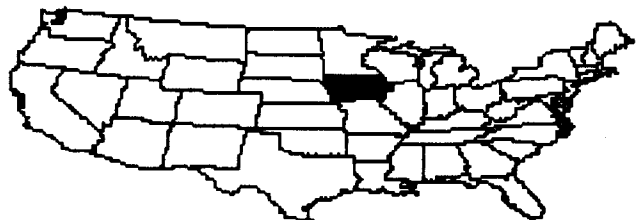
|               |               |      |
|---------------|---------------|------|
| <b>DAMAGE</b> | SPIKES / HORN | HO03 |
|               | BITE          | BI03 |
|               | CLAWS / WING  | CL04 |
|               | CLAWS / FEET  | CL03 |

IMMUNITY      01, 07, 09, 12, 18  
 PERSONALITY      BEFTV  
 BANE      ab, ac, ag, al, bb, bl



SIZE

## Demon Ducks



Des Moines Iowa

## **Flatwoods Monster**

In the hot summer of 1952 a rash of UFO sightings across the US and around the world were on everyone's mind. While UFO activity had been on the increase, few reports of actual encounters with their occupants were on file. The Roswell Incident was still under heavy security and the term 'Little Green Men' had just been created.

In Braxton County, West Virginia, skywatchers reported meteor-like balls of light that did acrobatics and hovered over the hills. Generally this was on par with other UFO sightings and close encounters with swamp gas and ball lightning. In late September the routine of the ghost lights was broken when one fell on a hillside in a densely wooded area.

A small group of folks close to the scene headed into the hills in the direction of the lightfall to investigate. In the general area of the fall they found nothing unusual, but near the crest of the hill, instead of a meteor, they found themselves face to face with the monstrous apparition of an alien creature.

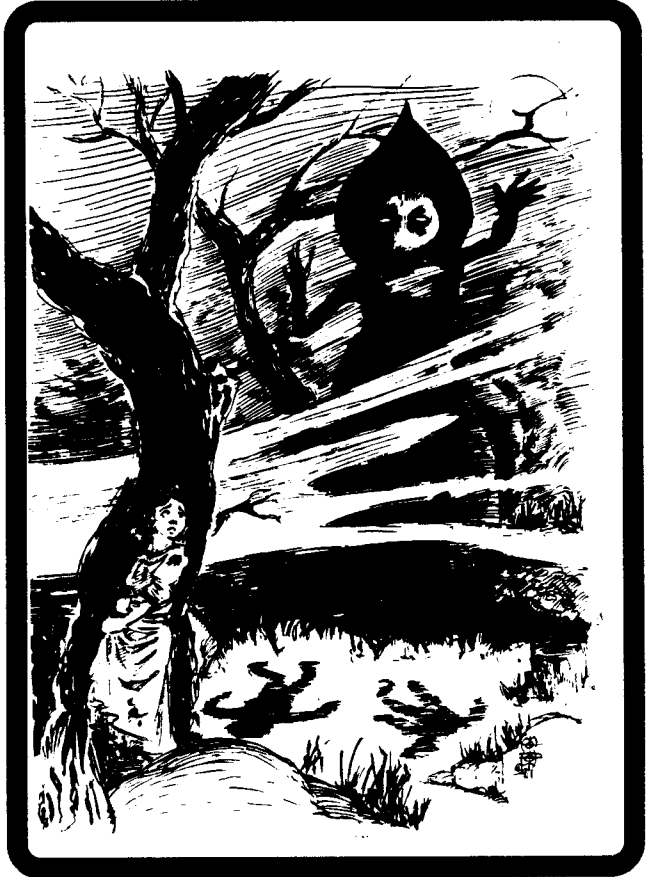
Round-faced and green-bodied, it's blazing red eyes were terrifying. It stood over 7 feet in height, but it was later claimed it could have been up to 10 feet tall. The hysterical witnesses described a spade-shaped hood behind its head and a skirt like covering below the waist. It had large claw-like hands and remarkably, it seemed to float above the ground.

Looking much like somebody's cosmic grandmother, it calmly waited, watched, and then moved towards the humans. Obviously not trained for close encounters of the third kind, the group beat a hasty retreat. This may have been the smartest thing they ever did.

Bureau 13 considers this case still open as the investigation team assigned to the initial sighting vanished, and was never heard from again. Fragmentary reports show that just 6 days after the story broke on the national news networks, Bureau agent Carslyle Murtog and three rookies investigated the scene and a second lightfall a few miles west of Flatwoods in the small city of Exchange. Subsequent investigation found three human shaped burn spots near a burned truck. No bodies were recovered.

This species should be considered dangerous and caution in approach of this alien type is warranted. In further investigations, no evidence has been discovered to show that it was a hoax. While no encounters with this type of alien have occurred in the subsequent years, another creature in the general vicinity bears some strong resemblances. Also see the Mothman file in this book.

In recent months a second sighting of this type of creature was seen in Oak Hill, Ohio near the Kentucky border. This may well be a hoax, but again, caution is advised.

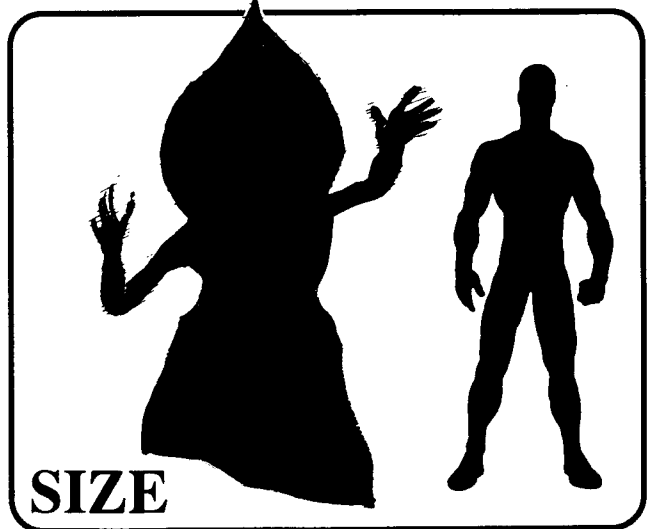


### **GAME DATA**

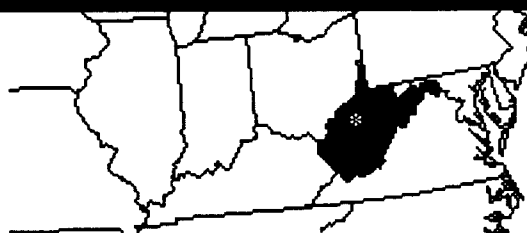
**TMP:** Any    **STR:** 15+    **DEX:** 13+  
**AGL:** 10+    **HPT:** 240    **ARE:** Rural  
**MRE:** 05%

**DAMAGE**    **CLAW**    **CL03**  
**WEAPON**    **?**

**IMMUNITY**    Magic  
**PERSONALITY**    BNR  
**BANE**    Cities, High Tech Weapons,  
and Unknown



### **Flatwoods Monster**



**West Virginia 1952**

## Bureau 13 Paranormal Field Guide

### Mad Gasser of Mattoon

The mid 1940's was an era of frantic activity for the Bureau, as the brunt of paranormal occurrences were taking place not only on the American coasts, but in the European and Pacific theatres of war as well.

One of the odd and senseless occurrences that was prevalent at this time, was the reclusive Mad Gasser of Mattoon, Illinois.

This local legend was seen in the form of a man in a bulky gas-resistant suit and mask. After nightfall, he was seen at windows spraying a colorless and odorless gas into homes. This struck a serious note of discord in the war-weary people, who feared sabotage and fifth column sympathizers.

Exposure to this gas was described as incapacitating, often making its victims sick for days. Fatigue, as well as nausea were the primary symptoms, along with dizziness, vomiting and a general "ill" feeling.

The reasons for these odd attacks were never fathomed by local residents, or law enforcement agencies. Bureau 13's hurried investigation showed no after effects, and the end of the Gasser's odd activities seemed to be at hand.

The only other reference to Mattoon in later years were a slightly higher than normal number of professionals that came to work in the Aerospace field and a small number of Psionically gifted individuals who were born between 1945 and 1965.

Whether this small group of facts is related to the Gasser is still unknown.

In the early 1960's the Gasser made a brief return appearance in several neighborhoods close to the original sightings. Chased by locals, the heavy suited humanoid vanished into the night. This time there was only a single police report and little evidence for the Bureau to help identify the Gasser.

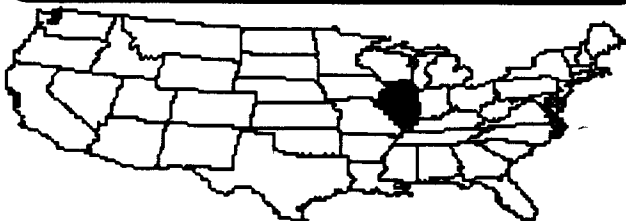
On a hunch, a Bureau team was stationed in Mattoon in 1975 in the hope this incident was cyclic. In late July they were rewarded with additional sightings and several chases, but somehow it managed to elude capture.

"It ran like hell was after it, through yards and over fences, like a damn rabbit. The suit was old, like something out of a 40's action movie. He made it into a patch of woods where we lost him. Oh, he was fast, even faster than J.P., who nearly grabbed him before he got a shot of some kind of gas in the face..."

Jack Hubbard, 1975

Much like the first cyclic sightings Bureau 13 agents who are investigating any new sightings are warned to use extreme caution and have CBR equipment handy.

### Mad Gasser of Mattoon



Illinois 1944, 1960, 1975

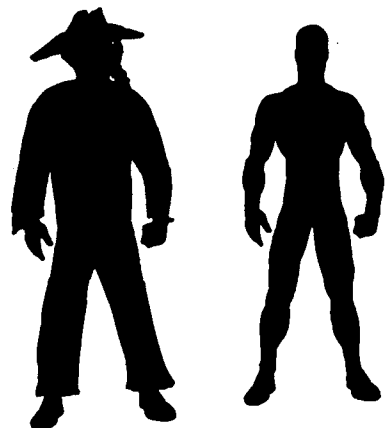


## GAME DATA

TMP: 40    STR: 10+    DEX: 12+  
AGL: 12+    HPT: 85    ARE: MW  
MRE: 03%

**DAMAGE**    WEAPON    ?  
                  GAS            ?

**IMMUNITY**    Unknown  
**PERSONALITY**    RT  
**BANE**            Detection, Knowledge  
                          Local Authorities



SIZE

## Potato Goblins

The autumn of 1937 brought more to Idaho than a bumper crop of potatoes. In early October, a series of attacks alerted Bureau 13 operatives of an infestation of those nuisances called Potato Goblins.

Historically, these mindless creatures were responsible for hardship and starvation wherever they thrived. The creatures were thought to have been inadvertently brought to the U. S. just after the Irish Potato Blight of 1845-1846.

Potato goblins also carry the plant disease *Phytophthora infestans*, commonly known as Potato Late Blight.

Invisible by day, the Goblins sleep in clumps amid rotting trees, culverts, caves, and abandoned barns. Some have a preference for the roofs of fast food establishments or in barrels of old grease with an opening to the outside.

By moonlight the Goblins are visible as gray spider-like creatures with a variable number of legs. They scuttle and climb with great agility and speed while hunting for their favorite meal, a fresh potato. Finding a still growing or stored potato, they use their flexible drill-like tongue to dig into the vegetable and suck the liquid out. Where the ground is hard, they employ sharp shovel-like digging teeth.

Goblins reproduce by fission, each leg serving as a repository of a genetic offspring. When legs are separated, they take on a life of their own and burrow into the earth. Incubation times vary, but the average gestation period is 10-15 years.

Goblins actually are more of a pest than a real problem until they get a 'Massing Urge'. Linked to reproduction, this urge happens every 50 to 60 years. Hoards of goblins cluster and fight...ripping off other Goblins' legs and ingesting them. This is believed to be a simple genetic transfer to stabilize the species. Thousands of Goblins will congregate in a single area. This is when they become highly dangerous and destructive to property and life. Such was the case in Fairfield, Idaho when the interior of *Budders Feed Store* became a battleground. This was the first major Bureau encounter with this pest in North America.

Potato Goblins are terrified of cats, and for a good reason: a cat bite is instantly fatal to the Goblin. Cats can always see Goblins and will stalk them relentlessly.

Every so often the Potato Goblin develops a taste for another food type. The Tomato Blight of 1946 was a direct result. Some prefer rotting flesh and begin to prey on the remains of roadside kills. Even rarer is the Goblin that develops the taste for fresh meat, of which human flesh seems to be the preferred meal. These normally cowardly creatures will fight only during a 'Massing'. Dead Goblins evaporate in minutes leaving an odor that strongly resembles burnt potatoes.



### GAME DATA

TMP: 25      STR: 02+      DEX: 05+  
 AGL: 12+      HPT: 15      ARE: Any  
 MRE: 03%

**DAMAGE**      BITE      BIO3b  
 TONGUE      ST02

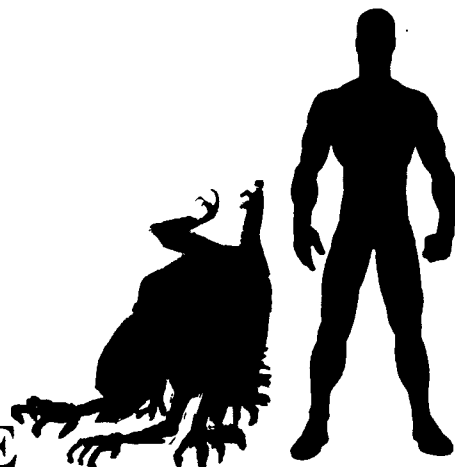
**IMMUNITY**      Fall, Impact  
**PERSONALITY**      BDHRT  
**BANE**      Cats & Herbicides

### Potato Goblins



Idaho 1937

SIZE



## Whirling Whimpus

Wisconsin has had more than its share of paranormal activity in the last century. Among the better-known tales, is the legend of the Whirling Whimpus.

Bureau 13 had previously considered this manifestation to be a joke, until in 1956 when a group of Whimpuses woke from hibernation and demolished a general store, two '55 Chevies, and most of a Bureau 13 investigation team.

While not much larger than a small, bad-tempered, boar-like carnivore, this creature has the paranormal ability to spin as it moves. This lightning-fast whirling action can be deadly to any living thing it encounters.

This creature only stands 4 feet high, but don't let the small size fool you. Along with razor-sharp claws that are as hard as steel, a mouthful of dagger-like teeth, and axe-like hooves, it acts like a living rip saw. It can easily shred through flesh, wood, or plastic with ease, and even sheet steel with a little determination.

Bureau survivors report its ground speed over rough terrain is in excess of 80 miles per hour. On flat terrain or road this speed could easily be doubled. This creature also possesses a keen sense of balance unequalled in nature. It can move to full speed or stop on a dime in less than two seconds. Perfect 90 degree turns have been seen as well as 40 foot leaps. One report stated it crossed a lake without breaking the surface. Couple all of this with near-human cunning and a sixth sense that seems to sense traps.

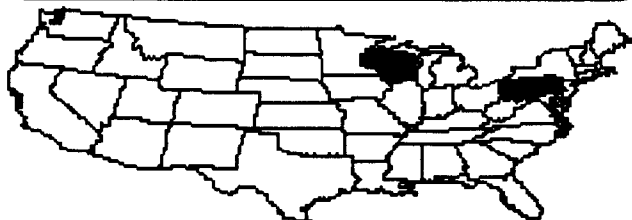
Apparently, the only time a Whimpus is vulnerable is during feeding, when it stops. At this time a simple rifle shot can kill it.

The length of hibernation varies from 1 to 20 years and generally, two or more will wake to a local area. Litters range from 2 to 6 Whimpuses with a 6-month growth period before they feed fully and dig a deep burrow to hibernate in.

Bureau 13's misinformation service has branded this rare menace a hoax and helped to push the facts into fantasy and cartoon lore, even suggesting to some that it originated in Tasmania.

It is advised that extreme caution be used when dealing with these creatures. Their quick capture or elimination is a must when they strike an inhabited area. While one Whirling Whimpus was briefly detained before it destroyed a Bureau Detention Facility, it is still regarded as a rare and endangered species. Trapping a live creature for study is still regarded as an impropriety. The capture of a pup or immature Whimp could help answer many questions and perhaps help find a lure or bane to control future outbreaks. Cousins of this creature include the Jersey Devil, a slower version of the Wisconsin Whimp, and the very rare Pennsylvania Buzzer. The Chicago Windy Whatzis is considered a different species.

### Whirling Whimpus



Wisconsin 1956-Now

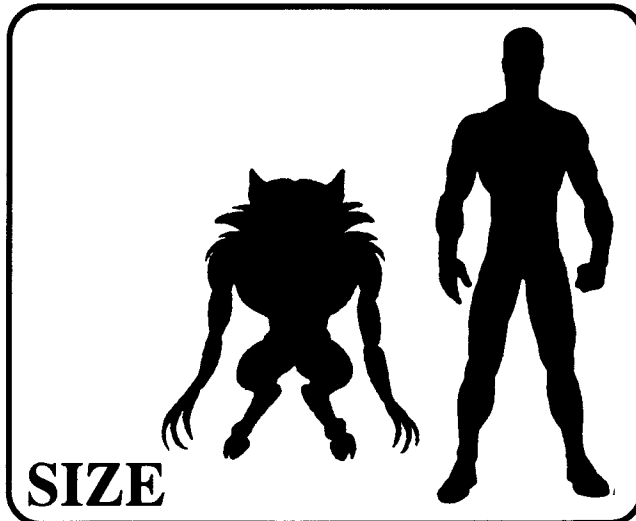


## GAME DATA

**TMP:** 03      **STR:** 06+      **DEX:** 18+  
**AGL:** 36+      **HPT:** 85      **ARE:** Woods  
**MRE:** 25%

**DAMAGE**      **SLASH**      d6 x6  
**HARD SLASH**      d10 x12+

**IMMUNITY**      Friction  
**PERSONALITY**      VDFHV  
**BANE**      Not Much  
                             Fast Food, Tempered Steel



SIZE

## Bureau 13 Paranormal Field Guide

### Zug Island Mermaid

The shore of the Detroit River between Windsor and the Motor City has been the site of a benign paranormal occurrence in the last decade.

She made her first appearance in 1957 near the mouth of the Detroit-Windsor tunnel.

"I tell ya, dere was dis woman out in da water widout a suit, and she turned tail an swam away...and it was a real tail! It was one of dem fish wimmin in da story books...But it was *real*...

Eddie Korbillinski  
September '57

Affectionately called the Zug Island Mermaid, this classic creature has been spotted a number of times by locals and freighters that travel the waterway.

Her appearance is that of a beautiful woman with fiery red hair and the orange/gold tail of a fish.

On several occasions she has rescued small children off the Canadian shore and dragged half conscious fishermen to the shore of Peche Island.

While this would not concern the Bureau, recent activity has seen her attitude change from pleasant and mischievous to malicious. A number of bystanders have been struck by bottles and beer cans flung from the bank of the waterway. Her appearance has changed from calm to harassed. As most encounters with Mer Folk are peaceful her activities merit notice and concern.

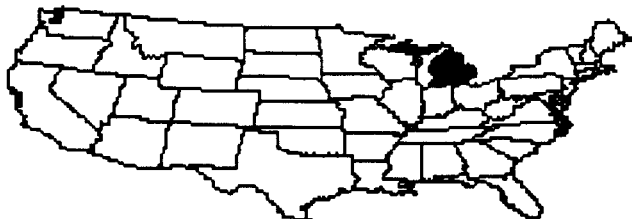
The last time such an occurrence transpired was in 1939 when the Copenhagen Mermaid began to pelt harbor tugs with lütfsk\*. Some think this was the heralding for the second World War while others believe she was just out of sorts.

Surprisingly there has been no activity on the Canadian shore or further down river where she often makes an appearance near Trenton.

For the months following the ecological disaster created by the Exxon Valdez in Alaska, strange graffiti was found sprayed on the sides of Exxon supertankers. Translated from what the Bureau believes to be the old language of Atlantis, is the warning "Your time will come!" As these are salt water mer folk, it is thought to be unrelated.

\* Lütfsk is a Swedish delicacy. A whole fish is soaked in caustic chemicals and dried until it reaches the consistency of hardwood. This makes an excellent shingle for the barn and can easily survive the harsh winter usefully. After soaking in milk, Lütfsk can be either eaten or used to frighten children.

### Zug Island Mermaid



Michigan 1957-1990's

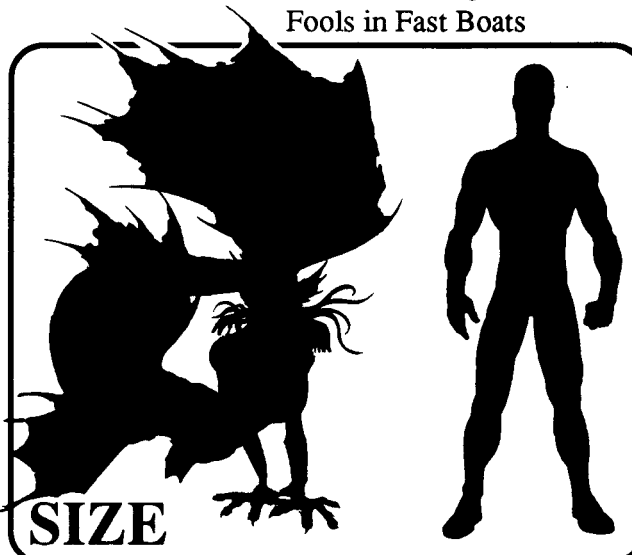


## GAME DATA

TMP: Any STR: 15+ DEX: 13+  
AGL: 16+ HPT: 94 ARE: Water  
MRE: 10%

**DAMAGE** BITE BIO1  
TAIL SLAP TA04

IMMUNITY Disease, Natural Forces  
PERSONALITY BGR  
BANE Pollution, Freighters,  
Fools in Fast Boats



SIZE

# BUREAU 13

## International Reports



***CONFIDENTIAL***



# BUREAU 13

## International Reports

Collected reports dealing with Paranormal Phenomina collected by Bureau 13 agents.

Does Not Include North American Phenomina.

This publication is accessable on computer and microfilm file with cross index.

CLASSIFICATION:

BM EG-1977-0426-001

BUREAU 13 FOREIGN INTELLIGENCE SECTION  
CAIRO, EGYPT  
04-26-77, 00:33, EST

ULTRA SECRET

INTELLIGENCE ESTIMATE NO. 12

REFERENCES: UNDERCOVER BUREAU 13 AND MIFIISH BIIRA HINA AGENTS OPERATING IN IRAQ.

1. SUBJECT

This document is in response to the transfer of a major paranormal artifact in the Middle East region. On 04-22-68, a young Iraqi military officer acquired the famed Mashwi Zimiil Djinn bottle, known since the reign of the Assyrian Shalmaneser III. This bottle, while a very powerful artifact, has a major drawback in the luck associated with it.

2. ARTIFACT

The Mashwi Zimiil bottle is inhabited by a djinn by the name of Zuhayr. According to translated records, Zuhayr is described as a *'giant of a man'* dressed in the finest silks available and wearing three gold earrings. As with any other artifact, mere possession of the item does not guarantee automatic use. In this case, a contest of will occurs between Zuhayr and his hopeful user. If the user wins, Zuhayr grants the user anything his heart truly desires, but if the user loses, Zuhayr kills him or her with a blast of fire. It is rumored he eats the remains.

Unlike most djinn, Zuhayr seems to be possessed of some rudimentary form of honor. In some cases he will fulfill the user's wish without quibbling over fine points or corrupting the wish any way possible. Additionally, in some extremely rare instances Zuhayr will act without the prior knowledge of his user and act in the user's best interests. A documented occurrence is when Zuhayr was owned by Kalif Hussai of Persia in the late 9th century. During a battle with a rival clan, Hussai came under fire from enemy archers. Zuhayr emerged unsummoned from his bottle and deflected an arrow that, had it struck the Kalif, would surely have been fatal. Tragically the giant's weight capsized their boat and Hussai drowned.

Unfortunately, with such an ally there is usually a price to pay. The spiritual power of Zuhayr grants all who own him almost unlimited wealth and temporal power, but the deadly lack of luck outweighs this gift. In documented evidence, every owner of the Mashwi Zimiil bottle is doomed to rise to great power, but ultimately will be defeated and killed. The means of defeat seems to be in direct relation to the largest "gift" the djinn grants the user. The following cases have been verified:

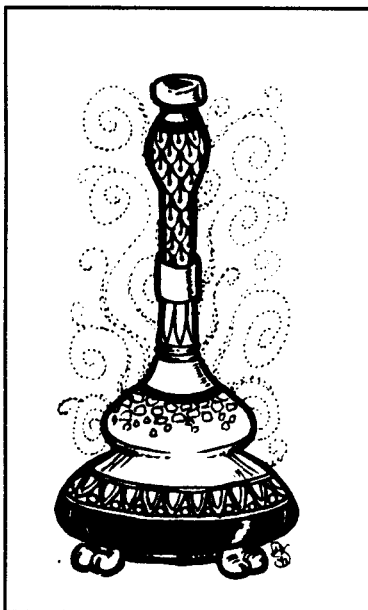
-A legend of an early possessor of the bottle was Abu Newzi, a hideously diseased (leprosy) man who was shunned by all Bagdad. He discovered the bottle and possessed such will that he easily overcame Zuhayr. Disdaining riches or power, he asked, and received from Zuhayr, health and the land's most beautiful harem. His wish was granted, and the bottle and djinn forgotten. Newzi was brutally stabbed to death by his harem six years later and the bottle was stolen by an escaping girl who vanished into the desert.

-Another owner of the bottle was Mustaffa Kalif Shaerea, who used Zuhayr and the bottle in an attempt to subjugate the entire world. While he grew powerful enough to crush the surrounding tribes, his forces were defeated and then beheaded on the banks of the Tigris River and the bodies used to feed the vultures.

The most recent owner of the bottle was Egypt's King Farouk, who rose to power after his father's death. It is thought that the bottle was discovered in a secret room in the lower chambers of the palace.

Unlike other owners of the bottle, Farouk settled into a life of luxury and ease as Egypt's last ruling monarch. Well respected by his countrymen, the effects of the bottle took their toll and left Farouk a fat embarrassment to the country when he felt the need to live his life as an elitist while his subjects suffered.

Curiously, King Farouk found that he had the key to controlling the djinn, and this fact perhaps mitigated his destruction in the way that he was only deposed instead of being killed like the other rulers. One rumor says that the key to controlling Zuhayr is, instead of being a demanding master, that the owner instead call the djinn out of the bottle every so often as a sort of "vacation". Farouk's love of American movie starlets may have been a contributing factor in the attempt to gain control of the djinn, and several unconfirmed reports place him in numerous post-World War II restaurants in the company of two famous movie starlets and an unidentified man, described as heavy-set and with several earrings and odd mannerisms. Farouk was deposed by a military coup in 1952, as Cairo burned in civil unrest and economic chaos.



Mashwi Zimiil  
Djinn Bottle  
Farouk Collection  
1949



### 3. PRESENT OWNER

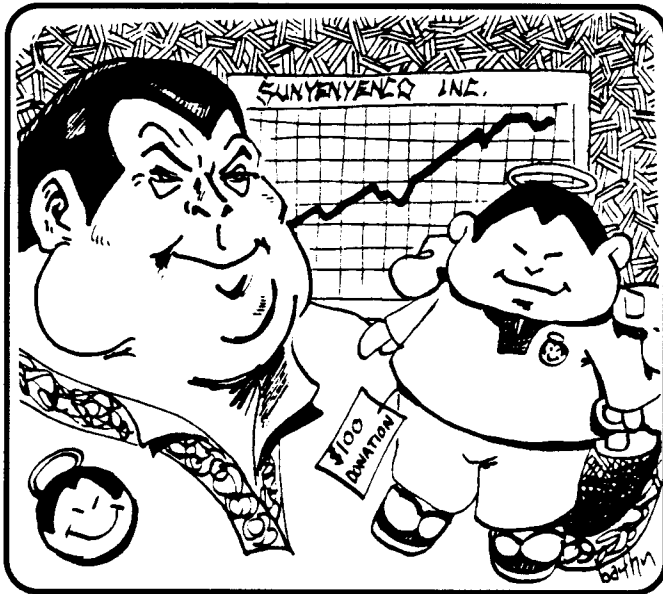
The present owner of the Mashwi Zimiil bottle is an Iraqi Colonel named Sadaam Hussein. This man possesses some of the characteristics of the great Kalifs, but unfortunately could almost be classified as insane due to a combination of megalomania and paranoia. His meteoric rise through the ranks can be attributed to an almost ruthless plan of backstabbing, bribery and murder. While Colonel Hussein is a minor threat to those people who support him, he is a major one to people who feel that he is becoming too powerful for his own good. With the addition of the power the djinn bottle will grant him, he could almost be an unstoppable force in the middle east.

### 4. RECOMMENDED ACTION

It is the recommendation of the investigating agents that Colonel Hussein be ignored for now as he is a relatively minor threat to the stability in the region. Several MOSAAD / Sunlight agents have expressed an opinion that the Colonel will soon be murdered himself, thus ending the possible threat. In a rare cooperative agreement with Bureau 13, Sunlight agents have agreed to keep close tabs on the djinn bottle and to attempt recovery of it when Colonel Hussein is deposed.

s/ AGENT SAYIR MUSTAFFA  
4/26/77

## SUN YEN YEN'S CHURCH OF ONE



### HISTORY

He was born Yü-Wei Huang to penniless parents from a poor farming village in the Chinese province of Fukien. It was 1946. Three years later a ragtag group of Marxists took command of the political chaos that had become China and began to establish yet another workers paradise.

By 1967 the Cultural Revolution was in full swing, destroying the nation's culture, educational system, and anything else that didn't adhere to their strict Maoist beliefs. In the span of just a few years the young and fanatical Red Guards had dismantled the nation's system of beliefs, theology and education to pave the way for the "New, World Marxist Order."

Now a common Manure shoveler, the dull whitted Ch'en pondered the fact he was living in a workers paradise and had to work so hard. While toiling in the fields he grew resentful that he had slid into a menial job to survive while the same band of former rag-tag Marxists were now among the wealthiest in the country. His fellow laborers steered clear of him, marking him a radical and a threat to their own well being. His resentment grew into vocal grumblings until one day he voiced his questions to a red guard overseer and was promptly whacked over the head with a shovel.

As he opened his eyes, his clouded brain began to clear. In the days that followed he began to reason that there were better places and better ways to live. He planned to set out for Hong Kong and from there to the land of opportunity his grandfather told him of. A far place called America where all who lived there were rich, money was easy to come by and the streets were paved with noodles. He planned for a year. Under cover of darkness, passed the last barbed wire to freedom. Adopting the alias of Sun Yen Yen he learned English and worked in the sweat shops of Hong Kong.

His goal was simple. He would create a new world religion, a philosophy of 'One' with himself as the prophet. Another kind of profit was really on his mind, with the simple understanding that if everyone in the world sent him 'One' dollar, that would make him rich. The Americans wanted Eastern Wisdom and he would help them find it. If an old Science Fiction Writer could do it, so could he. The dollars soon turned to tens and then hundreds. As thousands and tens of thousands rolled in, his appetite for wealth increased geometrically.

### THE CHURCH OF ONE

Soon thousands of converts had joined his cause. Under the benign leadership of Sun Yen Yen a great religion grew as his followers gained converts by preaching the philosophy of the One. Thousands labored to become such as he, and he reveled in the irony of it all. For as he provided spiritual enlightenment to the people of the western world, his investments grew.

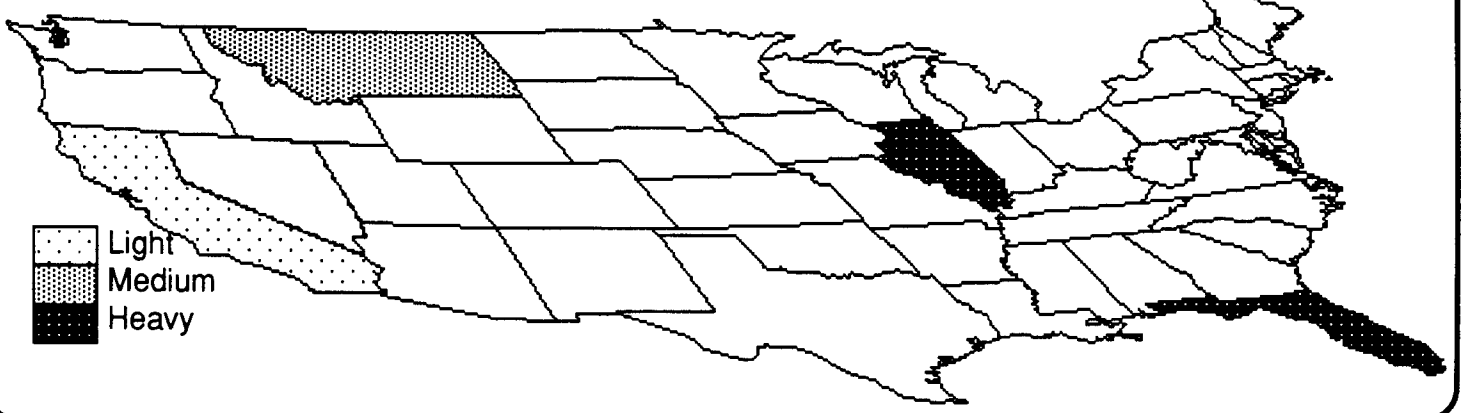
He founded the Church of One.  
Thousands flocked to hear his teachings.

He purchased a mansion to shelter he and his followers.  
His people nodded at his wisdom.

He bought a town in Montana.  
Thousands flocked to hear his teachings and bake  
eggrolls for sale on street corners.

He bought a Yacht.  
Bureau 13 sunk it.

### AREAS OF INFLUENCE



## THE MIAMI DISASTER

It is not precisely known why, in the darkness of the night, the six members of Team Armadillo stealthily slipped aboard His Supreme Oneness' yacht to plant the explosive charges which would hole the \$35 million vessel and send it to the bottom of the bay. It is known that the bodies of the agents caught in the blast were recovered by Sun Yen Yen, giving him a new target, a new evil against which to preach. (And perhaps enough donations to replace his yacht from wealthy converts convinced of a government conspiracy.)

Sun Yen Yen has an obsession with finding and ruining the members of a shadowy organization only known as "The 13 Agencies." (Yü-Wei failed to excel in the mandatory English classes when attending the people's school.) Only a select few of his converts are even aware of their Prophet's war against these new forces of evil, as he perceives the Bureau. His attempts at gaining converts in the United States government has succeeded, but this has given him little in the way of new information to work with. Nevertheless, his search continues even to this day.

## FOLLOWERS OF SUN YEN YEN

Sun Yen Yen is a minor threat to Bureau agents who know how to handle this obese con artist with delusions of grandeur. Any agents encountering one of the multitude of Oneness disciples who frequent airports and bus stations hawking egg rolls, the Small Book of the Great ONE, and cheap imitation jewelry should not be alarmed but should exercise caution. It is estimated the majority of Sun Yen Yen's followers have the mental prowess of a gerbil.

## VITAL STATISTICS

|               |          |         |
|---------------|----------|---------|
| STR: 07       | INT: 16  | THR: 08 |
| CON: 10       | WIS: 06  | DOD: 06 |
| DEX: 07       | LCK: 16  | ACC: 12 |
| AGL: 05       | CRZ: 18  | STB: 33 |
| SNS: 14       | MRE: 03% | PIE: 04 |
| <b>HPT 91</b> | MCD 0    | WKM 0   |

Height 6' Weight 360 Eyes Br Hair Bl.

## METHODS OF OPERATION

Sun Yen Yen has a completely legal but devious method of gaining new converts. Initially, he sends several of his more "expendable" followers, usually people who are little more than mindless 'yes-men' into a new location to sell egg rolls, junk jewelry and also to gauge the local disillusioned population's reaction to them.

If the reaction is favorable, he then sends in his more eloquent speakers in an attempt to convert as many people as they can before he himself arrives to "wheel out the heavy guns" and pressure those who have stronger wills. Those who continue to resist his philosophy are pressured by people who earlier were their best friends and coworkers to abandon their life of capitalistic decadence and to become one with the family. Their subsequent diet of eggrolls and cheap artificially sweetened plum wine leaves them in such a depressed physical state as to make them more receptive to the Prophet's brainwashing. (SEE ALSO NORTH KOREA TECHNIQUES FOR BRAINWASHING, 1951-53)

Once a small percentage of a location's population is under his sway Sun Yen Yen then introduces them to the second stage of his philosophy of Oneness, which is actually the 'Twelve Scout Commandments' to further convince his new converts that his religion is actually out to rid the world of evil and to help their fellow man. The converts are encouraged to give up a vast majority of their free time to serve in volunteer organizations while not forgetting to attend the weekly "Sun Yen Yen Touches Us All" meetings.

After several weeks the official Philosophy of Oneness accountants have made thorough background and credit checks on the new converts to determine which are the wealthiest among them and who is in need of saving by radical alteration in their capitalistic ways. These people the Prophet invites to his mansion in Montana to elevate themselves to the third stage of the philosophy, which is little more than donating all of their worldly possessions to Sun Yen Yen for him to dispose of at once.

By using this technique he has amassed a major fortune and owns large blocks of stock in several aerospace firms, all of which he keeps carefully hidden behind his tax-free status. His power is growing.



## PRIMARY INFLUENCES

USA  
Hong Kong  
Germany  
France  
Italy  
Yemen

# CANNIBAL CULT

It all started in 1931. Just a few people, here and there. At the time the country of Mexico was a free-wheeling place, much more liberal than the straight laced United States. While suffering from the Great Depression as was the rest of the world, the northern towns just over the Mexican/U.S. border were experiencing a kind of economic boom due to the anglos who entered every day in search of some light, no strings attached entertainment to take their minds off their troubles. They went down, just for few days, to enjoy laughs, tequila and other spirits that weren't available in their home country, home made Mexican food and perhaps to have a few cheap experiences in sunny Tijuana and it's brethren. The mood was light, and few really cared when some vanished.

The Bureau was just settling into a comfortable pattern in those days. The supernatural problem in the United States, ignored for a long time until it became a problem of almost unmanageable proportions, was being rapidly brought under control, and the agency was considering scaling back operations due to the general lack of paranormal occurrences. But this is not to say that all phenomenon ceased. While Franklin Delano Roosevelt campaigned heavily for the New Deal and the presidency, the Bureau combated the creatures who preyed on both the downtrodden and on those who had jumped the right way in 1929 and escaped the collapse of the Stock Market unscathed. The agency didn't have time to deal with mysteries that occurred in a country where they had little influence.

That is, until a Bureau agent on vacation in the Mexican town of Puerto Libertad in the state of Sonora vanished without a trace. When his wife, also an agent, grew worried, she contacted the agency and started searching for him on her own. She too vanished.

A team was immediately dispatched to investigate the disappearances. Two months later and several hundred dollars worth of bribes paid, they were no further to locating the two then they were when they started. For all intents and purposes, the couple had vanished off the face of the Earth.

The Bureau, now concerned as to the fate of its missing agents, took an active interest in the happenings south of the

TONATIUH'S

# CANNIBAL CULT

border. Checking records, they discovered that several dozen people had vanished, mostly American citizens visiting Mexico for a variety of reasons. Many could have simply moved deeper into the country and had fallen prey to foul forces, but few could explain why all three children of a family visiting relatives in Hermosilla had vanished out of their hotel rooms in the middle of the night. The agency saw a rather nasty pattern developing, and became concerned.

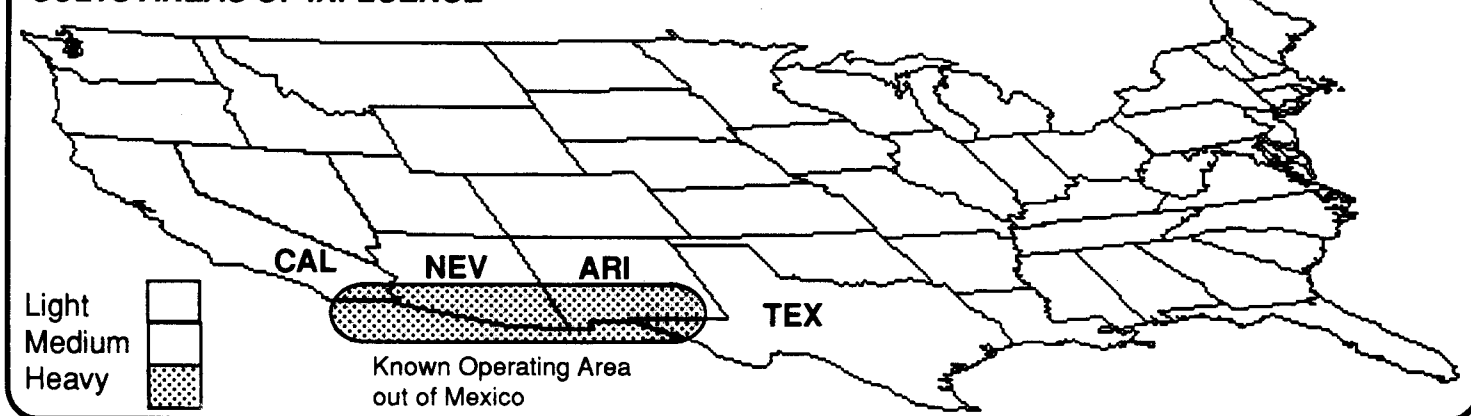
A team of crack Bureau agents crossed the Mexican border late one night. They carried their weapons, documentation identifying them as Mexican citizens, and enough money to buy themselves the nation of Guatemala if they had so wished. All six spoke flawless Spanish and all could pass as natives. They spread throughout the towns of the northern states and left no stone unturned in their quest for evidence.

Where the other agents had failed, these six succeeded. On July 14, 1931 the team found the two missing agents, their lifeless bodies cast into a charnel pit located twenty miles south of Chihuahua along with those of over thirty other men, women and children. All had been butchered at another location, their blood and vital organs removed. Investigation revealed that some of the corpses had been gnawed on by an omnivorous creature, probably man.

Their search took on a new urgency when consultation with a local Bruja revealed a vast amount of magical energy was building, energy the likes of which had not been seen since the pre-Spaniard days. She warned the team that the old gods were returning to purify the western hemisphere with fire and blood, then packed her bags and fled to Africa.

The team listened to the old woman's warnings and became the perfect paranoids. It was this action that led to the break in the case, an overheard comment about a group of people who were to become the new gods over man, and once they were the repugnant anglos with their repulsive technology and traitorous ways would be fed to the sun. Following this lead, the team gathered information and ultimately ended up in the basement of a huge house of ill repute in Chihuahua. Weapons ready, they broke down the

## CULTS AREAS OF INFLUENCE



door to find a group of thirty people feasting on the freshly killed remains of three college coeds who were reported missing while on a study tour in Mexico City.

No mercy was granted. The expense reports for the undercover team would later show that they had expended somewhere on the order of 900 rounds of ammunition from their Thompson submachine guns. When the smoke cleared the cultists lay dead among the corpses of their victims. The team dynamited the house over the remains and returned to the U.S. to file their reports. Over many years the story had been superseded by greater atrocities committed by people who were more diabolic than a group who ate humans and the incident was all but forgotten.

In 1952 the Bureau once again encountered the new and improved cult. A report of Pancho Villa crossing the border into the United States was reported by several aged military men who had rode against him around the turn of the century. The agency realized that Pancho Villa had been dead for nineteen years and that another group or a paranormal phenomenon was responsible. They assigned the newly-formed Team Atomic to investigate the attacks on towns in Arizona.

Team Atomic found that the Mexican Cannibal Cult was alive and well, crossing the U.S. border and kidnaping victims to be used in their unholy rituals. This time the cult was defeated in a three hour long running gun battle to the Mexican border, where those cultists who had escaped the team were gunned down by trigger-happy Mexican police.

The third and latest encounter with the cult was in 1973, when the high priests arranged to hijack and use as sacrifice a Mexican tour bus filled with American tourists. Only with the assistance of a Colonel in the U.S. Air Cavalry and an armed midnight incursion across the border saved the lives of many innocent victims. The now-veteran Team Atomic reported that the priests of the cult were now stronger than ever and had actually summoned a phoenix to incinerate them. Only the timely intervention of an agent armed with a dry chemical fire extinguisher ended the threat. Once again the high priests escaped capture.

## THE TRUE NATURE OF THE CULT

The Mexican Cannibal Cult is a group of worshipers of Tonatiuh, the sun itself who can only survive through the ingestion of human blood through sacrifice. It is theorized that, through the use of human sacrifice and enchanted obsidian blades, five members of the cult are attempting to raise themselves to the level of godhood and replace those they worship. It is theorized that they were first formed in 1930 and has been defeated by the Bureau every time they attempted to continue their reign of terror. Another theory states that each time a sacrifice is interrupted a twenty-one year cycle must occur before the five cultists are again granted their power to continue their sacrifices. The agency believes that some of the power the high priests gain goes to extend their life spans to almost indefinite.

### RECOMMENDATIONS:

All Bureau agents are advised that each time the cult has resurfaced they have been more powerful and better organized. The next projected revival of the cult is 1994, and as this is little more than 20 years away the agency will have plenty of time to prepare and this is classified as a low priority.

### FOLLOWER

|                |                 |                |
|----------------|-----------------|----------------|
| <b>STR:</b> 14 | <b>INT:</b> 09  | <b>THR:</b> 12 |
| <b>CON:</b> 15 | <b>WIS:</b> 08  | <b>DOD:</b> 12 |
| <b>DEX:</b> 12 | <b>LCK:</b> 13  | <b>ACC:</b> 12 |
| <b>AGL:</b> 10 | <b>CRZ:</b> 12  | <b>STB:</b> 53 |
| <b>SNS:</b> 12 | <b>MRE:</b> 15% | <b>PIE:</b> 19 |

|                |               |                |
|----------------|---------------|----------------|
| <b>HPT</b> 071 | <b>MCD</b> 12 | <b>WKM</b> 110 |
|----------------|---------------|----------------|

### PRIEST

|                |                 |                |
|----------------|-----------------|----------------|
| <b>STR:</b> 18 | <b>INT:</b> 14  | <b>THR:</b> 14 |
| <b>CON:</b> 16 | <b>WIS:</b> 12  | <b>DOD:</b> 15 |
| <b>DEX:</b> 13 | <b>LCK:</b> 16  | <b>ACC:</b> 12 |
| <b>AGL:</b> 12 | <b>CRZ:</b> 18  | <b>STB:</b> 70 |
| <b>SNS:</b> 17 | <b>MRE:</b> 33% | <b>PIE:</b> 20 |

|                |               |                  |
|----------------|---------------|------------------|
| <b>HPT</b> 110 | <b>MCD</b> 14 | <b>WKM</b> 1500+ |
|----------------|---------------|------------------|

Have Talents in Magic, Nature Based and Necromancy specific to the gods and creatures of the region.

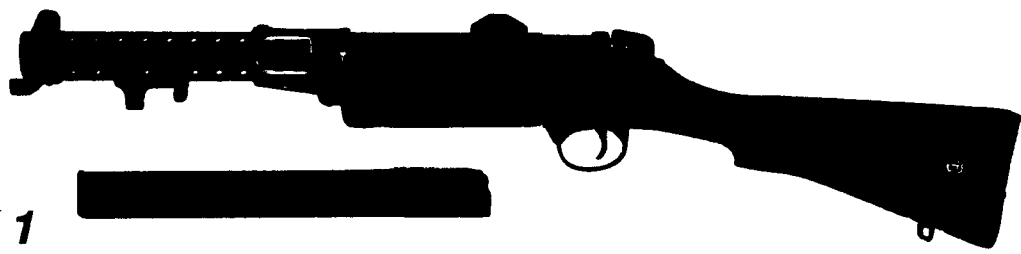


### PRIMARY INFLUENCES

USA  
Mexico

# SUB-MACHINE GUNS

**BRITISH**  
1940-1945

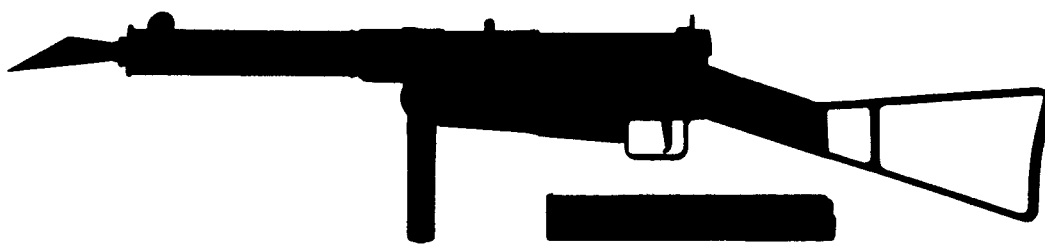


**Lanchester MK 1**

| SUB-MACHINE GUN |         | "Lanchester MARK 1" |    |            |    |            |    |
|-----------------|---------|---------------------|----|------------|----|------------|----|
| ROF             | AMO FGH | PB                  | VS | SH         | ME | LO         | EX |
| 1               | 20      | +0                  | +2 | +2         | -1 | -4         | -8 |
| CAP 50          |         | WTE 9.6             |    | EFFECTIVE  |    | EX+        |    |
| CIR 1940        |         | MIS 2% <i>d</i>     |    | 4 <i>d</i> |    | 1 <i>d</i> |    |
| HSM +1          |         | KDM —               |    | SPC (fo)   |    | EF=10      |    |

**Lanchester MK 1**

A hastily produced copy of the German MP 28, it served mostly in the royal navy and Airforce during WWII. Few saw combat in the European theatre. Designed Fires single shot or automatic. (\*9mm Parabellum\*)



**Sten MK 1**

| SUB-MACHINE GUN |         | "Sten Mark 1 "  |    |            |    |            |     |
|-----------------|---------|-----------------|----|------------|----|------------|-----|
| ROF             | AMO FGH | PB              | VS | SH         | ME | LO         | EX  |
| 1to3            | 19      | +4              | +4 | +2         | -4 | -8         | -12 |
| CAP 32          |         | WTE 7.2         |    | EFFECTIVE  |    | EX+        |     |
| CIR 1941        |         | MIS 2% <i>d</i> |    | 4 <i>d</i> |    | 1 <i>d</i> |     |
| HSM +1          |         | KDM —           |    | SPC (eo))  |    | EF=09      |     |

**Sten MK 1**

The STen gun was produced to provide an effective sub machine gun for troops in North and East Africa. Early models may have had a cone shaped flash hider and a crude forward pistol grip. (\*9mm Parabellum\*)



**MCEM 2**

| SUB-MACHINE GUN |         | "MCEM 2"        |    |            |    |            |     |
|-----------------|---------|-----------------|----|------------|----|------------|-----|
| ROF             | AMO FGH | PB              | VS | SH         | ME | LO         | EX  |
| 1to4            | 32      | +4              | +3 | +2         | -4 | -8         | -14 |
| CAP 18          |         | WTE 6.0         |    | EFFECTIVE  |    | EX+        |     |
| CIR 1944        |         | MIS 2% <i>d</i> |    | 5 <i>d</i> |    | 1 <i>d</i> |     |
| HSM +1          |         | KDM --          |    | SPC (fhi)  |    | EF=10      |     |

**MCEM 2**

Designed for the British by a Polish Officer, Lt. Podsenkowsky the MCEM 2 (Military Carbine Experimental Model) was hoped to be an effective replacement for the Sten. This weapon had a canvas covered buttstock, detachable, that became a holster to help conceal the weapon.

While never formally accepted by the British military, a number were produced but never saw combat during war-time. Instead, most made their way into the hands of private collectors. It is thought that it's massive recoil lead to its official rejection by the British army. (\*9mm Parabellum\*)

## JACKETED PROJECTILES

|   |                                   | Dice Damage |
|---|-----------------------------------|-------------|
| F | Full Jacket, Round / Pointed Nose | F d8 +2     |
| G | Tracer (add d6 burn)              | F1 d8 +1    |
| H | Armor Piercing                    | F2 d8 +3    |
| I | Armor Piercing (Pointed)          | d8 +6       |
| J | Flat Point                        | P d8 +2     |



**9mm Parabellum**



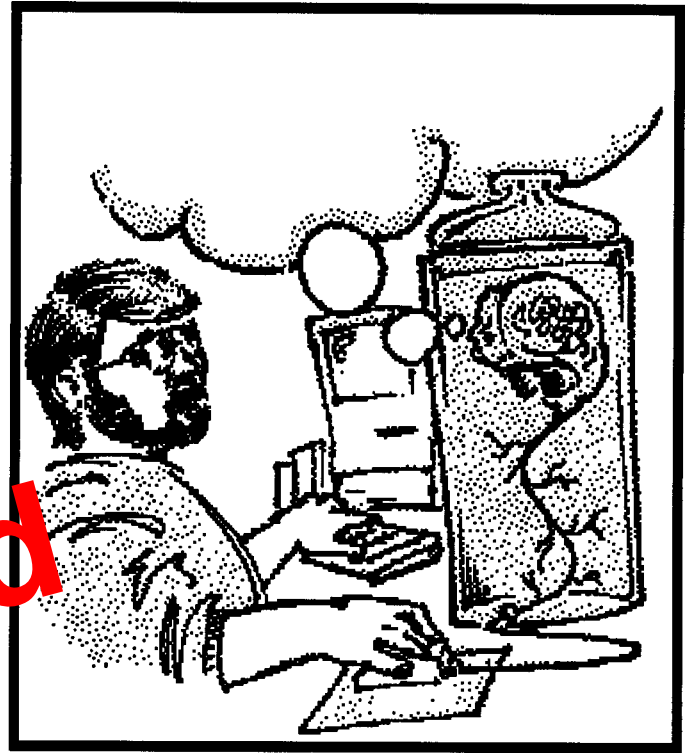
# Bureau 13 Internal

## FAX

06/06/92

This FAX is

**Classified**



It had come to the attention of the Disinformation Office that there was a direct paranormal information leak connected to a small Michigan simulation company.

Persuant to the investigation the guise of Federal agents was used to apply pressure to stop this data from being published in any form whatsoever.



Guys.... First Auston and now you  
blew this one in Michigan big time.

**Travis Johnson**

Travis Johnson

Internal Investigations Director



**DISPOSITION OF NEVADA BUREAU SUPPLY DUMPS  
FEBRUARY 13, 1949**

The following is the final report on the dispositions of the supply dumps whose locations have been a mystery to agents of the Bureau since 1911.

On April 3, 1911, the Bureau 13 offices located in downtown Reno, Nevada were struck by lightning and set ablaze. While no loss of life occurred in the accident, a wealth of Bureau files, notes and maps were lost with the destruction of the file room. At the time of the fire the supply dumps for the Nevada Bureau region had just been placed and the sites had not been noted by the region agents before the map was burned beyond recognition.

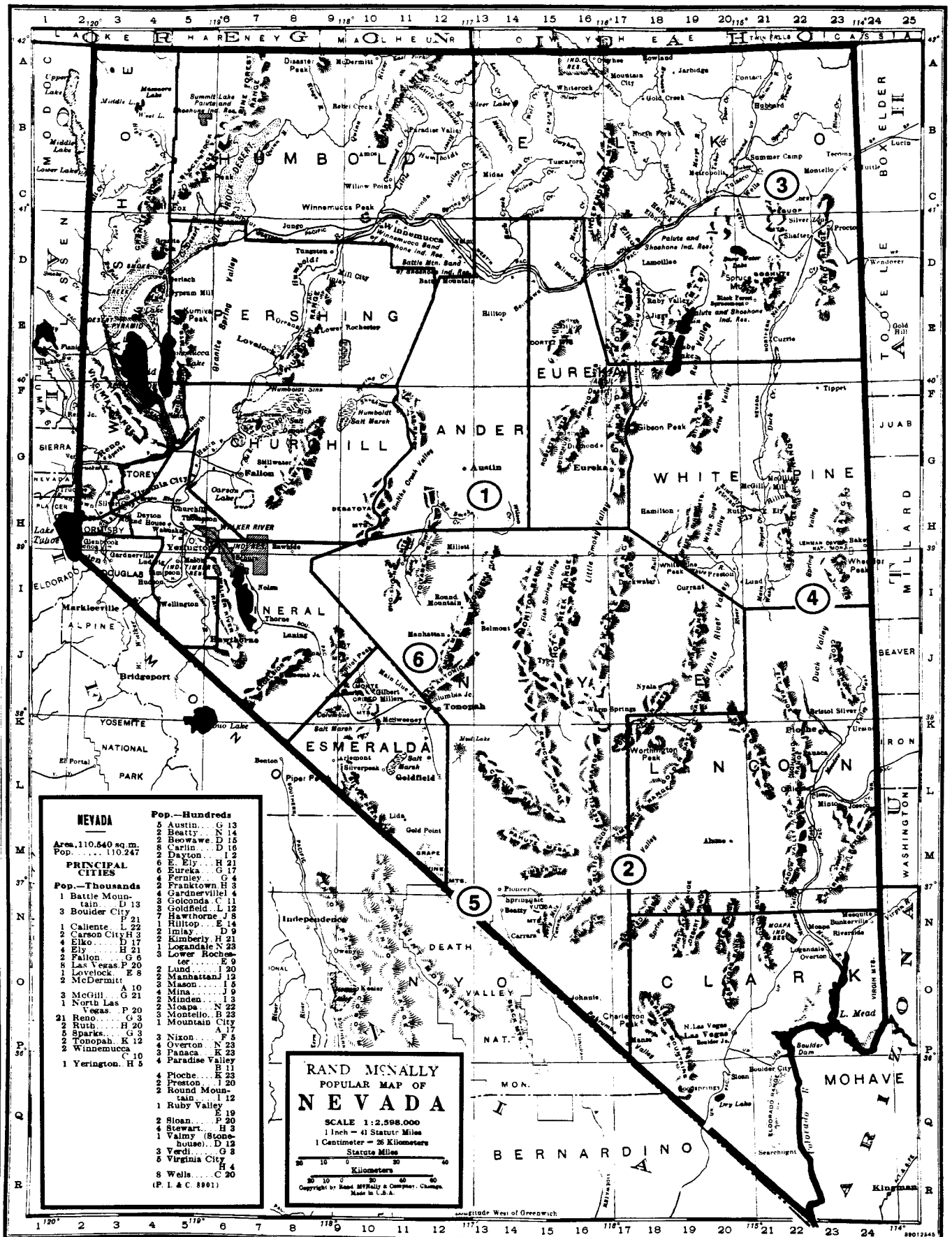
As local supply dumps were under the jurisdiction of the regional commanders instead of the Bureau's national branch, (this was 1911) there were no other listings for the sites. Only in the past two years with the centralization of the regional commands under a unified central administration has the Bureau even known about the missing dumps. The following is the status of these dumps.

1. AUSTIN. This supply dump has weathered the past 37 years without receiving damage or being discovered. Unfortunately, this dump is now the site of a Nevada State Police post and is only accessible by either digging under or through the floor of said post. Contents are unknown, but it is believed that this was a dump for weapons and blast kits.
2. BELTED RANGE DUMP. This dump was placed in an isolated area and the investigating team believes that it was intended to be used as a malevolent supernatural storage facility. Base has little in the way of amenities, but is full of outdated equipment and information. A duplicate listing of the files lost in the Reno blaze is stored here. It is advised that this area be scavenged as soon as possible because of the proposed nuclear tests in the region.
3. SUMMER CAMP. The Summer Camp supply dump was located approximately twelve years ago and looted by unknown parties. The investigating team found nothing of value left. At this time it is completely unknown what the contents or purpose of this base were.
4. LEHMAN CAVE AREA. This site suffered from a cave-in somewhere around 1933. The condition of this base should be classified as extremely dangerous, due to the instability of the concrete ceiling. Additionally, the investigating team had reason to believe that some sort of toxic substance was stored at this site and it is still believed to be a threat to human life. Investigating team recommends avoiding this site at all costs.
5. BEATTY. The Beatty supply dump is in pristine condition and is awaiting activation. Access is through an abandoned ranch house that was found to be owned by the Nevada branch of the Bureau since 1899. Equipment will be outdated, though. Believed to be another weapons dump.
6. MANHATTAN. This dump was discovered by local police in 1928, but fortunately was written of as the lair of a gangster. A total write-off as the locals disposed of the contents.



DAVE,  
FILE THIS AWAY  
FOR NOW, WE'LL GET  
TO IT LATER.

MAX



| NEVADA                   |                             |
|--------------------------|-----------------------------|
| Area, 110,540 sq. m.     |                             |
| Pop. . . . . 110,247     |                             |
| PRINCIPAL CITIES         |                             |
| Pop.—Thousands           | Pop.—Hundreds               |
| 1 Battle Mountain        | 5 Austin . . . G 13         |
| 2 Carson City            | 2 Beatty . . . N 14         |
| 3 Boulder City           | 2 Boonville . . N 15        |
| 4 Caliente . . . L 22    | 3 Carlin . . . D 19         |
| 1 Carson City            | 2 Dayton . . . I 12         |
| 2 Elko . . . . . D 17    | 6 Ely . . . . . H 21        |
| 4 Ely . . . . . H 21     | 6 Eureka . . . O 18         |
| 2 Fallon . . . . . G 6   | 4 Fernley . . . G 4         |
| 8 Las Vegas . . P 20     | 2 Franktown . H 3           |
| 1 Lovelock . . E 8       | 4 Gardnerville . 4          |
| 2 McDermitt . .          | 3 Goldconda . C 11          |
| 3 McGill . . . . A 10    | 3 Goldfield . . L 12        |
| 1 North Las Vegas . P 20 | 7 Harshorne . J 8           |
| 2 Ruth . . . . . H 20    | 1 Hilltop . . . E 14        |
| 5 Sparks . . . . . G 3   | 2 Imlay . . . . D 9         |
| 2 Winnemucca . C 10      | 2 Kimberly . . H 21         |
| 1 Yerington . . H 5      | 1 Logandale . N 23          |
|                          | 2 Lower Rochester . E 9     |
|                          | 2 Lund . . . . . I 20       |
|                          | 2 Manassah . J 12           |
|                          | 3 Mason . . . . . H 3       |
|                          | 4 Mina . . . . . J 9        |
|                          | 2 Minden . . . I 3          |
|                          | 2 Moapa . . . . N 22        |
|                          | 3 Montello . B 23           |
|                          | 1 Mountain City . A 17      |
|                          | 3 Nixon . . . . . A 15      |
|                          | 4 Overton . . N 23          |
|                          | 3 Panaca . . . K 23         |
|                          | 4 Paradise Valley . B 11    |
|                          | 4 Pioche . . . . . K 23     |
|                          | 2 Preston . . . P 20        |
|                          | 2 Round Mountain . I 12     |
|                          | 1 Ruby Valley . . E 19      |
|                          | 2 Sloan . . . . . P 20      |
|                          | 4 Stewart . . . H 3         |
|                          | 1 Valmy (Stonehouse) . D 12 |
|                          | 3 Verdi . . . . . G 3       |
|                          | 5 Virginia City . H 4       |
|                          | 8 Wells . . . . . C 20      |
|                          | (P. L. & C. 8901)           |

**RAND McNALLY**  
**POPULAR MAP OF**  
**NEVADA**  
 SCALE 1:2,598,000  
 1 Inch = 41 Statute Miles  
 1 Centimeter = 25 Kilometers  
 Statute Miles  
 Kilometers  
 Copyright by Rand McNally & Company, Chicago, Made in U.S.A.

Nevada Map Copyright by Rand McNally  
 Coliers Atlas & Gazetteer

# MAGICAL ETHER DISTURBANCE DETECTOR: USE AND MAINTENANCE.

## HISTORY

In 1912, a German doctor by the name of Eberhard Goerlitz theorized to his colleagues at the Berlin Institute of Technology that it was possible to construct a physical device which would be able to actually measure the flow of magical ether, a substance that exists simultaneously with all other things on the Earth and is the power behind what we call "Magic".

When unanimously laughed out of his teaching career, he wandered dejectedly until he was contacted by an undercover Bureau agent who had heard his theories. Finding a kindred spirit in this "student" from the United States, he was easily convinced to flee Germany just before the assassination of Archduke Ferdinand and the beginning of The Great War.

Within several years, Doctor Goerlitz was able to actually construct a working prototype of his Ether Detector before he was killed by his girlfriend's jealous husband. The Bureau, operating through the undercover agent who had become the Doctor's assistant, confiscated all of his notes, lab manuals as well as the prototype before the police arrived to search for clues to the crime. Using the prototype and the notes, Bureau scientists reverse-engineered the device and discovered that taken individually, the parts had no practical use that they could discern, and were actually useless, but when assembled into the complete device, it would measure the magical ether of an area and display the results on a meter that slightly resembled a barometer.

The Magical Ether Disturbance Detector is used to measure increases and/or decreases in the

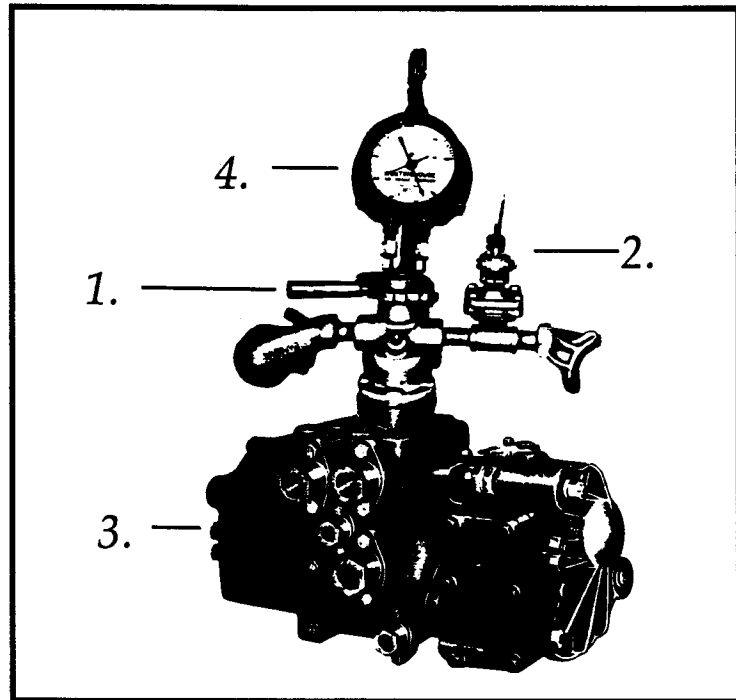


Figure 1 Goerlitz Ethereal Disturbance Detector

prevailing ethereal flow of any area. This device, while not able to deliver pinpoint accuracy of magical use, will be able to provide agents with a general idea of whether the area is ether rich or poor in magical ether as a result of a magical spell or the transport of some ethereal creature. Weighing only eighty-five pounds, the device can be read by someone with a working knowledge of the states of magical ether or by a meteorologist. The detector is not concealable, being twenty-seven inches wide by twenty-nine inches tall, and agents using the device in public are advised to state that it is "...one of those newfangled German Cameras."

There are four key parts to the Magical Ether Disturbance Detector:

### 1 ZERO ADJUSTMENT LEVER.

This is used to clear the device of any previous readings that have taken, as well as to clear the detecting mechanism of any ethereal leakages from the agents during the operation or use of the device. It is operated by grasping the handle and pumping in a vertical motion several times.

## 2 *ETHER SAMPLE VALVE.*

It is through this aperture that the ether sample is gathered and passed through to the main analysis chamber. It is a one way valve that does not let any amount of the sample escape the device unless intentionally drained by the user.

## 3 *MAIN ANALYSIS CHAMBER.*

The ether sample is passed through a series of pipes until it reaches this chamber, where it is broken down and the resulting substance, such as yet unidentifiable, is tested to determine the actual amount of magical energy left in the sample. Several attempts have been made to determine exactly how this analysis takes place but as the analysis area seems to be little more than an open space filled with pulleys, wires, and brass rings connected to some sort of tube assembly and packed in loose copper marbles. No progress has been made.

## 4 *METER.*

This is the meter upon which the magical intensity of the ether sample is displayed. It has been determined that this is little more than the face of a barometer attached to a power source and strange sampling equipment and can be read as such. The "higher" the pressure the meter reads, the greater the disturbance in the magical ether. A specific area will be readable by the detector for approximately 5 days. After that, the levels drop sharply, and only minimal readings will be obtained.

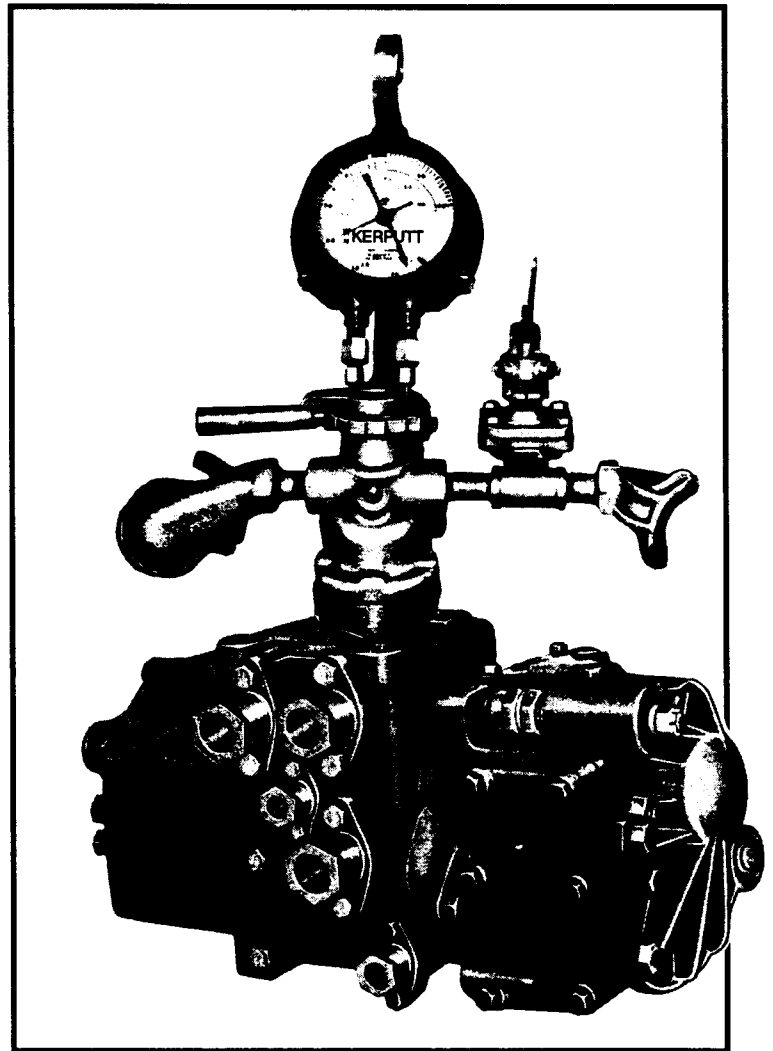
## *POWER REQUIREMENTS.*

Additionally, the device requires a standard 110 volt AC power system or a portable generator for operation.

The device is used as follows: the operator pumps the Zero Adjustment Lever up and down several times to clear the detector of any remaining ether samples. The operator should then leave the lever in the upright position while they open the Ether Sample Valve. Another few up and down pumps on the lever will draw enough ether into the device to properly make an analysis. The operator should then close the valve and attach the device to the power source, at which time the detector will seem to undergo an electrical discharge. While this is not dangerous to agents in

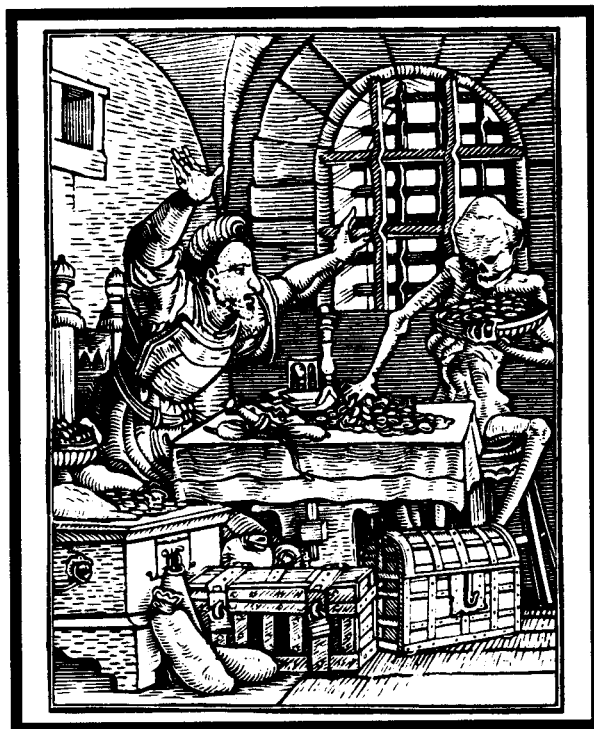
any way, all spectators are advised to commence activation only when everyone is under cover. After two minutes the detector will stop and the needle in the display meter will begin to rise to the level of magical power left in the ether.

While the Bureau is still at a loss to explain how this device works, rigorous testing of the Magical Ether Disturbance Detector, by Bureau mages have led to the following conclusion: "While it shouldn't, the device does indeed work." Some reports from field uses of larger versions of these devices have shown the presence of lines of Magical force that travel through the air. This warrants further investigation for the 1923-1924 report and may well verify the existence of Ley Lines.



*Figure 2 Goerlitz Ethereal Disturbance Detector*

# GUIDE TO GREATER SPIRITS



*Being a Catalogue of  
the Greater Beings  
of the  
Supernatural*





# BUREAU 13

## Guide to Greater Spirits

*You hold in your hands a compendium of the greater spirits known to exist historically and up to the later part of the 20th century.*

*This guide is in no way complete, definitive, or fool proof when used to deal with the greater forces of the Supernatural. Caution is advised, void where prohibited.*

"Ye deal withe forces beyonde what ye knowe."

*Thomas Atkinson*



# AZRIEANA

The 'Master Plan' had been in motion for thousands of years. Ever since the fall of the Roman Gods, the ultimate goal of purifying the human spirit and bringing all souls to live in paradise forever had been in full swing. It was to be the culmination of God's reign. The Angels continued their mission to serve God and man, following the instructions of their creator. All strived to further God's will, while not directly influencing the actions of humanity. That is, all but one.

Azrieana pondered. This was highly unusual for an Angel in the Higher Orders, who were close to God and normally carried out his will without question. She had always had a little of 'The Rebel' in her, often breathing a breath of fresh air into the 'Master Plan' with her unorthodox solutions and novel ideas. Soon, her questioning thoughts turned to other subjects.

It was 1968, and wars across the planet continued. Starvation, cruelty, riots and assassinations were in the headlines. In the freest nation in the world, disgruntled citizens clashed with police over the right to free speech as people starved to death in the Appalachians.

She wondered, if man was created in the image of God, then why was he so imperfect? Why did the 'Master Plan' allow this to happen? Children suffered and died while Dictators and Politicians feasted.

The other Angels, sensing her doubt, notified the 'Higher Powers'. Remembering what an unchecked rebellion did the last time, action was taken, and a warning was issued.

The Tet Offensive and the Democratic National Convention had begun and Azrieana had begun to doubt again. Convinced that she needed to be taught a lesson, the 'Higher Powers' decided that she need not be cast out, but was instead given a forced leave of absence.

On a cool spring night in 1968 a star fell to earth. It fell in Cleveland. Azrieana had landed.

She travels the world continuing her work in the master plan to quietly unite humanity and bring peace to all. It is rumored that she is happier now, exiled to Earth, than at any other time in her existence.

Azrieana is also known to work a few miracles.

**BANE** *Suffering, Violence, Greed*

## WORLD INFLUENCE

USA  
Russia  
Cambodia  
Lebanon  
India  
Romania  
E Germany  
Poland  
Mexico  
Argentina  
Chile



## STATISTICS

|         |          |         |
|---------|----------|---------|
| STR: 16 | INT: 16  | THR: 17 |
| CON: 20 | WIS: 20  | DOD: 18 |
| DEX: 19 | LCK: 10  | ACC: 18 |
| AGL: 20 | CRZ: 20  | STB: 90 |
| SNS: 20 | MRE: 98% | PIE: 20 |

HPT  
980

MCD  
20

WKM  
5600





# MOLDERAX

He is known on Earth as Molderax.

Of the many demons from hell that have walked the earth, Molderax has created far less trouble than a majority of his kind, that is when he's not kicking up his heels while on vacation or in a 'Sports Bar'.

His human form wouldn't stand out in a crowd. He appears a stout man in an immaculate business suit, always with a walking stick. He wears glasses and has a cheery smile. On one day of the year he wears a baseball cap. One would never even entertain the thought that this creature has caused massive amounts of suffering and pain.

His fall from grace resulted from listening to and agreeing with a rebellious angel complaining about the way things were on Earth. When Lucifer was cast down to become the ruler of hell, Molderax was only banished to walk among man until the Seattle Mariners won the World Series. This has had the unexpected side effect of turning the fallen angel into a major baseball fan.

Molderax is the embodiment of technology and its use. He is a teacher of games, warfare, music, physics and geometry. He also reconciles antagonists, yet has caused some of the bloodiest conflicts on the face of the planet. He specializes in weather and time control with a preference for the cold. Across the past century his image has been caught behind great thinkers, researchers, statesmen, warriors and television weathermen each listening to his advice.

It is said that every few years he takes a vacation during which the weather becomes unseasonably cold and in some cases incredibly destructive conflicts develop. Such places in the past have been:

- AMERICA 1861-1864
- EUROPE 1939-1944
- ASIA 1950-1953, with a repeat visit during 1967-1972
- WOODSTOCK 1969

Molderax is not entirely angry with his fall from grace and does not necessarily hate the powers above. He does miss many of the perks and still has doubts about his retirement insurance. Mostly he believes he could have come up with a better Master Plan for the fate of Mankind. All magic is his to use with a base level of 15.

**BANE** *Greasy Food, Cheap Electronics  
Things Holy, The Amish, Stupidity*



## STATISTICS

|         |          |         |
|---------|----------|---------|
| STR: 12 | INT: 20  | THR: 12 |
| CON: 20 | WIS: 16  | DOD: 12 |
| DEX: 10 | LCK: 10  | ACC: 18 |
| AGL: 12 | CRZ: 13  | STB: 44 |
| SNS: 20 | MRE: 79% | PIE: 19 |

HPT  
566

MCD  
20

WKM  
2600



## WORLD INFLUENCE

- USA
- Germany
- S Africa
- Japan



# ***Bureau 13***

## *Incident Reports*

**FILE**

#

Restricted



Collected Incident reports from various Bureau  
13 Teams. Folder should be dated and cross  
referenced to Bureau APEX code system.

**Spec 10344 07/07/77**

**INCIDENT REPORT**

INCIDENT REPORT: KANSAS INCIDENT MAY 30, 1966

**INCIDENT LOCATION**

INCIDENT LOCATION: RURAL SCHOENCHEN

**TEAM COVERING INCIDENT**

TEAM COVERING INCIDENT: TEAM WICHITA

**REPORTING AGENT**

REPORTING AGENT: WILLIAM KIMSEY

Sensitive

Classified

Secret

Top Secret

Ultra Secret

Eyes Only

CARL: Control, we've found some sort of door in the basement of the farmhouse.

CONTROL: Describe it please.

CARL: Roughly ten feet by six feet, completely featureless except for a small depression in the center, two interlocking spheres. I think it's for some sort of key.

ABBIE: Death...

CARL: Abbie? You sense something?

CONTROL: Carl, what's going on?

CARL: Abbie's freaking out again.

ABBIE: Death... death all around... this place is a charnel pit...

PAUL: Abbie, cut that out, you're really beginning to bug me.

CONTROL: Carl, what's she doing?

CARL: Right now she's just wandering around muttering to herself. Abbie, sit down, your nose is bleeding. You're getting blood all over yourself.

CONTROL: Is she all right?

CARL: Yeah, she seems to be. For a second there, we had a real gusher. Kim, take care of her, she seems to be in some sort of daze.

KIM: Sure.

PAUL: Yo Carl, I think I got something.

CARL: What?

PAUL: I think it might be your key. Seems to be embedded in the wall across from the door. (UNINTELLIGIBLE SOUNDS.) Damn, this thing is stuck tight. Vinnie, c'mere and give me a hand.

VINNIE: Right. Kim, you think you can watch the basket case and the door at the same time?

KIM: Yeah. Heap it all on the females, go ahead.

CONTROL: Let's keep the chatter down, people.

(SHORT PERIOD OF TIME FILLED WITH UNINTELLIGIBLE SOUNDS, CULMINATING IN A LARGE THUMP.)

VINNIE: Got it! Control, a whole section of the dirt wall has fallen away with the key, revealing a corpse. Hang on....

PAUL: Control, corpse is that of an adolescent female, between thirteen and seventeen, dressed in the remains of nineteenth century clothing. The body shows some sign of being severely injured before death. Cause of death is a puncture wound to the upper skull, roughly in the middle of the forehead, penetrating the bone and presumably the skull. Hang on.... Weird. Something seems to have removed the brain, probably through the same hole in the skull.

CARL: Control, the key seems to be made from the upper thigh bone of a human being. The entire key is only six inches in length, and highly polished. From the look of it, I would say

that it is the key to the door.

CONTROL: Team Wichita, proceed with caution.

CARL: Okay people, we're opening the door. Paul on the left, Vinnie on the right. Kim, keep Abbie out of the way. We don't know what's behind this door. Inserting key.....

(A LOUD BANG, FOLLOWED BY A WOMAN SCREAMING.)

CONTROL: Carl! What's going on down there?

CARL: Control, we are under attack! Approximately six Hostiles, oh, Paul! (AGENT PAUL COOPER'S VITAL MONITOR REPORTED HIM KIA.) Waste 'em! Waste 'em!

(LOUD GUNFIRE AND SCREAMS CAN BE HEARD. AUTOMATIC WEAPONS FIRE INDICATES THAT THE TEAM HAD RESORTED TO HEAVY WEAPONS.)

CONTROL: Carl! Talk to me, man! What are you fighting?

CARL: Control, the creatures are..... (A SHARP SCREAM FOLLOWED BY INTENSE GUNFIRE. AGENT CARL ROTOVSKI'S VITAL MONITOR REPORTED HIM KIA.)

CONTROL: Team Wichita, abort mission, I repeat abort mission. Evac chopper is on its way, ETA five minutes. Pull out!

VINNIE: Rock and roll! Die, you commie scum suckers! Eat hot lead! Oh, you want some too? Well, here, take this!

KIM: Control, we're being overrun! Requesting assistance, ASAP. We can't last down here much longer. Vinnie! (AGENT VINCENT THOMAS RAMIREZ'S VITAL MONITOR REPORTED HIM KIA.) Control, we're getting cut up down here!

CONTROL: Kim, evac is four minutes. Can you bug out?

KIM: Negative, Control, they're on the stairs! (CONVERSATION IS PUNCTUATED WITH GUNFIRE FROM AN AUTOMATIC PISTOL.) Abbie, get

up and do something! Oh god, my arm! (AGENT KIMBERLY SHAPIRO'S VITAL MONITOR REPORTED HER KIA.)

CONTROL: Kim! Abbie, what's happened to Kim?

CONTROL: Abbie?

CONTROL: C'mon, Abbie, I know you're alive, I can read your vital monitor! Answer me!

ABBIE: They're in my head. I can feel them.

CONTROL: Abbie! Okay, evac is within sight of the farmhouse. Can you make it outside or do you need assistance?

ABBIE: Oh God, they're in my head. I'm beginning to forget things. Who am I? Oh God, they're eating my brain.

CONTROL: Abbie! Chuck, what's her monitor say? Lord, look at her brainwaves! Control to evac, Control to evac, abort, abort! All forces, bug out! Colonel, pump a couple of missiles into that farmhouse, okay?

### ADDITIONAL NOTES

On May 19, Team Wichita was lost while on a mission in Rural Kansas. Subsequent missions recovered the bodies of Agents Cooper, Rotovski, Ramirez and Shapiro. Agent Abbie Williams escaped the farmhouse and reports indicate she has actually been sighted on several occasions. Bureau psychologists believe her to be the victim of a rare form of irreversible demonic infestation and all agents are advised to terminate Agent Williams on sight. Description to follow:

**Abbie Cynthia Williams**  
age 27, height 5'7", weight 105 pounds, brown hair, brown eyes. Known to have Precognitive and Telepathic psionic powers.



**INCIDENT REPORT**

INCIDENT REPORT: TIME WAR OCTOBER 22, 1962

**INCIDENT LOCATION**

INCIDENT LOCATION: MIAMI, FLORIDA

**TEAM COVERING INCIDENT**

TEAM COVERING INCIDENT: TEAM GATOR

**REPORTING AGENT**

REPORTING AGENT: CARY DRAYSON

|              |                                     |
|--------------|-------------------------------------|
| Sensitive    | <input type="checkbox"/>            |
| Classified   | <input type="checkbox"/>            |
| Secret       | <input type="checkbox"/>            |
| Top Secret   | <input checked="" type="checkbox"/> |
| Ultra Secret | <input type="checkbox"/>            |
| Eyes Only    | <input type="checkbox"/>            |

On October 22, 1962 Team Gator was on leave following an encounter with the Wind Willow Coven when Agent Susan DuPrey, the team's resident PSION, started feeling "out of sorts" due to some unknown paranormal event. We returned to Miami upon her request, where we rented rooms at a local hotel and waited until we could discover what exactly Agent DuPrey was sensing.

In the early evening, Agent DuPrey suddenly slipped into a coma-like state, and could not be revived by any means. Not knowing exactly had happened to her, the team commenced an investigation of all magical phenomena occurring in the city. We discovered that several low-level spells had been cast in a park across town and, after making sure that Agent DuPrey would not be disturbed in the rooms, left the hotel.

Across town we discovered tire tracks from a heavy vehicle that led from the edge of the park to the approximate center, where they disappeared into a low-level magical field. Agent Henry Marling, the team mage, reported that the field supposedly had something to do with 'time' and that the temporal distortion surrounding the center of the field was quite severe. The team decided to follow the tracks back to their source.

Agent Marling cast a tracking spell and we followed the tracks to the south side of town where they led to a Bureau supply dump. The team investigated the dump and found that it had been opened, with the proper access codes, and several pieces of equipment had been taken. We alerted the Miami Offices of the Bureau as to this development, and were informed that we were the only team operating in the area at this moment. Agent Marling recast the tracking spell and we followed the tracks back through town and to the north-east, in the direction of Cape Canaveral.

Five miles from the Cape, Agent Marling reported that high-level magics were being used in an area just off the road, so we stopped the vehicles and proceeded on foot. Approaching the site we heard the sounds of heavy gunfire, and saw the effects of numerous magical spells being cast. The team readied weapons and spells, then advanced to a position where we could observe the battle from a tactical advantage.

What we saw, was apparently a battle between a group of seven people dressed in strange clothing and approximately twenty creatures that looked like a cross between a bear and an armadillo. Both sides fired laser-type weapons, and I noticed that spent shells were ejected from the weapons after each shot. A magical battle was being conducted between a woman who somehow looked very familiar, and a short man, evidently for the possession of a small briefcase between them. Not knowing whose side either group was on, the team elected to support the human group and open fire on the bear/armadillos. With a withering crossfire, both teams were rapidly able to rout the strange creatures, and we all moved in to support the woman involved in the magical battle, just in time to see her defeat the man and shove him through some sort of dimensional rift.

The woman later said that she was the leader of a Bureau team operating in the early twenty-first century, and that she had been sent back in time to stop the nuclear destruction of the American space program. Agent Paul Carson firmly believes the woman bore an unmistakable resemblance to Agent DuPrey.

As the time travellers were escorted back to their gateway, the woman turned to Agent Carson and asked him to look after Agent DuPrey. The final statement she made as she faded was "Look after her with your life as well as your heart."

**RECOMMENDATIONS**

Are you kidding? We have no idea what went on that day. Carson is watching DuPrey closely and we request another vacation.

*CONFIDENTIAL*

**REQUEST DENIED**  
*10/25/62*

**BK-00-1958-0819-TX001**

**INCIDENT REPORT**

INCIDENT REPORT: GREMLIN PAYOFF AUGUST 19, 1958

**INCIDENT LOCATION**

INCIDENT LOCATION: GIDDINGS, TEXAS

**TEAM COVERING INCIDENT**

TEAM COVERING INCIDENT: TEAM ALAMO

**REPORTING AGENT**

REPORTING AGENT: PHILLIP REYES

|              |                                     |
|--------------|-------------------------------------|
| Sensitive    | <input type="checkbox"/>            |
| Classified   | <input checked="" type="checkbox"/> |
| Secret       | <input type="checkbox"/>            |
| Top Secret   | <input type="checkbox"/>            |
| Ultra Secret | <input type="checkbox"/>            |
| Eyes Only    | <input type="checkbox"/>            |

Team Alamo had been ordered to report to the Houston branch of the Bureau offices for assignment. Once there, we were briefed by the regional director for operations on a situation that was occurring in the town of Giddings.

The city was being plagued by a rather nasty sort of gremlin who was terrorizing the town with a peculiar combination of practical jokes and a severe disrespect for authority. Already the creature had severely damaged three police cars and had sent two policemen to the hospital after their firearms discharged while still in their holsters, causing serious damage to their legs and feet.

The team sped to Giddings and was met at the city limits by the terrorizing gremlin. Agent Michael Mastuck was injured when the team Chevy lost all four of its tires simultaneously and slid off the highway into a grove of trees. Agent Mastuck was given rudimentary medical care stayed with the vehicle while the rest of the team entered town on foot.

Once downtown the team split up to better search for the creature. Agent Lisa Remington first encountered the gremlin and attempted to capture the beast. Six hours later the rest of the team found Agent Remington hiding in a patch of bushes totally lacking any clothing whatsoever, which the gremlin had evidentially caused to disintegrate in some way. While Agent Remington was putting on the clothing that was purchased for her by Agent Susan Poinet, the leaves on the bushes suddenly went through a freak defoliation. Agent Remington was arrested by the local police for indecent exposure and contributing to the delinquency of a minor. As the police officer was escorting the still nude Agent Remington to his car Agent Poinet tried to talk him out of arresting her when she tripped and the policeman's firearm discharged. Agent Poinet was also arrested, for assaulting an officer.

I (Agent Philip Reyes) attempted to hire a lawyer to free the two jailed agents but was rebuffed when I was physically tripped and knocked the lawyer through the window of his second story office, causing him to need immediate medical attention. After paying his medical bills and donating a large sum of money to the Giddings Lawyer's Fund (see attached expenditures report, under BRIBES) the lawyer decided not to press charges.

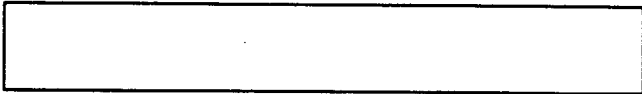
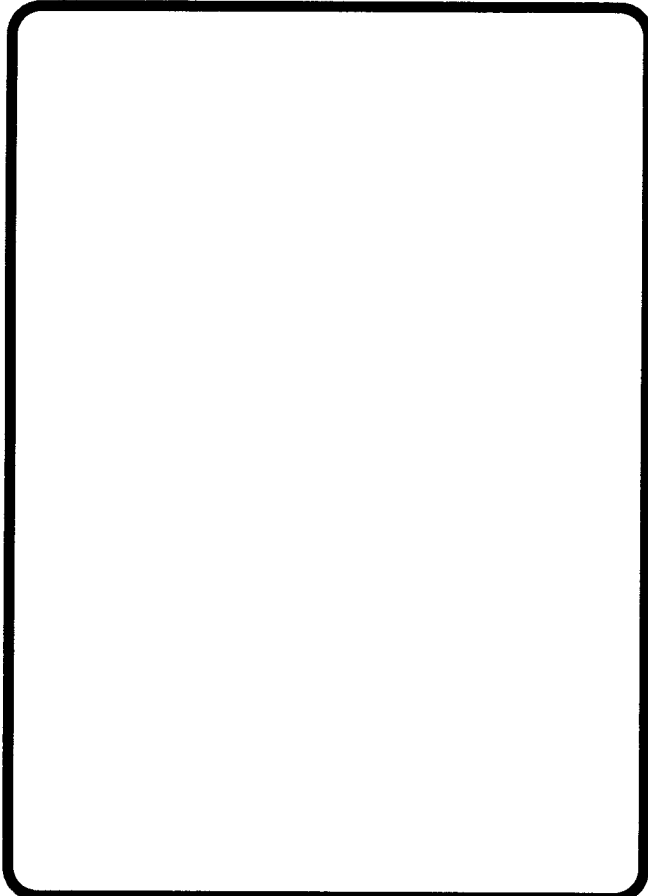
Agent Jonathan Cratch was the only team member who was not molested by the creature. I could not understand why he was the only person to be exempt from the gremlin's attentions until I noticed the creature was following Agent Cratch around the town as he was riding his motorcycle. I instructed Agent Cratch to make contact with the gremlin and attempt to negotiate.

The gremlin agreed to talk, but only if it was Agent Cratch who was in charge of the negotiations. I agreed, and the three of us retired to the local town restaurant, where the creature cleared the main room by causing an instantaneous sewer backup. The gremlin explained that the only reason he was in town was because he had decided to become a rebel without a cause, "...just like that real cool guy James Dean!" and this was the only town near his home. As negotiations proceeded, Agent Cratch and I were attempting to force the gremlin to leave while the creature wanted to be named Lord of the Bikers. Final negotiations resulted in the gremlin returning to his lair if he was given a cherry soda, a Harley Davidson motorcycle and a complete set of the World Book Encyclopedia, excluding volume 13, "M". Additionally, the Bureau will be required to deliver this creature one gallon of gasoline and a box of custard filled doughnuts every April third or the deal will become null.

After paying the fines on the two agents who were arrested (see attached sheet REQUEST FOR A HOSTILE IRS AUDIT) and retrieving Agent Mastuck we returned to our base in Houston.

**RECOMMENDATIONS**

Don't send us into that town ever again.



# STATISTICS

|      |      |      |
|------|------|------|
| STR: | INT: | THR: |
| CON: | WIS: | DOD: |
| DEX: | LCK: | ACC: |
| AGL: | CRZ: | STB: |
| SNS: | MRE: | PIE: |

HPT

MCD

WKM

DAMAGE

IMMUNITY

PERSONALITY

BANE



**WORLD  
INFLUENCE**





[Redacted]

[Redacted]

[Redacted]

|     |     |                   |     |
|-----|-----|-------------------|-----|
| ROF | AMO | PB VS SH ME LO EX |     |
| ROL | CYC |                   |     |
| CAP | WTE | EFFECTIVE         | EX+ |
| CIR | MIS |                   |     |
| HSM | KDM | SPC               | EF= |

[Redacted]

[Redacted]

|     |     |                   |     |
|-----|-----|-------------------|-----|
| ROF | AMO | PB VS SH ME LO EX |     |
| ROL | CYC |                   |     |
| CAP | WTE | EFFECTIVE         | EX+ |
| CIR | MIS |                   |     |
| HSM | KDM | SPC               | EF= |

[Redacted]

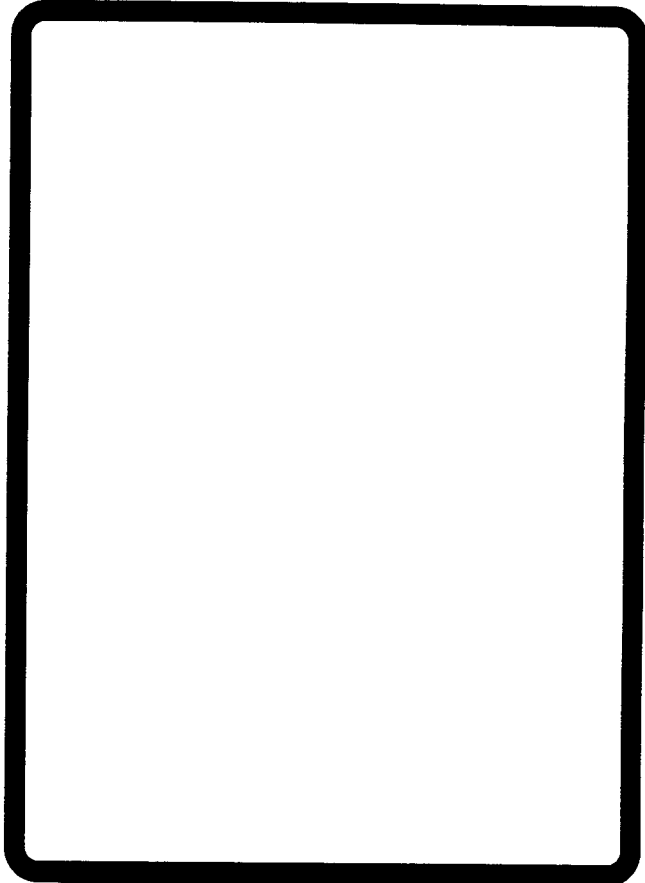
[Redacted]

|     |     |                   |     |
|-----|-----|-------------------|-----|
| ROF | AMO | PB VS SH ME LO EX |     |
| ROL | CYC |                   |     |
| CAP | WTE | EFFECTIVE         | EX+ |
| CIR | MIS |                   |     |
| HSM | KDM | SPC               | EF= |

[Redacted]

[Redacted]

[Redacted]

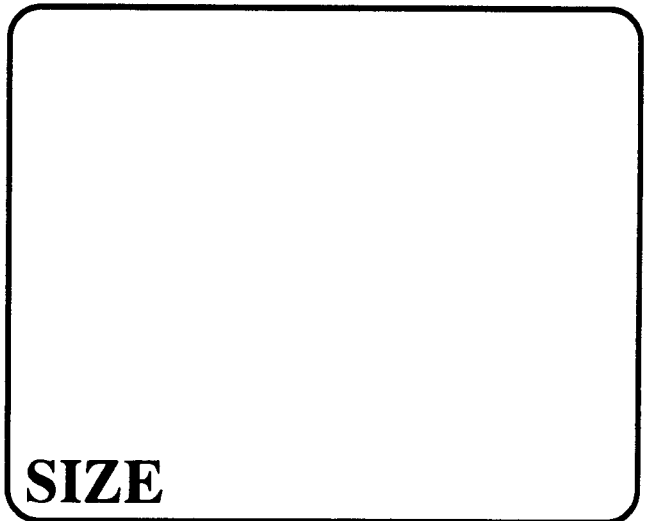


**GAME DATA**

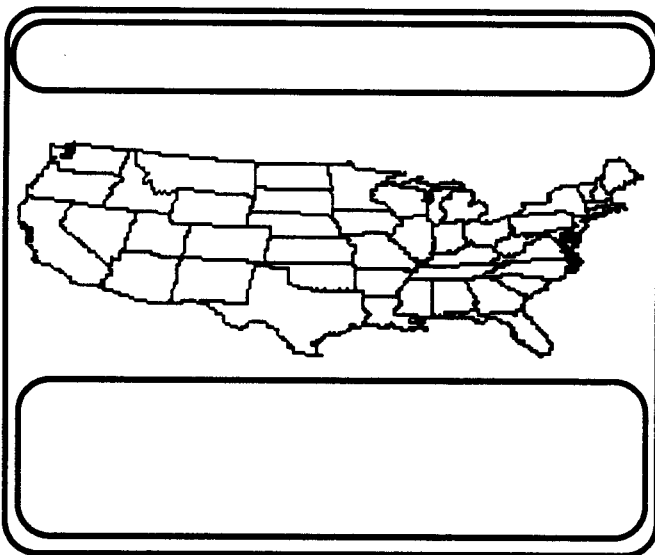
TMP: STR: DEX:  
AGL: HPT: ARE:  
MRE: %

DAMAGE

IMMUNITY  
PERSONALITY  
BANE



**SIZE**



**INCIDENT REPORT**

**INCIDENT LOCATION**

**TEAM COVERING INCIDENT**

**REPORTING AGENT**

- |              |                          |
|--------------|--------------------------|
| Sensitive    | <input type="checkbox"/> |
| Classified   | <input type="checkbox"/> |
| Secret       | <input type="checkbox"/> |
| Top Secret   | <input type="checkbox"/> |
| Ultra Secret | <input type="checkbox"/> |
| Eyes Only    | <input type="checkbox"/> |

**RECOMMENDATIONS**