



Tri Tac Legacy takes a look at the Past and looks into the future of Bureau 13.

For Bureau 13: Stalking the Night Fantastic Savage World Edition

Oak Park Michigan: 12.13.2018: As 2018 comes to a close, we at Tri Tac Legacy have had some time to think about the past year and our game's history. In keeping with this retrospective frame of mind, TTL presents a brief history of **Bureau 13: Stalking the Night Fantastic** to provide everyone with a look at how far the game has come and how much enjoyment it still has left to give to future players just finding it for the first time.

Bureau 13: Stalking the Night Fantastic is a fantasy horror RPG was released by Tri Tac Games in 1983. In 1984, a revised edition with expanded information was published and, in 1990, author Nick Pollotta ["Illegal Aliens"] was given permission to write a trilogy of novels based on the agency. While this was happening, a 3rd edition of Bureau 13 was being written. This version was debuted at Gencon in 1991 where it won *the Gamers Choice Award* for best Fantasy Game. The following year, this version was published complete with a Philo Foglio cover. In 1995, a **Bureau 13** video game was produced for PCs by Take-Two Interactive and published by GameTek. This game allowed players to be agents and solve various supernatural cases presented to them.

For the next ten years, various modules and supplements were published expanding the world available to players. Then in 2006 Nick Pollotta, once again, wrote a novel based in the Bureau 13 world. It was very popular and inspired Richard Tucholka, in conjunction with Nick Pollotta, to publish a new version of Bureau 13 based on the novels. **Bureau 13: Special Edition** was released in 2007. In 2008, Richard Tucholka and his team released **Bureau 13: d20 Modern edition**, bringing it into the world of d20 players for the first time. **Bureau 13: EXTREME** was the final Bureau 13 book completed by Richard Tucholka. Introduced in 2011, B13:E focused on the X teams—the teams that came in to clean up when normal agents couldn't handle the situation. It was much grittier and lacked the humor that Bureau 13 was known for. Richard later commented that it was a mistake that took the series in the wrong direction.

It was during his final year of life that Richard decided to adapt the Bureau for *Savage Worlds* players and was actively discussing what it would entail when he was diagnosed with cancer. His vision of the book was to both take it back to its roots with humor and satire, as well as, introduce his brand of horror fantasy to *Savage Worlds* fans. Shortly before his death, Richard passed the baton to his partner and life mate, Melody Natcher, who promised to see that his vision was made a reality. September 2018, she and her new partners at Tri Tac Legacy announced the creation of a **Bureau 13: Stalking the Night Fantastic Savage Worlds edition**. Work is progressing daily, and TTL is happy to have been listed as one of the Aces for the newest edition of *Savage Worlds*.

What is Bureau 13 about?

Bureau 13 is a fictional top-secret government agency which investigates and combats supernatural events. The Bureau's motto is "Protecting America from *Everything*". Bureau 13 (the 13th Bureau of the Justice Department) was founded in 1862 by Abraham Lincoln to deal with supernatural and paranormal threats to the Union (and suppress any public knowledge of them). The original agents were a motley crew of military personnel, Pinkerton detectives, civilian consultants, freed slaves, paroled criminals, and even Confederate prisoners of war.

After the war, The Bureau had access to a large budget and limitless resources. Safe houses and caches of equipment were stockpiled across the country. After the Indian Wars and the settling of the West, Bureau 13 found itself involved in threats outside the United States, providing its services during World War I, World War II, and the Cold War.

On July 7th 1977, a highly coordinated attack destroyed the main offices and killed hundreds of agents in what was later dubbed the "77 Massacre". The remaining agents decided to go underground as a cell-based network loosely connected by a high-tech computer system located in a remote facility in Bangor, Maine. While getting fast assistance is nearly impossible, new tech and rare supplies can be obtained eventually through the system, but, for the most part, the individual teams of agents are on their own. Gradually, the teams created networks of "friendlies"—assets and sympathizers that helped the Bureau when called upon. As the number of original agents retired or died, the "friendlies" started to be promoted to agent status. Most present-day agents that are encountered tend to be civilians who received their training on the job.

The job of a modern Bureau 13 agent is as it has always been. Investigate the strange or unusual, analyze the evidence to see if there is a supernatural or paranormal cause, and assess whether the cause is hostile or dangerous. But above all, it is to keep the public unaware that the supernatural and paranormal exists.

Bureau 13 game sessions usually have a weird, humorous or satirical bent to them, even when played when the focus is on the horror. Another factor that sets it apart is that characters are usually ordinary civilians rather than elite military or paramilitary, and come from backgrounds as varied as a short order cook to a life-long criminal. Their common denominator is that they have all had a paranormal or supernatural encounter that changed their lives, granting them a look behind the veil of secrecy the Bureau tries to maintain.