

# Building 17 (Transformer Annex)

Location: Fort Leonard Wood, Missouri

Type of Construction: Reinforced underground bunker.

Layout: One-story concrete building aboveground, with no windows, regular locks, and a variety of electrical parts in storage. The paperwork onsite shows that no new parts have been delivered and no old parts replaced since 1997. The north corner of the building has a hatchway to the lower level, currently 'secured' with a broken lock. Opening it will reveal a dirty ladder descending ten feet to the room beneath.

The room beneath is twenty by thirty feet. The power is out, so there is no ventilation or light. Getting the power back on will show a macabre scene: there are consoles and chairs (dating from the mid-1990s), mostly damaged and scattered, and a remarkable amount of dried blood. To one side of the room is an elevator door, likewise without power. Opening the elevator doors manually will reveal an empty and damaged shaft: fortunately, there is an emergency ladder descending sixty feet to the actual complex itself. Once explorers make it to the bottom - and get past the twisted remains of the elevator cab - they will find themselves in a single-story bunker, with a square

central area and four rooms, one to a side. There is minimal light and ventilation down here.

Throughout all of this explorers will find the remains of a battle. By now the corpses are crumbling bones, but enough of their clothes survive to indicate that at least half of them were military or paramilitary forces. The remainder show no signs of uniforms or common gear. Whatever the two groups were fighting over was apparently worth a battle to the death; there isn't a single working firearm or unbroken knife in the entire complex. There are other *peculiarities* in the skeletons and the gear, some of which will not be obvious until later. Not everything down here was a baseline human.

Three of the four doors are open to reveal storage rooms, their contents now scattered across the floor and burned to cinders. The fourth room has a primitive barricade of overturned tables protecting it, with bones and gear scattered all around. Of particular interest are one set of bones behind the barricade: they are spread around a miniature crater on the floor. An observer with military experience will realize that this is consistent with a scenario where a dying man has put a primed hand grenade under his body in such a way that it would explode when the corpse was moved... only to have the grenade go off at a later time anyway.

The door to the fourth room is unlocked. Beyond it is a large pedestal with a big red button on it. The room is otherwise empty. The button will not move with a slight tap; it practically requires punching, or possibly a baseball bat.

There is nothing legible in the entire Annex that would explain *any* of this.

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