

# Operation DUSTBOWL

A Scenario for Delta Green: The Role-Playing Game

Written by Shane Eyler

*The intellectual property known as Delta Green is ™ and © the Delta Green Partnership. All of the content of this document has been created by Shane Eyler (exceptions noted on credits page) and is free to copy, remix, transform, build upon or redistribute in any medium or format so long as all end products are also offered for free. Non-commercial in the broadest sense. Please also include the credits for used assets on page 20.*

## Praise for Delta Green

I was finally able to carve out some time to try the new Delta Green system and it would be hard to call it anything but fantastic. We're having a blast playing it and I hope other people are as well.

However, I find Delta Green tends to be more time intensive for the Handler than most other systems I've played. So with that in mind I decided to type up one of my cases to help would-be handlers have one less opera to plan. I've ran it numerous times over the years (??) and it's always been a hit. Hopefully anyone who chooses to run it will get as much mileage as I have.

The case is on the lighter side tone wise, that said it should carry plenty of unnerving or creepy moments. The humorous/absurd in the scenario has heightened the horror to some of the most memorable moments I've ever run at the table. Right, enough rambling—let's get to it.

## Background

The first encounter with black eyed kids (BEKS) was by Brian Bethel, a Texan reporter who came upon them in Abilene, Texas. The year was 1996. He has always maintained the encounter was real and, like Kenneth Arnold and the UFO phenomenon, once Bethel's story was published dozens of others followed. Then hundreds. Some had seen the kids decades earlier, others last month.

Some insist they are demons, others alien

hybrids or the souls of murdered children. The one thing people do know is that not a single soul who has reported them has ever let them inside. The silence from those who have lets the mind draw its own conclusions.

Encounters are remarkably similar. Late at night two children between 6 and 16 show up. It could be at your car, it could be at your house. They seem confident, assured, and yet avoid eye contact. They often have anachronistic haircuts and speech patterns. Their skin has a blue tint or a corpses pallor. Seeing them causes a visceral fear to rise, animal-like, in the gut. Forget fight, the instinct is always flight. And yet, the brain feels tugged to let the kids inside. "They only need to call their mother." "It's too cold to walk home." "At the least I can let them use the bathroom."

The children will try any tone or tactic in their efforts to be invited in. It is only when people see their jet black eyes that they get assertive and demanding. They will never enter without getting permission.

Operation DUSTBOWL digs into the mystery of the BEKs, and while the Agents may learn plenty of "facts", few if any of them will elucidate what exactly happened. It is the nature of the unnatural to remain unknowable.

*Tip: Handing Agents sticky notes is a great way to increase tension and paranoia at the table. No one will be sure if they're experiencing the same thing as everyone else and few things make you more nervous or suspicious than watching other Agents get info while you're in the dark. NEVER let Agents reveal their notes to each other.*

## A Night At the Opera

The case begins when the Agents all receive letters in the mail [**Handout 1**]. They Agents have all received invitations to a non-existent play in Oklahoma City. The synopsis serves as a briefing for Operation DUSTBOWL. V-cell has gone dark while investigating who knows what and your Agents cell is being brought in to figure out what happened and resolve it. What V-Cell was investigating is a secret they will carry to the grave, it is what they stumbled upon by happenstance that will end up concerning your Cell.

Since the Agents will never find out what happened to V-Cell the beginning of this case is the perfect time to lay down all sorts of bizarre

and perhaps contradictory evidence. The more the Agents think they're going down one rabbit hole the more thrown and freaked out they get when you introduce them to Oklahoma City's resident Black Eyed Children.

A-Cell has made no explicit references to who the missing people are, but the Agents should have an easy enough time realizing an entire cell has gone missing. The information in the invitation should be fairly self evident, but if the Agents fail to discover it for themselves have them make an intelligence check at +20%.

#### Possible leads:

- Checking in with local law enforcement or the FBI field office about Matthew Litton or Cartels or any of the missing people
- Stopping by the Oklahoma State Department of Health
- Looking into Colonel Christopher M. McCain
- Going to Lang's room at the Motel 6
- Run the plates for the Chevy Trailblazer
- Go to 10900 NE 23rd Street.

Once the Agents get their invites they should come up with excuses for travel to tell bonds and work and then they're off to Will Rogers airport and...

## Oklahoma City

Though only home to 599,199 people (as of 2012 census), Oklahoma City boasts one of the largest livestock markets in the world. Add to the livestock the 1.3 million people in the metropolitan area and you've got yourself a city where you can do just about whatever you're fixing to do. Food, arts, sport—the city has it all.

Of its many institutes of higher learning two stand out; Oklahoma City University and the University of Oklahoma. Both offer fine degrees in business, law, and communication though the University of Oklahoma has the distinction of housing the only level-one trauma center in the state.

The workforce participation rate is only 60.6%, a number just below the national average of 62.4%. People are struggling to support themselves and the Agents should feel it. People are desperate and increasingly insular. Employment rates haven't been this low since women entered the workforce. Peak wag-

## V-Cell Members

Vance: FBI Special Agent Matthew Litton

Viggo: CDC Researcher Dr. Katie Burtenshaw

Victor: U.S. Postal Inspector Allan Lang.

es were a month after Watergate and for the last forty years they've been nothing but down. Most people are looking for someone to blame. This should only become more and more pronounced as the Agents move further out into the country. The American dream is sputtering on its last bit of gas and nowhere is this more evident than middle America.

But unemployment isn't all that Oklahoma has to contend with. Six hundred and twenty miles up from the Texas-Mexico border, Oklahoma City has become a major hub of the drug trade. The DEA lists OKC as the only city outside of a border state to be in reach of all seven cartels. From OKC meth flows to Kansas City, St. Louis, Chicago. While traditionally the domain of the Juárez cartel, the Sinaloa cartel has recently made itself top dog.

To combat the cartels and the crimes of the local desperate the city employs 1,116 officers. Divided between the central station and 5 substations the police can respond to distress calls faster than hard-pressed Agents might wish, averaging around ten minutes for violent crimes.

Looming over the law enforcement of Oklahoma City is the worst act of domestic terrorism in U.S. history. The truck bomb was detonated at the Alfred P. Murrah Federal building and claimed 168 lives and wounded hundreds more.

**Tip: Allowing players access to the internet can be a great way to increase immersion. Blurring the line between real and fictitious is an incredibly powerful tool for horror. If your players are the kind to be distracted, don't allow it, though that may be a sign to alter your GMing. [no googling cthulhu myths]**

## Oklahoma City FBI

—The long brick building dominates West Memorial Avenue. A large cylindrical foyer divides the building in two.

3301 West Memorial Road  
Oklahoma City, OK 73134-7098  
Phone: (405) 290-7770  
Fax: (405) 290-2885

x3 8-person Evidence Response Teams  
7-person Computer Analysis and Response Team (CART)  
15-member SWAT team  
3 Special agent bomb technicians  
1 HazMat expert  
3 Language Specialists.

The Oklahoma City FBI is a committed and top notch field branch of the bureau. Leading the branch is Special Agent-in-Charge Al Tolson.

## Green Box (Keeper)

—Behind a black metal fence are rows of orange doored storage lockers. The cinder block walls are painted in stripes like Neapolitan ice cream.

B&B Mini-Storage Unit #28  
10900 NE 23rd St, Oklahoma City, OK.  
(405) 821-1628  
www.b-bministorage.com  
Unit #28  
Size 12x40

Gate Code: 1337  
Storage Box Code: 0451

### Contents: **[Handout 2]**

- 3x Marmot Trestles 15 Sleeping Bag
- 2x Cot
- Desk
- Scuffed hard copy of Mein Kampf
- Paperback copy of Never Go Back: A Jack Reacher Novel By Lee Child
- 3x Petzl Zipka Plus-2 Headlamp with 3 brightness modes plus strobe and auxiliary red LED.

## Al Tolson

A physically imposing man, Special Agent-in-Charge Al Tolson has been with the FBI since 1976. Transferred after the Oklahoma City bombing in '95, he will always feel an outsider around those who lived through it. As a result he is extremely devoted to proving himself by keeping the city safe, especially from terror attacks. If the agents are (or pose as) FBI he will be curt and somewhat reserved, feeling his turf is being stepped on. This is especially true if Agent Litton is brought up, he has heard nothing from (or of) Litton, and any further FBI agents is just extra lemon in the wound. However, if the agents openly share information with him (whether their real investigation or tangent) he will quickly change his tune, delighted to be trusted. Agent Tolson at times seems overly preoccupied with the Sinaloa Cartel. While mostly a pragmatic man, if the agents present compelling evidence of the supernatural, he will act on it. For better or worse.

- Prepaid Cellphone (**IF A PLAYER TOUCHES THE CELLPHONE IT WILL START TO RING. IF THEY ANSWER THE PHONE THEY WILL HEAR THE SOUND OF RINGING, A PHONE OPENING AND THEN MORE RINGING, ANOTHER PHONE OPENING AND SO ON UNTIL IT BUILDS INTO A CACOPHONY OF ECHOES. THE PHONE WILL REPEAT ANYTHING SAID INTO IT IN THE SAME MANNER**)
- CD of Jimmy Buffett's 'Songs You Know By Heart'
- 2x Winchester M1897 Riot Shotguns, 10 gauge
- Ziploc bag of 16 10 gauge shells
- Cardboard box. (**INSIDE THE BOX ARE USED TUBES OF LIP BALM FROM DOZENS AND DOZENS OF DIFFERENT MANUFACTURERS. A PAD OF GRAPH PAPER PLOTS SOME SORT OF TEST FOR EACH TUBE. EXACTLY WHAT WAS BEING TESTED AND WHICH TUBE WAS DETERMINED BEST IS IMPOSSIBLE TO DETERMINE AS BOTH AXIS' ARE UNLABELED**)

- x24 cans of Progresso soup
- x8 cans of Campbell's soup
- x2 bottles of Twister vodka
- Bottle of Black Bush whiskey
- Another cardboard box. **(Inside the box are black porous rocks. A note inside reads; "Don't Touch—from moon.")**

If they search the room they will find Agent Victor's Note on the floor behind one of the cots **[Handout 3]**.

## Motel Six Bricktown

—A white building just off the highway and the Oklahoma River. Recently painted blue doors lead into the rooms.

Motel 6 Bricktown  
1800 E. Reno Ave  
Oklahoma City, OK 73117  
(405) 235-4531

Behind the desk is Caitlyn Spitzer, a slightly overweight woman in her early 20's. Provided the agents aren't grossly suspicious simple small talk should be enough to learn which room is Allan Lang's (Room 22). Talking their way into that room is another matter. To get Caitlyn to make them a key they will need to make a Persuade check at -20%, the minus can be negated with a plausible in character explanation. Caitlyn, however, will be suspicious of a group of people trying to get access to a guest's room. For every person in the group asking for a key to the room add another -10%. This can be negated if only one person in the group is trying to go into the room and the others will wait in the lobby.

Should they want rooms of their own it's \$59.99 a night or \$39.99 if they rent for a week plus. Rooms are either a Queen bed or 2 full beds. There are both smoking and non-smoking rooms and all come with a mini-fridge.

### LANG'S ROOM (ROOM 22):

The room is the third from the end on the 2nd floor. A 'Do Not Disturb' sign hangs on the knob. The door is nothing special and can be picked with a Craft: Locksmithing check. The two beds in the room both look used and there is a sleeping bag on the floor. The win-

dow shades are drawn and there are a handful of notes on the dresser **[Handout 4]**. A search check will reveal a copy of Gideon's Bible.

## Department of Health

—A concrete office building straight from the days of the Cold War.

1000 NE 10th Street  
Oklahoma City, OK 73104  
(405) 271-5600

With a successful Persuade check or Bureaucracy check (if they want to fabricate a reasonable sounding excuse for being their in official capacity) they can find out that Katie Burtenshaw did stop by about three days ago. Further Persuade or Bureaucracy checks can get someone at the CDC check the system but it will reveal she never logged in. If an Agent gets a chance to get on a computer and does a successful Computer Science check they will find that Burtenshaw did a less than perfect job of deleting her presence. It looks like she ran a blood test but there's no information that might point you to whose blood was tested.

## Tinker Airforce Base

—On the southeastern side of the city highway 40 seems to run endlessly along the border of Tinker Air Force Base. Plane after plane, seemingly the whole history of aviation sit behind the fence, as if defending the base from all the passing cars.

Employing over 26,000 individuals Tinker is the largest single-site employer in Oklahoma. Its statewide economic impact is \$3.6 billion. 460 buildings sprawl out over 5,500 acres (approx. 8.6 miles).

Tinker is the host site of the Air Force Sustainment Center (AFSC) as well as the headquarters of the Air Force Matériel Command (AFMC)'s Air Logistics Center, which is the worldwide manager for a wide array of aircraft, engines, missiles, software and avionics accessories and components. In short, it's a big important place.

Despite its big importantness, nothing of note will happen on base during this case,

though certainly you can try to build plenty of suspicion in the Agents minds about what sort of nefarious going-ons are happening there by darker elements of the U.S. government. A focal point for this suspicion can be:

## Colonel Chris McCain

Since July Colonel Chris McCain has been the Commander of, 72d Medical Group, Tinker Air Force Base, OK. McCain is a generally lighthearted, if somewhat terse, man. He has grown increasingly tight-lipped and paranoid over the last two weeks as both V-Cell and a rogue FBI Agents (more on him later) have been spying on him. He knows he's being watched but he doesn't know by who or why. A self proclaimed movie aficionado, the best way to put him at ease is talking about films, especially quoting them. While generally a company man, if push comes to shove: family comes first. His wife, Kim, works from home while his daughter Ashleigh, 19, is at college. His best friend is Mike Helater, an old college buddy who also works in the area. They typically get dinner once a week, or whenever is useful for the Handler.

## On the Trail

When to introduce the BEKs is a careful balance of having made sure the players have explored enough leads that they're getting anxious for things to start playing together but not so late as to have agens feel like they're not getting anywhere, which is of course when people start getting bored. It's a fine balance, but you feel it and from their it shouldn't be too hard to manuever the Agents into a situation that works well.

One situation that has worked for me a number of times running this module has been the end of trailing the colonel. Trailing the colonel should be an exercise in deflating expectations. Played carefully the players should be both frustrated and amused when the trail ends uselessly. Truncate or draw out accord-

ing to how invested the Agents are in the spying. The idea is to build their energy up and right as their expending a climatic event you pull the conspiracy rug completely out from under them (you'll see how it plays out ahead). This puts them in a wonderful frame of mind to be creeped out and confused when they first encounter the Black Eyed Kids. If the Agents have already encountered the Black Eyed Kids elsewhere don't have them show up here. Even without the BEKs the red herring trail has value. The human mind seeks connections and the players will most likely wonder "what was the purpose of this lead, what made it important enough to warrant handouts?" Players in this situation frequently begin fabricating paranoid and horrific explanations that tie the colonel and the air force into the mystery of the BEKs. It's great.

### SCOUTING:

If the agents watch the base they will see Colonel Christopher M. McCain exit through the main gate at 5:15pm. McCain turns left and heads west on 29th street towards the city center. If the agents wish to follow covertly they should succeed a stealth check.

On Sunnyland road the Colonel pulls into an Albertson's parking lot. As he gets out of his car he takes out his cellphone and makes a call.

### SHOPPING:

An Agent attempting to eavesdrop on him must make a stealth check. For each Agent past the first attempting to trail him through the store the check is made at -10%. His phone call goes something like the following:

"Hey sweetie—yeah I just left the base. No, I'm meeting Mike for dinner. At the Drunken Fry. Mhmm, I know. I know fries aren't dinner but—okay I'll grab a salad. Yeah, I'm at the grocery store now. No, it'd go bad by the time I get home. Okay. Will do. Love you. Mhmm. Love you too honey. I'll see you later. Bye."

He gets pretzels, Doritos, Kix, Honey Nut Cheerios, a loaf of potato bread, two bags of Craisins, mouthwash and a to-go salad.

## THE CAR:

McCain drives a gray 2011 Chrysler 300. License plate: ELP-MAS. Should the agents pick the lock there is a 10% chance someone notices and reports it to the police. If they break a window there is a 50% chance. Inside the car the Colonel has left his laptop. It is encrypted and for all intents and purposes unopenable. In his laptop case he also has an article from the *Atlantic* 'More Than Human? The Ethics of Biologically Enhancing Soldiers' by Patrick Lin.

The article can be found here:

<http://www.theatlantic.com/technology/archive/2012/02/more-than-human-the-ethics-of-biologically-enhancing-soldiers/253217/>

McCain will immediately not a broken window when he returns to the car. He will not notice the missing laptop or article until after he leaves the Drunken Fry at which point he will become paranoid and assume it was the same person who broke into his house, or if the break in hasn't happened yet he will assume the house was the same person as the car.

## The Drunken Fry

*—A black and red building with a sign better fitted for the side of a Harley. The bar is full and crowded and the servers push their fries on you. Did they mention they have over 50 dipping sauces?*

Colonel Christopher M. McCain enters shortly after 6 and is flagged down by a man of similar age and build. The man is Mike Helater, an old college buddy of Christopher's. Mike works for Lear Siegler Services, a government aerospace contractor. Eavesdropping on the conversation gleans multiple references to 'Bullitt' and 'The Big Lebowski.' They'll find out that Christopher has a wife named Kim and a daughter Kelly. Mike is in a longterm relationship with a woman named Becca. After an hour and a half Chris says he should be getting home and leaves some money and an envelope on the table Over his shoulder he calls

back; "make sure you follow those directions EXACTLY. It's your head if you screw this up."

## On the Trail: Mike

Mike buys himself another beer before hitting the road. Mike is neither suspicious nor is he trained to spot tails so unless the agents have done something to rouse suspicion or outright hostility they should have no problem trailing Mike.

When he leaves he heads east on Interstate 44. He stops at the Cinemark Tinseltown and XD [6001 N MLK Ave], . He buys a ticket for a current movie, ideally a kids movie. If they follow him into the movie, he eats popcorn and enjoys himself. Even has a cherry coke.

## MIKE'S CAR:

Mike drives a BMW 320-I. License plate: GI5 TA. There seems to be no one around to witness the breaking in. On the passenger seat is the envelope that Christopher gave him [*Handout 5*].

## BEKs Enter Stage Right

Now this doesn't need to be the time you introduce the BEKs, any time an agent or two is alone, or anything you think it'll confuse or creep out the Agents is a perfect time. That said, a late night movie theater parking lot has worked wonders for me multiple times. Something about the BEKs asking for a ride in a car that the Agents have just broken into creates that certain special awkward tension. They're simultaneously the guilty party (caught red-handed) and the authority (after all, the kids are asking for a favor...)

Wherever you introduce them, play the kids straight, doing whatever you think will get them entrance; plea, insist, sob, demand—whatever the kid's think will work.

***“Our brother was supposed to pick us up but he went to a girl's house/Please, our mom doesn't know we're out, etc.”***

Be sure to keep on them. They need to feel they're in an uncomfortable encounter in a parking lot, not deliberating what to do around a table. Keep description short, stay in character. Though the children won't be holding eye contact, I suggest you do. Always. It helps generate the unease that the Agents should feel around the kids. I recommend all the creepy stuff happens on sticky notes so that no one is sure anyone else is experiencing/seeing what they are. Don't let anyone experience the same thing. They'll all be trying to confirm and communicate with each other and feel they can't because of these damn kids. Someone notices their eyes. Another agent feels the hair on their neck stand up, or maybe it's the sensation of someone blowing lightly on her nostrils. Perhaps the player with the lowest current willpower feels the urge to obey. My favorite is passing someone the note:

***“For a second the older child catches the light of a passing car and seems to... shimmer.”***

They will pause. He's not doing Twilight. Do Twilight. We've got a pair of teenager “vampires” and if we do our part right we'll soon have half the Agents arguing and justifying the silliest aspects of the books to the other half. An Agent may connect this shimmering back to Victor's note mentioning auras. Many Agents have [wonderfully] spiraled down the rabbit hole, pointing emphatically at the wikipedia page for auras. The other players will almost always think they're crazy. This connection combined with the Orphan note has sent many Agents on the path to discover what befell V-Cell.

## Going For a Ride

Should the Agents decide to give the children a ride the kids will not thank them, merely get into the backseat of the car and tell the Agents to go east on 63rd street. The street is isolated, only here and there does the lonely

silhouette of a house stand out amongst the trees and empty fields. on Midwest Blvd the boys will tell the agents to turn right to a particularly empty corner of this earth. The car will ease to a stop between the North Canadian River and Arcadia Lake.

The Agents should have a rising sense of terror and ‘oh god, what did we do?’ as the ride goes on, though the kids shouldn't do anything *particular* to give that sensation. If the Agents try to get the children to leave they will calmly repeat;

***“you have to take us home.”***

If the Agents try and push the children out of the car, they can't. If they resort to violence, so do the kids. If the investigators panic and abandon the car the kids will impassively watch them flee. When they are a football field's length away the car will drive off. It can be found beat up, like it was taken joyriding. The driver's side view is broken off, there are scratches along the side and hay and mud thrown up in the wheel beds. It can be found the following day (if reported missing) in the parking lot of Southmoore High School [2901 S Santa Fe Ave]. If an Agent connect the orphan lead to the BEKs they may notice it is conspicuously in walking distance of the Baptist Children's Home [16301 South Western Avenue].

## All the Way Home

If the Agents go all the way to where the car stops by it's own accord, things will probably get pretty bloody pretty quickly. The children will twice say:

***“you have to get out of the car.”***

If the Agents don't do so or get violent the children decide it's time to feed. If they do obey, well, it's still time to feed. The agents chances are slim. If they do kill one or both children after an hour or so the body will dematerialize into a pitch-like sludge. The sludge

rapidly sublimates, disappearing fully only 30 minutes later. The fumes causes horrific hallucinations. The mist will find it's way back to the crypt in the mine. Anyone who witnesses the transformation takes 0/1D6 SAN. Should anyone inhale the fumes they must make a CONx5 or suffer 0/1D4 SAN from the effects.

But Agents probably won't kill a BEK. They'll probably be killed. **[BEK stats page 19]**. The BEKs might not pursue if the Agents run after the creatures have downed one or two for feeding. The Agents might also find shelter if they jump into the river or the lake. This isn't because the BEKs can't cross water. Swimming just wasn't that common an activity to learn in 1892. Should one end up in water, the other will break off to try and rescue his brother.

If an Agent dies and the others cannot escape with her body the Agent will join the other bodies at the mine. If they leave the car, it will also end up at the high school.

## Trick or Treat:

You might not have the BEKs visit the kids at a car, they might decide to come a'knocking. If they come to the Agents current residence they will ask for a ride home. Substitute a remote place in the general area if the players are tracking locations on google maps or some such, and then run as above. If the players don't want to give them a ride they will attempt to be allowed in to use the phone or bathroom or have a bite to eat—they're *starving*.

If the Agents call the children an uber or a taxi instead they can notice that the children still ask for permission before entering the vehicle. The next morning the car will be found joyridden and in the high school parking lot. The driver's cellphone will be there with a cracked screen. 911 was typed but never dialed. The driver was Alex Moya.

## On the Trail: Christopher

Should agents follow the colonel from the Drunken Fry have them again make a stealth

check to remain unseen. Should they fail it will start a chase requiring 2 wins. If the agents win, McCain will still confront them outside his house and demand to know why they are following him. At some point in this confrontation Christopher's wife Kim will scream and Christopher will run into the house. If Agents don't follow (or bail) and succeed an Alertness check they will see a man with an athletic build run out of the rear of the house and hop the back fence. Should the investigators pursue they need to make Athletic checks. A success will get them in time to see catch the left couple of digits of the license plate **[599]** if they score a critical success they see the whole plate **[0A-5599]**.

If the Agents follow into the house (or fail their Alertness check and wait around) the mysterious man will be gone before they can catch the plate. Kim will be freaked out, someone was rummaging in the office. Christopher will demand the Agents tell him who that was and why they are following him. They will need to make a Persuade Check -20% to convince him not to call the cops.

## The Boys in Blue

As mentioned in the Oklahoma section, there are 6 stations in Oklahoma. They can look up one or if they just go to the police assume it's the office below, the closest station to the Baptist Children's Home (also the closest to the Motel 6).

OK City Police Department: Santa Fe Division  
9000 Santa Fe Ave  
Oklahoma City, OK 73139  
Phone: (405) 297-1190

## Major Grant Gunsor

The Major squints through his glasses as he speaks to you. He is calm and collected. When he raises his voice, he has to. He's athletic, if a bit overweight. An avid runner, he has done the Oklahoma Marathon 4 times. Gunsor worked the morgue during the bombing. He processed many people he knew, knowing he knew of their deaths before husbands, wives, children. His focus is forward.



There are a number of ways the Police might up and if Delta Green Agents have gotten on their bad side, it will play out as you'd expect. But the Agents might reach out to the police instead of the other way 'round.

If they provide proof that they are law enforcement the police will be cooperative and friendly. Should they find a way to believably bring up the person who broke into Colonel McCain's house the police will mention that Kim McCain just gave a description to the sketch artist. A persuade check can get them to print out a copy to show the Agents **[Handout 6]**.

If anyone works for the FBI make a luck roll to see if they can recognize the face of Special Agent Kit "Kooky" Maunder. The agent can share this information with the police or sit content with the knowledge that they will figure it out rather quickly themselves. If they help the police or wait for the police to figure it out, an FBI agent can make a Persuade check to convince the police to let them stop in on him and get to the bottom of things. Major Gonshor will give an envelope to the Agents to pass on to Mr. Maunder. Kit has rented room #13 at the Best Western at 6101 North Santa Fe Ave. He got into Oklahoma about 16 hours before the Agents. An FBI agent can always look up Maunder's file in the FBI database **[Handout 7]**.

## Best Western

—The Best Western looks like an overgrown barn, the red trim reveals what the white walls tried to hide.

6101 North Santa Fe Ave.  
Oklahoma City, OK 73118  
Phone: (405) 848-1919

If the Cell goes to the hotel during the day they won't find Maunder there. If they arrive after 3pm and haven't been given **Handout 8**, they will find it taped to the door. Maunder appears at 9pm in a mud covered



Special Agent  
Kit "Kooky"  
Maunder



1-800-WESTERN

Each Best Western hotel is independently owned and operated.

suit, which he will promptly get out of if no one is waiting for him. He is in a glum mood. There is something afoot, something just past his grasp. Maunder will by this point have been chewed out by his boss but not fired. He's supposed to come back to DC but he's stalled for time. The truth is here.

Maunder is distrustful of the agents, believing them to be a part of the conspiracy that disappeared his friend Matthew Litton, along with Allan Lang and Kate Burdenschaw. He wonders if now they're here to disappear him too. He's confrontational, but mostly in a verbal way. He tends to monologue, as if revealing how close he is to the "truth" will make those in the shadows reveal the rest.

Though initially wary, if the Agents can convince him that they can help him find "the truth", he's almost eager to put his caution behind him. Attempts to persuade him using the paranormal or government conspiracies (real or not) are made at a +20%.

Should the Agents try to downplay the disappearance of the Agents, Maunder will get defensive and find reasons to highlight their importance.

Ex)

*"The US Postal Service maintains 40,000 offices, handles 166 billion pieces of mail while selling a cool 25 billion in money orders. And you don't see potential for corruption?"*

*"Ever heard of Gulf War Syndrome? The government has been manufacturing germs for decades. Humans have been using biological warfare since the Hittites in 1500 BC. You think the government wouldn't kill to keep their newest weapon secret?"*

*"I see the faceless men walking the halls of DC. Manipulating laws for their own purposes, reallocating funds how they and not the taxpayers see fit. Hell, they've hunted me why shouldn't they hunt Matthew? Maybe Matthew was just a way to get at me. Well, Matthew's sacrifice is a way to get at them."*

If the Agents bring up his muddy suit or say anything related to the BEKs Maunder will become convinced they've seen them. If

**Special Agent Kit Maunder**  
Maunder is the most pathetic version of Fox Mulder. Mulder as written by Darin Morgan but with no Scully in his life. Chasing the "truth" is all he has. Time will show whether it's more tragic that he seems to lack any critical ability to separate fact from fiction or that he lives in a world where he might indeed stumble upon dark government secrets and horrors too great to comprehend. Maunder has stumbled onto a Delta Green operation. He is convinced that a extragovernmental conspiracy has disappeared Matthew Litton, Katie Burtenschaw and Allan Lang. If questioned about what the government would want with X he will always have an answer. They might not all hang together as a whole. He too has run into the Black Eyed Kids and will press the Agents about them. They're his ace in the hole that the paranormal exists. The search is Kit Maunder's whole life. His closest friends are internet forums. The only intimacy he finds is self provided.

they haven't, or play coy or dumb Maunder will insist they know who I'm talking about. He's even drawn a picture **[Handout 9]**. If an opportunity arises for him to expound on what he thinks they are, he'll take it. They're **vampires**. The only question is what kind. Discussions of vampire types can be role-played out, or you can give the Agents **Handout 10**.

If the Agents suggest any sort of theory, grab it and run with it, blow it to the biggest version possible. The Air Force has created a biological virus that it's testing on unwanted children to create vampire super soldiers. Maunder's sure of it. If your players are not well versed in the Mythos, there are some delightful pulls you can take from it to make Maunder seem positively bonkers. Eyes are windows to the soul. That's why their's are black. They don't have souls. They've been possessed by a race of time hopping aliens who use human proxies to bring about their nefarious ends. What ends? To bring about the dominion of

a race of sentient beetles. Three cases down the line when they encounter something of the Yith they'll start wondering about what that FBI was saying. They might regret killing him. Warning: Kit Maunder has an extremely high mortality rate. Many Cells decide his prying nature is simply too much of a liability. It's always delightful watching Agents realize they're about to be the ultimate bad guys in one of their favorite narratives. It often becomes some sort of grotesque Old Yeller burlesque.

## Sun Ridge Apartments

The Agents be intrigued by the message "call Sunridge Apts" on agent Victor's note and decide to go to the Sun Ridge Apartments. The phone number belongs to the pay phone outside Sun Ridge Apartments. There are 37 reviews for Sun Ridge on apartmentratings.com, 0% of them recommend the place. Dents, holes, black mold, backed up toilets, maintenance rummaging through personal belongings—yessir, Sun Ridge has it all. Noise, Maintenance, Safety, Grounds, Office all rate around 1 out of 5 stars.

The Super, Joe Tupetsko won't say much of anything (including his name) without a warrant or actual physical violence. He's had plenty of lawsuits from current and former tenants sue him and as such has a tight-lipped policy. Not that he knows much, Allan Lang paid a hundred dollars to stay here one night, though Tupetsko doesn't know the name. He was just some dopey guy with huge calves. Under the dumpster by the pay phone **handout 11**.

## I Spy With My Little Eye

The Agents might decide to reject the supernatural in their search for the children and decide to look for mundane explanations for their standout feature. Research (or a successful Medicine check) into black eyes will lead the Agents to Aniridia.

Aniridia is a rare congenital, hereditary, bilateral form of Iris hypoplasia (underdevelop-

ment). Aniridia is developed when the gene responsible for eye development, Pax6, does not function correctly. This causes the eye to stop developing early and when the child is born most of the eye is underdeveloped to some degree. Aniridia not only affects the Iris, but also the cornea, lens, optic nerve and may have retinal manifestations. It may cause foveal and optic hypoplasia.

Occurring in only 1 out of every 90,000 people puts only an estimated 7 people with Aniridia in Oklahoma City. Narrowing it down to teenagers it seems highly likely that Edward and Jasper Culkin are the only two in the city. Being siblings will almost certainly make them stand out as well. Research in this area will reveal the children to be residents at the Baptist Children's Home.

A doctor or scientist may realize that Aniridia would leave the sclera of the eyes white. Their dark schleras are caused by a build up of homogentisic acid, known as Alkaptonuria. When the children died and returned in 1892 their bodies stopped producing the enzyme homogentisic acid. This isn't particularly a problem for the boys as their biology seems to play little part in what or why they are. It has however lead to over a century of homogentisic acid build up. In addition to black eyes the children have black urine, black ear wax, black sweat, and a slight blue discoloration of their skin, particularly around sweat glands.

Their Alkaptonuria is currently undiagnosed, indeed, any medical doctor examining them would have all sorts of reasons to panic, and probably would not last long. Nevertheless, an Agent with a good medicine check or hunch should be able to figure it out.

## Baptist Children's Home

—A large modern building, each floor alternating between white paneling and blue glass.

OBHC Administrative Office:  
3800 North May Avenue  
Oklahoma City, OK 73112  
Phone: (405) 942-3800

—A large campus nestled in a middle of the neighborhood. A ring road surrounds an open green and branches off to a number of residences.

Residence:

16301 S. Western Avenue  
Oklahoma City, OK 73170  
Phone: (405) 691-7781

Should the Agents go looking for Orphanages in Oklahoma City they will find two: the Maisha Project, the Baptist Children's Home. The BEKs happen to live at the latter.

Baptist Children's Home was founded in 1903 and over the years has cared for thousands of children. Their current campus has eight cottages and four transitional/independent living duplexes serving a total of 76 residents.

Two cottages are focused on a foster family setting with eight residents and a married couple serving as houseparents. The other six cottages are focused on the unity of mothers and their children who have found themselves in crisis situations.

Should the Cell decide to interact with administration at their contact points are Tiffany McNeese and Irene Schlisman. Should they attempt to interact with people at both the Administrative Office and the Residence, split them up, if only one, then Irene Schlisman is next up the chain of command.

**Tiffany McNeese** is outgoing in a mid-western way, and will try to curve the conversation towards adoption whenever possible. In her early 30s, work and the children is a good way of not thinking about her 6 year relationship coming to an end. She continually wonders if there was some other way it could've played out. Tiffany is highly protective of the children and will not give up them or any information about them easily (-40% to Persuade or Law), this can be mitigated if the players convincingly come from an adoption angle or get a warrant.

If they do end up talking about the Culkin children, Tiffany will express worry that neither of them seems to have grown in very much in the 3 years they've been at the Children's home. They can also learn about

Anirdia from Tiffany if they did not already learn about it. Tiffany will admit to feeling uneasy around the children but will blame herself for feeling uncomfortable with their medical condition.

**Irene Schlisman** is in her mid-forties and for her the whole thing has simply become a job. Not that it started that way, but life crowded out the Children's Home, energy is needed elsewhere. Irene is no less willing to give up information than Tiffany and an adoption is ultimately a bunch of forms. If the Agents get Irene to open up about (and show concern for) her daughter's struggle with meth will remove the Persuade/Law penalty. If the Agents imply that their investigation will help her daughter (perhaps they're trying to take down the Sinaloa Cartel that is pumping meth into the city) they can even get a +20% bonus.

If the agents are successful with Tiffany or Irene they are willing to set up a meeting (or, unknowingly, an ambush), or simply tell the agents where the kids are (possibly their residence in Warring House. Southmoore high school, etc.)

## The Kid's are Not Alright

### CARETAKERS:

The Culkins' caretakers at Warring House at Matt and Brittany Conlan, a young married couple of two years in their early 30s. They seem eager and sincere down to earth people on any topic but the Culkins. It is eerie how quickly they will turn from pleasant to unpleasant and back again.

The Conlans are, for lack of a better word, the brother's thralls. The same things that V-Cell is currently gestating into at the Osage Mine. They have not been alive in the strictest sense for sometime now. They will defend the brother's in every way possible but besides that look and act human. For a few years anyway. Eventually, they will begin to rot and molt. Their skin sloughing

Tip: An easy way to build tension is to simply confirm an Agent's plan by repeating their own words back to them as a question. Pausing after they embark on an action and then scribbling a quick note can do wonders to make them second guess themselves as well. And of course, there is the tried and truth method of making a quick roll to yourself.

off as pus pushes up in its place. The thralls will become animalistic and ravenous as they develop their own taste for blood.

So far, Edward and Jasper have put down all of their parent-thralls before they have gotten so far gone. For the children, feeding on strangers isn't especially difficult, it's the necessity to repeatedly murder their adopted parents that is the worst part of their affliction.

### OTHER CHILDREN:

There are six other children that live at the Warring House with Edward and Jasper; Daniel Noonan (M 9), James Moore (M 10), and David Morris (M 14), Adrian Smith (F 6), Jacklyn Nabbors (F 9) and Lucy Wen (F 13).

All of the children are kind of creeped out by the brothers and try to spend as little time as possible around them. At one time or another all of them have complained to administration asking if Edward and Jasper could be placed elsewhere.

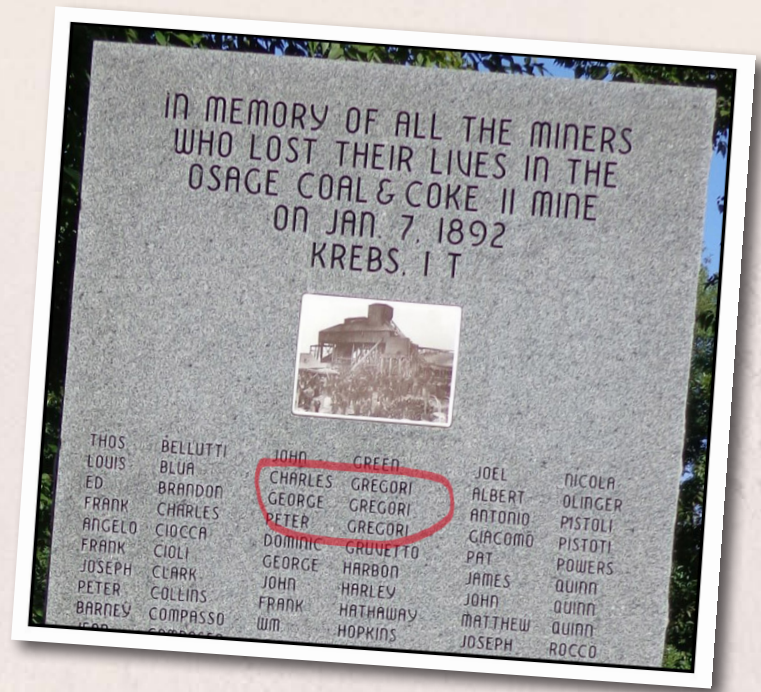
### KILL IT, KILL IT WITH FIRE

If the Agents decide to attack the BEKs while they're at home and vulnerable, there will almost certainly be collateral damage. Look for ways to make it as awful and soul crushing as possible (Sanity!). There are kids, parents enthralled against their will, hapless administrators, groundskeepers, maybe a family dog. Police response time to gunfire is 11 minutes unless somehow delayed or alerted. Adjust time accordingly. The BEKs will, of course, merely re-spawn in their crypt, though the Agents might never learn this.

## They've Got a History...

If the Agents decide to go digging for records of children or orphans with Aniridia they will find a curious trail through the 20<sup>th</sup> century [**Handout 12**]:

- From 1986-1990 Jacob and Luke White lived at Speck Homes Incorporated (or-



phanage) before being adopted at the ages of 13 and 16. Both suffered from Aniridia. Adoption records are closed.

- Two brothers suffering from Aniridia, Riley and Steve Sellers lived at the International Orphanage Relief Society from 1978-1982. They were adopted at ages 14 and 16. Adoption records are closed.
- Owen and Philip Banner lived at the Baptist Children's Home from 1963-1967. Both suffered from Aniridia and were adopted at the ages of 15 and 17. Adoption records are closed.
- Marcus and Caius Pepper lived at Speck Homes Incorporated from 1945-1948. Both were diagnosed with Aniridia and Alkaptonuria. They were adopted at the age of 13 and 16. Adoption records are closed.
- Two boys with Aniridia stayed at the Baptist Boy's Ranch Town Children's Home from 1924-1929. Adoption records are closed.

If the Agents look into the events that led to the closing of the #11 mine in Krebs they can glean the following information.

- On January 7th, 1892 in Krebs, Oklahoma the Osage Coal & Mining Company Mine

#11 collapsed in an explosion killing 100 people and injuring 150 more.

- Among the dead were two brothers, George and Peter Gregori, brothers who worked as cart pushers due to their near blindness. George was 16 when he died. Peter was 14.

Why would they look into Krebs? Good question.

## Dead Bodies and Trailblazers

Two days into the investigation, or whenever it seems like the Agents need a new lead, Lang's Chevy Trailblazer will be discovered outside of the town of Krebs, Oklahoma. If the agents have already found their way to the mine and moved the car then this doesn't happen, otherwise:

Some teenagers were playing around the site of an old abandoned mine (yes, that one) and stumbled upon the car. The finding has brought with it a bit of a circus.

Inside the car was the body of FBI Agent Matthew Litton. A dead federal agent would be bad enough but all about his mouth was a thick, cottony fungal growth.

The Krebs police contacted both the FBI office in Oklahoma and the CDC. The CDC, in turn, contacted the EPA office in Tulsa and asked them to control the site while someone flew out. The EPA got to the scene before the FBI and immediately insisted on quarantining the mine and the body. The body has been moved to the Krebs police station until the EPA can get to it and move it back to Tulsa for proper examination when the CDC officer arrives.

The FBI is annoyed that the EPA are tampering the scene of investigation and are furious that they won't let the FBI see the body of one of its own Agents. Worse, the EPA won't let the FBI into the crime scene at all out of fear of contamination. The EPA immediately saw similarities between the fungal growth on Litton's face and White-nose Syndrome. They are panicked that a subspecies of the fungus might be capable of infecting humans.

This will ultimately lead to a jurisdic-

## White-Nose Syndrome

A disease affecting hibernating bats, White-Nose Syndrome is a disease named for the fungus that appears on the muzzle of hibernating bats. First documented in New York in 2006 WNS has now spread coast to coast and killed 7 million bats. In many hibernacula (the caves and mines where bats hibernate) mortality rates reach 100%.

A recently discovered fungus, *Pseudogymnoascus destructans*, has been demonstrated to cause White-Nose Syndrome. This fungus has yet to cause symptoms in humans, though scientists wear protection when taking samples. The fear that it can spread to humans is what is driving the EPA's fervor in the Litton case.

tional battle between the two agencies unless the agents find a way to mitigate it. Of course, that which is dead won't necessarily wait around for that government to sort everything out.

So far the FBI, the EPA, and the Police have all kept the story quiet, it's up to the Handler to decide how long that can last.

The official story is that the man died from hydrogen sulfide poisoning, also known as stink damp. The EPA is using it as a chance to stress the dangers of abandoned mines. Litton's identity has not been released.

## Krebs, Oklahoma

The children died in a mining disaster in Krebs in 1892 and because of a compulsion to sleep there every Saturday, they always have to come back to the Oklahoma area.

About 2 hours east of Oklahoma City, Krebs was founded in the late 1800s. In questionable conditions European immigrants were sent deep underground to rip forth its black coal. Turn over rate was high, death was common. The 1892 explosion in the Osage Coal and Mining Company's No. 11 mine made little impact on mining. After all, there were 15

other mines to pull profit from.

Today, the town is known more for its food than its coal. Dubbed Oklahoma's 'Little Italy'. Pete's Place, Isle of Capri, and Roseanna's have all been around for generations. As has Lovera's Family Grocery.

As of the 2000 census 2,051 people lived in Krebs with a median household income of \$24,514. About 16.6% of families and 19.1% of the populations were below the poverty line. Krebs has a police force of only four officers. Crime is around the national average, but do to the small number of people in pure numbers there are few incidents (the specific crime records can be found at [www.city-data.com/crime/crime-Krebs-Oklahoma.html](http://www.city-data.com/crime/crime-Krebs-Oklahoma.html))

There is a chance the Agents see McCain in town. They won't know it but it is entirely coincidental. He happens to love Italian food.

## Kreb's Police Station

5 E Washington Street  
Krebs, Oklahoma, OK 74554  
Phone: (918) 423-2421

*—The small stone station sits across the street from a dilapidated row of store fronts, the only store still open is A&F Vacuum. The station is flanked on each side by large aluminum storage buildings. The one on the left is the town's masonic lodge.*

The arrival of Matthew Litton's body has effectively closed down the station and a note on the door asks all visitors to head to the masonic temple. The EPA's reaction to the fungus has caused the officers to want to spend as little time as possible around Litton's body which, wrapped mummy style in multiple levels of plastic, was placed in the holding cell.

### THE MASONIC TEMPLE:

The four officers who work at the police station have set up next door at the Masonic Temple and have a makeshift set up going.

The officers are Chief of Police Dennis

Cook, Deputy Chief Matt Whitlock, and Officers Denise Jones and Timothy Grant. If the agents arrive during the day, Chief Cook is at the mine. Someone else should probably be out in the community, but all the commotion is likely to make them hang together and gossip.

Whitlock is the most talkative of the group and also the one who took the statements of the two kids who discovered the body. None of the officers know how much they are or are not allowed to share and with who, so unless an agent if from the EPA/CDC (or successfully convinces them they're from the EPA/CDC) and pretends to already know what's going on they're unlikely to be given too much. An FBI agent (or pretender) might be able to brow beat something out of them with a successful Persuade or Bureaucracy check.

They were told in no uncertain terms to let no one in to see the body, so unless they think the EPA/CDC is going in to see the body (or better yet, remove it) they're not going to let anyone into the police station. They won't open the door to anyone not affiliated with the EPA or CDC without extraordinary circumstances (such as an FBI Agent getting a critical success of Persuade). That said, they will be almost too willing to open the door to someone from the EPA. They were given instructions to hand over the body, but no one from the EPA has been over yet to claim it and the thing's sure making the police nervous.

The officers might be persuaded into providing details about the finding of the bodies and possibly show the witness statements of Tommy Gibson and Ashley Gaines, the kids teenagers who found the body.

Tommy and Ashley didn't see much, mostly the old mine was a cool place to go make out. At first, when they saw the car they just thought someone else had come to hook up. They didn't think anything of it until they came back the next day and it was still there. That's when they got close enough to see the blood. Once they saw the body they got out of there and called the police. The EPA did some sort of scrubbing of them but ultimately let them go home.

### INSIDE THE STATION:

If the Agents attempt to enter the station via a Craft (Locksmithing) check, on a failed stealth check, roll a luck check to see if someone sees them.

Inside, the station is small but uncluttered. A successful Craft (Locksmithing) check will get them access to the evidence vault, though they won't find anything of interest. However, inside they will find another door behind which is the armory. Inside they can find 4 10-gauge shotguns, 4 light carbines and 4 reinforced Kevlar vests.

The keys to the holding cell is in an open locker next to the front desk. The holding cell itself is in a back room.

### HOLDING CELL:

The holding cell is painted drunk tank pink, Matthew's body lays upon a wooden bench under a thorough wrap of clear plastic poly sheeting. The whole thing has been duct taped thoroughly, so as to be air tight. It is a sloppy but thorough job.

Whenever the Agents unwrap Matthew, whether here or elsewhere they will see his body.

Matthew's skin is tight, taut, as if it were slowly being pulled off his body from everywhere. It is white, waxy. The only color at all is the skin under his eyes, which is bulging, discolored with blood. Halfway between a bruise and a water balloon.

Shortly after being exposed to air Matthew will burst to alertness, he will be savage and ravenous. A hunger has awoken within him. If not unwrapped, he will awake in 10 hours. This could spell trouble for the police. Or maybe the hear gunfire from the station. In Litton's pocket is **handout 13**. **[Matthew Litton's stats on page 19].**

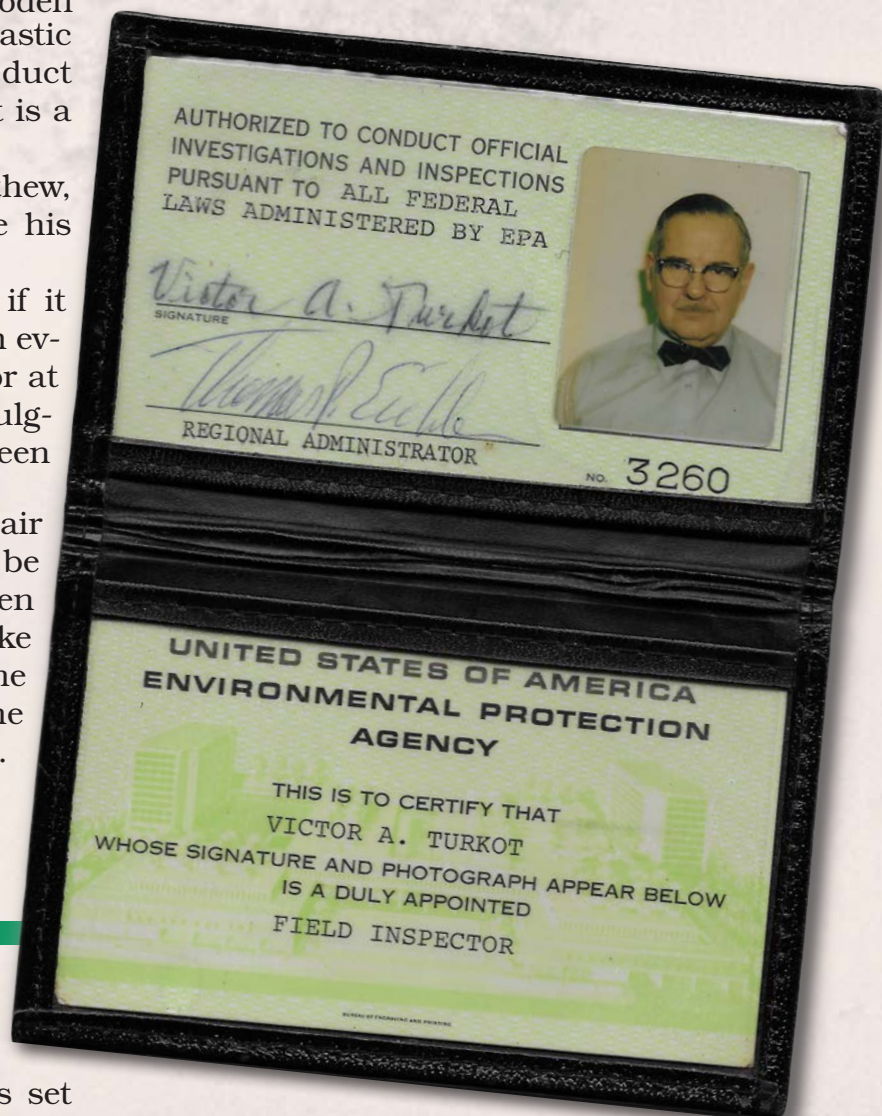
## Osage Mine No. 11

The mine is about a mile and a half outside the town in hills long since retaken by blackjack oaks. The EPA has set

up a quarter mile perimeter around the mine's vertical shafts at the top of the hill. The EPA is unaware that there is a horizontal entrance lower down in the hillside, much in the same way Culkin brothers were unaware their was a car at the top of the hill. Matthew Litton was killed, not by the brothers, but by the other members of V-Cell. They went down into the earth to kill the kids. They failed. When they didn't return, against his better judgment, Matthew went after. He found their corpses, and after awakening them, barely escaped after partially collapsing a tunnel with explosives. He made it back to the car, but the bites ensured he never made it any further.

The other two members of V-Cell are still down there, removing the rubble. With each passing day their cunning and hunger are growing.

If the Agents go to the Krebs Historical Society or Library looking for information







climbing harness and descender flung into the trees.

If an Agent has military training or athletics or Pilot (some sort of craft that uses line) 60% they can teach everyone how to make a harness out of the extra rope and use a prusik knot as a descender. They can also pass the harness back up between climbers, though if they take too long those at the bottom may become prey to a prowling V-Cell. Or they can come back with proper equipment.

If the Agents all want to go down into the mine this way they will need someone with military training or Athletics or Pilot (some sort of craft that uses line) 50% (or special training: climbing) to know how to teach everyone how to improvise a rope harness to lower themselves down. Be sure to describe the friction of the rope biting into their back and arm. Alternatively, with a 40% they could and the harness they could run the harness back up for each person to descend with, of course that comes with the risk of those waiting at the bottom being pounced upon by V-Cell. Or they can come back later with proper climbing equipment for everyone.

## Backdoor Men (and Women)

Going in through the side entrance of the mine keeps the Cell from having to worry about getting around the EPA up top but they'll still need to find a way of traversing vertically. They can tie into the rope from above if they're not worried about attracting attention from its movement and are confident it's still in place.

## Into the Belly of the Beast

If you've never been underground before, it's dark. Darker than words can do justice. Your eyes become useless appendages. A waste of calories. If you spend a mere hour underground without light the very concept of vision begins to feel foreign. Help your Agents remember why people are afraid of small spaces. And small it is, the mine tunnels may be a

half mile long, but they're only 60 inches tall. In some places, smaller. There are pockets of gas, heavier than air that simply sit, waiting for unlucky people to pass through. Some are merely poisonous (black damp ex. carbon dioxide), others are explosive (fire damp ex. methane), and others are both (stink damp ex. hydrogen sulfide). Air tunnels have been dug down to get oxygen into the mine and a mis-step near one is likely to be fatal. All of these are real risks to agents climbing into a coal mine. And that's before you get to the supernatural horrors lurking below.

All of these can be used to great effect to create memorable scenes (or punish unprepared Agents). Bullets can set off methane explosions that can blast friend or foe, shelves can collapse, V-Cell can crawl from air vents or be knocked down them. Make it dark, make it cramped. Make it dangerous.

## Saturday Night's Alright...

Technically, the Culkin brother's only sleep in mine on Saturday nights. If the Agents don't piece this together from overhearing the brothers while spying on them or by noticing the similarities between Black Eyed Kids and the Greek Vrykolakas you're probably best off placing them in the mine anyway. Rare is the group that's going to enjoy a tense, dark crawl to the bottom of an empty mine. Especially if they've already gone through a low stake version of that with the Colonel. If the Cell is going into the dark with an expectation of a bloody end—let them get it. One way or the other.

Place V-Cell wherever you want them, you can decide how much of the rubble of Matthew's explosion remains. I recommend having the Agents run into Victor/Victoria and Viggo separately. There's more tension if they killed one but know there's still one stalking them. It also gives the Agents much better odds of staying on their feet and having people standing as they go into their final confrontation.

The brothers sleep on the bottom level, on grass mats beside the cave in. A large male skeleton has been excavated and sits beside their mats. If the Agents find a way to make

it quietly through the mine, they might come upon the children as they're sleeping. Should they make a lot of noise, well, the children might be up past their bedtime.

Should the Agents manage to burn the children at their grave, then to whoever is able to crawl back to the surface: congratulations, you've made the U.S. a little bit safer. Should they defeat the kids but not burn their bodies, the brothers will lay low for a few years and then return to their game. Should they meet their end in the mine (or elsewhere). Eh, at least they tried.

## Edward & Jasper

STR 16 CON 20 DEX 20 INT 10 POW 5 CHA 5  
HP 14

ARMOR RATING 5 (HP rd penalty not applied)

ATTACKS Unarmed 70% (Damage 1D4+1)

SPECIAL ATTACKS If Edward or Jasper successfully pin a target, in addition to the regular benefit, their unarmed attack is now a bite which inflicts a disease with an incubation period of 24 hours and deals 1D4 damage. The CON check is made at -20%. Should the disease kill the victim, in 1d4 days they will turn into a thrall, like V-Cell. Rabies shots will give a +20% (4 shots over 2 weeks). AGILE The brothers have super human speed and can close distances of up to 10 meters and still take an action.

SAN 1/1D8

## Matthew Litton?

STR 16 CON 16 DEX 15 INT 5 POW 5 CHA 5  
HP 16

ARMOR RATING 4 (HP rd penalty not applied)

ATTACKS Unarmed 65% (Damage 1D4+1)

SPECIAL ATTACKS Same as Edward & Jasper

NOTES Matthew, having just awoken in panicked and feral. Each day he will become more intelligent and personable until he is like the Conlans. In 1D8 years he will become far more monstrous than he is now.

SAN 1/1D8

## Edward and Jasper Culkin

Yes, they're monsters. Yes, they prey upon the living, drinking the blood of some and turning others into powerless thralls. But at their core, the Culkin brothers are kids. Sure, technically Edward's turning 140 but his brain stopped developing at 16. His prefrontal cortex is, and will always be, a decade and a half from full development. They never asked to be what they are, and they sure don't understand it. It's just one more thing that keeps them from ever hoping to fit in with their peers. And they will never fit in with their peers. Aniridia and Alkaptonuria? They'll always look like freaks. Their formative experiences happened in a culture a century gone. At 14 and 16 they're old enough to want sex and off putting enough to never get it. For a hundred and twenty four years. They are teenage outcasts at the worst. The only relationships they can form are with their enthralled parents. Even that's temporary. After a few years the thralls begin to rot and molt into things horrific. So far, the kids have always chosen to put down before the transformation has finished. Yes, they're monsters and they need to be put down. But if the Agents ever dig into their life or trail them it should be readily apparent that they're victims just like everyone else.

## Katie/Allan?

STR 14 CON 12 DEX 14 INT 5 POW 5 CHA 5  
HP 13

ARMOR RATING 4 (HP rd penalty not applied)

ATTACKS Unarmed 60% (Damage 1D4)

SPECIAL ATTACKS Same as Edward & Jasper

NOTES Same as Matthew

SAN 1/1D8

# Handouts

The handouts are not labeled on the pages themselves as few things break immersion more than seeing HANDOUT #4 emblazoned across your next clue. So instead below is an index that'll hopefully be self explanatory. You'll probably get the most mileage out of just making your own versions of the various notes (and save yourself some ink).

Handout 1: Invitation.

Handout 2: Green Box

Handout 3: Orange "They are Orphan's" note

Handout 4: Torn blue note card "No cellphones", orange "skeptics such as..." & "gnomes?"

Handout 5: McCain's Margarita recipe

Handout 6: Kit "Kooky" Maunder sketch

Handout 7: Kit Maunder Intel

Handout 8: Sheriff Note

Handout 9: Maunder's BEK drawing

Handout 10: Kit Maunder, Vampire Expert

Handout 11: Note to A-Cell

Handout 12: Adoption History of the Kids

Handout 13: "Gene Simmons" note

Handout 14: Osage Coal and Mining No. 11

Handout 15: Bats, I Hate Bats...

Handout 16: Alpha Rats Nest Lyrics (by the Mountain Goats)

Handout 17: Colonel McCain's bio because I forgot to put it in anywhere else

And a thanks to everyone who created assets that were used in this project:

*lined paper* by LL-stock, *coffee stains* by Paul Murray, I don't remember where the paper for the Osage Mine comes from (got it a long time ago, doesn't seem to have a read-me) if anyone recognizes it let me know so I can give credit to whoever donated it to the online community.

The Oklahoma City Theatre Company

INVITES YOU TO A SPECIAL SCREENING OF

## **DUST BOWL**

Dust bowl tells the story of three government agents from three different agencies who all arrive in Oklahoma City around the same time and then disappear under mysterious circumstances. FBI Agent Matthew Litton (Grant Stevens) told his boss that he was on a family retreat until the end of the month, so what was he doing in Oklahoma City? Was he investigating the Cartels? Dr. Katie Burtenshaw (Lucille Mercer) told the CDC that she was doing research on the recent mumps outbreak, but will the Oklahoma State Department of Health verify that? U.S. Postal Inspector Allan Lang (Aaron Cartwright) was last seen catching up with an old friend, Colonel Christopher M. Grusendorf, Commander of the 72d Medical Group, Tinker Air Force Base. But maybe they weren't friends at all—maybe they'd never even met before. Only our fateful hero, John Smith (Greg Harmon) can solve the case. What caused their disappearance? What is their ultimate fate? Is there a threat to the American public? Did Lang leave behind any clues in the room he rented at the Motel 6 on 1800 E. Reno Ave? And where is that silver Chevy Trailblazer, LP: #1A DL132? Find out this and more tomorrow at your special screening of DUST BOWL.

The computer network is down at the Civic Center Music Hall, please pick up your tickets at our office at 10900 NE 23rd St, Oklahoma City, OK. #28.

Confirmation number is: 1337-0451.

**Seating is first-come, first-serve.**

This invitation is non-transferable

# Green Box, Oklahoma City

B&B Mini-Storage

10900 NE 23<sup>rd</sup> St. Oklahoma City, OK.

(405) 821-1628 [b-bministorage.com](http://b-bministorage.com)

Unit #28

Size 12x40

Gate Code: 1337

Storage Box Code: 0451

## Contents:

- x3 Marmot Trestles 15 sleeping Bag
- x2 cot
- Desk
- Scruffed copy of Mein Kampf
- Paperback of 'Never Go Back: a Jack Reacher Novel' by Lee Child
- x3 Petzl Zipka Plus-2 headlamp with 3 brightness modes, strobe and red LED
- Prepaid cellphone
- CD of Jimmy Buffet's 'Songs You Know By Heart'
- x2 Winchester M1897 Riot Shotguns, 10 gauge
- Ziploc bag of 16 10 gauge shells
- Cardboard box
- x24 Cans of Progresso Soup
- x8 Cans of Campbell's soup
- x2 bottles of Twister vodka
- Bottle of Black Bush whiskey
- Another cardboard box

They are

Orphans!

Call Sunridge Apts phone  
16:20.

405-622-9155

VICTORIA WAS RIGHT  
NO MORE FUCKING  
CELL PHONES

Skeptics such as Robert Todd Carroll contend that auras may be seen for reasons such as migraines, synesthesia, epilepsy, a disorder within the visual system, a disorder in the brain, or due to the influence of psychodelic drugs. Eye fatigue can also produce an aura, called eye burn."

Skeptics such as Robert Todd Carroll contend that auras may be seen for reasons such as migraines, synesthesia, epilepsy, a disorder within the visual system, a disorder in the brain, or due to the influence of psychodelic drugs. Eye fatigue can also produce an aura, called eye burn."



# The Cain's **KILLER** Margaritas!

- 4 cups ice cubes
- 2 cups frozen raspberries
- 1/2 cup club soda
- 4 tablespoons frozen lemonade mix
- 4 tablespoons lemon juice, divided
- 7 ounces tequila (YEOW!)
- salt, (if you're a pussy!!)

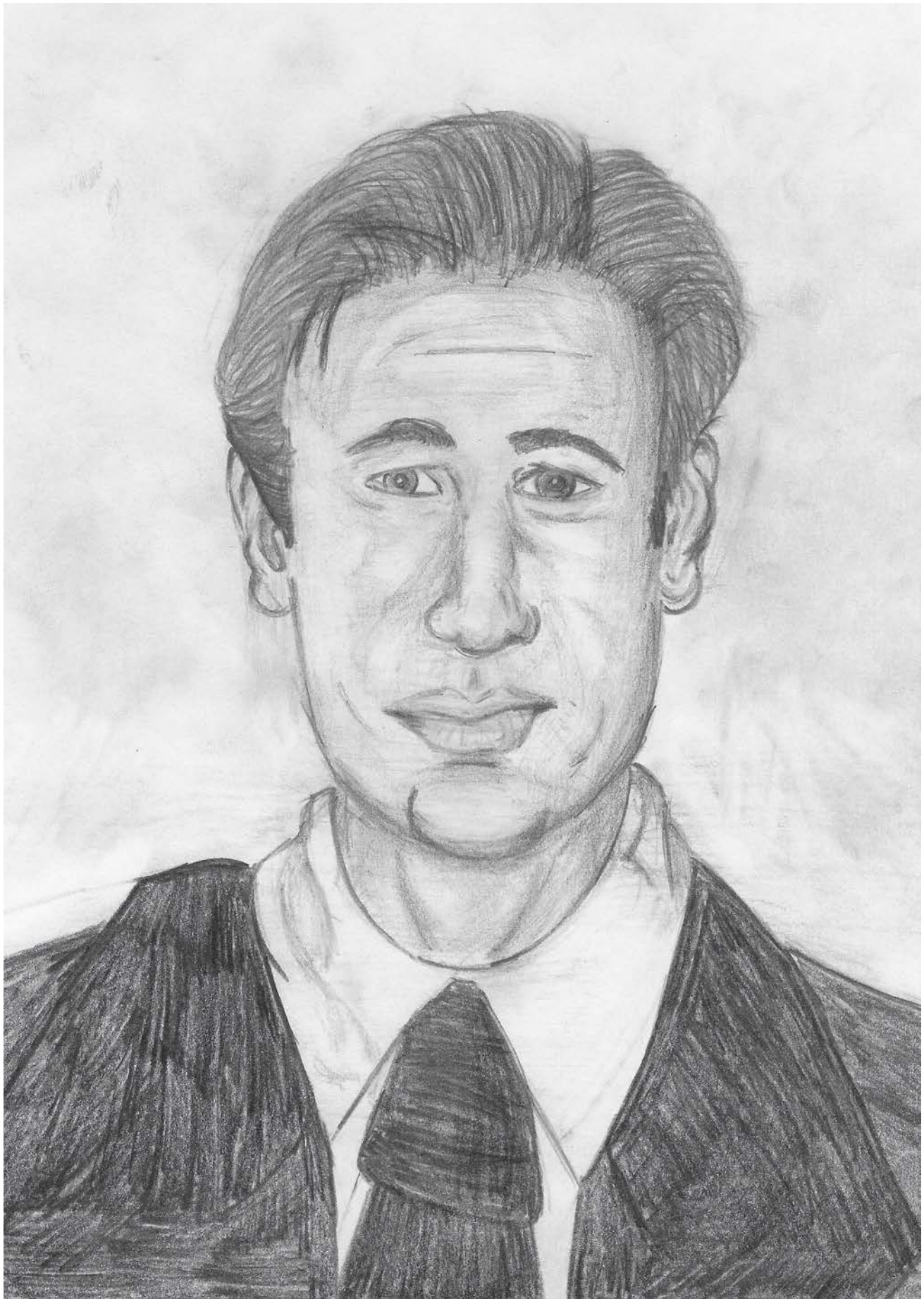
## **DIRECTIONS**

Place ice in a blender and pulse to begin breaking it up. Add the raspberries, club soda, lemonade mix, 1 tablespoon lemon juice, and tequila. Blend until **THICK** (just how you like them!) and **SMOOTH**, approx. 30 seconds.

## **For the Ladies**

Pour 1 tablespoon of lemon juice into a small saucer. In a separate saucer, put down a layer of kosher salt. Dip the rims of the glasses in the lemon juice then o the salt. Pour margarita in glass. Party.

**IMPORTANT:** Listen to Marcy Playground's Sex And Candy while making.





Full Name: Kit Billson Maunder

FBI Badge Number: JTT047101111

License Number: 123-32-1321

Date of Birth: October 13th, 1979

Height: 6'

Weight: 175 lb

Hair: Brown

Eyes: Hazel

Marital Status: Unmarried

Current Address: 42-2630 Hegal Place, Apt. #42, Alexandria, VA. 23242

Email Address: Kit.Maunder@gmail.com

## Hertz Rental Information

License # 123-32-1321

Maunder, Kit

42-2630 Hegal Place

Alexandria, Va. 23242

Mister Maunder

we have some questions  
regarding your recent behavior

please contact Major

Grant Goshier

(405) 297-1190

OKCPD



1-800-WESTERN

Each Best Western hotel is independently owned and operated.

## Kit Maunder, Vampire Expert

You see, vampire myths have been with us since the dawn of time. The Chinese Jiang Shi, the Vetalas of India. The Hebrews had their Motetz Dam, the Sumerians their Alu. The Malaysian mana-nang-gal would split at the torso, and with huge bat wings fly to the houses of pregnant women to suck blood from the heart of fetuses. Below is a brief overview of some of the types of vampires you talk to Maunder about.

The **Romanian Strigoi** are restless spirits of the dead, sometimes they are thought to be living people with magical properties. They can transform into animals, turn invisible, and drain the blood of victims. It is particularly fond of infants. The first documented vampire was a strigoi named Jure Grando. For 16 years after his death he would knock on doors, if someone answered they would expire.

The **Slavic Mara**, also known to the Kashu-be people of Canada, is said to be the spirit of an unbaptized dead girl. She is considered to be a terrible night visitor who crushes and oppresses her victims. In slavic legend, once a Mara drinks the blood of a man she will fall in love with him and will return to plague his slumbers until his death.

The **Churel rises when a low-cast Hindu** woman dies while pregnant. With backwards feet, sagging breasts, and a hideously long tongue they prey on young men.

The German **Alp** is a spirit associated with the bogeyman and the incubus, normally tormenting the dreams of women. The creature's physical manifestations can be very dangerous. The Alp is considered male, sometimes the spirit of a recently deceased relative, most often an actual demon. Children can become an Alp when a mother uses a horse collar to ease childbirth. The Alp is said to be able to transform into a car, pig, bird, or a lecherous dog--perhaps linking it also to werewolves. The Alp drinks blood from the nipples of men

and children, but prefers the milk of women. The Alp is virtually impossible to kill.

The **Greek Vrykolakas** has similar body characteristics as vampires of Balkan lore. They do not decay, have ruddy complexion--as if gorged with new blood. Often reports tell of gray eyes. They are believed to knock on the doors of houses and call out the names of the residents. If it gets no reply the first time, it will pass away without causing harm. If someone answers the door he or she supposedly dies a few days later and becomes another vrykolakas. They become more powerful if left alone and legends state that one should destroy its body by burning it. This can only be done on Saturday, which is the only day when the vrykolakas rests in its grave.

The **Chonchon of Chile and Argentina** is the magical transformation of power kalkus (sorcerers) who detach their head which then flies around using its giant ears to fly about on moonless nights. They can turn invisible and drink the blood of sleeping people.

The **Asanbosam resides in Southern Ghana** and areas of the Ivory Coast. It is believed to reside in deep forests. Though of general human shape, it has teeth of iron and its legs have hook-like appendages to scoop victims up into trees.

In **Belarus, a Mjertojec** rises when a werewolf dies. It is only active from midnight to sunrise but during the time the purple-faced creature will feast on any human it sees. The only way to kill one is to make a trail of poppy seeds back to its grave and nail it through the best with an ash stake before burning it forever.

The **Assyrian Ekimmu** dates back to 4000 BC, bitter and angry, it longs to live again. It attacks humans relentlessly before possessing its corpse. If an Ekimmu shows at your doorstep you are likely to die in a few days. They are believed to still exist, mostly in run-down urban areas.

## Things to do today . . .

1. \_\_\_\_\_
2. \_\_\_\_\_
3. *Contact A-Cell*
4. *Remove all of my limbs*
5. \_\_\_\_\_
6. \_\_\_\_\_
7. \_\_\_\_\_

State Representative  
**Ellen M. Bard**

1175 Old York Road  
Abington, PA 19001  
(215) 881-BARD  
[www.repbard.com](http://www.repbard.com)

1986-1990 Jacob and Luke White  
lived at Speck Homes Incorporated  
Adopted at ages 13 and 16  
Both suffered from Aniridia.  
Adoption records closed.

1978-1982 Riley and Steve Sellers  
International Orphanage Relief Society. Ages  
15 and 17 when adopted. Aniridia  
Adoption records closed.

1963-1967 Owen and Philip Banner.  
Baptist Children's Home. Aniridia again.  
14 and 16. Adoption records closed.

1945-48 Marcus and Caius Pepper. Lived  
at Speck Homes Incorporated. Both  
diagnosed with Aniridia and  
Alkaptonuria? 13+16. Adoption records  
closed.

1924-1929 Two boys with Aniridia  
(names illegible - coffee) Stayed at Baptist  
Boy's Ranch Town Children's Home.  
Records closed.

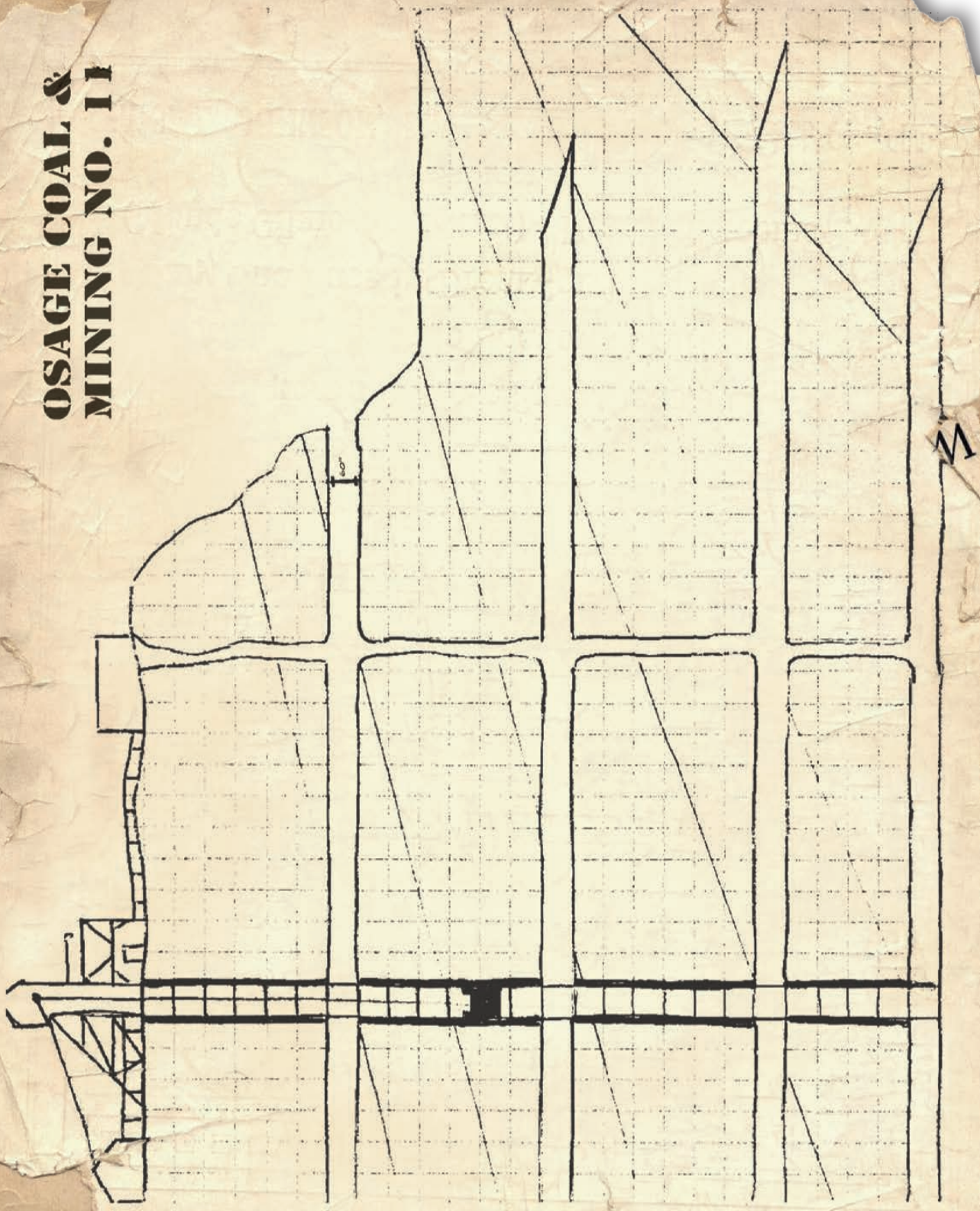


Lock, FORGET EVERYTHING WE LEARNED ABOUT GENE SIMMONS -  
I KNOW, I KNOW, BUT THESE KIDS WE STUMBLED ON ARE DANGEROUS  
AND IT LOOKS LIKE THEY'RE GETTING READY TO MOVE AGAIN.  
LET'S HIT 'EM AT THE MINE. WENT TO PICK UP VICTOR AT THE  
SUNRIDGE APTS. SOME DAY THAT NUT WILL REALIZE OUR PHONES  
ARE SAFE. GRAB STUFF FOR MINE

SEE YOU SOON,

VANCE

**OSAGE COAL &  
MINING NO. 11**



BATS? I HATE BATS. THEY DRIVE ME CRAZY. CRAZY, I WAS CRAZY  
NCE. THEY PUT ME IN A BIG RUBBER ROOM. I DIED IN THAT ROOM  
HEN THEY FED ME TO THE BATS. I HATE BATS. THEY DRIVE ME CRAZY  
RAZY I WAS CRAZY ONCE. THEY PUT ME IN A BIG RUBBER ROOM. I DIED  
IN THAT ROOM. THEN THEY FED ME TO THE BATS. I HATE BATS. THE  
RIVE ME CRAZY! CRAZY, I WAS CRAZY ONCE. THEY PUT ME IN A  
BIG RUBBER ROOM. THEN THEY FED ME TO THE BATS. I HATE BATS.  
THEY DRIVE ME CRAZY. CRAZY, I WAS CRAZY ONCE. THEY PUT ME IN  
DOM. I DIED IN THAT ROOM. THEN THEY FED ME TO THE BATS. I  
ATS. THEY DRIVE ME CRAZY. CRAZY, I WAS CRAZY ONCE. THEY PUT ME IN  
BIG RUBBER BATS. I HATE BATS. THEY DRIVE ME CRAZY  
BATS? I HATE BATS. I WAS CRAZY ONCE. THEY PUT ME IN A  
I HATE BATS. CRAZY, I WAS CRAZY ONCE. THEY PUT ME IN  
CRAZY. CRAZY, I WAS CRAZY ONCE. THEY PUT ME IN  
IN A BIG RUBBER ROOM. I  
OM. THEN THEY FED ME TO  
ATS. THEY DRIVE ME CRAZY  
I WAS CRAZY ONCE. THEY  
THEY PUT ME IN A  
AT ROOM. THEN THEY  
HATE BATS. I HATE BATS.  
HEY PUT ME TO THE BATS  
EY FED ME TO THE BATS  
CRAZY. CRAZY, I WAS  
TO RUBBER ROOM. I  
ME TO THE



HELLO,  
Govna!

AH THE LENGTHING HOURS IN THE REFINERY  
BELCHING FIRE INTO THE SKY  
WE DO OUR BEST VAMPIRE ROUTINES  
AS WE SUCK THE DYING HOURS DRY  
THE NIGHT IS AS LOVELY AS A ROSE  
IF I SEE SUNLIGHT HIT YOU  
I AM SURE THAT WE'LL BOTH DECOMPOSE



# BIOGRAPHY



UNITED STATES AIR FORCE

## COLONEL CHRISTOPHER M. MCCAIN

Col Christopher M. McCain is the Commander, 72d Medical Group, Tinker Air Force Base, Oklahoma. He is responsible for planning, organizing, developing and implementing the delivery of optimal health services to over 54,000 Department of Defense beneficiaries, the Oklahoma City Air Logistics Complex and all hosted units. Additionally, the 72d Medical Group strives to maximize wartime and peacetime readiness and support for worldwide deployment and to provide an integrated managed care system for our 25,000 TRICARE Prime enrollees in DoD Region South.

Col McCain is a native of Chevy Chase, Md. He attended Virginia Polytechnic Institute and State University where he earned his Bachelor of Science of Biology degree. He attended Johns Hopkins University School of Medicine and earned his Doctor of Medicine degree. He was commissioned in the Air Force during his Family Medicine residency program. His first active duty assignment following medical training was at Dyess AFB, Tx., where he served as a family physician and flight surgeon. He attended the Princeton School of Public Health where he served as Chief Resident in Occupational and Environmental Medicine and earned his Master of Public Health degree. He completed a second residency in Occupational and Environmental Medicine, and is dual board certified. He served as Occupational Medicine Consultant at Maxwell AFB, Ab. Col McCain later served as the Chief of the Medical Staff and Deputy of the Medical Group Commander for the 23d Medical Group, Moody AFB, Ga. He has deployments as a physician during OEF and OIF, and experience preparing the Joint Warfighter for world-wide contingency operations. Prior to command of the 72d Medical Group, Col McCain commanded the 78th Aerospace Medicine Squadron at Robins AFB, Ga.

### EDUCATION

- 1994 Bachelor of Science degree in Biology, Virginia Tech University, Va.
- 1998 Doctor of Medicine, Johns Hopkins University, Md.
- 2001 Family Medicine Residency, Abington Memorial Hospital Program, Pa.
- 2003 Squadron Officer School (BDE), Maxwell AFB, Ala., by correspondence
- 2004 Distinguished Graduate, Aerospace Medicine Primary Course, San Antonio, Texas
- 2006 Air Command and Staff College (IDE) Maxwell AFB, Ala., by correspondence
- 2007 Master of Public Health, Princeton School of Public Health, Princeton, NJ.
- 2008 Occupational & Environmental Medicine Residency, Princeton School of Public Health, Princeton, NJ
- 2011 Air War College (SDE), Maxwell AFB, Ala., by correspondence
- 2012 Joint Operations Medical Management Course (JOMMC)
- 2014 Interagency Institute for Federal Healthcare Executives
- 2015 Joint Senior Medical Leaders Course (JSMLC)

### ASSIGNMENTS

1. June 1998-May 2001, Resident in Family Medicine, USAFR Financial Aid Program (FAP), Va.
2. August 2001-September 2005, Family Medicine Physician and Clinic Element Chief, 314th MDG, Dyess Air Force Base, Tx.
3. October 2005-June 2007, Flight Surgeon and Deputy Chief of the Medical Staff, 314th MDG, Dyess Air Force Base, Tx.
4. June 2007-July 2009, Residency in Occupational and Environmental Medicine through Air Force Institute of Technology (AFIT), Princeton School of Public Health, Princeton, NJ.
5. September 2009-May 2014, Occupational Medicine Consultant, 95th MDG, Edwards AFB, Calif.
6. May 2014-Present, Commander 72d Medical Group, Tinker AFB, Okla.

### FLIGHT INFORMATION

Rating: Flight Surgeon  
Flight hours: More than 255  
Aircraft Flown: C130E/H/J, UH60A/H, F-16D, and E8C/A

**MAJOR AWARDS AND DECORATIONS**

Air Force Meritorious Service Medal with three oak leaf clusters  
Air Force Aerial Achievement Award  
Air Force Commendation Medal  
Air Force Achievement Award  
Air Force Outstanding Unit Award with five oak leaf clusters  
2012 ACC Chief of the Medical Staff Commitment to Excellence Award

**PROFESSIONAL MEMBERSHIPS AND AFFILIATIONS**

American College of Occupational and Environmental Medicine (ACOEM)  
Aerospace Medical Association (AsMA)  
Princeton School of Public Health, Residency Advisory Committee  
AMSUS Society of Federal Health Professionals

**EFFECTIVE DATES OF PROMOTION**

Captain 30 Nov. 1998  
Major 01 July 2005  
Lieutenant Colonel 31 March 2010  
Colonel 30 May 2014

(Current as of 11 Jul 2016)