CLUES

Suicide Note:

Poseidon will come for us all; I choose to leave before then.

Mark Fox. Tony Mitt. They were my brothers. Do not let them erase their names from history. 26N91W (The Coordinates of the MODU)

Jacob's Laptop:

Several browser pages open. Topics include Blue Pelican Oil, various myths about ocean gods, Charles Darwin, and sea life.

Tony's Note:

Jacob, they are coming for me. I hear them swimming underneath. If you are reading this, you need to get as far mainland as you can.

Shareholder Report:

Not since the combustion engine has there been a greater discovery in oil technology. This liquid is more than ten times as efficient as oil and zero processing is required to run it in modern engines. "Magic" is a word rarely used by our science team, but even they admit this is beyond explanation. What we have is a modern miracle. But that is not the end of the story. Join us in the canteen for a demonstration.

Dive Footage:

Footage from the helmet cameras of three divers. The feed transitions between the three periodically.

At first, the field of view is surrounded by endless black ocean. The camera turns to reveal a diving bell as well as 2 other divers. A hand appears in front of the camera giving an "Okay" hand signal. The other divers respond in kind. The camera then returns to the inky blackness.

A cylindrical pipe eventually comes into view. The pipe is connected firmly to the ground, which is unnaturally smooth. The camera pans around the floor, eventually finding a thin, straight fissure in the ground. The camera traces it for several dozen feet before the fissure opens to reveal a massive eye. The footage ends.

CONDITIONS

BARNACLES (-5/-10/-15): *Barnacles grow on the joints and can affect movement. Whenever the character with Barnacles fails a Trait roll involving a Body Trait, the Barnacles grow and the Condition is made worse by -5. If the magnitude of Barnacles ever exceeds the characters Strength, they are immobilized.*

MUTATING(1/2/3): *Whenever the character comes in contact with* ***the blood****, increase Mutating by 1 rather than making a Save. If Mutating ever reaches 5, the character is permanently transformed into a* ***mutant****. Lower Mutating by 1 every 12 hours.*

GM BACKGROUND

Blue Pelican Oil is a multi-billion dollar energy company. Recently, they announced the construction of the deepest oil rig in history in the Gulf of Mexico. Three months ago, a mobile offshore drilling unit (MODU) was sent out to establish the pipe and get everything set up. As of yesterday, they announced that they have deemed the well unstable and would no longer be moving forward with their plan.

At first, there were no problems. The MODU was able to establish a pipe connection, construction went smoothly, and everything was on schedule. However, when the MODU attempted to pull oil up for testing, they were instead greeted by a strange crimson sludge.

A dive team was assembled to look for causes of contamination. The divers Jacob Dempsy, Mark Fox, and Tony Mitt were sent down. It was here they learned the truth: the drilling unit was not pumping up oil; they were pumping up **blood**. **Blood** from an enormous creature laying on top of the seabed.

While this was happening, the crew of the MODU were doing their own research. The scientists on board reported that, not only is the **blood** an energy source, it is 10 times as efficient as oil and requires no processing to be used in engines. However, the workers made an entirely different discovery: whoever touched the **blood** would mutate and become more like the life living under the waves.

After viewing footage from the dive team, there was no doubt in the minds of the workers; they were drilling into a god. A god who has blessed them with its **blood** so they may wait with their god in the ocean. One by one, the workers were baptized in the **blood**, emerging changed. Some went to the sea. Others stayed onboard.

When the divers emerged, they witnessed this horror firsthand. Immediately, they boarded a lifeboat and used it to get back to shore. However, they would not be safe for long. Worried that he would speak out, Blue Pelican had Mark killed. The **mutants** found Tony in his boathouse and sacrificed him to their god. Jacob took his own life.

GM NOTES

HIDDEN: Some clues are marked with a H representing that they are hidden. This only means that they are not immediately apparent. Some should be revealed automatically to players, while others might require the characters to look in the right place at the right time.

C.A.R.B.O.N.: The characters are entrusted by the government to do this investigation themselves; however, they have access to assistance at all times if requested. For example, the characters could have a computer tech break into a laptop or have a helicopter pilot fly them to a location. Make sure the players are aware of this.

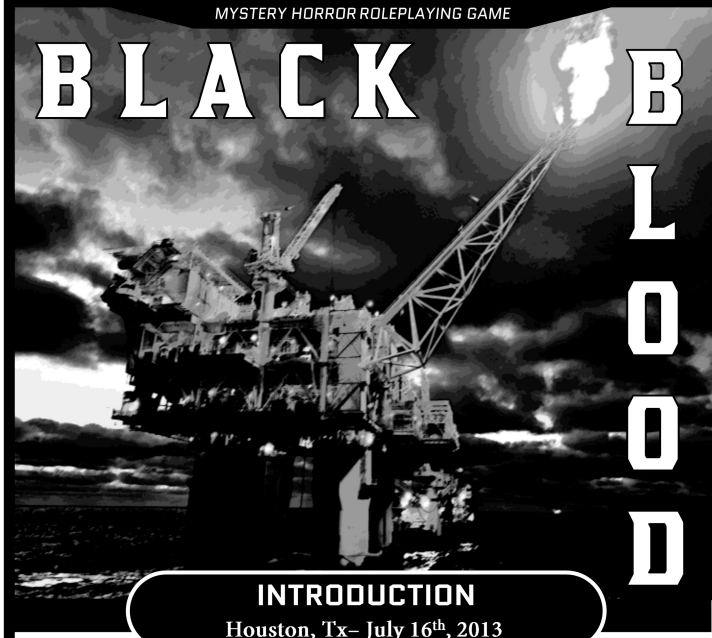
THE MUTANTS: The workers of the MODU have all been transformed by the **blood**. Whenever the characters encounter a **mutant**, they are in a Hostile Encounter (3d10).

THE BLOOD: The **blood** of the god is a highly useful and highly reactive substance. The characters can use it to refill the helicopter to escape but contact with the substance will require the characters to succeed a Body Save or receive the Condition: Mutating.

AN EPISODE FOR THE
STRANGE & TIMES
MYSTERY HORROR ROLEPLAYING GAME

CREATED BY: GAVIN RUBIN
COVER ART: GAVIN RUBIN

BLACK BLOOD



INTRODUCTION

Houston, Tx– July 16th, 2013

Shortly after the forming of the Burau of Investigation in 1908, proof of the paranormal was discovered. To avoid mass panic, the evidence was kept secret, and a subsect of the Burau was created to maintain the conspiracy: CARBON.

C.A.R.B.O.N. (Contain, Alter, Redact, Burn, Obfuscate, Negate)

The characters are CARBON field agents, that perform initial investigations before task forces are mobilized. Today, they will be sent out to an address in Houston (**Jacob Dempsy's apartment**) with the following briefing in tow.

UNITED STATES DEPARTMENT OF JUSTICE
FEDERAL BURAU OF INVESTIGATION
CARBON DIVISION

Team is to report to Houston, Tx immediately to investigate the death of Jacob Dempsy: a former navy diver and special operative. Honorably discharged in 2009; has been working in the private sector as a diving consultant since. Clean Record. No reports of PTSD. Death may be ritualist. Team is to fully investigate the cause of death.

Paranormal Activity Status: Unknown.

Primary Objectives: Determine Activity Status. Investigate Jacob Dempsy's background.

Free Rules
Free Modules
Learn to play in minutes
at StrangeTimesRPG.com

JACOB DEMPSY'S APARTMENT

A small apartment in the center of Houston. A police officer guards the door but allows the characters inside. Jacob's body is on the couch, undisturbed. His eyes have been stabbed with diving knives. A note is on the table. *See – Suicide Note*
H| All signs point to this being a legitimate suicide.
H| Calendar on the wall: *"July 14th, meet with Mark at The Clam."*
H| Matchbook in his pocket for a bar named "The Clam"
H| Framed photo of 3 men on an oil rig: Jacob, Mark, and Tony.
H| Yesterday's newspaper on kitchen counter: *Blue Pelican announces delay in their ultra-deep oil rig.*
H| Laptop. Requires a password to open. *See – Jacob's Laptop*
Note To GMs: Allow players to guess the password by using words found around the apartment and in the note.

THE CLAM

A local bar that primarily serves oil rig crew members. The bartender, Cynthia Bates, claims to have known Jacob, but hasn't seen him "since Mark died." The patrons know about Blue Pelican.
H| Jacob was in a diving crew with Mark Fox and Tony Mitt.
H| Jacob's crew was recently hired by Blue Pelican Oil. They were paid in cash "off the books." They returned to mainland 9 days ago.
H| Jacob, Mark, and Tony only drank in silence after they returned.
H| Mark was hit by a car 2 days ago after stumbling into the street.
H| Blue Pelican is setting up an ultra-deep oil rig 300 miles off the coast. Nicknamed Poseidon. Only accessible by helicopter.
H| One of the bar regulars owns a helicopter and can fly the characters to Poseidon.

HOUSTON POLICE DEPARTMENT

A large structure that hosts the majority of the city's police.
H| Mark's body is in a nearby hospital morgue.
H| Mark's body has a stab wound in its side. Pre-mortem.
H| The detective assigned to Mark's case deemed it a simple hit and run. Has already accepted that the case is unsolvable.
H| The detective has a check from Blue Pelican in their office.

MARK FOX'S APARTMENT

A simple apartment completely emptied of any personal belongings.

TONY MITT'S BOAT HOUSE

A simple boathouse in Trinity Bay. The door is open. Inside is Tony's body, torn to shreds, and scattered around the living room.
H| Not all of Tony is here. Some pieces are missing.
H| Tony's limbs have bite marks. Different marks on different body parts. Some were from needle-like teeth. Other resemble shark bites.
H| Strange bloody footprints. Not human. Webbed.
H| A hidden note: *See – Tony's Note*

HOUSTON

CONTROL ROOM

A large room filled with computers and monitors overseeing the operation. A deceased man is in a chair, covered in oversized barnacles. An **Access Card** is around his neck.

!SAVE! – If a character touches the man without protective gear, they must succeed a Body Save or receive the Condition: Barnacles.

H| One of the computers has a folder labelled "Dive Investigation." *See – Dive Footage.*

OFFICES

A short hallway with doorways leading to individual offices and a large meeting room.

H| Inside the meeting room, there is a note on a lectern. *See – Shareholder Report.*

ACCOMODATIONS

A large room that acts as both kitchen and recreational area. Short dead-end hallways branch off to the various dorm rooms. In the center of the room is a barrel stained with **blood**.

Encounter: Down one of the hallways is a silhouette of a man standing in front of a pile of rubble. He calmly, repeatedly calls for help in a monotone voice. If anyone approaches, a massive pair of **mutant** jaws will burst out of the hallway. The **mutant**, a giant angler fish with clawed limbs will emerge from the rubble and chase the characters.

H| There is a tendril connected to the silhouette from the rubble.
H| A crew manifest is on a table near the barrel. Names are either labelled as "Ascended" or "Non-Believers." At the bottom of the list, Jacob, Mark, and Tony are labeled "Escaped."

DRILL ROOM

An open space with a large metal tube that goes from the floor to the ceiling. Three cloaked figures (**mutants**) are kneeling before the pipe. They are speaking a gargled, strange language. Periodically, **blood** will drip from the metal. The figures will raise metallic cups, collecting the liquid and drinking deeply.

Encounter: If the **mutants** see the characters, they will try to bring them to the pipe to "baptize" them in blood. The **mutants** each have a different mutation. One has a beaked mouth and tentacles for arms, another has the head of a goblin shark, and the last one has numerous legs and one large clawed hand.

HELIPAD
-START HERE-

On approach, the platform appears abandoned. No one greets the characters as they land. The helipad is empty except for the signal lights. There is a staircase leading to the Upper Platform. The pilot says they will need to refuel before heading back, but with no crew available, the characters will need to find fuel.

H| There is a nearby emergency station with flares, medicine, fire extinguishers, etc. The inflatable raft is missing.

UPPER PLATFORM

A maze of equipment and storage containers. The massive frame of the drilling module looms overhead. It is a short journey to the **Control Room**, **Accommodations**, and **Facilities**.

Encounter: A **mutant** is patrolling the area. It has the torso of a man, but dozens of 10ft sharp needles have replaced its limbs.

H| The emergency lifeboats have been launched.
H| A storage container is labeled with **blood**: "NON-BELIEVERS." Locked inside are 9 crew members who have died of dehydration.

FACILITIES

Locked: Requires Access Card

A web of pipes and wires surround a small walkway. The path occasionally branches to massive rooms dedicated to specialized equipment that keep the facility running: generators, water purification, gas processing, etc.

Encounter: A **mutant** is inside the generator room. It has leathery skin and large white eyes with pin-hole pupils but otherwise appears to be human. Smiles with a row of sharp teeth. An inner jaw can burst out of its mouth.

H| The generator room has empty gas cans against the far wall.
H| All systems on the MODU can be controlled from this area.

SPIDER PLATFORM

Rows of thin metal mesh platforms on the underside of the rig. Under the waves, a gigantic glowing object can be seen. There is a functional emergency lifeboat on the far end of the platform.

H| Fish of all species are swirling around the glowing light.

THE M.O.D.U.