



EL CUCUY CAME FOR CARLITO

Ancient Hispanic myths tell of El Cucuy, the mysterious boogeyman who steals away children. In southern Texas children are beginning to vanish in unexplained ways. Has the myth of El Cucuy become a reality, or is something more sinister at play?

Important Traits: No specific traits required, but the ability to speak Spanish would be beneficial.

Suggested Characters: Miranda Chase, Tyler Copeland, Tessie Dillion, Maria Gallegos, Detective Hector Gonzalez, Anaru Kamara

Major Menace: *Botador de Almas* [boht-a-dohr dey awl-mos]. A traditional Portuguese figure said to be the one who guides souls to the afterlife and keeps the children of their city safe from El Cucuy. Settlers carried this tradition over with them to this new land; and many cities still keep the tradition alive in story and sometimes practice. Usually, the Botador

is a source of goodwill and protection. However, the current Botador has unlocked black magic and studied rituals that have begun to turn him into something more monster than human. The Botador remains a hidden menace until the finale.

Minor Menace: *El Cucuy* [el koo-koo-e]. In mythology, this monster is similar to the boogeyman. El Cucuy preys on misbehaving children and either devours or kidnaps them. The creature referred to as “El Cucuy” in this case, however, isn’t really interested in harming children, per se. It is a minor Unknown currently enslaved to protect children from El Botador. Being a creature of the Unknown, of course, it isn’t gentle.

SETUP

Los Fresnos, Texas is a small farming community outside of Brownsville. Its population is just over 6000, and the community is small enough that the entire town has been personally affected as children

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vanish in the night. Law enforcement found no evidence at any of the crime scenes, no one has made any ransom demands, and no bodies have been found. Luckily, the Sheriff, Ronald Vela, is an envoy of SAVE, but is too emotionally involved with the case (as it is affecting his friends and neighbors) to approach the investigation rationally. Recognizing the odd disappearances, and knowing there might be some truth to the superstitious mumblings about “El Cucuy,” Sheriff Vela contacts the Brownsville SAVE HQ. After a flight to Harlingen and a bus ride to Los Fresnos, the envoys are ready to investigate.

The situation is even more complicated than it appears, however. The wealthy Domingo family has always unofficially run Los Fresnos. The family grew in power by controlling most of the farmland on which Los Fresnos was built, and funding the construction of the city’s infrastructure. They ran the city’s politics and determined its future. Jerry Domingo, the current and well-known patriarch of the Domingo line, still lives on the Domingo land with his son, Carlito.

Father Eduardo Chavez, who can also trace his bloodline straight back to the Domingos, has inherited the powers of el Botador de Almas. Two hundred years ago, Javier Domingo accidentally set fire to his barn, resulting in the deaths of three of his nephews, the sons of Rafael Chavez Domingo. In a rage, Rafael renounced the Domingo family name and began a new line, the Chavez family, to which Father Eduardo belongs. Rafael stoked his rage for years, passing down the story of his tragic loss and painting his brother as the villain. Now, two hundred years later, Eduardo Chavez finally has the means to extract vengeance in the name of his ancestor. As the new Botador de Almas, Father Eduardo has learned an offshoot of the Art, ostensibly allowing him to guide souls on to the next life. Previous Botadors have also learned the power of repelling evil spirits such as El Cucuy (in game terms, the Incorporeal and Protective schools of the Art). Unfortunately, Eduardo has also learned from other sources, mixing the Art and the Evil Way. He now has the power to end the Domingo line once and for all, and all he needs is one male member of the Domingo line as a sacrifice. Just as he began his preparations, however, El Cucuy started abducting male descendants of the Domingo line.

Javier Domingo (himself a practitioner of forbidden applications of the Art) summoned an Unknown creature to protect his line in case of supernatural threat. That threat never came; and the creature lay dormant until Eduardo assumed the mantle of Botador and corrupted the Art. Then, the spirit arose from the burned-out barn where Javier summoned it, and began “protecting” the line as best it could

— by spiriting the potential targets away into a pocket dimension. It can’t kill them, but doesn’t really care if they live. Overall, though, it wants Eduardo dead so it can return to the Unknown... but since Eduardo himself is a Domingo descendant, the spirit can’t hurt him.

SAVE

Sherriff Vela contacted the Brownsville, Texas SAVE HQ in regards to this case, and they immediately sent a team to investigate (a letter is included at the end of this file). SAVE has never had a documented run-in with El Cucuy, so they are eager to send in envoys. The HQ expects the envoys to investigate the disappearances, discover the fate of the missing people, and determine what Unknown entities (if any) are responsible. If the victims are alive, the envoys should locate and rescue them. If possible, the envoys are to destroy the creature stealing them. As far as SAVE knows, though, these could be completely mundane kidnappings.

SAVE has set the envoys up with a few small but adequate motel rooms, a van or SUV (player’s choice), and contact information for Sherriff Vela.

THE TIMELINE

- September, 23, 1816:** The three children of Rafael Chavez die in an accidental fire at the Domingo Family Estate.
- January 1, 2016:** Franco Martinez, 2 years old, reported missing.
- January 2, 2016:** Gabriel Melendez, 10 years old, reported missing.
- January 4, 2016:** Blas Alfonso, 4 years old, reported missing.
- January 6, 2016:** Sherriff Vela contacts SAVE Brownsville.
- January 8, 2016:** Sal George, 24 years old, reported missing. SAVE envoys arrive in Los Fresnos.
- STARTING POINT FOR PCs.**
- January 9, 2016:** El Cucuy comes for Carlito Domingo shortly after midnight. Just after sundown the following evening, Eduardo Chavez conducts the ritual using either Carlito or himself and, if not stopped, wipes out the entire Domingo family bloodline.

THE CASE

The first thing that the envoys should do is make contact with Sheriff Vela, who details the case as it stands. Since no bodies have been found and no ransom demands were left, the Sheriff has very few leads. A few of the victims' families claim to have seen a shadowy figure moving about the house shortly before the disappearances, all of which happened at night. With Los Fresnos being a small, superstitious, farming town, rumor of the missing people spread quickly. The townsfolk are whispering about El Cucuy, a boogeyman-like being that the stories say kidnaps children.

Sheriff Vela has seen no evidence of El Cucuy specifically, but believes something supernatural has been taking these victims, since they seemingly vanished into thin air. The local PD has been investigating the case for more than a week, and hasn't yet found any actionable evidence or leads. By the time the envoys arrive in Los Fresnos, another victim has gone missing: a young man by the name of Sal.

The characters arrive in town sometime in the morning on January 8th, and, though they won't know it when they first arrive, have only until midnight to learn that Carlito Domingo is the next target of El Cucuy. If they figure out the connection between the victims quickly, they can get to the Domingo Mansion and protect the boy. At the same time, Eduardo Chavez, el Botador de Almas, is moving to kidnap the child. If the envoys do not try to protect Carlito Domingo, El Cucuy takes him away. Chavez spends the day in study, and realizes that he is also a viable sacrifice. He performs the ritual just after sundown on January 9th, in any case. If the envoys do protect the boy, Chavez steals him during the following day.

It's important to note in this small Texas town, the majority of the population is Mexican. Spanish is more common than English, especially among older residents. Sheriff Vela speaks fluent Spanish, and some of the envoys may as well. For those who don't, having to translate myths and interviews from Spanish back to English may provide an extra challenge for the case. A botch on an Interview or Investigation check might result in a mistranslation that derails the case.

THE MISSING PEOPLE

The envoys should speak to the families of the missing people and investigate the crime scenes. With Sheriff Vela in tow, they have no problem talking to the victims' families, most of whom are nearly hysterical with worry and grief. If they leave the Sheriff behind, they need a general Communication Check

to convince the residents to speak with them (probably with a modifier, depending on what story the envoys give the families and whether the envoy in question speaks Spanish).

At first blush, the victims are only superficially similar: they are male, their families have lived in the area for several generations, and they are Mexican. That covers much of the town, though. The victims attended different churches and schools. They are of varying ages, heights, characteristics, etc. With the exception of Sal George, who lived alone, the other victims were taken in the presence of their families.

Sensing the Unknown at a crime scene carries +30 modifier for the most recent disappearance (Sal George), and decreases by 10 for each previous disappearance, according to the above timeline (Blas Alfonso's scene grants a +20 modifier, and so on). When an envoy successfully Senses the Unknown, they experience a strong feeling of obligation, as though the being that did this was acting under an irresistible compulsion. On a Colossal Success, the envoy realizes this being is acting under direction from an outside source, and does not actually have any desire to steal these people.

Characters can gain clues about the missing people by speaking to family members (Interview), searching the scenes of their disappearances (Investigation), or looking into their family histories (Research).

- *Vital*: All of the kidnapping victims shared ancestry; they are all descendants of the Domingo line. No physical evidence or sign of a struggle was found at any of the scenes, but family members all report thinking they saw someone moving in the shadows and assuming it was a trick of the light. No sign of forced entry is evident at any of the homes.
- *Interest*: All of the victims were taken shortly after midnight. Father Chavez, the priest of the local church, met with each of the families the morning after the disappearance to offer support and counsel.
- *Esoteric*: Some reference to el Botador de Almas; how the PCs find this reference depends on what method they're using to find clues. One of the mothers of the missing boys might exclaim that she expected el Botador to protect them, or the envoys might happen upon a reference to it in an article while researching the families.

THE DOMINGO FAMILY

All of the victims can trace their lineage back to Javier Domingo. Once the envoys figure that out, they will almost assuredly want to look into the family. They can learn more by searching through genealogies at the library, newspaper, or church archives. Finding these clues probably requires Research, though Interview might also work.

- *Vital:* Jose Domingo practically built Los Fresnos from the ground up. He had two sons: Javier and Rafael Domingo, but he lost three grandsons in a fire in 1816. Javier currently has a direct descendant, Jerry Domingo, who runs the family businesses and has a mansion on the outskirts of town. He lives with his wife and five-year-old son, Carlito Domingo. They are the last living family carrying the Domingo name, but not the last family to carry the bloodline; several other families in the area can be traced back to Jose Domingo.
- *Interest:* After the devastating fire that took the lives of his children, Rafael separated himself from the family and took the name “Chavez” after his uncle.
- *Esoteric:* Rafael also has a descendant living in the city: Eduardo Chavez, the head priest of La Iglesia de las Almas Perdidas.

RESEARCH EL CUCUY

The envoys might do some of this research before leaving for Los Fresnos, or once they arrive. They may look up information at the library or newspaper (Research), or talk to citizens of Los Fresnos, especially reporters or teachers at the school (Interview). If the characters research this topic or el Botador de Almas in the church archives, apply a +20 modifier.

- *Vital:* El Cucuy is also called Coco or Cuco, and its legend is common in several countries, including Mexico. El Cucuy is said to come out only at night, and usually visible only as a shadowy, humanoid form. It is said to steal away naughty children, or children who refuse to go to sleep.
- *Interest:* Some legends of El Cucuy say that it has a head resembling a pumpkin, which was adopted into the western tradition of Halloween. Other legends say that El Cucuy is featureless and dark, but still somehow hideous to look upon.
- *Esoteric:* El Cucuy is common in Brazilian myth, as well as Hispanic. The envoys note

another Brazilian story that has some particular history in Los Fresnos: That of el Botador de Almas (the Boatman of Souls), who is supposed to protect the city from El Cucuy. If researching in the church archives, the envoys happen across a floor plan of the church that reveals the secret room.

EL BOTADOR DE ALMAS

Researching this being requires that the envoys talk to citizens of Los Fresnos or do their research at the library or *Los Fresnos News*. If the characters research this topic or El Cucuy in the church archives, apply a +20 modifier.

- *Vital:* El Botador de Almas is a local religious and protective figure, largely considered spiritual but also an honorific given to the parish priest. Some of the older people in the town still tell their grandchildren that el Botador can ward off El Cucuy, but this legend is dying out. The current Botador, based on tradition, is Father Eduardo Chavez.
- *Interest:* In decades past, the church had a ritual on November 1st in which people would hand el Botador a lit candle, and he would walk from their pew to the votive candle rack. This symbolized el Botador helping those who had died in the past year reach Heaven. This ritual has not happened since 1988, however (there is no special significance to that year; that was simply the last time the priest performed it).
- *Esoteric:* The current Botador, Father Eduardo Chavez, is also a descendant of Jose Domingo. Some of the descriptions of el Botador talk about him drawing a line of salt or ash across a doorway to keep El Cucuy out; this sounds to the envoys very much like the Line of Defense discipline of the Art. If researching in the church archives, the envoys happen across a floor plan of the church that reveals the secret room.

FATHER EDUARDO CHAVEZ

The pastor of La Iglesia de las Almas Perdidas, and the current Botador de Almas, is Father Eduardo Chavez. He lives in a small apartment above the church with a private chapel. Father Chavez is more than willing to speak to the envoys, though any discussion of el Botador and El Cucuy make him uncomfortable. If the envoys talk to another towns person about Father

Chavez, rather than discussing it with him directly, they can learn most of these clues (though of course they can't read Father Chavez' discomfort at discussing the matter).

- *False lead:* He takes offense at something the envoys ask or say, and refuses to speak to them further.
- *Vital:* Father Chavez has served as pastor of the church for 20 years. He does not believe in El Cucuy, and is uncomfortable with the legend of el Botador because he believes it may have pagan roots. He appears visibly nervous during the conversation.
- *Interest:* He suggests that the church archives might contain more information about what the characters are after (he doesn't believe the characters will find anything useful and it might distract them). Father Chavez' predecessor, Father Gutierrez, was the last to perform the Botador ritual in the church, though that was still a few years before Chavez took over. Father Chavez does not know why the ritual was discontinued, but opines it might be because Father Gutierrez' health declined in his last few years as pastor and he might not have had the strength. If the envoys ask one of the older townspeople about Father Chavez, they learn that the church has a secret library or study off the priest's quarters.
- *Esoteric:* Father Chavez seems bitter at discussing the missing children. He doesn't seem concerned about them at all. If talking to a townspeople about the priest, they learn that he met with the parents of the missing children after they vanished, but has not otherwise made himself available to them.

Once the PCs talk to Father Chavez, add a light token. If the envoys Sense the Unknown around Father Chavez, however, he appears as a regular person due to his Cloaked Aspect.

THE DOMINGO MANSION

Jerry Domingo is the heir to the Domingo family fortune and still lives on the Domingo land. The original housing was destroyed long ago, and Jerry has built a stately manor for himself, his wife, and his child. The pathway to the manor is blocked behind a large gate, but if the envoys have the Sheriff with them, Domingo lets them in. Getting in without the Sheriff requires a General Communication check and a plausible story.

Jerry is willing to let the envoys tour the grounds, but he goes with them (he doesn't know or trust them, after all). Jerry does not know anything about the Unknown. He is nominally Catholic, but seldom attends Mass and is not devout. He is, however, worried about his young son, in light of the kidnappings, and is sympathetic to the other families and their grief. As such, he is willing to answer even strange questions if told that it might help solve the kidnappings.

The estate grounds are large and require at least an hour to tour. The remains of the burned-out barn are long gone, but the estate has a small family graveyard that includes a large mausoleum, a monument to the three boys who perished in the fire. If the envoys haven't already learned the story of the rift between Javier and Rafael Domingo, Jerry tells it to them. If the envoys Sense the Unknown in, or near the mausoleum, they feel a strong residue, as though a creature of the Unknown was there, but has not returned. The mausoleum has a secret room beneath it, which the envoys can notice if they search, or on a General PCN check.

The hidden room is an old study, dedicated to learning the Art. Jerry was unaware of its existence. It contains a bookshelf with several large, hand-bound tomes that have almost completely rotted away, and a huge oak table. One book sits open on the table, in relatively good condition. Any envoy that wants to examine the book, though, runs the risk of damaging it; have the player make a General Dexterity check. If the check fails, the pages crack and fall apart as the character tries to turn them; apply a -30 modifier to any Investigation checks for the room. The envoys can learn the following by using Investigation or an appropriate specialization:

- *Vital:* No one has been in this study for almost a century. The book is written Spanish, but also contains passages in Portuguese and Latin. Most of the pages are impossible to read due to time and distress. The front is still legible, though, and the envoys can make out the name "Javier Domingo."
- *Interest:* The book contains an amalgamation of the research that Javier was doing, which started well before his nephews died. The last entry is dated a few weeks after the fire and makes repeated mention of "calling a guardian" and "protecting the family." He laments being unable to protect Rafael's sons from the fire and wishes his brother had not abandoned the family.
- *Esoteric:* Javier's margin notes in one of the other books are just legible enough

to indicate that he planned to summon “a fearsome shadow” that would rise from his nephews’ mausoleum should the Domingo line be threatened by “evil.”

THE HIDDEN ROOM IN THE CHURCH

Finding the secret room in the church requires getting into Father Chavez’ living quarters, and he won’t let them in willingly. Enterprising envoys can probably find a way to distract him (one of them might give confession while the others sneak upstairs, for instance; feel free to have the confessing envoy’s player make a General Communication check to keep the priest engaged). Finding the secret room requires a General Perception check (if the players found the floorplan in the church archives, waive this roll), and a General Fieldcraft check to pick the lock. Hidden inside the secret room are the clues needed to unravel the mystery.

- *False lead:* Father Chavez has taken on the mantle of el Botador, and is trying to save the children from El Cucuy. He has apparently been attempting to teach himself the Protective Art in order to do so.
- *Vital:* Father Chavez has taken on the mantle of el Botador, and has been teaching himself the Protective Art. However, he has also been researching the genealogies of all of the families in town, and has extensive notes about who is descended from the Domingo line.
- *Interest:* Many of Father Chavez’ notes on the Art extend to more insidious and violent applications than SAVE considers acceptable. SAVE would, in fact, classify these abilities as the Evil Way, rather than the Art. The envoys find a list of the missing children with slashes through the names. The last names are “Carlito Domingo,” “Jerry Domingo,” and an illegible scribble.
- *Esoteric:* The slashes through the names of the children are each harder and more frustrated or angry than the one before, as though Chavez was getting more and more frustrated. The envoy realizes that the scribble at the bottom of the page simply reads “yo” (Spanish for “me”).

At this point, the envoys have enough evidence and motive to accuse Father Chavez of being involved in the disappearances. From here they can move on to **Confronting the Unknown**.

CONFRONTING THE UNKNOWN

El Cucuy Came for Carlito places the characters on a quick timeline. They have less than a day to solve the mystery in order to prevent El Cucuy from taking Carlito Domingo, but that isn’t the whole story. Even if they do prevent that abduction, their work isn’t done.

EL CUCUY VIENE POR CARLITO

Just after midnight on January 9th (the night after the characters arrive), El Cucuy, or rather, the creature being mistaken for El Cucuy, comes for Carlito Domingo. The creature’s goal is to snatch Carlito away and put him in its “safe place,” away from harm. The CM should remember, though, that the creature doesn’t care about human beings. It is a being from the Unknown, and while it isn’t as hostile as such creatures usually are (at least not while Javier’s magic is binding it), it doesn’t have any particular love for humanity, either. It wants, above all, to be free, and it knows that killing Chavez would accomplish that, but it can’t harm him (since he’s also descended from the Domingo line).

It has no way to communicate with the envoys directly, so it tries to inform them in other ways. It uses its powers of illusion to make necklaces look like rosaries, to make statues of the Virgin Mary bleed from the eyes, or otherwise try to make the characters think of churches and priests. If it gets close to Carlito, turn a token light to activate its Teleport discipline and describe shadows folding over the poor boy as he cries and vanishes.

The envoys might come up with a brilliant idea for combatting El Cucuy. Some possibilities include:

Astral Attack: El Cucuy is vulnerable to this discipline and it has no desire to be destroyed. If attacked in this manner, it flees, instructions from Javier be damned.

Voice of the Dead: El Cucuy is not a ghost, but if an envoy uses this discipline in the creature’s presence, the envoy can channel it. El Cucuy is quite willing to tell the envoys the truth about Chavez and its bargain with Javier, provided they promise to release it by ending the threat to the line. If they do so, it promises to release the children unharmed. It will release one as a show of good faith (envoys’ choice).

Protective Disciplines: Line of Defense or Sphere of Protection will keep El Cucuy away from Carlito, and Mental Shield protects him for a scene. El

Cucuy is happy to wait the envoys out, but if they drive it off, it abducts Jerry instead.

Moving Carlito: If the characters move Carlito away from the mansion, El Cucuy abducts Jerry instead. If they move both father and son, it follows. It isn't bound by distance; it's just taking the path of least resistance.

Protective Measures: The characters might apply a line of salt, or a crucifix, or some other method of protection against El Cucuy. It doesn't work; the spirit isn't tied to the Known world enough to have gained such weaknesses.

The creature's instructions are to protect children first, which is why it goes for Carlito, but Jerry is a viable target, too. El Cucuy is under no instruction *not* to kill or injure anyone other than a Domingo, but it doesn't have any reason to do so, either. If they allow it too much space or ever leave Carlito alone, then El Cucuy takes Carlito Domingo and escapes into the shadows. If they watch Carlito carefully but leave Jerry alone, it takes him instead.

In the morning, if El Cucuy has taken Carlito, Chavez comes to call on Jerry and asks him to come to church to pray for his son. If Jerry has been taken, Chavez offers to look after the boy. If the envoys have discovered the truth about Chavez, he remains hidden, lurking on the Domingo estate, trying to snatch the remaining Domingo. If the envoys make that too difficult, he gives up and uses himself as the sacrifice that night.

EL BOTADOR DE ALMAS

Once the characters discover the truth about Father Chavez, they should work to find him. His goal, once El Cucuy comes for Carlito, is to abduct the last remaining Domingo descendant (probably Jerry, but possibly Carlito if El Cucuy took the boy's father instead). If the envoys make that impossible, he sets up his ritual and turns his knife on himself.

He prefers to set up the ritual at the church, but he has one other option — the mausoleum. If the envoys stake out both places, he attacks the least heavily guarded one with his disciplines of the Evil Way and a handgun and attempts to kill, incapacitate, or drive off the guards long enough to complete the ritual.

To complete the ritual, Father Chavez must recite a passage in Latin and carve symbols into the sacrifice's flesh, then kill the sacrifice with a stroke from a knife. No matter the situation, Father Chavez tries to complete the ritual at all costs. The envoys must do everything they can to disrupt the ritual.

AFTERMATH

If the envoys are able to stop Father Chavez from completing his ritual, then they have saved the lives of all of the victims. El Cucuy appears before the envoys, and the room slowly darkens until the envoys cannot see (if an envoy uses Mental Shield or Eyes of the Dead, he may wish he hadn't; have the player make a Terror check, Trauma Rank Serious, as the envoy sees into the Unknown). When the light returns, the envoys see El Cucuy has returned the people it took. They appear lying on the floor, waking up from a deep sleep with no memory of where they have been (though all of them will have recurring nightmares for years).

If the envoys are not able to stop the ceremony, then Father Chavez succeeds in ending the Domingo bloodline. If he completes this by using himself as the sacrifice, then he dies having achieved his final goal. If not, then he dies along with the rest of the Domingo line (surprised, as he thought his position as el Botador would protect him!). The bodies of the people El Cucuy appear sitting around Father Chavez, dead, pristine, and cold.

FATHER EDUARDO CHAVEZ, EL BOTADOR DE ALMAS

EWS: 90 (Potent) **REF:** 55 **STA:** 40

Injury: Superficial, Minor -10, Serious -20, Major -30, Critical -50, Lethal

Disciplines: Age, Confession, Curse, Exploit, Halt, Slam, Terrorize

Aspects: Cloaked, Specialization (Pistol +15), Unfeeling, Vigor

THE BLOOD-PACT SPIRIT “EL CUCUY”

EWS: 85 (Potent) **REF:** 70 **STA:** 40

Injury: Superficial, Minor -10, Serious -20, Major -30, Critical -50, Lethal

Disciplines: Apparition, Blackout, Change Temperature, Confuse, Illusion, Teleport

Aspects: Bloodless, Incorporeal, Reincarnate, Bane (Botador de Almas), Flight

SHERIFF VELA

STA: 50 **WPR:** 60 **REF:** 55

Specializations: Handgun (E70), Mediation (B75)

Drive: I want to protect my community

RUNNING “EL CUCUY CAME FOR CARLITO”

If the players have already played **Good Fences Make Good Neighbors**, this case would make a good follow-up. For example, the envoys did such a great job with the case SAVE assigns them to another.

This case is a good example of the danger of relying on assumption and folklore. The rumors about El Cucuy might lead envoys to believe that the creature stealing children is definitely the boogeyman and that the Botador de Almas — Father Chavez — is the key to resolving the situation. Father Chavez is quite capable of leading the envoys around by the nose if they don't look objectively at what is happening. Build El Cucuy up to be the villain. Have townsfolk talking about it, children expressing fear of a boogeyman, but never present actual evidence that supports it.

Keep track of the timeline, and ask if the characters want to spend “just a bit longer” doing research or talking to townsfolk... and then turn a token light and describe the sun setting. The tone of this case is very quick and very tense. The characters only have a few hours before El Cucuy comes, and they'd better figure out the truth quickly.



More...

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ENVOY ACTIVATION NOTICE

tags: **Inbox****SAVE**

S SAVE Brownsville

(January 07, 2016, 13:52)

to: <Recipient List Blocked>

This mission is urgent. A sheriff and SAVE envoy in Los Fresnos, TX, a small farming community near Los Fresnos, reports that three children have gone missing in the last week. Very little data is available at this time. The sheriff, Ronald Vela, has requested immediate assistance from SAVE, due to the strange circumstances surrounding the kidnappings.

His reports indicate that the victims vanished from their homes with no forced entry and no sound. He states that local townsfolk and even parents of the missing children have begun trading tales of "El Cucuy" (koo-koo-e), a Mexican variant on the boogeyman legend. There is no direct evidence to support this theory as of yet, and SAVE has no records of this creature actually existing. However, many creatures of the Unknown exist that target children.

Travel arrangements have been made for you to arrive in Los Fresnos tomorrow morning. Meet with Sheriff Vela, interview the families of the missing (he will help facilitate this), and determine whether the Unknown is involved. If so, use any means necessary to recover the missing children and, if possible, destroy the creature responsible.

Thank you, and God bless.

Amon Salazar
SAVE Brownsville.



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