**The Gift of Samuel: Kirtland**

* Themes: Forgiveness, Redemption
* Epigraph: “To err is human; to forgive, divine” - Alexander Pope
* Prologue
  + Undisclosed, underground US Military base, clock reads 3:51 and “Death from Above” by Thrice is playing in background.
  + Two military personnel in a small room with controls and tv monitors all over begin bickering over the music. One with nametag reading “K. LaMey” telling the other with nametag reading “V. Walker” to turn the horrible music off.
  + The bickering leads to LaMey comparing Walker to the towelheads that don’t listen and the high tensions in the middle east over environmental issues and famine, with “those camel jockeys” blaming the U.S for everything, unjustly.
  + Radio chatter startles them. It’s officers from above, on the ground, with reports of mysterious lights less than a mile out, eye level as well as in the sky.
  + LaMey comments on how this is the fourth night in a row that mysterious lights have been appearing in the sky.
  + Walker comments on how the rumors are that the lights are from another world, alien in nature.
  + LaMey begins mocking Walker and the others on the base who claim that the lights are aliens.
  + Walker tries going to outside camera feed to see the lights for himself, but all the electronic equipment starts acting strange and glitchy.
  + LaMey tells Walker to clean it up, but Walker struggles, only getting glimpses of outside feed, which is difficult to discern, but there are definitely lights in the sky.
  + Alarms begin going off.
  + LaMey attempts to radio to the surface to find out what’s going on, requests to speak with his commanding officer.
  + Signal contains static mixed with voices of military personnel on the ground
    - They are indicating that the lights are back, start screaming stuff about ufos/aliens and then there’s a loss of signal.
  + Twenty-four bottom quark bombs at their control, suddenly begin acting strange, as if someone else is manning the controls.
  + LaMey demands that Walker tell him what’s happening and attempts, unsuccessfully, to radio to his superior officer located above ground.
  + Another alarm goes off, one that they are not familiar with. Walker is confused, reports to LaMey that it appears that one of the bombs has gone offline. LaMey screams at Walker that that’s impossible and he better get the bottom quark bomb back online.
  + Second bomb goes offline.
  + Walker confirms that a second bomb has gone offline and he has no idea how. Confirms that he never navigated such a command from their control center.
  + Radio from above pops back on for just a few seconds, long enough for LaMey and Walker to hear distorted chatter from above that the lights are getting closer, between the static they can hear men screaming and chaos before the line and all video feed go completely dead.
  + LaMey continues screaming at Walker to figure out what's wrong.
  + A third bomb goes offline.
  + A final warning siren with a unique tone goes off in the control room where LaMey and Walker are located.
  + LaMey asks Walker if the alarm has been tripped as a result of the enemy firing nukes on USA.
  + Walker indicates he can’t tell, one way or the other, if nukes have been launched – the instruments are unclear.
  + Fourth nuke goes offline.
  + LaMey screams that they must be under attack, it's the only thing that would explain the situation. Somehow the enemy has figured out a way to disarm their bottom quark bombs so the U.S. cannot fire back.
  + Fifth bomb goes offline.
  + LaMey decides it’s time to take matters into his own hands. Cut off from his chain of command, he decides he’s going to fire whatever bottom quark bombs they have left before they are all offline.
    - Walker doesn’t think it’s proper, continues trying to determine if nukes have been launched at USA.
  + Sixth bomb goes offline.
  + LaMey and Walker argue over whether they should launch, they are cut off from all other command, and LaMey is the higher-ranking officer between them.
  + Seventh bomb goes offline.
  + LaMey screams at Walker that if he cannot determine if nukes have been fired on USA then LaMey is going to order Walker to launch remaining bottom quark bombs.
  + Eight bomb goes offline.
  + Walker believes that a nuke has been fired at USA from the middle east, but he cannot say for certain, he could be wrong, so he keeps the information to himself.
  + Ninth bomb goes offline.
  + LaMey begins screaming that the towel heads are going to kill all Americans and that he has to fight back, to save American families and USA. Commands Walker to initiate sequence to launch remaining bottom quark bombs.
  + Tenth bomb goes offline.
  + LaMey gets to his post to fire remaining bombs, as firing the bombs requires two men turning keys, across the room, in unison. LaMey screams at Walker to take his post and fire.
  + Walker is scared and starts mumbling to himself, “this can’t be right. This can’t be the way.”
  + LaMey starts screaming at Walker that it’s an order to launch all remaining bottom quart bombs.
  + Eleventh bomb goes offline.
  + LaMey screams, “THIS IS A DIRECT ORDER. FIRE WHATEVER WE HAVE LEFT RIGHT NOW, OR, SO HELP ME GOD, WALKER, I’LL KILL YOU MYSELF!”
  + Walker turns key in unison with LeMay. Walker takes one last look at LeMay begging him with a stare not to fire the remaining bottom quark bombs.
  + LeMay screams out, “FIRRRRREEEEEE!” As Walker puts his finger on the launch button, he says under his breath, “God, please forgive us.”
* Chapter 1
  + Joshua and bus are right where we left off at end of Grey Dawn.
  + The party is staring at the blue water lily, bathed in the direct sunlight, shining through from the break in the grey sky.
  + Belinda begins demanding that they should get back in the bus and on the road.
  + Joshua, however, is convinced that it's a sign from Samuel.
  + He turns to the party and begins weighing the options, pros and cons, of perhaps staying where they are, getting some rest, and setting up some type of camp, even if it's temporary, or moving on.
  + While the others are debating, Gabe tells Joshua there's no way they can stay, reminding him they're just a few hours away from Caulfield. Who knows if Darin and/or Leon are on their trail. It's just too close.
  + Joshua realizes Gabe is right, and the party begin to board the bus to head toward the other bridge, still intact.
  + Joshua starts the bus and executes a 3-point turn to head in the other direction.
  + After driving just a few feet, Joshua sees dust kicking up in the distance that is apparently from what appears to be a vehicle approaching.
  + Joshua stops the bus abruptly, causing the others in the back to jerk forward and question what's wrong.
  + Joshua remains silent for a moment until he can confirm there is a car coming toward them. He fears it’s Darin in the one other bus that was still at Caulfield when they escaped.
  + To his shock, he realizes that it's not just one vehicle but three vehicles, and they are coming fast right toward them.
  + Gabe comes up next to Joshua to look at the front window and alerts to everyone that there are cars coming.
  + Gabe and Joshua speak under their breath to each other, with Gabe asking if it’s Darin and Joshua responding that it cannot be Darin, as there was only one other vehicle at Caulfield when they escaped.
  + Everyone in the back is scared, shouting out, asking if it's Darin or if it's Leon.
  + As the cars get closer, Joshua realizes that it's three vehicles he's never seen before (they are Humvees) and realizes they are about to encounter a party that they don't know.
  + Joshua turns around and, in a calm, but deliberate manner, orders everyone that whoever is coming cannot know that they are from Caulfield. He tells everyone that the story is they are from Hartland Michigan, but all other details should be relating to Caulfield. He tells them all to pretend that their Commune was located in Hartland, and aside from that one location fact, everything else would be the truth.
  + Once Humvees approach, they create a three-point perimeter around the bus. Once stopped, two armed people jump out of each vehicle, one from the side of each Humvee, with machine guns pointed at the bus.
  + The people are wearing military, brown/tan camouflage. One of the people directly in front of them, a woman, screams for everyone to get out of the bus with their hands up or they will open fire.
  + Joshua and crew are too shocked to do anything so the female military leader shoots some bullets over the bus and, again, orders everyone out, next shots will not be a warning.
  + The group is scared out of their wits. Joshua turns to everyone, reminds them that they are from Hartland, Michigan, and tells them to quickly get off the bus, one by one, with their hands up.
* Chapter 2