CLUES

Note:

Thank you for coming on such short notice. Sadly, I have succumbed to an illness and do not want to begin the investigation until I recover. I ask you to stay in my home until then. Of course, you will be compensated for your time. Please make yourself at home, but follow these rules:

- *Under no circumstances should you open my bedroom door, regardless of what I say. I do not want this illness to spread.*
- ***Do Not** eat the meat in the kitchen. Food is stored in the cellar.*
- *Stay indoors at night. Predators stalk the woods.*

Newspaper Clipping:

Last Tuesday, residents of the Mill Woods saw a fiery streak appear in the night sky. Many who witnessed the event firsthand claimed that it glowed green and a faint "whistling" could be heard as it roared against the black dusk. The event took place around 12:30am, and the object was visible for 15 minutes before disappearing into the tree line with a hard crash.

We talked to scientist Dr. Vincent Heath from Argenta University to help shed light on what caused this event-"While the color and size are unusual, this perfectly fits the description of a meteor. When they breach our planets atmosphere, they create friction with the air producing a flame. The "green glow" could indicate that the meteor was largely copper. Again, uncommon, but not unheard of. In fact, the Indus Valley Civilization, known for their advanced metal tools primarily composed of a unique copper alloy, often drew pictographs depicting "green meteors." Perhaps there is a chain of primarily copper asteroids that passes by the earth every 3000 years or so, and this is merely the herald of more spectacular meteor showers to come." – Dr. Vincent Heath

In the corner is a written note: - *4 1/2 Miles North, 1/ 2 Miles East*

H | The Indus Valley civilization mysteriously disappeared.
H | Their unique copper alloy has never been replicated.

Gregory's Research:

They are intelligent but are confused by our materials. They haven't figured out glass yet.
They speak in song. Their technology sings as well.
They cannot be hurt by conventional means. Will look for alternative.
They want in the house.
One has learned that glass can be broken. The others haven't.
They can be hurt by their own metal.
They are afraid. Have not returned in a couple days.
~~*Their meat is edible but chewy.*~~ *DO NOT EAT THE MEAT*

To the side is a drawing of the alien, and with it a handwritten warning. ***See- Cover Image*** (Consider showing Players as well)

GM BACKGROUND

Four weeks ago, a meteor crashed in the woods near Gregory Micheal's home. Curious, Gregory ventured to find the meteor but instead discovered something much more disturbing: the wreckage of an alien craft with strange beings working under moonlight.

They were tall creatures with pale leathery skin and flat heads with a beak split into 3 parts. Each had a slender body balanced on pointed legs that would stumble as they adjusted to earth's gravity, and long, sharp, scythe-like appendages at the end of their arms.

Gregory watched at they tried to repair their ship. They would chirp and sing, and through harmonious tones, the pieces of their ship would glow and become weightless. That was when Gregory came up with his plan. Just before the sun rose, the creatures hid back into their ship, and Gregory emerged from the woods. With a whistle, he absconded with a large chunk of the vessel.

Gregory studied the metal and learned of its properties; however, the visitors would soon come to retrieve the stolen piece of their craft. Night by night, the creatures would roam around Gregory's home, searching for a way in. When one learned that the windows could be broken, Gregory was left with no choice but to kill it.

It was then that Gregory made first contact with the characters, hoping they could help him eliminate the rest of his infestation, but before they would arrive, Gregory's curiosity got to him once more. He tried to eat the meat of the alien and is now being overtaken by a mysterious illness.

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.

THE VISITORS: The aliens only want to fix their ship to return to their home. They are peaceful but will protect themselves if needed and attack if they feel threatened. They can only be hurt by metal from their ship. **Hostile Encounter (4d10)**

THE THREE NIGHTS: The characters are expected to stay in the house for three nights. The aliens behave differently each night.

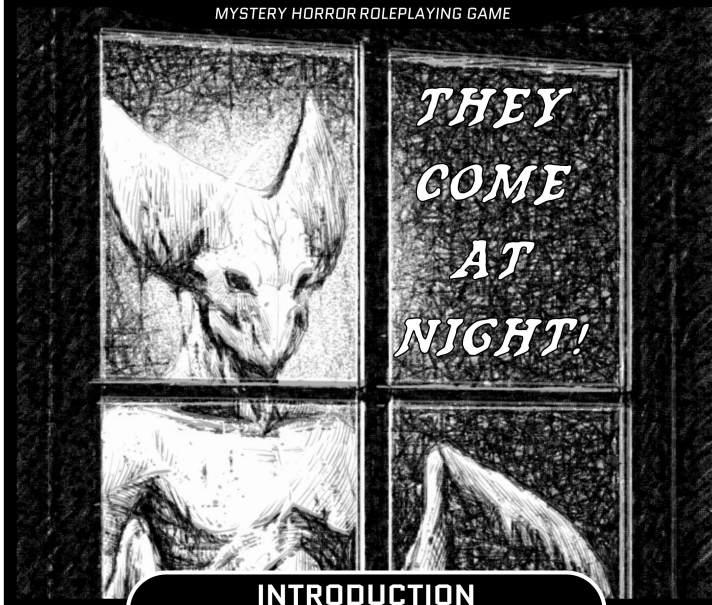
Night 1: The aliens avoid being seen but tap on the glass. At some point, a faint tone can be heard outside. In the morning, the characters will learn that their car has been rendered dysfunctional.

Night 2: The tapping can be heard against the windows again. If a character investigates, they will see an alien on the other side. It stares for a moment before retreating into the wood.

Night 3: The aliens break through the glass of a window and enter the house. They will likely need help getting into the basement. At this point, Gregroy has transformed into a monster and begins to break through his door.

AN EPISODE FOR THE
STRANGE & TIMES
MYSTERY HORROR ROLEPLAYING GAME

CREATED BY: GAVIN RUBIN
COVER ART: ABOURHAFIOH



INTRODUCTION

Vermont – Modern Day

The characters have been called by the wealthy and reclusive Gregory Micheal *(have the characters determine how they know Gregory)*. Gregory says he has seen a strange animal around his premises and believes it to be a new species; he hopes to capture it. The characters will be staying at Gregory's log cabin deep in the surrounding forest and will be paid handsomely.

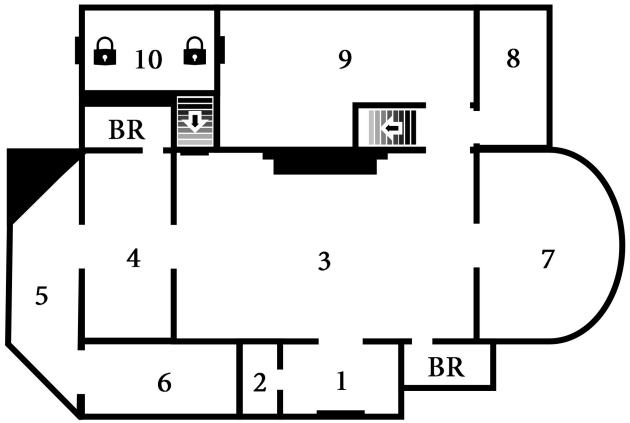
It is a 4-hour drive into the woods to reach the cabin. As the car moves up the winding road, the characters can sense the fading presence of modern civilization. It doesn't take long for cell phone reception to be lost. Hours pass between houses. Eventually, the car comes to a stop as the road ends. They have arrived at the very impressive cabin; a large structure of wood and stone covered in intricate carvings. There is no answer when the characters knock, but the door is unlocked. As they enter the home, they are greeted with a note left on a side table. ***See- Note***

RUNNING THE GAME

They Come at Night is an isolating horror experience. Players will be subjected to increasingly strange and creepy events until the climax. To maintain this tone throughout the session, it is important to emphasize that the characters cannot escape the woods on foot in a single day, that daylight is a commodity not to be wasted, and that the night is dangerous. Do everything you can to emphasize these points.
Tip: Consider turning off the room lights at night.

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GROUND FLOOR



1. **Entry Way** – Small antechamber. A landline telephone is attached to the wall. Underneath is a small table with a note on it.
See- Note

2. **Closet**– A coat closet filled with various jackets.
H | There is a coat with a strange purple liquid on it.

3. **The Great Room** – A large living space with sofas and chairs. Taxidermied animal heads and various artworks decorate the walls.

4. **The Dining Room** – The door from The Great Room is open just wide enough to slip through. It has been roughly barricaded with chairs. The table is pressed against the door leading to the kitchen.

5. **Kitchen** – Large quantities of a strange pale blue meat are on the counter, butchered. Cookware is scattered about. The refrigerator is open, mostly empty, and swarming with flies.
H | The meat smells faintly of ozone.
H | The flies don't touch the strange meat.
!BODY SAVE! – *If a character eats the meat,* they must succeed a Body Save roll or lower their Body Save. If they receive a Severe Consequence, they gain the Condition "Stomach Bug." They will undergo the same transformation as Gregory with the same timeline.

6. **Washroom** – A small room with a washer and dryer.
H | Inside the washer is a blanket stained with purple liquid.

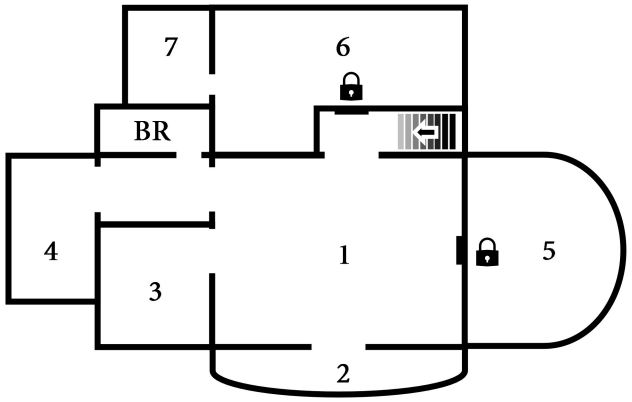
7. **Public Study** – A small study with a work desk.
H | A newspaper clipping. ***See- Newspaper Clipping***

8. **Guest Room** – A small guest room with a window on the side.

9. **Game Room** – A parlor with various table games. The window on the back wall has been boarded up.
H | The boarded-up window is broken.
H | There is a purple stain on the floor in front of the window.

10. **Work Room (Locked)** – A room with various tools, a hunting rifle, and a workbench. There is a chunk of odd metal next to a station for making rifle bullets.
H | There is enough metal for 4 bullets.

UPPER FLOOR



1. **Cigar Lounge** – An area for smoking cigars. A bar area is set up in the corner. Leather chairs are the only furniture.

2. **Balcony** – A balcony overlooking the front area of the house.
H | Discarded rifle shells liter the floor.

3. **Library** – A collection of books from all over. General information can be found inside.

4. **Guest Room** – A small guestroom with a window on the side.
H | Carved into the wall is the word "Number" with six tally marks below. One appears to have been scratched out.

5. **Private Study (Locked)** – Gregory's personal study. On the desk are notes on the creatures. ***See- Gregory's Research***

6. **Gregory's Room (Locked)** – A bedroom covered in purple slime. Gregory is resting inside but can talk through the door.

7. **Master Bath** – A large bathroom covered in strange fluids.

GREGORY

Gregory has eaten the meat of an alien and, as a result, is transforming. He is terrified of the idea that he is infected with a virus capable of spreading, but he does not want to be alone with those things outside. He has enough food and water to survive for several days. He still hopes that he will see the end of this soon.

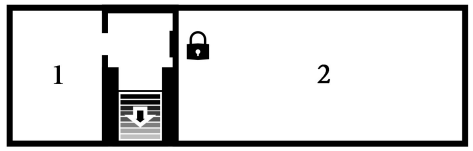
He will talk to the characters briefly each day through the door but quickly becomes tired and declares that he needs to rest. He asks them to take care of the home and to follow the rules listed in the note. He will not speak of the things he has seen unless confronted.

Day 1 – Gregory has visible veins that have began glowing purple.

Day 2 – The veins have burst revealing small tendrils

Day 3 – The tendrils have grown significantly. Mandibles are forming in Gregory's mouth. By night, he will be fully transformed.
Hostile Encounter (3d10)

BASEMENT



1. **Wine Cellar** – A cold room with bottles of wine throughout. Towards the back is a large stash of canned food.
H | The cans appear to have recently been moved here.

2. **Storage (Locked)** – A stone storage room, mostly empty. In the middle is a strange oblong object approximately 8ft in length. It is made of a strange metal.
H | There is a violin leaning up against a nearby wall.
H | A faint hum comes from the object.
H | The object smells faintly of ozone.
H | If a musical note is played at the right frequency. (matching the hum), the object will glow and become weightless.
!BODY SAVE! – *If someone touches the metal,* they must succeed a Body Save roll or gain the Condition "Radiated" (-5/-10/-15/-) as their body feels weakened by the metal's presence.

OTHER LOCATIONS

SURROUNDING WOODS: Tall birch trees surround the property. Extend for miles in all directions.
H | Large slash marks can be seen in the trees. They appear to have been made recently (within a few days).
H | Strange holes about 2 inches in diameter are on the ground. They are shallow, spaced like footprints, and are all over the property.

NEIGHBORS HOUSE: Gregory has one neighbor (Nancy) within walking distance. She is 90 minutes down the road by foot.
H | Nancy has not experienced any strange events lately, but she has had a few chickens go missing.
H | Nancy has a truck but hasn't used it in weeks. It is dysfunctional.

4 1/2 MILES NORTH, 1/ 2 MILES EAST: The coordinates handwritten on the newspaper clipping. Players may need to make an Intellect Roll to navigate to the right location with enough time to make it back before nightfall.
H | A trail of broken trees can be seen leading deeper into the forest.
H | The area smells strongly of ozone.
H | A large structure of strange metal is in a crater. There is an opening at the front leading to a pitch-black corridor. Periodic clicking sounds can be heard from within, echoing in the darkness. If a character enters, they will be in a **Hostile Encounter (4d10)** but will struggle to see exactly what is hurting them.
!BODY SAVE! – *If someone touches the metal,* they must succeed a Body Save roll or gain the Condition "Radiated" (-5/-10/-15/-) as their body feels weakened by the metal's presence.