

GAME MASTER NOTES

Aliens have crash landed in the woods surrounding Gregory's home. Gregory managed to salvage a part of their ship and keeps the piece in his basement. The aliens need that piece to return home. This module plays as a twist on a haunted house, with each night becoming more terrifying.

Do Not Let Them Leave: After the first night, the characters' vehicle should not longer be functional. Make it clear that if they try to walk back, it will take them hours, and they will not make it back before nightfall. If they attempt it anyway, they will encounter an alien.

Make Time Pass: It is important that players experience all three nights in a timely manner. Players should only be able to do a few things each day before nightfall.

Each Night Should Be Tense: Every night should be scary, but in different ways. The first night is creepy, the second night is the reveal, and the third should be the big finale. Do everything you can to make players afraid of the night.

GM Tip: If able, turn off the room lights during the nighttime.

THE ALIENS

Tall creatures with leathery pale skin. They have flat heads with large black eyes and a beak split into 3 parts. They are slender but have large scythed arms capable of cutting steel. They awkwardly balance with their pointed legs as they adjust to earth's gravity. They communicate both through clicks and through songs.

The aliens are peaceful, but they need the last part of their spacecraft to return home. Gregory has it stashed in the basement, so the aliens come each night to try and find a way in (they don't know that glass is fragile). Gregory managed to kill one of them and the rest are frightened, but they will come back soon.

Only the strange metal from the aliens' ship can harm them.

The aliens will not harm the characters unless the characters try to harm them or try to prevent them from retrieving the part. They deal 3d10 damage with their scythe arms.

GREGORY TRANSFORMED

Gregory has become a mass of tendrils and claws. Large mandibles have emerged from his mouth, and he craves flesh. He will try and eat the characters if able.

He is not as impervious as the aliens but is extremely hard to kill. He can be controlled through song.

He will enter a rampage upon the third night and will deal 3d10 damage by swinging his clublike arms.

CLUES

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 planet's 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 handwritten note: - 4 1/2 Miles North, 1/2 Miles East

GM Note: The Indus Valley civilization mysteriously disappeared. No one knows why. Their "unique copper alloy" has never been replicated.

Gregory's Research:

*They are intelligent but are confused by our materials. They haven't seemed to have figured out glass yet.
They speak in song. Their technology sings as well.
They cannot be hurt by conventional means. Will look for alternatives.
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. Show players the cover picture.

THREE NIGHTS

The characters are expected to stay in the house for 3 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, Gregory has transformed into a monster and begins to break through his door. The players are in a Hostile Encounter.

CREATED BY:
GAVIN RUBIN

STRANGE TIMES

ART:
ABDURHAFIDH



INTRODUCTION Vermont – Modern Day

The characters have been called by the wealthy and reclusive Gregory Micheal. (A character has a personal relationship to Gregory. Who is it?) Gregory says he has seen a strange animal around his premises and believes it to be a new species. He wants the aid of the characters to try and capture it. The characters will be staying at Gregory's log cabin deep in the surrounding forest and will be paid handsomely for their time.

It is a 4-hour drive into the woods to reach the cabin. As the car moves up the winding road, the character 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 at the road ends. They have arrived at the very impressive cabin of Gregory; a large structure of wood and stone with intricate carvings all over. 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.

Note:

Hello,

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:

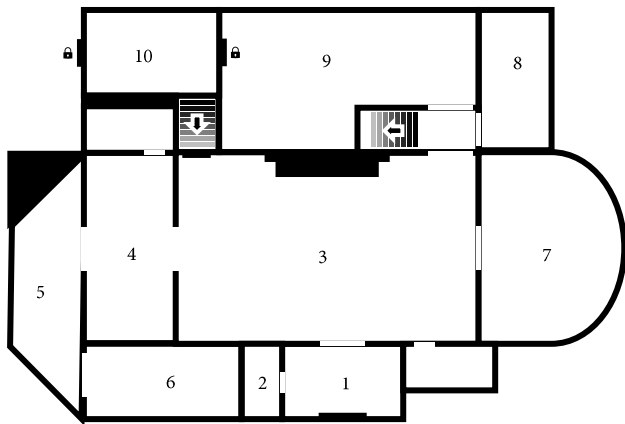
- Under no circumstances should you open my bedroom door, regardless of what I say. I do not want this illness to spread.
- **Do Not** eat the meat in the kitchen. Food is stored in the wine cellar.
- Stay indoors at night. Predators have been known to stalk the woods.

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FIRST FLOOR



1. **Entry Way** – Small antechamber. A bench can be seen as well as a landline telephone. Underneath is a small table with a note on it.
See – Note

2. **Closet**– A coat closet
HIDDEN: There is a coat with a strange purple liquid on it

3. **The Great Room** – A large living space with sofas and chairs. The heads of wildlife 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 barracked with chairs. The table is on its side against the door leading to the kitchen. There is a bucket of human waste.

5. **Kitchen** – Strange meat is on the counter, butchered. Cook ware is scattered about. The refrigerator is open, mostly empty, and swarming with flies.
HIDDEN: The meat smells faintly of ozone.
HIDDEN: The flies don't touch the strange meat.

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

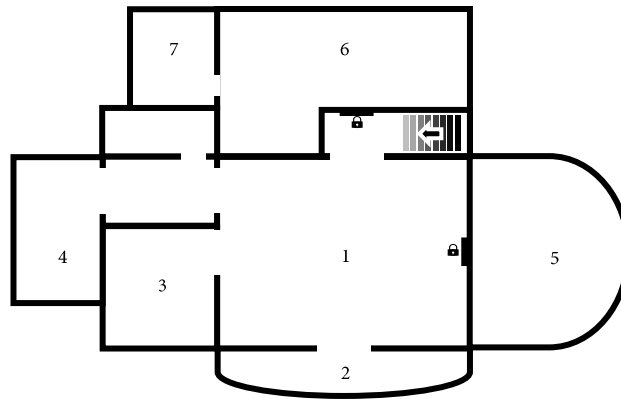
7. **Public Study** – A small study with a work desk.
HIDDEN: A newspaper clipping. *See – Newspaper Clipping*

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

9. **Game Room** – A parlor with various table games. The window on the backwall is boarded up.

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.
HIDDEN: There is enough metal for 4 bullets.

SECOND FLOOR



1. **Cigar Lounge** – A 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.

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.

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.

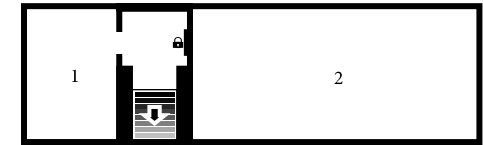
He will talk to the characters briefly each day through the door but quickly becomes tired and declares that he needs to rest. He asks them to take care of the home and to follow the rules listed in the note. He will not speak of the things he has seen unless confronted.

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 have begun to appear in Gregory's mouth. By night, he will be fully transformed.

BASEMENT



1. **Wine Cellar** – A cold room with bottles of wine throughout. Towards the back is a large stash of canned food.
HIDDEN: 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.
!BODY SAVE! – *If someone touches the metal, they must make a Body Save roll or receive the condition "Radiated" at -5/-10/-15 as their body feels weakened by the metal's presence.
HIDDEN: A faint hum comes from the object.
HIDDEN: The object smells faintly of ozone.
HIDDEN: If a musical note is played at the right frequency. (matching the hum), the object will glow and become weightless.*

OTHER LOCATIONS

SURROUNDING WOODS: Tall birch trees surround the property. Extend for miles in all directions.
HIDDEN: Large slash marks can be seen in the trees. They appear to have been made recently (within a few days).
HIDDEN: Strange markings are on the ground. They don't look like footprints, but they are all over the property.

NEIGHBORS HOUSE: Gregory had one neighbor (Nancy) within walking distance. They are 90 minutes down the road by foot.
HIDDEN: Nancy has not experienced any strange events lately, but she has had a few chickens go missing.
HIDDEN: 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.
HIDDEN: A trail of broken trees can be seen leading deeper into the forest.
HIDDEN: The area smells faintly of ozone.
HIDDEN: A large structure of strange metal is in a crater. It appears that some parts have been recently attached. There is an opening at the front leading into the dark structure. Clicking sounds can be heard within.