

DARK PLACES & DEMOGORGONS

THE UFO INVESTIGATOR'S HANDBOOK



PALMER



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THE UFO INVESTIGATOR'S HANDBOOK

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**SURVIVE THIS!! IS BASED ON THE WORLD'S MOST POPULAR
1970s FANTASY ROLEPLAYING GAME.**

*This book is dedicated to Meghann, Scott, Annabelle, Nigel
& Eddie for being there when I needed it. Thank you!*

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NEW CLASSES

UFO INVESTIGATOR

Since you were a small kid you have been fascinated with unidentified flying objects and aliens. You have studied science every year in school, read every paranormal book you can get your hands on and you have watched every episode of *In Search of* . . . You want to prove aliens are real, but you want to do it by the book.

PREREQUISITES: Intelligence 8, Wisdom 9

LEVEL 1: Science at +1, Investigation at +2, Knowledge – Aliens & UFOs at +3, Photography, Paranormal, +1 to Courage save stat

LEVEL	ADVANCEMENT
2	Keen Senses – you gain a +2 to all spot & listen checks, +1 to Knowledge- UFOs
3	+2 to Science, +2 to Terror checks
4	+2 to Investigation, +2 to Photography, Gain Outsmart
5	Gain Advantage on all Knowledge- UFOs checks
6	Gain Advantage on all Courage saves & Terror checks, +1 to Wisdom
7	You may spend an extra Survival point on any failed roll.

STARTING EQUIPMENT: 6d10 dollars, subscription to UFO Magazine & OMNI, telescope, books about UFOs & science, bicycle or skateboard, library card, MUFON membership card, a high-quality flashlight, a tent, sunglasses, nice camera, several rolls of film, files of photographs, UFO Investigator's Kit (p. 12), several notepads full of sightings and information

“If you think it's a pack of lies, I saw it with my own eyes.”
- The Ramones, *Zero Zero UFO*

CONSPIRACY THEORIST

Aliens built the pyramids. The Mob killed JFK. The Illuminati run the world. Hitler is alive in Argentina. Chem trails are spewing mind control drugs. Fort Knox is empty. You have never heard a conspiracy theory that you did not ponder for a moment before deciding whether it might be true or not. You seek out knowledge of secrets on all levels, even those of your fellow students and teachers.

PREREQUISITES: Intelligence 8

LEVEL 1: You excel at connecting the dots when seeking information (Investigation at +2), Knowledge- General, Knowledge- Conspiracies +2, Paranormal, +2 to Listen checks, Cognitive Dissonance: You can easily believe contradictory ideas and are unphased in arguments when others hit you with facts and flaws in your beliefs or arguments (+2 to Mental save stat). You are quick to enter heated discussions about beliefs but are virtually immune to criticism.

LEVEL	ADVANCEMENT
2	+1 to Investigation, -2 skill checks involving authority figures
3	Gain 1 new Knowledge skill & 1 new Language
4	Advantage on all Mental saves, you cannot be talked out of a belief
5	+2 to Investigation, +2 to Knowledge: Conspiracy Theories
6	Gain Advantage on all Knowledge checks
7	You may spend an extra Survival point on any failed Skill or save roll.

STARTING EQUIPMENT: 4d10 dollars, moderate clothing, bicycle or skateboard, subscriptions to underground newsletters, a heavily footnoted Bible, conspiracy books, paranormal books, a poster of Erich von Daniken, newspaper subscription, fake ID, pocket knife & a small stash of supplies & money hidden somewhere nearby.

“People say I’m crazy. Just a little touched. But maybe showers remind me of *Psycho* too much.” Rockwell, *Somebody’s Watching Me*

ALIEN HUNTER

They are out there! They ain't nice and helpful, like that Starman, E.T. or ALF! You have watched The Thing and Alien way too many times. You are convinced that aliens are here, they are hostile and they need to be exterminated. The defense of Earth may be a lot to put on the shoulders of a teenager, but you think that you are to the task. Some Alien Hunters are obsessed with capturing an alien to prove they are right about an incoming invasion, but most want to wipe them out.

PREREQUISITES: Strength 8, Constitution 8

LEVEL 1: Brawling or Wrestling, First Aid, Investigation, Outdoorsmanship at +1, Knowledge – Aliens & UFOs at +1, Stealth, +1 to all damage to Aliens, +1 to hit Aliens

LEVEL	ADVANCEMENT
2	+2 to Track Aliens, Ranged Weapons
3	Knowledge – Aliens & UFOs at +2
4	+2 to hit Aliens, +1 to Stealth
5	+2 to damage to Aliens, +2 to Investigation, Outsmart against Aliens
6	You may spend an extra Survival point on any failed attack or skill roll.
7	You gain Advantage when attacking or tracking an Alien.

STARTING EQUIPMENT: 6d10 dollars, moderate clothing, hunting gear, hunting boots, small tent, sleeping bag, bicycle or skateboard, hunting knife, sunglasses, UFO Investigator's Kit (p. 12), subscription to UFO Magazine & Soldier of Fortune, large collection of Sci-Fi books & movies

GM's may give you access to a firearm & ammo immediately, or they may make you find one.

“Like a butterfly, a wild butterfly, I will collect you and capture you.” Animation, *Obsession*

ALIEN IN DISGUISE

You have been sent to Earth on a mission of great importance. You are disguised as a teenage Earthling, enrolled at Jeffersontown High School. Roll for, or choose, your natural form and mission.



d10 NATURAL ALIEN FORM (CHOOSE OR ROLL)	
1	GASEOUS FORM – You come from a gas planet and have a natural gaseous form. You can breathe in any atmosphere & are immune to poisons. In your natural form, you take no physical damage. Your disguise is organic and regenerates 1 HP every 30 minutes.
2	TENTACLE FORM – You come from an oceanic planet and have a natural tentacle-like form. You can breathe underwater. In your natural form, you have Toughness +2 and an additional attack. Your disguise is organic. It regenerates 1 HP every 15 minutes and you have Toughness +1.
3	LIVING MACHINE – Your race are sentient machines, or you are a machine that has been sent by an unknown alien race. You are immune to poison, toxins & all forms of mind control. You gain +4 to Mechanics & Computer Skill. Your body is bio-mechanical. It regenerates 1 HP an hour. You can transfer your essence into another machine within 1 mile (x3/ a day). You are odd (-2 to CHA).
4	ALIEN PARASITE – Your race is a small alien parasite that has infected a human body. You have total control of that person. If the host dies, you may try to infect another person once a day. Your parasite body (6” worm with 2 HP, 9 Move and can climb anything) is attracted to refuse and filth. You have a slight, odd smell (-2 to CHA).
5	WOLF-LIKE FORM – Your race has a wolven form. You are covered with hair (Toughness: Nature +2), have retractable claws (+d4 damage) and are remarkable agile (+2 to DEX). Your disguise is an organic gel that makes you look human (it lasts up to 8 years).

6	NORDIC ALIEN – Your race looks like Nordic humans (tall, pale, blonde hair). You do not wear a disguise. You stand 6'+ tall, gain a +2 to CHA (can exceed 18) and have a calming aura (+2 to AC & +2 to Persuasion).
7	SNAKE LIKE FORM – Your race is bipedal reptilian. You have retractable fangs & claws (+d4 damage) and night-vision. You have Advantage on all Poison saves. Your disguise is an organic skin (if badly damaged it takes a full day to repair).
8	GREY ALIEN – Your part of the Grey alien race. You are shorter than normal (5' 2" or shorter), gain +3 INT (can exceed 18), -2 STR & -1 CHA (you seem weird). Your disguise is a hologram of an extremely high-tech level.
9	BUG ALIEN – Your race is green-skinned race of bugs with retractable metal antennas (while extended: +4 to Listen checks & you cannot be blinded). You are shorter than normal (5' 4" or shorter), gain +2 SUR and have Advantage on all poison & gas saves or checks. Your disguise is bio-mechanical (+1 to AC, heals 1 HP per 15 minutes).
10	SHAPE CHANGER – Your race are natural shape changers. You can instantly change form into any humanoid of a similar size (+/- 1'). You can grow extra arms (+1 extra action), claws/ fangs (+d4 damage), webbed appendages (+10 to Swim), 1' larger (+1 STR, - 1 DEX), 1' smaller (+1 DEX, -1 STR), gills (water breathing), wings (but they do not work), etc. Be creative and ask your GM for boundaries.

d8 YOUR MISSION (CHOOSE OR ROLL)	
-	All Aliens in Disguise gain: Computer Skills, Electronics, Language – English, Mathematics & Science in addition to your mission skills.
1	GENERAL INFORMATION – You are here to glean cultural, technical and scientific information from Earthlings. Nothing nefarious or very specific. Starting Skills: Investigation +1 & Knowledge General.
2	MILITARY INFILTRATOR – You have been sent to Earth to gather information about its military defenses and help your people eventually colonize Earth. Starting skills: Investigation at +1, Knowledge – Military & the choice of Martial Arts or Wrestling.
3	CULTURAL MISSION – You have been sent to Earth to gather information about its customs, culture, music, foods, etc. You represent a galactic group of races that wish to see if Earthlings are ready to be accepted as an advance race. Starting skills: Investigation & the choice of 2 (Art/ Music, Cooking, Dancing or Photography).
4	LONE SURVIVOR – You might be the last of your kind and are, for now, stuck on Earth. You may be seeking a way to get home, or you might just be seeking to make the best of a bad situation. Starting skills: First Aid & Stealth.
5	SCIENCE MISSION – Your mission is to gather information about Earth's creatures and environment. Starting skills: Investigation at +2, Botany & +2 to Science.
6	MAGIC MISSION – You are on a mission to learn about and document how magic works. Your home planet has no magic and your superiors wish to learn more about it. Starting skills: Investigation, Knowledge- Magic at +1 & Paranormal. You gain Toughness: Magic +2.

7	FOOD MISSION – You are on a mission to see if humans, or perhaps another species, are a good food source. Your race loves the flavor of humans, or other Earth animals. They have been slowly abducting Earth creatures for food, but your superiors are seeking to expand the harvesting due to a food shortage on your home world. Your job is to blend in and report back with information and new recipes.
8	Roll another mission and add this: HORNY MISSION – You have a basic mission but are constantly distracted by your hormones and you have taken on a new mission, to get laid. You are constantly day dreaming about humans of the opposite sex, same sex or both.

LEVEL ADVANCEMENT (ALIEN IN DISGUISE)	
2	Knowledge – Local at +1, Create a safe space (where you store artifacts, info and are making a homing beacon)
3	+1 to SUR, +1 to Investigation
4	+2 Extra Skill Points, +2 to skill of your choice
5	You can now communicate with your species at your safe space (Lone Survivors gain +2 SUR instead).
6	You may spend an extra Survival point on any failed roll. +2 to Investigation.
7	Your species comes to pick you up, or to give you another mission. (Lone Survivors gain +1 to 2 attributes or to all saving throws).

STARTING EQUIPMENT: 10d10 dollars, basic Earthling clothes, a bicycle or skateboard, a flashlight, a pocket knife& a small laser pistol (d6 damage or stun x6 a day). Each alien has a small device the size of a remote control, that can record sound & video. It can also teleport you & 200 lbs. to your “safe place” once per day.

“I wanna know what you're thinking. There are somethings you can't hide.” Information Society, *What You're Thinking* (Pure Energy)

NEW ITEMS

UFO INVESTIGATOR'S KIT \$99

A waterproof traveler's bag with a strong strap and several empty pockets. This is a must for any Alien Investigator or Hunter. Available through K.U.F.O.O.

Kit Contains:

Vials & bags for collecting evidence.	Binoculars (Cheap)
Disposable Camera (w/ extra film)	Journal (w/ pens & pencils)
UFO ID Chart	Pocket Knife
Blank K.U.F.O.O. Reports (or the local UFO group to you)	Small Audio Recorder (w/ extra tapes)
Compass	Marker Flags
Flashlight	Tape Measure
Road Flares x2	

DELUXE UFO INVESTIGATOR'S KIT \$499

A large waterproof backpack with a strong strap and several empty pockets. It is much larger than the basic kit. Available through K.U.F.O.O.

Vials & bags for collecting evidence.	Blank K.U.F.O.O. Reports (or the local UFO group to you)
Binoculars (Basic)	Deluxe Compass
Leather Journal (w/ pens & pencils)	Disposable Camera (w/ extra film)
Compass	Tape Measure
Basic Camera (w/ 5 rolls of film)	Video Camera (w/ 3 blank tapes)
Small Audio Recorder (w/ extra tapes)	Gold Inlaid, Monogrammed Swiss Army Knife
Flashlight (Heavy)	Road Flares x4
UFO ID Chart	Basic Telescope
Marker Flags	Outer Canteen

SUPER DELUXE UFO INVESTIGATOR'S KIT \$899

Same as the Deluxe kit but includes a **Geiger Counter**.

Most of these items are readily available at a hardware store, department store or specialty store in town.

Audio Recorder (Mini) (\$1 for extra tapes)	\$12
Binoculars – Cheap (120' +1 to Spot)	\$12
Binoculars – Basic (300' +3 to Spot)	\$30
Binoculars (Military, +4 to Spot, 1200')	\$500
Camera – Disposable	\$4
Camera – Basic (\$1 for extra rolls of film)	\$30
Camera – Video (\$2 for extra tapes)	\$200+
Chemistry Set	\$50+
Chemistry Set – Field Set	\$125
E.T. T-Shirt	\$5
Evidence Collecting Kit	\$5
Geiger Counter (very rare outside of the military or university)	\$500+
Star Trek Shirt	\$5
Star Wars Shirt	\$5
Telescope – Basic	\$30
Telescope – Good	\$60
Telescope – High Quality	\$100+
Tent (1 Man)	\$13
Tent (2 Man)	\$25
Tent (Large)	\$60
UFO Books	.50- \$5
UFO ID Chart	\$1

d20 ALIEN/ UFO ADVENTURE HOOKS	
1	You and your friends see a meteor streak across the sky and crash into the Floyd's Woods. (*JSG p. 44)
2	While camping at Lost Lake, you see a dazzling display of lights in the sky 2 nights in a row. (*JSG p.47)
3	You discover a saucer looking object submerged in the town dump. (*JSG p. 66)
4	You are convinced the new, 7' tall kid in school is an alien.
5	After watching a marathon of In Search Of . . . , you become convinced that Bigfoot is an alien, and you need to capture one. (Core Book p. 138)
6	After learning that you were adopted, you become convinced that you are part alien.
7	You discover a large pile of human bones deep in the Darwin State Forest. Near the pile are several ground burns, but no tire treads or tracks. You think its alien cannibals. (*JSG p. 42)
8	A series of large, circular burn marks are discovered off Ghost Light Road. (*JSG p. 45)
9	You discover several, large crop circles on the edge of Kings Farms. (*JSG p. 55)
10	You see a kid in the bathroom disappear into thin air. The next day you question them and they ignore you. They have to be an alien.
11	A huge fireball streaks across the sky one night as you look up at the Pope Lick Trestle. You swear you see the Pope Lick Monster atop the trestle waving his scythe at the passing fireball. Maybe he is an alien too? (Core Book p. 116)
12	You have had several nights of dreams of aliens telling you to meet them near The Pit, Saturday at midnight. Maybe you should go? (*JSG p. 65)
13	You are madly in love with the new girl in school. She seems odd and alien-like, but for some reason that makes you more enamored.

14	You see a small probe hovering around the old River Docks. It appears to be chasing a group of Frogmen towards the River Caves. (Core Book p. 144 & *JSG p. 20 & 48).
15	While playing a game of Picky Lee in Chenoweth Knobs, one of your friends is hit by a beam of light and is pulled into a hovering UFO. For the next few days your group shares dreams of the abducted friend being held in the Ft. Taylor Army Base. (*JSG p. 41 & 63)
16	You discover a lost alien that is scared and needs help. (Core Book p. 100)
17	You see a group of aliens in the Deep Hills leading a group of small kids on to a craft. One of them looks just like Annie Post, the famous missing girl. (*JSG p. 43)
18	Liliana, at Ethel's Antiques, has a new relic on display. She claims it is a small piece of the Roswell UFO and she wants \$1000 or it. Perhaps she will take a trade?
19	You have become convinced that all the members of the J- Cliq at school are aliens bent on dominating the school, and then the world. (*JSG p. 82)
20	Reverend Phillips has proposed a ban on all paranormal books, including ufology books. He plans a book burning Friday night. You cannot let all of those sweet books get burned! (*JSG p. 124)

**JSG (Jeffersontown Source Guide)*

d20 MISREPORTED UFO CHART	
1	Swamp Gas
2	Airplane
3	Satellite
4	Reflected Light
5	Planet or the Moon
6	A Star
7	Spotlight/ Searchlight
8	Flares
9	Weather Balloon
10	Kite
11	Helicopter
12	RC Plane
13	Meteor
14	Sun Halation
15	Lightning
16	Clouds
17	Lens Flare
18	Birds/ Insects
19	Sun Dog
20	Unknown Military Craft or Experiment

UFO TERMS

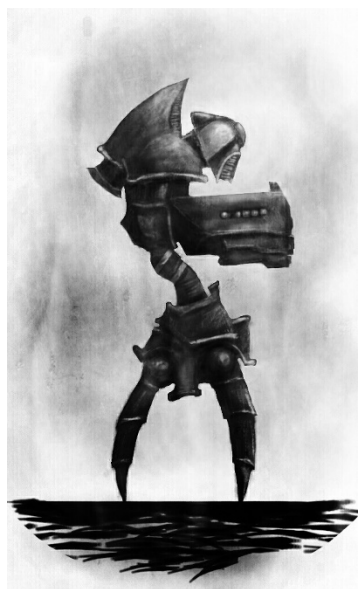
Abduction	An encounter where a person is taken against their will.
Close Encounter of the First Kind	An encounter where a UFO is visually spotted, possibly interacting with the witness.
Close Encounter of the Second Kind	An encounter where a UFO leaves physical evidence (burns on the ground, broken branches, radiation in the area, etc.)
Close Encounter of the Third Kind	An encounter where a possible alien being is witnessed.
Close Encounter of the Fourth Kind	An encounter where a person is abducted against their will by aliens.
Close Encounter of the Fifth Kind	An encounter with aliens where mutual information is voluntarily exchanged.
Crop Circle	A flattened circle found in a field, often made into various geometrical patterns.
Hoax	A case where someone intentionally tries to deceive people.
Lost Time	A period missing time reported by many abductees.
MUFON	The Mutual UFO Network. An international organization of UFO investigators & enthusiasts.
Nadir	The astronomical direction for straight down
Project Blue Book	US Government research program that examined UFOs in the 50's & 60's
UFO	An Unidentified Flying Object.
Ufology	The study of UFOs.
USO	An Unidentified Submerged Object (seen near or under water).
Weather Balloon	Large, shiny balloons often used by universities or the military used to record weather information. Often misreported as a UFO.
Zenith	The astronomical direction for straight up.

THE HEXPOST MONSTER

While riding your bikes at dusk on a warm summer's night in Southeastern Jeffersontown (*JSG p.60) near the Pit, you and your friends see a large fireball streak across the sky. The fireball shines a bright green across the twilight sky as speeds toward the Hexpost Woods, or possibly Taylor's Lake. Your group quickly speeds down the road between the Town Dump and the heavily fenced Military Base. Unfortunately, this road is not paved and is rarely traversed by anyone not in a Jeep or truck. The pace is slow going for street bikes, but the path of the fireball is clear.

You enter the Hexpost Woods as the sun goes down. The roads here are not paved either, as only a few people live here. You ride down the road to a small park on the southern shore of Taylor's Lake. You see the fireball fall behind a small hill, quickly followed by a huge greenish-blue flash and deafening boom.

As you ride up the hill toward the crash, you are struck by an awful, sulfurous smell (Make a CON check or be at -1 on all attack, damage and skill rolls for d6 minutes). As you get closer the odor intensifies, but you persist onward. Upon reaching the top of the hill you see a large, flaming crater in the middle of a what used to be a small playground. Most of the slides and swings are aflame with a greenish-blue fire, as is the ground. A large, acorn shaped pod sets amid the flames.



Suddenly, the top of the “acorn” pops off, flying hundreds of feet in the air towards the lake. You hear a distant splash a few seconds later. From the “acorn” a large being emerges. The creature that arises from the pod is like something you have never seen. The being stands 7' tall with a large, slightly insectoid, green head covered by blueish flames. Its body appears to be some sort of metallic, power armor, with no legs and two long robotic arms. It floats down and hovers a few inches of the ground about 30' from the group. In the distance you hear

the sound of police sirens and something that sounds like a helicopter. Should you hide? Run? Fight? Try to capture it? Take pictures? Call the authorities?

AC: 16

Hit Dice: 6 + 6

Movement: 10 / Can hover up to 10' in the air

Actions: 2

Attack Damage: d6 +3 Claws, d6 +1 Fireblast*

Bonus: +5 to Melee attacks, +4 to Range attacks

Special: STR of 18, Fireblast (Range: 80', d6+1 damage).

Immune to poisons & toxins. Weakness: Psionics (double damage).

Odor: Anything within 100' must make a CON check or be at -1 to all attack, damage and skill rolls for d6 minutes. Anything within 20' must make a Poison save or lose 1 HP & 1 STR per round.

Terror: 14

HDE: 7

*The Hexpost Monster will try to avoid conflict and gather information. If bothered enough, it will counter attack.

ALIEN PROBERS

Over the last few weeks several of Jeffersontown's citizens have mysteriously disappeared. Many of those abducted would reappear a few days later with no memory of the past 48 hours. However, some of the missing are still nowhere to be found.

Those that have reappeared are often found on the other side of town. They always have none of their possessions, are found in a white robe and are slightly malnourished. Many of them have small scars on their body, have blurry vision for a few days and complain of minor anal pain. These abductees report flashes of terror inducing nightmares but are unable to give any strong details.

A local debate has erupted over the cause of these disappearances. Some say it is a serial killer. Some believe it is a cult of molesters. Some claim it is a ghost. Perhaps it is a pan-dimensional Bigfoot? While others think it is aliens abducted these poor people.

The truth is that a rogue group of aliens are abducting people for medical information. They tend to strike late at night in remote areas. Those that are taken are usually in a small party and are always returned separately.

- Perhaps one of your party, or a friend, has been recently returned in this manner and the mystery needs to be solved.
- You are on a camping trip in rural Jeffersontown and see a bright light in the sky.
- You wake up on an alien spaceship. You are nude, but you feel like your stuff is nearby.

AC: 11

Hit Dice: 3

Movement: 12 / Can hover up to 8' in the air

Actions: 1

Attack Damage: Stun Gun Blast (Range attack. Mental save at Disadvantage or be stunned for 1 hour). Gun has 24 shots and must be recharged on the ship.

Bonus: No melee attacks, +3 Range attacks, Outsmart at +1

Special: INT 18, Outsmart x4 a day, Calming Aura (Anyone that ends a round within 5' of them, must make Mental save, adding +3 to your roll or be passive for 4d6 minutes)

*Curiosity – The Alien Probers are extremely curious and will put subjects into situations just so they can record their responses, even if the situation may allow the subjects to escape or get the upper hand.

Terror: 13

HDE: 3



K.U.F.O.O.

The Kentucky Unidentified Flying Object Organization is the primary UFO research organization in the state. They are headquartered in Frankfort (about an hour away), but they have a small office in Jeffersontown due to the high amount of reports there. The KUFOO Jeffersontown office is located on the mostly abandoned third floor of the Government Center. Two KUFOO officers work in this office, Carter Walton and Hazel Carricato.

Carter Walton is the Regional President and is the fourth highest ranked KUFOO officer in Kentucky. He graduated from the University of Michigan with a degree in Physics. He is in his late 30's, wears bent glasses, has stringy, red hair and dresses like a substitute teacher. He has a nervous disposition, almost always has a cigarette in his mouth and comes off as unfriendly to most. When not investigating, Carter writes science fiction and fantasy stories. He has had a few published and will tell you all about them if you ask.





Hazel Carricato is the regional Vice-President and is a new KUFOO officer. She graduated from the University of Kentucky with degrees in Equine Studies and Astronomy, all the while she was a 4-year starter on the Volleyball team (she stands an imposing 6' 1"). She recently graduated and moved to Jeffersontown. She works part time at Briar's Feedstore and as a science tutor. She is usually quiet and slightly timid, unless provoked into a discussion where she disagrees with someone. If this occurs she can get rather heated. Hazel believes she was abducted by

aliens when she was in college and collects alien figurines.

The KUFOO office contains thousands of files and reports of UFO sightings. It also has a small research library, and even a computer open to the public. The office is always looking for volunteers and field agents to help them out.

- Carter Walton asks a group of kids to go investigate a UFO report that he has no time for.
- Hazel Carricato invites you and your friends to come with to investigate a rash of UFO sightings near Taylor's Lake (*JSG p.66).
- A group of high school students are faking UFO sightings around town. You need to get the KUFOO officers to understand before they lend their support to the hoaxers.
- You have been working in the office as volunteer and over hear that the State KUFOO president is coming to town next week to research the Curtis Family Alien incident for a book they are writing.

GREEN MEN AT THE GASLIGHT FESTIVAL

This year's Gaslight Parade and Festival have been amazing. The weather has been incredible and the attendance has been record-breaking. Going into Saturday night, nothing has gone wrong, but things are about to change.

Saturday night starts out hoping as the Spirit of the Reaper, a Blue Oyster Cult/ Rush cover band, rocks the festival-goers at the south beer tent. All the while the northern beer tent is being entertained by a \$500 Best Conway Twitty Impersonation Contest. Unbeknownst to the crowd, a small UFO has landed on top of the library and a small team of little green men have emerged. This is a group the same aliens that landed in Jeffersontown in 1959. They have continued to gather more information over the past few years with probes, but they have decided to return this year and examine humans first hand. They have noticed that at past festivals, many people were in costumes and were drunk, making it a good time to blend in and learn more up close. (*JSG p.122-123)

- You notice one of the alien's and think that is has one of the best costumes ever. You follow them and discover the truth.
- Things get a little out of hand at the Conway Twitty Impersonation contest. During an unusually rowdy rendition of "*Tight Fittin' Jeans*" some of the aliens panic and begin stunning the crowd, and some of the Conways.
- You discover a UFO on the roof of the library. Nobody is around and the door is open!

LITTLE GREEN MEN

These aliens stand 3' and wear teal space suits with bubble helmets. Anyone within 20' of them can see their faces clearly. They have green skin and large yellow eyes. They have 3 fingers on each hand. They are interested in knowledge and will not willfully harm an Earth creature, unless heavily provoked.



Armor Class: 12

Hit Dice: 2

Move: 18 Floating

Actions: 1 per round

Attack Damage: Laser Gun (Harm d6+2/ Stun 1 HP and knocks out the target for d6 minutes – Critical save negates/ Freeze – freezes the opponent in a green force field for d4 minutes, Critical saves negates).

Bonuses: +2 to Range attack, Highly Intelligent

Special: Force Field*

Terror: 8

HDE: 3

*Force Field: they cannot come to physical harm while in the force field (still susceptible magic & psionics but are only 25% effective) and are not influenced by the environment.



LITTLE GREEN MEN COMMANDER

The Commander stands a mighty 3' 6" and wears a green space suit. The Commander clearly is the leader and is dominate over the smaller aliens. It is louder and makes many unusual hand signals.

Armor Class: 14

Hit Dice: 4+1

Move: 22 Floating

Actions: 1 per round

Attack Damage: Laser Gun (Harm d6+2/ Stun 1 HP and knocks out the target for d6 minutes – Critical save negates/ Freeze – freezes the opponent in a green force field for d4 minutes, Critical saves negates).

Bonuses: +3 to Range attack, Highly Intelligent. Outsmart at +1

Special: Force Field*, Outsmart x3 a day

Terror: 10

HDE: 4

*Force Field: they cannot come to physical harm while in the force field (still susceptible magic & psionics but are only 25% effective) and are not influenced by the environment.

CONWAY TWITTY IMPERSONATOR (Average)

There are several dozen Conway Twitty impersonators at the festival. Some look and sound like the country legend, while many others do not resemble Conway in almost any way except dress. That said, they are all good ol' boys that do not take kindly to aliens shooting up the beer tent.

Armor Class: 11

Hit Dice: 2

Move: 12

Actions: 1 per round

Attack Damage: Punch (d4), Knife (d6-1), Pistol (2d6) 25% chance each Conway has a pistol

Bonuses: +1 to Melee attack, +1 to Melee damage, Art/Music +3, Dancing +3

Special: Persuasion +6 (to women over 40)

Terror: N/A

HDE: 2



THE G-MEN COME TO TOWN

Sitting in your English class on a typical, 1st period on a Monday is usually grueling enough, but today its harder to concentrate on Mr. Wixom's droning on about Pride & Prejudice and dangling participles. Just outside the Mr. Wixom's window is the most amazing thing you have ever seen.

When you arrive at school this morning, the police were in full force, surrounding the football field with several rolls of police tape. Although the police tried to block everyone off by ushering them into the school, it is painfully obvious that something odd has happened to the field. Maybe someone spray painted SLAYER on the scoreboard again, or maybe the 'Kilroy Was Here' tagger was back? Your curiosity gets the better of you and you sneak through the yellow tape and see a football field covered with large geometric shapes and odd markings. Crop Circles in J-Town! Your day has come!

Whenever Mr. Wixom turns his back, you peak out at the field through the window and admire the shapes. What do they mean? Who made them? What will the K.U.F.O.O. People do about this? Dozens of cops still surround the field probing it for information, but they are clueless. You see Officer Trinity walk through one of the shapes, potentially ruining it. "What an idiot!"

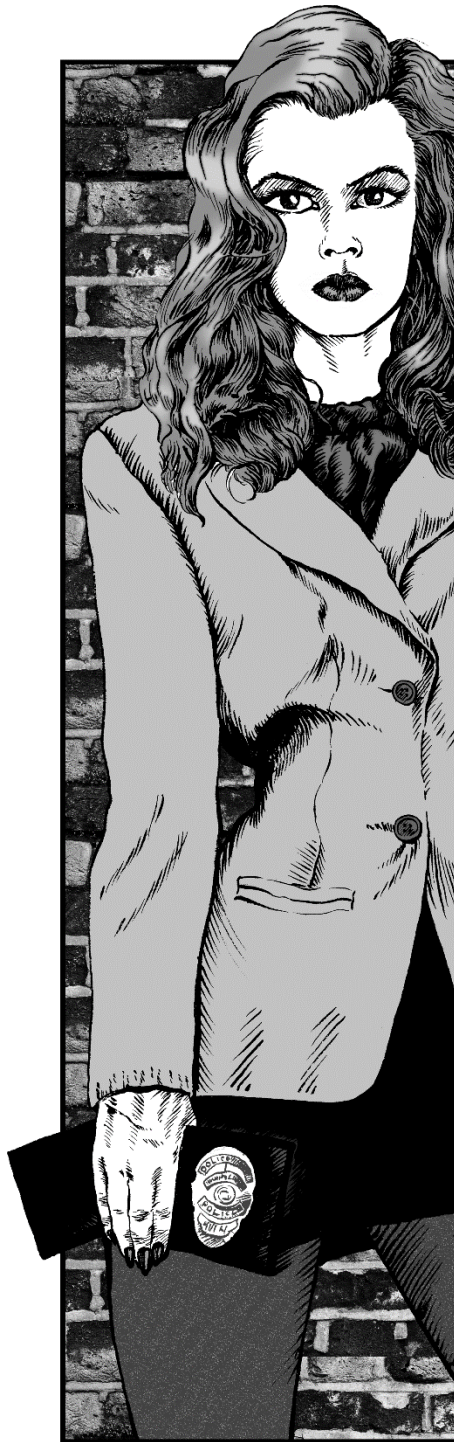
You quickly notice three jet black cars pull into the school's parking lot. They quickly pull up to the football field and set idle for a few moments as the dust settles. From the lead car two figures emerge, walking to the edge of the football field, stepping under the police tape without a second thought. The two figures appear to enter into an argument with the police, but Mr. Wixom walks by you as you quickly turn forward just in time to avoid his wrath.

By the time you turn around you see six people in black suits, and the police officers walking away in a hurry. Who are these well-dressed people that can intimidate the police? Maybe they are marshals? Men-in-black? Perhaps, they are government agents? They must be, and that means that aliens are definitely behind the crop circles!

Over the past few months, things have gotten a lot weirder in Jeffersontown. UFOs have been seen everywhere. Bigfoot has been spotted deep in the forests but has also been seen walking across Taylor's Road! The Taylor's Lake Monster sunk a few pontoon boats last week. The Son of Mothman carried away a goat from a farm near Darwin Forest. Crop Circles on the football field. So much weirdness has been happening, several paranormal organizations and agencies have been sending representatives to town to see what all the hullabaloo is about. As of today, the federal government has gotten in on the game by sending a team of G-Men to shut down this nonsense, or to gather information on the odd phenomenon.

The government agents are led by Special Agent Leona Greyhawk. She is seconded by Special Agent Jericho Dean. The other agents are 6-year veteran, Hunter Guerrero and 4-year veteran, Hinto Lagrange. The final agents are both rookies that were included on the team because of their knowledge of the paranormal. Agents Gayle Amaranth and Foley McMaster were number 1 and 2 in their class and are eager to prove themselves.

- The agents discover that you have been asking too many questions about the strange happenings. They come to your house to bring you in for questioning.
- Special Agent Leona Greyhawk has instituted a curfew for anyone under 18. This is not going to work for you and your crew. You need to get to the bottom of these odd occurrences.
- Agents Amaranth & McMaster seek the help of the local K.U.F.O.O. office. They notice you and your friends at the office and send you on a secret mission. Maybe they see your potential, or maybe they are using you as a sacrifice?
- You fall madly in love with beauty and brains of Agent Greyhawk. You become fascinated by her and wish to find out everything about her, but under the guise of trying to find out what she knows.



SPECIAL AGENT LEONA GREYHAWK

Leona is all business and is very firm and straight-forward. She is incredibly beautiful and speaks in a strong British accent. Her mother is a half Black & half Jewish, Veterinarian from England. Her father is a Caucasian American secret agent stationed in England. Her family moved to America when she was 12 years old. She wears glasses because of her naturally poor eye sight. Her goal is to debunk the rash of paranormal activity if possible. If the information is not suppressible, her team is to cover it up and gather as much information as possible. She loves horses.

Alignment: Good

Height: 5' 9" Weight: 135 lbs. Hair: Brownish-Blonde (long & very curly) Eyes: Green Sex: Female Age: 34

Str: 14 (+1) Int: 18 (+3) Wis: 16 (+2) Dex: 16 (+2) Con: 13 (+1) Chr: 16 (+2) Sur: 14

Saves – Courage: 13 Critical: 16 Death: 15 Mental: 11
Poison: 15

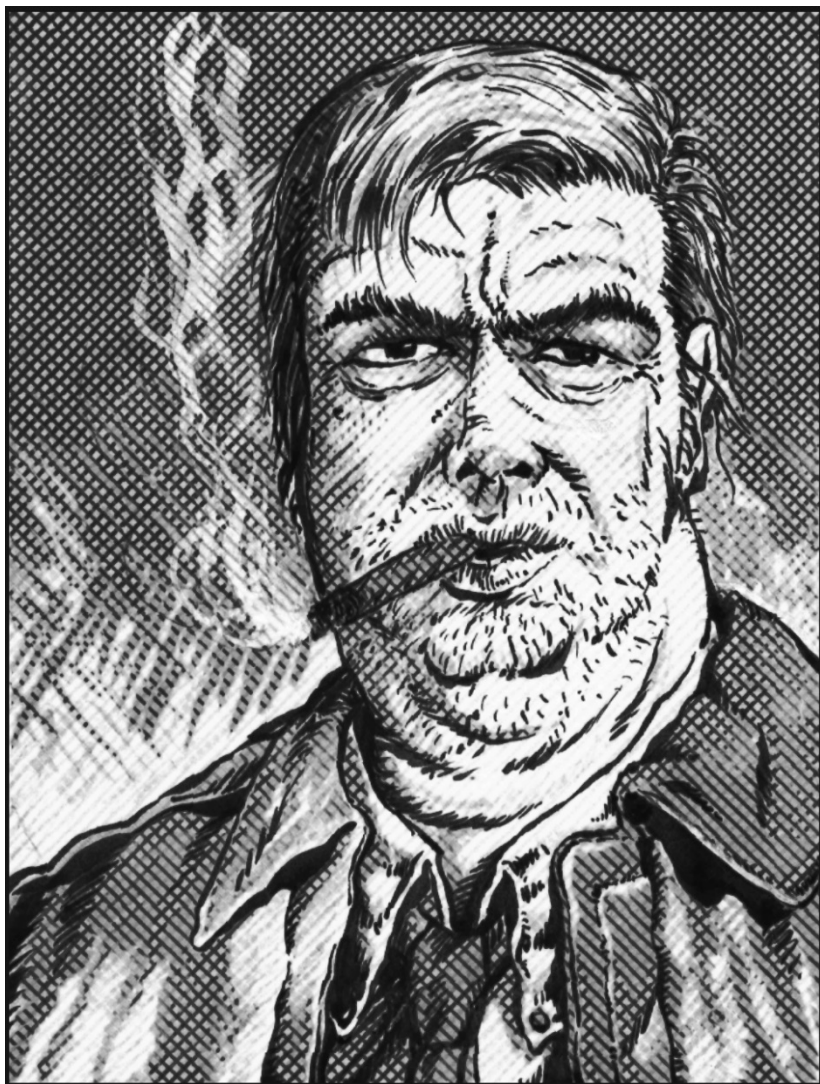
Hit Points: 40 Actions: 2 Attack bonuses: Melee +7, Range +10 Armor Class: 16 Move: 12

Notable Skills: Investigation 8 (+10), Persuasion 8 (+4), Basic Athletics 8 (+2 STR/ +4 DEX), Languages – Spanish, German, Russian, French, Hebrew & Arabic, Driving 7 (+6) & Hand to Hand: Special (various bonuses), Horsemanship 8 (+12), Knowledge – Law 5 (+5)

Special Abilities: +2 to all Range damage with guns, knockout opponent on melee natural 19-20 (d4 minutes), Outsmart x 5 a day, Outsmart at +4, +8 to Spot & Listen, has skills in Interrogation, can use 2 consecutive Survival points on a failed skill or attack roll

Money: Government credit card

Possessions: Several pistols, ammo, handcuffs, bullet proof vest, several pairs of glasses



SPECIAL AGENT JERICHO DEAN

Jericho grew up in a strict military household near Green Bay, Wisconsin. He spent time in military school, became a Marine and then a Special Forces Black Operative. He joined the FBI 8 years ago and has partnered with Special Agent Greyhawk for the past 5 years. He is cool under pressure but loves a good fight. He loves the Green Bay Packers and is touchy about their recent futility. He does not like nerds. He is a great mechanic.

Alignment: Good

Height: 5' 10" Weight: 212 lbs. Hair: Blonde (crew cut)

Eyes: Blue Sex: Male Age: 32

Str: 17 (+2) Int: 13 (+1) Wis: 13 (+1) Dex: 18 (+3) Con: 18 (+3) Chr: 14 (+1) Sur: 15

Saves – Courage: 18 Critical: 13 Death: 14 Mental: 9
Poison: 17

Hit Points: 49 Actions: 2 Attack bonuses: Melee +10,
Range +6 Armor Class: 17 Move: 11

Notable Skills: Investigation 7 (+6), Persuasion 5 (+2), Basic Athletics 7 (+9 STR/ +11 DEX), Languages – French, Russian & German, Driving 7 (+6) & Hand to Hand: Special (various bonuses), Knowledge – Law 3 (+3), Mechanics 7 (+8)

Special Abilities: +3 to Melee damage, +1 to Range damage with guns, knockout opponent on melee natural 19-20 (d4 minutes), has skills in Interrogation, +6 to Spot & Listen

Money: Government credit card

Possessions: Several pistols, ammo, handcuffs, bullet proof vest, several hidden knives, sunglasses (always on)



AGENT HUNTER GUERRERO

Agent Guerrero is a 6-year veteran of the FBI. Before joining he was a bounty hunter, tracker and an Olympic caliber boxer. He is known his bad temper, being demoted or punished several times for it. He is still employed by the government because he is so good at his job. He can find anyone, anywhere. He is an imposing and frightening figure for those he is hunting. He loves dogs and wolves.

Alignment: Neutral

Height: 6' 2" Weight: 185 lbs. Hair: Black (short with goatee) Eyes: Brown Sex: Male Age: 31

Str: 18 (+3) Int: 14 (+1) Wis: 11 Dex:16 (+2) Con: 16 (+2)
Chr: 10 Sur: 15

Saves – Courage: 17 Critical: 14 Death: 15 Mental: 11
Poison: 11

Hit Points: 40 Actions: 2, Attack bonuses: Melee +7,
Range +4, Armor Class: 16 Move: 12

Notable Skills: Investigation 6 (+6), Intimidation 6 (+11),
Basic Athletics 6 (+8 STR/ +5 DEX), Languages – Spanish,
Driving 6 (+8) & Hand to Hand: Special (various bonuses),
Knowledge – Law 3 (+3), Outdoorsmanship 6 (+9), Street
Smart 2 (+4)

Special Abilities: +1 to Range damage with guns, +1 to Melee
damage, knockout opponent on melee natural 19-20 (d4
minutes), has skills in Interrogation, +5 to Spot & Listen

Money: Government credit card

Possessions: Several pistols, ammo, handcuffs, bullet proof
vest, sniper rifle, wilderness survival gear



AGENT HINTO LAGRANGE

Agent Lagrange is a 4-year veteran of the FBI. She used to be a College professor and a Reservation Officer back home on her home reservation in Wyoming. She is very quiet and observant but is quick to action when pushed. She is an expert scientist.

Alignment: Good

Height: 5' 1" Weight: 97 lbs. Hair: Black (long & strait) Eyes: Brown Sex: Female Age: 29

Str: 10 Int: 18 (+3) Wis: 16 (+2) Dex:14 (+1) Con: 14 (+1) Chr: 11 Sur: 12

Saves – Courage: 16 Critical: 13 Death: 12 Mental: 14 Poison: 16

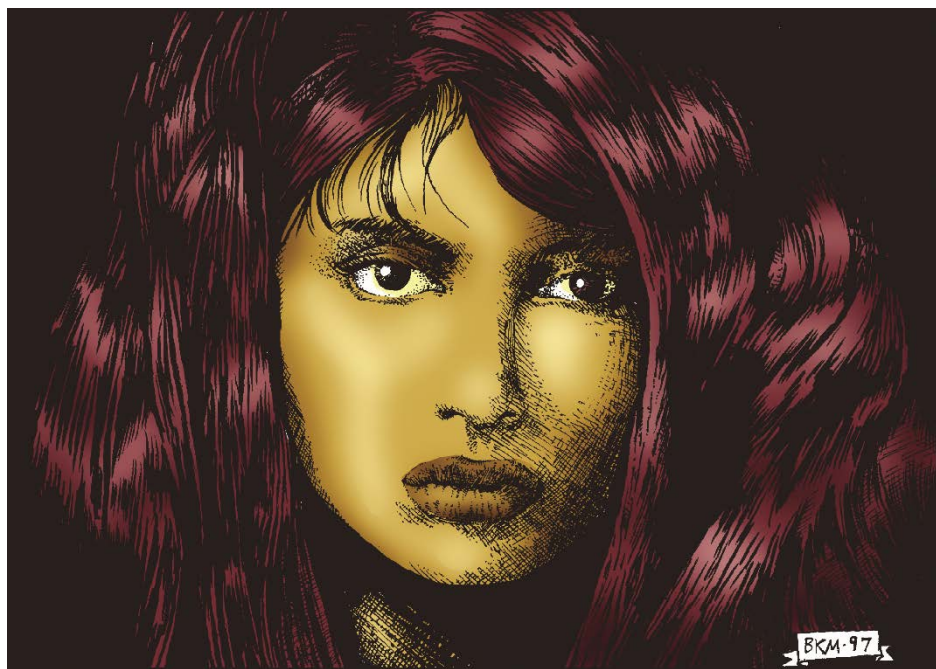
Hit Points: 29 Actions: 2, Attack bonuses: Melee +1, Range +6 Armor Class: 14 Move: 12

Notable Skills: Investigation 4 (+5), Basic Athletics 4 (+2 STR/ +4 DEX), Languages – Spanish, Shoshone, Cheyenne, Ute, Japanese, French, Driving 4 (+3) & Hand to Hand: Special (various bonuses), Horsemanship 4 (+8), Knowledge – Law 4 (+3), Science 4 (+9), Mathematics 4 (+6), Knowledge-Meteorology 4 (+6), First Aid 3 (+5), Paranormal 1 (+4)

Special Abilities: +1 to Range damage with guns, Outsmart x5 a day, Outsmart at +1

Money: Government credit card

Possessions: Several pistols, ammo, handcuffs, bullet proof vest, science kits (van of gear)



AGENT GAYLE AMARANTH

Gayle is a rookie agent that finished first in her class this year. She chose to be FBI agent to follow in her mother and father's footsteps. Her expertise is in tracking and profiling serial killers, but she has always been interested in the paranormal. She saw a UFO when she was a teen. Her superiors have said that her interest in the paranormal is interfering her advancement in the FBI. Luckily, this case has come along and has given her a chance to get back in her bosses' good graces. She loves baseball and horror movies.

Alignment: Good

Height: 5' 3" Weight: 105 lbs. Hair: Red (Medium length)

Eyes: Green Sex: Female Age: 21

Str: 9 Int: 18 (+3) Wis: 14 (+1) Dex:13 (+1) Con: 11 Chr: 13
(+1) Sur: 12

Saves – Courage: 13 Critical: 10 Death: 10 Mental: 11 Poison:
13

Hit Points: 18 Actions: 1 Attack bonus: Melee +1, Range +3
Armor Class: 14 Move: 12

Notable Skills: Investigation 1 (+4), Basic Athletics 1 (+0 STR/ +1 DEX), Languages – Irish, French, Russian, Swedish & Dutch, Driving 1 (+1) & Hand to Hand: Special (various bonuses), Knowledge – Law 1 (+4), Knowledge – Psychology 4 (+10), Knowledge – General 1 (+4), First Aid 1 (+3), Paranormal 4 (+10)

Special Abilities: +1 to Range damage with guns, Outsmart x4 a day

Money: Government credit card

Possessions: Several pistols, ammo, handcuffs, bullet proof vest



AGENT FOLEY MCMASTER

Foley grew up in Jeffersontown as a child, so he is aware of the inherent weirdness of the town. His mother was murdered in Darwin forest when he was a kid. Soon after he moved to Maryland to live with his aunt. Foley became obsessed with the paranormal and serial killers. He would finish second in his class at the academy to Agent Amaranth. McMaster and Amaranth work well together and have already captured 2 serial killers as rookie agents, but their superiors frowned upon their interest in the paranormal until this case arose. He loves baseball and punk rock music.

Alignment: Good

Height: 6' Weight: 156 lbs. Hair: Brown (well groomed)
Eyes: Green Sex: Male Age: 21

Str: 14 (+1) Int: 18 (+3) Wis: 14 (+1) Dex:13 (+1) Con: 14 (+1)
Chr: 15 (+1) Sur: 14

Saves – Courage: 13 Critical: 16 Death: 15 Mental: 11 Poison:
15

Hit Points: 21 Actions: 1 Attack bonus: Melee +1, Range +3
Armor Class: 14 Move: 12

Notable Skills: Investigation 1 (+4), Basic Athletics 1 (+1 STR/ +2 DEX), Languages – Spanish, German, Russian, Ukrainian & Czech, Driving 1 (+1) & Hand to Hand: Special (various bonuses), Knowledge – Law 1 (+4), Knowledge – Psychology 4 (+10), Knowledge – General 1 (+4), First Aid 1 (+3), Paranormal 4 (+10), Art/ Music 1 (+3)

Special Abilities: +1 to all range damage with guns,
Outsmart x4 a day

Money: Government credit card

Possessions: Several pistols, ammo, handcuffs, bullet proof vest



GENERIC FBI AGENT

This is a basic agent sent on an investigation.

Armor Class: 13

Hit Dice: 2

Move: 12

Attacks: 1 per round

Attack Damage: d4+1 by hand, or by gun

Special: Investigation +1, Intimidation +1, Knowledge – Law +1

Bonuses: +1 to Melee attack, +2 to Range attack, +1 to Range & Melee damage, +3 to Spot and Listen

HDE: 2

RECOMMENDED READING & VIEWING

BOOKS

Beyond Earth: Man's Contact With UFOs, Ralph & Judy Blum

Book of Alien Races: Secret Russian KGB Book of Alien Species, Amazon Digital, 2018

Chariots of the Gods, Erich Von Daniken, Bantam Books, NY 1968

Communion, Whitley Streiber, Beech Tree, NY, 1987

Conspiracy Files, David Southwell & Sam Twist, Carlton Books, NY, 2006

The Day After Roswell, Phillip J. Corso, Pocket Books, NY, 1997

In Search of Ancient Gods, Erich Von Daniken, Bantam, NY, 1973

The Interrupted Journey, John G. Fuller, Dial Press, NY, 1966

Kentucky Curiosities, Vince Stataw & Liz Baldi, Globe Pequot Press, 2003

The Mothman Prophecies, John A. Keel, Tor, NY, 1975

Scientific Ufology, Kevin D. Randle, Avon, NY, 1995

Searchers, Ron Folbar, St. Martin's Press, NY, 1994

Silent Invasion, Ellen Crystall, Marlowe & Co., 1991

Transformation, Whitley Streiber, Avon Books, NY, 1988

The Truth About UFOs at Roswell, Kevin D. Randle & Donald R. Schmitt, Avon, NY, 1994

UFO: The Complete Sightings, Peter Brookesmith, Barnes & Noble, NY, 1995

UFO Encyclopedia, John Spencer, Avon Press, NY, 1991

UFO: Government Files, Peter Brookesmith, Barnes & Noble, NY, 1996

UFOs From Beyond the Iron Curtain, Ion Hubana & Julian Waterbergh, Bantam Books, NY, 1974

We Are Not Alone, Andrew Tomas, Bantam Books, NY, 1971

Weird Indiana, Mark Mariam, James A. Willis & Troy Taylor, Sterling, NY, 2012

Weird Kentucky, Mark Maron & Mark Sceurman,
Sterling, NY, 2008

Why UFOs? John A. Keel, Manor Books, NY, 1970

FILMS & TELEVISION

Alien Abduction: Incident in Lake Country (1998), Dir.
Deal Alioto, DVD

Ancient Aliens (2009-), History Channel, DVD

Close Encounters of the Third Kind (1977), Dir. Stephen
Spielberg, Blu Ray

Communion (1989), Dir. Philippe Mora, DVD

Contact (1997), Dir. Robert Zemeckis, Blu Ray

The Day the Earth Stood Still (1951), Dir. Robert Wise,
Blu Ray

Fire in the Sky (1993), Dir. Robert Lieberman, Blu Ray

In Search of . . . (1976-1982), Syndicated TV, DVD

Predator (1987), Dir. John McTiernan, Blu Ray

Super 8 (2011), Dir. J.J. Abrams, Blu Ray

UFO FILES (2004-), Syndicated TV, DVD

UFO Hunters (2008-2009), History Channel, DVD

Unsealed Alien Files (2012-2015), Syndicated TV, DVD

X-Files (1993-), Chris Carter, Fox- TV, Blu Ray

X-Files: Fight the Future (1998), Dir. Rob Bowing, Blu
Ray

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THE UFO INVESTIGATOR'S HANDBOOK
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