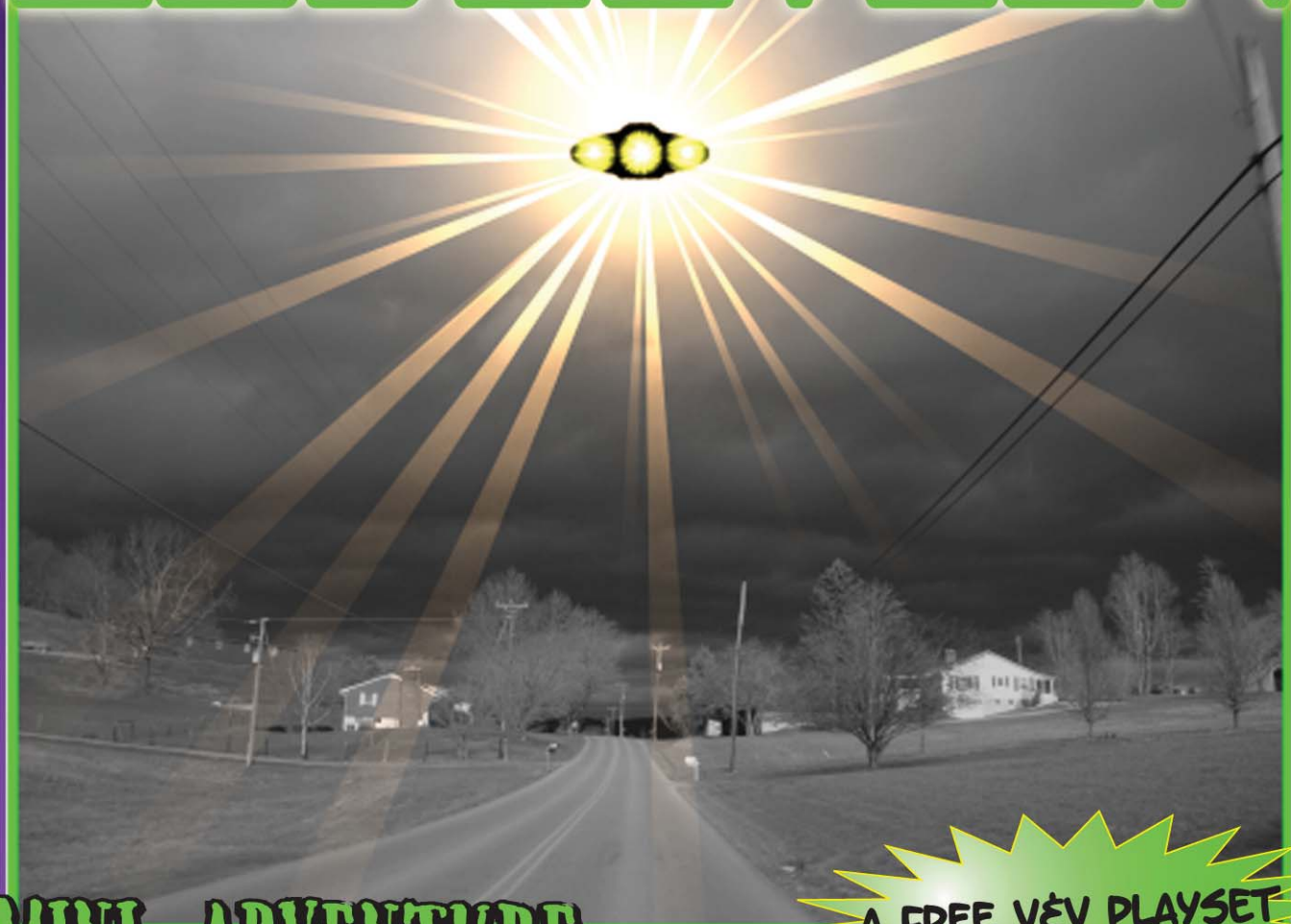


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FLYING SAUCER: VESSEL OF ABDUCTION



**MINI-ADVENTURE
INCLUDED INSIDE**

**A FREE V&V PLAYSET
BY DAVE WOODRUM**

THERE'S NO SUCH THING AS 'ALONE'.



FLYING SAUCER: VESSEL OF ABDUCTION

A



PLAY SET

**written by Dave Woodrum
maps and images by Dave Woodrum
layout by James Bishop**



PO Box 1082
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INTRODUCTION

When I first set out to design the alien Greys for the Truth Seeker Weekly I was a bit worried that I would not be able to present these other-worldly entities in a manner that would please everyone. In many ways it is much easier to create a wholly original alien species from scratch because you have full control over the background information and other specific details surrounding such beings. With the Greys, however, there was no such luxury.

In my research I discovered that the Greys were not one, but a handful of different varieties of alien races. Some were taller than the average human while others were much shorter. Perspectives regarding their history, speculated home world, and nature of intentions also vary. Much of this is hotly debated amongst believers and individuals claiming to have been abducted at one time or another. Although I wanted to present the Greys in the most detailed light possible, I didn't have the room or space to present these creatures as half a dozen different types of beings. This is especially true considering that in addition to writing about the aliens I also had the task of providing game stats. So in the end I simply decided on what I perceived as being the most essential aspects of the Grey and wove that into V&V ready game notes. That finished, I crossed my fingers and hoped for the best.

The positive reaction that I received regarding the Greys was a very pleasant surprise.

Keeping in the spirit and design approach that I used for the Greys, I decided to tackle my next significant space interest challenge; flying saucers. Like the Greys, reports concerning flying saucers vary greatly. Some are very flat, others more squat with domed tops. Some are reported as being completely silent while others are reported as making a bunch of humming noises. Some are believed to travel at speeds closely resembling that of military aircraft, other flying saucers are able to literally zoom away effortlessly in a flash. Some are only large enough to house a small handful of occupants, while others could swallow up a city block.

In the end I chose to go with developing an average flying saucer with medium qualities. Likewise, I tailored the saucer to be more compatible with game play and fun. In some ways this meant toning the flying saucer down, in other ways it meant a massive boost of performance. For example, although traveling faster than the speed of light is an awesome feat to consider, going only slightly faster than light speed makes the invasion of our planet sort of impractical when an alien's home world is roughly 39 light years away from Earth. Boost the ship's ability to travel over 200 times the speed of light, however, and the trip can be made in a couple of months or so. Granted, while this is still a bit of a grueling journey it's a more desirable one. And besides, such time for voyages harkens to periods long ago when settlers weathered aboard wooden ships for months on end as they sailed for the New World.

Another aspect of the saucer was the agreed decision to model a couple of the features after the alien technologies presented in James Bishop's mini-adventure *The Hero Within* (located in the *Giant No. 1* book for V&V). James and I agreed that when it came to some of the technologies, particularly the laser cannons, that there was no need to re-invent the wheel. Besides, having two sources reveal similar to identical varieties of alien tech helps further evolve a continuing storyline.

With all this in mind, I present to you the second playset in the freebie line. In addition to the flying saucer you will find additional bonus material. One particularly large bonus is a first for me. The mini adventure located at the back of the book is my first published adventure for the Villains & Vigilantes interest. As such, I'm especially keen for feedback regarding this product, whether such feedback happens to be comment or criticism. Anyone interested in dropping me a line can reach me at woodrumworks@yahoo.com.

Enjoy!

Dave Woodrum

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EDITORIAL INTRODUCTION

The Flying Saucer is the seventh in the series of V&V locations presented as free PDF downloads by Dave Woodrum. It is also the second of those that are a bit longer and intended to provide a more complete package for the GM with which to run adventures – hence, it is the second to be termed a “play set.”

The Flying Saucer is in some ways a sequel to the *Tabloid Office* location in that it uses the information provided in that action location about the alien Greys. Herein the Greys are used in a solo play mini-adventure. Yes, this is the first time that a “freebie” includes a complete mini-adventure and we all hope that this addition is well-received by GMs and players.

As editor, it is nice to see another such product from Dave Woodrum, who had been ultra-busy with course work from job related classes over the past several months. Dave is also fully involved in the preparation of other projects for use with the Villains & Vigilantes game system and we can look forward to more of his creativity in the future.

Scott B. Bizar, Editor

1. BACKGROUND INFORMATION

The flying saucer presented in this freebie is based upon hours of research, calculation, and careful conversion to the V&V system. While the vessel certainly does not represent the wide range of possible flying saucers in existence, it does provide the GM a good run of the mill spaceship that is a fine example of the typical U.F.O.

The flying saucer's notes are presented in a manner that allows the GM to apply whatever variety of alien visitors or situation that would best suit their particular campaign setting. While there is a bonus adventure featuring the Greys as well as other bonus additions related to the Greys, the GM should feel free to allow any other variety of

aliens to pilot the vessel. For that matter, the owners of such a craft do not even have to be extraterrestrial beings. It is quite possible that such a flying saucer be the technological wonder (horror) of a deranged super genius.

The nuts and bolts of the flying saucer itself are presented in two sections. The first is the Technical Details, which essentially covers the basic game stats of the craft. The second area is the Saucer Map Locations, which provides a detailed look into the interior of the craft itself.

2. TECHNICAL DETAILS

The following notes outline the essential game stats of the flying saucer.

THE FLYING SAUCER

Weight: 200,000 lbs.

Passengers: 1+11

Cargo Capacity: 7,500 lbs.

Speed: 3,500mph/450,000 mph/250 x light speed

HP Disable: 1000

HP Demolish: 4000

Passengers: Although only one passenger is required to actually fly the saucer, additional crewmembers are needed in order to man the weapons area, communications bay, and teleporter beam, and so forth.

*The maximum total of twelve passengers is reflective only of standard crewmembers and does not include possible stowaways or captured subjects. It is possible that up to a dozen or so more human sized beings could be aboard the ship at any given time.

Cargo Capacity: The total cargo capacity of 7,500 lbs. is in addition to captured subjects, water (or other fluid) storage, base nutrient matter storage, or built in equipment.

Speed: The flying saucer has three different speed ratings; atmospheric speed, solar speed, and hyperspace flight speed. Atmospheric speed is the typical maximum speed that the craft can travel in an average planetary atmosphere. Solar speed is the maximum speed that the flying saucer can travel in solar space without switching to hyperspace flight. Hyperspace flight is the maximum amount of speed that the craft can travel between the stars. Switching to hyperspace flight requires ship calculations before it can be accomplished safely, thus preventing the shift from being an immediate action. Shift into hyperspace typically requires 3 turns.

Atmospheric speed: 3,500 mph

Solar speed: 450,000 mph

Hyperspace flight: 250 x speed of light

Weaponry and Defense:

Blast Cannons (Power Blast x2): 2d20 damage, Range= 100", Limitations: see text

Blinding Light (Light Control): Range= 70"

Invulnerability: 10

Blast Cannons: The underside of the flying saucer houses three rotating pods that are equipped with twin blast cannons. These cannons are capable emit impressive laser blasts and the placement of the cannons allow for 360 degree coverage. When not in use, the pods retract back into the saucer's hull.

Limitations: Unlike possessing a true power blast power, the blast cannons do not confer the operator's accuracy bonus/penalty. Likewise, after being fired these cannons must spend one turn recharging before they can be used again.

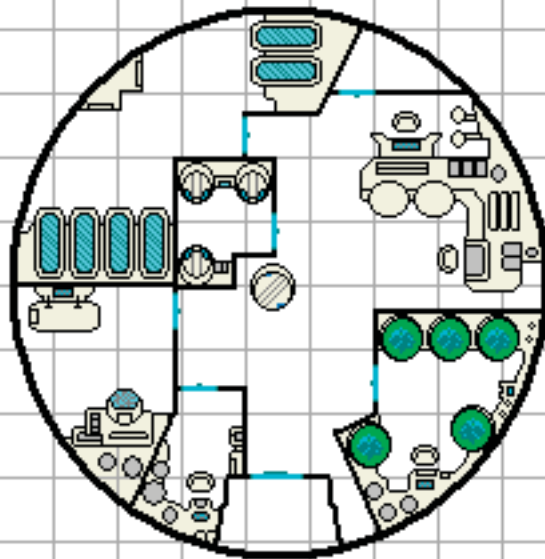
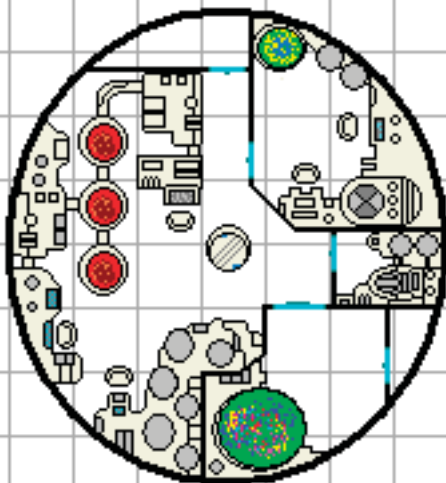
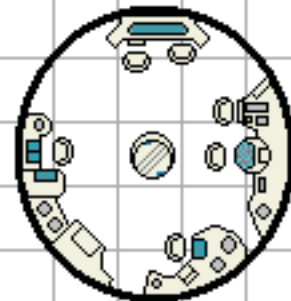
GM Note: These twin cannons, along with many other bits of technology found on the flying saucer, are virtually identical to the twin link cannons found on the watercraft of the mini-adventure *The Hero Within* by James Bishop (available in the *Villains & Vigilantes* publication *Giant No.1* from Fantasy Games Unlimited).

Blinding Light: The many colorful lights that circle the ship serve for more purposes than merely illumination, signaling, and communication. By adjusting additional power to the lights, the saucer's operator can produce a blinding glare that hinders nearby living targets. The ship will usually lower itself and hover at a distance of around 30" above the targets when emitting this light. Treat the blinding light as yielding the same effects as Light Control when used as a blinding flash. For the purposes of the attack the light has an effect radius of 70"

Invulnerability: The hull of the flying saucer is made from an advanced alloy that is capable of responding to most common forms of physical attack. The molecular structure of the alloy is able to respond to a mild to moderate degree when struck with an impact or energy related attack, giving the ship invulnerability 10.

**FLYING SAUCER INTERIOR
MAP- PLAYER'S COPY**

1 square= 5 feet

**CENTRAL DECK LEVEL****LOWER DECK LEVEL****UPPER COMMAND DECK LEVEL**

3. SAUCER INTERIOR MAP LOCATIONS

The following entries detail the identified locations on the saucer's interior maps.

3.1 THE CENTRAL LEVEL

A. Hatch: This hydraulic powered entrance hatch serves as a general means of entrance and exit for the craft whenever the saucer is not in flight. Although a sophisticated series of power controlled hydraulics work the motors of this hatch, the hatch can also be manually opened and closed in the event of a severe power failure.

B. Platform Elevator: This disc shaped platform serves as a method of moving between the different levels of the craft (Area P for lower deck and Area K for command deck).

C. Genetic Lab/Containment Vats: Surrounded by tons of machinery are five vats made from a thick, transparent composite similar to bulletproof glass. Each vat has more than enough space to house a full grown human and the vats are partially filled with a greenish, bubbling fluid. This strange looking fluid is used to simultaneously contain, protect, heal, and nourish a human or any other life form inside the vat. A low frequency pulse that is continuously emitted through the vats accompanies this strange looking fluid. This pulse affects the brain in a manner similar to the mind control power, keeping the inhabitants of the vats in a fatigued, docile state. Depending on the needs of the GM, the vats may or may not be holding any live subjects.

In the midst of the vats and machinery is a computer workstation, complete with a padded chair that is wholly alien in design yet quite comfortable for a human to sit in. The computer is geared towards genetic research and located near the alien computer terminal is a strange looking device that resembles a glass tube covered in a variety of probes and instruments. The tube is large enough to house a common house cat and instrument panels located near the tube constantly flash a patterned sequence of colorful lights.

A character with an exceptional amount of intelligence is likely to immediately recognize the tube as being a device for analyzing organic matter as well as small animals and plants.

D. Mechanics/Technology Station: This area contains a variety of technological controls and mechanisms used in the analysis and/or repair of technological devices. In addition to computer controls, monitors, and tools there is a small, enclosed "repair bay" in which items can be contained and repaired by a series of automated robotic appendages. The inhabitants of the craft use this area for a wide range of tasks, from fixing battle damaged weapons and armor to researching bits of technology recovered from other civilized worlds (such as Earth).

E. Environmental Sciences Station: This station features a variety of alien created technology used in the study of other worldly environments. In addition to various extra-terrestrial computer consoles and research equipment there is a transparent storage compartment filled with an assortment of exotic minerals and soil samples.

F. Storage: This area of the ship is equipped rows of shelving that are used to store a variety of different items. Some of the items stored in this area include space suits, nourishment supplies, personal communicators, terrain survival packs, scientific related gear, and assorted electronics.

G. Crew Cabin: The crew cabin features six sleeping chambers and a storage unit. In addition to providing a comfortable space for sleep (or meditation), the resting chambers also double as suspended animation chambers during long space voyages. The storage units contain spare uniforms and the personal belongings (if any) of the alien crew. As the

resting chambers are shared units, each chamber has an electronic controlled sanitation/refreshing system that preps the unit before each use. Unless traveling on a long voyage requiring suspended animation, two different crewmembers are typically assigned to a particular chamber and make use of the resting chamber on rotating cycles.

H. Personal Needs Chamber: Three strange looking metal pods are located within this area. Upon a pressing a large, illuminated panel on the front of a pod, the pod will open up, revealing a sleek metal unit that is a toiletry and bathing unit combo. These personal needs pod is of alien design but more or less usable for human travelers. In a nutshell, if you need to take a shower or visit the toilet, crawling inside one metal pods will do the trick. If you don't happen to exactly know how to properly work the controls, you are likely to find yourself visiting the toilet and taking a shower all at once.

I. Medical Unit: This sterile, brightly lit room is equipped with a slab style examination/surgery bed and numerous medical related devices, tools, and supplies. Computers and a large monitor screen line the opposite wall of the bed, allowing technological support for the ship's medical specialists.

In addition to providing medical care, this unit may also be used to carry out sinister experimental procedures. As such, some of the bizarre technology found in this room may bear certain similarities to the tools and equipment in the genetic lab/containment vats (Area C).

J. Nourishment Center: This area of the ship is the flying saucer's equivalent of a kitchen. In addition to an alien fountain dispenser that squirts out exotic tasting liquids at the press of a button, there is a central device capable of both extracting and dispensing semi-solid to solid nutrients. Although the nourishment center is loaded with a two month supply of base nutrient matter, the devices in this room include an advanced piece of technology capable of rendering collected organic and vitamin rich semi-organic matter into a consumable form of paste. Automated injectors add concentrated flavorings to this rendered substance to make it a wee bit more desirable to the consumer.

3.2 THE UPPER COMMAND LEVEL

K. Platform Elevator: This disc shaped platform serves as a method of moving between the different levels of the craft (Area B for central deck and Area P for lower deck).

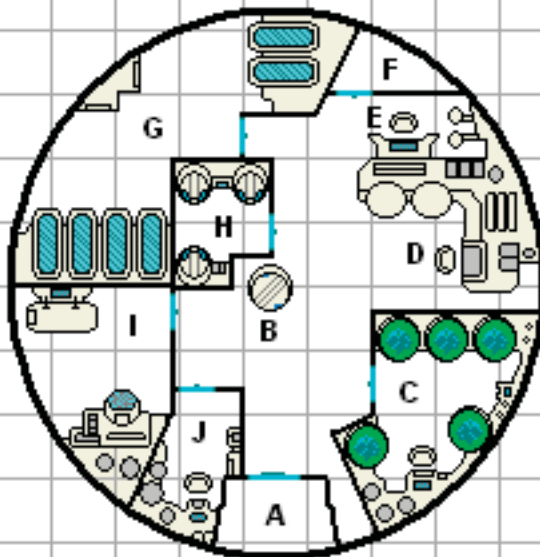
L. Weapons/Defense Center: This workstation houses the primary controls for the ship's weapons and defensive technologies. Unless experiencing a loss of power or overridden or shut down by the primary computer center (Area N), anyone capable of operating the devices at this workstation is able control the saucer's weapons and defenses.

M. Flight Helm: As far as piloting is concerned, this is the area where the magic happens. Numerous monitors and controls can be found here, and even the least technologically inclined should be able to determine that some of the screens show an outline of star maps and possible navigational routes. The manual controls are surprisingly simple to operate and the majority of the flight helm's technology responds to the controller's thoughts. As this electronic telepathy surpasses the primitive elements of linguistics the pilot's command is not limited to the use of any particular understood language. Unless there is an override performed by someone manning the controls at the primary computer center (Area N) or the engine room (Area X), anyone capable of manipulating the controls of the flight helm has full control of the saucer's locomotion and flight path.

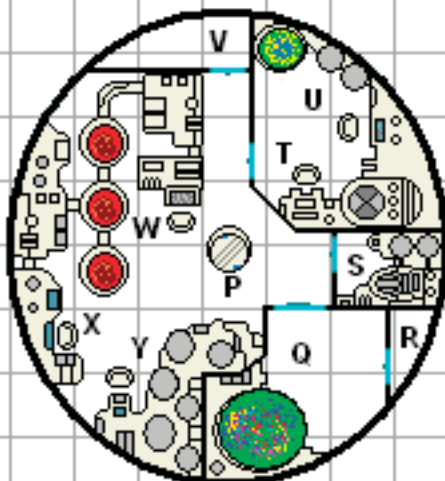
N. Primary Computer Center: This center houses the monitors and controls for the ship's main computer as well as overrides and monitors for all of the other technologically driven workstations of the ship. If

FLYING SAUCER INTERIOR MAP- GM'S COPY

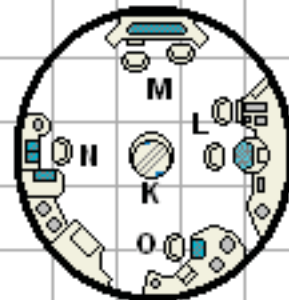
1 square=5 feet



CENTRAL DECK LEVEL



LOWER DECK LEVEL



UPPER COMMAND LEVEL

needed, the controls of the primary computer center may be used to activate, override, or shut down the computers and integrated technological devices of the other ship's stations.

O. Communications Center: This computerized workstation serves as the primary control center for the ship's communications. The area is equipped with various transmission receiving and broadcasting devices as well as a highly advanced translation computer.

3.3 THE LOWER LEVEL

P. Platform Elevator: This disc shaped platform serves as a method of moving between the different levels of the craft (Area B for central deck and Area K for command deck).

Q. Primary Beam Reception Bay: Padded, reinforced walls securely separate this room from the rest of the ship. In the corner of the room stands a wide, cylindrical unit that is connected to a series of wires, cables, hoses, and assorted electronic components. A wide, electronically controlled panel constructed from an extremely durable transparent composite serves as an access door. Flickers of colored light accompany an eerie, pulsating glow of bright green that continuously illuminates the inner chamber of the reception bay cylinder.

The cylinder is actually a transfer booth for the tractor beam style teleportation unit housed at the bottom of the ship. The transfer booth is controlled via a computer workstation (Area U). This booth can be used to transfer up or transfer down living or non-living cargo with a maximum weight capacity of 2,000 pounds. As the live cargo that enters the booth can sometimes present as being hostile or otherwise difficult to handle, there is an inclusion of a small weapons locker located above the computer workstation. In addition to a standard variety of weapons, the locker also contains basic medical supplies and devices that may be needed to assist the ship's occupants in tranquilizing out-of-control live cargo.

R. Weapons Locker: This small storage area contains an assortment of different personal weapons and armor.

S. Breather Filtration Center: This area contains the saucer's "lung". The lung is a mechanical filtration unit that houses a contained miniature eco-system of alien mosses and lichens. These plants are extremely hardy and powerfully efficient converters of bad air into good air. Provided that the lung does not become damaged, the filtration center is more than capable of keeping the air on board clean and fit for breathing.

T. Interior Gravity Control Area: This technological workstation is equipped with machinery designed to supply, monitor, and maintain artificial gravity for the ship's interior.

U. Beam Control Station/Personnel Reception Bay: This computer driven workstation is filled with an array of cables, wires, monitors, and control pads. The purpose of the technology in this area is to provide

localized control of the ship's teleporter beam. The main components of this tractor beam style device is housed at the exterior base of the ship while the receiving area for teleported living and non-living cargo is located within the ship's structure (Area Q).

V. Storage Area: This space serves as a miscellaneous storage compartment for the saucer. Although it is likely that nourishment goods and other typical supplies would be located here, the GM should feel free to place whatever they desire into this area. Such options could include relics from alien works, containers filled with bulk mineral samples, large quantities of rare, precious metals, spare parts, etc.

W. Energy Reactor Station: Three energy reactors produce droning, humming noises and pulsating patterns of dim, glowing light. Located in the midst of the strange, energy producing technology is a workstation used to help monitor the operation of the reactors. The control devices are also useful in allowing the crew to manually control the flow and transfer of energy to vital parts of the ship whenever needed. As the saucer's main computer usually handles the basic functions and needs of the energy reactor station, the ship's crew occupies this control area only when there is a specific need. Such special needs would include repairs and the manual analysis of faulty transference of energy.

In addition to the energy provided by the core reactors, the control station also monitors several alternate "energy gatherers" discreetly located upon the surface of the ship's hull. These energy gatherers consist of a network of solar panels and radiation filters. Although the energy gatherers cannot typically collect and maintain enough power to make the saucer fully operational, these alternate energy resources are usually enough to help support the ship when it is operating on emergency power levels.

GM's Note: The control center in the energy reactor station has priority over the ship's main computer in regards to the control of the energy reactors and the transfer of the ship's power. The control center can essentially be used in an emergency to allow or deny energy flow to any part of the ship, including the ship's flight mechanisms, life supports, beam control, research areas, etc.

X. Engine Station: This area is essentially a control room for the ship's flight engines. Although the ship's main computer (Area N) and flight helm (Area M) are typically used to handle the locomotion of the ship, this station can be used to monitor and repair or resolve issues when needed. The ship's landing gear can also be monitored, repaired, and/or manipulated via the engine station's controls.

Y. Fluid Management Station: This area contains an elaborate filtration unit needed to collect, clean, and recycle the crew's supply of vital fluid (unless GM specifies otherwise this would be water). The addition of the fluid management station ensures that the crew can travel in space for long stretches of time without having to seek out sources to replenish this much needed resource.

4. BONUS: NEW GREY EQUIPMENT

The following technological wonders were designed to improve upon the original Grey equipment presented in the V&V freebie Truth Seeker Weekly.

COMMAND BOX

This odd looking device essentially appears to be an intricate slab constructed of a strange alloy metal that is covered with a variety of glowing, pulsating gem-like buttons. A sturdy metal cord allows the command box to be hung from someone's neck. The command box essentially serves as a command center for a series of nearby

command crystals that have been programmed to operate on set frequencies that the command box is capable of broadcasting across. The command box can handle up to six different command crystals and has a total broadcasting range of 25". Beyond that range the command crystals do not respond to the command box.

COMMAND CRYSTAL

These glowing, pulsating devices resemble an oversized gemstone made from some strange form of a stone crystal/metal composite. When placed on the forehead (or anatomical surface area nearest a

creature's brain) of a humanoid or animal, the command crystal immediately grafts itself to the target. Removal at this point must be done through signals delivered via a command box or by sheer force (essentially prying the device off). Sheer force requires a total of 20 points of damage to the crystal (which has SR 15) and usually causes at least 10 points of damage to the wearer (GM's option of exact amount and nature of damage caused) in the process of removal. The command crystal essentially functions as having the powers of Mind Control/Animal Control, although the wearer does not suffer the effects of fatigue unless the operator of the controlling command box is specifically given instructions or sending out a specified frequency causing fatigue. In order to maintain control the command box responsible for communicating instructions to a particular command crystal must be in a range of at least 25" of the crystal.

Note: As with the command box, there is a 50% chance that any sonic based attack made within 25" of range of a command crystal will cause the communication link between a command box and a command crystal to temporarily shut down. Shutting down the command link negates the influence of the command crystal on its host target.

LIGHT BLASTER

This is a weaker version of the Grey's blast gun. It is also a bit less accurate, giving only +1 to accuracy checks. Consider the use of the light blaster as being a power blast attack but causing only 1d8 damage (instead of the normal 1d20). Light blasters rely on their own

power cells. Each attack has a power drain cost of PR 1. Light blasters have 10 Power points when fully charged and self recharge at a rate of 2 power points per hour.

BLAST RIFLE

This short, pug shaped tech rifle bursts forth menacing bolts of energy that are more deadly than the standard blast gun. Treat this as a Power Blast attack with an accuracy bonus of +3 that deals 2d12 damage (instead of the normal 1d20). Blast rifles rely on their own power cells. Each attack has a power drain cost of PR 2. Blast rifles have 30 Power points when fully charged and self recharge at a rate of 1 power point per hour.

TELEPATHIC COM-BAND

This unusual looking headband is made of a strange, silvery alloy and is adorned with blinking lights and a couple of small push buttons. In the center of the headband is a small, faceted jewel that emits a pulsating, colorful glow. This piece of alien technology is essentially the telepath's answer to a long range walkie talkie. These com-bands are used by telepathic aliens to allow communication with one another when located great distances apart. The com-band is capable of sending and receiving signals from low orbit to ground as well as allowing a continual communication link between wearers roaming about a planetary surface. Total range= 500 miles.

5. BONUS: ALIEN BIO-ENGINEERED HYBRIDS

Aliens such as the Greys are well known for their creation of hybrids, particularly in the animal/humanoid nature. In order to help the GM a start on possible alien bioengineered hybrids for the V&V game, a few examples are provided below.

Hybd001: Ape/Reptile Hybrid

Level (Equivalent): 5	Basic Hits: 7
Weight: 350	Endurance: 16
Strength: 21	Intelligence: 2
Agility: 12	Evil: -
Charisma: 10	Power: 54
Reactions: Good: -	Heal Rate: 2.8
Hit Mod: 3.6288	Carry Cap: 1900.675
Hit Points: 26	
Dmg Mod: -1	
Accuracy: +2	
HTH Dmg: 1d10	
Movement Rates: 52" ground	
Det. Hidden: 2%	
Det. Danger: 9%	

Powers:

Natural Weaponry (bite and claws): +3 to hit, +6 to damage.
Heightened Expertise (bite only): +4 to hit.
Heightened Senses: Infrared vision.

These creatures have an overall anatomy that resembles an ape but are covered in a scaly green hide with glowing red eyes that assist the creature with seeing in the dark. The alien experiment Hybd001 also has webbed feet and webbed frontal claws that end with lacerating

talons. The mouth of the creature is equipped with sharp, shark like teeth.

Hybd002: Bat/Humanoid Hybrid

Level (Equivalent): 4	Basic Hits: 4
Weight: 175	Endurance: 19
Strength: 14	Intelligence: 5
Agility: 23	Evil: -
Charisma: 9	Power: 61
Reactions: Good: -	Heal Rate: 2
Hit Mod: 4.6464	Carry Cap: 406.35
Hit Points: 19	
Dmg Mod: +1	
Accuracy: +4	
HTH Dmg: 1d6	
Movement Rates: 56" ground, 644" flight	
Det. Hidden: 2%	
Det. Danger: 9%	

Powers:

Flight: 644 inches per turn, PR cost of 1 per hour of flight.
Natural Weaponry: +2 to hit, +4 damage
Heightened Senses: Infrared vision.
Low Self Control: Homicidal tendencies in combat.

A nightmarish creation bio-genetically engineered by the Greys, Hybd002 was created to be a living, flying strategic weapon. These creatures are flawed with having a desire for belonging, however, and are quickly enraged when mistreated. This is an issue that the Greys are (unsuccessfully) trying to sort out.

6. BONUS MINI-ADVENTURE: ABDUCTED!

This bonus mini-adventure pits a single hero in the situation where they find themselves being abducted by alien greys and delivered on board via the ship's teleportation beam. The ultimate goal is to subdue the captors and figure out the controls of the ship's helm, thus allowing the character to return safely back to Earth. This adventure requires a character who has decent intellectual ability and that is strong enough to defeat the alien greys. The character should not be too powerful, however, as the adventure will otherwise seem more like a simple chore rather than a hair raising challenge. In the event that the character becomes overwhelmed by the aliens or is unlikely to be able to figure out the ship's controls, the GM may want to add the bonus alien hero to the game. This bonus hero could be confined in one of the containment vats (Area C) until needed or discovered by the player's hero character.

Utilizing The Greys:

V&V's representation of the alien "Greys" first appeared in the Truth Seeker Weekly action map freebie from FGU. As with this free action map, Truth Seeker Weekly can be obtained by visiting the free downloads area of Fantasy Games Unlimited's website. For the purpose of easy reference, however, stats for the alien grey crew members have been provided at the end of this mini adventure.

An important aspect to consider when using the Greys as the abductors is the typical alignment of the Greys that the GM has chosen for the V&V campaign. Should the Greys typically have a neutral or evil alignment then there is really no need to ponder specific reasons as to why these alien beings would want to abduct a hero of Earth. If the Greys are normally good in alignment, the reasons behind their actions must be further explored. Possible explanations could include that the Greys involved in the abduction may actually be rogue agents or criminals in their own alien society, or they may be the brainwashed pawns of a more powerful being (possibly a villain of Earth) with the intent of carrying out a series of dark plans.

Regardless of alignment, this mini adventure focused on abduction could easily set the stage for a complex series of events and possibilities involving interactions with the Greys down the road. Being abducted by aliens is never an issue to be simply shrugged off and forgotten, even in a world full of super powers and spectacular events.

6.1 PART ONE: MYSTERIOUS REPORTS OF BIZARRE EVENTS

The adventure begins with the hero being asked to investigate a remote, rural area where significant claims of flying saucer activity have been recently reported. The local citizens have been making claims about seeing strange, saucer shaped objects in the sky with colorful, flashing lights. A few farmers have provided authorities with photographs of dark rings burnt into the grasses of their hayfields and missing cattle. Upon arriving in the area, the hero will be asked to check in with the local sheriff's department. Sheriff Bradford Davidson will introduce himself and also introduce one of his right hand men, Deputy Billy Leonard. The hero will be informed that if he/she needs any help or has any questions to get in touch with Deputy Leonard as the Sheriff will be spending most of the day working on another case at the far end of the county. The Sheriff asks the hero to spend the day doing whatever investigations that they need to do and to meet up with him at the Sheriff's Department at 8:30PM to go over some of the gathered evidence.

During the time between the initial meeting with the Sheriff and the

8:30PM appointment the hero will probably want to check out some of the claims made by the locals and/or conduct some of their own research. Points of interest regarding gathering clues and speaking with locals are provided below.

Local Farmers, Missing Cattle, And Burnt Rings

If approaching the local farmers for help the hero will be directed to Buford Walker, the local resident who reported missing cattle and burnt rings in his hayfield. Hoping to possibly retrieve his livestock and have his life return to normal, Buford will warmly welcome the hero's presence and willingly answer any questions asked of him. Buford will also want to take the hero out to his hay field where he will show the hero the burnt rings as well as point out where his missing cattle were last standing. The hero should take note that there are approximately a dozen rings that are burnt areas of hay. These rings are perfect circular patterns and some are approximately 8 feet in diameter while others are as large as 16 feet in diameter. Buford reports that many of the small rings are in a location where his missing cattle were last seen.

Local Media

One obvious source of information for the hero would be checking out the local media. In the small, sleepy community these sources are primarily limited to the local radio station and the local newspaper. Both of these sources will provide more or less the same details. By interviewing these sources the hero will learn that several local citizens have spotted a flying saucer hovering over farm fields and the Molly's Pond area at night. A few of these citizens hang out at Maw's Diner throughout the day and might be willing to talk about their experiences. One of the individuals, a middle aged man named Vern Willard, claims to have been abducted by the occupants of the saucer. Vern said that the creatures on board were a variety of aliens known as "Greys" and that these beings performed bizarre experiments on him before dumping him back into the field. Vern has also reported seeing a strange looking creature that was green and scaly but was otherwise ape-like in appearance running through the fields. Vern is reported as being little more than a "delusional alcoholic" and "wild eyed conspiracy theorist" so his claims are in question.

Despite the repeated sightings, neither media source is able to provide much credible evidence of the flying saucer beyond a few audio clips of a strange droning hum and a few blurry photographs and video snippets.

Sky Gazers At The Diner

Should the hero wish to talk to some of the eyewitnesses of UFO sightings then the hero will eventually find himself down at Maw's Diner, a popular local eatery. It is at this place where many of the locals go to congregate in the evening and catch up on the latest local gossip. Ella Jenkins and Earl Miller, Ella's on and off romantic fling, are two of the customers at the diner. These two individuals have spotted the flying saucers on at least three different occasions and are more than willing to go into elaborate detail regarding their sightings. Ella describes seeing bright, multicolored lights in the sky that a large, disc shaped object. Earl's accounts are very similar but he also adds in a tale of recently spotting a strange looking creature roaming the fields near Molly's Pond. Earl says that the beast was nothing like anything he's ever witnessed before. "It was kind of like an ape or a gorilla, but green and scaly like a lizard," Earl explains to the hero as he cuts into a slice of apple pie, "this sounds sort of crazy but if such a thing did

exist, then it might be responsible for all those mutilated animals that have been found recently.”

During the course of the conversation with Ella and Earl the hero might notice a lean, middle aged factory laborer sitting off to himself in a far corner of the diner. This stranger is giving the hero a cold, harsh look and appears to be mumbling a string of disgruntled profanities under his breath. Less than a minute later the stranger will toss a few bucks down on his table and quickly get up to leave. As he briskly exits, the stranger looks back again at the hero and mutters something to the effect of “just like the government, always sending their goons in to cover something up!”

At this point Ella will turn, glance at the stranger, and turn back to the hero stating “Never mind him, that’s just old Vern Willard, one of the local kooks. He’s into all that conspiracy theory stuff, so naturally he’s eating this stuff up right now. Probably thinks you’re in on it or something.” As soon as Ella finishes her last comment, Earl lets out a laugh and replies, “Yeah, that crazy old Vern, I remember the time in the ninth grade when we convinced him that our teacher, Ms. Pratt, had magical powers. Ol’ Earl wore a homemade tinfoil hat to school every day for two whole weeks! Earl kept saying that he had to leave it on to keep Ms. Pratt from reading his thoughts, he was probably afraid she’d know about all those dirty thoughts he had about her. Heck, it was obvious and all, the way he would stare at her legs whenever she waltzed into class each morning. That crazy old Vern, even as a kid he was bat crap loony. I heard his parents had a big old long talk with the school counselor and they finally had to send him to one of those shrinks to get his head straightened out.”

The previous comments should allow enough time for Vern to exit the diner, get in his battered old compact car, and leave. If the hero tries to get up and follow Vern or otherwise engage him in any manner, the GM should have pre-prepared ways of stalling the hero as Vern’s participation in Part 2. Theory of Anger is vitally important. One way to ensure this is to have Deputy Leonard walk in right as Vern is leaving and distract the hero by relaying the following tidbit of information.

Leonard (to hero): “Excuse me, I hate to interrupt you but Sheriff Davidson sent me down here to give you a message. He told me that you might want to check out the area around Molly’s Pond. It’s in the old flood zone area east of town. The Sheriff says that some of the locals found a few suspicious looking animal carcasses there, looks like a couple of stray dogs and a few calves. From the looks of things it appears that something vicious took a bit of delight into tearing up its prey before half devouring the remains. A strange, gruesome sight, that’s for sure. Oh, and you’ll never believe the tracks in the mud near the carcasses, looks like nothing I’ve ever witnessed before in my life. I’ll show you where the pond is at if you need me to.”

If the hero tries to press on with following/questioning Vern then Deputy Leonard will reply, “Yeah, old Vern is a weird one all right, but he’s never posed much of a threat to anyone before. I’ll try to check in on him later. For now, you may want to get on over to the pond and see what’s up with the carcasses. Oh, and be sure to report back at the station at 8:30PM. I think the Sheriff’s wife is cooking up a big meal for us and all, since we’re going to be working late on this.”

Molly’s Pond

Should the hero find out about Molly’s Pond (either from Deputy Leonard or by asking around with the local media) then it is likely that they will want to check this place out. First impression of this location is that Molly’s Pond is little more than a murky, foul smelling body of water surrounded by overgrown, marshy pasture. The area is creepy, dark, perpetually foggy, and the subject of many local bits of gossip, rumor, and ghost stories. As the character enters the area they cannot help noticing the odd, groaning chorus of frogs and the creaking and moaning of old, half dead trees swaying in the wind. These haunting noises are accompanied by sudden, abrupt splashes, sounds of movement in the tall, surrounding grasses, and the distant howling of a frightened, wounded canine (if the hero searches the area they will

find a wounded dog that appears to have been beaten half to death and gnawed on a bit).

Splatters of blood streaked across the cattails and weeds should provide a good enough trail to lead the hero to the mutilated animal carcasses. As reported, there are five hideously mutilated forms lying near the pond, and casual observation reveal them to be that of four legged animals that were approximately 30 to 40 pounds in weight. If the hero has worthy knowledge of animal anatomy or a reasonably high enough intelligence then the hero should be able to determine that the carcasses are indeed from two dogs and three young calves. It appears that something violently ripped into these creatures before gnawing on their remains. If the character is especially good at studying such things, they will note that it appears that one dead calf had a leg that was literally ripped off by something possessing clawed hand like appendages and brute force. The carcasses are also starting to decay and give off a horrid, stomach turning odor. An inspection of the ground near the bodies reveals several odd tracks. It appears that whatever killed these creatures had feet that were, for the most part, like those of an ape, but webbed like those of a lizard.

Another interesting feature of the pond that the hero should be able to quickly spot are the numerous rings of burnt grasses scattered across the fields near Molly’s Pond. These rings are virtually identical to those found in Buford Walker’s farm field. If the hero happens to further investigate these rings, there is a chance that they will come across a long sleeve flannel shirt lying amongst the grasses in the center of one of the burnt rings. Written on the tag inside the shirt in permanent marker is “Vern W”. Further inspection of the plaid flannel shirt reveals that there are some small tears, a few bloodstains, and traces of a dried, crusted substance that is bright green in color.

Looking For Vern

It’s likely that the hero will find enough evidence about the town to want to go on the look for Vern Willard. The GM should turn every effort into a wild goose chase, doing whatever is necessary to have the hero just miss an encounter with Vern or have him unavailable altogether. The incident at the diner should be the only chance that the hero should have to get close to Vern. The reason for the importance of Vern Willard’s inability to be found is due to his important role in the sequence of events in the adventure segment Hostile Contact. If the elusiveness fails and the hero manages to catch up with Vern, then the GM should portray this character as an extremely suspicious, wild eyed man who distrusts the hero about as much as he does the aliens. Vern will not do anything hostile, however, and, as such, neither the hero nor the authorities should have any particular reason or excuse to detain Vern.

6.2 PART TWO: THE TRUTH IS ON THE STREET

As the hero starts to head back to the police station, he will notice a small crowd gathering in the parking lot of a local shopping center. As the crowd begins to grow a couple of county police cruisers arrive on the scene. Deputy Leonard gets out and glances at the crowd and then over at the hero. He pauses for a second and then shrugs, giving the hero one of those facial expressions that seems to indicate that the deputy is uncertain as to whether the hero should get involved or not.

If the hero decides to further investigate he will soon notice that one of the vehicles in the parking lot is a pale green cargo van with the logo sporting an image of a magnifying glass hovering over the planet Earth. Next to this logo are the ominous words “Truth Seeker Weekly News”. Before the hero can take his eyes off the image, he hears a voice call out his name followed by “Hey there! I’m Walter Burns, reporting for Truth Seeker Weekly News, may I have a few words with you?”

Walter, camera crew, a couple dozen curious locals surround the hero. It appears that Truth Seeker Weekly has learned about the flying saucers and in turn dispatched an investigative crew of their own. Walter immediately launches into badgering questions, including “Are

you here to save the community from hostile aliens?” “Did you know that there’s a reptilian ape monster killing cattle?” “Have you heard that local citizen Vern Willard was abducted by aliens?” “Do you know what sort of experiments they performed on Mr. Willard?” and “Can you tell us anything about your special powers?”

Deputy Leonard quickly rushes in to save the hero from a further bombardment of questions, exclaiming, “Please, please, back off. Our special guest here has some important business down at the station.” As the hero and the officer attempt to leave, the tabloid reporter follows up with further questions including “What can you tell us about your work with the local police?” “Have you met the aliens on the flying saucer?” “Have you yourself ever been on the flying saucer?” and “Is this some sort of government conspiracy cover up?”

Deputy Leonard turns to the hero as they depart and says “This is about the last thing we need right now, some tabloid news van showing up in town and getting everyone all excited. That crazy reporter was out there offering all the citizens \$500 for each piece of any flying saucer related evidence they might have. We’d better get on with our investigation while there’s still available evidence left for us to examine.”

6.3 PART THREE: BACK AT THE STATION

As the hero and Deputy Leonard arrive back at the station, Sheriff Davidson greets them and leads the hero over to a folding table loaded down with hot food. “Help yourself, we’ve probably got a long evening ahead of us so eat all you want.” No sooner than the hero begins to load a plate the phone in the dispatcher’s booth begins ringing.

“Crap!” the dispatcher hollers out as he puts the caller on hold, “Mabel West is on the phone saying that ol’ Vern is heading out to Molly’s Pond with a shotgun! She says that he was babbling on about getting revenge on green skinned gorillas and skinny cat eyed aliens.”

Sheriff Davidson and Deputy Leonard give each other a wearisome look and then turn to the hero. “I hate to ask you do this but could you hold off on dinner for a few minutes, I don’t think that we’re going to need your help but, well, we might.”

At this point the hero should be fairly agreeable with accompanying the police to Molly’s Pond. If not, the GM will want to get a bit creative with figuring out ways to encourage the hero to investigate.

6.4 PART FOUR: SHOW DOWN

As the hero arrives on the scene it becomes obvious that the police are not the only folks aware of Vern’s plans. A few locals have pulled up in four wheel drive vehicles and the reporting crew of Truth Seeker Weekly are hastily yanking gear out of their van. Sheriff Davidson and Deputy Leonard both simultaneously curse at the sight of the gathering crowd. The Sheriff then turns to the hero and states “Yep, we’re going to need your help. We’ve got to get these folks safely back and aware from the scene before someone gets hurt. Could you try finding Vern and talking some sense into him while Deputy Leonard and I take care of crowd control?”

Finding Vern is hardly a difficult task. Mere seconds after the Sheriff’s request the hero will hear the explosion of a shotgun being discharged. The blast is followed by loud shouts and a bizarre guttural growl. As a chorus of flashlights swivel towards the source of the commotion, the hero sees that Vern is standing over by the pond with shotgun in hand. Lunging out of the darkness towards him is a strange, ape like creature with glowing red eyes, yellowed fangs, and a greenish, scaly hide.

Battle: The Ape Thing

The creature charging towards Vern is a Grey genetics experiment that is simply known as Hybd001, or “ape/lizard hybrid” (See the section Bonus: Alien Bio-Engineered Hybrids for stats). The GM is free to make up a fancier, more elaborate name for the genetically modified beast. The creature was beamed down to the field by the Greys approximately a week ago. Since arriving in the area the Greys have been secretly monitoring the hybrid creature’s activities. It’s the Greys

intention to further develop the genetic species into a formidable, living weapon of war.

As Vern scrambles to reload the hero may want to attempt to charge the hybrid beast. If the hero stalls then the creature will manage to reach Vern just as he reloads. The monstrosity is both hungry and enraged by Vern’s initial attack and will attempt to kill the delusional gunman. The monster seems to be oblivious to the presence of the surrounding crowd.

GM Note: The stats for Vern, the police, and bystanders can be found at the back of this adventure.

During the course of the brief battle with the monster the hero might notice that field has suddenly become lit up from a multitude of flashing, glowing lights from above. A lower audible hum accompanies these lights, and off in the distance one can make out the panicked noises of a rapidly retreating crowd. The flying saucer has arrived.

Action: Beamed Up

The original intention of the alien Greys aboard the flying saucer was to pick up their experimental hybrid. They had been watching its progress for a few days and considered the genetic design to be only moderately successful. Taking note of the hero’s impressive powers, the Greys have determined that the focus of reclaiming their scaly little project is secondary to the possibility of capturing a live human specimen with impressive super-powers.

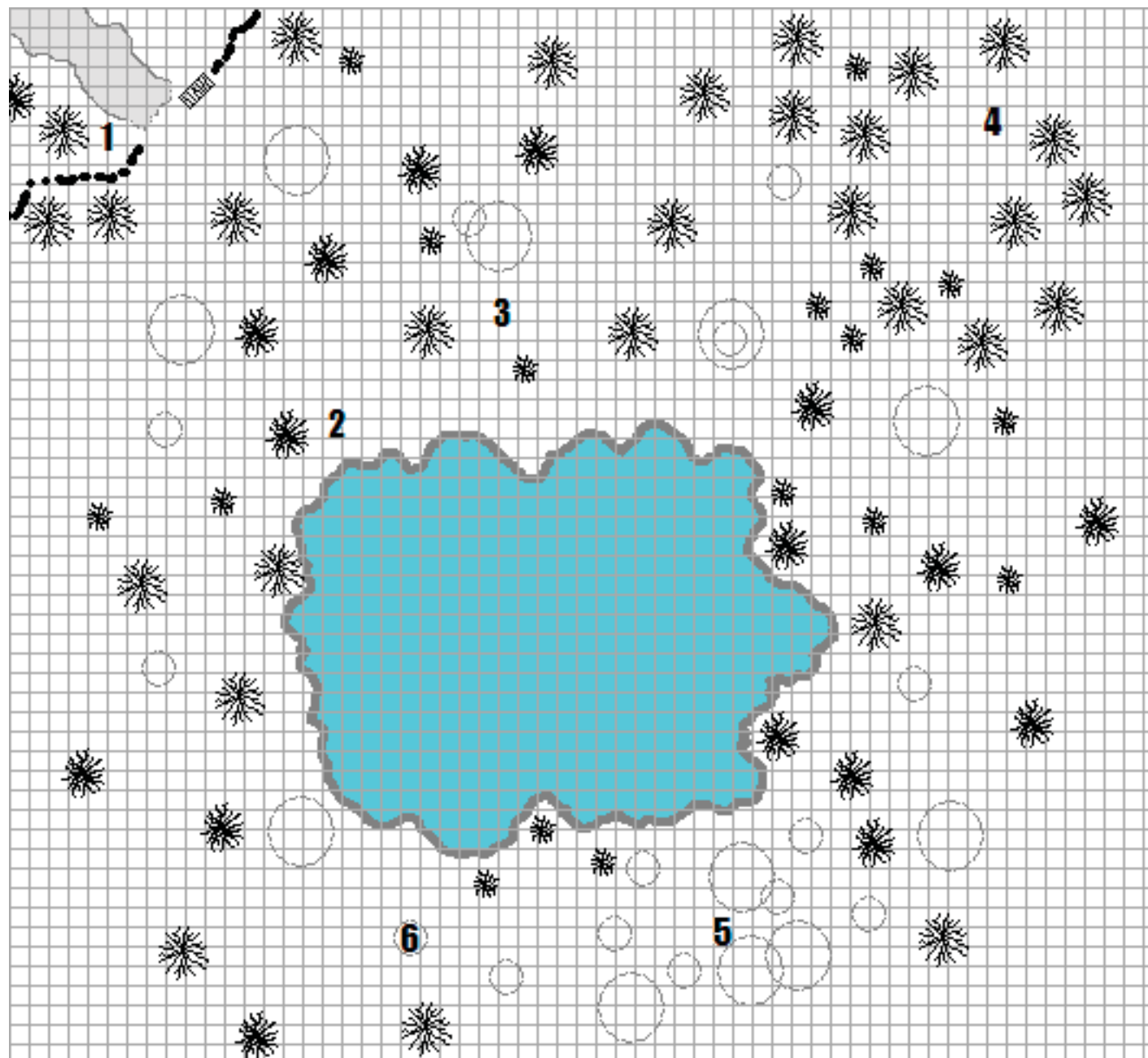
As soon as the hero finishes the battle with the ape thing (or immediately after the ape thing manages to kill Vern if the hero doesn’t get involved), the lights of the flying saucer begin to brighten and the bottom of the vessel appears to open up partially in the center. Suddenly, a blast of pulsing light pours out of the bottom of the craft and engulfs the hero, pulling him up towards the craft. The hero is in the process of being abducted. Once this process is complete, the underside of the flying saucer closes back up and the craft speeds away into the blackness of the night sky.

6.5 PART FIVE: ESCAPE ABDUCTION

The “meat” of this mini adventure is the hero’s attempt to overpower his abductors and regain control of the ship. This will require a character that is neither too physically weak nor too mentally dull. However, the Greys are not the most formidable opponents, especially in small numbers. Therefore the GM may want to utilize the presence of a few extra bio-engineered hybrids on deck.

The action begins in the ship’s primary beam reception bay (Area Q). It is in this area that the hero steps out of the reception vat to find himself surrounded by three alien Greys. From this point the hero will need to fight his way through the areas of the ship until reaching the ship’s flight helm (Area M). Not all of the areas of the ship will have the presence of alien Greys, but it is important that the hero subdue all 12 of the alien Grey crewmembers before attempting to take control of the ship. If any crewmembers happen to be overlooked then they will certainly hole up in the lower levels when the hero reaches the helm. From here the remaining active crewmembers will man the engine station (Area X) and use the controls at this area to override or otherwise disrupt the hero’s operation of the flight helm.

The adventure should be followed by making use of the flying saucer map and taking note of each area that the hero enters. Some of these areas will have notable encounters or important bits of information, others will not. As the hero explores the ship the GM will want to refer to both the main flying saucer map details as well as the special mini adventure area encounter details to provide a complete description of each area to the player. As stated prior, action begins in Area Q and from there the hero will most likely search the remainder of the lower level before moving up to the central level and then finally the command level. It is impossible to tell exactly what direction the hero will take from that point on. The GM should encourage the hero to freely explore without any giving any hints to the hero as they feel their way through the vessel. This sense of randomness helps build upon the adventure’s intended feel of uncertainty and discomfort with being trapped aboard a strange alien craft.



Molly's Pond Map

1 square = 5 feet

- 1- Vehicle Pull In w/ Fallen Gate
- 2- Battle Between Vern and Hybrid
- 3- Animal Carcasses
- 4- Wounded Dog
- 5- Large Array of Burnt Rings
- 6- Vern's Old Shirt

Opening Encounter (Area Q): The last thing the hero should remember was being embraced in a warm, tingling light and having the feeling of being sucked up in the air. Then, just about the time that the hero thought that he were going to be sucked straight up into the gaping, technology lined underbelly of the ship, there was a sudden blinding flash. Now, seconds later, the hero finds himself a bit dazed but certainly coming to, and standing in the middle of a large sealed vat (Area Q). Although a pulsing greenish glow and colorful sparkling lights somewhat obstruct the hero's focus, they should be able to make out the visages of three thin humanoids standing outside the vat. These beings appear to have smooth grayish skin and large, solid black eyes that are somewhat cat-like in shape. The sparkling colorful lights that surround the hero start to flicker and fade away and the greenish glow that seems to utterly fill up the space of the vat begins to darken. Suddenly the hero can hear the hiss of an airlock seal releasing as the transparent door of the vat begins to slide open. The three grey creatures move forward and brandish what appears to be various forms of technological weapons. Two of the weapons resemble some sort of energy based pistol while a third weapon is equipped with a long, menacing needle. As they approach the front of the vault an eerie sounding voice fills the hero's mind.

"You are commanded to fully cooperate with our requests. It is pointless for you to suffer an unnecessary harm."

Naturally, the hero will probably have other intentions, which will lead to a combat scenario between the hero and the three alien Greys (Grey 01, Grey 02, and Grey 03). The stats for these Greys are presented at the end of this mini-adventure.

Unless the Greys are able to subdue the hero with the stun needles, the battle should be fairly easy. After defeating the approaching Greys, the hero should be encouraged to explore the rest of the ship (starting with the lower level) and take down any remaining opposition. This will allow the hero to be able to gain control of the flying saucer and hopefully pilot their selves safely back to Earth.

The hero may want to check out the rest of Area Q before proceeding further. Other than the likelihood of a bit of damage caused by the scuffle between the hero and three Greys, this area should match the general description given in the flying saucer map entries.

GM Note: Should the Greys manage to take down the hero, then the hero will be transported to the containment vats (Area C). The GM should give the hero a chance to wake up and a measure of getting out of the vat (potentially due to another contained subject breaking loose and causing havoc). Please refer to the Failure portion of Part 6: The Journey Home in regards to possible alternative options for handling a hero who has been captured.

The Lower Level:

The following lower level location entries contain various adventure notes that are addition to the basic descriptions found in the flying saucer map entries.

P. Drop In Attack: As the hero enters the middle of the lower level, the central elevator platform suddenly lowers, revealing the presence of a Grey that is a bit more muscular in tone than the other Greys encountered thus far and wearing some strange form of high tech armor.

"Stop! This is your last chance to peacefully obey!"

Although the alien's telepathic command appears to offer the hero a chance to surrender with minimal harm, the Grey's actions are less than diplomatic. Immediately after projecting the message, the Grey raises a laser pistol and fires. A streak of energy bolts past the hero and smacks into a control panel on the wall behind the hero, filling the room with a shower of sparks and a small cloud of foul smelling smoke. Fortunately, it appears that the alien's bad aim merely destroyed an auxiliary monitor screen rather than anything vital to the ship's operation.

This Grey (Grey 04) serves the crew as a combination of a space marine and security personnel. He was originally assigned to assist

the first three Greys that the hero encountered onboard but was distracted with helping secure a problem with the ship's containment vats located in the genetics lab (Area C). This particular Grey is quite aggressive and sees little point in diplomacy with the hero. In addition to the Grey's blast gun, the Grey is also equipped with body armor that gives the Grey Armor Type B with an ADR of 50.

R. Extra Weapons: During the course of excitement the entry seal leading into the weapons storage was left unsecured, allowing the hero immediate access. Inside the hero will find half a dozen stun needles and three of the pistol shaped blast guns that two of the first Greys encountered were carrying.

U. Beam Control: As the hero enters into this area a solitary Grey turns away from an elaborate set of controls and face the hero. The alien raises his blaster as the hero steps forward.

"We should have destroyed you with our lasers instead of bringing you on board. You're proving to be way too much trouble for us."

The Grey (Grey 05) will immediately engage in combat without bothering to work through hopes of possible diplomacy or persuasion with the hero. If injured but not slain or knocked unconscious, the Grey will attempt a different route of relations. The Grey, when wounded but conscious, will try to bargain with the hero, offering to help him gain control of the ship if the hero agrees to spare the Grey's life. This particular Grey is bluffing, of course, and will attempt to further harm the hero once the hero turns his back. In addition to the weapon that the Grey is carrying, the Grey has a stun needle tucked away in his space suit. A successful Detect Hidden check or searching the Grey will reveal this concealed weapon. If the weapon is discovered, then the Grey will attempt to flee from the hero's presence at the first opportunity. If this is allowed to occur, the Grey will either try to hole up in one of the storage areas or gain control of the ship through use of the engine station controls (Area X).

The Central Level:

The following central level location entries contain various adventure notes that are addition to the basic descriptions found in the flying saucer map entries.

B. Rain of Fire: As the hero ascends up to the middle level from the lower level, he is greeted with a shower of blasts from three weapon brandishing Greys. These Greys (Grey 06, Grey 07, and Grey 08) are strategically positioned in different areas surrounding the platform. Unless a successful Detect Danger (or Detect Hidden, GM's choice) roll was made, these Greys should be treated as each having a surprise attack on the hero.

These Greys are likely to scatter quickly once the hero responds to their assault. Expecting the hero to access the platform elevator, the three Greys positioned themselves around the center of the vessel in a manner that would best allow them to hit the hero in the middle of weapon crossfire while causing the least amount of damage possible with any stray shots.

C. Unleashing the Experiment: As the hero makes his way into this area he sees a Grey press several buttons on a control box attached to a tall vat containing what appears to be a cross between a human and a bat. Greenish mist suddenly hisses from the vat as the front access panel begins to open, retracting away into the side of the brushed metal vat. The creature's eyes open and the hideous monstrosity gives out a terrifying squall. In a panic the Grey throws down the control and attempts to push the hero aside in a hasted effort to exit the room.

In this brief scenario the hero will find himself with an interesting option; stop the Grey (Grey 09), which has no intention of hanging around, or concentrate all efforts towards dealing with the bat-thing (Hybd002, See Bonus: Alien Bio-Engineered Hybrids for stats). If the hero happens to unleash straight into the bat thing then the Grey will take the opportunity to flee (GM's option as to where on the ship). If the hero makes stopping the Grey his first priority, it is likely that he will discover that the bat thing is making no effort to advance for an attack.

Rather, the creature appears to be cautiously watching and assessing the situation itself.

Although capable of ripping someone to shreds with the greatest of ease, the bat/humanoid is not necessarily an evil creature. Having an intellectual level that is not much above that of a human toddler's, the creature is prone to impulsive behaviors, but is not explicitly malicious. The creature, however, does have a history of behaving quite violently around Greys, which the winged hybrid is beginning to sort out as being "the enemy" rather than an ally (as the Greys originally intended). Needless to say, watching the hero stop the Grey vat controller dead in his tracks will lead the creature to see the hero in a more favorable light.

If the creature takes a liking to the hero it will follow the hero around and help clear out the remaining Greys. The creature is impulsive, however, and shows no mercy when it comes to combat. When dealing with Greys it will fight to kill. With a little bit of training, however, the creature can be made more docile and will even reveal that it can speak a limited array of basic words and phrases. That is, of course, if the hero is clever enough to try to approach the creature on friendly terms.

GM Note: There's a total of five different containment vats in this area, providing plenty of room for additional captives. If the GM feels that the hero may need a bit of help (especially if he is captured), then another one of the vats could contain another captured hero who just happens to manage to break loose during transport to the medical lab (Area I) for intensive experimentation. Although this hero might be another Earthling, it could be prove to be more interesting to the campaign to introduce them as a mighty vigilante from a distant world. If the action with the aliens has proven far too easy thus far, there's certainly no harm in introducing one or two more hybrids and have these, along with the original bat hybrid, operate in the interest of the Greys. And, of course, the release of an enraged super-villain never hurts either.

I. Critical Condition: As the hero approaches the automatic door his/her mind becomes flooded with moans, cries, and the pleading of a desperate voice.

"Quick! Repair my body oh healer... Wait! I think something is coming, not us... that new captor... or perhaps that foul creation of ours that... oh no!"

As the door effortlessly slides open the hero sees what appears to be an older, slender looking Grey performing some sort of medical procedure on another Grey who is lying on a long, padded slab. The Grey lying down is scarred up and appears to be bleeding from what appear to be bite and claw marks. The medic Grey drops his tools and grabs one of the needle tipped weapons.

"I order you to return to the containment vats now!"

The wounded Grey (Grey 10) is currently down to 1HP and mostly out of commission. The other Grey (Grey 11), however, is healthy enough for a fight and certainly willing to defend himself if necessary. If the hero defeats the Grey medic, the wounded Grey will beg for its life to be spared.

The Upper Command Level:

The following central level location entry contains various adventure notes that are addition to the basic descriptions found in the flying saucer map entries.

M. Confronting the Pilot: As the hero reaches the upper level of the ship a stern voice enters their head.

"So you've grown tired of toying around with my crew? Now your desire is to confront me? I shall assist you then!"

Armed with a blast rifle and wearing high tech armor (giving Armor Type B with ADR of 50), this Grey (Grey 12) is a wee bit more formidable than the rest of the crewmembers. Serving as the ship's captain and primary pilot, the Grey commands a great deal of authority and, as such, will not give up easily. Although defeating the captain might seem like a sure fire victory for the hero, all of the other crew

members must be dealt with should the hero hope to try to gain full control of the ship and fly back to the welcoming arms of Earth.

6.6 PART SIX: THE JOURNEY HOME

Assuming that the hero was able to overpower all of his or her captors then the next step involves navigating the long flight home. In all honesty, this trip shouldn't be entirely difficult as the flight deck is equipped with a combination of advanced telepathic devices supplemented with fairly simple manual controls. Since Earth and its many "U.F.O. hotspots" are already pre-set in the navigational controls, all the hero has to do is request to return to Molly's Pond or one of the surrounding cow fields and the ship will immediately steer itself towards home.

If, however, the hero still fails to conquer something this simple, it is likely that the hero will be able to get a bit of assistance. This is especially true if the hero can at least figure out the controls of the communications station (Area O). Other heroes with advanced space flight technologies or at least very good abilities at explaining technology should be able to help the hero get back. Otherwise, the GM may have to get a bit creative. If all options fail, then it is up to the GM to encourage the hero to get used to the miserable, artificially flavored food that's provided by the ship's nourishment station... or at least until it runs out.

FAILURE:

If the hero was unsuccessful in gaining control of the ship, it is likely that the character will find himself trapped in one of the ship's containment vats (Area C). The pulsing frequencies keep the hero in a fatigued state, causing the individual to slip in and out of consciousness. Once the door to the vat has been opened this fatigue diminishes with 1d4 rounds, although it's pretty unlikely that the vat door will open anytime soon.

Unless...

There are number of possible ways to resolve the hero's capture without closing the curtains on the hero's future. The GM should feel free to come up with any manner of saving the hero that they can possibly think of. If they need a bit of help, however, here are a few suggested solutions...

A Second Chance: Although the hero likely weakened the numbers of the crew before going down for the count, the remaining Greys are nevertheless desperate... desperate to extract a big ol' chunk of the hero's super powered DNA that is. A very groggy but fortunately healed up hero finds himself or herself being dragged out of a containment vat. As the hero's head begins to clear up they realize that this sudden release from restraint gives them one last chance... to bust some alien skulls in and maybe make it back home.

Fear and Loathing Amongst the Stars: Fortunately for the hero a few other supers are equipped with star faring technologies and are made aware of the lone hero's plight. The remaining crewmembers are quickly overwhelmed and the hero is released. Not before a few traumatizing experiments, however. Left with the horrors of a cold, cruel universe that exists beyond the night sky, the hero is not likely to ever look at any member of an alien, starfaring race the same... including possible allies.

Out of the Alien Frying Pan, Into the Cosmic Fire: As the ship traveled through space the crew inadvertently entered a domain of space inhabited by an ancient being of nearly god-like powers. Enraged by the intrusion the alien entity responded by utterly destroying the craft. At the last minute instant of a second, however, the god like entity's senses became aware of a spark of advanced, evolved life crying out aboard the craft... a spark held in captive restraint... a spark that is none other than the hero. Curious, the entity saves the hero, and the hero alone, from total destruction. However, such generosity comes at a price... one that the great cosmic being sets very high. The hero now finds himself in a sense of servitude to the ancient entity, perhaps equipped with even more power than before,

but facing being forced to complete missions of epic proportions.

6.7 PART SEVEN: WRAPPING UP: SUCCESS OR FAILURE

Upon Completing The Adventure With Success:

Upon return a successful hero will be greeted with much fanfare. Government agencies will want the flying saucer as well as any captured alien specimens on board. There is the very slim chance that if the hero is a member of an established supers crew that the government might turn over the craft's use after they've fully studied it, but a greedy, hopeful hero shouldn't hold his/her breath. Sheriff Bradford Davidson, however, will want something a bit more personal, yet simple. Explaining that he tries to be an honest man, he tells the hero over a phone call that he would be beside himself if he wasn't allowed to make good on the dinner that he denied the hero eating when all the action at Molly's Pond broke out. Should the hero agree to return for that promised dinner, they are greeted by all the grateful citizens of the community and lead to an impressive spread of food covering several tables. "Everyone's best recipes, home cooked for you to sample and enjoy," Sheriff Davidson exclaims as he leads the hero to a raised platform in the center of town. The local mayor is also there as well, ready to present the hero with the traditional key to the city. Sheriff Davidson lowers his hat and exclaims to the hero that he would like to make the hero the county's official "peacekeeper," of whom all officers, deputies, and the Sheriff himself included, answer to and help serve during the time of need.

Presuming that Vern Willard survived the attack, he will approach the hero during the meal at the Sheriff's approval. The hero will immediately take note that Vern is more cleaned up in appearance than in previous encounters and seemingly more coherent. Vern will personally thank the hero for saving his life and apologize for originally doubting the hero's sincere intentions to help the community. Vern has given up drinking since the event and humbly offers to assist the hero

in any future research of the Greys. Vern concludes that offer by saying, "Remember, you are not the only one that has been abducted by them in the past, they took me too."

Though the offerings of this community may be a bit quaint for a more established hero, the gestures of the city officials offer a starting character a good chance to get started and gain some useful connections. The hero should be able to set up a base of operations in the immediate area near the community without too much trouble and, when dealing with the locals, the character gains a +3 circumstantial bonus to Reactions from good or neutral characters. Likewise, if the character suffers from the Prejudice disadvantage, the penalties that normally apply to this disadvantage are automatically negated when dealing with the local officials and citizens in the community near Molly's Pond.

Upon Completing With Failure (And Getting Assistance):

How the GM happens to work out the hero's ability to free himself from the Greys will completely influence the ending results of the adventure. If the GM happens to use the option A Second Chance (See this in the Failure section of Part 6) or something similar, then the results should not be too much different than the hero returning home after an overall successful mission. If another method is used, however, then the results of that route could completely alter the hero's return and future role or storyline altogether.

6.8 NPC STATS

There are two sets of stats provided for encountered non-player characters in this adventure. The first set is for notable NPCs that are likely to somehow become directly involved in combat (whether as victims or otherwise) and then a general set of basic civilian stats that can be randomly assigned to any other bystander or event participant when needed.

Notable NPCs:

Stats for a handful of notable NPCs in this adventure are provided below.

Notable	Level	Hits	Power	Agility	Move	Dmg Mod	Accuracy	HTH	Weapon
Deputy Leonard	2	6	50	11	35	0	0	1d4	club/pistol
Sheriff Davidson	3	12	55	11	38	0	0	1d8	club/pistol
Vern Willard	1	7	53	15	36	1	2	1d6	shotgun
Walter Burns	1	4	44	13	34	1	1	1d4	none

General Civilian NPC Stats:

This listing of general civilian stats are provided for the GM. Simply select (or randomly choose) a set of stats for any human NPC encounter not covered in the notable NPC's. Unless the GM wishes otherwise, these civilians are considered to be unarmed.

Civilian	Level	Hits	Power	Agility	Move	Dmg Mod	Accuracy	HTH
01	1	6	55	9	41	0	0	1d4
02	1	4	42	10	37	-1	0	1d4
03	1	6	40	9	24	-1	0	1d4
04	1	4	48	9	31	-1	0	1d8
05	1	3	35	8	25	0	-2	1d6
06	1	9	57	14	44	1	1	1d6
07	1	17	56	15	47	1	2	1d6
08	1	15	52	14	43	1	1	1d6
09	1	9	55	13	43	1	1	1d6
10	1	5	43	12	35	0	1	1d4

6.9 GREY CREW STATS

The following are the statistics for the Greys encountered in the mini-adventure.

Grey Crew Members:	Lvl	Wt	Basic Hits	Str	End	Agi	Int	Cha	Hit Pts	Power	Dmg Mod	Accuracy	Carry Cap	Basic HTH	Move Rate (Ground)	Det Hidden	Det Danger	Weapon	Ship Location
Grey 01 (Scientist)	2	80	2	7	9	12	16	9	3	44	2	1	49.72	1d2	28"	12	16	Stun needle	Area Q
Grey 02-03 (Tech)	1	85	2	8	10	12	14	10	3	44	1	1	68.04	1d3	30"	10	14	Light Blaster	Area Q
Grey 04 (Guard)	1	95	2	10	12	14	12	10	5	48	1	1	104.5	1d3	36"	10	14	Blast gun	Area P
Grey 05 (Tech)	1	85	2	8	10	12	14	10	3	44	1	1	68.04	1d3	30"	10	14	Blast gun/Stun needle	Area U
Grey 06-08 (Tech)	2	85	2	8	10	12	14	10	3	44	1	1	68.04	1d3	30"	10	14	Light Blaster	Area B
Grey 09 (Scientist)	3	80	2	7	9	12	16	9	3	44	2	1	49.72	1d2	28"	12	16	Nothing	Area C
Grey 10 (Diplomat)	2	80	2	7	9	12	15	15	3(1)	43	2	1	49.72	1d2	28"	12	16	Nothing	Area I
Grey 11 (Medic)	1	90	2	8	12	12	15	10	4	47	2	1	77.04	1d3	32"	12	16	Stun needle	Area I
Grey 12 (Master)	4	90	2	8	12	12	18	17	5	50	2	1	77.04	1d3	32"	14	18	Blast rifle	Area M

The weapons that the Greys carry come from a combination of notes presented in the internet freebie Truth Seeker Weekly and the Bonus Equipment section of this publication. If needed, a free copy of the Truth Seeker Weekly PDF can be obtained by visiting the free downloads page of the Fantasy Games Unlimited Website at www.fantasygamesunlimited.net