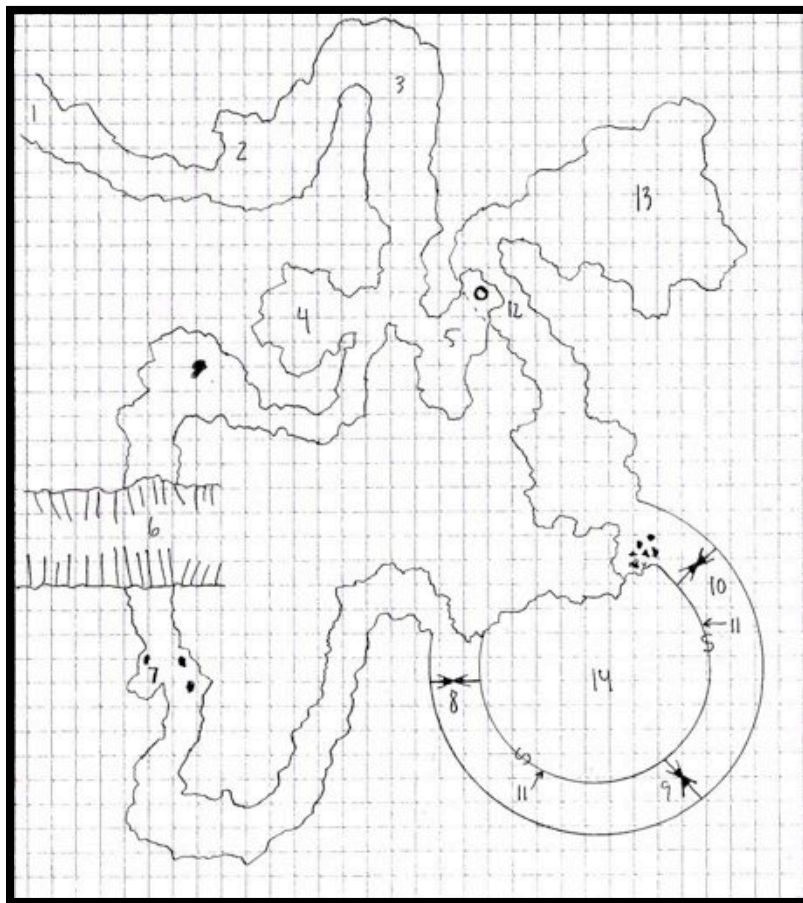


The Omenous Portent of the Highlands Meteor

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Background: During the long winter months, the Highlands witnessed the fiery crash of a silvery meteor into nearby Dover's Peak. Being superstition, they took it as an omen that the harvest would be particularly bad this year. As the growing season began, however, the ill fate appeared in the guise of farmers going missing. The PCs are hired to investigate the crash for signs of the missing people and a possible means to appease the heavens.

GM's Note: The meteor was actually a crashing flying saucer. The aliens onboard survived and have been using local humanoids to "farm" the surrounding land for "food." General guidelines for the aliens are listed below.

Encounter Key:

1 square = 10 feet

1. **Entrance:** A cave in Dover's Peak makes the most reasonable entrance. Like much of the complex, it's dark and smells slightly earthy.
2. **First sentry:** 2 Orcs stand guard in this natural alcove. Treasure: light coins.
3. **Stasis trap:** Walking around the corner triggers a stasis device (treat as *Hold Person* spell, save is treated as *Slow* spell), giving the orcs in #4 and #5 a chance to attack.
4. **Sleeping quarters:** This large cavern

- serves as the sleeping quarters for 10 orcs. If the trap at #3 is triggered they will rush to attack. Treasure: light coins.
5. **Kitchen cavern:** The kitchen is a makeshift fire pit with various large metal pots. Stores of rancid meat and other such supplies are stacked on the south wall. A dry well in the northern section drops into area #12.
 6. **Chasm:** The cavern opens into a 40' wide chasm that falls hundreds of feet. The southern corridor is nearly 25' lower than the northern.
 7. **Ambush:** If the stasis trap is tripped an alien will wait in this alcove to ambush the players as they attempt to cross the chasm at #6.
 8. **Iris valve:** If the players come from area #7 this will be opened; if they come from area #9 it will be closed. If it's closed, the doors will require a lot of damage to get through.
 9. **Open valve:** This iris valve was stuck open during the crash.
 10. **Closed valve:** The aliens keep this valve closed unless they're disposing of bodies in area #13. It will require a lot of damage to get through.
 11. **Secret doors:** Nothing is visible of the door, but there are alien looking handprints on the wall next to each of these secret doors. Placing the hand of an alien on the print will trigger the door.
 12. **Below the well:** The well in #5 drops 25' to this chamber. The chamber is empty but if the Moulder in area #13 hears/detects the PCs it will begin gibbering.
 13. **Moulder lair:** The aliens have been disposing of the remnants of their victims in this giant chamber. Over the last month the remains have soaked up the ship's radiation enough to coalesce into a Gibbering Moulder; like all such creatures it will attempt to draw the party into the chamber in order to attack.
 14. **Cockpit:** This large metal room contains several chairs and consoles shaped and fitted to the aliens. Three aliens will be found here, guarding the inside of their ship, where they'll fight to the death. Along the northwestern wall are six lidless coffins containing unconscious farmers, wrapped in a gauzy, web-like substance. Treasure: Various odd, but valuable, devices made of precious metals.
- Aliens:** Each alien should be drafted as a moderate opponent with slightly better than average defenses and weak natural attacks; however, they carry Death Ray guns (save reduces to damage instead).