

QUIET PLACES, FORGOTTEN THINGS.

This is an investigative campaign using the *NEMESIS* system, suitable for 1-4 players. It's intended to be easily adaptable to either a *Delta Green* or *Dark Conspiracy* context, or as a standalone storyline.

What you need to run this campaign is in this PDF, and in the freely available *NEMESIS* system which can be downloaded here.¹

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Acknowledgements:

This module has been heavily influenced and inspired by the work of Dennis Detwiller and Greg Stolze, along with the many helpful denizens of the RPG.net forums, and from Project Nemesis.

I've thoroughly enjoyed Mr. Detwiller's freely available *Delta Green* campaigns, such as *Music from a Darkened Room* and *Future/Perfect*, and wanted to produce something for the *NEMESIS/ORE* community at large

from a campaign I ran for my players.

I particularly want to thank everyone who contributed to the RPG.net "Eerie Events Thread"² for the inspiration - you will see some specific details included within this campaign. Also to everyone who has helped me out with my questions on Project Nemesis and RPG.net at large, along with Messrs. Detwiller and Stolze for creating *NEMESIS* in the first place.

I also wish to thank my players for letting me use their characters as pregens, and for putting up with my Schenanigans over the years. Thanks to Craig, Tamsin, Andrei, Starfire, Deb, and Ben.

Introduction:

I decided that the easiest tone for this module was to write for the GMs of the world. As such, if you are a player or potential player within *Quiet Places, Forgotten Things*, (QPFT) you're going to get spoiled if you read any further. Fair warning.

The situation is this:

An ancient alien intelligence (or intelligences?) has been sleeping under the Australian sands since the world was a ball of molten rock, when it was prime real-estate. It's been dormant for millions of years, recovering from its journey across the black coldness of space.

Things have gone to seed since it arrived.

The world has become covered in people and hasn't turned out like the intelligences expected at all.

¹ <http://www.nemesis-system.com/what-is-nemesis.html> (Registration is free, but required for downloads)

² <http://forum.rpg.net/showthread.php?t=27565&pp=10>

Fortunately, it has the power to remodel its new territory into a lovely new home. Unfortunately, we come back to the people.

Adaminaby is a small town in New South Wales that was founded in the late 1800s around an opal-mine. As the mine delved deeper and technology improved, the miners came closer and closer to where the intelligence was sleeping – and slowly began to absorb energy from its power-source without realising it. This process was gradual, but became faster as the mine went deeper.

In the 1940s, the experienced miners in the deeper shafts began going insane. They'd absorbed enough of the energy to begin creating machines which break or ignore the rules of physics as we know them, or exhibit unusual powers. The company running the mine was a government subsidiary, and began an investigation – concluding that the miners were running some kind of toxic still underground. The opal mine was losing its profitability in any case, and it was decided that creating a water-source for the region would be more valuable. So several rivers were dammed, the citizens were relocated nearby and the town was flooded.

Now, the area is being hit by a major drought. The drowned town from the 1950's has been exposed. A trio of ex-government agents from different countries who have been altered and twisted by alien or extra-dimensional technology have arrived in an attempt to find the power source, and have brainwashed the town.

Unfortunately, it's gone.

A local ne'er-do-well named Paulie Sutton has been stealing opal tailings (opal scraps

considered worthless in the 50s) from the 'flooded' mine that everyone figures is inaccessible. He's gone deep enough for long enough that he's absorbed what's left of the power. It's driven him mad, and he's used it to build something that's... almost perfect. However, he's not *finished* yet, and the fact that the agents have blocked off access to the lake is making him impatient.

The agents, referred to here as the Wandering Ghosts, don't know that and are still looking. One of them is addicted to exposure to alien energy sources, and wants far more than she needs to survive – and is getting desperate.

Meanwhile, the intelligence has woken under the sands and found that not only has its world gone to pot and has a serious infestation problem – but that the power it could use to either change it *or* to blow this Popsicle stand is gone.

It isn't pleased.

A photojournalist and war-correspondent by the name of Anders Bremmer found himself in Adaminaby as the Wandering Ghosts arrived, and was resistant to the brainwashing. He began asking questions, and attracted attention. Two of the Ghosts believe him dead, while the third – who found him far too interesting and fun to just kill – thinks he's alive. At the moment, he's hiding in the partially flooded opal mine and suffering from radiation poisoning: comedy gold!

It's a delicate situation.

And then the PCs arrive, hired to find the missing Anders Bremmer.

Meta:

Boxes like this is where I will discuss out-of-game reasons for writing the campaign as I have, so that you can see my reasoning for it.

I'm taking a leaf from Mr. Stolze's writing on *REIGN* here: the theory being that if I explain an oddity in rules or setting and you disagree with my reasoning, you'll be in a better position to change it. For one thing, it'll be more obvious which elements need to be shifted.

Context :

I'll use boxes like this to discuss how this campaign was shaped for the way I initially ran it - and how it can be adapted for *Delta Green* or *Dark Conspiracy* games, along with any other suggestions I can think of that might be informative.

Characters:

For making your own characters, I used a template of around 65-70 points using *NEMESIS'* character generation system as a ballpark figure. This seems to work well for creating trained professionals.

Given that QPFT is an investigative campaign at heart, I recommend having characters with skills in that area.

The campaign also rewards violence as an option - the antagonists are *formidable*, so characters wanting to solve problems with gun-fu should be good at it. That said, the threats are intended to be scalable without changing NPC stats, providing a challenge regardless of what approach the PCs take to solving the situation. Essentially, some of the antagonists are heavily motivated not to leave a trail of bodies. Others are less so.

I have included three pregenerated characters at the end of this PDF, kindly donated by my players. They've already survived

the campaign twice now, although not unscathed. I thought they'd be a useful guide, along with meaning that the module required as little work as possible if anyone wants to pick it up and start playing.

Meta:

A Note on Pregens: The pregenerated characters at the end of this module were created using the "Alternative *NEMESIS/ORE* Skill List" by Josh Chewning³, available from Project Nemesis. I recommend this modification for consolidating the skills list and providing flexibility for situations where players wish to have a Focus in a particular skill. As an example, one of the pregenerated characters was an ex-bodyguard, and so took Focuses for Firearms of 'Close-quarters' for shooting at someone when they are already in your face, and 'Crowds' for 'Shooting at someone in a mass of people *without hitting someone else.*'

THE NPCs:

Quiet Places and Forgotten Things is likely to work best if it's a sandbox-toolset for GMs to adapt as necessary. As such, here are the key NPCs in Adaminaby, their motivations, and in some cases, what they know.

The Wandering Ghosts.

The Wandering Ghosts are likely to be central antagonists for the PCs. They may not be *causing* the current problem, but they are the most obvious symptom - and one which is likely to see the PCs as a more specific threat than the other potential antagonists will.

The Wandering Ghosts are boogie-men for the international communities of spies and covert operatives - spooks for spooks. The three of them are from different countries, are different ages, and

³ <http://www.nemesis-system.com/ore-nemesis-alternative-skill-list-4.html>

experienced different events that set them apart from humanity. They have little in common except their mutual inhumanity and a dependence on the energies released by alien or extradimensional machinery to survive. For two of them, a little exposure goes a long way – the third is actually addicted to such energy, and wants far more than she actually needs.

Meta:

I've been deliberately vague as to how the alien energy fuels the Wandering Ghosts – it wasn't the focus of how they work, so much as the reason they're likely to cross paths with PC groups in this campaign and others.

I imagined that environments like the one depicted in *STALKER: Shadow of Chernobyl* would be where they could be found, along with unearthing dangerous dormant secrets under the feet of the world.

The Wandering Ghosts as a Group.

Despite internal frictions – of which there are many – the Ghosts are essentially a family. They bicker and drive each other nuts, but when the chips are down they have each others backs. They each individually roamed the world alone and inhuman for some time before finding each other. They have more in common with each other than anyone else.

Meta:

I mention **Passions** in this section for key NPCs. Passions are lifted from *Unknown Armies*, but have no mechanical benefit here. After reading *UA*, I find them incredibly helpful for conceptualising characters and NPCs. Hopefully they're useful here.

Agent Seeker.

An American ex-CIA agent who has been unwillingly bonded to

alien circuit boards and computer chips, Agent Seeker is the core and motive force for the group. She is addicted to alien technology and keeps the group moving.

The alien circuitry has made her super-intelligent, and given her a capacity to compel people to obey her. She also believes she can read minds, but is actually mistaken on that score. She is physically much frailer than the other two, and is in-fact frailer than the average human because the circuitry qualifies as additional vulnerable organs she needs to survive.

Seeker is an ice-queen bitch from hell, paranoid and demanding. She was an information specialist when she was with the CIA, not a field agent – although expected to be very good at infiltration.

Combined with her new intelligence and supernatural capacity with computers, she is a tremendously dangerous hacker when it comes to getting at information, or hiding it.

Seeker believes herself to be good at reading people, but she is increasingly cold and clinical, regularly failing to take into account emotional drives. She is overconfident of her intelligence, and of her ability to predict the actions of those around her. She also tends to stop searching once she finds an answer to a problem, rather than digging deeper.

She was deliberately exposed to the alien technology by the CIA, and then proceeded to go rogue when her increased intelligence suggested she'd be a guinea-pig or a tool at best. As such she is absolutely terrified of discovery or exposure.

She's the one who located the other two from where they were hiding in the world, and brought

them together. As such, she defaults to being the leader – although she is younger and in many ways less powerful than her ‘lieutenants.’

Passions:

Rage Stimulus: Attracting attention.

Fear Stimulus: (Addiction) Losing access to alien energy sources.

Noble Stimulus: She’ll ignore you if you don’t get in her way.

Agent Hungry.

Hungry is a wiry man of slightly below-average height, with a shaved head. (Think Badger from *Firefly*, if you’ve seen that.) He worked in various top-secret divisions of the British secret service, earning a name as a valuable resource – although one who had a problem with authority. He was moved into the ASC, or Anomaly Secondment Core: if the British Government detected something they didn’t understand, they send in people like Hungry to locate and retrieve it, then clean up the mess. During this cataclysmically dangerous work, Hungry was ripped open, vivisected and modified by an automated machine, then compelled to kill the rest of his unit. He can’t remember much of the experience, but the trauma still scars him physically and mentally.

His modification has left him with a lasting obsession with finding and *destroying* the aliens that did this to him. (“I really hope when I find em that they have a hive-mind or something so that when I *skull-fuck*

the first one, the rest know what’s coming.”) Since he doesn’t know who or what made the machine, he’ll settle for any alien he can get his hands on. He has *EASY TIGER* tattooed across his knuckles – British radio-speak for the letters E T.

The idea of compulsion – from Seeker or anyone else – maddens him, and he doesn’t approve of it happening to *anyone*.

He’s also much older than he looks, since the modification happened when Margaret Thatcher came to power in the early 1980’s.

Hungry has a truly horrible, vicious sense of humour. This actually makes him the most human of the Wandering Ghosts. He failed to kill Anders Bremmer – although reported that he had – because the photographer causing them problems was the most interesting thing to happen in literally years, and he wanted to see what would happen next.

He’s very likely to be the one of the Wandering Ghosts who talks most to the PCs, because they’re interesting – and because he doesn’t take their presence personally. Very little frightens Hungry anymore.

He regenerates very quickly, and has physically been rebuilt to work a lot like a werewolf – very fast, very strong, and very difficult to stop. He eats constantly to fuel his metabolism, and can bite through and consume pretty much anything.

Passions:

Rage Stimulus: Being compelled to do things.

Fear Stimulus: Aliens/Unnatural Things, especially the thought of being modified again.

Noble Stimulus: People playing the game (covert-ops/spying) get consideration.

Agent Peace.

Peace was part of the Spetznatz, elite Russian special forces towards the end of the Cold War. He encountered a living alien machine which killed him and parasitized his body. He's clinically dead, and has been for some time, surviving on blood – along with exposure to alien energy sources.

Peace is distant and inhuman. He is a supernaturally good shot and will sterilise all life and potential witnesses in towns or cities without hesitation or interest.

However, due to being distant and cold, he doesn't care enough to make the effort of killing people without a reason.

Peace is capable of dodging bullets as a reflection of his supernatural reflexes. However, he cannot walk or run faster than a normal human. The effect registers as what appear to be bad photography effects, where his clothing appears to suddenly be in a different position, for example, as he shifts around in time.

For the most part, Peace is the least likely of the three to be involved in a dialogue with the PCs – but there's enough personality in there for him to still be interesting.

Passions:

Mister Peace has no passions, as he is technically dead. He exhibits sociopathic behaviour.

Meta:

A Note on Gear: Nonlethal firearms are a good option to further reduce chances of an accidental TPK, particularly from Peace.

Shotgun Beanbag Rounds: Width + 4S, short-range only.

Alternatively, remember that Glazier rounds exist, which will not penetrate any level of HAR – assuming the PCs have armour.

The Presence.

The alien intelligence is confused, petulant and *just wants to go home*. It's woken up and everything's gone wrong. I suggest making it sulky.

It has the power to animate unliving material such as dirt, and has been interrogating (in a disorganised fashion) the first person it encountered, an elderly woman named Mrs. McCraven.

Meta:

The Presence is a vast and terrible alien intelligence – but the situation it finds itself in makes it nearly helpless.

My players were creeped out at the idea that if it had access to its power, it might have tried scraping the world clean.

If the Presence does become hostile to the PCs, there are stats for some of its animated creatures on [Page 30](#), and other than that, I recommend being creatively nasty.

Also: When initially conceiving of the campaign, it didn't occur to me that an option for completely destroying the Presence was necessary. As such you have complete license to come up with an appropriate option if your players get attached to the notion.

That Whacky Sutton.

Paulie Sutton is a local nuisance to Adaminaby. He inherited his parents' house, and has proceeded to let it fall down around him. Since it's freehold, he pays no rent and thus doesn't need paid work to keep him occupied because his unemployment benefit covers everything. Instead, he creates art from scrap metal, is heavily

involved in online geek subculture, and is a petty criminal. Not to mention his 'get-rich-quick' schemes and attempts to sell badly forged Aboriginal carvings to tourists.

He started getting into the abandoned opal mine to 'salvage' opal flakes that he reasoned no one else was using, and while down in the deeper parts of the mine began to have *magnificent ideas*. The mine madness affected him quickly, and he has become dangerously obsessed with a wrought-iron clockwork statue of Darth Vader he started building at roughly the same time. He knows he can *make it real*, but doesn't really know what that means. He just knows it's incredibly important, and that no one should be allowed to stop him. He's also terrified that people will take away his beautiful ideas.

The fact that the Wandering Ghosts have stopped anyone from approaching the lake is a problem for him, because he's used all of the power he absorbed to build the Clockwork Vader and *it's not finished yet*. He's been sneaking around at night enough to have been noticed, but not identified.

Passions:

Pathological need for more of the alien power, so he can build more *things*.

The Clockwork Vader.

Sutton himself is as physically dangerous as an unfit haemophiliac, because he was a slob before he contracted radiation sickness. However, he is still dangerous because *he has access to an unnatural clockwork*

automaton that obeys his commands.

The Vader is a scale model. It's two meters tall, very heavy, and has two humanoid legs along with some hydraulic spider-claws that dig into the ground for balance when it walks, working like training-wheels. This means it leaves weird tracks, and makes an odd sound when it walks. The extra support limbs unfold when it starts moving. The right hand holds a sword with holes drilled into it, through which flaming gas pours so it looks like a light-sabre. For the most part that's all it is – although being smashed with a heavy bar of hot metal and flaming gas by something superhumanly strong isn't a good idea. (See **The Clockwork Vader** on Page 28)

Notes:

The Presence hasn't identified where its power is being stored because it's been filtered through the unfamiliar minds of vermin. If it (or something it's possessing) can be placed close to the Vader, it can figure out the rest.

If the Vader is destroyed – more detail on this is found with its stats on Page 28 – enough power can be leached from the remains for the Presence to leave Earth. This means that even if the Presence *has* been hostile to the PCs up until that point, it will siphon the power and bail rather than fight.

Mrs. McCraven.

Living in a house from the 1950's in an offshoot road that was part of the original town, but far enough uphill not to be flooded, lives Mrs. McCraven. She's elderly and the house is filled with doilies

and other knitted things. The house and garden are as well-maintained as she can make them, but are starting to outpace what she can do to fix them up. This *annoys* her.

She has her own corner in the local café, which is also decorated with knitted cushions and things. She has a comfortable life, or did until recently.

Mrs. McCraven initially thought someone was moving things in her house, but decided that was crazy-talk. Then she found herself in a pure-white featureless environment with a disembodied voice asking weird questions. She's absorbed enough 'trash' from TV to think that something killed her and she had an out of body experience. This has happened repeatedly since then. Nobody will listen to her, and she thinks *they* think she's going senile. Mrs. McCraven is worried they're right.

What Mrs. McCraven Knows:

Firstly, Mrs. McCraven lives next to Paulie Sutton and he is the bane of her existence. His workshop is noisy, looks horrible over her fence, and smells. He's letting his parents' lovely house fall down around him, and *letting down the neighbourhood*.

She'll believe anything of him, and is enough of a curtain-twitcher that she can report in on his movements.

Secondly, Mrs. McCraven was married to a senior miner from back in the 1950's, who was friends with one of the men who freaked out. The man locked himself in his basement and there were rumours he made machines that didn't make sense. She can be a good source of information if the PCs haven't

found it elsewhere, such as that it was the senior miners getting sick, and that they were working the deeps.

She can also provide info on The Presence and its petulant nature, asking her endless questions about "where it is" and referring to "vermin" and "thieves."

Passions:

Rage Stimulus: A tie between condescension because she's old, and Paulie Sutton's entire existence.

Fear Stimulus: That she *is* actually going senile, living all by herself.

Noble Stimulus: Mrs. McCraven can't abide seeing kids in trouble... and a lot of people fit into the 'kid' category for her.

Detective-Sergeant Lucas Brody.

Lucas Brody is the senior officer in charge of Adaminaby. He's not local, and is quite young for the position, being in his early to mid-thirties. The seniority of the position is tactical placement by his superiors – it's a good career move, while the small size of the town means he's not out of his depth.

He's not an entirely political animal and *wants to do a good job*. It's not just a stepping stone onto somewhere better. Brody has been frustrated by the competence of the local officers, many of whom are barely twenty years old, and who are goons.

Adaminaby doesn't have much of a crime-rate. It's a tourist town, so most things boil down to tourist

teenagers stealing things, or locals stealing things from tourists. And the ongoing get-rich-quick schemes of the eternal ne'er-do-well, Paulie Sutton.

He's uncomfortable and aggravated with having the 'federal agents' stomping over his patch, particularly because Seeker keeps rubbing his face in it, but not enough to fight back – just to attempt to limit her options in doing so.

What Brody Knows:

Not a great deal, actually. He's had a far more detailed brain-washing job than most of the town, and thus believes that there's an investigation happening down at the lake that people should be kept away from. Because it's more detailed, there are fewer paradoxes that might attract attention.

He has a long history of dealing with Paulie Sutton's schenanigans and the noise complaints from Mrs. McCraven and the other neighbours, so he can give info there.

Brody is a good guy who's being shat on at the moment. If anything serious happens in town (like a death), Seeker will refuse to give him information, while continuing to demand full-cooperation, and that'll be the final straw for him. He'll stop the support at that point. If the PCs present themselves as authorities somehow, such as with forged ID, he'll assist them as well. If he figures out he's dramatically out of his depth, he might view the PCs as a lifeline and seek them out for advice. Honesty will also work better than the possibility of the IDs eventually being proven false.

Brody can be brought on-side, but will also not tolerate being

toyed with – he's been dealing with a lot of that recently.

Context:

Brody is a potential DG
Friendly for future campaigns.

Passions:

Rage Stimulus: Professional disrespect pisses him off – but *mostly* not enough for him to drop courtesy.

Fear Stimulus: Helplessness. Situations he doesn't understand, arrives late to, and/or can't help.

Noble Stimulus: Protect and Serve.

Peter Wallace.

A minor character. Peter runs the motel that Anders Bremmer was staying at and has been brainwashed into thinking that Anders checked out several days ago. However, he doesn't have the key to the room – which still has Anders' things in.

He caves under the slightest appearance of authority and is wary that it looks like he was trying to steal or lie about Anders' possessions.

David Cochran.

Cochran is another minor character, though one I found valuable. He runs the Adaminaby SCUBA and Windsurfing rental store. However, the brainwashing that Seeker hit the town with means he's forgotten about the existence of the Lake. Conversation with the PCs that reference the lake will shatter the foundations of his world.

Also, he runs the SCUBA store which Anders rented gear from to explore the flooded mine. As such, he can get existentially confused about how he can have a receipt for now-late rental equipment for a guy in a hotel room when *there's no lake*.

Meta:

Useful clue-dispenser for some of what is going on, like the brainwashing. Also points PCs at the direction of exploring the mine, and has the equipment with which to do so.

I found it productive for Peter and David to be friends, and to hide from the weirdness of their brainwashed paradoxes in a bottle. This raises the chances of getting the PCs in contact with either of them.

THE CAMPAIGN: MODULAR ELEMENTS.

This section is where I write up particular elements which make things work smoother – in part, it's a clue web, with the rest being particular events or areas where it's worth expanding on the details.

My goal is for the campaign to be a sandbox, so as to give GMs an easy tool to work with regardless of where their players go. As such, feel free to pick, mix and ignore on the fly.

Context :

Delta Green: QPFT will probably work better with characters who already possess some knowledge of the Conspiracy. As written, the PCs are among the most competent and informed authorities who have involved themselves – so feel free to add in *DG* operatives to the mix as helpful authorities if you want to use QPFT as an introductory campaign.

Escaping: Since the PCs are hired to find Anders Bremmer, I'd say that it's completely

fair for them to escape the situation as soon as he's located. That just provides opportunities for re-investigating the events at Adaminaby after getting better prepared, or for fuel for future campaigns.

Meta:

Guns: In my campaign, I allowed forged permits for pretty much whatever equipment that the PCs wanted to take into Australia – with the caveat that getting new weapons or covert tools while there would be very difficult due to local procurement legislation. There were several reasons for this. Firstly, it drastically sped up the process of getting the PCs to the same continent as the campaign. Secondly, I was not overly worried about the campaign being derailed by firearms or explosives – if the PCs want to go in this direction, the campaign is designed to survive such treatment while providing a challenge.

Thirdly, it emphasised that the PCs were relatively Big Fish – a point I thought was useful to get across in comparison to other games we play.

Depending on your game, this might not fit. *Delta Green* for example would probably be better suited by being harsher on gun licensing laws.

I leave this to your discretion in matching your desired tone, but note that guns, armour and/or explosive aren't disasters in themselves.

Geography: The Adaminaby environment written up in this campaign doesn't reflect reality. The place is real, but I made it further from Lake Eucumbene and at least 90 minutes drive from Canberra. I took license to make the town more isolated from bigger cities, and the lake more isolated from the town.

Starting the Campaign.

Anders Bremmer is the key for the PCs entering the campaign. In an investigative game, I recommend either having an older member of staff know Anders as the grandson of an old journalistic friend. Alternatively, the PCs could be hired by Anders' newspaper, or

family, or he could contact them directly.

The evidence available at the start is an international package with no return address or postage details. In it were contained several rolls of film, one of them still inside quite an expensive camera, and a piece of paper with the numbers 147.79 -036.43 written hurriedly on a Post-It note. When the film is developed, all of the rolls, including the one inside the camera, have all been completely exposed. They are blank and useless, having been exposed to the same radiation as Anders Bremmer has, down in the mine tunnels.

Meta:

I'd suggest nudging the PCs in the direction of a non-environmental-radiation reason for their overexposure so as to preserve the surprise, such as Evidence Sabotage, but YMMV.

What to do with Anders.

Regardless of whether or not the PCs stay to finish dealing with Adaminaby, the question of what to do with Anders once he's found hiding in the flooded mine needs to be resolved. It would make perfect sense to get him out of town. In such a situation, it makes sense to have *Delta Green* operatives or other professional friends available to guard him.

Meta:

This also emphasises that the PCs are not being lax in sending him home without them, if they choose to stay.

Anders is also in legitimate need of medical attention, as he needs warmth, fluid, and rest to combat exhaustion and hypothermia. Any PCs with Skills in First-Aid or

Medicine can apply them here, as it's not *complicated* to fix, but certainly important.

It will be noted that although the other symptoms of hypothermia go away once he's heated and has a chance to rest, the symptoms similar to the flu don't: Nausea, disorientation, aches and pains. They are nothing too serious, but are clearly not wholly related to his stay underground.

One option is to keep Anders in Adaminaby under guard, as an important witness.

Encountering the Wandering Ghosts.

It's a fun start to the campaign if the players arrive in Adaminaby and are rung by their superior to ask where the hell they are. They're missing a day because Seeker took over their minds and told them to go home, providing them tickets to climb on the next return flight.

Emphasising the inexplicable feeling of *déjà vu* when the players return to Adaminaby also seems to yield good results.

Seeds for the Wandering Ghosts.

Seeker can be as fragile and killable as needed, as her death can be a great seed for horrible things. Alternatively, play up her addiction and make her twitchy and irrational as time goes on.

If Seeker is killed, Hungry can't fault them for killing her, but she was close to him so he suggests a compromise: They have a wake, finding a local park somewhere and having a drink because he and the PCs are the closest thing to friends

and family she had. Obviously he'll consider them fair game if they refuse.

If Peace is killed, Hungry's priority is to find and kill the machine that was inside him once it escapes, to stop it parasitizing anyone else.

Context :

For *Delta Green* games, I think it's be important that the Wandering Ghosts *not* be connected with Majestic 12. MJ12 would be one of the things Seeker is so afraid of winding up on the radar of.

Thematically, the Ghosts are what the PCs could become. They were agents dealing with the covert problems of the world - and those encounters turned them into something inhuman without asking first. They've been dealing with the consequences of that ever since.

There but for the grace of God go I.

Contacts and the Wandering Ghosts.

If the PCs approach their contacts and try to discover more about the Wandering Ghosts, it's going to be a largely dead end.

However, if they specifically refer to Hungry's *EASY TIGER* tattoos, they'll get a hit.

Basically, the contact has heard those tattoos mentioned - but never by anyone they'd considered stable or reliable before, and thus dismissed them. Having them mentioned by the PCs triggers alarm bells for the contact, and has them wracking their brains to remember details.

Basically, the contact knows the Wandering Ghosts as storm-crows. They arrive in an area, and either

cause Major Problems, or leave - in which case some kind of havoc happens in their wake.

This should provide a picture of the Ghosts arriving to bask in alien power and either screwing with or destroying obstacles in their way, or accidentally letting Something Nasty loose in the process of getting access.

As such, all the contact remembers is that if the Wandering Ghosts are around, the PCs probably don't want to be.

Researching The Drowned Town.

It's likely that given the modern age, the PCs will try to research Adaminaby online, either before or after their arrival. Any satellite images date from before the drought that has lowered the lake level. This means they are at least six months old, despite being time-stamped as being much more recent. There is absolutely no information online about the ghost-town - because Seeker has deleted it from the web. This is itself strange.

Anyone checking records will find that the town of Adaminaby was founded around an opal mining operation in the late 1800s. In the 1950s, it was decided that damming several rivers to create a local water-source was of much greater priority than the income from the mine, and the old town was abandoned. It was a small town even in its prime, and the new town was built on the outskirts of the old one, with a road shared by the old town and the new one - Finch Street, which was far enough out not to be submerged, and was included in the new town, again on the outskirts. (Digging

deeper will reveal references to strange behaviour by the miners prior to the closure, but no detail at this stage.)

PLACES OF NOTE

Anders' Motel.

The motel that Anders was staying at (run by Peter Wallace) resembles a nicer version of the one in *My Name Is Earl*: a two-level series of units with the upper level connected by a shared concrete balcony.

If the PCs decide to break into Anders' room, it will not be terribly difficult. Anyone with a skill in Security can crack the lock, the only issue is how quickly they manage it. Obviously, reward moronic behaviour with interest from the authorities; Peter Wallace isn't an idiot.

The room is a fairly typical motel setup, and Anders is clearly used to living out of hotels. His luggage is stored in an out of the way corner, and he's been living out of them for the most part.

Shoes, covered in muddy gravel like from the lake-bed, are by the door.

In his camera bag, there are some analog cameras, along with some digital ones. With the digital ones is a small note reading 'Cold.' If they check the fridge, the digital memory-cards are in a pickle jar.

On the memory-cards are some stark images. Heavy flash was used, but dark tunnels can be made out. The flash makes dark shadows behind rocks and stones, and there is something akin to video-static on the digital images, which is strange and unusual. (If the PCs try to figure out what could cause it, they come up blank.)

What can be made out from the images are that the tunnels dip down into black water at points and go beneath the surface, and also that the tunnel supports look modern. Wooden but modern, seemingly constructed from railway sleepers.

Other stuff has been hidden in the rest of the room. Behind the fridge, in shoes, taped inside drawers, in the (unused) oven...

There are passports from many different countries concealed in different places, any one of which would be sufficient to get out of the country, and any one of which might be missed by someone who was looking for one.

Several different rolled packets of Australian currency, all sufficient to get tickets *somewhere else*, and a few larger packets of international currency – clearly less immediately valuable due to needing to change it and potentially leaving a paper trail, but still hidden.

There is a portable GPS unit, but from the way it's set up, someone has come along and erased its memory – or because the colour doesn't match, installed an entirely new, blank memory stick.

The core conclusion that the PCs will hopefully leave with is that Anders has danced this dance before, and is certainly experienced with dicey situations. (Background research will show he was a war photographer in interesting places like Sarajevo and Central Zaire.) He clearly encountered something in this quiet Australian town that made him worried enough to get prepared for the worst.

The list of who that might be probably isn't long, from the PCs perspective.

Lair of the Beasts.

If the PCs express an interest in finding where the Wandering Ghosts are basing themselves, there are plenty of clues to follow. There is the 4WD vehicle they drive around in, and asking around – with Brody, for example – will give them the information they need.

The ideas they can pick up from asking around is that the Wandering Ghosts are staying at the other hotel to the one Anders' chose. It's primarily focused on the summer tourist market, providing standalone units with multiple bedrooms for families to take over. Each is two-storeys tall and screened from the other units by vegetation. The Ghosts rented one of these two weeks ago, and then it was heavily renovated.

The idea of renovating a rental house might still seem weird when someone is prompted to think about it, but otherwise the populace haven't noted it as strange.

It also backs onto an area designated for caravans and campervans.

If the PCs decide to do some surveillance from street level, the closest one of the units to the road has obviously been modified, with large unpainted beige sections on several of the external upstairs walls. The only thing that'd make sense is that large items were lifted through the walls by crane and the gaps were then resealed. This would not be cheap.

The blinds are open on all the units, and if comparison between them is made, the renovations seem to have happened to two upstairs bedrooms, and the upstairs bathroom. Also, the lights throughout the unit have been

replaced with fluorescent tubes for some reason.

There are no security cameras or sensors visible on the inside or outside of the unit. None of the other units have them, and there have been no tell-tale changes to the décor that would suggest hiding them. The doors have not been altered from standard, and would be easy to break into.

Clearly, it would be sensible to keep some form of watch on the road, or at least listen for traffic.

Inside, Downstairs:

The house is a split level, with a set of stairs leading up from the ground floor. The ground floor itself, from what is visible, seems to comprise a lounge area with television which flows into a kitchen with a tiled floor, and a bathroom.

Searching the downstairs locates some shoes by the door covered in dust and dried mud, but mainly the impression is that this is not a 'lived-in' house. There's little to suggest occupation.

The fridge contains part of a six-pack of beer and some left over takeout, along with other assorted rubbish. Nothing significant, but the suggestion is that it belongs to Hungry. No sign of food belonging to the other two.

The downstairs bathroom is a blank, with nothing there belonging to anybody. There is no sign that the shower's been run, and everything's dry. This is also the laundry room.

It's also worth noting that it's darker inside than it should be, because all the windows are tinted slightly. All of the lights have been changed to big fluorescent tubes which, if they're turned on, emit an oddly pinkish light.

The stairs lead up onto a landing which attaches to three rooms. (Anyone observant will note from checking the exterior that there should be four rooms, and that there's a asymmetrical blank-spot on one 'wall' where a door could be.) The landing looks down over part of the lounge, and the main doorway.

If people poke around the 'blank' spot, it's denser to the touch than the other wall patches.

Hungry's Room.

One doorframe has HUNGRY'S ROOM hacked roughly into the top of it with what was probably a hatchet.

The room is, perhaps unsurprising, a mess. However, there are many useful gems here for any PCs who happen to gain access.

There is a mangled dart-board on the wall by the door, surrounded by marks and dents. It has a number of newspaper clippings and images attached to it, but the most interesting one is an ancient yellowing image of Margaret Thatcher from the early 80s which he's needed to tape back together regularly. Some of the injuries to the wall and the board look much bigger than darts, although there are some of them, too. Knives and a hatchet may have happened in the past.

There is a wall-board covered in photographs and oddments:

There is a *modern* satellite map of Adaminaby and the lake, which shows it has drained in the drought and actually shows the drowned town. On top of this, someone has superimposed names on the streets and family names for the

houses – for both the old and the new town.

Meta:

This would be useful to get a picture of, or somehow copy. Digital cameras of quality can do it easily.

There's another map nearby which Hungry has taped plastic over and scribbled on. The town is in one bubble labelled "Ghastly mouth-breathing colonials." The lake and drowned town as "Whole bunch of nothing." The desert and rest of the map is "Dust and shite."

There are Polaroid photographs of Anders, who is looking professional and using cover to shield himself from view – but doesn't know that someone is already there. However, the last picture is of Anders taking a picture of whoever was taking the Polaroid, with a label of "Ha! I like this kid."

Polaroids of buildings in the drowned town which have been drawn on and annotated. One shows a building as "Hoffa's Bar and Grill." Others are "Bigfoot Residence," and "The Grassy-Knoll Café."

The desk drawer has assorted oddments you'd expect to find in pockets, along with a small pile of passports and other assorted IDs. They're all of Hungry, but he clearly isn't trying very hard to be professional. He's always grinning, or pulling faces, or in one case pictured yelling at someone off-camera. The names also don't help his case. One Pat McCrotch, one Randall P. McMurphy, and one Azerbaijan passport where he claims to be the Earl of Chutney. Essentially, he doesn't care, and with Seeker's backup he doesn't have to.

The desk itself is covered in magazines for rock climbing, fast cars, le Parkour/free-running, and every other sport or athleticism where people go at speed and do reckless and dangerous things.

There is also a notebook:

More images are inside. One of Peace sitting in the lounge watching television in the evening. Another of him in *exactly* the same position, but with the light suggesting it's morning.

Another picture of Peace giving the camera a filthy look and drinking from some kind of hip flask.

Pictures of the party next to some doodles: pretty decent caricatures of them with fake top-hats, monocles and moustaches saying "Yes, tourists, absolutely." The pictures show them exploring the main street, another of them getting into their rental car and a final one of Hungry's hand waving to them as they drive away.

There are also pictures, printed from digital, of an entrance in rock down at lake level which is no longer entirely submerged. There are other pictures taken looking out onto the lake from inside the tunnel. It looks like a mine entrance.

The rest of the room doesn't yield much. Hungry doesn't seem to have anything pertaining to guns at all, has unpacked his gear, and has a dirty-laundry pile hurled into one corner. There are signs of weapons (or at least pointy-things) in the form of the marks on the dartboard, but no weapons themselves.

Seeker's Room.

Seeker's room is one of those which suggests modification from

the outside. It looks like a hotel room, completely devoid of individual personality – and yet doesn't match the rest of the house.

Searching the place initially doesn't show anything incriminating at all – except that the room itself is vastly unusual and puts so much effort into hiding the personality of the occupant that it's weird in itself.

There is a little beer-fridge which contains pasta meals and the like. Nothing serious or incriminating, and actually pretty dull.

Essentially, it's going to take some time to find anything in there – or a Search or Spot roll with a height of 8 or higher if there's some kind of time constraint. However, I'm a believer of not giving out rolls you're not prepared for people to fail, so...

Someone will eventually notice that the leg of the bed looks like it has mobile sections. It turns out that the bed is full of concealed drawers and the like. Some of the items you can only guess at, but the gun silhouette is a fairly easy bet – Sig Sauer, the same guns the Secret Service use. It's all gone, but in one compartment is a memory stick and some passports.

The passports all have Seeker looking remarkably different and have different, sensible names with no pattern to them at all. Genevieve Sanderson. Lucy Krieg. Susan Langford. Erin Thomas. Once again, a professional.

The memory stick has a variety of files on it, all related to Adaminaby. It's hardly encyclopaedic, however, more designed for someone to piece together why they were here if you already knew the context. Had the PCs encountered this information *first*, none of it would make sense.

Several articles pertain to the town in the 50's, and the mine. Many miners, all of whom were the most experienced longer term diggers, started having health problems.

They developed mental abnormalities and went a little nuts. There are reports of a guy who locked himself in a room and bashed himself badly, but a witness reported that it didn't sound like it was him doing it.

Another guy locked himself in his basement for weeks, and when they pulled him out there were machines down there that didn't make sense and which stopped working after he'd been gone a few days.

With modern sensibilities, they encountered supernatural phenomena, either freaking out because of it or actually causing it, *then* freaking out.

There is a picture of the house where the man locked himself in the basement taken from a 50's newspaper as the guy is taken away, and a much bigger version that someone's blown up and clarified. I.e., they've been trying to locate that building somewhere in the drowned town.

There's a man pictured, named Timothy McCraven, who was investigated at the same time as the guy who went mad in the basement. They were friends, and the theory seemed to be that if his friend had been 'doing anything' or 'seen anything' that he'd know about it.

The overall conclusion to a governmental investigation was it was some kind of gas syndrome because it affected the most experienced workers. A pattern that might well be visible to the PCs is that the most experienced miners

are the ones working the deepest sections.

The Bathroom.

The bathroom is another room which looks modified from the outside. The shower doesn't match the décor and is a big stainless steel job. Water has been run in it, but otherwise again the bathroom is largely empty. Two toothbrushes and toothpaste. That's it.

Searching for other changes will find that there are some extra light-switches to the side of the door. If people get paranoid and lift the cover to find where the wires go, they both lead towards the shower. The shower, incidentally, abuts the wall of where the missing room on the landing *should* be.

Whichever switch they hit first (for Dramatic Purposes) triggers a horrible grinding noise from the shower. If this is investigated, it turns out that there is a big industrial garbage-disposal in place of the shower drain.

If this is investigated further by poking a stick down or something, it *seems* clean.

The second switch triggers a hiss from the landing, as a wall panel comes open.

The Locker.

The door which opens is stainless steel under a thin disguise of plaster, and cold dry air flows out onto the floor. It's totally dark inside, with no windows at all.

If torches are shone into the room, or the lightswitch is triggered, the entire room is stainless steel. There is a metal table/bed like from a morgue in the middle of the room with something akin to a medical-drip stand at the head.

If triggered, the lights are fluorescent tubes again, and with a very pinkish hue. If anything, more pink/purple than the rest of the house.

There is an unfolding clothes-rack with some of Peace's clothes on it, such as the worn suit he wore earlier.

Searching the clothes reveals a very bland passport in the name of M Smith.

There is a set of unfolding frames along one wall, to which four steel attaché cases have been fixed, hinged open. Each case is filled with guns. Lots of guns.

The impression is that these are all old and very well-maintained. They are the tools of a trade that's been going on for a long time, and are now an extension of the owner.

They don't double up. There is space for two pistols of different makes, space for a shotgun, a rifle, a machine gun... All of them military issue originally, but now used enough that they're effectively unique, although not so unique that parts can't be sourced if needed. In some places the grips have become very polished, and he's actually scratched them up slightly for grip.

Meta:

I'd suggest you go for the more complicated gun rules in *NEMESIS*, to differentiate Peace's gear. For example, Peace DEFINITELY has the rifle with an effective range of 1.5 km.

Some of the guns are missing.

There is a small beer-fridge of the same model Seeker has. Inside, there are blood bags, attached to needle-feeds like hospitals have.

If anyone searches the waste-paper basket on the landing, there's a crisp packet with two

folded blood-bags inside, their needles removed. (Note: The Wandering Ghosts have been here for two weeks.)

And that's it for the house.

GENERAL NOTES:

Meta: The Hell Out of Dodge.

I cannot fault it if PCs who have been hired to locate Anders Bremmer and get him to safety proceed to do just that, once they find him.

As such, there is not much opposition to getting him out of Adaminaby – or from joining him when he leaves if the PCs wish to do so. They have encountered the campaign, had a whole bunch of enigmatic, threatening stuff happen, and achieved their objectives. They're likely to have encountered Detective Sergeant Brody and Anders Bremmer, either of whom might well become a DG Friendly or other sympathetic NPC of note in future.

Retreating leaves a small Australian town in the thrall of Weird Things, and opens up possibilities for a future return of the Wandering Ghosts into other stories.

This would also not be a bad point for *DG* characters to vamoose if they so choose, as they have enough evidence of what is happening in Adaminaby for A-Cell to make further decisions.

Essentially, if the PCs leave town after finding Anders, it's an appropriate end-point for an introductory campaign – but all the questions are certainly not answered.

Nonetheless, a win for the team.

Notes on stats for The Wandering Ghosts.

All of the Wandering Ghosts possess a Trump Dice in the Stat most associated with how they have been changed by contact with alien technology. This makes them *extremely* dangerous, while also at a meta-level allowing for flexibility in GMing the Ghosts as threats.

The TD means you have an excellent safety-valve in combat. If Peace gets 2x10 on one of his terrifying guns, you can still make a match to shoot the victim in the foot instead. It provides opportunities

for non-lethal endings to combat, because the Ghosts are good enough that otherwise fudging to avoid TPK might be required.

This is also why I believe the Ghosts will suit a good range of PC types. Without changing the underlying stats so much as modifying how you *play* those stats, the Ghosts can be made more or less dangerous according to the needs of the game.

Similarly, I recommend a certain level of flexibility and fudging regarding Hungry and Peace. While it's definitely a good idea to have a valve to prevent them 'accidentally' one-hit-killing the PCs, I believe it's also true that they have some in-story reasons to survive un-dramatic deaths in the campaign.

Notes on the Wandering Ghosts' Weapons and Gear.

The Wandering Ghosts have access to whatever might fit your campaign, so flexibility is good. By way of weapons, the 'named bullets for named guns' on Page 36 and 37 of *NEMESIS* have slightly better stats, so I would recommend them as a way of making the Ghosts more dangerous if necessary. A particularly impressive difference lies in the rifles, where the named Barrett model outdistances the normal rifle stats by 500 yards. In terms of flavour, as discussed on Page 18 Peace has a wide selection of guns but doesn't double-up on anything but pistols. Seeker is likely to carry a big handgun designed to make threats Go Away – possibly a Desert Eagle along with something more portable. And Hungry isn't in the habit of going armed anymore.

As discussed on Page 6, non-lethal firearms are recommended as an option, to further give you control of potential TPKs.

Notes on Declaration Order.

I found it useful to have two lists that showed the order of the NPCs and PCs based on their Sense stat, with the Mind score used as a tie-breaker, for quick reference.

Due to my use of the "Optional Skill Rules"⁴ by Josh Chewning, the orders were different depending on whether the context was in-combat or not, so I've reordered the lists accordingly.

The pregen characters are included on this list and are bolded and underlined – ignore them if you do not use them. The Wandering Ghosts are bolded.

Contact Details.

Quiet Places, Forgotten Things is a work in progress. As such, if anyone has any feedback or response at all, I'd love to have it. The beauty of putting out a PDF like this is that I can edit and update as people make suggestions, gradually improving the quality of the beast.

If anyone wants to drop me a line, I'm available for private messages on both the RPG.net forums⁵ and Project Nemesis⁶. Failing those, my email address is shamblertheunshaven AT yahoo DOT co DOT uk.

Beyond that, thanks for reading and I hope it's been fun.

- Kevin "The Unshaven" Veale,
24th March 2008.

⁴ <http://www.nemesis-system.com/ore-nemesis-alternative-skill-list-4.html>

⁵ <http://forum.rpg.net/forumdisplay.php?f=3>

⁶ <http://www.nemesis-system.com/>

Declaration Order:
Start from Bottom with Lowest Sense,
Work Up.

Combat:

Peace:
Sense 5 (in combat.) Mind 3.

Rev Col Albert: (Goes after Geoffrey,
except in Wilderness)
Sense 4. Mind 3.

Geoffrey Birmingham:
Sense 4. Mind 3.

Hungry:
Sense 4 (in combat.) Mind 3.

Seeker:
Sense 3 (in combat.) Mind 4.

Alan Singh:
Sense 3. Mind 3.

Anders Bremmer:
Sense 3 (in combat.) Mind 3.

GeneriCops:
Sense 3 (in combat.) Mind 2.

Sockmunculi:
Sense 2. Mind 3.

Paulie Sutton: (Also the position of generic
Civilians)
Sense 2. Mind 2.

Clockwork Vader:
Sense 2. Mind 1.

Declaration Order:
Start from Bottom with Lowest Sense,
Work Up.

Out of Combat:

Rev Col Albert: (Goes after Geoffrey,
except in Wilderness)
Sense 4. Mind 3.

Geoffrey Birmingham:
Sense 4. Mind 3.

Peace:
Sense 4. Mind 3.

Alan Singh:
Sense 3. Mind 3.

Hungry:
Sense 3. Mind 3.

Seeker:
Sense 2. Mind 4.

Anders Bremmer:
Sense 2. Mind 3.

Sockmunculi:
Sense 2. Mind 3.

GeneriCops:
Sense 2. Mind 2.

Paulie Sutton: (Also the position of generic
Civilians)
Sense 2. Mind 2.

Clockwork Vader:
Sense 2. Mind 1.

THE WANDERING GHOSTS.

Seeker.

Body – 3

Athletics – 2 Focus: Obstacle Courses
Melee Combat – 2 Focus: Knife
Unarmed Combat – 2

Coordination – 3

Agility – 3 Focus: Dodge + 1 ED
Drive – 2 Focus: Car
Ranged Combat – 3
Stealth – 2

Sense – 2 (3 in Combat)

Anticipate – 2 Focus: Tactics.
Awareness – 2 Focus: Personal Safety.
Follow – 2
Notice/Search – 3

Mind – 4 (Generally, Yes. These might influence the game.)

Security – 2
Technology – 3 + 1 ED

Command – 5 + 1 TD

Deceive – 1 (Not very skilled, but raw personality makes it work)
Streetwise – 4 (Chains of command, particularly within spy circles/governments)

Empathy – 1

Discipline – 3 Focus: Controlling Outward Signs of Addiction

Equilibrium – 1

Traits:

Inhuman Biology
Supernatural)
Psychic) – Command.
Special Attack: Finger Needles. Width + 2S.
Poisonous (Needles): Paralytic. Width + 2S.
Attack Total: Width + 4S.

Hit Locations:

10. Head. (4)
9. Vitals. (4)
7-8. Torso. (6)
5-6. Right Arm. (5)
3-4. Left Arm (5)
2. Right Leg (5)
1. Left Leg (5)

Madness Meter:

Violence: 5H 2F
Unnatural: 4H 1F
Helplessness: 6H 2F
Self: 5H 0F

Passions:

Rage Stimulus: Attracting attention.
Fear Stimulus: (Addiction) Losing access to alien energy sources.
Noble Stimulus: She'll ignore you if you don't get in her way.

Hungry.

Body – 5 + 1 TD

Athletics – 3
Endurance – 3
Health – 3
Melee Combat – 3
Unarmed Combat – 3

Focus: Acrobatics

Focus: Blunt Objects.

Coordination – 4

Agility – 3
Drive – 2
Ranged Combat – 3
Stealth – 3 + 1 ED

Focus: Dodge + 1 Bonus from Awareness

Focus: Car

Focus: Pistol

Sense – 3 (4 in Combat)

Anticipate – 2
Awareness – 2
Follow – 2
Notice/Search – 2

Focus: Combat.

Focus: Combat

Mind – 3 (Generally, Yes. These might influence the game.)

Security – 2
Survival – 2

Command – 2

Deceive – 3
Intimidation – 3
Streetwise – 2

Empathy – 3

Discipline – 3

Focus: Interrogation

Equilibrium – 1

Traits:

Regeneration – Heals 2 pts Shock or 1 pt Killing from each body-location per round. Shock goes first.

Inhuman Biology

Supernatural

Special Attack – Bite. Width + 3SK

Hit Locations:

10. Head. (6-8 Wound Boxes – Be Flexible)

7-8-9. Torso. (12)

5-6. Right Arm. (5)

3-4. Left Arm (5)

2. Right Leg (5)

1. Left Leg (5)

Madness Meter:

Violence: 7H 2F

Unnatural: 7H 2F

Helplessness: 4H 1F

Self: 2H 0F

Passions:

Rage Stimulus: Being compelled to do things.

Fear Stimulus: Aliens/Unnatural Things. Esp. the thought of being modified again.

Noble Stimulus: People playing the game get consideration.

Peace.

Body – 2

Athletics – 2
Endurance – 3
Melee Combat – 1 Focus: Knife
Unarmed Combat – 2

Coordination – 5 + 1 TD

Agility – 3 Focus: Dodge
Drive – 2 Focus: Car
Ranged Combat – 4
Stealth – 3 + 1 ED

Sense – 4 (5 in Combat)

Anticipate – 3 Focus: Combat.
Awareness – 2 Focus: Combat.
Follow – 3
Notice/Search – 1

Mind – 3 (Generally, Yes. These might influence the game.)

Navigation - 4
Security – 2
Survival – 3

Command – 2

Empathy – 2

Discipline – 5 Focus: Near-Total Disinterest In People or Pain.

Equilibrium – 1

Traits:

Inhuman Biology

Supernatural

Not Quite Dead – All damage as Shock, killed by filling head with Killing.

Blood Drain – Body + Brawling to pin and bite, doing Width in Killing, spread across all hit locations. 1 point heals 1 Shock. 2 points heals 1 Killing.

HAR – 1 Point HAR in the Head only. Note Inclusion of Kevlar riot mask/helmet when aware of going into combat.

Madness Meter:

Mister Peace is essentially shockproof, being technically dead.

Hit Locations:

10. Head + 1 HAR. (6-8 Wound Boxes – Be Flexible)
- 7-8-9. Torso. (10)
- 5-6. Right Arm. (5)
- 3-4. Left Arm (5)
2. Right Leg (5)
1. Left Leg (5)

Passions:

Mister Peace has no passions, as he is technically dead. He exhibits sociopathic behaviour.

THE NPCS.

Anders Bremmer.
(Grandson of Weath Bremmer)

Body – 3

Athletics – 3 Focus: Walking.

Endurance – 3

Health – 3

Melee Combat – 1

Focus: Blunt objects.

Unarmed Combat – 2

Coordination – 2

Agility – 2

Focus: Dodge + 1 Bonus from Awareness

Drive – 2

Focus: Car

Stealth – 3 + 1 ED

Subterfuge – 3

Focus: Lockpicking, sleight of hand.

Sense – 2 (3 in Combat)

Anticipate – 2

Focus: Good camera angles..

Awareness – 2

Focus: Potential danger.

Follow – 3

Notice/Search – 3

Mind – 3 (Generally, Yes. These might influence the game.)

Research – 3

Security – 2

Survival – 2

Technology – 3

Command – 3

Deceive – 3

Streetwise – 2

Empathy – 3

Discipline – 3

Focus: Interrogation

Etiquette – 3

Focus: Any situation where photographers happen.

Hunch – 3

Magnetism – 3

Persuasion – 3

Equilibrium – 3

Traits:

Madness Meter:

Violence: 4H 1F

Unnatural: 0H 0F

Helplessness: 3H 1F

Self: 0H 0F

Hit Locations:

10. Head. (4 Wound boxes)

7-8-9. Torso. (10)

5-6. Right Arm. (5)

3-4. Left Arm (5)

2. Right Leg (5)

1. Left Leg (5)

(A bit bashed about. Dehydrated. Hungry. Cold.)

Passions:

Rage Stimulus: Violence to keep secrets.

Fear Stimulus: Being disappeared.

Noble Stimulus: People need to know what's going on in the world, and that means risk.

GeneriCops.

Body – 3

Athletics – 2
Endurance – 2
Health – 2
Melee Combat – 2
Unarmed Combat – 2

Focus: Obstacle Courses
Focus: Baton.

Coordination – 2

Agility – 2
Drive – 2
Ranged Combat – 1
Stealth – 2

Focus: Dodge + 1 Bonus from Awareness
Focus: Car
Focus: Pistol

Sense – 2 (3 in Combat)

Anticipate – 2
Awareness – 2
Follow – 2
Notice/Search – 2

Focus: Crowds.
Focus: Crowds.

Mind – 2 (Generally, Yes. These might influence the game.)

Criminology – 2
Security – 2
Survival – 2

Command – 3

Deceive – 1
Intimidation – 2
Streetwise – 1

Empathy – 2

Equilibrium – 3

(Allow for some variation in competence for different officers, particularly those of higher or lower rank.)

Traits:

Backup – Police Force.

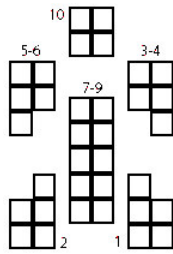
Madness Meter:

Violence: 2H 0F
Unnatural: -
Helplessness: -
Self: -

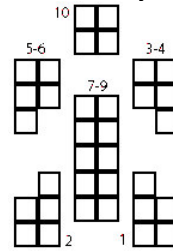
Hit Locations:

10. Head. (4)
7-8-9. Torso. (10)
5-6. Right Arm. (5)
3-4. Left Arm (5)
2. Right Leg (5)
1. Left Leg (5)

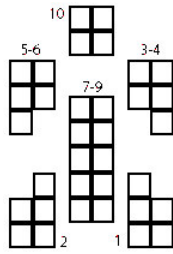
Detective Sergeant Lucas Brody.



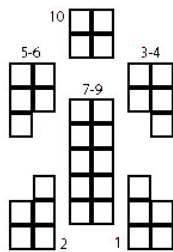
Officer Harry Quince.



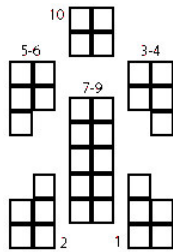
Constable Adrian Rountree.



Officer Rory Buxton.



Officer Olivia Low



Paulie Sutton.

Body – 1

- Endurance – 2
- Health – 2
- Melee Combat – 2
- Unarmed Combat – 1

Focus: Working into the night.

Focus: Blunt Objects.

Coordination – 3

- Agility – 2
- Ranged Combat – 1
- Stealth – 1

Focus: Dodge

Sense – 2

- Follow – 1
- Notice/Search – 2

Mind – 2 (Generally, Yes. These might influence the game.)

- Engineering – 4
- Security – 1
- Technology – 3

Focus: Building sculptures and models.

Command – 2

- Deceive – 3
- Intimidation – 1
- Streetwise – 1

Empathy – 2

- Discipline – 3

Focus: Interrogation

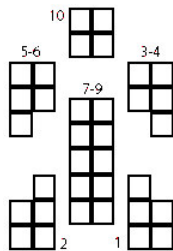
Equilibrium – 1

Traits:

Minion – Commands the Clockwork Vader.

Madness Meter:

Total fruitcake now. Impossible to Shock.



Hit Locations:

- 10. Head. (4)
- 7-8-9. Torso. (10)
- 5-6. Right Arm. (5)
- 3-4. Left Arm (5)
- 2. Right Leg (5)
- 1. Left Leg (5)

(Irradiated. 1 Killing + 2 Shock through all body-locations except the head, where it's 1 Killing.)

Passions:

Pathological need for more of the alien power, so he can build more *things*.

The Clockwork Vader.

Body – 6 + 1 TD
Endurance – 4
Melee Combat – 3

Coordination – 3
Agility – 1
Stealth – 1
Focus: Dodge

Sense – 2

Mind – 1 (Obedient. Some problem solving.)

Command – 2
Intimidation – 5

Empathy – 0

Equilibrium –

Traits:

Clockwork – Take only Killing damage from any Firearms attack. Damage from heavy objects in Melee such as baseball bats and clubs treated as Killing.

Partially Unreal – On rolls with a height of 9 or 10, (perhaps 8) the Clockwork acts much more *lifelike* and closer to Darth Vader. For example, dodging becomes far more fluid. This has no mechanical impact, but is a Special Effect for description. In particular, the gas-powered Light Sabre becomes *real* on attack rolls of 9 or 10, slicing effortlessly through anything. Note: This remains a special effect designed for use versus NPCs and Furniture. Even on such a roll, attack versus PCs is normal.

Slow Moving – Despite the Body score, the Clockwork is very heavy and moves at a fast walk at the most, and cannot jump. Might attempt to climb, but its weight will count against it.

Ignore Decapitation – See *NEMESIS* Page 44. Sense reduced to 1 if Decapitated. Must succeed a Sense + Melee Combat roll to detect the target.

1 HAR.

Hit Locations:

10. Head. (5 Wound Boxes)
- 7-8-9. Torso. (12)
- 5-6. Right Arm. (6)
- 3-4. Left Arm (6)
2. Right Leg (6)
1. Left Leg (6)

Sockmunculi.

(Stats for Collective Sockmunculi given in brackets.)

Body – 1 (2 – 4, depending on size of mass)

Melee Combat – 1

Coordination – 1 (2)

Agility – 1 (2)

Focus: Dodge

Stealth – 3 (2)

Sense – 2

Mind – 3 (3) Controlled from outside – The controlling force is quite canny, so use this as an opportunity to creep out your players.

Command – 0

Empathy – 0

Equilibrium –

Traits:

Possessed Collective – The controlling intelligence is outside the possessed knitted dolls and woollen-items, so the most you can do is destroy its tools. It feels no pain, and all parts of it work together to bring down those it targets.

Armed with Pointy Things – The possessed toys and the like are physically feeble, they have knives, forks and box-cutters. Attacks are Killing damage at Width – 1.

Smothering – Use the Suffocation rules on NEMESIS Page 40 if the Sockmunculi collective succeeds in forcing some of it into or over the mouths and noses of victims.

Amorphous Fabric – Essentially, each individual Sockmunculi is immune to Shock damage, as they've got nothing to break. If they form into a mass, you can rip it apart though. Each individual item making up the gestalt has 1 Wound Box and can easily be destroyed with Killing damage. Note that the stuffing makes an attempt to crawl around too, and is itself animate, to creep out the players. At this point the Sockmunculi is destroyed, although the stuffing might make a Smothering attempt.

Special Effect – Largely, the Sockmunculi are not intended to be a serious physical threat to the PCs, but are intended to be damned creepy – particularly the suffocation angle. When you judge that the controlling intelligence has had enough of its tools destroyed, it abandons the ruined tools and leaves. If the players run away, it won't follow.

(NB: I cannot take credit for the phrase sockmunculi. Its genesis was within a conversation on *Unknown Armies*, either on the mailing list or on RPG.net, where someone was considering a school of magic based around knitting. I cannot find the source, although I believe Greg Stolze was involved.)

(Note: Possessed items which are not soft-toys should be appropriately more dangerous, with higher Body scores and more Coordination if they have structure. This is an example of a specific sort of possessed creature which became relevant the first time the campaign was run.)

THE PREGENERATED CHARACTERS.

I include three pregenerated characters so as to make *Quiet Places*, *Forgotten Things* easier to simply pick up and play.

I won't burden you with too much of the context the characters had in my campaign, as it may not be useful to you. The basic gist is that all three are employed by a private investigation company in Europe, one which has already encountered the Weird Things of the world – Adapt as necessary for your games.

These three are the heavy-hitters of the firm, and are asked to go because they don't know what's happening. These three are seen as having a good chance of surviving whatever threats might exist.

The three characters are:

Lieutenant Colonel Reverend Albert Valise (Retired.)

Albert is a man in his mid-60s who, in his time, has been a bodyguard to the Pope as part of the Tyrolean Guard, a soldier in the Italian army, and a priest. Currently he is retired from all of these.

In our game, he is a part owner of the PI company, and thus if you wish can be seen to be in charge. He is a long-term friend of the other part owner, Tony Bendis, who is the man who knew Anders Bremmer's grandfather and receives the initial contact note with the exposed film.

Alan Singh.

Alan is a big, athletic guy with a history as a bomb-maker for a variety of eco-terrorism groups. He encountered the PI company while hunting for someone who had attacked him. He liked how they worked and stayed on.

Geoffrey Birminghamson.

A member of the nominally idle-rich, Geoffrey was raised in a context where hunting animals was what people did. He has roamed the world doing all sorts of safaris and the like, and is very good with guns.

Quite unethical, but with a moral structure based heavily on noblesse oblige, he is someone the PI firm contracts based on his weapon skills.

Lt. Col. Rev. Albert Valise (ret)

Body – 2

- Athletics – 1
- Endurance – 1
- Melee Combat – 2
- Unarmed Combat – 1

- Focus: Swimming
- Focus: Bodyguarding
- Focus: Bodyguarding

Coordination – 3

- Agility – 1
- Captain – 1
- Drive – 2
- Ranged Combat – 3
- Stealth – 1

- Focus: Dodge + 1 Bonus from Awareness
- Focus: Yacht
- Focus: Car
- Focus: Close-Quarters

Sense – 4

- Anticipate – 1
- Awareness – 3
- Notice – 2

Mind – 3

- Language – 1
- Medicine – 2
- Navigation – 1
- Security – 3
- Technology – 1

- Focus: English, Italian
- Focus: Emergency Aid

Command – 4

- Intimidation – 1
- Leadership – 2

Empathy – 3

- Discipline – 2
- Etiquette – 1
- Hunch – 1

- Focus: Chain of Command
- Focus: Bodyguarding

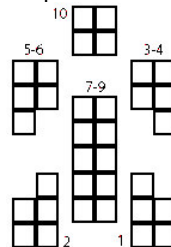
Equilibrium – 2

Traits:

Backup – 2 (can call upon R&G resources)

Madness Meters:

Violence – 3^H
 The Unnatural – 2^H
 Self –
 Helplessness –



Alan Singh

Body – 4

Athletics – 2
 Endurance – 2
 Health – 2
 Melee Combat – 2
 Unarmed Combat – 2

Focus: Sports - Football

Focus: Blunt/Club
 Focus: Brawling

Coordination – 4

Agility – 1
 Captain – 1
 Drive – 1
 Ranged Combat – 2
 Stealth – 1

Focus: Dodge + 1 Bonus from Awareness.
 Focus: Boaty, launchy, thingies

Focus: Pistols

Sense – 3

Awareness – 2
 Notice – 1
 Search – 1

Mind – 3

Education – 1 (High-school)
 Engineer – 1
 Language – 1
 Medicine – 1
 Security – 1

Focus: Construction, Bomb-making.
 Focus: English, German
 Focus: Emergency Aid
 Focus: Crowd Security.

Command – 3

Deceive – 1
 Intimidation – 2
 Leadership – 1

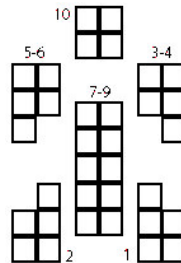
Empathy – 1

Discipline – 2
 Persuasion – 1

Equilibrium – 3

Madness Meters:

Violence – 3H
 The Unnatural – 4H
 Self – 1H 1F
 Helplessness – 1H



Geoffrey Birmingham

Body – 2

- Endurance – 1
- Health – 1
- Agility – 1

Coordination – 3

- Ranged Combat – 4
- Stealth – 1

Focus: Rifles, Shotguns.
Focus: Wilderness

Sense – 4

- Anticipate – 1
- Awareness – 1
- Follow – 3
- Notice – 2
- Search – 2

Focus: Wilderness
Focus: Wilderness
Focus: Wilderness

Mind – 3

- Education – 2 (Oxford)
- Humanities – 1 (History)
- Language – 2
- Navigation – 2
- Research – 1
- Survival – 2

Focus: French, German, Italian, Ancient Greek.
Focus: Wilderness - Land
Focus: Wilderness
Focus: Wilderness

Command – 1

- Streetwise – 1 (Toff)

Empathy – 3

- Discipline – 1
- Ettiquette – 2
- Hunch – 2

Focus: Physical Stresses
Focus: High Society
Focus: Animal Behaviour

Equilibrium – 4 (Unethical bastard. Moral)

Madness Meters:

- Violence – 7^H
- The Unnatural – 2^H
- Self –
- Helplessness –

