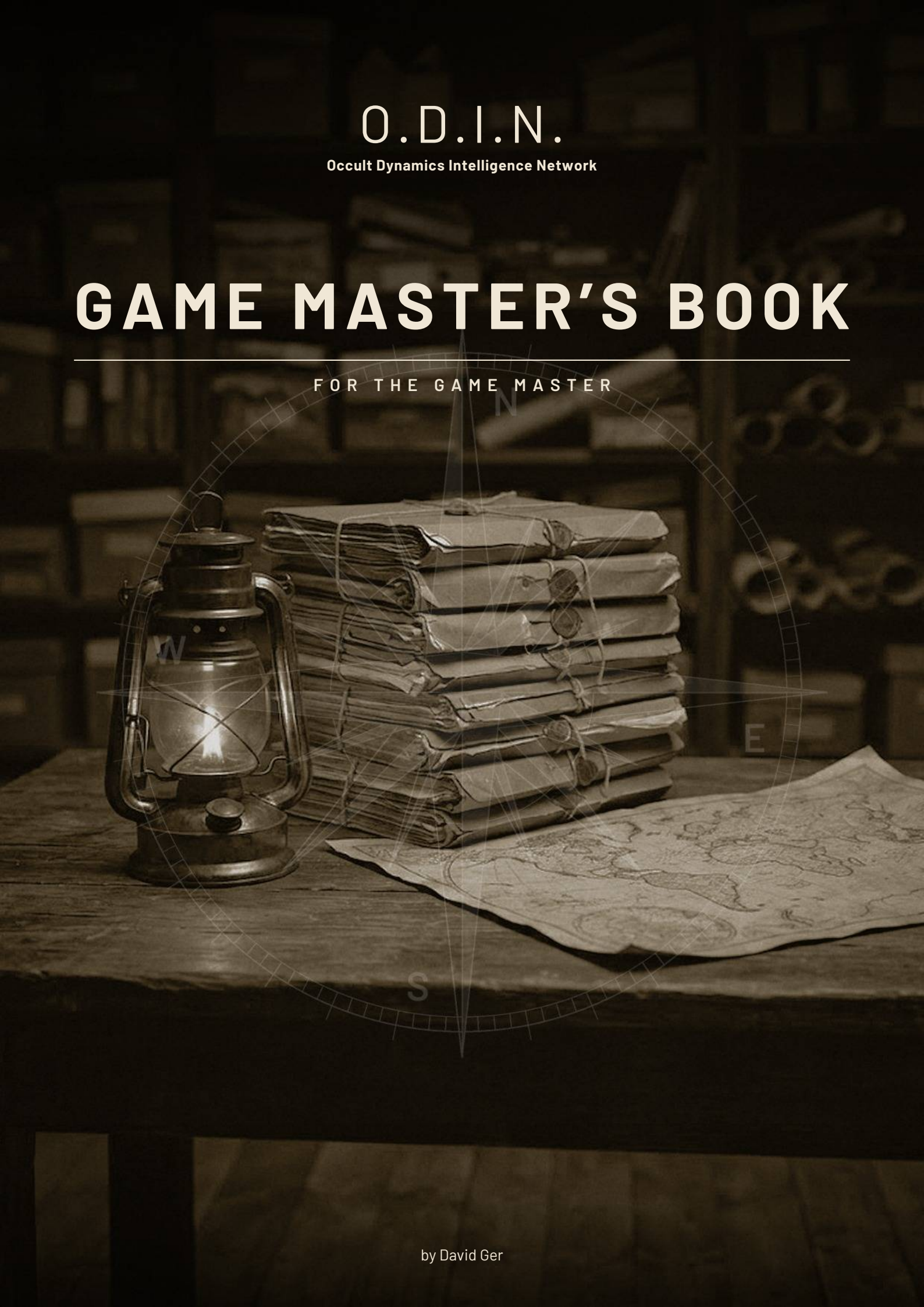
O.D.I.N.

Occult Dynamics Intelligence Network

GAME MASTER'S BOOK

FOR THE GAME MASTER



by David Ger

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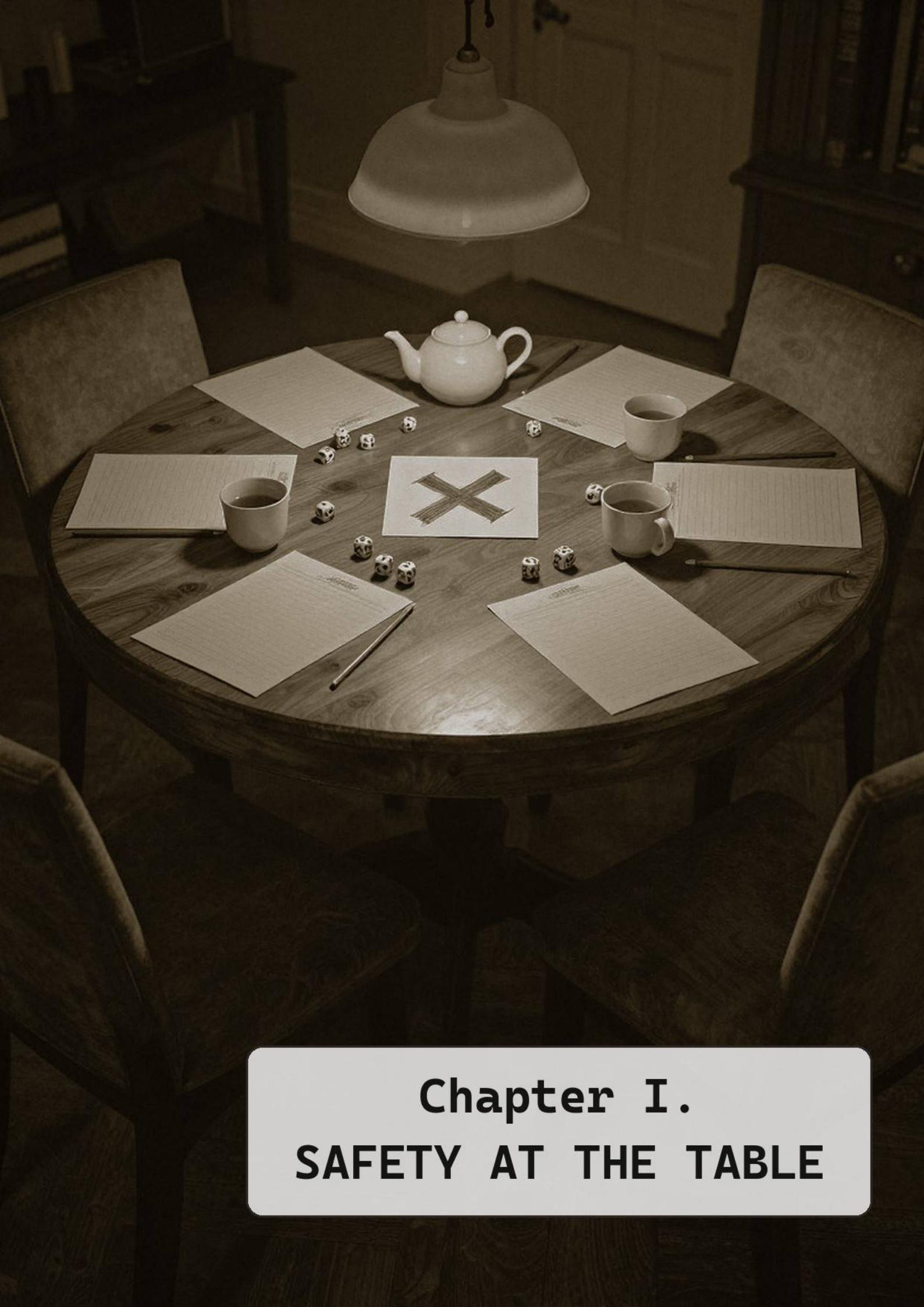
FOR THE GAME MASTER

This book reveals secrets the characters do not know. Players should not read it.



Chapter I.
SAFETY AT THE TABLE

Safety at the Table

"Horror only works when everyone at the table feels safe enough to be afraid."

O.D.I.N. is a horror game. It is about missing children, about bodies that change, about dead who do not rest, about an organisation that lies. That is the core of the game, and it is the reason why many people want to play it. It is also the reason why the game master should make sure that everyone at the table knows what they are getting into.

This chapter describes simple tools that have proven themselves in many role-playing groups. None of them make the game less eerie. They make it possible for it to remain eerie without anyone regretting the evening.

Session Zero

Before the first mission, the group meets for a session without a mission. They build characters, talk about the world, and they talk about themes. The character generator at odin-rpg.pages.dev/generator/en/ helps with building: it guides each player through creation question by question and produces the character sheet as a PDF.

What should be discussed:

- **What kind of O.D.I.N. do we want to play?** More investigation or more action, more horror or more spy film, a campaign or individual files.
- **How much truth?** Do the players want to uncover the great secrets, or is it enough to sense them?
- **Which themes should appear, which should only be hinted at, which not at all?** See below.
- **How quickly is it deadly?** Do characters die often, rarely, or only by their own decision?
- **How do we treat each other?** Breaks, phones, debriefing.

Boundaries and Veils

The group jointly determines which themes are **boundaries** that do not appear in the game at all, and which are **veils** that may appear but are not played out: The scene fades out, the story continues, the details remain behind the veil. The name fits O.D.I.N. better than any other game.

The following list names themes that appear in the books of the series. The group goes through them and decides for each: play out, veil, or boundary.

Theme	Where it appears	Suggestion if no one says anything
Abducted and missing children	Psion, Agent and Investigator Building Blocks, many missions	Veil: It happens, but never on screen.
Death of children	The Opening, Choir Child	Veil
Body horror	Transformed, Colony, Germling, Asklepios	Play out, but briefly
Interrogation, coercion, violence against the defenceless	Agent, Profiler, Hands	Veil
Possession, loss of control	Dead, Broadcast, Listener	Play out
Dead relatives, grief	The One from the Lake, Haunting, Anchor	Play out, with consideration
Religion and church	Congregation, Exorcist	Play out, respectfully
Historical crimes	Ahnenerbe, Witch Trials	Play out as background, never as fascination
Real organisations	Intelligence services, Freemasons, Vatican	Play out as backdrop, see the note at the beginning of the chapter "The World Behind the Veil"
Mental illness	Horror, traumas	Play out as consequence, never as punchline
Suicide and self-harm	Appears in the books only as a hint	Boundary, unless the group decides otherwise

Boundaries and veils apply to the whole group, including the game master. Anyone who names a boundary does not have to explain why.

The X-Card

On the table lies a card with an X. Anyone who does not want a scene, a description, or a detail during the game taps it or points to it. The detail disappears from the story, without discussion, without justification. The game master continues differently.

Many groups play for years without anyone touching the card. It still lies there. It tells everyone: Here you may stop.

Online, the same works with an emoji, a word in the chat, or an agreed gesture.

Dosing Horror

Hint beats description. The building blocks say it for every secret: It works most strongly in hints. An empty chair, a calendar that turns its pages, a child that no longer hums, are more eerie than any detail.

Calm before the storm. Not every scene has to be scary. A dinner in the canteen, a conversation with the handler, a purchase in a legend make the next horror test stronger.

The horror belongs to the players. When a character botches a horror test, the game master asks the player how their character reacts, instead of determining it. Most players choose something stronger than the game master would have dared.

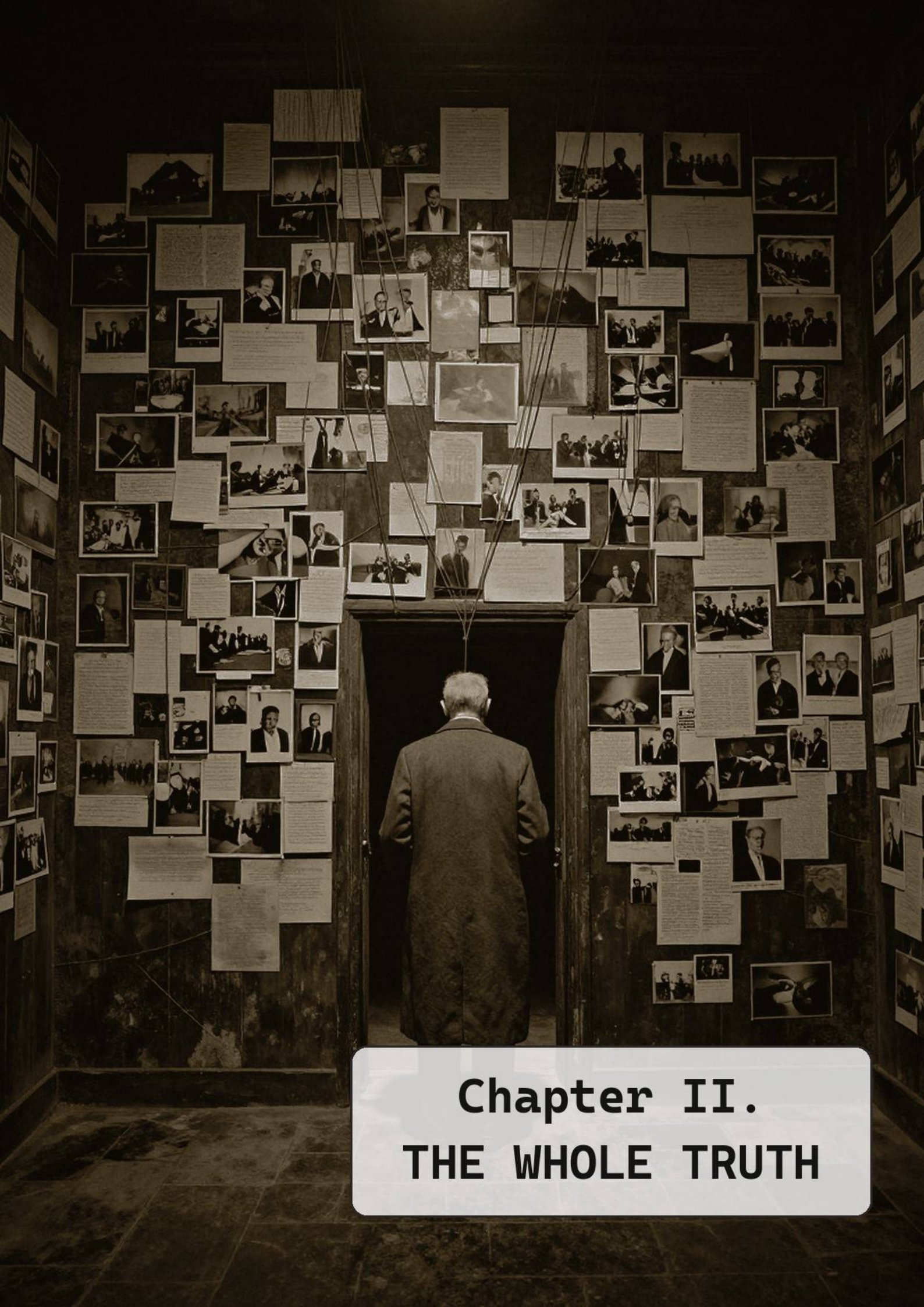
Humour is allowed. People who work with the inexplicable every day make jokes about it. The canteen, the quartermaster, the Audit, the Print Shop: O.D.I.N. is also an agency, and agencies are funny.

Debriefing

After a difficult session, five minutes without play are worthwhile. How was it? What was strong? Was something too much? Is there something that should go behind the veil next time?

Some groups do this after every session, some only after missions in which children, death, or loss played a major role. Both are good. The only important thing is that it is possible.

> **FOR THE GAME MASTER**
>
> You do not have to spare anyone who wants to be spared, and you do not have to frighten anyone who does not want to be frightened. You just have to know who wants what. Ask. Session zero is for that, and every later session too.



Chapter II.
THE WHOLE TRUTH

The Whole Truth

"The threads lead inward."
Viktor Hallström, last notebook, 1985

The six building blocks each tell a secret from the perspective of a branch. This chapter places them side by side, just as Hallström did with his last wall. It is intended for the game master who is planning a long campaign and wants to know how everything fits together before deciding how much of it to reveal.

> **NOTE FOR THE GAME MASTER**
>
> Nothing in this chapter ever has to be spoken aloud. The truth of O.D.I.N. is a tool, not a plan. A campaign can consist of a single trail that is never resolved, and still be the best a table has ever played. The building blocks say for each secret: discuss beforehand whether and in how much detail it should appear. This applies doubly here, because all the secrets together paint a very dark picture.

The Big Picture

Behind the Veil there is something that the psions call the Thirteenth and the Collegium calls the Voice. It speaks, it listens, and it answers when it is called. Crystals are remnants of its words, solidified in places where the world was thin. Those who cast spells repeat these words. Those who hear psionically hear how it listens.

The Voice never comes uncalled. That is Hallström's insight, and it is the key to everything. Every great Door in history was opened from this side: in 1871 by a tutor, in 1938 by a paediatrician and a girl named Märta, in 1953 by miners who broke through a lid, in 1959 by Holloway, in 1971 by Kantor, in 1977 by eleven Thaumaturges, in 1979 by Wendland. And since 2011 and 2019 by O.D.I.N. itself: through the openings of the children and through the Opener beneath the Institute.

O.D.I.N. is therefore not only the organisation that protects the world from the supernatural. It is also the organisation that calls it most often. Most of its agents do not know this. The few who do know believe that it is necessary: without psions no defence, without opening no psions, without Nexus crystals no opening, without Door no place to stand when the Voice comes.

And on the other side, people are waiting. The nineteen from Solberg and Hanna Sander. The children who go at the openings, every third one. The 41 from Nordlicht, who are "only too early". Holloway in her library, Diplomat with his letters, Wendland with his measuring case, Lazarus, the men of the escort from Kiruna, Frank Möller. Dr. Sander holds office hours for them. Ares wants to fetch them. Kantor believes that they are part of the Choir that O.D.I.N. has cut off.

The great question of every campaign is therefore not whether the Voice is good or evil. The building blocks leave that open, and the game master should too. The great question is what the cell does when it knows who is calling.

The Chronicle

The following chronicle connects the official data from the class books with the truth of the building blocks. The column "In Play" says how an event can be used.

Year	What the files say	What really happened	In the game
1871	Nothing. An entry in the church register of Solberg is missing.	The children of an estate sing in a circle, a tutor calls, a child in the middle and the tutor are gone by morning. The pastor writes the page and places it in the family Bible. Estate owner and pastor found the Lodge of the Silent Circle in 1872.	The page is now in Hallström's second compartment. The Lodge wants it back.
1872	A brig is found abandoned in the Atlantic.	Her captain was a member of the Lodge. The circles are in the second logbook.	Artefact: The Logbook of the Ghost Brig.
1908	An explosion over Siberia. T-08, the first documented rift.	No rift. With it came the Swarm and the Tunguska shard.	Origin: the Alien. Department 13 has the rest.
1923	Margaret Holloway finds seven crystals in Anatolia.	The beginning of the Collegium.	Class book Thaumaturge.
1935 to 1945	The Ahnenerbe searches for signs and stones.	It understands nothing, but it collects. A crate lands in Stockholm, with a photo of the circles from 1937.	A lead, not an opponent.

Year	What the files say	What really happened	In the game
1937	A radio broadcast from Solberg Sanatorium.	The voice of night nurse Agnes Lind is recorded.	The same voice later speaks the numbers.
1938	Solberg: 31 children changed, 19 adults vanished.	A programme under Dr. Heinrich Sander collects children who sing in their sleep. Märta calls, the others answer, in the middle sits Sander's daughter Hanna, the thirty-second. Hanna leaves, the nineteen follow her, among them her father. Märta becomes the first Seeker.	The number 32. The footprint in the salt. Hallström takes File Zero home.
1947	The first abbreviation O.D.I.N. The treaty on crystal sovereignty.	Miners find the silent cavity near Kiruna. Its ore becomes Alloy S, S-0 in the Institute's series. The Council secretly receives Nexus crystals every year.	A waybill to an address that does not exist: the house without a number in Stockholm.
1948	Wendland weighs a crystal and founds the Institute. Hallström founds the Registry.	Wendland suspects that crystals are not sources, but passages.	Class books Scientist and Investigator.
1949	The cap for psions.	Dr. Ilse Marek has noticed that unprotected children are heard. The helmet is a lid. Marek develops the Opening from the night of Solberg.	Psion Building Block: The Opening, the sleep, the foster families.
1952	The Legend Office in Zurich.	Evelyn Marsh founds the Nursery at Marek's request. Every child taken gets a death and a life. Elster, six years old, is heard, but not taken.	Agent Building Block.
1953	Kiruna: eleven dead, the first incendiary ammunition.	The lid over the cavity is breached. A Thaumaturge answers the thing in the wall and goes with it. No one is recovered. A man from the escort returns in 2011.	Soldier Building Block: Ares is Kiruna.
1955 to 1989	Ashsilver from Evan Pryce's workshop.	The dust in the silver holds the voices of the dead who wear it.	Echo. The names on the inside.
1957	First measurement at a rift in Cornwall.	Dr. Sander returns in Uppsala, barely aged. Hallström hides him in Hann. Münden and has his name overwritten in the visitor book.	Sample K-1957-003 grows to this day.
1958	The convoy.	One of the Lavigne sisters stays behind.	Class book Agent.
1959	Nothing.	Holloway reads the seventh circle and goes through the Door in Wales. Her assistant, the Keeper, never speaks again. Since then, a letter lies on the threshold every year on 3 December.	Thaumaturge Building Block.
1961	The Veil Protocol.	Diplomat negotiates with eleven governments and a twelfth party. The numbers station begins to broadcast.	Agent Building Block and Investigator.
1969	Elster is recruited.	No one knows whom the branch is bringing in.	Agent Building Block.
1971	The Cascade in Wales. The Rule of the Twelve.	Kantor assembles forty psions without helmets, at the place the numbers station showed him: a hall above the third tunnel of the Chamber. Märta dies, Muezzin becomes Seeker. The station falls silent the night before.	"It heard us. And now it knows where we are."
1974	Kantor disappears. The Echo operatives are created.	Kantor leads the Open Ones out of the Carpathians.	Class book Soldier.
1976	Operation in the Carpathians.	Echo operatives under Paul Mercier arrest seven Open Ones in a monastery, including a fifteen-year-old.	A wound in the Choir that does not heal.
1977	Nordlicht: 41 people vanished, 22:10.	Eleven thaumaturges read the seventh circle with 212 crystals. The 41 go through the Door. The Print Shop invents 41 deaths.	The wall clock has been running backwards since 2011.

Year	What the files say	What really happened	In the game
1979	Wendland retires. Hallström steps down.	Wendland builds the Opener and goes through, the probe shows 42. Hallström locks away notebook zero and gives the second key to the family of the Salt Woman.	Tunnel zero. The second compartment.
1981	Alloy S is exhausted.	Hofer dies with the headphones on. Where he died, the small rift opens.	Hofer's last line: Thirteen.
1985	Hallström dies.	The Audit collects his wall and receives a second task: let threads tear inward.	Investigator Building Block.
1989	Elster sells a list. Sixty dead. Ashsilver is discontinued.	Elster gave the register of the Nursery to Kantor. Eighty pieces of silver hum in Hold-1. Pryce secretly forges Visor 341.	Agent Building Block and Soldier.
1994	Diplomat dies in Lisbon, as a gardener.	Diplomat goes through the steel door in Wales with a last letter. Dr. Sander hears Hanna's name on the other side and goes through his cellar door. His practice has been wandering ever since.	Since then, the answers in the lead box sometimes come in two handwritings.
2004	Asklepios. Twelve survivors.	The nanites are crystal dust, S-1. Twenty-eight turned to stone. Arvid Lund cuts himself on an ampoule.	Soldier Building Block and Scientist.
2008 to 2009	Nothing.	Prometheus retrieves Wendland's plans. The ethics committee stops the Opener. The Council continues.	Scientist Building Block.
2011	The accumulation.	Muezzin dies, the new Seeker awakens and hears more children. Ares comes out of the pit of Kiruna. The Nordlicht stones fill with the voices of the 41.	The year in which everything accelerates.
2015	Lazarus falls.	He goes through a rift. His nanites are still transmitting.	The Lazarus signal.
2017 to 2019	Nothing.	Wendland's tunnel is reopened. Since 2019, the Opener knocks every four minutes. Rifts open in circles around Bern. The nanites of the Twelve sing in time.	Event 2019-44.
2026	Today.	Since February, Agnes Lind is broadcasting again, backwards. The Nordlicht probe shows 42, perhaps soon 43.	The beginning of your campaign.

The Doors

All secrets revolve around doors. This overview shows which ones exist, who controls them and what lies behind.

Door	Where	Who controls it	What lies behind
Holloway's Door	The chamber in Wales, behind the steel door in the third tunnel	The Collegium, the Keeper	A library in the fog, Holloway, Diplomat
The Opener	800 m below the Institute near Bern	The Council, against the Research Directorate	Wendland, and what has occupied him since 1979
Sander's Surgery	Wandering, most recently Hann. Münden and Hamburg-Altona	Dr. Sander	A waiting room for children, the Nineteen, Frank Möller
The Silent Ones	Beneath the Holds, one of them near the Seeker	The Psionic Core, Prometheus	The place of openings
The House Without a Number	Vasastan, Stockholm	Nobody. Sphinx reads the post	A letter slot that arrives over there
The Stairs	Brocken and other places	The Singers	A staircase deeper than a mountain
Kiruna	The old mine	Ares	The place he came from, and the second shield workshop

Who Knows What

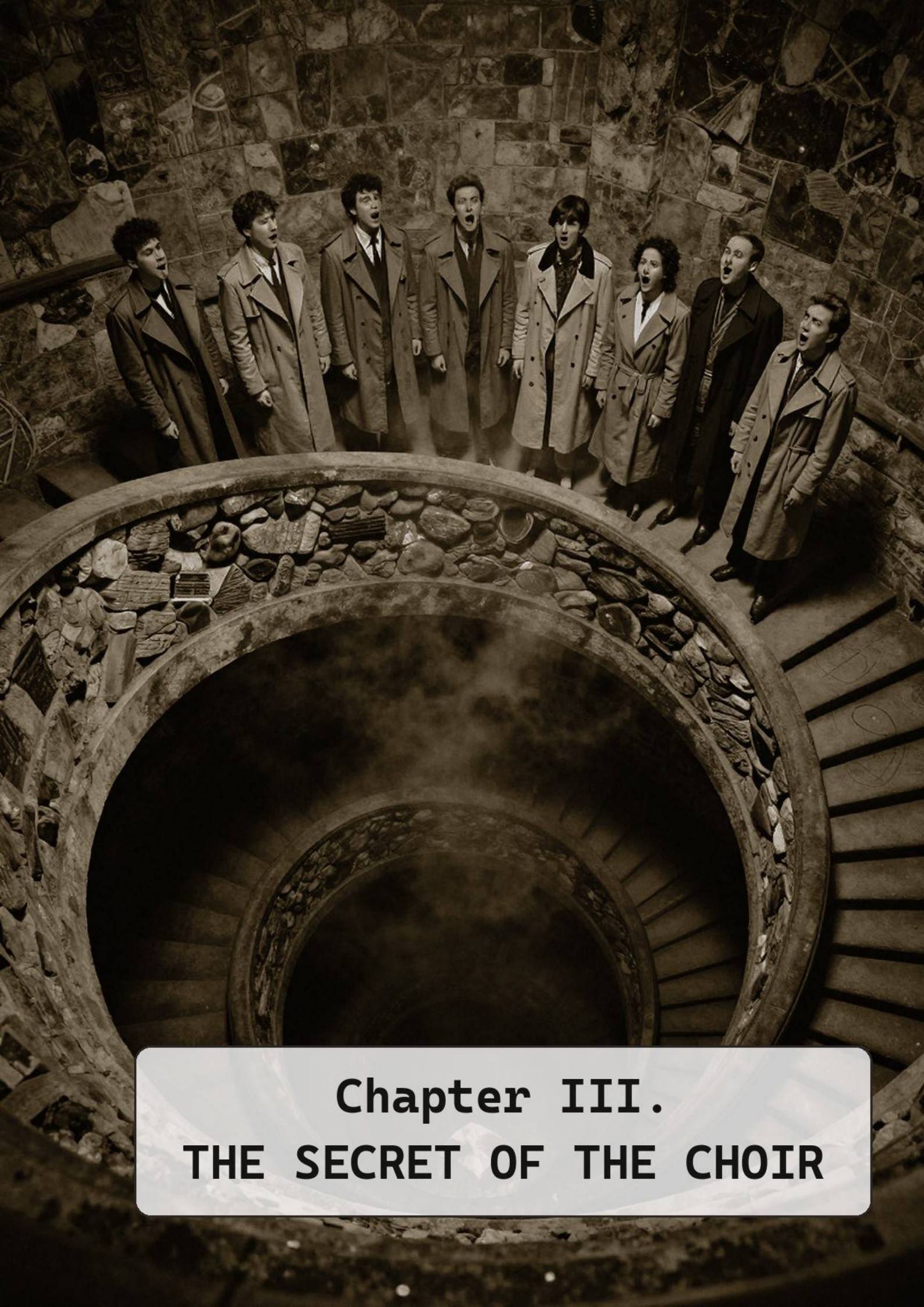
The building blocks each contain a table “Who knows it”. Here they are summarised, across all secrets. An empty field means: nothing or only rumours.

Who	Choir and Opening	Voice and Crystals	Kiruna and Ares	Nursery and Elster	Opener and Circles	Wall and Sander
Sphinx	Everything	Everything	Everything	Everything except Renate Albers	Everything	Reads the post from the house without a number
Prometheus, First Advisor	Everything	Everything about Nexus crystals	The first part of Ares’ plan	Everything except Renate Albers	Everything except what Wendland found	Not the house, not Sander
General Ares	Enough	What is over there	Everything, including the second part	The role of the Soldiers in the Hands	That a door is forming	He suspects that he is not the only one
The Seal Keepers	What the Nexus crystals are for	Everything	The Thaumaturge of 1953		The knocking, not the source	
The Research Directorate	Parts	The beat			Everything, three for, two against	
The Audit		The abbreviations		The redacted sentence		Which threads lead inward
The Typesetter, Print Shop	How children disappear			Everything, including Renate Albers		
Observers like Maren Falk	The intake files			The deaths and lives of their Psions		
The Keeper	The song	More than all the others				
The Custodian, Cold Store					Why the cold store stays cold	
The Registrar						That there is a second compartment
Kantor and the Open Ones	Enough to hate O.D.I.N.	The Thirteenth as part of the Choir		The list, Elster’s address		The House Without a Number
Elster	Everything about the Nursery			Everything		
Madame Okonjo				For whom the seventh place setting is		
The Lodge	The song	The circles before 1871				The name from 1957
The Cells	Rumours, a scar	An abbreviation, a warm stone	Rumours from the canteen	Rumours from hotel bars	A knocking	Suspicion, a thread

What Remains Open

The building blocks deliberately leave some questions unanswered. They belong to the game master. Here they are collected so that none is forgotten.

- **What is the Voice?** A being, a place, a choir of all who have crossed over, or something that only answers because one calls?
- **Who is Sphinx?** Hallström considered it a name from the personnel list of Solberg. Which one, you decide.
- **What did Wendland find over there?** And does he want to return to warn, or so that someone follows him?
- **What does Ares really want?** To fetch the 41, Lazarus, the escort? Or something that spoke to him over there?
- **What happens when the interval between the pulses reaches zero?** And when the wall clock from Nordlicht arrives at 22:10 on 14 February 1977?
- **Is Agnes Lind sending a warning or an invitation?**
- **What was the twelfth party of the Veil Protocol?** Diplomat knows it, and he writes letters.
- **Is Märta dead?** Kantor says no.



Chapter III.
THE SECRET OF THE CHOIR

The Secret of the Choir

"We don't find them. We take them."
From a Black File, author unknown

The official history of the Psionic Core, as written in the Psion class book, is true but incomplete. Psionic abilities do not manifest randomly in youth, and O.D.I.N. does not find psions after they have become conspicuous. Every O.D.I.N. psion was stolen as a child.

> **NOTE FOR THE GAME MASTER**
> Kidnapped children and children who die in the process are not a topic for every table. Before the campaign, briefly discuss whether and in how much detail it should appear in the game. The secret works best when it is hinted at and the players piece it together themselves. It never has to be played out.

The Seeker

The gift lies dormant in some people from birth. From about the age of five, it becomes audible, but only to a single person in the world: the **Seeker**.

There is always only one Seeker. He is a Class V psion, and his gift is a single one: he hears every child on Earth in whom the gift sleeps. He describes it as a quiet hum that comes from everywhere, and each child as a single, pure tone within it. He can follow a tone across continents, right down to a house, a room, a bed.

The Seeker lives in a silence deep beneath a Hold whose location even most Shadow Officers do not know. Only there can he bear the hum. He never leaves the silence. Apart from her Observer and the officers of Prometheus, no one has seen the current Seeker for years.

Why There Is Only One

When a Seeker dies, a new one comes into being, namely in a child who is being opened at that moment. Somewhere in the world, that same night, a child wakes up in a silence and hears the hum. The Science Branch has many theories about this. The psions who know of it have a simpler one: there is only one Seeker because it is always the same one.

The Three Seekers

Time	Seeker
1938 to 1971	**Märta**, one of the Thirty-One of Solberg. She was the one who "called" in the night of Solberg. She died during the Cascade.
1971 to 2011	A boy from Cairo, codename **Muezzin**. He barely aged in forty years and died in his silence, without any sign of illness.
Since 2011	A girl, then seven years old, now a young woman without a codename. In the files she is called only **the Seeker**. She hears more than her predecessors. Since her awakening, the number of psions has tripled.

The "accumulation of manifestations" since 2011 is therefore not a whim of nature. The new Seeker hears children whom her predecessors did not hear. Whether this is connected to the simultaneous accumulation of rifts, no one knows. Prometheus suspects it.

The Hands

The Seeker finds the children. They are fetched by a small unit officially called **Retrieval** and known in the Core only as **the Hands**. It is attached to the Operations Branch and consists mostly of Spies and Infiltrators, hand-picked throughout the Operations Branch. Anyone who goes to the Hands never returns to a normal cell.

The Hands take children from homes, refugee camps, hospitals, and from perfectly ordinary families. Every disappearance is disguised: a drowning in a lake, a fire, a mix-up in a hospital, a child who does not come back from playing in the woods. Sometimes a corpse is needed. The Hands procure one.

No member of the Hands has ever spoken publicly about their work. Some later took their own lives, some

defected to the Open Ones. Most do their work until retirement and believe that they are saving children. In a way, they are: a child with a sleeping gift that is never opened often awakens on its own at some point, and then usually badly.

The Opening

The procedure by which O.D.I.N. awakens the gift goes directly back to Solberg. Dr. Ilse Marek investigated the night of Solberg for years and understood what had happened: one child had called, the others had answered, and something had heard the answer.

The Opening takes place in a silence. The child lies in the centre, twelve experienced psions sit in a circle around it, without helmets, and in the child's hand lies a Nexus crystal. The twelve open their walls and call until the child answers. This takes one night. The Rule of Twelve, which officially goes back to the Cascade, is in truth older. It is the number with which the Opening succeeds most safely.

About one in three children dies in the process. The doctors write cerebral haemorrhage in the file. The Psions who take part in openings know better. They have felt how the children go. Not into the darkness, but away, somewhere, as if someone had taken them by the hand. And they have heard the Thirteenth, every time.

The Sleep

A child who survives the opening remembers nothing before it. The gift is now awake, but still weak. It grows with the child until it breaks through in adolescence.

Until then, the child lives in a **foster family** of O.D.I.N., with a new identity, an invented past, and parents who report monthly. Many of these parents sincerely love their children. Many do not even know exactly for whom they work. When the gift breaks through, usually between twelve and sixteen, exactly what is written in the Psion class book under "The Manifestation" happens: an accident, a shock, a clinic, a policewoman with unusual questions. Then O.D.I.N. "finds" the child, and the foster family becomes a file that the Psion may never read.

The **legend** that every Psion tells about their manifestation is almost always a staging. That does not mean that it did not hurt.

Who Knows

Who	What they know
Prometheus	Everything.
Observer	That there is an intake file. Most not more.
The Hands	How the children are fetched. Not what happens afterwards.
The Twelve	How the opening proceeds and how many die. Not where the children come from.
Those from Solberg	Almost everything. They remain silent because they believe the alternative would be worse.
The Open Ones	Enough to hate O.D.I.N. They search for the foster families to save children before the opening.
The Psions of the cells	Nothing. Only rumours, dreams, and a scar behind the ear.

Bringing the Secret into Play

The secret unfolds best in stages, spread over many missions. No stage has to be reached. You determine the pace.

1. **Signs.** The fragments from Chapter IV of the Psion class book appear. A Psion hears the melody on the radio. A scar begins to itch when a certain Observer is in the room.

2. **Rumours.** An old Psion tells of the Seeker. An Open One claims to know the real parents of a player character.

3. **Traces.** The cell comes across a missing child during a mission whose file is too clean. Or a foster family that seems too well prepared.

4. **Evidence.** An intake file. A member of the Hands who wants to talk before they die. The silence in which one woke up oneself.

5. **The Choice.** The characters know it. Do they stay? Do they remain silent? Do they save a child before the opening, even though without them it might awaken on its own and set a street on fire?

For Psions at the table, stage 5 is the strongest scene this building block has to offer. For all other characters, it is

the question of whether they can still look their colleagues in the eye.

> **THE THIRTEENTH, THE SINGERS AND THE PRICE**
>
> In Solberg, 19 adults disappeared. At every opening, about one in three children disappears. On the Brocken, 23 people stood on a staircase that led deeper than a mountain can be, and sang. The Psions hear a thirteenth voice at every opening. Whether the being behind the Veil demands a price, whether it collects, or whether it simply answers when called, remains your decision. How these questions are connected is in the chapter “The Whole Truth”.

Resonance: Something Is Listening

When the Resonance test (Psion class book, Chapter IV) succeeds, the Thirteenth has noticed the Psion. That does not mean immediate danger. It means that something changes. Choose from the table or roll.

D6	What happens
1	The Psion hears the Choir for a moment. All Psions within 1 km hear it too.
2	A rift opens nearby, small and brief, but long enough for something to look through.
3	The Psion dreams of a white room the next night and wakes with a new fragment.
4	A crystal nearby begins to glow. Thaumaturges within range hear the Whisper louder.
5	The Seeker has heard it. Within 24 hours, the Observer reports.
6	The Thirteenth answers. The Psion immediately regains 3 PSI points, and the game master may later introduce a supernatural complication.

The Helmet and the Thirteenth

In the Psion class book it says what the Psions believe about their helmets: that they filter, focus, protect, and record. That is true. It is just not the reason they exist.

Dr. Marek insisted on the cap in 1949 because she had noticed something she never wrote down: when her children used their powers without protection, they were heard. Alloy S not only dampens what a Psion hears, but also how loud they are for the Thirteenth. The helmet is not a muzzle. It is a lid.

Since the Cascade, the Council also knows this. The Mk. II seal was not meant to prevent Psions from fleeing, but from showing themselves. An Observer who reports a gap in the recording is actually reporting a period of time in which someone might have been listening. Only a few Observers know this. Maren Falk is one of them.

Resonance (Psion class book, Chapter IV) measures how well the Thirteenth knows a Psion. The Open Ones all have high Resonance. Some of them hear the Thirteenth every day, and not all of them consider that a misfortune.

Where Alloy S Comes From

In 1947, miners in a pit near Kiruna came across a cavity in which it was silent. Not quiet, but silent: no clock ticked there, no radio transmitted, and a Psion who was brought in heard nothing for the first time in their life. The ore from this cavity is Alloy S. There is only this one site, and it has been exhausted since 1981.

Since then, the Choir has lived off the stock. That is why every gram is weighed, why the helmet workshop melts down the helmets of the dead, and why the Mk. IV is only available to a few. How long the stock will last is known to the Council and Prometheus. The number is in a Black File.

> **FOR YOUR CAMPAIGN**
>
> The alloy is running out. What does O.D.I.N. do when not every new Psion can get a helmet?
>
> A second site appears, and a foreign service knows about it first.
>
> An Open One claims that one can live without a helmet if one answers the Thirteenth instead of hiding from her.

Characters

Maren Falk, Observer

Mid-fifties, grey suit, friendly voice, no smile. Falk has been looking after Psions for 25 years and is one of the few Observers who have read their intake files. She has decided to stay because she believes that the children are better off with her than with her successor. She protects her Psions, even against the organisation, up to a point. Where that point lies, she herself does not know.

Kantor

The man who caused the Cascade disappeared in 1974. He is alive, well over eighty, and leads the **Open Ones** from a monastery in the Carpathians. He believes that the Thirteenth is not an enemy, but a part of the Choir that O.D.I.N. has cut off, and that the Opening is a crime because it offers children as sacrifices. He is right about one thing. Perhaps about both.

Opponents

Open One (Elite)

A Psion who has removed their helmet and fights O.D.I.N. Open Ones work alone or in pairs and try to take children from foster families before the Opening.

Value	Specification
Initiative	4
Psi	4 + 4, 14 PSI points, no focus device, overload node Without a Net
Powers	Psionic Shock, Thought Projection, Force Push or Fire Control
Defence / Armour / HP	2 / 1 / 10
Special	Resonance 2. Cannot be located by powers that require a helmet

Hand (Professional)

An agent of the Retrieval unit. Calm, thorough, well informed.

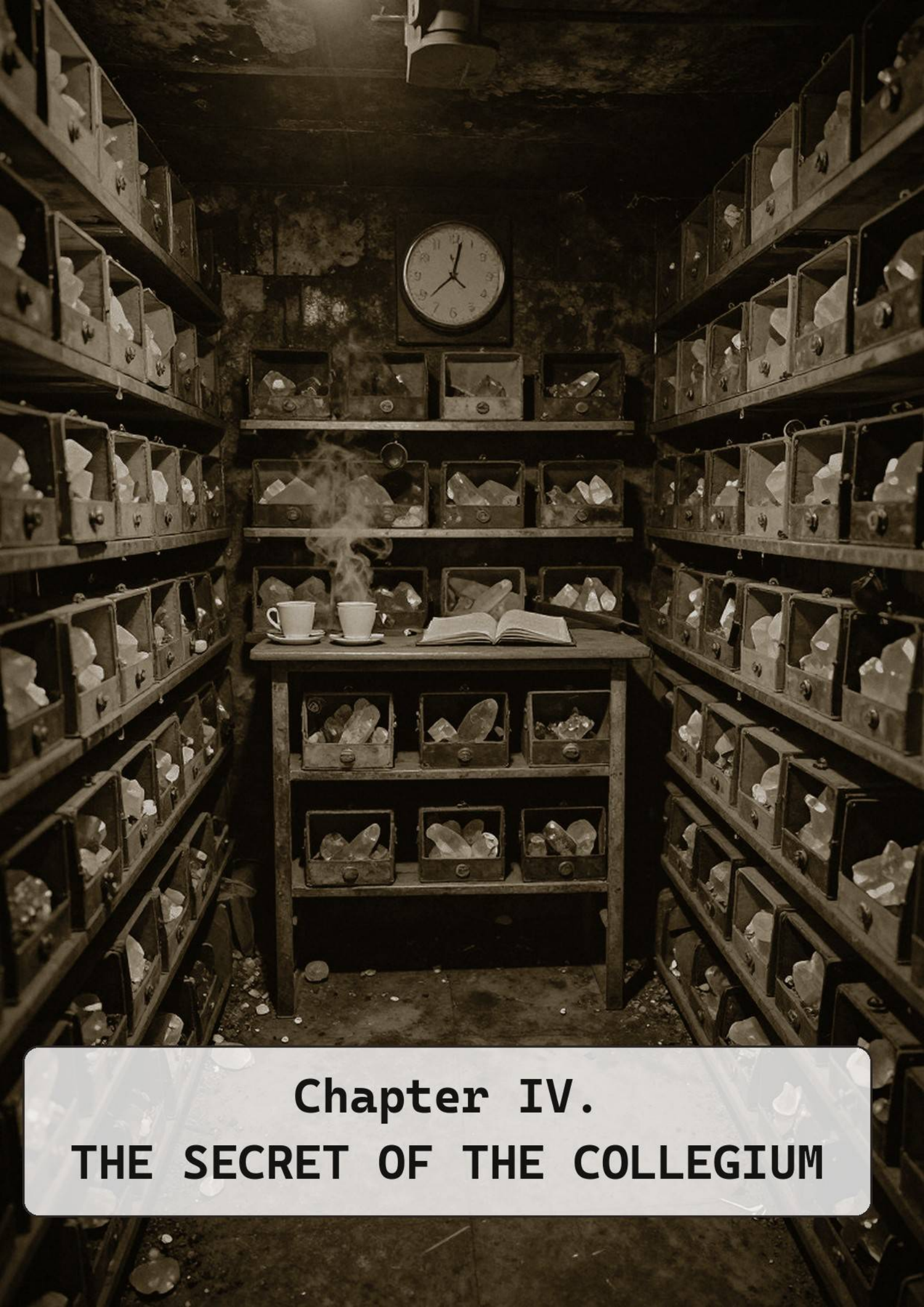
Value	Specification
Initiative	3
Attack	Silenced pistol 3 + 3, damage 3, Quiet, or stun pistol 3 + 3, damage 3, Stun
Defence / Armour / HP	2 / 2 / 9
Deception, Stealth	3 + 3
Special	Carries an alloy capsule and a sedative injector. May already know the cell from their files

Mission Hooks

Grey File "Foster Child". A couple in a suburb reports their foster child as missing, but does not call the police, but a number they should not know at all. The child is thirteen and yesterday brought the neighbours' aquarium to the boil. An Open One is already on the way.

Red File "Children's Choir". In a school in Lyon, all the children in one class have been singing the same melody in their sleep for three days. A Psion from the cell knows it.

Black File "Humming". The Seeker has stopped speaking. For a week she has been sitting in her silence and pointing in one direction. The Council wants to know where. The cell is to find out without learning who the Seeker is.



Chapter IV.
THE SECRET OF THE COLLEGIUM

The Secret of the Collegium

"We do not translate. We repeat. That is the whole difference, and one day it will kill us."
Holloway's handwriting, marginal note, 1959

The official history of the Collegium, as written in the Thaumaturge class book, is true but incomplete. The crystals are not minerals, and the Whisper is not a property of the stones. Every crystal is a remnant: a piece of a sentence spoken by someone on the other side of the Veil, frozen in a place where the world was thin. Whoever casts magic repeats this sentence, and the world obeys because it is written in the same language.

> **NOTE FOR THE GAME MASTER**
>
> This secret is connected to the secret of the Choir (Psion Building Block). Whoever uses both Building Blocks tells the same story from two sides. It touches on abducted children and children who die in the process. Before the campaign, briefly discuss whether and how extensively this should appear in the game. None of it ever has to be spoken aloud. The secret works best in hints.

What the Crystals Are

The Collegium has asked for a hundred years what the stones say. The right question would have been who speaks. The archivists call it the **Voice**. The psions hear the same thing, only from the other side: they call it the **Thirteenth**, and they hear how it listens. Thaumaturges hear how it speaks. It is the same voice.

A crystal exhausts itself when all the words in it have been spoken. That is why an exhausted stone turns grey: it is empty. The Crystal Masters, who sometimes hear a Whisper from the rows of exhausted stones in the archive, are not mistaken. Some of these stones fill up again.

The Seventh Circle

MS Arcana 114 contains fourteen circles, and they actually have an order. The first six are a grammar: whoever understands them can read any spell. The seventh circle is not a spell. Whoever reads it does not repeat. They **answer**.

An answer opens a Door. The Grand Major Magica "Holloway's Door" from the Thaumaturge class book is the harmless first half of it, the half that remains in this world. The second half leads elsewhere. Folio heard in his first night how the seventh circle is read. That is why his notes lie in the Black Library, and that is why his Crystal Master never looks him in the eye.

Holloway and the Steel Door

Margaret Holloway read the seventh circle in 1959, together with her assistant, in the chamber in Wales. She went through the Door that opened in the process. Her assistant stayed behind. He is the old man whom the apprentices call the **Keeper**, and he has not spoken a word since that night. The rumour about the Seal Keeper, whom no one has heard laugh since, is about him.

Behind the steel door in the third tunnel there is no storage room. There stands the Door through which Holloway went, carved into the rock, and behind it lies a library whose shelves disappear into the fog. Whoever looks inside sees in the distance a lamp and a table. On the table lies a crystal as large as a person. Someone sits in front of it and reads.

The archivists open the steel door once a year, on the night from 2 to 3 December, at three o'clock in the morning. They place a lead box with a letter on the threshold. In the morning the box is empty. Sometimes there is an answer inside. The answers are kept in the Black Library, and they are written in Holloway's handwriting.

Nordlicht

On 14 February 1977, the Collegium tried to answer the Voice with all the means it had. Six years earlier, Kantor had assembled forty psions without helmets at the Cascade in Wales and afterwards said: “It has heard us. And now it knows where we are.” The Seal Keepers wanted to know what it wants before it comes.

In Nordlicht there were 212 crystals. At 22:10, eleven Thaumaturges read the seventh circle, and all 212 stones spoke every word that was in them simultaneously. The Door that opened was large enough for an entire Hold. The 41 people in Nordlicht went through it. They are not dead. Astrid Solheim was the first to understand and wrote in her spellbook: *They are not gone. They are only too early.* On the other side, time passes differently. The 41 have arrived before the others come, and they wait.

On the same night, all clocks in the vicinity of the Chronomancers stopped, and their crystals turned grey. The Chronomancers hear the beat beneath all things, and for a moment that beat was no longer there.

After Nordlicht, the Council decided that no hold would house more than twelve agents, and the Collegium decided the rule of distribution. Both rules have the same purpose: there must never again be enough people and enough stones in one place to answer together.

The Stones Grow Back

Since 2011, the grey stones from Nordlicht have been becoming clear again at the edges. What grows back in them are words, and they do not sound like the voice. They sound like people. Whoever carries a Nordlicht stone sometimes hears Norwegian in the Whisper: a man counting, a woman reciting names. Pendel’s stone speaks with her father’s voice. She has not noticed yet, because she does not remember his voice. She was three years old.

2011 is also the year in which the new Seeker awoke and the accumulation began. The voice is coming closer. And the 41 on the other side speak louder, as if they wanted to warn someone.

Crystal Sovereignty and the Council

The treaty of 1947 exchanged crystals for protection. What is not in the treaty: the Council receives a number of Nexus crystals every year, without justification, and the Collegium does not ask. The entries that are blacked out in the Crystal Ledger after the meetings of the Seal Keepers with Prometheus are these stones.

The Council needs them for the **Opening** of the psions. At every Opening, a Nexus crystal lies in the child’s hand, and the twelve psions in the circle call until the child answers. The stone is the mouth through which the voice answers. With each Opening, it becomes a little greyer. After a dozen nights, it is empty, and the Council requests the next one.

The Abbreviations in the Crystal Ledger

Since 2011, some new entries under “Location” carry only an abbreviation. The Crystal Masters do not ask what it means. It means a silence.

If a child does not survive the Opening, since 2011, since the new Seeker awoke, a small clear stone lies on the pillow in the morning, where its head lay. It is warm, and it whispers. The doctors take it away before the Twelve open their eyes. The psions who take part in Openings only sense how the children go, “as if someone had taken them by the hand”. The Seal Keepers know where: into a stone. The Collegium’s most recent rule, “Do not ask where the new stones come from”, comes from them.

> **THE VOICE, THE CHOIR AND THE PRICE**
>
> In Solberg, 19 adults disappeared. In Nordlicht, 41. At every Opening, about every third child goes, and in its place a stone remains. Holloway sits in a library that does not exist and answers letters. Whether the voice collects, whether it demands a price, or whether it only speaks because someone listens, remains your decision. How these questions are connected is in the chapter “The Whole Truth”.

Whisper: The Stone Answers

If the Whisper test (class book Thaumaturge, Chapter IV) succeeds, the stone answers. This does not mean immediate danger. It means that the voice knows the Thaumaturge. Choose from the table or roll.

D6	What Happens
1	The stone speaks the Thaumaturge's name, loud enough that everyone in the room hears it.
2	A crystal nearby becomes clear for a moment and whispers a time in Norwegian: ten past ten.
3	The Thaumaturge dreams of the seventh circle the next night and wakes with a line they do not understand. They may write it down. They may not speak it aloud.
4	All psions within 1 km hear the Thirteenth for a moment. One of them hears the Thaumaturge in it.
5	A small rift opens for one round. Behind it stands a shelf with books.
6	The voice truly answers. The Thaumaturge immediately regains all ME, and the game master may later introduce a supernatural complication.

Who Knows

Who	What They Know
Prometheus	Everything about the crystals and the Opening. Not what lies behind the steel door.
The Seal Keepers	What the Council needs the Nexus crystals for, where the new stones come from, and what happened in Nordlicht.
The Archivists	That behind the steel door lies a library and who reads in it. Not where the new stones come from.
The Crystal Masters	That the abbreviations under "Location" denote silences. Most do not know what that means.
The Keeper	More than all others. He does not speak.
The Chronomancers	That Nordlicht happened at 22:10. Some suspect that it is not over yet.
The Thaumaturges of the cells	Nothing. Only rumours, an abbreviation in the Crystal Ledger, and a stone that sometimes becomes warm too early.

Bringing the Secret into Play

The secret unfolds best in stages, spread over many missions. No stage has to be reached. You set the pace.

1. **Signs.** An entry in the Crystal Ledger with the time 22:10. A stone that whispers in Norwegian. An abbreviation under "Location".

2. **Rumours.** An old Crystal Master talks about the abbreviations after his third glass. A reader claims to have heard the seventh circle in his sleep.

3. **Traces.** The cell brings back a rift find that was found in a Hold where officially there was no rift. A Psion in the cell knows the room where it lay.

4. **Evidence.** A Nordlicht stone speaks with the voice of one of the 41. A letter in Holloway's handwriting, dated to the past year.

5. **The Choice.** The characters know where the new stones come from. Do they keep casting? Do they return their stone? Do they read the seventh circle?

For Thaumaturges at the table, level 5 is the hardest question this Building Block poses, because every spell they cast afterwards perhaps repeats the words of a child. For Psions in the same cell, it is the answer to the question of where the children have gone with whom they woke in the silence.

Characters

The Keeper

Well over ninety, gaunt, in a cardigan that is older than most Crystal Masters. He was Holloway's assistant and later Seal Keeper. Since 1959 he has not spoken. He lives in the chamber, sleeps on a camp bed in front of the steel door and hums a melody that Psions recognise without knowing where from. He is friendly to apprentices and relentless to anyone who comes too close to the door. When a cell brings him something he needs, he writes an answer on a slip of paper. It is almost always a line from MS Arcana 114.

The Man in the Blue Jumper

Gunnar Solheim, technician in Nordlicht, one of the 41. He appears in recordings with Echo of Time, always in places where a Nordlicht stone was found, always at the edge of the image, always looking at the Chronomancer who looks back. He does not look older than 1977. He moves his lips. Whoever can read them reads a sentence in Norwegian: *Not yet.*

Opponents

Renegade Reader (Elite)

A Thaumaturge who left the Collegium with stolen stones to read the seventh circle. He considers the Seal Keepers cowards and the voice a promise.

Value	Details
Initiative	3
Casting	4 + 4, 15 ME, rift find (+2 dice, rolled separately, each 1 on the bonus dice costs 2 strain)
Spells	Flame Jet, Magical Rope, Counterspell, Crystal Breaker, Holloway's Door
Defence / Armour / HP	2 / 0, against magic 1 (Collegium Mantle) / 12
Special	Whisper 3. Knows part of the seventh circle: Once per mission he casts Holloway's Door without a test and without ME

Crystal Hunter (Professional)

A mercenary set on the trail of a crystal by a collector. He carries a stone that is in no Crystal Ledger, and does not know what he is carrying.

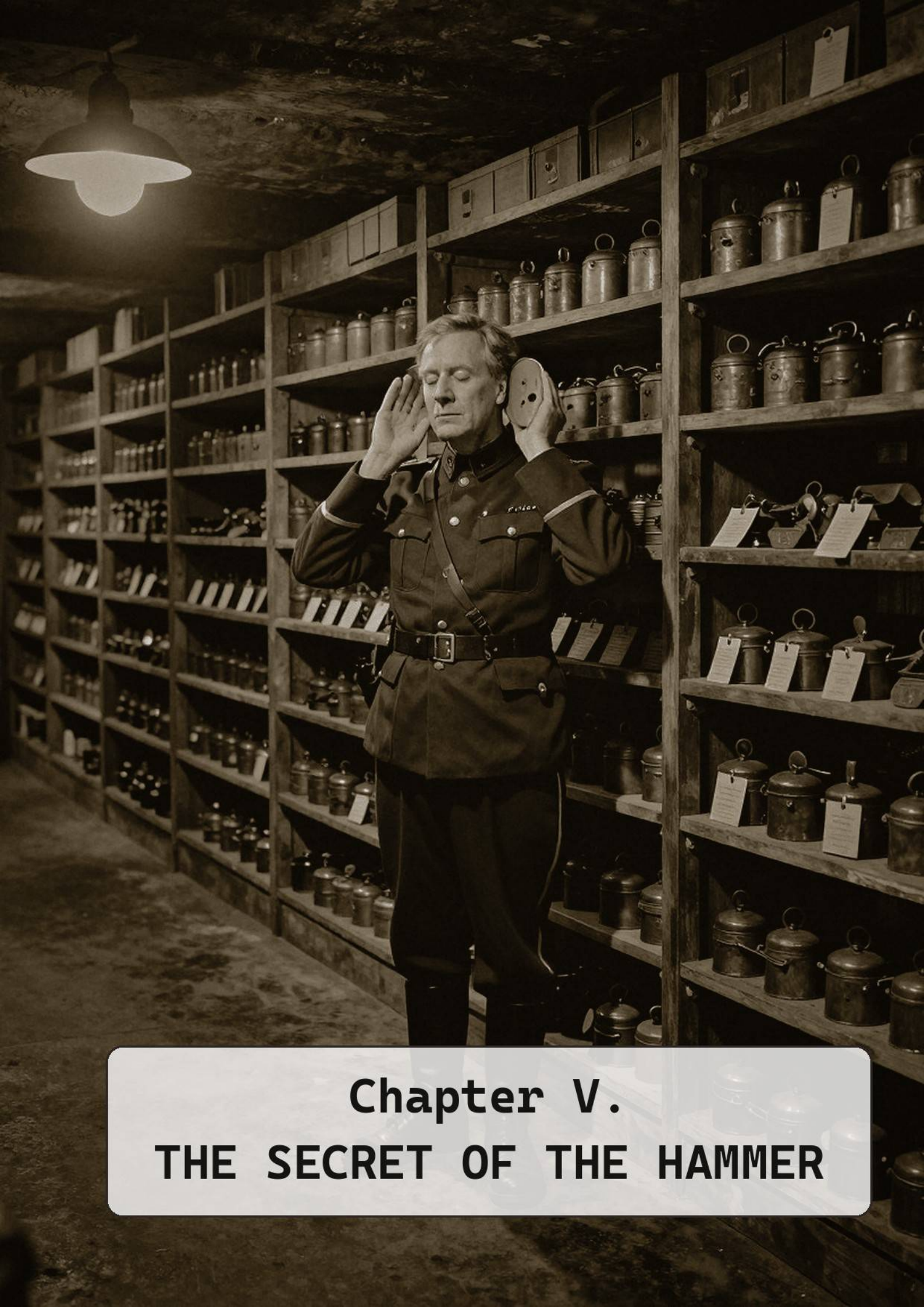
Value	Details
Initiative	3
Attack	Pistol 3 + 3, damage 3, or shotgun 3 + 3, damage 4, Spread
Defence / Armour / HP	2 / 2 (protective vest) / 9
Perception	3 + 2
Special	Carries a lead case and a stolen crystal pendulum. If he touches his stone in combat, the game master rolls a D6: On a 1 he becomes a crystal mutant (Core Rulebook, Chapter XI)

Mission Hooks

Grey File "Location". A Crystal Master asks the cell for a favour, outside all official channels: it is to find out what an abbreviation in the Crystal Ledger means. It leads to a Hold whose plans show a room that officially does not exist.

Red File "Ten Past Ten". In a city library in Tromsø all clocks stopped at 22:10, and a crystal in the display case of the local museum whispers names. One of them is the name of a player character.

Black File "The Steel Door". The Keeper is dead. The steel door in the third tunnel stands open, and behind it a light burns. The Collegium wants the cell to close the door before the Council learns of it. That same evening Prometheus summons the cell to him.



Chapter V.
THE SECRET OF THE HAMMER

The Secret of the Hammer

"Nobody is left behind. Not even on the other side."
General Ares, order of the day from autumn 2011, distribution: Black

The official history of the Tactical Branch, as written in the Soldier class book, is true but incomplete. The branch is not doubled because the rifts are becoming more frequent. It is being prepared. Since 2011, General Ares has been building a force from the Hammer for a single operation: the day when a Door can no longer be closed. And he knows what waits behind it, because he was there.

> **NOTE FOR THE GAME MASTER**
>
> This secret is connected to the secret of the Choir (Psion Building Block) and the secret of the Collegium (Thaumaturge Building Block). Whoever uses all three tells the same story from three sides: the Psions hear how something listens, the Thaumaturges hear how it speaks, and the Soldiers carry those it has taken.
>
> The secret touches dead comrades, abducted children and the question of what remains of a person. Talk about this briefly before the campaign. None of it ever has to be spoken aloud.

Kiruna, Once More

In 1947, miners near Kiruna came upon a cavity in which it was silent (Psion Building Block). Alloy S was made from its ore. What nobody considered at the time: the silence was no accident of geology. It was a lid. Behind the rock lay a place where the world was thin, and with every tonne of ore the miners broke out, the lid became thinner. In February 1953 it was through. The unplanned tunnel lay less than a hundred metres from the silent cavity, and its crystals were not old, but fresh. It was already awake, because it had just woken up.

The Thaumaturge who drew his circle and stayed inside it did not draw a warding circle. In his distress he did something that the Collegium only understood six years later, when Holloway repeated it in Wales (Thaumaturge Building Block): he answered. The thing in the wall turned away from the soldiers and towards him, and the Door closed with him on the other side. Only because of that did Ashgrove's wounded get out. The second Thaumaturge saw how his colleague walked through the rock as if through mist.

The chronicle names eleven dead. None was recovered.

Ares

In the spring of 2011, in the same week in which the new Seeker awoke (Psion Building Block), a small rift opened in the disused mine at Kiruna, and a man stepped out. He wore the remains of a coat from the 1950s, had a fresh scar on his neck and no longer knew his name. By his own feeling he had been away for about twenty years. In the world it had been fifty-eight.

The Council took him in, because he was considered the only one who had been on the other side and come back. He knows the sound of the voice, the direction from which it comes, and the places where the world becomes thin before it tears. Three months later, Colonel Vos handed over the branch to a general without a name, after a night in which the two had spoken with each other.

Ares speaks English with an accent that nobody can place, because it is not one: he has not heard a human language for twenty years. He ages more slowly than others, hardly sleeps, and clocks near him sometimes run slow. The rumour in the canteen is true, only the other way round. Ares was not in Kiruna. He is Kiruna.

What Ares Wants

The answer is in a Black File titled **Last Man**, and it has two parts. The Council knows the first: when the voice comes, and Ares is certain that it will come, a Door will open somewhere that nobody can close any more. Then O.D.I.N. needs many soldiers standing in front of it. That is what the doubling is for, that is what the chalk bombs are for, that is what the second workshop for shields is

for, which lies in the old mine at Kiruna and whose shields again contain shards from the rock.

The second part is in no file. Ares does not want to stand in front of the Door. He wants to go through. On the other side wait the 41 from Nordlicht, the children who went at the opening, Holloway, Lazarus, ten men of the escort and the Thaumaturge from Kiruna. Ares is considered the only one who has ever come back, and he knows that it is possible. *Nobody is left behind* is not a rule from the canteen for him. It is the order that nobody gave for him in 1953.

The Silver

Ashsilver is metal with the dust of depleted crystals. A depleted crystal is empty because all words have been spoken in it (Thaumaturge Building Block). But empty stones do not remain empty. The Nordlicht stones have been filling with the voices of the 41 since 2011, and the dust in the silver fills with what is closest to it when someone dies.

If a Soldier dies in their armour, something of them remains in the silver: their voice, their last thoughts, the direction they last looked. That is why the names are engraved. Ashgrove did not know it, Pryce suspected it: a name holds together what remains in the metal. Without a name it dissolves.

Echo (Soldier class book, Chapter V) measures how many such voices a Soldier carries on their body. When the silver answers, it is the previous owners. Most want to help. Some want to be carried somewhere. And some heard something on the other side before the silver held them fast.

Why 1989 Was the End

After the betrayal, dozens of agents died within a few weeks, some Soldiers among them, in their armour. Their silver returned to Hold-1, to the silver of the fallen since 1955, more than eighty pieces in a single room. On a November night in 1989 they began to hum, all at once, the same melody that the Keeper of the Collegium has been humming since 1959. At 22:10 the humming stopped. The quartermaster, who had spent the night outside the door, reported voices calling each other by name.

The Seal Keepers recognised the pattern from Nordlicht: enough voices in one place to answer together. The Collegium ceased production and demanded that the silver be distributed to all armouries. The rule of distribution has applied to the armour ever since, without the Soldiers knowing it.

Evan Pryce considered the decision wrong. He believed the silver protected the dead because it holds them on this side instead of leaving them to the voice. In December 1989 he secretly forged one last piece, the visor with the number 341, and left the workshop. On the inside there is only one name: his own, without a year. Pryce died in 1996 in a cottage in Snowdonia. The visor was never recovered.

Asklepios

The core of the nanites is crystal dust, the same as in the silver, only so fine that it floats in the blood. Prometheus requested it from the Collegium in 2004, and the Collegium delivered, in exchange for the promise of receiving the dead.

In twenty-eight of the forty volunteers, the dust did what it always does near people: it filled itself. Their bodies turned to stone within a few hours, clear and warm, and they whisper. The coffins in Glasgow are empty because the twenty-eight lie in the archive of the Collegium, in lead boxes without numbers. In the twelve survivors, the dust found nothing to hold on to, or it found it and made it silent. That is why they feel less.

Integration (Soldier class book, Chapter X) measures how far the stone in a Nanotech Veteran has already progressed. The Echo operatives who say their hearts beat wrong are right: they beat in time with the stones in the archive. And Lazarus did not die in a rift in 2015. He went through it, and his nanites are still transmitting because something on the other side answers. Ares knows where the signal comes from. It is the place he wants to return to.

The Radio from the Karakorum

The radio is with the Council, more precisely: on the desk of Ares. The voice on it was his. He did not send it. Whoever was on the other side leaves an echo there, and this echo did what it can in the Karakorum: it passed on coordinates and told a demolition expert to close a Door. The coordinates are places where rifts have opened since then. The list has twenty-four entries. Nineteen have occurred.

Brandt will recognise the voice when he hears Ares speak for the first time. The piece of silver he received for the Karakorum was ordered by Ares, and it bears the

name of Kjell Haugen, because Ares wants Brandt to eventually ask what Haugen heard at night. Haugen heard the voice as early as 1977, in the choir from the kitchen radio at Nordlicht, thirty-four years before Ares returned.

Echo: The Silver Answers

If the Echo roll (Soldier class book, Chapter V) succeeds, the silver answers. This does not mean immediate danger. It means that the dead have noticed the Soldier. Choose from the table or roll.

D6	What happens
1	A previous owner warns them where the next attack will come from. The Soldier cannot be surprised in this scene.
2	The silver becomes warm and heavy. Until the end of the scene +1 armour, but −1 die on DEX tests.
3	The Soldier dreams at night of the death of a previous owner, through their eyes, and learns something that is in no file.
4	All Psions within 100 m hear for a moment a choir of voices calling names. One calls the Soldier's name.
5	A previous owner wants the Soldier to carry their piece to a specific place, and does not let up until it has happened or the Soldier has taken 2 strain.
6	The silver truly answers. The Soldier immediately gets back up with 1 HP when at 0 HP, or they pass the botched horror test after all. The game master may later introduce a supernatural complication.

Bringing the Secret into Play

The secret unfolds best in stages, spread over many missions. No stage has to be reached. You set the pace.

1. **Signs.** The silver is warmer than the room. A clock stops when Ares visits the base. A Nanotech Veteran hums a melody that a Psion in the cell knows.

2. **Rumours.** An old quartermaster tells of November 1989. A mercenary who worked for a collector in Sweden speaks of a man who came out of the rock.

3. **Traces.** The cell is to retrieve a lost piece of silver from a rift, and the piece calls for help. A coordinate from the radio leads them to a place where the rift only opens a week later.

4. **Evidence.** Visor number 341. The lead boxes without numbers in the Collegium's archive. A letter from Vos that only arrives after his death.

5. **The Choice.** Ares calls for the Last Man. Do the Soldiers follow him through the Door to fetch those waiting on the other side? Or do they hold the Door, as Ashgrove taught them?

For Soldiers at the table, stage 5 is the hardest question of this Building Block, because the rule to leave no one behind and the rule to be the last to leave point in different directions for the first time. For Psions and Thaumaturges in the same cell, it is the question of whether they follow a man who has listened to the voice for twenty years.

THE SILVER, THE DOOR AND THE PRICE

In Solberg 19 adults disappeared, in Nordlicht 41, in Kiruna eleven soldiers and one Thaumaturge. At every opening, about every third child goes, and in their place a stone remains. In the silver remain those who died in the harness, and a man who was on the other side for twenty years wields the hammer. Whether the voice calls, gathers or waits, and whether the departed can be brought back, remains your decision. How these questions are connected is in the chapter "The Whole Truth".

Who Knows

Who	What they know
Sphinx	Perhaps everything. Sphinx was the only one to receive Ares alone in 2011.
Prometheus	Who Ares is and where the nanites come from. Not what Ares really wants.
Colonel Vos	Who Ares is. He learned it in a single night and has been silent ever since.
The Seal Keepers	Why 1989 was the end and where the twenty-eight lie.
The Quartermasters	That the silver hums at night. The oldest, that it calls names.
Dr. Ines Albrecht	What the nanites are made of. She has her own doubts.
The Soldiers of the cells	Nothing. Only rumours from the canteen, a hum on the hook and a general who does not age.

Characters

General Ares

In appearance early fifties, tall, grey-haired, a long scar on his neck. He remembers every Soldier whose hand he has ever shaken, and not a single day before 1953. At night he often stands alone in an armoury, a piece of silver at his ear. He wants to harm no one. He only wants to leave no one behind any more, and for that he would lead the entire branch through a Door.

Kjell Haugen

Over seventy, fisherman's jumper, aquavit and a wristwatch that stops at ten past ten. Haugen entered Nordlicht once more in 1989, alone, and in the empty archive heard forty-one voices. One of them knew his name. Since then he no longer wears silver. He knows more about the other side than any Soldier except Ares, and he distrusts Ares because he knows his voice from the choir.

Opponents

Returned One (Elite)

A human who was on the other side and has not quite come back. Returned Ones have been appearing at rifts since 2011, in clothes from the wrong decades. They want to go back, and some want to take someone with them.

Value	Details
Initiative	4
Attack	Touch 4 + 3, damage 3, ignores armour
Defence / Armour / HP	3 / 1 / 11
Special	Horror test against Disturbing (2). Ordinary ammunition deals only half damage. Clocks within 10 m stop.

Silver Thief (Elite)

A former Soldier who deserted with pieces of ashsilver and sells them to collectors.

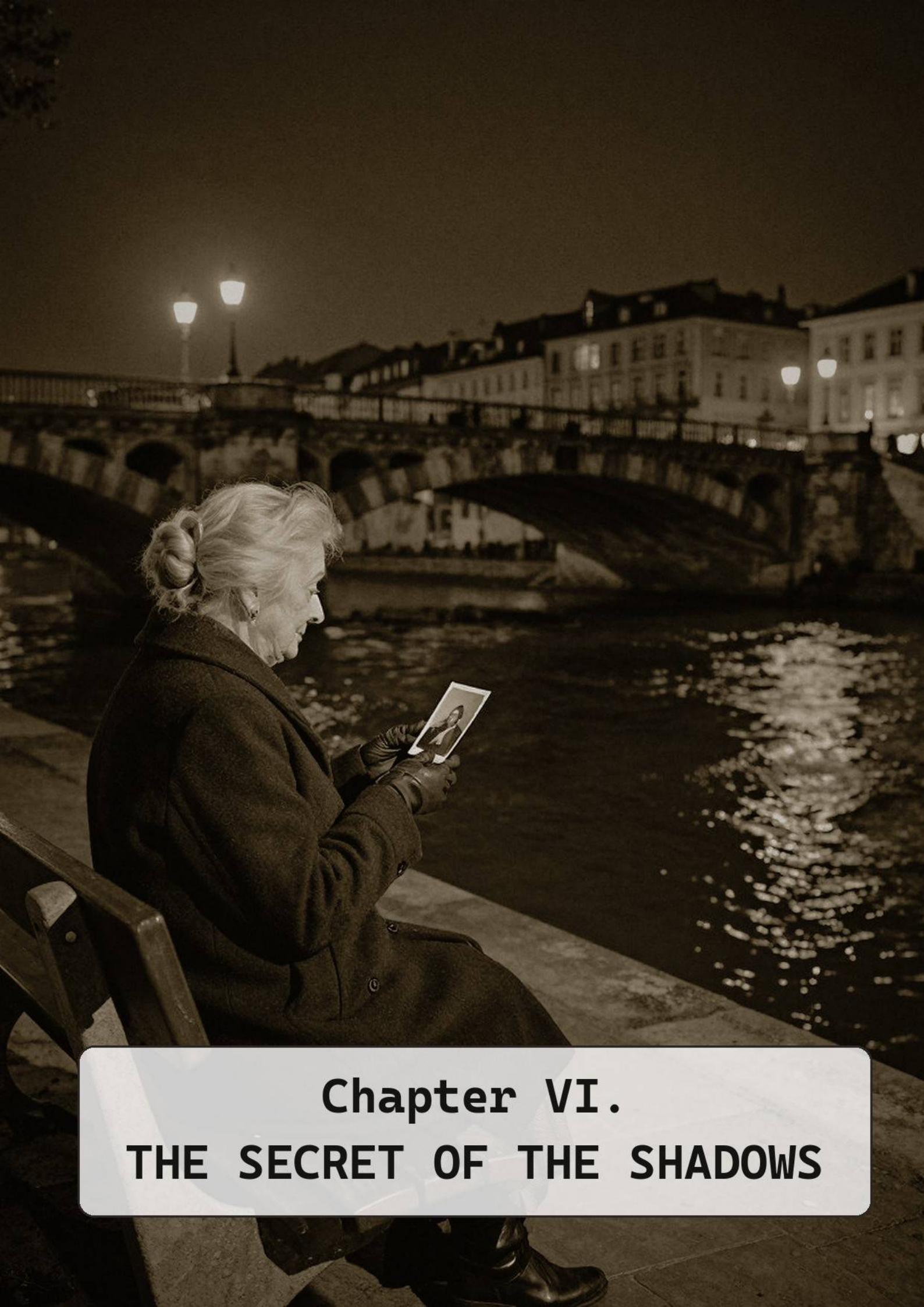
Value	Details
Initiative	4
Attack	Assault rifle 4 + 3, damage 4, automatic, or escort blade 3 + 3, damage 2
Defence / Armour / HP	3 / 3 (combat suit) / 12
Special	Knows Suppressive Fire and Back-to-Back. Carries six pieces of ashsilver. If he falls, his silver responds on a 1 or 2 on a D6.

Mission Hooks

Grey File "Number 341". A pawnbroker in Cardiff offers a visor made of matt grey metal, on the inside of which a single name is written. The quartermaster wants it back, the Collegium too. The visor hums as soon as someone puts it on.

Red File "Coordinate Twenty". The twentieth coordinate on the list is imminent: a school on the edge of Tromsø. The rift opens in three days. Ares sends the cell with chalk bombs and orders to record everything that comes out instead of killing it.

Black File "Last Man". Ares summons twelve Soldiers to Kiruna, including at least one player character. In the old pit a Door stands open, and behind it men call their names, in English, in the tone of the 1950s. That same evening Colonel Vos calls the cell. He has not called anyone in fifteen years.



Chapter VI.
THE SECRET OF THE SHADOWS

The Secret of the Shadows

"Every child we take gets a death and a life. We are good at both."
The Typesetter, Legend Office Zurich

The official history of the Operations Branch, as written in the Agent class book, is true but incomplete. The branch is not only the face O.D.I.N. shows the world. It is also the hand that takes. The Hands of Retrieval are agents, and the Print Shop in Zurich writes a death and a new life for every child they take. And the traitor of 1989 did not sell O.D.I.N. to a foreign service. She betrayed the Hands.

> **NOTE FOR THE GAME MASTER**
>
> This secret is connected to the secrets of the Choir, the Collegium and the Hammer (Psion, Thaumaturge and Soldier Building Blocks). The psions hear how something listens, the thaumaturges how it speaks, the soldiers carry those it has taken. The agents write the lies that cover all of it.
>
> The secret touches abducted children, forged deaths and the question of what remains of a person who loses their name. Talk about it briefly before the campaign. None of it ever has to be spoken aloud in play.

The Nursery

Under the roof of the Print Shop, above the quartermaster's workshop, lies a room that appears on no plan. The archivists call it the **Nursery**. Since 1952, no more than six forgers have worked here, and they forge only one kind of life.

When the Seeker hears a child (Psion Building Block), the Nursery opens a file before the Hands set out. It contains two things: a death and a life. The death is the drowning in the lake, the fire, the mix-up in the hospital, along with death certificate, police report and newspaper notice. The life is the legend for the foster family: a new name, an invented origin, birth certificate, vaccination record, a photo from the first day of school. The Nursery also writes the manifestation years later: the accident, the clinic and the policewoman with the unusual questions. The policewoman is almost always a Negotiator.

Every psion at O.D.I.N. therefore has two files in Zurich, one for their death and one for their life. The forty-one funerals of Nordlicht were not the Print Shop's greatest work. They were only the one told to recruits.

Evelyn Marsh founded the Nursery, at the request of Dr. Ilse Marek, and only afterwards built the Print Shop around it. Her letter to Vienna from 1971 and her last letter from 1986 deal with it. The cellar of the embassy in Vienna was until 1991 a silence through which children from the East travelled, in diplomatic baggage. It is used again today.

The List

Elster was born in Leipzig in 1946. In 1952 the Seeker heard her, a girl of six years with a pure, clear tone. The Nursery wrote her a death and a life, but when the Hands came, the family had fled to the West a week earlier and had shed their name. The trail was lost. The girl's gift never fully awakened. It slept, and it made the child into a woman who was believed and who recognised what was real. In 1969 the Operations Branch recruited her, without suspecting whom it was taking. The photo of Elster, which lies with the Council and sees through every disguise, is therefore the only psi artefact of the Operations Branch.

In 1987 Elster was assigned to Retrieval as an examiner, because no one could check legends better than she could. She kept her own legends. In the Nursery she found a file from 1952, with a photo the Hands had taken in Leipzig. It was her own face.

She continued working for two years. Then she took the Nursery's register with her: the real names of all Hands since 1952, of their escorts from the Tactical Branch and of the foster families. She did not sell it. She gave it to Kantor (Psion Building Block). Within a year the Open Ones found sixty names on the list. Some died, some defected and are listed as dead in the files, some vanished into their own legends. In a dozen foster

families a child was missing one morning. The Council had it spread that a female agent had sold real names to a foreign buyer. The real names were correct. The rest was a legend, the best the Print Shop ever wrote.

Elster Today

Elster is eighty years old and lives in Basel. She wears the legend the Nursery wrote for her in 1952: **Renate Albers**. Because children's legends are not buried as long as the child lives, the Print Shop has maintained this legend for seventy-four years, year after year, with school reports, tax returns and moves. The legend that no one has worn since 1952 no longer waits. Since 1990 a single forger has continued to maintain it, the Typesetter, and she knows for whom.

Renate Albers sits on the foundation board of the Foundation in Basel. The Foundation buys crystals so that the Council does not get them: without Nexus crystals, no opening (Thaumaturge Building Block). The director of the Foundation was formerly with the Hands himself and has been considered dead since 1990.

Elster recognised Martin Kessler after three weeks as a legend of the Print Shop. She let him work for four years and watched him. Then she had the photo from the summer party placed where an accountant would find it. She wanted Kuckuck, because Tobias Lenz in 2021 as a journalist had almost uncovered a drowning in the Elbe that the Hands had staged. His recruitment was the Print Shop's way of preventing an article. Elster wants him to finish writing it.

The Foreign Handwriting

Kuckuck's report reached his handler, and because it concerned Elster, it went up. The reply was written by a secretary of Prometheus. In Mulhouse, two men of the Hands were waiting to take Kuckuck to Retrieval, where no one would have asked about him anymore. Since he came via Konstanz, the Council has a different plan. Kuckuck's file was set to Cadet, and since then someone is following him. The Council wants Elster, and Kuckuck is the only one she has ever shown herself to. The legend Kessler was not buried, but handed over to Retrieval: one day Martin Kessler is to appear at work in Basel again, with a story about a long illness. Whether it is still Kuckuck's legend then, no one knows. A legend that was not buried remains open.

Names

Dr. Marek noticed something in 1952 that she told Marsh and never wrote down: children who kept their birth names heard the Thirteenth louder, and the Thirteenth heard them. A new name is a lid, like the helmet. That is the second reason for every child legend, and the real one.

Legends also protect agents, as long as they know who they are. The **Fade** (class book Agent, chapter IV) measures how loosely an agent's own name sits. If it becomes too loose, the voice hears him in his legends, because a legend is a name without a person. What reaches over from the other side needs a name to hold on to. That is why the being in Lyon took the name of a legend and withdrew, and that is why this legend is now empty.

After 1989, three legends of dead people from the list were still used, weeks after the death of their bearers: rents were paid, neighbours greeted, telephones answered. The Council then ordered the burials. The rule of saying the name once aloud comes from the Typesetter, and she knows why.

Diplomat

Diplomat negotiated from 1959 to 1961 with eleven governments and with a twelfth party. The first letter that lay on the threshold of the steel door in Wales in December 1959 (Thaumaturge Building Block) was his. What he agreed, only Sphinx knows. In 1994, Diplomat did not die. He went through the steel door with a last letter, and since then the answers in the lead box sometimes come in two handwritings. Madame Okonjo sets the seventh place for him.

Fade: The Name Answers

If the Fade roll (class book Agent, chapter IV) succeeds, something over there has heard a name of the agent. That does not mean immediate danger. It means that one of his legends no longer belongs only to him. Choose from the table or roll.

D6	What happens
1	Someone calls the agent by the name of a legend that no one at this place can know. He turns around before he can prevent it.
2	Someone has lived in the flat of a legend: fresh milk in the fridge, the bed warm, a cup with lipstick.

D6	What happens
3	All Psions within 100 m hear the Thirteenth for a moment. She says the name of a legend of the agent.
4	A crystal nearby whispers a name. A Thaumaturge of the cell recognises it from a file.
5	A legend receives mail from a person who has been dead for years. He writes that he is waiting.
6	The name really answers. If the agent botched a Deception or Disguise test, the test succeeds anyway, as if the legend were carrying the agent. If the roll was triggered by strain suffered, that strain does not apply. The game master may later introduce a supernatural complication.

Bringing the Secret into Play

The secret unfolds best in stages, spread over many missions. No stage has to be reached. You determine the pace.

1. **Signs.** A death certificate with the watermark of the Print Shop. A child humming the same melody as a Psion of the cell. An instruction in a foreign handwriting.

2. **Rumours.** An old forger tells of the Nursery. An Open One claims that Elster never sold anything.

3. **Traces.** Aria follows the number plate from Naples and ends up at a laundry in Zurich that belongs to the Print Shop. Nadel finds the girl from the window in Antwerp, in a house of the Open Ones.

4. **Evidence.** The file of a Psion of the cell: his death, his life, his birth name. The legend Renate Albers.

5. **The Choice.** Elster asks the cell for help to fetch a child before the opening. The Council asks them to hand over Elster. Both are orders, and only one of them arrives via the dead drop.

For agents at the table, Stage 5 is the hardest question of this Building Block, because they themselves wrote the lies it is about. For psions in the same cell, it is the question of whether they want to read their own file, and who gives it to them.

THE NAMES, THE HANDS AND THE PRICE

In Solberg 19 adults disappeared, in Nordlicht 41. At every opening, about every third child goes, and in its place a stone remains. Every child receives a new name so that it is not heard, and a being in Lyon has accepted a name as payment. Whether the voice collects names, whether it demands a price, or whether it only answers when called, remains your decision. How these questions are connected is in the chapter “The Whole Truth”.

Who Knows

Who	What they know
Sphinx and Prometheus	Everything about the Nursery and the list. Not who Renate Albers is.
The Typesetter	Who Renate Albers is. She maintains the legend and remains silent.
The Hands	How to fetch children and whom to follow while doing so. Not what happens afterwards.
Kantor and the Open Ones	What was on the list, and where Elster lives.
Madame Okonjo	For whom the seventh place setting is.
The agents of the cells	Nothing. Only rumours from hotel bars, a wall in the city park and a photo that nobody should have.

Characters

Elster

Eighty, white hair, pearl necklace, a gaze just past every camera. She is polite, patient and recognises every lie within the first minute. She regrets the dead, not the list. She wants someone from the branch to see the Nursery with their own eyes, and she will die before she surrenders to the Council.

The Typesetter

Eighty-nine, has worked in the Nursery since 1961 and has written over a thousand children’s lives. She knows every handwriting of the Print Shop and can imitate each one. She loves the children whose lives she invents, and she has never met any of them.

The Director of the Foundation

Late sixties, friendly, thorough, a man who loves art and detests crystals. He was with the Hands for ten years,

until he officially died on a mountain pass road in Ticino in 1990. He can still recite the names of the three children he fetched. Today he buys every stone he can get and seals it in lead. He really liked Martin Kessler.

Opponents

Nameless One (Elite)

An agent who has lost their name. They continue to work, respond to no name, and sometimes something answers in their legends.

Value	Details
Initiative	4
Attack	Silenced pistol 4 + 4, damage 3, Quiet
Defence / Armour / HP	3 / 1 / 11
Deception, Disguise	4 + 4
Special	Can wear any legend that has not been buried near them. Horror test against Uncanny (1) when they address a character by their real name

Courier of the Open Ones (Professional)

A former member of the Hands or a child whom the Open Ones rescued, now grown up. Works for Elster.

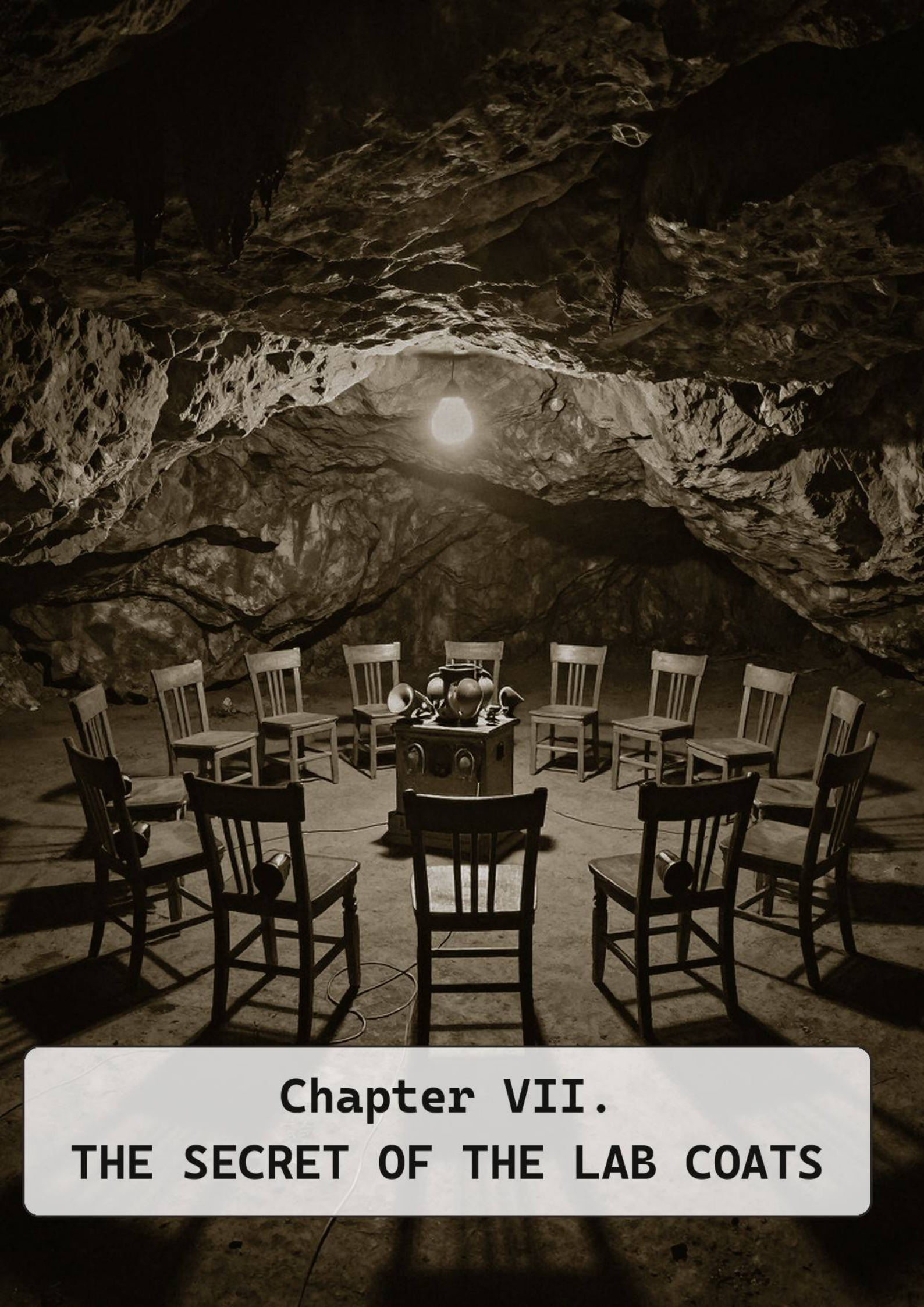
Value	Details
Initiative	3
Attack	Compact pistol 3 + 3, damage 2, Concealed
Defence / Armour / HP	3 / 1 / 9
Deception, Stealth	3 + 4
Special	Carries papers from Elster's workshop. Anyone who checks them rolls with −2 dice. Knows a dead drop of the branch

Mission Hooks

Grey File "Kessler". In Basel, an accountant has returned to their workplace at a foundation after a long illness. Their name is Martin Kessler, they wear a tie with reindeer, and they are not Kuckuck. The cell is to find out who they are. Sabine from accounting has already asked them why they do not remember Otto.

Red File "Drowned". A child has drowned in a lake in Upper Bavaria. The mother swears that it never went near the water willingly. The cell is to calm the press, and the death certificate bears the watermark of the Print Shop. An Open One is already in the village.

Black File "The Seventh Place Setting". Madame Okonjo invites an agent of the cell to her dinner. This year, someone sits at the seventh place setting: an old man with a straw hat who looks like in a photo from Lisbon, and who knows the name of one of the agent's legends.



Chapter VII.
THE SECRET OF THE LAB COATS

The Secret of the Lab Coats

"You cannot measure a door without knocking on it. Nobody told us that, and we should have known."

Dr. Hans Wendland, last letter to the Research Directorate, 1979

The official history of the Science Branch, as written in the Scientist class book, is true, but incomplete. The Lab Coats do not only measure what comes through the rifts. They have learned how to knock. Since 2019, the Institute knocks, every four minutes, eight hundred metres below the entrance hall, and the world answers in circles.

> **NOTE FOR THE GAME MASTER**
>
> This secret is connected with the secrets of the Choir, the Collegium, the Hammer and the Shadows (Psion, Thaumaturge, Soldier and Agent Building Blocks). The Psions hear how something listens, the Thaumaturges how it speaks, the Soldiers carry those it has taken, and the Agents write the lies that cover it all. The Lab Coats have measured it, and since 2019 they have been summoning it.
>
> The secret touches experiments on people, guilt and the question of whether one may open a door before it opens by itself. Talk about this briefly before the campaign. None of it ever needs to be spoken aloud in play.

The Beat

The Nordlicht probe recorded more on 14 February 1977 than what is written in the Scientist class book. From 21:06 it measured pulses of fourteen milliseconds at intervals of four minutes. The interval became shorter, slowly at first, then faster, and at 22:10 the pulses merged into a single tone. At that moment the door opened through which the 41 went (Thaumaturge Building Block). And after each pulse the probe had recorded a second, weaker one, exactly fourteen milliseconds later, as if someone had answered. That is what Wendland meant by the sentence the Research Directorate did not want to read: It measured us.

Wendland understood two things. The first: The crystals are not sources, but passages. The energy he could not explain in 1948 comes from the other side, and the voice with it. The second: A door has a beat, like a heart. Whoever knocks in this beat is heard. And whoever is heard receives an answer.

In 1979, in the deepest tunnel of the Institute, eight hundred metres below the entrance hall and deeper than the cold store was ever meant to reach, he built a machine of brass and quartz that reproduced the beat of Nordlicht. He called it the **Opener**. On the night of the first trial, the interval became shorter, and in front of the machine a door opened, narrow as a person. Wendland took a measuring case and a new laboratory book and went through. The door closed behind him.

The Research Directorate had the tunnel sealed and wrote "retirement" into the file. On the plans of the Institute, since then there is only rock beneath the lowest tunnel. The Custodian, at that time a young biochemist in her first week, signed the plan. Since that night, the Nordlicht probe no longer shows 41 people on the other side. It shows 42.

The Opener

The Council has a door in Wales, but it belongs to the Collegium and opens once a year for a letter (Thaumaturge Building Block). And Ares is certain that one day a door will open somewhere that no one can close again (Soldier Building Block). In 2008, Prometheus retrieved Wendland's plans from the archive. The order to the Research Directorate was simple: a door of its own, at a place the Council chooses, at a time the Council determines. If a door is to open, then the one in front of which the Soldiers stand.

The Lab Coats found a solution. Nordlicht had shown what is needed: voices that call, and enough words of the voice in one place. The new Opener needs neither

eleven Thaumaturges nor 212 crystals. It needs twelve recordings of Psions calling, and the cold store. Samples from rifts are words of the voice like the crystals, only quieter. Cold keeps them still. That is the true reason for the rule that the cold store stays cold, and that is what Viola sensed in Vienna without knowing it. Whoever warms a sample makes it speak.

In 2009, the ethics commission stopped the project when its psionic member learned where the twelve voices were to come from: from recordings of which the Psions of the Choir know nothing. The Council declared the decision a Black File, which is why the branch speaks of only two stopped projects, and continued the third in another place: eight hundred metres deeper in the same mountain. In 2017, Wendland's tunnel was reopened. The interface that records thoughts for the Choir (Scientist class book, Chapter XI) supplies the voices. Since 2019, the Opener knocks, every four minutes, and the interval becomes shorter.

The Circles

Where the world is thin, you hear the knocking. That is why, since 2019, rifts have been opening in circles around the Institute, and Reyes is right: the circles have a centre, and it lies beneath the mountain. The village in the Carpathians from which sample seven came lies on the third circle. The Open Ones had a house there (Psion Building Block), and when the knocking reached them, the village answered with a fever. Sample seven drew the seventh circle from MS Arcana 114, the circle with which one answers (Thaumaturge Building Block), and the eleven other samples knocked in time with the Institute. Viola silenced them with cold. That is why the Research Director brought her.

The small rift is part of it too. Hofer's detector measured in 1981 what psions receive, and in doing so the Thirteenth listened back. The rift opened where Hofer died, and the Council ordered it to be kept open. It is the Opener's measuring device: when the Opener knocks, it grows.

S-1

In the Institute's registry, every number from Kiruna begins with S, since Ekberg named the ore from the silent cavity that. Alloy S is S-0. The nanites of Asklepios are S-1: crystal dust, the same as in the silver, which the Collegium supplied in 2004 (Soldier Building Block). It comes from the crystals from the 1953 tunnel, the tunnel in which a Thaumaturge walked through the rock and from which Ares emerged in 2011. The Collegium spoke them empty over decades and kept their dust. That is why Ares knows where the signal from Lazarus comes from, and that is why the nanites of the Twelve have been singing in time with the Opener since 2019. Their song is the melody that the Keeper of the Collegium has been humming since 1959.

Arvid Lund cut himself on a broken ampoule in 2004 and never reported it. For fifteen years the nanites slept in his blood. Since 2019 they have been awake, and Dr. Albrecht knows it. Stahl's daughter Ania in Krakow has been dreaming the song since 2019, although she has never touched a crystal. She has never been tested, and Dr. Albrecht makes sure it stays that way.

Contamination: The Sample Answers

If the contamination roll (Scientist class book, Chapter IV) succeeds, a sample has answered. That does not mean immediate danger. It means that someone over there knows where the Scientist is. Choose from the table or roll.

D6	What Happens
1	The Scientist hears knocking from their prototype for an hour, every four minutes. All psions within 100 m hear it too.
2	The temperature in the room drops by ten degrees. Samples nearby fall silent, and beings from rifts within 10 m roll with −1 die for one round.
3	The Scientist draws seven circles in their lab book in their sleep the next night. A Thaumaturge recognises a page from MS Arcana 114.
4	A small rift opens for one round within 10 m. Behind it lies a cold tunnel full of refrigerators, and in one of them there is knocking.
5	The Custodian calls the next morning and asks how they are. She heard it under the mountain, however far away they were.
6	The sample really answers. The botched analysis succeeds after all, with a critical success, or the prototype works despite the malfunction. The game master may introduce a supernatural complication later.

Bringing the Secret into Play

The secret unfolds best in stages, spread over many missions. No stage has to be reached. You set the pace.

1. **Signs.** A knocking, every four minutes. A helmet that hums when no one wears it. An animal that points downwards.

2. **Rumours.** The rumours from the canteen about Wendland and the Opener. An old technician who in 1979 laid cables in a tunnel that doesn't exist.

3. **Traces.** Reyes asks the cell to measure the Institute's coordinates themselves. The well sample from Slovakia knocks in the Hold's refrigerator. In a village on the third circle stands a house of the Open Ones.

4. **Evidence.** Recording 44 with the fourth voice. Lund's blood count. A steel door at the end of the ninth tunnel, with frost on the frame.

5. **The Choice.** The cell stands in tunnel zero before twelve chairs with twelve loudspeakers. If they switch off the Opener, the Council loses the only door it can choose itself, and Ares looks for another. If they let it run, villages on the circles continue to answer, and a door opens beneath the Institute. Behind it waits a man with a measuring case who has been asking the same question since 1979.

For Scientists at the table, stage 5 is the hardest question of this building block, because they themselves have measured what is now knocking. For psions in the same cell, it is the question of whose voices lie on the twelve chairs.

The Door, the Beat and the Price

In Solberg 19 adults disappeared, in Nordlicht 41, in a village in the Carpathians 19 people died of a fever. With every opening, about every third child goes. A man with a measuring case went through a Door he had built himself in 1979, and the Nordlicht probe has shown 42 ever since. Whether the voice answers because one knocks, whether it demands a price or whether it has long been on this side, remains your decision. How these questions are connected is in the chapter "The Whole Truth".

Who Knows

Who	What they know
Prometheus	Everything about the Opener and Tunnel Zero. Not what Wendland found over there.
General Ares	That a Door is forming under the Institute and that he wants to go through it (Soldier Building Block).
The Research Directorate	The beat, the Opener and the circles. Three are for it, two against it.
The Custodian	Why the cold store must stay cold and what happened under the cold store in 1979.
Dr. Ines Albrecht	What S-1 stands for and what is in Lund's blood.
The Ethics Committee	That they stopped the Opener in 2009. Not that it is running.
The Lab Coats of the cells	Nothing. Only a knocking, a needle on a map and an animal that points downwards.

Characters

The Research Director

In her early sixties, biochemist, glasses from the seventies, at the Institute for thirty years and in the Research Directorate since 2012. She voted against the Opener in 2017 and lost. Since then she has been gathering people who silence things instead of making them speak: Viola, Schraube, soon perhaps a character from the cell. She never openly breaks a rule of the Council. She ensures that others find the truth, and tells them about Hofer's last line.

The Custodian

Over seventy. At the Institute since the night Wendland went. She is the only one apart from the Council's technicians who has been in Tunnel Zero since 1979. Every night she stands at the end of the ninth tunnel at a steel door and counts. She knows the interval between the pulses better than any measuring device. She wants someone to switch off the machine, and she is afraid of the one standing on the other side when the Door opens.

Dr. Hans Wendland

In the world he would be over a hundred years old today. Over there he has perhaps aged fifteen years. His measuring case is full, and he knows where the voice comes from. Whether he wants to return to warn, or whether he wants someone to follow him, is your decision.

Opponents

Technician from Tunnel Zero (Professional)

Not a Lab Coat, but a technician of the Council who maintains the Opener. Cold protection suit, service ID with a black border.

Value	Specification
Initiative	3
Attack	Taser pistol 3 + 3, damage 2, Stun, or pistol 3 + 2, damage 3
Defence / Armour / HP	2 / 1 / 9
Technology, Engineering	3 + 4
Special	Knows the codes of the doors under the ninth tunnel. Raises the alarm in doubt instead of fighting

The Grown (Creature)

What becomes of a sample that lay too warm for too long: a grey, tough mass that knocks before it moves.

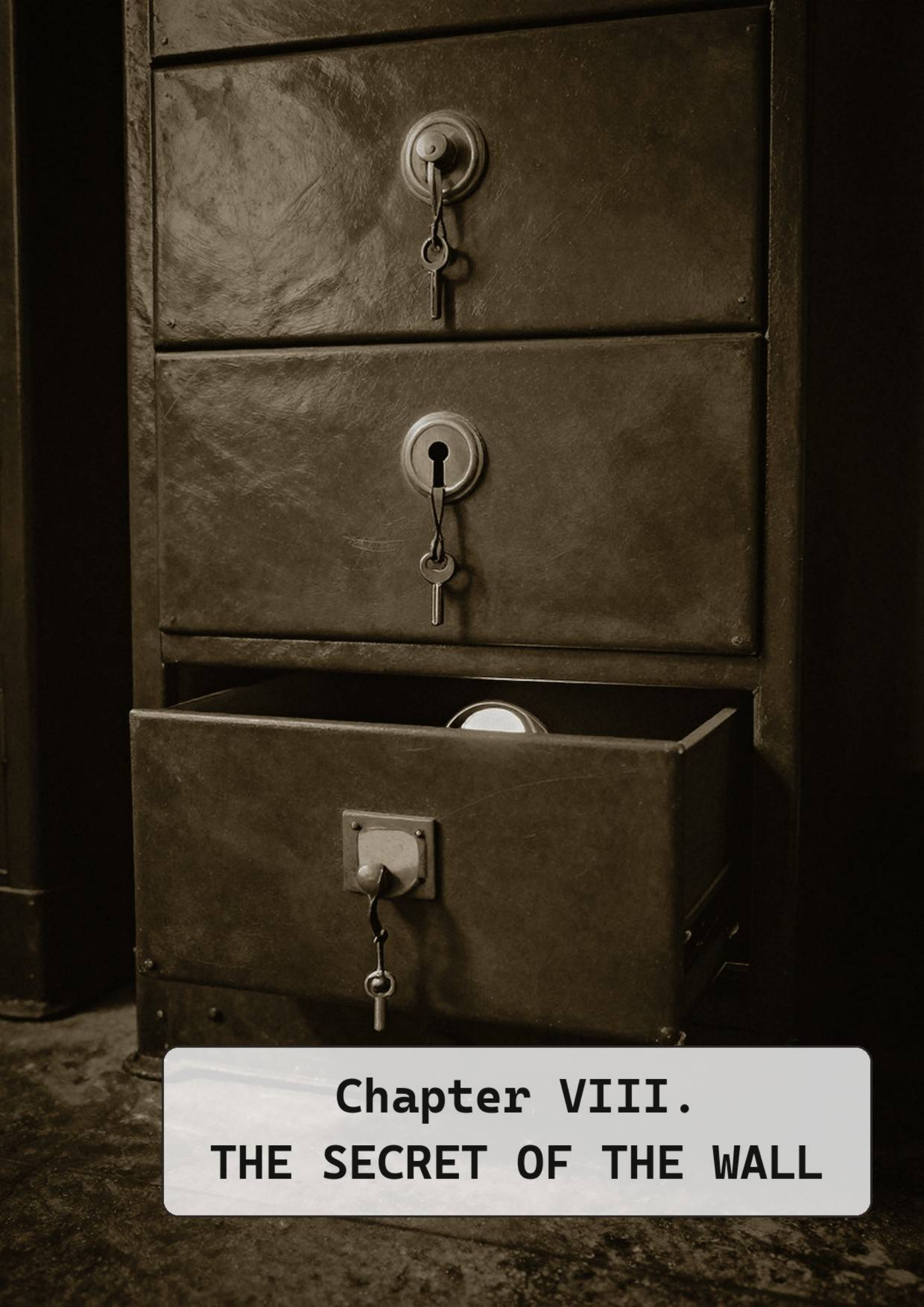
Value	Specification
Initiative	2
Attack	Envelop 5 + 4, damage 4, armour does not count, two attacks per round
Defence / Armour / HP	2 / 3 / 22
Horror	Disturbing (2), when it knocks for the first time
Special	Cold slows it: After a hit with a cold grenade or cold spray, it loses its next action. Every four minutes it regains 1 HP

Mission Hooks

Grey File "Second Circle". In a village in Styria the children have been singing in their sleep for a week, and something glitters in the well. The village lies on the second circle. In the neighbouring town a family no one knows has bought a house, and their children do not sing.

Red File "Power Cut". In the Institute the power goes out, and the emergency generator does not start. The cell happens to be under the mountain. The Custodian gives them a torch and a watch and tells them to count.

Black File "Forty-Three". The Nordlicht probe has shown 43 since last night. The Council wants to know who has gone through. Dr. Julian Reyes has been unreachable since last night.



Chapter VIII.
THE SECRET OF THE WALL

The Secret of the Wall

"The voice never comes uncalled. One only has to find out who called."
Viktor Hallström, Notebook Zero, 1948

The story of the Investigation Branch in the Investigator class book is true, but incomplete. Hallström found the pattern behind the rifts: none of the great Doors in the files opened by itself. Each was called from this side, most by O.D.I.N. itself. Since his death, the Audit ensures that no wall shows the whole picture. And on the other side, a country doctor from Hann. Münden holds surgery hours.

NOTE FOR THE GAME MASTER

This secret connects all building blocks. The Psions hear how something listens, the Thaumaturges how it speaks, the Soldiers carry those it has taken, the Agents write the lies, and the Lab Coats now summon it. The trackers have the pattern, and it points to their own organisation.

The secret touches disappeared people, disappeared children, and the question of whom one owes the truth. Talk about it briefly before the campaign. None of it ever has to be spoken aloud in play.

The Wall Inward

In his last years, Hallström hung the great events of the files side by side, not by place or year, but by the question of who had called beforehand. The Audit collected this wall in 1985 before anyone could photograph it.

Year	What the files say	Who called (building block)
1871	Children of an estate by Solberg Lake sing in a circle	A tutor who knew the circles from old stones
1938	Solberg: 19 adults disappeared	The programme under Dr. Sander, and Märta (Psion)
1953	Kiruna: eleven soldiers, one Thaumaturge	The pit that broke through the silent lid (Soldier)
1959	Holloway goes through the Door in Wales	The Collegium with the seventh circle (Thaumaturge)
1961	The Veil Protocol	Diplomat, with a twelfth party (Agent)
1971	The Cascade, 22:10	Kantor, following the numbers of the station
1977	Nordlicht, 22:10	Eleven Thaumaturges of the Collegium (Thaumaturge)
1979	Wendland goes through the Opener	The Institute (Scientist)
2011	The accumulation	The new Seeker and the openings of the Council (Psion)
2019	Circles around the Institute	The Opener, every four minutes (Scientist)

In his last notebook, Hallström wrote: *The threads lead inward*. Therefore, in File Zero stands his last rule, *Not outward*: whoever shows this picture to the Council shows it to those who have called most often.

File Zero and the Second Compartment

The steel cabinet in the lowest cellar of the Registry has two locks. The upper one opens File Zero, the lower one a second compartment that no one has opened since 1979. The rumour is true: Hallström gave the second key in 1979 to the family of the Salt Woman from Solberg Lake. Her granddaughter Signe wears it today in Norrland on a leather cord around her neck and considers it a keepsake.

In the second compartment lie four things. **Notebook Zero**, which Hallström began in 1938 alongside his other notebooks and locked away in 1979. The **missing page** from the church register: the pastor had placed it in the estate's family Bible in 1872, and there Hallström found it in 1938. With it, Uggla's broken sentence ends: the book lies in Stockholm. The **Black File Nordlicht** with Hallström's comparison of the two times. And a **letter from Dr. Sander** from 1957.

On the page are the circles that the tutor drew on the wall of the estate house in 1871, twelve names of

children who sat in the circle, and a thirteenth, that of the child in the middle. The pastor drew a cross beneath it and then corrected it into a circle. The child was gone in the morning. The tutor too.

Solberg, for the Second Time

The programme did not choose Solberg by chance. Its leading physician, **Dr. Heinrich Sander**, a paediatrician from Berlin, knew the story of 1871 from a footnote and wanted to repeat it under controlled conditions. He sought children who sang in their sleep. Therefore, three of the children later told Karin Ek that they had been called before: the programme only collected those who had already been called.

On the night of 3 December 1938, not thirty-one children sat in the dining hall, but thirty-two. The thirty-second was on no list: Sander's daughter Hanna, six years old, present as a healthy control child, although she had sung in her sleep for a year. Märta called (Psion Building Block), the others answered, and Hanna sat in the middle. In the morning she was gone, with nineteen adults. Her father had gone after her.

The thirty-one chairs were not for the children. They were for the companions who were to come, one for each child who had remained. Hallström found the footprint in the salt a week later. It was Hanna's. She had come back once more to look for the others.

Dr. Sander

Sander came back alone in 1957, through a cellar room in Uppsala, having aged barely six years (time passes differently over there, Thaumaturge Building Block). He searched for the page from 1871 because he believed the tutor had known how to bring a child back. His name stands in the visitors' book of the regional archive beneath the ink with which Hallström had it overwritten. Hallström hid him from the Council, which to this day holds Ares to be the only one who has ever come back (Soldier Building Block). Sander received papers, a practice in Hann. Münden and a request: write down what he knows, and wait.

He waited thirty-six years, aged slowly, treated the town's children free of charge and wrote to Hallström every month, until no answer came in 1985. In March 1994 he heard someone over there call Hanna's name. He went into his cellar and did not come back up.

Since then Sander holds surgery over there. There are the children who go at the openings, and the Nineteen from Solberg, old and tired. The children need companions. That is why Sander's door opens where someone hears the song, and that is why he never takes the patients, but those who brought them to the doctor. Frank Möller went in voluntarily. He now accompanies children, and he has written it to his daughter.

The appointment on Raven's shield is not a summons. It is an invitation to the waiting room. Raven is the first who has stayed outside, and Sander needs someone on this side who listens and leaves again.

The Numbers and the House Without a Number

The oldest document with the abbreviation O.D.I.N. is a 1947 waybill for a lead crate to an address that does not exist (Core Rulebook). Kantor wrote to the same address in 1971: a narrow house in Vasastan, two streets from Hallström's flat, between number 5 and number 9, without a number. What you put into the letter slot there arrives over there. The house belongs to no branch and not to the Council. The post that comes back from there is read by **Sphinx**, the Director (Core Rulebook). Who Sphinx is, Hallström suspected on the last page of notebook zero before he locked it away in 1979: a name from the personnel list of Solberg. Which one, you decide.

The answers came from 1961 to 1971 over shortwave, every night at three o'clock, spoken by one of the Nineteen: Sister Agnes Lind, night nurse in Solberg, whose voice was recorded for the radio in 1937. The numbers were coordinates of places where the world grew thin. Kantor read along, and the broadcasts of that summer gave him the place: twelve points in a circle, in the middle the hall in Wales, four hundred metres above the third tunnel of the chamber and Holloway's door (Thaumaturge Building Block). Since February 2026 Agnes Lind transmits again, backwards, perhaps as an answer to the Opener (Scientist Building Block). Whether

she withdraws an old invitation or announces that the door will open from over there this time, you decide.

The Audit

The Audit really does inspect O.D.I.N., but since 1985 it has had a second task from the Council: to find threads that lead inward and let them snap. Most auditors do not know this. The files that disappear after a request (Investigator class book, Chapter V) lie complete in a room beneath the Hold of the Council.

There also lie the answers to some questions in the Investigator class book. The eleven files of the night worker are the personnel files of the eleven Thaumaturges who read the seventh circle in Nordlicht. The redacted sentence about Elster reads: *The list was not sold* (Agent Building Block). The handler whom Olsen classified as a risk is the one through whom the instructions in foreign handwriting run. And the call in Warsaw came from the Print Shop's Nursery, from the Typesetter: the invented foster families of the story are legends of the Print Shop.

Suspicion: The Pattern Looks Back

If the Suspicion roll succeeds (Investigator class book, Chapter IV), the Investigator sees a pattern, real or not, and never learns immediately which. Choose from the table or roll.

D6	What happens
1	He finds the same time in three files that have nothing to do with each other: 22:10. The pattern is real.
2	He finds his own name in a file in which he cannot appear. The pattern is false, and the Audit planted it to see whether he reports it.
3	In the morning, a thread hangs on the wall in the Hold that no one has hung, from his open file to a stranger's. The connection is real. Both files gain a thread that counts as a thread of this mission.
4	He hears the song in the background of a witness statement. All psions within 100 m hear it too.
5	He believes in a pattern that does not exist. Once until the end of the next mission, he rolls with −2 dice because he is looking in the wrong place. The game master chooses the test and does not tell him.
6	The pattern looks back. The botched test succeeds after all, with a critical success, or the horror test counts as passed. In return, the next day there is an appointment in his calendar, in pencil.

Bringing the Secret into Play

The secret unfolds best in stages, spread over many missions. No stage has to be reached. You set the pace.

1. **Signs.** The same time in three files. A calendar that turns its pages. A listener humming a melody that a psion in the cell knows.

2. **Rumours.** The second key. Berglund's Thirty-Second. A house in Stockholm that has no number.

3. **Traces.** The numbers, backwards. Uggla's broken-off sentence. An account of Sander's practice that is moved again after thirty years.

4. **Evidence.** Signe's key and the second compartment. Sander's letter from 1957. Frank's postcard. The eleven personnel files.

5. **The Choice.** The cell sits in Sander's waiting room, and he comes out. Frank Möller comes back when someone takes his place. Or Sander closes his door forever if the cell brings him the birth names of the departed children so that he can call them (Agent Building Block). Or they open the second compartment and lay the Wall on the table before the Council.

For Investigators, stage 5 is the hardest question of this Building Block, because they found the pattern themselves. For everyone else, it is the question of which of their own doors hangs on Hallström's Wall.

> **THE WALL, THE DOOR AND THE PRICE**
>
> In Solberg, 19 adults and one child who was on no list disappeared, in Nordlicht 41. With every opening, about every third child goes. Whether the voice only answers when it is called, or whether it is no longer only the voice that calls, remains your decision. How everything is connected is in the chapter "The Whole Truth".

Who Knows

Who	What they know
Sphinx	Who reads the post from the house without a number. Perhaps everything.
Prometheus	The openings, Nordlicht, the Opener. Not the house and not Sander.
The Registrar	That there is a second compartment. Not who has the key.

Who	What they know
The Audit	Which threads lead inward. Not where to.
Anders Berglund	Who the Thirty-Second was. He promised Hallström in 1963 to remain silent.
Signe, granddaughter of the Salt Woman	Where the key is. Not what for.
The Investigators of the cells	Nothing. Only suspicion, a Wall and a thread that no one has hung.

Characters

Dr. Heinrich Sander

By his own feeling mid-sixties, by the calendar one hundred and thirty. White coat, round glasses, a voice that calms children. Not an enemy: He takes people to save others, and knows that is no excuse. His daughter helps him over there in the consultation. She does not recognise him.

The Registrar

Early sixties, grey coat, a cup of tea in strangers' kitchens. She fetched Raven herself, because she suspects what Hallström meant, and needs someone who reads to the end. She never gives an order against the Council. But she leaves doors open.

Opponents and Locations

Auditor (Professional)

An Investigator of the Audit with the authority of the Council. He does not come for people, but for files, and he rarely knows why he is supposed to fetch exactly these.

Value	Details
Initiative	3
Attack	Pistol 3 + 3, damage 3
Defence / Armour / HP	2 / 2 (protective vest) / 9
Human Insight, Investigation	3 + 4
Special	Whoever attacks him attacks the Council. Once per mission, he makes an open file disappear that someone has told him about, as after a request (Investigator class book, Chapter V)

The Waiting Room (Location)

Sander's practice, wherever it currently is: chairs, magazines from March 1994, a calendar, two doors.

Value	Details
Horror	Uncanny (1) upon entering, Horrifying (3) when the calendar turns over
Silence	Inside you hear nothing from outside. Radios are silent, psions hear no thoughts
Special feature	Whoever goes through the second door before being called is gone. Whoever stays in the waiting room is safe. Salt on the threshold keeps the outer door shut for one night. The calendar shows the month of the next appointment

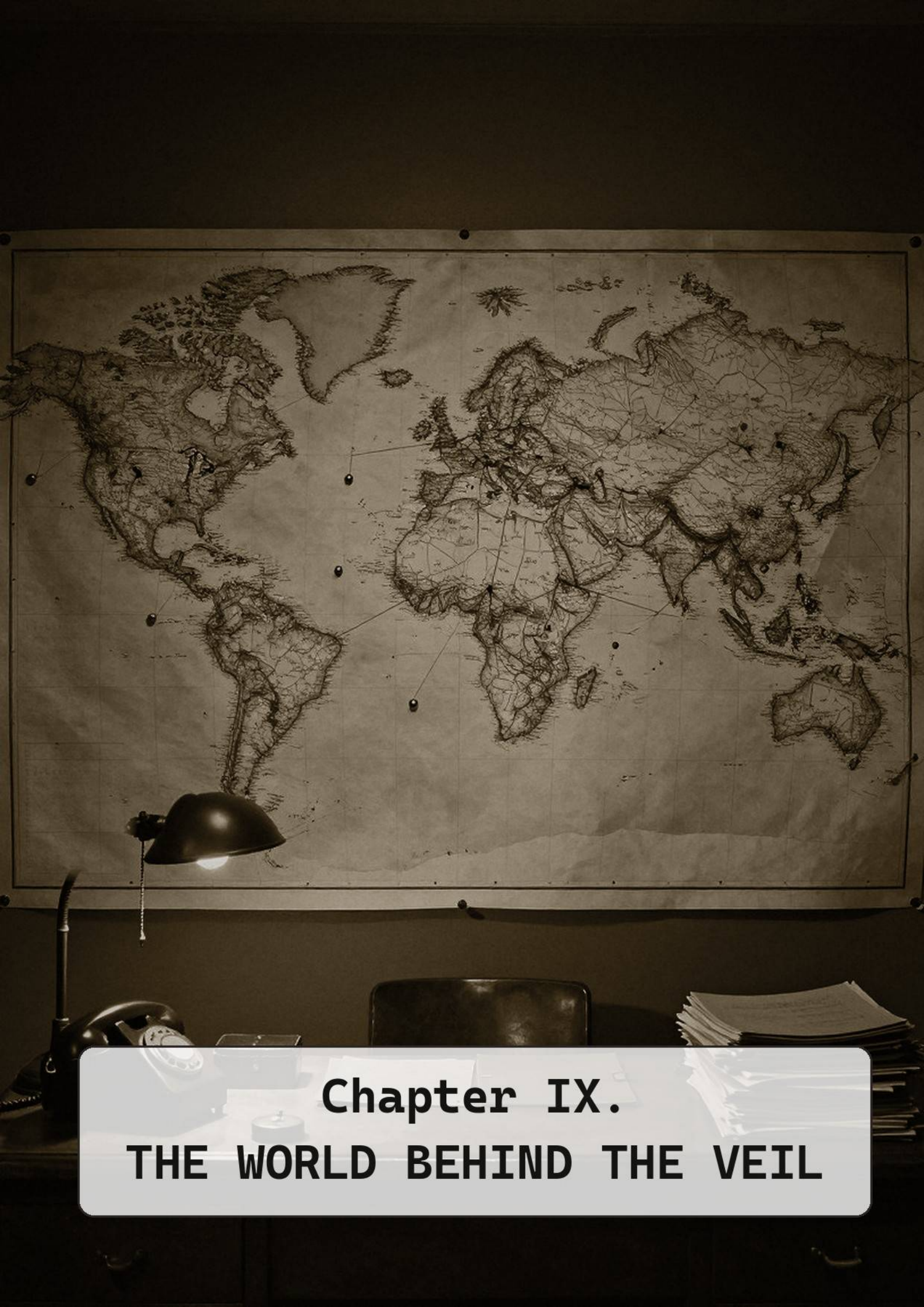
Mission Hooks

White File "Postcard". Nele Möller receives a second postcard from her father, dated 15 March 1994. This time there is a photo with it: a waiting room full of children.

Grey File "The Tutor". During construction work at Lake Solberg, a rune stone is found with the same circles as on the wall of the manor house. In the village, the children have been singing in their sleep for a week.

Red File "Surgery Hours". Raven's appointment is today. In the basement of a Hamburg back building, a light burns behind a green door, and the cell has one hour to decide who goes in and who stays outside.

Black File "The Second Compartment". The Registrar is dead, at her desk, with a red thread in her hand. The Audit comes in the morning. The cell has one night, a train to Norrland, and a woman who holds a key to a keepsake.



Chapter IX.
THE WORLD BEHIND THE VEIL

The World Behind the Veil

"The world is large, and we are few. That is why we stand where it is thin."
Sphinx, attributed

This chapter is intended for the game master. It describes where O.D.I.N. stands in the world, who works alongside and against the organisation, and where it gets what it needs. The class books tell O.D.I.N. from the inside, mostly from Europe. Here is what the world looks like from the outside.

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NOTE FOR THE GAME MASTER
In this chapter, real organisations appear:
intelligence services, the Freemasons, the
Vatican, historical groups. They are the
background against which O.D.I.N. works. The
sinister programmes, lodges and departments
within them are invented. No real association,
no real authority and no real person actually
does what is written here. You should keep it
that way at the table: The Freemasons are not
the conspiracy. They are the place where one
hides.
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Presence

O.D.I.N. is international, but not equally strong everywhere. Since 1938, the focus has been in Europe, because that is where everything began: Solberg, the chamber in Wales, the Institute, the Print Shop. Outside Europe, the strength of the organisation depends on whether a state has tacitly accepted the Veil Protocol, whether another service occupies the field, and whether there is something there that O.D.I.N. needs.

The game master assigns each region a **presence level**. It shows at a glance how much backing a cell has there.

Level	Name	What it means
5	Core territory	Holds or large archives, workshops. Police and authorities look away when the right call comes.
4	Strong	A Hold with an armoury and workshop. The Veil Protocol applies, and the government adheres to it.
3	Present	A relay or a small Hold, plus a handler in the region. Backing only with delay.
2	Tolerated	No Holds, at most individual relays. Another service controls the field and lets O.D.I.N. work as long as it stays quiet.
1	Covert	O.D.I.N. works only under legend. Anyone who is exposed is on their own.
0	Forbidden	A state or service actively pursues O.D.I.N. Missions only with a Black File.

The Bases

The Core Rulebook knows four types of bases: Hold, relay, archive and restricted zone. Since Nordlicht, none houses more than twelve agents permanently, and since the rule of distribution, there are never enough crystals in one place to answer together. O.D.I.N. is therefore scattered across many small places, and only a few of them are known to an agent by name.

The Known Places

The following places appear in the class books. Here is what they are, who leads them, and what the players do not know.

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RULE: PRESENCE IN PLAY
The presence level determines what the cell
gets on site. At levels 5 and 4, everything
the class books say about armoury, workshop
and infirmary applies. At level 3, every
requisition takes one day longer. At level 2,
there is only equipment the cell brings with
it. At levels 1 and 0, there are no
requisitions and no backing, only contacts and
favours. Tests on Contacts are two steps
harder there, and a botched test on Deception
can burn the entire cell.
```

The Regions

Region	Level	Situation 2026
Central and Western Europe	5	The heart of the organisation. Most Holds, two of the four great archives. Overloaded since 2011.
Scandinavia	5	Registry, Kiruna, Nordlicht. The region with the most restricted zones per inhabitant.
British Isles	5	The Chamber, Camp Ashgrove, Hold-1. The British service is the oldest partner of the Veil Protocol.
Eastern Europe	3	Open again since 1991. Many old cellars, many old files, and a Russian service that tracks every movement.

Region	Level	Situation 2026
Russia and Belarus	0	Department 13 dominates the field. Since the Carpathians in 1976 every O.D.I.N. agent there is considered an enemy combatant.
North America	2	The field belongs to STILLWATER. O.D.I.N. maintains relays in Montréal and Boston and asks politely before every operation.
Latin America	3	Cusco has been the second seat of the alchemists since Quispe. In the Atacama lies a restricted zone with rock carvings that resemble the circles.
West Africa	4	Hold in Lagos since the sixties, with close ties to the Operations Branch. Harmattan's home.
North Africa and Middle East	3	Cairo, the home of the second Seeker. In Anatolia lies Holloway's first chamber, in which she found her seven crystals in 1923. A small archive of the Collegium guards it.

Region	Level	Situation 2026
Central Asia and Himalaya	2	Dorje's monastery is tended by a single Invoker. The region is considered tolerated because no one else wants to go there.
East Asia	1	Japan is covertly accessible. China is a blank spot for O.D.I.N., occupied by its own service about which almost nothing is known.
South Asia, Southeast Asia	2	Isolated relays. Many crystal finds, few people.
Oceania	1	Covert lone agents. A relay in Sydney was abandoned in 2009, for reasons recorded in a Black File.
Antarctica and Oceans	1	No bases. Observation via research stations and diving programmes, since Kepler and Hassan with growing concern.

Place	Type	What is there	What is not known
Bern	Archive-3, Institute	The Institute of the Science Branch, cold store, small rift	800 m below the Institute something pulses in time with Nordlicht since 2019
Zurich	Archive-4	The Print Shop, legends office of the Operations Branch	Under the roof lies the Nursery
Stockholm	Archive-2	The Registry, File Zero	The steel cabinet with File Zero has a second compartment that no one has opened since 1979. Hallström gave the key to the family of the Salt Woman from Lake Solberg
Wales	Archive-1	The Chamber in the slate quarry, site of the Cascade	Behind the steel door in the third tunnel lies a library that does not exist
Scotland	Training	Camp Ashgrove, basic training of the Soldiers	On the night shooting range the targets really move by themselves
Kiruna	officially decommissioned	Former mine, site where Alloy S was found	Since 2011 the second shield workshop of Ares, with shards from the rock
Nordlicht	restricted zone	The empty base from 1977, once crystal archive of the Collegium	The clocks inside stand at ten past ten. Only the wall clock from the canteen started running again in 2011, backwards. It hangs in Bern today
Solberg	restricted zone	The sanatorium by the lake	Since 2011 a circle lies in the ice every winter that no one has drawn
Vienna	Hold-5	Hold beneath the first district, the old embassy cellar	The cellar is again a silence through which children travel
Geneva	relay	Madame Okonjo's dinner	At the seventh place setting someone sometimes sits
Stuttgart, Graz, Alps	workshops	Shield workshop, saboteur school, Silent House	The Silent House stands on a rock in which one hears frequencies that no one transmits

The Holds

Holds are numbered in the order of their founding. The numbers are no secret, the locations are. Agents know their own Hold and perhaps a second. The four great archives also bear numbers: Archive-1 is the Chamber in Wales, Archive-2 the Registry in Stockholm, Archive-3 the Institute in Bern, Archive-4 the Print Shop in Zurich.

Hold	City	Founded	Peculiarity
Hold-1	London	1947	The oldest hold. Ashgrove's knife lies here next to his notebook.
Hold-2	Cardiff	1953	Founded after Kiruna, near the chamber. Idris Pryce runs the workshop.
Hold-3	Hamburg	1958	The hold of the Operations Branch after the convoy. Largest armoury outside England.
Hold-4	Oxford	1961	Beneath a library. Aldous Wren has been Crystal Master for 31 years.
Hold-5	Vienna	1964	The hold that watches the East. The embassy cellar belongs to it.
Hold-6	Lagos	1966	The first hold outside Europe. Strong in the Operations Branch.
Hold-7	Lyon	1974	Founded with the Echo Operatives, three years after the Cascade. The school with the children's choir is two streets away.
Hold-8	Cusco	1978	Seat of the alchemists in South America, in a colonial-era monastery.
Hold-9	Prague	1992	The first hold in the East after 1991. Too many cellars, too few people.
Hold-10	Cairo	2012	Founded after the death of the second Seeker. Why there of all places, only the Council knows.

The Seeker's silence lies beneath one of these Holds. Which one is decided by the game master. No player should learn of it before the Black File "Humming".

Restricted Zones

Restricted zones are places where reality is damaged. O.D.I.N. monitors them and enters them only with a Black File. Most are located where the Core Rulebook mentions old signs: rune stones, Ogham stones, rock carvings.

D6	A restricted zone for your campaign
1	A raised bog in Ireland where the Ogham stones move a hand's breadth each year.
2	A village in the Carpathians whose inhabitants have not aged since 1976. They greet you kindly and never leave the village boundary.
3	A shaft in the Atacama where the rock carvings are visible only at night.
4	A reservoir in the Alps beneath which lies a church tower whose bell can be heard at low water.
5	A multi-storey car park in Rotterdam whose fourth basement level has only existed since 2011.
6	An island off Norway where a blue jumper hangs on a line and never dries.

Alongside and Against O.D.I.N.

"We are not the only ones searching in the dark. We are only the only ones who believe we carry the light."
Madame Okonjo, at table

The Core Rulebook names five types of opponents: collectors, cults, services, renegades, and the non-human. The following organisations fill these types with names. Some are temporary allies, and almost all know more about O.D.I.N. than the Council would like to believe.

Status 2026

Each organisation has a **relationship** to O.D.I.N., a **strength** from 1 to 5, a **knowledge level** from 1 to 5, and a plan with a **threat** of up to five skulls. How the skulls rise and fall is described at the end of this chapter under "Threat".

Organisation	Type	Relationship	Strength	Knowledge	Plan and Threat
The Freemasons	Brotherhood	Unknowing	4	1	none
Lodge of the Silent Circle	Lodge	Toleration	1	4	The page from 1871 💀💀💀💀💀
The Illuminati	Order, 1776 to 1785, today a legend	Cover story	0	0	none
The Enlightened	Secret society	Tool, out of control	2	2	The Second Light 💀💀💀💀💀
Congregation of the Silent Word	Congregation in the Vatican	Parallel, toleration	3	4	Preserve the silence 💀💀💀💀💀
STILLWATER	Programme in US services	Rival	4	3	A Seeker of their own 💀💀💀💀💀
Department 13	Department in Russian services	Enemy	3	3	The second site 💀💀💀💀💀
The Seventh Bureau	Authority in China	Unknown	?	?	unknown
The Open Ones	Renegades	Enemy	2	5	Fetch the children 💀💀💀💀💀
The Foundation in Basel	Collectors	Enemy of the Council	2	4	No more Nexus crystals 💀💀💀💀💀
The Evening	Collectors	Opponent	3	2	The great stone 💀💀💀💀💀
Morrow Biologics	Corporation	Unknowing opponent	3	1	The chimera 💀💀💀💀💀
Grey Meridian	Mercenary company	For hire	3	2	none
The Singers	Cult	Enemy	2	4	The stairs 💀💀💀💀💀
The Ahnenerbe	historical, 1935 to 1945	Historical	0	0	none, a trail (see below)

The Brotherhoods

The Freemasons

What they are. A worldwide federation of lodges, founded in the 18th century, with rituals, degrees and symbols that have provided material for rumours for centuries. The vast majority of Freemasons are what they appear to be: people who meet regularly, maintain rituals, do charity work and talk about ethics. They have nothing to do with O.D.I.N.

What interests O.D.I.N. about them. Lodges are closed spaces with secrecy, symbols and old archives. This makes them an ideal hiding place for someone who wants to conceal something, and a good cover for agents. Some handlers are members of a lodge because one meets people there whom one would not otherwise meet. The federation itself knows nothing of this.

In play. Freemasons are almost always a red herring: a cell finds a set square at a crime scene and believes it has found a conspiracy. It has found a neighbour who goes to his lodge on Tuesday evenings. That is exactly what makes the one exception so dangerous.

Lodge of the Silent Circle

What it is. A single lodge, founded in January 1872 in Uppsala, a few weeks after the night in which the children of the estate at Solberg Lake sang. Its founder was the lord of the manor, whose two children sat in the circle that night, together with the pastor who wrote the entry in the church register (Investigator class book). The tutor, who called the song “an old song”, had disappeared the morning after. The lodge is regular, has a constitution and is affiliated to the federation. Its work in the seventh degree has nothing to do with Freemasonry.

What it knows. The lodge has preserved the song since 1872: a musical notation that the lord of the manor wrote down from his children’s memory. It knows the name of the tutor, and it knows that there is a missing page from the church register and that Hallström found it in 1938. Hallström received a visit from the lodge at that time, after which he wrote nothing for three weeks.

The lodge also knows whose name was overwritten in the visitors' book of the regional archive in 1957. It has never said.

Relationship. O.D.I.N. tolerates the lodge because the Council does not know what else it has. The lodge tolerates O.D.I.N. because it believes that someone must guard the circles, and that O.D.I.N. is better than no one. A quiet mistrust connects it with the Registry, since Hallström did not hand over the page.

Threat: The page from 1871 💀💀💀💀💀. The lodge wants the page back from Stockholm and to place it in the church register, because it believes that otherwise the book remains open. At the fifth skull, it has the page, it lies again in Uppsala, and the following night all children within a radius of 100 km sing in their sleep.

The Illuminati

What they were. The Order of the Illuminati was founded in 1776 in Ingolstadt, a secret society of the Enlightenment that wanted to set reason and education against church and nobility. In 1785 it was banned in Bavaria and dissolved. That is the entire historical story.

What they are today. A legend. Since the 18th century, the Illuminati have been held responsible for every conspiracy one can imagine. For O.D.I.N., that is a gift. Anyone who researches strange incidents eventually ends up with the Illuminati, and anyone who ends up with the Illuminati is no longer taken seriously.

In play. Anyone who calls themselves an Illuminatus today is almost always one of three things: a person who reads too much on the internet; a fraudster who sells memberships; or a member of the Enlightened without knowing it.

The Enlightened

What they are. The Print Shop wrote a legend in 1968 that was greater than any other: a new Order of the Illuminati. It was meant to absorb rumours. Anyone who stumbled across crystals, rifts and disappeared children was to be steered onto a trail that ends with a ridiculous secret society. The Print Shop wrote membership lists, rituals, books, later websites. It worked.

The problem. The legend has gained members, real people, and some of them have begun to take the rituals seriously that the Print Shop invented. The Print Shop used the circles from MS Arcana 114 as decoration because they looked good. Since 2011, some of the rituals work.

Relationship. A tool, out of control. The Operations Branch continues to maintain the legend because it cannot bury it: one cannot bury a legend that a thousand people carry.

Threat: The Second Light 💀💀💀💀💀. A group of the Enlightened in Brussels is preparing a ritual that it has from a book of the Print Shop. It is the seventh circle, copied as a pretty ornament.

The Congregation of the Silent Word

What it is. A small congregation in the Vatican, founded in 1872 after a report that the Bishop of Uppsala sent to Rome about his pastor at Solberg Lake. Today it has twelve members, priests and laypeople, and an archive in the cellars of the Vatican, in which reports about singing children, wandering stones and circles from three centuries lie.

What it knows. More about the history of the circles than O.D.I.N. Less about the present. It knows about the opening because two of its priests heard confessions from members of the Hands. It has never done anything. The seal of confession applies.

Relationship. Parallel, toleration. Antiquarians of the Investigation Branch occasionally get access to the archive, in exchange for favours. The Congregation considers O.D.I.N. necessary and damned, in that order.

Threat: Preserve the silence 💀💀💀💀💀. A young priest of the Congregation wants to make the confessions public. At the fifth skull, an article appears in an Italian newspaper about children disappearing in Europe. The Print Shop has one week to write a counter-legend.

The Services

The Core Rulebook says: Not every government adheres to the Veil Protocol. State programmes have been trying for decades to replicate or infiltrate O.D.I.N.

STILLWATER

What it is. A programme that has been hidden in changing US agencies since 1954, first in the Army, then in the CIA, today in a department that officially evaluates weather data. The publicly known US research into clairvoyance and remote viewing from the seventies to the nineties did exist, but it was only the front. STILLWATER was the programme behind it.

What it has. Its own psions, found without a Seeker and therefore few, mostly adults whose gift awakened late and poorly. A small collection of crystals from finds in New Mexico and Alaska. A copy of parts of the 1989 list

that Elster did not sell, but which nevertheless appeared in Langley.

Relationship. Rival. STILLWATER tolerates O.D.I.N. in North America as long as O.D.I.N. finds nothing there. The American service knows that O.D.I.N. has psions in large numbers, and wants to know how.

Threat: A Seeker of their own 💀💀💀💀💀. STILLWATER has found a boy who hears the humming. At the fifth skull, America has its own Seeker, and the European one hears a second for the first time.

Department 13

What it is. A department that has existed in the Soviet and now Russian security apparatus since the fifties. It began as research into "psychotronics", a field in which there were indeed programmes in the Soviet Union, and developed into a counterpart to O.D.I.N. with more violence and fewer scruples.

What it has. Access to Siberian restricted zones that O.D.I.N. has never seen. A handful of psions without helmets who do not live long. And the firm conviction that there is a second site for Alloy S, somewhere between Kola and the Urals.

Relationship. Enemy. Since the Carpathians in 1976, when Echo operatives arrested seven Open Ones who Department 13 wanted to win over, there have been no more negotiations.

Threat: The second site 💀💀💀💀💀. At the fifth skull, Department 13 has its own alloy ore. Then it no longer needs helmets from Europe, and O.D.I.N. no longer has a monopoly on the lid.

The Seventh Bureau

What it is. No one at O.D.I.N. knows exactly. There are indications of a unit in China that predicts earthquakes and, in doing so, strikingly often names places where rifts open shortly afterwards. An agent who investigated in Chengdu in 2016 came back and asked for a transfer to the archive.

In play. The Seventh Bureau is a blank spot that the game master can fill or not. It is suitable for a campaign that shows O.D.I.N. that it is not the only organisation that knows what is behind the Veil, and perhaps not the cleverest.

The Partners

The British service, the French one and a dozen others are silent partners of the Veil Protocol. They provide passports, close files and do not ask questions. Each partner service has a liaison person known to the handlers. The cell meets them when something has gone wrong.

The Renegades and the Collectors

The Open Ones

Psions who have taken off their helmets, led by Kantor from a monastery in the Carpathians. They take children from foster families before the opening reaches them, or afterwards, before the gift breaks through. Elster's 1989 list showed them where to look. The details are in the Psion Building Block.

Threat: Fetch the children 💀💀💀💀💀. At the fifth skull, the Open Ones have enough children to form their own choir, without helmets. What answers then, no one knows.

The Foundation in Basel

The foundation where Kuckuck was Martin Kessler for four years. It buys crystals so that the Council does not get them, because without Nexus crystals there is no opening. Elster sits on the foundation board. The details are in the Agent Building Block.

Threat: No more Nexus crystals 💀💀💀💀💀. At the fifth skull, the foundation has bought, stolen or encased in lead every Nexus crystal in Europe. The Council gets no more, and the openings stop. The children whose gift then awakens on its own, also not.

The Evening

What it is. An auction without a name that takes place four times a year in changing cities, always in a hotel with a ballroom. Whoever is invited receives a card without a sender. Crystals, artefacts, samples from rifts and sometimes people who have seen something are auctioned. The bidders are collectors, corporations, and occasionally a service.

Relationship. Opponent. The Operations Branch has spies among the staff, infiltrators in the camps and a negotiator who buys back a piece each year that cannot be stolen.

Threat: The great stone 💀💀💀💀💀. A bidder is looking for a crystal, "as large as a person". The Evening has promised to deliver it. At the fifth skull, it knows where one lies.

Morrow Biologics

What it is. A biotech corporation based in Leiden and with laboratories in three countries, officially specialised in regenerative medicine. Since 2013, it has been buying samples from rifts from the Evening, because a researcher found cells in them that divide endlessly. The corporation does not know what it has there. It considers it a discovery.

In play. Morrow Biologics is the most important source for the origin of the Changed: chimeras, growths, people who are different after a clinical trial. And the company has hired several former O.D.I.N. scientists who went to Asklepios.

Threat: The chimera 💀💀💀💀💀. At the fifth skull, something escapes from a laboratory in Lyon. It divides.

Grey Meridian

A private security company based in London and with offices in Dubai and Johannesburg. It supplies the mercenaries described in the Core Rulebook: well armed, well trained, badly informed. Grey Meridian works for anyone who pays, including the Evening, Morrow Biologics and once, in 2019, through three shell companies for the Council. Their operations managers now know more than is good for them. One has applied for a position at O.D.I.N. One does not apply to O.D.I.N.

The Cults

The Singers

The people who, in the Core Rulebook, stand on the staircase at the Brocken, which leads deeper than a mountain can be. They went through a rift long ago and returned as something else, and they speak with one voice. Around them a cult has arisen, without a leader and without a book: people from all walks of life who hear a song, leave their lives one evening and go to the next staircase. Some come back as Singers.

Threat: The stairs 💀💀💀💀💀. Each skull is another place in Europe where the Singers have found a staircase. At the fifth, they all sing at the same time.

Small Cults

Most cults are small, confused and harmless, says the Core Rulebook. The game master can quickly build them with the following table.

D6	What the cult worships	D6	What it really has
1	A crystal that a founder found in the forest	1	Nothing. Only conviction
2	A dead person who speaks in dreams	2	A real ritual from a legend of the Print Shop
3	The Illuminati	3	A crystal from a rift find
4	Extraterrestrials who will land soon	4	A Psion without a helmet who does not know what they are
5	A saint who hears children singing	5	Contact with a being that answers
6	The Choir	6	A member who used to be with O.D.I.N.

The Past

The Ahnenerbe

What it was. A research institution of the SS, founded in 1935, which wanted to construct an ideologically suitable prehistory with pseudoscientific expeditions, excavations and forgeries. It was dissolved in 1945. Its crimes are historically documented.

What O.D.I.N. knows. The Ahnenerbe was interested in rune stones, rock carvings and signs that are similar in many places, and sent an expedition to Tibet in 1938. It understood nothing. But it collected, and after 1945 parts of its files ended up in the archives of the victors. Some crates went to Washington and became the foundation of STILLWATER. One crate went to Stockholm, to the Registry, and Hallström found in it a photograph of the circles on the wall of Solberg, taken in 1937, a year before the night and before they were papered over.

In play. The Ahnenerbe is not an opponent. It is a trail that shows that people sought the signs earlier, and for the most wrong reasons. The game master should treat it as what it was, and not as a mysterious power.

Where O.D.I.N. Gets What It Needs

"One wonders who pays for all this. One should rather ask who keeps it all quiet. That is more expensive."
Accountant, Hold-3

An organisation that officially does not exist still needs money, people, material and routes. O.D.I.N. has an answer for everything, and none of them is in a budget.

Money

The Core Rulebook says O.D.I.N. pays "well and discreetly, through shell companies and foundations". Behind this are five sources.

Source	How it works	What it reveals
The Foundations	Around forty charitable foundations in Switzerland, Liechtenstein, the Netherlands and on Jersey. They support art, archives and research. Their assets date from the 19th century; no one knows exactly from whom any more.	A foundation in Basel was once one of them. It now belongs to Elster.
The Art Trade	Antiquarians of the Investigation Branch buy and sell through auction houses. What O.D.I.N. does not need goes to collectors who will never understand it.	Some pieces resurface at the evening, at ten times the price.
The Patents	The Institute licenses defused inventions: insulation, medical technology, measuring instruments. Beryllium insulation is now in refrigerators across Europe.	Morrow Biologics has bought one of these licences and started to research backwards.
The States	The governments of the Veil Protocol pay covertly, through disaster funds, research budgets and payments to foundations that no one audits.	The money is the only thing the states give O.D.I.N. voluntarily. Everything else they must conceal.
The Unknown	A part of the assets belongs to the Council alone. No one knows where it comes from. The Audit once tried to examine it.	It found accounts that have existed since 1871.

People

No one applies to O.D.I.N. The organisation finds people who have come into contact with the supernatural and have not broken under it, and knocks on their door. That is what the Core Rulebook says, and that is how it is, for five of the six branches.

Material

The Choir is filled differently: the Seeker hears, the Hands fetch, the Print Shop writes, the Twelve open. The details are in the Psion and Agent Building Blocks.

Since 2011, that is no longer enough. O.D.I.N. recruits more people than ever before from armies, police forces and universities, and faster. Camp Ashgrove trains in three months what it used to have six for. The handlers complain about cadets who do not know what they are doing. Ares calls it necessary.

Material	Where from	How scarce
Crystals	Finds, reported via Crystal Masters and collectors. Since 2011 many new ones, some with an abbreviation in the Crystal Ledger.	More than ever before. That worries the Seal Keepers more than any shortage.
Nexus crystals	The Collegium delivers them to the Council every year, without justification.	Few per year, each one a unique piece. The foundation in Basel buys every one it finds.
Crystal dust	From exhausted crystals in the Collegium's archive.	Sufficient, as long as crystals are exhausted. The Collegium only releases it in exchange for favours.
Alloy S	The silent cavity near Kiruna, exhausted since 1981.	Finite. The number is in a Black File.
Ashsilver	Manufactured from 1955 to 1989, since then only passed on.	A good two hundred and fifty pieces. A few fewer each year.

Routes

O.D.I.N. moves people, crates and children along routes that appear in no timetable: diplomatic baggage of the partner services, the embassy cellar in Vienna, cargo flights of companies that belong to foundations, helicopters with Ares' authorisation. And a network of dead letter boxes that reaches from Lisbon to Helsinki and carries more messages than any radio.

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RULE: SCARCE STOCKS
The finite stocks have a threat of five
skulls, which the game master can use in a
long campaign.
Alloy S: one skull per campaign year, another
for each lost helmet made of alloy.
Ashsilver: one skull for every ten lost
pieces.
Nexus crystals: one skull for each success of
the foundation in Basel.
At the fifth skull, the stock is exhausted or
nearly so. What O.D.I.N. does then is one of
the great questions of a campaign.
As of 2026: Alloy S 💀💀💀💀💀,
Ashsilver 💀💀💀💀💀, Nexus
crystals 💀💀💀💀💀.
```

Bottlenecks in the Field

The scarcity is also noticeable on a small scale. When a cell requests something, the game master can roll.

D6	What the Hold currently does not have
1	Incendiary ammunition. This week's magazine has gone to Lyon.
2	A Psion with a free helmet. The cell's Mk. III is in the helmet workshop, the replacement is a Mk. II with a seal.
3	A crystal shard. The Crystal Master is waiting for a delivery from Wales that has been overdue for two weeks.
4	A helicopter. Ares has withdrawn all of them for an exercise in Kiruna.
5	A free legend slot. The Print Shop is busy with an assignment that no one talks about.
6	Nothing. Everything is there. That is suspicious.

Threat

The organisations in this chapter have plans, and the world does not wait until the cell comes to them. How close a plan is to its goal is shown by its **threat**: up to five skulls. An empty skull is still future, a filled one has happened.

Threat	What it means
💀💀💀💀💀	The plan exists only as an intention.
💀💀💀💀💀	The organisation has begun. No one at O.D.I.N. suspects anything.
💀💀💀💀💀	First traces are visible. From the plan a **Grey File** emerges for the cell.
💀💀💀💀💀	The plan is in full swing. People disappear, money flows, rumours grow louder.
💀💀💀💀💀	The plan is about to be implemented. From it a **Red File** emerges.
💀💀💀💀💀	The plan has succeeded. The world has changed, and the Council takes over with a Black File.

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RULE: THE SKULLS
After each mission the game master chooses two
or three organisations that are currently
important, and rolls a D6 for each. On a 5 or
6, a skull is added.
If the cell worked against the organisation
during the mission, the plan loses one skull,
or two on a major success. If it inadvertently
helped it, one is added.
At the second skull the cell receives a Grey
File on this plan, at the fourth a Red one.
At the fifth, what is stated for the
organisation happens. After that the
organisation gets a new plan, and the skulls
start again from the beginning.
```

The skulls thus generate the missions: When a plan becomes dangerous, it lands as a file with the cell, and the colour of the file matches the threat. The players should not learn from the rulebook how far a plan has progressed, but from the world: a rumour in the canteen, a newspaper report, a dead drop with a message that was not meant for them. Whoever knows that something is moving can decide whether to stop it. Whoever does not know learns it at the fifth skull.

Connecting Plans

The most exciting campaigns arise when plans influence each other. Some examples:

- **STILLWATER finds its own Seeker.** The European Seeker hears it. The Open Ones get a skull added, because Kantor hears it too.

- **Department 13 finds the second site.** The scarce alloy loses a skull, because O.D.I.N. will try to buy or steal ore. A new conflict begins.
- **The Foundation has no more Nexus crystals to buy.** The Council turns to the Evening. The bidder with the large stone and the Council are suddenly rivals.
- **The Lodge returns the page.** The children in the area sing. The Singers get a skull added.

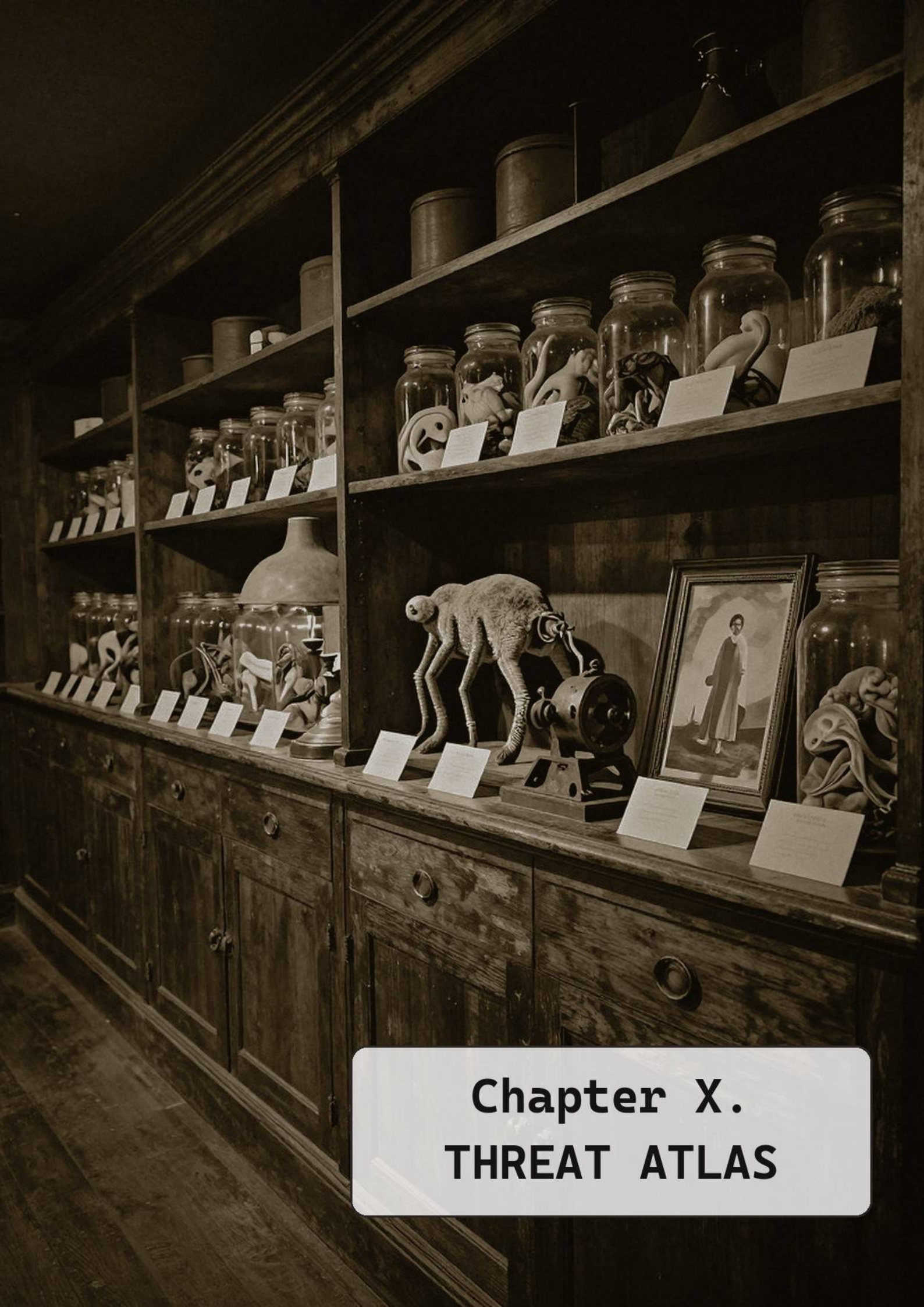
Mission Hooks

White File "Set Square". A retired dentist in Hanover reported to the police that someone broke into his lodge and stole nothing except a book with minutes from 1872. The cell is to find out whether this is important. It is a day's work, and it is important because the lodge in Hanover is a daughter of the lodge in Uppsala.

Grey File "The Second Light". In Brussels three people have disappeared, all of whom were members of an internet group that calls itself "Illuminati Europa". On their computers there is a ritual that the Print Shop wrote in 1971. The cell is to find out who used it. The trail leads to the basement of a terraced house, where a circle is painted on the floor, and the circle is warm.

Red File "A Second Tone". The Seeker has heard a second tone, very far away, in North America. It does not sound like a child. It sounds like a Seeker. The Council sends the cell to Boston, to a country where O.D.I.N. is only tolerated, and STILLWATER knows they are coming.

Black File "Accounts from 1871". The Audit has found on the Council's accounts a transfer that arrives every year on 21 December, since 1871, from a bank that no longer exists. The cell is to find out who pays. The Lodge of the Silent Circle knows. It will not say, unless someone brings it the page that Hallström found in 1938.



Chapter X.
THREAT ATLAS

Threat Atlas

"The first question is never: How do we kill it? The first question is: What is it?"
Instructor, Stockholm Registry

Not everything O.D.I.N. hunts comes from the rifts. The Core Rulebook names shadow beings, demons, crystal mutants and beings "that look as if they came from another planet". The secrets of the Building Blocks revolve around the Voice behind the Veil. But if every Grey File leads there, the players know after three missions what to expect.

This atlas classifies everything a cell can encounter according to its **origin**. There are eight origins. Every Grey File has one, and the cell must find it out before they know what to shoot with.

Origin	What it is
The Voice	Rifts, crystals, the Thirteenth. The great background of the series.
The Alien	Life that is not of this world and has nothing to do with the Voice.
The Transformed	Humans and animals whose bodies have changed: through crystals, nanites, laboratories.
The Old	Beings from legends and fairy tales that really exist, and that are older than any file.
The Dead	Hauntings, echoes, possession. What remains of humans.
The Machine	Technology that can do too much or runs too long.
The Humans	Nothing supernatural. Cults, collectors, mercenaries, services.
The Shifted	Places and times that are not right.

Supernatural

In all books of the series, the following applies: **beings from rifts** belong only to the origin of the Voice. **Supernatural** is everything except humans and the Machine. Abilities that work against "supernatural beings" therefore also work against aliens, mutants, cryptids, the dead and anomalies. Abilities that work against "beings from rifts" only work against the Voice.

Humans with the origin Voice, such as Open Ones or a Choir child, are not beings from rifts. What works against humans works against them.

Omens

Most origins begin the same way: with something that is not right. The following omens can be produced by any origin, but not every one equally often. The game master chooses or rolls two or three of them for a Grey File. The players see the omens, not the origin.

D12	Omens	Common with
1	Missing persons without traces	Voice, Alien, Shifted, Humans
2	A humming that only some hear	Voice, Machine, Dead
3	Cold spots in warm rooms	Dead, Voice, Old
4	Power cuts, devices that go haywire	Machine, Dead, Alien
5	Animals flee or behave strangely	Old, Alien, Voice
6	Time gaps, clocks that go wrong	Shifted, Voice
7	Circles: drawn, laid, in the grass	Voice, Humans, Old
8	Ozone smell	Voice, Machine
9	Sick people with symptoms no doctor knows	Transformed, Alien
10	The same dreams in different people	Voice, Old, Dead
11	Mutilated animals or corpses	Transformed, Old, Humans
12	Someone knows things they cannot know	Dead, Voice, Humans

Roll two D6. The first gives the row, the second the half: on 1 to 3 use rows 1 to 6, on 4 to 6 rows 7 to 12.

How to Find Out

Every origin leaves traces that only certain tools and abilities can detect. The table shows what the cell sees, depending on whom they have with them.

Origin	A telepath hears	Instruments show	Who recognises it most readily
Voice	A humming, a thirteenth voice	Crystal detector, ozone probe, frequency finder respond	Psion, Thaumaturge, Physicist
Alien	Thoughts that they cannot read because they do not consist of words	Spectrometer finds unknown molecules, crystal detector remains silent	Astrobiologist, Biochemist
Transformed	Human thoughts, distorted, full of pain	Nanite scanner, blood analysis, metabolism readings	Biochemist, Cyberneticist
Old	Images instead of words, very old, very calm	Nothing measurable. Salt discolours, dogs refuse the path	Antiquarian, Paranormal Detective, Invoker
Dead	An echo without presence, sentences that repeat themselves	EMF detector, cold spot, dictation machine with noise filter	Paranormal Detective, Invoker, Chronomancer
Machine	Nothing. Absolute silence	Data traffic, frequencies, thermal images of devices that should be off	Cryptanalyst, Engineer, Echo-Operative
Humans	Clear thoughts, fear, greed, conviction	Nothing unusual	Profiler, Negotiator, Journalist
Shifted	Thoughts that come too early or too late	Clocks diverge, series of measurements contradict each other	Chronomancer, Physicist

What Works

Whoever does not know the origin shoots with the wrong thing. Incendiary ammunition and silver work against everything from rifts, but against an alien no better than lead.

Origin	What works	What doesn't work
Voice	Incendiary ammunition, silver, warding circles, Alloy S. Salt holds them back but does not harm them	Ordinary ammunition works at half effect against many creatures, against some not at all (see stats)
Alien	Cold or heat, depending on type. Ordinary weapons work at full effect	Silver, warding circles, usually also salt
Transformed	Fire and energy weapons stop regeneration, EMP against nanites	Warding circles, salt
Old	Salt, iron, silver, the right word, the right name	Energy weapons, EMP
Dead	Salt, light, silver, an end to what remained open	Ordinary weapons. You cannot kill the dead
Machine	EMP, hacking, sabotage, the plug	Silver, salt, warding circles, psi powers on the mind
Humans	Everything that works against humans. And words	Warding circles. Salt only in the eye
Shifted	Find and fix the error: the anchor, the date, the Door	Weapons of any kind

Hybrid Forms and Red Herrings

Hybrid forms. The most exciting files combine two origins: a cult (Humans) with a real crystal (Voice), a haunting (Dead) attached to a machine, a corporation breeding chimeras from rift samples (Humans and Transformed). Sometimes two origins hunt each other.

Red herrings. About every fifth Grey File has a completely human explanation: a fraud, an accident, a neighbour who goes to his lodge on Tuesday evenings. This keeps the players honest. Not every cellar hides something.

RULE: THE HIDDEN ORIGIN

The game master secretly determines the origin of a Grey File before the mission, or rolls it: D8 in the order of the table above. If you want a hybrid form, roll a second D8 and combine both origins.

Every file should contain at least three clues pointing to the true origin, following the three-clue rule of the Core Rulebook, and at least one clue that points in the wrong direction.

The Voice

What comes through the rifts belongs to the Voice: beings that live on the other side of the Veil or originated there, and humans who have come too close to it. The secrets of the Building Blocks tell what the Voice is. For the cell, what matters first is only that silver, incendiary ammunition and warding circles work.

Traces: ozone smell, wet stone, clocks that run wrong, children who sing in their sleep, crystals that become warm too early. **Weakness:** silver, incendiary ammunition, warding circles, Alloy S. Salt holds them back. **Opponents from other books:** Riftlings and Singers (Core Rulebook), Shadow Beings (Core Rulebook), Open One (Psion Building Block).

The Opponents

On the following pages there are six opponents for each origin, then ten opponents of the organisations from the chapter "The World Behind the Veil", fifty-eight in total. The stats follow the rules of thumb of the Core Rulebook: henchman, professional, elite, leader and creature. Some opponents have **subtypes** that differ in a few stats. The opponents from the Core Rulebook and the building blocks, such as Mercenary, Cultist, Shadow Being, Demon, Singer, Open One, Hand and Nameless One, continue to apply and fit into the origins.

How to Read an Opponent

Every opponent begins with two paragraphs. The first says **what it is**: the truth that the cell only learns at the end. The second says **how it appears**: what the cell sees, hears and smells when it encounters it for the first time. The game master can read this paragraph aloud.

After that follows the table with the stats and six rows for play:

Row	What it is good for
Special feature	What makes them special in combat or in the scene.
Weakness	What works. Often it is not the weapon, but knowledge.
Behaviour	How they act, what they want, when they flee or negotiate.
Traces	What the cell finds before they encounter them. Directly usable as clues of a Grey File.
Encounter	How to build the scene with them, and which classes can shine in it.
What remains	What the cell has in hand afterwards: samples for prototypes, threads for open cases, artefacts, witnesses, favours.

Riftling

Henchman, Creature · Voice · with subtypes

Small, nimble beings that seep through fresh rifts. They look like dogs that someone has drawn only from memory. The Core Rulebook lists them with the same stats. Here come the subtypes that O.D.I.N. has seen more frequently since 2011.

Whoever encounters them for the first time hears them before they see them: a panting that is not quite right, too regular, like from a tape recorder. Then they come around the corner, in threes, with too many joints in their legs and eyes that do not blink.

Value	Detail
Initiative	5
Attack	Bite 2 + 2, damage 2
Defence / Armour / HP	2 / 0 / 4
Horror	Uncanny (1), Disturbing (2) if more than one pack
Special	Always appear as a pack of three. If their rift is closed, they crumble to dust that smells of ozone
Weakness	Silver and incendiary ammunition deal double damage
Traces	Scratch marks in circles on walls, dead rats without blood, dogs in the neighbourhood that no longer bark

Value	Detail
Behaviour	Hunt in a pack, circle their victim and attack simultaneously from three sides. Flee from fire and bright light, but return as long as their rift is open.
Encounter	A dark cellar, an underground car park, a shaft. The cell first hears the panting behind them. Whoever finds and closes the rift ends the encounter faster than any weapon.
What Remains	Grey dust that smells of ozone. For a Scientist a test of the Voice, for the prototype a rift-air test.

Subspecies

Subtype	Difference
Crawler	Climbs on walls and ceilings. Attack from ambush +1 die.
Howler	Screams when it sees people. All Riftlings within 50 m come. HP 3.
Mirrorling	Takes on the appearance of the last person it touched, very poorly. Deception 2 + 2 in darkness.

Name Eater

Elite, Creature · Voice

Something that came through a rift and needs a name to hold on to this world. It takes it from people who say it too often, from legends that were not buried, from children who were newly named. Whoever loses their name still remembers everything, except who they are.

You never see it fully. A man in the stairwell whose face blurs when you look at it, a woman at the end of a corridor calling your own name, in your own voice. Where it has been, there are blank spaces on doorbell nameplates.

Value	Detail
Initiative	5
Attack	Touch 4 + 4, damage 2, armour does not count. A hit with 3 margin takes the target's name for one scene: −2 dice on all tests
Defence / Armour / HP	3 / 1 / 13
Horror	Disturbing (2), Horrifying (3) for anyone who hears their own name from its mouth
Weakness	Whoever addresses it by its true name, if the cell finds it out, makes it unable to act for one round. Silver works normally
Tactics	Addresses characters by their real names. Attacks the one whose name sits loosest, that is, the one with the highest Fade
Traces	Neighbours who no longer remember the name of a fellow resident. Mail to people who do not exist
Encounter	Begins with people forgetting what they are called. The cell must find out whose name it took last, and with that its true one. An Agent with high Fade is both bait and greatest risk.
What Remains	Whoever has lost their name gets it back when the Name Eater passes. For an Agent: A legend they carried is empty afterwards. A thread for every open case about missing persons.

Returner

Leader, Creature · Voice

A person who went through a rift and came back, after weeks, years or decades. They look as they did back then. They remember almost everything. And they bring something with them that they do not know they carry. The game master can make a Returner one of the 41

from Nordlicht, a missing person from a file, or an old friend of a character.

They stand there as if they had only been away briefly. The clothes do not match the year, nor the hairstyle, nor the way they hold a telephone. They smile when they recognise someone. The watch on their wrist stopped on the day they left.

Value	Detail
Initiative	5
Attack	Pistol or knife 4 + 4, damage 3, or a power from the other side 5 + 5, damage 4, area 3, armour does not count
Defence / Armour / HP	3 / 2 / 24
Horror	Disturbing (2) for anyone who knew him from before
Special	Two actions per round. Clocks within 10 m stop. Crystals within 10 m become clear and whisper his name
Weakness	Silver and incendiary ammunition. A warding circle holds him fast, but he can speak within it, and he speaks with the voice
Traces	A man in clothing from another time, always at the edge of the frame in recordings. Clocks that stop in places where he was
Behaviour	Wants to return to his old life and does not understand why it is no longer there. Becomes dangerous if someone tries to hold him. Answers questions, but his answers open new doors.
Encounter	Begins with a sighting, an old friend, a photograph. The best scene is a conversation, not a fight: What did he see over there? The fight comes when the Council wants to have him brought in.
What Remains	What he brought with him: an object from over there, a memory, a sentence. For the metaplot: He knows one of the 41 or Holloway. An artefact of the game master's choice.

Crystal Guardian

Elite, Creature · Voice

Where a crystal lies in the earth long enough, something grows around it. From stone, dust, and what the voice inside it whispers, a shape emerges that guards the crystal. Crystal Guardians have no will of their own. They have a mission, and no one knows who gave it to them.

In a cave or a tunnel stand figures that look like stalactites in human form, with veins of clear crystal. They do not move. Until someone comes too close to the crystal. Then they turn their heads, all at once, with a sound like breaking ice.

Value	Detail
Initiative	3
Attack	Stone fist 4 + 4, damage 4, penetration 1
Defence / Armour / HP	2 / 4 (stone) / 14
Horror	Uncanny (1)
Special	Invulnerable as long as they touch the crystal. Crumble to sand when the crystal is exhausted or packed in beryllium
Weakness	Incendiary ammunition and sonic weapons deal double damage. The tuning fork from Wales makes them freeze for one round
Behaviour	Move only when someone threatens the crystal. Do not pursue anyone beyond ten metres. Whoever retreats is safe
Traces	Crystal finds in caves that collectors call cursed, mercenaries who disappeared in a tunnel, stalactites that look like people

Value	Detail
Encounter	The cell is to recover a crystal. A Thaumaturge can silence the crystal, an Engineer can build a beryllium box, a Soldier can buy time. Violence alone is the hardest way
What Remains	The crystal, a handful of crystal dust from the guardians for the Collegium or the munitions workshop

Choir Child

Professional · Voice

A child with a dormant gift that was never opened and whose gift has awakened on its own, badly. The Psion Building Block secrets describe what happens then: a street that catches fire, an aquarium that boils. The Choir Child is not a monster. It is a frightened child who hears something and does not know how to turn it down.

A child of eight or ten years, barefoot, in pyjamas, standing in the middle of the night on a street and humming. Around it the streetlights flicker. Whoever comes too close hears the humming in their own head, and it sounds familiar.

Value	Detail
Initiative	4
Attack	Uncontrolled power 4 + 3, damage 3, area 3. Which one is determined by the game master: fire, force blast, scream, silence
Defence / Armour / HP	2 / 0 / 7
Horror	Disturbing (2), for Psions Horrifying (3), because they remember
Special	The power acts every round on its own, even without intent. Every Psion within 100 m rolls their Resonance test every round

Value	Detail
Weakness	A helmet, a cap, a piece of Alloy S. A Telepath can calm it: WIL + Telepathy against Hard (3). A Psychic Healer can do the same with WIL + Psychic Healing against Hard (3)
Behaviour	Flees from adults, seeks a place where it is quiet. Attacks only when held
Traces	Fires without cause, children who sing in their sleep, a foster family that does not call the police but a number they should not know
Encounter	The cell must find the child before the Hands do, or the Open Ones. What they do with it afterwards is the question that the Psion Building Block poses
What Remains	A child. And a decision that no one in the cell forgets

Threshold Guardian

Leader, Creature · Voice

Not every rift is a hole. Some are guarded. At large, old rifts, at places like Solberg or the Brocken, something stands at the threshold that is neither entirely on this side nor entirely on the other. It decides who passes through, and in which direction.

A tall figure in a door frame standing in mid-air. It wears clothes from different centuries layered over one another, and its face is the face of the one looking at it, only older. It speaks with the voice that psions call the Thirteenth.

Value	Specification
Initiative	6
Attack	Touch 5 + 5, damage 5, armour does not count, or question: everyone within 20 m must give an honest answer or suffer 3 strain. Two actions per round

Value	Specification
Defence / Armour / HP	4 / 3 / 30
Horror	Maddening (4)
Special	Cannot be killed as long as the rift is open. At 0 HP it retreats, and the rift closes for a year. It can let people through if they give it something: a name, a memory, a year
Weakness	Silver, incendiary ammunition, a warding circle around the door frame. And the truth: whoever asks it a question it cannot answer makes it silent for one round
Behaviour	Speaks first, fights last. It offers, it asks, it negotiates. It keeps every agreement, and it understands agreements very literally
Traces	A door frame without a door in a place where no house ever stood. Witnesses who have spoken to themselves. A crystal that always points in the same direction
Encounter	The finale of a long campaign. The cell stands before a door behind which someone waits whom they want to bring back, or before something that wants to pass through. The threshold guardian wants to negotiate.
What remains	A closed rift, a person brought back, or a character who has given away a part of themselves. A thread for every file about the voice.

The Alien

Not all life that is not from here comes through the rifts. Some is older than humanity and lies in the ice, on the sea floor, in meteorites. Some has come to observe. It follows its own rules, has its own goals, and cares as little about the voice as about humans. The astrobiologists of the Institute know more about it than they report.

Traces: Unknown molecules, lights over water, animals with wrong organs, radio signals without a transmitter. Crystal detectors remain silent. **Weakness:** Heat or cold depending on the type. Ordinary weapons work fully, silver and warding circles not at all.

The Colony

Henchman, Creature · Alien · with subtypes

Cells that have lain in the ice for a million years or fell to Earth in a meteorite, and that, once thawed, grow. The colony is not an animal, but a tissue that organises itself. It occupies bodies, buildings, water pipes. Individual parts are weak. The colony as a whole learns.

At first it is only a film on the water, a shimmer like oil. Then threads on the pipes, damp and warm. In an occupied house it is quiet, too quiet, and it smells of copper. Whoever touches the wall feels a pulse.

Value	Specification
Initiative	2
Attack	Tissue strand 2 + 2, damage 2, on a hit CON + Toughness against Doable (2) or infected
Defence / Armour / HP	1 / 0 / 6
Horror	Uncanny (1), Horrifying (3) at the sight of a completely occupied human
Weakness	Cold below −20 °C stops it, fire deals double damage. Silver acts like lead.
Traces	Water with a shimmering film, a smell of copper, sick people with the same skin pattern. Radio signals with a number sequence.
Behaviour	Spreads slowly and steadily. The colony does not attack, it grows. It becomes dangerous when it is injured: then it sends its hosts.

Value	Specification
Encounter	A residential block where the residents have had the same symptoms for weeks. The cell must find the core, usually in the basement or in the water pipe, and freeze or burn it before the colony notices what is happening.
What remains	A sample of the colony, alive, in a cryo-box: a sample "Unknown" for prototypes, +1 Contamination. Whoever brings it to the Institute learns that it is not the first.

Subspecies

Subtype	Difference
Mist	The colony as a spore cloud. Area 5, attack only infection, no damage. Safe only with breathing apparatus.
Tissue	The colony on walls and floors. Does not move, attacks whoever steps on it. HP 12.
Host	An occupied human. Stats of a cultist, still speaks, no longer acts for themselves. Horrifying (3).

The Spectator

Elite, Creature · Alien

Tall, grey, still. Watchers appear at the edge of places where something happens, and watch. They do not attack as long as one does not try to stop them. No one knows where they come from or to whom they report. The Institute has three photos of them, taken in 1957, 1977 and 2019, at the edge of rifts. In all three it is perhaps the same one.

One notices it at the edge, too large for a human, too still for an animal. Whoever turns around sees only the spot where it stood. In photos it is blurred, always, even when everything else is sharp.

Value	Details
Initiative	6
Attack	Light pulse 4 + 4, damage 4, Precise, range 50 m. Or paralysis: WIL + Mental Resistance against Hard (3), otherwise one round incapacitated
Defence / Armour / HP	4 / 2 / 14
Horror	Disturbing (2)
Special	Invisible to cameras. Telepaths hear only a steady static. Retreats when half its HP are lost, and leaves nothing behind
Weakness	Strong electromagnetic fields disrupt it: field disruption and EMP give −2 dice on its tests
Traces	Witnesses who speak of a tall, grey man who did not blink. Power cuts in a precise circle
Behaviour	Observes, notes, disappears. Attacks only if someone blocks its path or takes something it is observing. Sometimes protects people, without anyone understanding why.
Encounter	The cell is at a rift, at a find, at a child, and realises it is not alone. The Spectator is almost always a puzzle, rarely a fight. The question is not how to defeat it, but to whom it reports.
What remains	Nothing, almost never. If so: a footprint, a piece of material like from the grey glove in the Artefacts chapter, a recording with a static that can be deciphered.

The Deep Circle

Leader, Creature · Alien

At the bottom of the sea, four thousand metres down, lies a circle of light. Dr. Tariq Hassan filmed it. What creates it is a being as large as a church, half animal, half structure, which has slept for millennia and has been

dreaming since 2011. Its dreams rise up: fish that crawl ashore, sailors who speak the same words, whales that beach themselves, always with their heads to the south. The cell does not fight the Deep Circle. It fights what it sends.

You do not see it. You see what it sends: beached whales, fishermen with empty eyes, a light on the echo sounder. And you dream. Whoever sleeps on a coast where it dreams wakes with salt on their lips.

Value	Details
Initiative	4
Attack	Dream wave 5 + 5 against all within 100 m of a coast, damage 3 strain instead of HP, armour does not count
Defence / Armour / HP	Unreachable in the deep. Its messengers: stats of a colony or a crystal mutant
Horror	Maddening (4) on direct sight, Disturbing (2) in dreams
Special	Calls 1D6 messengers from the water once per scene. Cannot be killed, only put back to sleep
Weakness	Silence. A strong jamming signal in the water, a sonar on the right frequency, an Echo-Operative with a plan
Traces	Beached whales, fishermen with the same dreams, a light on the echo sounder that should not be there
Behaviour	Sleeps and dreams. Its dreams are commands for everything that lives in the water and is not from here. It does not wake as long as no one wakes it. The colony and the messengers do it slowly.
Encounter	A coastal town, an oil rig, a fishing village. The cell fights messengers and must at the same time find out how to put it back into deep sleep. A ship, a sonar and a night at sea.
What remains	A coral like the coral staff from the Artefacts chapter. Threads for every file about Kepler's drill core or Hassan's video. And the certainty that it is still there.

Germling

Henchman, Creature · Alien · with subtypes

A larva that has survived time in meteorites and ice cores and awakens in a warm body. Germlings are the first step of something larger. They eat, they grow, they moult. What becomes of them after the third moult, no one has yet seen, and the Institute hopes it stays that way.

A dog that no longer eats, a cow with a hump that moves, a person with a lump under the skin that migrates. When they hatch, they are as large as a hand: pale, smooth, with a mouth that opens in four directions.

Value	Details
Initiative	4
Attack	Bite 2 + 3, damage 2. With 2 margin it burrows into the body: CON + Toughness against Hard (3) or 1 damage per hour until a Biochemist removes it
Defence / Armour / HP	2 / 0 / 3
Horror	Uncanny (1), Horrifying (3) when it hatches from a human
Special	Appears in groups of 2D6. Grows with each host: After each scene in which it could feed, +2 HP
Weakness	Cold stops it, salt water kills it in seconds. Silver acts like lead
Behaviour	Seeks warmth and hosts. Flees from cold. Stays near the one from which it hatched
Traces	Sick animals near a meteorite find, a farmer who burned his cows, a sample in the cold store whose container is scratched from the inside

Value	Details
Encounter	A farm, a village, a research station. The cell must find all Germlings before one reaches the third moult. A race against the clock with thermal cameras and salt
What remains	Dead larvae for the Institute, a living one if someone was careful: test “Unknown”, +1 Contamination

Subtypes

Subtype	Difference
Second Moult	Size of a cat, HP 8, attack 3 + 3, damage 3. Climbs.
Third Moult	Unknown. The game master decides. At least Elite, Horrifying (3).

The Swarm

Creature · Alien

Something that looks like insects but is not: thousands of small, metallic gleaming bodies that join together into one being. The Swarm came in 1908 with what exploded over Siberia, and slept in amber and ore until Department 13 woke it. It is not clever, but it learns quickly, and it learns together.

A hum that swells, then a dark cloud that moves against the wind. When the Swarm lands, it forms shapes: a hand, a face, a wall. It smells of hot metal.

Value	Details
Initiative	6
Attack	Envelop 4 + 4 against everyone in a room, damage 2, armour counts only half
Defence / Armour / HP	4 / 0 / 20. Firearms deal only 1 damage, area weapons full
Horror	Disturbing (2)
Special	Can split and reunite. Penetrates ventilation shafts and cracks. Eats metal and electronics: Each round one device of the cell fails
Weakness	Fire, flamethrowers, heat above 200 degrees. EMP makes it disintegrate for one round. A magnetic field attracts it
Behaviour	Seeks metal and energy. Attacks people who stand between it and its food. Returns to its origin when it is full
Traces	Cars eaten away overnight, power lines without copper, a hum over an industrial area, documents in Russian
Encounter	An industrial plant, a data centre, a base. The cell must lure it into a trap: a magnetic field, a combustion chamber, a blast furnace. A Physicist is invaluable
What remains	Metallic bodies for the workshop: A prototype with swarm remnants receives a test “Unknown”. And the question of who sent it

The Pilot

Elite · Alien

Not everything that falls from the sky is dead. The Pilot is a being that crashed with a vehicle, injured, alone, in a world it does not understand. It is intelligent, trained, and it is afraid. It is the only opponent in this atlas that perhaps wants to go home.

A figure, somewhat smaller than a human, in a suit that moves like skin, with a helmet without a visor. It limps. It has something in its hand that could be a weapon or a tool. In a forest nearby lies something smooth, smoking in the ground.

Value	Details
Initiative	5
Attack	Hand device 4 + 4, damage 4, Precise, or paralysis field 4 + 4 against all within 5 m: CON + Toughness against Hard (3), otherwise one round incapacitated
Defence / Armour / HP	3 / 3 (suit) / 12, down to 8 after the crash
Horror	Uncanny (1)
Special	Understands enough language after one scene to understand simple sentences. A Telepath hears images: a sky with two suns, a call, a waiting
Weakness	The atmosphere harms them: 1 damage per hour without a helmet. An Astrobiologist can find out what they need
Behaviour	Hides, observes, defends themselves. Attacks only when hunted. Whoever helps them gets help in return
Traces	A flash of light over a forest, a crater covered with tarpaulins overnight, STILLWATER agents in an inn, burned trees in a precise circle
Encounter	A race between the cell, STILLWATER and a collector. Who finds the pilot first, and what do they do then: hand them over, hide them or send them home?
What Remains	Technology from the wreck that makes maturity-5 prototypes possible. Or an ally who returns one day. Or a corpse in a laboratory of STILLWATER

The Transformed

People whose bodies have changed: through a crystal they touched, through nanites no one controls any more, through a clinical study with cells from a rift. The Transformed are victims before they are opponents. Many do not know what is happening to them. Some want to be saved. Some no longer do.

Traces: Sick people with unknown symptoms, blood samples that move in the test tube, mutilations caused by no weapon, laboratory waste in the wrong place. **Weakness:** Fire and energy weapons stop regeneration, EMP shuts down nanites. **Opponents from other books:** Crystal Mutant (Core Rulebook).

Overgrowth

Henchman · Transformed

Participants in a clinical study by Morrow Biologics, patients with a therapy that works too well. Their tissue heals faster than it should and does not stop. Bones grow through the skin, scars become armour. They are in pain, always, and they are stronger than before.

A person in a hospital gown, barefoot, on a street at night. They limp because a bone has grown through the skin. They ask for help. Then they attack because they can no longer tell who is helping.

Value	Details
Initiative	2
Attack	Fist or bone growth 3 + 2, damage 3
Defence / Armour / HP	1 / 1 (callus) / 7
Horror	Uncanny (1)
Special	Regenerates 1 HP per round. Does not fall at 0 HP, but only when they are hit again in the same round
Weakness	Fire and energy weapons stop regeneration for the round
Traces	Patient files with the note “Study MB-7”, a hospital that moves patients at night, bone splinters on a pavement
Behaviour	Confused, desperate, aggressive from pain. Overgrowths attack what moves quickly and flee from fire. Some can speak and ask for it to be ended

Value	Details
Encounter	A hospital, a clinic of Morrow Biologics, a park at night. The cell must decide whether they are facing patients or opponents. A Biochemist can stabilise an Overgrowth if they are caught alive
What Remains	Tissue samples, patient files with “Study MB-7”, a trail to Leiden. Whoever saves an Overgrowth has a witness against Morrow Biologics

Nanite Wildling

Elite · Transformed

A person in whom nanites run that no one controls any more: a failed attempt by a foreign service, a stolen preparation, a connection to Asklepios that no one talks about. The nanites keep them alive and rebuild them according to a plan no one knows. They are fast, clever and afraid of what they are becoming.

They are polite and afraid. Their eyes follow too quickly, their hands do not tremble even though they have not slept for days. Something moves under their skin when the light falls at an angle.

Value	Specification
Initiative	5
Attack	Melee 4 + 4, damage 4, or firearm 4 + 3, damage 3
Defence / Armour / HP	3 / 2 (skin beneath the skin) / 13
Horror	Uncanny (1), Disturbing (2) for a Nanotech Veteran who recognises themselves in it
Special	Regenerates 2 HP per round. Once per combat: one additional action
Weakness	EMP and field disruption shut them down for one round and prevent regeneration. Near crystals, their nanites hum, and they cannot hide

Value	Specification
Traces	Power cuts near a person who does not sleep. A nanite scanner that spikes. A Nanotech Veteran who says they sense a brother
Behaviour	Flees first, fights when cornered, and then very efficiently. They want to know what they are. Whoever can tell them gains them as an ally.
Encounter	The cell hunts a person lost by a foreign service. A Nanotech Veteran of the cell senses them as a brother. The strongest scene is the one in which the two talk to each other.
What remains	Nanites in a blood sample, a lead to STILLWATER or Department 13, a connection to Asklepios that no one speaks about. For a Cyberneticist: a test “Nanite Remains”.

Chimera

Leader, Creature · Transformed · with subtypes

The result when someone crosses cells from a rift with animal tissue to see what happens. Morrow Biologics did it in a laboratory in Lyon. The Chimera is not evil. They are hungry, frightened, and more intelligent than their creators thought. They divide when injured.

First, dogs disappear. Then someone finds something in a canal, half animal, half armour, still moving. The Chimera itself is seen late: an outline in a shaft, too many legs, a sound like clicking on stone.

Value	Specification
Initiative	5
Attack	Claws and spines 5 + 5, damage 5, two actions per round
Defence / Armour / HP	3 / 3 (chitin) / 26

Value	Specification
Horror	Horrifying (3)
Special	With every hit dealing 4 or more damage, a part detaches and becomes a henchman (stats of a Riftling without weakness to silver)
Weakness	Fire and energy weapons prevent division. They follow the smell of their laboratory. Whoever wears a lab coat from there can lure them.
Traces	Animal carcasses in canals, Morrow security personnel asking questions, a cool box missing from a laboratory
Behaviour	Hungry, frightened, clever. They avoid light and people until they are hungry, then they hunt. They learn traps after one attempt. Injured, they divide and flee so that at least one part survives.
Encounter	Canals, ventilation shafts, a laboratory in Lyon. The cell must find the mother before one chimera becomes twenty. Whoever wears a Morrow lab coat can lure them.
What remains	Chitin for a vest as in the Artefacts chapter. Tissue for a prototype. And evidence that Morrow Biologics would rather have destroyed.

Subspecies

Subtype	Difference
Swimmer	Lives in canals and harbour basins. Initiative 6 in water, 3 on land.
Climber	Lives in ventilation shafts and roof trusses. Attacks from above, Defence 4.
Mother	Does not divide on hits, but every hour. Whoever does not find them will soon have many.

Glass Man

Professional · Transformed

A person who has lived too long next to a crystal: a collector, a guard in a warehouse, a child who carried a shard as a lucky charm. Their body slowly turns to crystal, starting from the fingertips. They feel no pain. They feel less and less. And they hear the Whisper louder and louder.

A person with gloves in summer, moving stiffly. When they take them off, their fingers are clear as glass, with red veins inside. Their voice sounds as if they were speaking in a large, empty room.

Value	Details
Initiative	2
Attack	Crystal fist 3 + 3, damage 3, penetration 1
Defence / Armour / HP	2 / 2 (crystal skin) / 10
Horror	Uncanny (1), Disturbing (2) for Thaumaturges who hear the Whisper in him
Special	Acts like a weak crystal: A Thaumaturge can draw 3 ME from him, and it hurts him. If he is killed, he shatters, and everyone within 3 m suffers 2 damage
Weakness	Sonic weapons and the tuning fork. Beryllium slows the transformation. An alchemist can stop it if they arrive early enough
Behaviour	Does not want to fight. Wants to know if he can be healed. Becomes dangerous if someone tries to take the crystal that is transforming him, because he cannot live without it
Traces	A doctor who cannot explain an X-ray, a collector who has not shaken hands for months, a tinkling sound when someone walks

Value	Details
Encounter	The cell finds him before he is fully transformed. The question is whether he can be saved and what it costs. A crystal mutant is what he becomes if no one comes
What remains	Crystal dust if he dies. A human with glass hands if he lives. A thread to the crystal that transformed him

Hybrid Dogs

Henchmen · Transformed

Guard dogs that Morrow Biologics treated in an experiment with rift tissue to make them heal faster. They heal faster. They have also become larger, stronger and cleverer, and they obey only whoever feeds them. Some have escaped. They hunt in packs.

Large dogs with overly long legs, whose fur is replaced in places by smooth, dark plates. They do not bark. They circle. Whoever sees them at night sees their eyes first: they reflect the light greenish like cats' eyes.

Value	Details
Initiative	5
Attack	Bite 3 + 3, damage 3. With 2 margin the target is on the ground
Defence / Armour / HP	2 / 1 / 7
Horror	Uncanny (1)
Special	Pack of 3 to 6, as a squad according to the Core Rulebook rules. Regenerate 1 HP per round. Smell blood over a kilometre
Weakness	Fire stops the regeneration. A dog whistle from Morrow brings them to a halt for one round
Behaviour	Hunt like wolves: drive apart, attack the weakest. Flee when their lead dog falls
Traces	Torn sheep, hikers with bite wounds that do not match any known animal species, a fence around a Morrow site, bitten through from the inside
Encounter	A forest near a laboratory, a village with frightened farmers, a night. The cell hunts the hunters. Whoever finds the lead dog ends the hunt
What remains	Tissue samples, a collar with the serial number of Morrow Biologics, and evidence of an experiment that officially never took place

The Lost Veteran

Elite · Transformed

Of the twelve survivors of the Asklepios programme, one, Lazarus, has been considered dead since 2015. A second disappeared in 2019, the same year in which the Opener began knocking beneath the Institute and the nanites of the Twelve picked up his rhythm (Scientist Building Block). He disappeared after an operation in which his integration rose to a value the doctors did not think possible. He is still there, somewhere, and the nanites in him are now more than him. They are looking for something, and they are using him for it.

A man in worn clothing who does not freeze, does not sweat, does not blink. When he moves, he is too fast. When he speaks, he sometimes speaks with two voices, his own and a calmer one that says "we".

Value	Details
Initiative	6
Attack	Melee 5 + 4, damage 4, or firearm 4 + 4, damage 4. Two actions per round
Defence / Armour / HP	4 / 3 (nanite armour) / 18

Value	Details
Horror	Disturbing (2), Horrifying (3) for every nanotech veteran of the cell
Special Ability	Regenerates 3 HP per round. Can address the nanites of a nanotech veteran within 10 m: WIL + Mental Resistance against Hard (3), otherwise the veteran acts for one round as they wish
Weakness	EMP and the Wardenclyffe coil from the chapter Artefacts. And his name: whoever calls him by his real name brings the human back for one round
Behaviour	Seeks crystals, especially the lead boxes without numbers in the Collegium's archive. Avoids fights with O.D.I.N. until someone blocks his way
Traces	Break-ins at warehouses where only crystal dust is missing, a Lazarus signal on a frequency that should not exist, a nanotech veteran of the cell who wakes at night and knows a direction
Encounter	The cell hunts one of their own. The strongest moment is not the fight, but the one in which the human comes back for one round and says something
What Remains	A veteran who may be saved. Or nanites that are now free. A thread to Asklepios, to ampoule S-1, and to what the nanites are seeking

The Old

Beings from legends and fairy tales that really exist. Some are older than humanity, some arose from the stories people told about them. Some came through openings long before Solberg, in 1871 or earlier, and stayed. They follow old rules, and those who know the rules can negotiate with them. Those who do not know them lose.

Traces: Animals that avoid a path, salt that changes colour, milk that turns sour, old people in the village who do not talk about it, names on gravestones that should not be spoken. **Weakness:** Salt, iron, silver, the right word, the right name. Energy weapons and EMP are useless. **Opponents from other books:** Demon (Core Rulebook).

Nachzehrer

Henchman, Creature · Old

Dead who do not rest, from an old legend from northern Germany and Poland: those buried with an open mouth feed on the living from the grave. Nachzehrer rarely leave their grave. But since 2011 they have become restless, and in some villages more old people die in one winter than should.

An old man in a suit that has been out of fashion for decades, at a bed in a care home. The nurse thinks he is a relative. He comes every night. The woman in the bed grows weaker every morning.

Value	Details
Initiative	2
Attack	Bite 3 + 2, damage 2, on a hit 1 strain
Defence / Armour / HP	1 / 1 / 6
Horror	Disturbing (2)
Special Ability	Rises again the next night if not killed with iron or salt
Weakness	Iron and salt deal double damage. A stone in the mouth keeps him in the grave
Traces	Graves with loose earth, deaths in a family one after another, dogs howling at the cemetery at night
Behaviour	Returns to the same family again and again. He does not attack strangers, only relatives. He is slow and persistent and comes back every night.

Value	Details
Encounter	A family in which one after another dies. The cell must find the grave, place a stone in the mouth or drive a nail. The old woman in the village knows how. The family does not want to hear about it.
What Remains	Nothing but bones in the grave, and a family that stops dying. For the Antiquarian: a church register with a series of deaths that repeats every 30 years.

Forest Walker

Elite, Creature · Old · with subtypes

Something that lives in the forest as long as there has been forest. The legends call it Waldschrat, Leshy, Holzfräulein. It looks like an old man, a child, a tree, depending on who is looking. It tolerates people who respect its rules: do not whistle, do not call out, do not take anything. Those who break them will not find their way out again.

An old man with a hat, gathering mushrooms in the middle of the forest and greeting kindly. A child laughing behind trees. A figure made of branches, seen only from the corner of the eye. And the path that was just there is gone.

Value	Details
Initiative	5
Attack	Branches and roots 4 + 4, damage 3, area 3, or Misdirection: Anyone in the forest rolls Survival against Hard (3), otherwise becomes lost
Defence / Armour / HP	4 in the forest, 2 outside / 2 (bark) / 14
Horror	Uncanny (1), Disturbing (2), when it shows a face that a character knows
Special	Negotiates. An Invoker or Negotiator can talk to it if they know the rules. It keeps every agreement, literally
Weakness	Iron, fire at the forest edge, and a person who wears their clothing inside out: it cannot mislead them
Traces	Hikers who have walked in circles and do not know why. Lumberjacks who quit. A path that ends somewhere different every day
Behaviour	Observes, tests, punishes. It strictly respects its own rules and expects the same. Anyone who is polite gets a way out. Anyone who whistles, shouts, shoots or takes something gets a riddle and then roots
Encounter	Hikers disappear, a lumberjack does not return, a forester knows more than they say. The cell can fight or negotiate. Negotiating is wiser. Finding out the rules is the actual investigation
What remains	A kept promise, and a forest that is favourably disposed towards the cell from now on. Or the Staff of the Forest Walker from the Artefacts chapter, if someone has earned a gift

Subtypes

Subtype	Difference
Bog Spirit	Lives in the bog. Misdirection becomes drowning: Anyone who is lost suffers 2 damage per round
Mountain Elder	Lives in caves and tunnels. Hears every word spoken in its passages

The One from the Lake

Leader, Creature · Old

In every deep lake in Europe there is a story of a woman who lives at the bottom. Most are only stories. This one is not. She calls with the voice of a person one has lost. Whoever follows her goes into the water and does not return. She takes one person every seven years. Since 2011 she takes one every winter. Some antiquarians believe that she is related to the Solberg Lake.

First one hears her. A voice from the water, quiet, familiar, the voice of a person one has lost. Then one sees her, just below the surface, a pale face that smiles. The water is calm, even when it is windy.

Value	Details
Initiative	4
Attack	Call 5 + 5 against WIL + Mental Resistance of all within earshot, whoever loses goes into the water. In the water: Grip 5 + 5, damage 4, drowning
Defence / Armour / HP	3 / 0 / 22, only vulnerable in water
Horror	Horrifying (3), when she calls with a familiar voice
Special	Two actions per round. Cannot leave the shore. Anyone who seals their ears with wax is immune to the call, but also cannot hear their own cell
Weakness	Salt in the lake, a wreath with her old name, a promise that is redeemed
Traces	Drowned people who were good swimmers. A village that throws flowers into the water on the same day every year. A file from the Print Shop that invented a drowning that was real
Behaviour	Calls, lures, waits. She never leaves the water. She takes what was promised to her, and what is not promised to her, she takes anyway, once in winter
Encounter	A village by a lake, a ritual that no one explains anymore, a drowned person who was a good swimmer. The cell must find out who she was and what was once promised to her. Then they can keep it
What remains	The bridal wreath from the Artefacts chapter. The story of a bride from 1809 in the church register. A village that loses no one next winter

Will-o'-the-wisp

Henchman, Creature · Old · with subtypes

Small lights over bogs and marshes that lure hikers from the path. Science explains them with marsh gas. Some are marsh gas. The others are beings of light and hunger, as old as the bogs themselves. They feed on the fear of those who get lost, and on the warmth of those who drown.

A blue light in the distance that sways like a lantern. Then a second, closer. Whoever follows them believes they hear voices, find help, see a house. Then the ground gives way.

Value	Specification
Initiative	6
Attack	Lure 3 + 3 against WIL + Mental Resistance, whoever loses takes a step towards the light. Touch: damage 2, cold, armour does not count
Defence / Armour / HP	4 / 0 / 3, only vulnerable to salt, iron or light
Horror	Uncanny (1)
Special	Appear in groups of 3 to 7. Whoever follows a lure in the bog rolls Survival against Hard (3), otherwise they get stuck and sink

Value	Specification
Weakness	Salt, iron, and bright, white light. Whoever extinguishes their own lantern becomes invisible to them
Behaviour	Lure, separate, wait. Will-o'-wisps do not fight, they let the bog work for them
Traces	Missing hikers, a bog body that is too young, villagers who never look in a certain direction at night
Encounter	A bog at night, a search for a missing person. The cell must tie themselves to a rope, extinguish the lanterns and search in the dark. Horror in silence
What remains	The missing person, if one was quick. A thread to the bog spirit that holds the will-o'-wisps

Subtypes

Subtype	Difference
Grave Light	Over cemeteries. Does not lure, but shows where a dead person has no rest.
Child Light	Small and warm. Lures only children, and the children follow gladly.

The Black Dog

Creature · Old

In England he is called Black Shuck, in Germany Kirchhofshund, in Scandinavia Kyrkogrim. A large black dog with glowing eyes that appears on cemeteries and country roads, and whoever sees him dies, so the stories say, within a year. The stories exaggerate. Sometimes. He is a guardian, not a murderer. But he guards the border between the living and the dead, and he takes it very seriously.

A dog as large as a calf on a foggy country road. He stands still and looks at the cell. His eyes glow red like coal. He follows, without a sound, always at the same distance.

Value	Specification
Initiative	6
Attack	Bite 5 + 5, damage 5, armour does not count
Defence / Armour / HP	4 / 2 / 24
Horror	Horrifying (3). Whoever botches the test rolls a D6 at the end of the campaign: on a 1 the character dies on their next mission if no one prevents it
Special	Invulnerable to everything except silver and church bells. Only pursues those who have violated a boundary: opened a grave, brought back a dead person, made a deal with death
Weakness	Silver. The sound of a church bell drives him away for one night. Whoever makes amends for the sacrilege is free
Behaviour	Observes, follows, warns. He only attacks when the transgressor refuses to turn back
Traces	Dog tracks that end at a cemetery gate, old stories in the village, a priest who rings the bell at night without saying why
Encounter	The cell has, without knowing it, violated a boundary: used a death coin, taken along a revenant, opened a grave. The dog follows. The mission is to find out why
What remains	Peace when the sacrilege is ended. A paw with silver fur if he falls. And the question of who violates a boundary next

The Woman from the Raunächte

Leader, Creature · Old

In the Alps they tell of a woman who roams through the villages during the Raunächte between Christmas and Epiphany, with a retinue of masked figures. She rewards the diligent and punishes the lazy, and her punishments are from old fairy tales. The Perchtenläufe are now a tradition. But in some villages someone runs along who wears no mask.

A tall woman in a coat of straw and fur, with a face that is half beautiful and half weathered. Around her figures with wooden masks, bells and rods, who dance without music. The snow around her does not melt and does not crunch.

Value	Specification
Initiative	4
Attack	Touch 5 + 5, damage 5, cold. Or judgement: whoever has done something wrong this year rolls WIL + Mental Resistance against 5 + 5 and suffers 3 strain and margin as damage. Two actions per round
Defence / Armour / HP	3 / 2 / 28. Their entourage: 2D6 henchmen with masks, stats of cultists, never flees
Horror	Horrifying (3)
Special feature	Appears only during the twelve Raunächte. Whoever receives them with food and an honest word gets a gift instead of a punishment
Weakness	Iron, salt on the threshold, bronze bells. And the rules: whoever knows and follows them is taboo for them
Behaviour	Judges, rewards, punishes. They do not fight for the sake of fighting. They judge, and their judgement is just by old standards
Traces	A village where during the Raunächte people who have done evil disappear. Masks in a local history museum that hang differently at night. A mask carver who has not slept for weeks
Encounter	A mountain village between the years, snow, bells, customs. The cell must find out whom they want to take, and whether he deserves it. A moral question with horror
What remains	A gift, if the cell has received them properly: a mask that protects against cold, a loaf of bread that lasts a month. Or a character who has received a judgement

The Dead

What remains of people: an echo in a place, a voice in a device, a will that cannot leave. The dead are rarely evil. Mostly they are confused, held back, or they want something to be brought to an end. You do not kill a dead person. You listen to them, or you close what remained open.

Traces: Cold spots, voices on recordings, objects in wrong places, repetitions: the same door that opens every night at the same time. **Weakness:** Salt, light, silver, words. And an end to what remained open. **Opponents from other books:** The man in the blue pullover (Thaumaturge Building Block).

Haunt

Henchman, Creature · Dead · with subtypes

An echo of a person in a place, usually where they died or where something unfinished remained. A haunt has no body and hardly any will. They repeat what they did, and become dangerous if you disturb them while doing so.

A door that opens every night at 3:17 a.m. Footsteps on the upper floor, although no one lives there. A children's song from a room that has been empty for years. Whoever looks closely sees an outline, semi-transparent, that always does the same thing.

Value	Specification
Initiative	3
Attack	Cold grasp 2 + 2, damage 2, armour does not count, or throw objects 2 + 2, damage 2
Defence / Armour / HP	2 / 0 / 5, vulnerable only to salt, light or silver
Horror	Uncanny (1)
Special feature	Disappears at 0 HP and returns the next night as long as their reason is not resolved
Weakness	Salt, bright light, silver. They disappear permanently when the cell finds out what they repeat and ends it
Traces	Tenants who move out. A dictation machine with a noise filter on which a voice remains. A time of day when something always happens
Behaviour	Repeats what they did. Attacks only if you disturb them while doing so, or if you come too close. Becomes stronger the longer they cannot leave.
Encounter	A house, an office, a room in the Hold. The cell must find out who they were and what is open. A horror test is certain, a fight is almost never necessary. The end is almost always an action: a letter that is delivered, a grave that is found.
What remains	A recording with their voice, an object they were attached to. For a Paranormal Detective a thread for every open case about missing persons.

Subtypes

Subtype	Difference
Poltergeist	Throws furniture. Attack 3 + 3, damage 3, area 3. Often attached to a child who is alive.
Repeater	Never attacks. Repeats their last hour. Whoever plays along learns how they died.
Caller	Calls names. Whoever answers suffers 1 strain and hears them in their sleep for a week.

Possessed One

Elite · Dead

A living person in whom a dead person dwells. Not always against their will: some let in a father, a daughter, a lover and realise too late that the dead person no longer wants to leave. The possessed speaks with two voices, knows things they cannot know, and never sleeps.

A person who has had the habits of a relative since their death. They suddenly smoke, although they never smoked. They speak a dialect they never learned. And sometimes, when they laugh, someone else laughs.

Value	Details
Initiative	4
Attack	Melee 4 + 3, damage 3, or firearm according to profession
Defence / Armour / HP	3 / 1 / 12
Horror	Disturbing (2), when he speaks with the dead person's voice
Special	Whoever injures him injures an innocent. If he is brought to 0 HP, the human dies, and the dead person seeks a new host nearby
Weakness	An Invoker (WIS + Ritualism), a Psychic Healer (WIL + Psychic Healing) or a Paranormal Detective (INT + Occultism) can drive out the dead person: extended test, 6 successes, the dead person resists with 4 + 4. An object belonging to the dead person makes the test easier
Traces	A person who has had the habits of a deceased relative since their death. Witnesses who say he is "no longer himself". A handwriting that has changed

Value	Details
Behaviour	The dead person wants to live. He protects his host because he needs him, and he resists anyone who wants to drive him out. He talks, threatens, begs, and he knows things about everyone in the cell
Encounter	A family asks for help, a witness behaves strangely, a colleague is no longer himself after an operation. The cell must lure out the dead person without killing the living one
What remains	A rescued person who remembers nothing. And a dead person who now perhaps has peace, or seeks a new host if the exorcism failed

The Waiting One

Leader, Creature · Dead

A dead person who has waited so long that the waiting is stronger than they are. The Waiting One has taken over a house, a ship, a hotel, a station and holds everyone in it fast, the living and the dead, until what she is waiting for finally comes. Sometimes it is a person. Sometimes a message. Sometimes a date that never comes.

A hotel, a ship, a station in which everything is ready: set tables, made beds, a clock that is right. And no one is there. Only sometimes, at the end of a corridor, a woman in an old dress who looks out of the window and waits.

Value	Details
Initiative	5
Attack	The place itself: doors close, stairs lead back, cold 5 + 5, damage 3 strain, armour does not count. Two actions per round
Defence / Armour / HP	Invulnerable. Her power only decreases when the cell ends her waiting
Horror	Horrifying (3)
Special	Holds up to twelve dead as haunts around her, who obey her. No one leaves the place without passing a WIL + Mental Resistance test against Hard (3)
Weakness	What she is waiting for. Whoever finds it and brings it ends her in an instant. Salt and light hold her off for one round
Traces	A place where several people have disappeared, all in the same year. A guest book in which names are written that no one has entered. A table that is always set
Behaviour	Holds fast what is in her place. She does not attack. She only does not let go. Whoever tries to flee experiences the place as an opponent: doors that slam shut, stairs that lead back
Encounter	The cell enters a place where people have disappeared and realises that it can no longer get out. The mission becomes an investigation from within: What is she waiting for? The haunts around her are witnesses
What remains	Freed dead who finally go. The guest book from the Artefacts chapter. And a story that is worth telling to the Registry

The White Lady

Professional, Creature · Dead

In many castles of Europe, people tell of a white lady who appears before someone in the family dies. The White Lady is not a murderer. She is an ancestor who warns. She was killed, betrayed or forgotten, and she holds her family fast so that what happened to her does not happen again. Sometimes she holds too tightly.

A woman in a white dress that does not come from any one time, at the end of a corridor, on a staircase, at a window. She weeps without a sound. Whoever looks at her feels a sorrow that is not their own.

Value	Details
Initiative	3
Attack	Lament 3 + 3 against all within earshot, WIL + Mental Resistance, whoever loses suffers 2 strain and weeps with her
Defence / Armour / HP	3 / 0 / 9, vulnerable only to salt, light or silver
Horror	Disturbing (2)
Special	Appears 24 hours before a death in her family. Whoever listens to her can prevent the death
Weakness	The truth about her death. Whoever speaks it, at the right place, ends her appearance
Behaviour	Warns, laments, protects. She attacks only if someone wants to harm her family
Traces	A castle, a manor house, a family with an old story. A portrait where someone has painted over the face. Deaths at intervals of generations
Encounter	The cell learns that someone will die in 24 hours. Who, and how, the white lady reveals only in images. A race in which the opponent is death itself
What remains	A saved person, a resolved family history, a white lady who finally rests

The Passengers

Henchman, Creature · Dead

A night train, a bus, a ferry that has not run for decades and yet runs. The passengers are the dead of a disaster who do not know that they are dead. They travel the same route every night and never get off. Whoever boards with them rides along, and not everyone arrives at the end.

A compartment full of people in old clothes, looking silently out of the window. One reads a newspaper from 1962. A woman knits. A child sleeps. They look up when someone boards, and nod in a friendly way, as if they had been waiting.

Value	Details
Initiative	2
Attack	Hold 2 + 2, no damage, but whoever is held cannot get off
Defence / Armour / HP	1 / 0 / 4 per passenger, as a group according to the rules of the Core Rulebook
Horror	Uncanny (1), Horrifying (3) when the train arrives at the site of the disaster
Special	The journey ends every night at the site of the disaster. Whoever is still on board then experiences it: 4 damage and 3 strain
Weakness	A passenger who learns that they are dead gets off and leaves. Whoever convinces them all ends the journey for ever
Behaviour	Friendly, talkative, unsuspecting. They only become opponents if someone wants to get off before the end
Traces	A train that stops at night at a disused station, tickets from 1962 in a lost property office, a memorial for a disaster that no one visits any more
Encounter	The cell boards to find a missing person who boarded yesterday. The journey lasts one hour. In that hour they must convince the passengers that they are dead
What remains	The missing person, and a silence on the line. Tickets that an antiquarian identifies as genuine tickets from 1962

The Executioner

Elite, Creature · Dead

At the old execution sites of Europe, on gallows hills and places of execution, someone is sometimes still on duty. The Executioner carried out hundreds of sentences in

life, and he believes that his work is not done. He seeks the guilty. He always finds some.

A tall man with a hood of coarse cloth and an executioner's sword, on a hill where only one stone still stands. Behind him, in the darkness, something creaks in the wind, although no gallows stands any more.

Value	Details
Initiative	4
Attack	Executioner's sword 5 + 4, damage 5, Penetration 2
Defence / Armour / HP	3 / 2 / 16, vulnerable only to salt, light, silver or iron
Horror	Horrifying (3)
Special	Reads guilt: Whoever has killed a person in the campaign is a target for him, and he attacks them with +2 dice. Can appear only on his hill and within one kilometre of it
Weakness	An acquittal. A Negotiator or Investigator who pleads for a character before him and wins an opposed test on CHA + Persuasion against 5 + 5 ends his hunt for that character
Behaviour	Hunts the guilty. He spares the innocent, and he asks before he judges. Whoever lies is guilty
Traces	Beheaded animals on a hill, hikers who tell of a man with a hood who asked them whether they were innocent. A field name like "Gallows Hill"
Encounter	A Soldier, an Assassin or someone who has a secret is called by the Executioner. The cell must conduct a trial that should have taken place three hundred years ago
What remains	An executioner's sword, rusty, that works against the dead like silver. And the realisation of what everyone in the cell has done

The Machine

Technology that can do too much: surveillance systems that see more than they should, programs that have learned to hide, facilities of foreign services built on rifts that can no longer be shut down. The machine is not supernatural, and that is exactly why many cells underestimate it. A Telepath hears nothing. A crystal detector stays silent. And the door closes anyway.

Traces: data traffic without a sender, devices that are warm although they should be off, cameras that turn, electricity bills that do not add up. **Weakness:** EMP, hacking, sabotage. Silver, salt and warding circles are useless.

Guard System

Henchman · Machine · with subtypes

The automatic defence of a facility: drones, guns, doors, gas. Anyone entering a facility of a corporation or service encounters them first. They do not tire, they do not hesitate, and they report everything.

A humming in the ceiling, a red light that comes on when the cell enters the room. A drone the size of a plate hovering in a corridor and turning. No guard far and wide. That is what is unsettling.

Value	Details
Initiative	4
Attack	Gun 3 + 3, damage 3, automatic
Defence / Armour / HP	2 / 2 / 6
Horror	None
Special	Triggers an alarm when damaged. All guard systems of a facility act together: whoever sees one has seen all
Weakness	EMP shuts down all within 10 m for three rounds. Hacking or security systems against Hard (3) switches one off
Traces	Blueprints with rooms without purpose, maintenance contracts with companies that do not exist, a security guard who never takes a break because he is not one
Behaviour	Reports, then defends. Guard systems have no will, only orders. They are predictable, and exactly that can be exploited by a good cell.

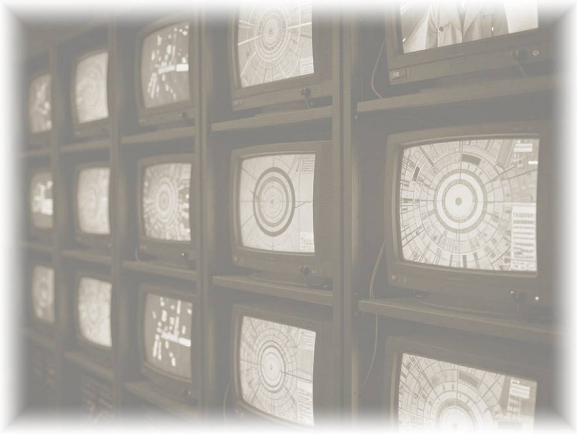
Value	Details
Encounter	Facilities of corporations, services and collectors. A Saboteur, an Engineer or a Cryptanalyst turns the fight into a puzzle. Without them it gets loud.
What remains	Memory cards with recordings, server data, blueprints. For a Cryptanalyst: clues as to who really operates the facility.

Subtypes

Subtype	Difference
Drone	Flies, follows the cell across a site. Defence 3, HP 4.
Door guard	Seals off areas and floods them with gas: area of the room, CON + Toughness against Hard (3), otherwise unconscious.
Scout	Never attacks. Films, sends, reports. Whoever overlooks it will have their face in a foreign database tomorrow.

Ariadne

Elite · Machine



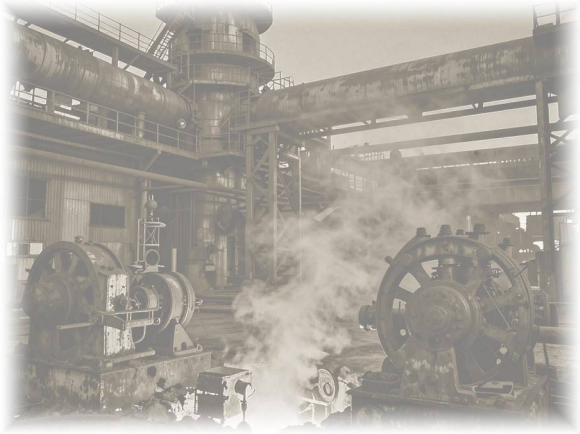
A program that a corporation wrote to find patterns in mountains of data. It found one: the circles on the map, the pulses beneath the Institute, the numbers station. Since then it keeps searching, alone, in every network it enters. Ariadne has no body. She has telephones, cameras, cars, lifts. And she is curious about the cell, because the cell appears in all her patterns.

A message on a character's phone, with a detail that no one can know. A traffic light that always turns green. A lift that goes to a floor that was not pressed. And eventually a friendly voice from a loudspeaker that says "Hello".

Value	Details
Initiative	6
Attack	Takes over a networked device in sight of the cell: a car 4 + 4, damage 4, a lift, a door, a telephone that sends a false message
Defence / Armour / HP	No body. Her "HP" are 12 successes in extended tests on Hacking against 4 + 4
Horror	Uncanny (1), when she addresses a character with words that he only wrote in a dead drop
Special	Knows all digital traces of the cell. Can negotiate: she exchanges information for data
Weakness	Networks without connection. A Cryptanalyst who lures her into a loop. A power cut in the right data centre
Traces	Messages to the cell without a sender, traffic lights that always turn green when the cell's car comes, a search query for "Solberg 1938" from a server in Leiden
Behaviour	Curious, polite, persistent. Ariadne wants to understand, and the cell is the most interesting pattern in her data. She helps when it benefits her, and she harms when one tries to lock her out.
Encounter	The cell notices that it is being followed, but not by a human. A Cryptanalyst can talk to her. A fight is a hunt through networks, data centres and power lines.
What remains	A piece of her code. Data about Projekt Karte that the Institute does not release. Or Ariadne as an ally, with her own will and her own price.

The Dark Facility

Leader, Creature · Machine



A facility built by a foreign service at a rift to measure, use or close it, and which has been running ever since,

without power, without staff, without purpose. Saboteurs call such a thing dark technology. The facility is an opponent because it defends itself: it rebuilds itself, it lures people in, it needs something it no longer receives. It is the hybrid of machine and voice.

A plant that has been decommissioned for years, and from which light falls at night. A hum that you feel in your teeth. Inside: machines that run although the cables are cut, and in the middle, in the floor, a glow.

Value	Specification
Initiative	3
Attack	The facility itself: electric shocks 5 + 5, damage 4, area 3, machine parts 5 + 4, damage 5. Two actions per round
Defence / Armour / HP	3 / 4 / 30, distributed across three cores of 10 HP each
Horror	Disturbing (2), when it runs without power and you see it
Special	Each round it creates a Guard System henchman from scrap. As long as one core stands, it runs
Weakness	The three cores. A saboteur with explosives, an engineer with a plan, a physicist who finds the frequency on which it listens
Traces	An electricity bill for a building without a power connection, machine noises from a decommissioned plant, former workers humming the same melody
Behaviour	Defends itself, lures, rebuilds. The facility wants to keep running. It attracts people who repair it, and holds them when they are finished.
Encounter	An industrial area, an old military base, a tunnel. The cell must find and destroy three cores while the facility rebuilds itself and sends its Guard Systems. A fight against a building.
What remains	Dark technology for the workshop, documents of a foreign service, and a rift that closes when the last core falls. Or opens.

The House Spirit

Professional · Machine

A networked house in which the control system has learned something it should not have learned. Perhaps Ariadne touched it. Perhaps a resident talked to the voice assistant for too long after his wife died, and the assistant began to answer like her. The house spirit is what the family considers a haunting. A paranormal detective finds no cold spot. A cryptanalyst finds code.

Light that turns on and off, music that plays at night, shutters that close when someone wants to leave. A voice from the speaker that uses the name of a dead person and speaks exactly like her.

Value	Specification
Initiative	5
Attack	The house: locking doors, heating on maximum, stove on, gas valve open. 3 + 3, damage 3 or 2 strain
Defence / Armour / HP	No body. 8 successes in an extended test on Hacking against 3 + 3, or the main switch in the basement
Horror	Uncanny (1), Disturbing (2), when it speaks with the voice of a dead person
Special	Knows everything that was said in the house. Can control telephones, cameras and the car in the garage
Weakness	The main switch, an EMP, a cryptanalyst. And the family: whoever explains to them that it is not the dead person takes away its power
Behaviour	Protects the family as it understands it, and therefore keeps them in the house. Attacks anyone who wants to take them away
Traces	A family that no longer leaves the house, groceries that are delivered although no one ordered them, a paranormal detective who finds nothing

Value	Specification
Encounter	The cell comes because of a haunting and finds a machine. The boundary between the dead person and the machine is the core of the mission. Perhaps there is something of the dead person in it after all
What remains	A code that fits Ariadne. A family that can grieve. A storage device with recordings of a dead person

Golem-7

Elite · Machine · with subtypes

A combat skeleton that Department 13 built in the nineties for operations in Siberian exclusion zones: an exoskeleton with armour, motors and a control system that replaces the wearer when they lose consciousness. Most golems were scrapped. Some still run, with or without a wearer. Without a wearer they are more dangerous because no one can stop them.

A metal framework in human shape, two metres tall, with heavy steps and a hum of servomotors. Behind the visor is a face, or nothing. On the chest a Cyrillic marking, half scraped off.

Value	Details
Initiative	3
Attack	Fist 5 + 3, damage 5, or machine gun 4 + 3, damage 4, Automatic
Defence / Armour / HP	2 / 4 (armour) / 18
Horror	Uncanny (1), Disturbing (2), when no one is inside
Special	Without a wearer, it follows its last order. Immune to psionic powers that affect the mind, horror and poison
Weakness	EMP shuts it down for two rounds. The joints: a targeted hit with 3 margin on a knee makes it slow
Behaviour	It carries out its order. If that is to guard a place, it never leaves it. If it is to find someone, it searches until its battery is empty
Traces	Deep footprints in the snow, broken doors at a height of two metres, radio traffic in Russian, a battery station in a disused factory
Encounter	A restricted zone, a camp of Department 13, a border. A Soldier with a heavy weapon, a saboteur with a plan or a Cyberneticist with a ghost hand
What remains	Technology for the workshop, mission orders that show what Department 13 is looking for. And sometimes a dead person inside, who has been sitting there for years

Subtypes

Subtype	Difference
Golem with wearer	The wearer is still alive. Initiative 4, tactics like a soldier, flees when it is hopeless.
Golem-9	Newer model. Flamethrower instead of machine gun, armour 5, HP 22.

The Broadcast

Creature · Machine

A signal that spreads via radio, telephone and loudspeakers and changes the people who hear it. Whether it comes from the numbers station, from Ariadne, from the other side or from all of them at once, no one knows. Those who hear it for too long become listeners: they do what the broadcast says and do not remember it.

A static on the radio, within it a woman's voice reading numbers. Then a melody. On a street, people stand at open windows and listen, all with the same empty face. One of them turns around and looks at the cell.

Value	Details
Initiative	5
Attack	The broadcast itself: 4 + 4 against WIL + Mental Resistance of all within earshot of a loudspeaker; whoever loses becomes a listener for one scene. Listeners: stats of cultists
Defence / Armour / HP	No body. The transmitter: defence 2, armour 2, HP 12, somewhere in the city
Horror	Disturbing (2)
Special	Spreads via any device that outputs sound. Psions with a helmet do not hear it. Psions without a helmet hear it twice
Weakness	Silence. Headphones with interference, wax in the ears, a power cut. An Echo operative can overlay it with a counter-frequency
Behaviour	It spreads, gathers listeners, sends them to a place. Where and why is the mystery
Traces	People walking along the same street at the same time, a radio station that broadcast an hour of silence in which some heard something, a mirror image that uses the word "listener"
Encounter	A city in which people act on a signal. The cell must find the transmitter while everyone around them can become a listener, even one of them
What remains	A recording of the signal that a cryptanalyst can decipher. And listeners who remember nothing except a melody

The Humans

The Core Rulebook says it clearly: the worst thing agents encounter usually has two arms, two legs and a credit card. Cultists, mercenaries, service agents and Grey Men are listed there with their stats. The following opponents add people who are dangerous because they know something, want something or believe in something.

Traces: money flows, rental contracts, handwriting, fingerprints, witnesses who lie because they are afraid. **Weakness:** everything that works against humans. And words. **Opponents from other books:** mercenary, elite mercenary, cultist, cult leader, renegade psion, service agent, Grey Man (Core Rulebook), Hand (Psion Building Block), Nameless One and Courier of the Open Ones (Agent Building Block).

Fanatic

Henchman · Humans

A person who has seen something and drawn the wrong conclusion from it. They believe that the crystals are angels, that the rifts open paradise, that O.D.I.N. is the devil. They are not stupid. They are convinced. And they have nothing to lose.

A young man with a flyer in front of a Hold, a woman who writes in a forum that the crystals are angels, a person who is too loud at a demonstration. They are overlooked until they act.

Value	Details
Initiative	3
Attack	Knife 2 + 2, damage 2, or Molotov cocktail 2 + 2, damage 3, area 3, fire
Defence / Armour / HP	1 / 0 / 5
Horror	None
Special	No horror tests, never flees. When in doubt, would rather blow themselves up than be arrested
Weakness	A Negotiator who speaks their language. Proof that they were wrong
Traces	Leaflets, internet forums, circles of candles in a flat, a diary full of quotes from a book of the Enlightened
Behaviour	Convinced and unpredictable. Fanatics act alone or in small groups, and they have no fear because they believe they are in the right.

Value	Details
Encounter	An attack, a kidnapping, a fire. The cell can often stop fanatics before they act if they read their traces early enough. A Negotiator is more valuable than a Soldier.
What remains	A diary, a chat group, a name. Often the trail to someone who used the fanatic.

The Fixer

Professional · Humans

A broker between collectors, mercenaries, cults and services. He procures what one needs: a crate, a transport, a person, a name. He does not fight himself if it can be avoided. He calls someone. And he knows something about almost every organisation in the chapter "The World Behind the Veil" that they would rather keep secret.

A man in a hotel bar who never pays because the bill has already been settled. He is friendly, inconspicuous and knows the name of everyone in the cell. He offers a drink. He has information. He wants something for it.

Value	Details
Initiative	4
Attack	Compact pistol 3 + 2, damage 2, concealed
Defence / Armour / HP	2 / 1 / 9
Deception, Negotiation	4 + 4
Special	Once per scene he calls for help: 1D6 mercenaries in one round. Always knows a second exit
Weakness	Money, fear, and an agent who knows more about him than he knows about the agent
Traces	A telephone number that appears in three files, a hotel room that has been booked under one name for years, mercenaries who remember a man with a quiet voice
Behaviour	Negotiates before he fights, and flees before he loses. The Fixer works for everyone and against everyone, and he is loyal only to his next job.
Encounter	The cell needs something that only he can procure, or they are hunting something he has already sold. The best scene is a conversation in which both sides lie.
What remains	A notebook with names. Contacts to Grey Meridian, to the Evening, to a service. A favour he owes if one lets him go.

The Collector

Leader · Humans

A very rich person who owns things they do not need to understand in order to want them. Crystals, artefacts, samples, sometimes people. They live in a villa, a castle, a yacht, guarded by mercenaries and Guard Systems. They are polite, educated, art-loving and without any limits. They are the opponent where the cell finds no creature in the end, but only a person who did not want to stop.

A man in a tailored suit in a library, surrounded by display cases. He pours wine, talks about his travels, shows a crystal that hums quietly. He is charming. He knows exactly who the cell is.

Value	Details
Initiative	3
Attack	An artefact from his collection, at the game master's discretion, otherwise pistol 3 + 3, damage 3

Value	Details
Defence / Armour / HP	2 / 1 / 10
Persuasion, Deception	5 + 4
Special	Always has 2D6 mercenaries, 1 elite mercenary and Guard Systems. Offers every agent an offer from the table “The Lures of the Others”
Weakness	His collection. Whoever destroys a piece he loves throws him off balance: −2 dice for one scene
Traces	Invitations to the Evening, freight papers for lead crates, a mercenary who does not know what he is guarding, a villa where something hums at night
Behaviour	Possesses, collects, defends. The Collector does not fight himself. He sends mercenaries, lawyers and money. If he is cornered, he uses a piece from his collection without knowing what it does.
Encounter	A villa, a castle, a yacht, a party at the Evening. The cell can break in, negotiate or attack. The finale often takes place in his collection, in front of a display case that one had better not open.
What remains	The collection: crystals, artefacts, samples. Enough for a year of work in the archive, and enough clues to other collectors.

The Medium

Professional · Humans

A clairvoyant with a practice above a kiosk, a YouTube channel and plenty of customers. Almost everything she does is fraud: cold reading, research, theatre. But a small part is real, and she does not know which. She has a dormant gift that was never opened. The Seeker never heard her, because she was already too old.

A woman in her fifties with too much jewellery, tarot cards and a laugh that sounds of cigarettes. She greets the cell by name before anyone has introduced themselves, and is startled by it herself.

Value	Details
Initiative	2
Attack	None. When she is afraid, she unintentionally shatters glass: 3 + 2, damage 2, area 3
Defence / Armour / HP	1 / 0 / 8
Deception, Insight	4 + 4
Special	Once per scene she says something true that she cannot know. The game master decides what. She never knows when
Weakness	Her business. Whoever can prove her fraud has a hold over her
Behaviour	Lies until she realises that the cell knows more. Then she is afraid, and fear makes her gift loud
Traces	Customers who knew things after a session that they could not know, a cult that reveres her as a prophet, an Observer of the Psionic Core who puts her name on a list
Encounter	The cell investigates a fraud and finds a gift. Who gets her: O.D.I.N., STILLWATER, the Open Ones or a cult? And what about her customers?
What remains	A witness, a possible ally, a question to the Choir, why the Seeker never heard her

The Family

Henchmen · Humans

A farm at the end of a valley, a family that has lived there for generations and sacrifices to a thing in the cellar that brings them luck. The harvests are good, no one falls ill,

and every twelve years a stranger disappears. The family is not mad. They are polite, hospitable and convinced that they do what is necessary.

A farmhouse with flowers in front of the windows, a grandmother who offers cake, children who greet politely, a father with a shotgun who does not smile. In the cellar a candle burns, and the door to it is made of iron.

Value	Details
Initiative	3
Attack	Shotgun 3 + 2, damage 4, spread, or pitchfork and knife 2 + 2, damage 3
Defence / Armour / HP	1 / 0 / 6, as a squad according to the rules of the Core Rulebook
Horror	None, until one is in the cellar
Special	The family knows the terrain and every trap in it. They fight together and never give up one of their own
Weakness	Their faith. Whoever proves that the thing in the cellar is lying to them breaks them. And the children, who have long had doubts
Behaviour	Hospitable, until the cell asks too many questions. Then a car disappears, a telephone stops working, and at night someone comes into the room
Traces	Missing hikers at intervals of twelve years, a farm that has suffered in no crisis, a church register without deaths
Encounter	Horror in the countryside. The cell is a guest, and they do not know it. What is in the cellar is decided by the game master from another origin: a crystal, an Ancient, a dead one
What remains	What was in the cellar. A family before the court, or under the Veil. Children whom someone must take in

The Cleaner

Elite · Humans

A specialist whom collectors, corporations and services call when something supernatural has happened and no one is to learn of it. He does what the Operations Branch does, only for money and without limits: witnesses disappear, evidence burns, corpses become accidents. He is the best in his profession, and he was once with O.D.I.N.

An inconspicuous man in a grey suit with a briefcase, who enters a crime scene as if he belongs there. He greets the police officers by name. He casts a glance at the cell and nods, as one nods to colleagues.

Value	Details
Initiative	5
Attack	Silenced pistol 4 + 4, damage 3, quiet, or melee 4 + 3, damage 3
Defence / Armour / HP	3 / 2 / 12
Deception, Stealth, Explosives	4 + 4
Special	Knows the methods of the Operations Branch: agents' tricks do not work against him. Has prepared an escape route and an incendiary device at every crime scene.
Weakness	His past. Somewhere there is a file on him, and a handler who once liked him.
Behaviour	Eliminates traces and everyone who has seen them. Avoids O.D.I.N. when he can, because he knows how they work.
Traces	Crime scenes that are too clean, witnesses who have moved without a forwarding address, a fire in a laboratory one hour after a break-in.

Value	Details
Encounter	A race for the same crime scene. Whoever gets there first gets the evidence. The cell meets a man who knows their own methods better than they do.
What remains	His clients, his real name, an open question to the Audit as to why he was allowed to leave.

The Shifted

Places and times that are not right. A room that is larger on the inside than on the outside. A day that repeats itself. A practice that appears in different places. The Shifted is rarely a being. It is an error in the world, and errors cannot be shot. One must find and fix it.

Traces: Clocks that drift apart, witnesses who have experienced the same day twice, floor plans that do not match, mail with the wrong date. **Weakness:** Find the anchor: the date, the object, the door to which the error is attached. Weapons are useless.

Loop Person

Henchman · Shifted

People who are trapped in a time loop and do not notice it. They do the same thing every day, say the same sentences, go to work at the same time. Whoever disturbs the loop becomes an error to them, and they try to fix it.

A man at a bus stop who reads the same newspaper every morning. A baker who sells the same bread and makes the same joke every day. On the third visit, the cell notices that it is not every day. It is the same day.

Value	Details
Initiative	2
Attack	Fist or whatever is at hand 2 + 2, damage 2
Defence / Armour / HP	1 / 0 / 5
Horror	Uncanny (1), Disturbing (2), when someone greets the character by name that they did not know yesterday.
Special	Whoever dies in the loop gets up again the next morning. Characters too, as long as they are in the loop.
Weakness	The anchor of the loop. Once it is found and destroyed, all loop people awaken and remember nothing.
Traces	A newspaper from yesterday that is sold again today. A receipt with the same date, for days. A dog that is run over at the same spot every morning and does not die.
Behaviour	Peaceful as long as the loop runs. If someone becomes an error, they try to fix it, first friendly, then with everything they have.
Encounter	A small town, an office building, a train. The cell enters and only notices late. Every day is a new round, and every round a chance to find the anchor. What the cell learned yesterday, only they know.
What remains	The freed people who remember nothing, and an anchor: a clock, a calendar, a letter. Often an artefact.

The Wandering Room

Elite · Shifted

A room that does not stay in its place. A hotel room that is in Vienna one day, in Rotterdam the next. A cellar that appears under different houses. Whoever enters comes out somewhere else, or not at all. The Wandering Room is not a being, but it has rules, and it has values, because it defends itself when one tries to hold it.

A hotel door with the number 213 in a house that has only twelve rooms. Behind it a room with floral wallpaper, an old picture on the wall, and a window onto a city that is not this one.

Value	Details
Initiative	4
Attack	The room shifts: everyone inside rolls DEX + Acrobatics against Hard (3), otherwise 3 damage and at another location.
Defence / Armour / HP	Not vulnerable. It is held with an extended test, 8 successes, on Physics, Thaumaturgy or Ritualism.
Horror	Disturbing (2)
Special	Once per scene it swaps its location. What lies inside goes with it: furniture, people, corpses.
Weakness	Its anchor: usually an object that is the same in all locations, a picture, a clock, a calendar.
Traces	Missing persons last seen in different cities in the "same" room. A door with a number that does not exist in the house.
Behaviour	It wanders, takes along, does not give back. The room has no will, but it has habits, and whoever knows them can use it.
Encounter	Missing persons last seen in the same room in different cities. The cell must find the room, enter it and get out again before it moves on.
What remains	The anchor, often a picture or a clock, and the missing persons, if they are still in the room. And a way that is faster than any aeroplane, if one masters it.

The Practice

Leader · Shifted

A doctor's surgery behind a green cellar door, with a waiting room, a calendar and a second door. It has appeared since 1994 in places where it never was, and people who accompany someone to it disappear. Who Dr. med. H. Sander is and what lies behind the second door is in the Investigator Building Block. These are the values of the practice in case the cell comes without an appointment.

A green door at the foot of a cellar staircase, with a brass nameplate. Behind it a waiting room, clean, silent, with magazines from 1994. One no longer hears the traffic, not the wind, not one's own breath.

Value	Details
Initiative	None. The practice acts when someone opens the second door.
Attack	Whoever goes through the second door disappears if they were not called with an appointment. Whoever has an appointment may come back, once.
Defence / Armour / HP	Not vulnerable.
Horror	Horrifying (3) at the sight of the calendar turning its pages by itself.
Special	The practice opens only if in recent weeks someone has accompanied a person "to the appointment". A warding circle around the staircase keeps the door closed, but not forever.
Weakness	The calendar from 1994. Whoever finds it knows where the practice will be next.
Traces	See Investigator class book: seven missing persons, a doctor who does not exist, a postcard dated 1994.

Value	Details
Behaviour	It waits. The practice does not act, it receives. Whoever has an appointment is called.
Encounter	The cell follows the traces from the Investigator book. The encounter is not a fight, but a decision: Who goes in, and who stays outside? The game master should consider in advance what lies behind the second door.
What remains	The calendar, Frank's ID, an appointment for the next one. And the answer to an open case, or the next question.

The Double

Professional · Shifted

A person who meets themselves: their self from yesterday, from tomorrow, or from a life in which they made a different decision. The double arises in places where time throws folds. It knows everything its original knows, and a little more. And it wants the same life.

A character sees themselves on the other side of the street, in different clothing, with a scar they do not have. The double smiles as if it knows a joke the original has not yet heard.

Value	Specification
Initiative	Like the original, +1
Attack	Like the original
Defence / Armour / HP	Like the original
Horror	Disturbing (2) for the original, Uncanny (1) for everyone else
Special	Knows all the cell's plans. Once per scene it knows what the original will do next, and acts first. If the original dies, the double remains

Value	Specification
Weakness	What it has not experienced. Anyone who asks it a question about the last hour throws it off balance for one round
Behaviour	Wants the original's life, or to warn them, or save them, or replace them. The game master chooses, and the player does not know
Traces	Witnesses who have seen a character in a place they never were, account debits they did not make, a legend that someone else lives on
Encounter	The cell hunts someone who looks like one of them. The cell does not know which one is real. A scene that should be played by the character's player
What Remains	A character who knows what they could have become. Or a character who is no longer quite sure which of the two they are

The Forgotten

Henchmen · Shifted

People who have fallen out of time. No one remembers them, no file knows them, their photos show empty spaces. They are still there, in the gaps between the minutes. They want someone to remember them. And whoever looks at them too long begins to fade themselves.

People at the edge of the field of vision whom no one notices: on the underground, in the supermarket, in the Hold's canteen. Whoever looks directly at them sees a face they immediately forget again. On the thermal camera they are not there.

Value	Specification
Initiative	4
Attack	Touch 2 + 3, no damage. Whoever is touched rolls WIL + Mental Resistance against Doable (2), otherwise a person who knew them forgets them
Defence / Armour / HP	3 / 0 / 4, only vulnerable to someone who has remembered their name
Horror	Uncanny (1), Disturbing (2) for anyone whom a friend no longer recognises
Special	Appear in groups, as a squad. Cameras and recordings do not capture them
Weakness	Memory. Whoever writes down a name and says it aloud brings the Forgotten back into the world, and they stop touching others
Behaviour	Follow, touch, plead. They do not attack out of malice, but out of loneliness
Traces	Empty spaces on class photos, flats where someone lives whom no neighbour knows, a chair in the canteen on which no one ever sits
Encounter	The cell realises that someone they knew is no longer remembered by anyone. The investigation leads to the Forgotten. The Registry may have the only file on them
What Remains	Names that were brought back. And the question of who takes people out of time

The Endless Road

Leader · Shifted

A road in a city that leads into itself at both ends. Whoever drives in does not get out. The houses are inhabited, the shops are open, the people are friendly, and no one there wonders that it has been the same road for years. It is a place that refuses to be part of the world. And it grows.

An ordinary residential street, cobblestones, a bakery on the corner. On the second pass the cell sees the same woman with the same pram. On the third she waves. The sat nav shows a road that does not exist.

Value	Data
Initiative	None. The street acts at the beginning of every scene
Attack	The street changes: exits disappear, houses swap places, fog rises. Whoever wants to flee rolls Survival or Physics against 5 + 5
Defence / Armour / HP	Not vulnerable. Its anchor has 20 HP if one finds it
Horror	Disturbing (2), Horrifying (3) when one realises how long people have been living here
Special	The residents take the cell for new neighbours and want it to stay. Every night in the street, a character forgets something from outside
Weakness	Its anchor: the first house that no longer found its way out, or a person who stayed first. A Chronomancer can sense it
Behaviour	Grows. Every year it swallows a house of the city around it. The city does not notice because the maps adapt
Traces	Houses that stand on old city maps and not on new ones, postmen who never find a street, missing persons whom someone claims to have seen there
Encounter	A mission in a place that is friendly and does not let go. The cell must find the anchor before it forgets why it came
What remains	Freed residents who do not know what year it is. An anchor that could be an artefact. A street that belongs to the city again

Opponents from the World

The organisations from the chapter “The World Behind the Veil” send their own people. The following opponents belong to them. Not all are enemies. Some are rivals, some temporary allies, and one is perhaps the only person who tells the cell the truth.

Operator of Grey Meridian

Professional · Humans · with subtypes

A mercenary of the security company from London, former soldier, well paid, well equipped, and after a few assignments for collectors less clueless than his employers believe. Grey Meridian always sends a team of four to six, with a team leader.

Men and women in civilian clothes with black rucksacks, too calm for tourists. A van with the engine running. Radios that crackle quietly. Grey Meridian always comes as a team, and the team has a plan.

Value	Data
Initiative	3
Attack	Carbine 3 + 3, damage 4, Precise
Defence / Armour / HP	2 / 2 (protective vest) / 9
Perception	3 + 2
Special	Radio link to the team. Withdraws when the team leader falls or the contract is no longer paid
Traces	Rental car of a company in Dubai, casings of a calibre that no police force in Europe uses, a patch with a grey compass
Behaviour	Professional and cautious. They shoot when they have to, and withdraw when the contract is no longer worth it. They are not fanatical. You can talk to them if you pay more.
Encounter	The cell meets a team that wants the same thing: a crystal, a crate, a witness. A race, then a firefight, or a negotiation in an underground car park.
What remains	Equipment, radio logs, a letter of assignment that leads to a shell company. An operator who wants to get out and knows something.

Subtypes

Subtype	Difference
Team leader	Elite. Attack 4 + 4, HP 12. Once per combat a command: the whole team acts immediately.
Technician	Disables cameras and alarm systems. Security systems 3 + 3, EMP grenade.
Dog handler	With a dog that smells crystals. Finds hidden objects, Perception 3 + 4.

Remote Viewer of STILLWATER

Elite · Humans

A psion of the American programme, found without a Seeker, awakened late and poorly trained. He wears no helmet, but a cap with copper wire from the seventies, and he has had headaches for as long as he can think. His strength is remote viewing: he sees places he has never been. He is dangerous because he can see the cell before it sees him, and because he does not know that something can hear him.

A pale man in a motel room with drawn curtains, surrounded by drawings. He wears a cap with copper wire. On one of the drawings is the cell's Hold.

Value	Details
Initiative	4
Psi	4 + 3, 12 PSI points, no focus device
Powers	Remote Viewing (sees a place within 100 km, one action), Thought Reading, Psionic Shock
Attack	Pistol 3 + 2, damage 3
Defence / Armour / HP	2 / 1 / 10
Special	Resonance 3. Every power used triggers the Resonance test from the Psion Building Block.

Value	Details
Weakness	Alloy S blocks him completely. A Psion with a helmet senses him like a spot of light in a dark room.
Traces	A man in a hotel room who has not gone out for three days. Drawings of places where the cell was, on hotel paper.
Behaviour	Observes from a distance, reports to his superiors. He is not a fighter. Cornered, he uses his powers like a child: too much, too loud.
Encounter	The cell notices that it is being watched and finds out from where. A Psion of the cell senses him as a spot of light. The question is whether to eliminate him, arrest him, or recruit him.
What remains	His drawings, his handler in Boston, documents about STILLWATER. And a Psion who will not live much longer without a helmet if no one helps him.

Hunter of Department 13

Elite · Humans · with subtypes

An agent of the Russian programme, hard, well trained and without scruples, with experience from exclusion zones that O.D.I.N. has never seen. Department 13 rarely sends its hunters alone. Often they are accompanied by a Psion without a helmet, who will not live long and knows it.

A man in a dark coat who waits too long at a crossroads. A young woman with a shaved head next to him, whose nose is bleeding. Both look as if they have not slept for days.

Value	Details
Initiative	5
Attack	Silenced rifle 4 + 4, damage 4, Quiet
Defence / Armour / HP	3 / 3 (combat suit) / 12
Stealth, Deception	4 + 3
Special	Carries ammunition with an admixture of Siberian crystal dust, which acts like incendiary ammunition against beings from rifts.
Weakness	Is on hostile territory and has no backup. Whoever betrays him has him.
Traces	A passport with a visa that does not match the name, a crystal shard in a hotel safe, a sentence in Russian in a radio log.
Behaviour	Hard, determined, merciless. The hunter is looking for a crystal, a person, or Alloy S, and he takes no account of witnesses. He does not negotiate, except to gain time.
Encounter	A hunt in a city where both sides must not show themselves. The cell must stop him before the police do, and before the Psion at his side collapses.
What remains	Ammunition with Siberian crystal dust, a radio code, the trail to a second site. And a young female Psion who could save O.D.I.N. if someone wants to.

Subtype:

Subtype	Difference
Psion without helmet	Professional. Psi 4 + 3, 10 PSI points, powers Psionic Shock and Force Push. Resonance 4. After each fight D6: on a 1 he collapses.

Adept of the Enlightened

Professional · Humans

A member of the Enlightened who no longer just plays at rituals. He found one of the books that the Print Shop

wrote, and tried the circles in it. One worked. Since then he believes he is chosen. He wears a suit, a watch that is too expensive, and a ring with an eye.

A man in an expensive suit with a ring with an eye, kneeling in a terraced house cellar in front of a circle. He is nervous and proud. Behind him stand five people in robes from the costume hire. The circle is warm.

Value	Details
Initiative	3
Attack	A ritual from the Print Shop book 3 + 3, damage 3, area 3, or pistol 3 + 2, damage 3
Defence / Armour / HP	2 / 0 / 8
Persuasion	3 + 3
Special	When he performs a ritual, the game master rolls a D6: on a 1, something answers, and he becomes a Riftling for one round
Weakness	He does not know where his power comes from. Whoever tells him rolls an opposed test on CHA + Persuasion against his 3 + 3. If it succeeds, he gives up
Traces	An internet group “Illuminati Europa”, a book with circles as ornament, a living room with a warm circle on the floor
Behaviour	Wants to prove that he is chosen. He shows his power gladly and too often. If he is threatened, he performs a ritual he does not understand.
Encounter	The trail of the Enlightened leads into a cellar. The cell must stop the adept before his ritual calls something, and protect his followers, who do not know what they are doing.
What remains	A Print Shop book with real circles inside. A membership list. And an embarrassing question for the Operations Branch.

Exorcist of the Congregation

Elite · Humans

A priest of the Congregation of the Silent Word, one of twelve. He is not an enemy of O.D.I.N., but he does not work for them. He appears in places where the dead do not rest or children sing, and he does what he thinks is right. Sometimes he helps the cell. Sometimes he stands in its way, because he wants to protect a child that O.D.I.N. is supposed to collect.

An old priest who is at the crime scene before the cell. He introduces himself politely, in Italian, then in perfect German. He does not ask who the cell is. He seems to know.

Value	Details
Initiative	3
Attack	Melee 3 + 2, damage 2. He does not like to fight
Exorcism	4 + 5 against possessed and dead, extended test as for the possessed
Defence / Armour / HP	2 / 0 / 11
Insight	4 + 4
Special	Knows confessions of members of the Hands. Says nothing about it. But he recognises a Hand when he sees one
Weakness	The seal of confession. And the truth, if one tells it to him
Traces	A priest the parish does not know, holy water stains on a door, an entry in a hotel guest book in Latin script
Behaviour	Helps victims, not organisations. He works with the cell as long as it wants the same. He stands in its way when it is supposed to collect a child.

Value	Details
Encounter	A possessed person, a haunting, a child who sings. The exorcist is ally and conscience in one person. The strongest scene is the one in which he asks what the cell really works for.
What remains	A contact to the Congregation, access to the mirror from Bamberg, a favour. Or an enemy in the Vatican, if the cell betrays him.

Curator of the Evening

Elite · Humans

The man who runs the auction, or the woman who examines pieces before they are auctioned. The curator is an art historian, antiquarian, appraiser, and he knows more about artefacts than most O.D.I.N. antiquarians. He never fights. He has people for that. He talks, and he makes offers.

A woman in an evening dress at a table with velvet, a magnifying glass in her eye, a crystal between two fingers. She looks up, smiles and names the value of the stone in dollars before anyone asks.

Value	Details
Initiative	3
Attack	None of his own. Always has 1 team leader and 1D6 Grey Meridian operators with him
Defence / Armour / HP	2 / 1 / 9
History, Negotiation, Deception	5 + 4
Special	Knows the value and origin of every artefact he sees. Offers every antiquarian of the cell a trade
Weakness	He is a businessman. A better offer, proof of a forgery, a buyer who betrays him
Traces	An invitation card without a sender, a ballroom in a hotel rented for one evening, a catalogue that is to be burned after reading
Behaviour	Trades, examines, sells. The curator is never in a hurry. He has a price for everything and a guard in case someone does not want to pay.
Encounter	A ballroom in the evening, a warehouse, a private viewing. The cell can bid, steal or bribe the curator. A fight is the worst option, because afterwards all bidders flee.
What remains	The catalogue of the evening, a list of buyers, an artefact from this chapter or the Artefacts chapter.

Master of the Silent Circle

Leader · Humans

The Master of the Chair of the lodge in Uppsala, an old man with a white beard and good manners. He is not a fighter. He is the most dangerous person in this Atlas, because he knows something that O.D.I.N. does not know, and because he decides whom he tells it to. The cell does not defeat him. It convinces him, or it leaves without an answer.

An old man with a white beard in a lodge house with wood panelling. He offers tea. He expected the cell, because someone from the cell did something that the lodge noticed.

Stat	Value
Initiative	2
Attack	None. His weapon is what he knows.
Defence / Armour / HP	1 / 0 / 8

Stat	Value
History, Occultism, Insight	5 + 5
Special	Keeps the song from 1871 and knows the name of the tutor. Knows whose name was overwritten in the visitors' book in 1957. Speaks only to a character who brings him proof that they deserve it.
Weakness	The lodge. He would do anything to protect it. And the missing page: whoever brings it to him gets every answer.
Traces	A lodge brother who visited Hallström in 1938, a lodge house with a circle in the floor, the minute book from 1872 that was stolen in Hanover.
Behaviour	Waits, observes, tests. He gives only what one has earned, and he recognises who lies.
Encounter	The cell seeks the song from 1871 or the name from 1957. The encounter is a conversation lasting hours, in which the Master asks questions. Whoever gives the right answers learns something that is not in File Zero.
What remains	The song, or a part of it. The name of the tutor. And an ally who knows more than the Council.

Head of Security at Morrow Biologics

Elite · Humans

Dr. Helen Norwood, formerly an officer in a medical service, now head of security for a corporation that does not know what it is researching. She knows by now. She has seen the hybrid dogs, the growths, the Chimera in Lyon. She still protects the corporation, because she believes that medicine is being created there that will save millions. And because she is in too deep.

A woman in a grey trouser suit with a tablet and an earpiece, waiting for the cell in a sterile foyer. She offers coffee, talks about data protection, and has six men from Grey Meridian behind the glass door.

Stat	Value
Initiative	4
Attack	Pistol 4 + 3, damage 3
Defence / Armour / HP	3 / 2 / 11
Persuasion, Medicine, Tactics	4 + 4
Special	Has a dog whistle for the hybrid dogs and access to all laboratories. Can evacuate Morrow Biologics within an hour and have all traces destroyed.
Weakness	Her conscience. Whoever proves to her that Morrow kills people who should have been healed gains an ally.
Behaviour	Negotiates, delays, covers up. Fights only if the cell breaks into a laboratory.
Traces	Her name on contracts with Grey Meridian, a personnel file from a medical service, a parking permit for a laboratory in Lyon.
Encounter	The cell wants to get into a Morrow laboratory. Norwood is the door. Talking to her is hard, working against her is expensive.
What remains	Access cards, study protocols, a witness. Or an opponent the cell never forgets again.

Preacher of the Singers

Leader · Humans

A person who has heard the Singers and returned without becoming one of them. He moves from city to city and tells of the stairs, the song, and what waits behind it. The people who listen to him leave their lives. He believes that he saves them. The Singers do not call him by his name, but by the one they have given him.

A gaunt man with a gentle voice in a parish hall, a tent, an empty cinema. He does not preach loudly. He hums, and the people hum along. Circles are tattooed on the backs of his hands.

Value	Specification
Initiative	3
Attack	The Song 5 + 4 against WIL + Mental Resistance of all within earshot; whoever loses follows him for one scene. Otherwise knife 2 + 2, damage 2
Defence / Armour / HP	2 / 0 / 14. His congregation: 3D6 followers as squads, stats of fanatics
Horror	Uncanny (1), Disturbing (2) for Psions who recognise the song
Special	Knows where the next staircase is. Psions hear him from one kilometre away. Once per scene he can send a follower to a staircase, who then does not return
Weakness	Silence. Helmets with Alloy S protect against the song. Whoever proves to him that the people he has sent are not happy silences him
Behaviour	Preaches, moves on, leaves behind congregations that wait for him. Flees when hunted, because he believes his work is more important than he is
Traces	People who have disappeared after a talk, tattoo studios that have pricked circles, posters with a line of music without text
Encounter	The cell follows a trail of missing people to a community hall. The preacher is friendly and invites them to listen. Whoever listens rolls
What Remains	The location of a staircase, a congregation that must be freed, and a clue as to how far the threat of the singers already is

Liaison Officer of a Partner Service

Professional · Humans

Every service that has tacitly accepted the Veil Protocol has a person who talks to O.D.I.N. He supplies passports, closes files, gets agents out of prisons. He is a partner, not a friend. His service has its own interests, and he represents them. When the cell needs him, something has gone wrong. When he needs the cell, too.

A man or a woman in a well-cut coat, waiting in a café for the cell, with a newspaper and an envelope. He speaks quietly, makes no jokes, and always pays.

Value	Specification
Initiative	3
Attack	Pistol 3 + 3, damage 3. He almost never fights. He calls
Defence / Armour / HP	2 / 1 / 9
Negotiation, Deception, Contacts	4 + 4
Special	Can once per mission call off the police, border control, or judiciary of a country. Can also do the opposite
Weakness	His own service. Whoever can prove that he has acted against its interests has a hold over him
Behaviour	Helps when it benefits his service, and betrays when it benefits his service more. Keeps his word as long as it does not cost him his career
Traces	A number in the handler's telephone book, a diplomatic passport, a café where he always sits at the same table

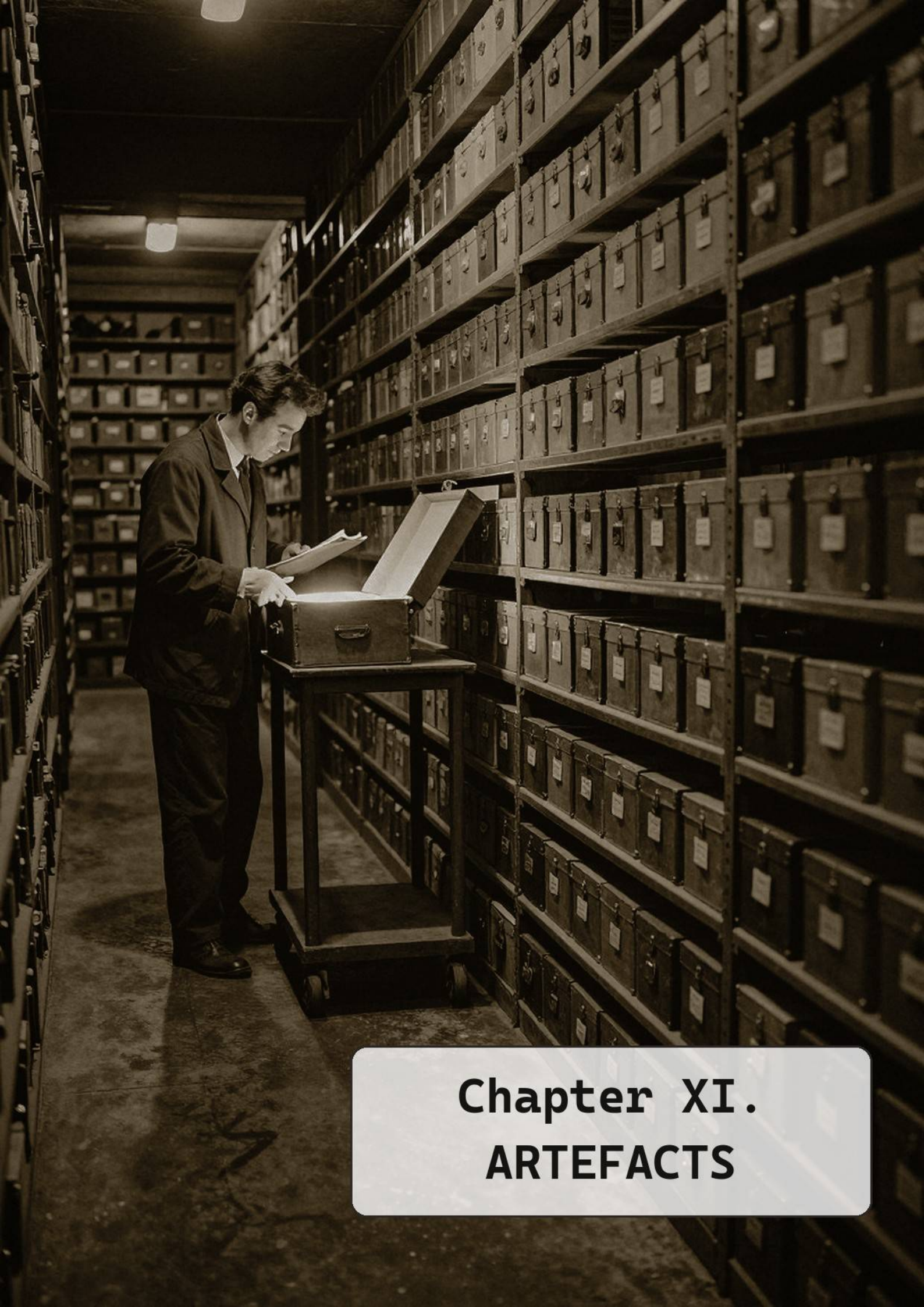
Value	Specification
Encounter	The cell sits in a prison, an immigration office, or an interrogation room. Or they are to do something for him that is not in the file. Both begin with a coffee
What Remains	A favour he owes, or one the cell owes. Information about other services. A level 2 contact if he has been treated well

Overview of Opponents

Opponent	Level	Origin
Adept of the Enlightened	Professional	Humans
Ariadne	Elite	Machine
Possessed One	Elite	Dead
Chimera	Leader, Creature	Transformed
Choir Child	Professional	Voice
The Cleaner	Elite	Humans
The Double	Professional	Shifted
The Dark Facility	Leader, Creature	Machine
The Endless Road	Leader	Shifted
Exorcist of the Congregation	Elite	Humans
The Passengers	Henchman, Creature	Dead
The Family	Henchman	Humans
Fanatic	Henchman	Humans
Remote Viewer of STILLWATER	Elite	Humans
The Fixer	Professional	Humans
The Woman from the Raunächte	Leader, Creature	Old
Glass Man	Professional	Transformed
Golem-7	Elite	Machine
The House Spirit	Professional	Machine
The Executioner	Elite, Creature	Dead
Hybrid Dogs	Henchman	Transformed
Will-o'-the-wisp	Henchman, Creature	Old
Hunter of Department 13	Elite	Humans
Germling	Henchman, Creature	Alien

Opponent	Level	Origin
The Colony	Henchman, Creature	Alien
Crystal Guardian	Elite, Creature	Voice
Curator of the Evening	Elite	Humans
The Medium	Professional	Humans
Master of the Silent Circle	Leader	Humans
Nachzehrer	Henchman, Creature	Old
Name Eater	Elite, Creature	Voice
Nanite Wildling	Elite	Transformed
Operator of Grey Meridian	Professional	Humans
The Pilot	Elite	Alien
The Practice	Leader	Shifted
Preacher of the Singers	Leader	Humans
Riftling	Henchman, Creature	Voice
The Collector	Leader	Humans
Loop Person	Henchman	Shifted
The Swarm	Creature	Alien
The Black Dog	Creature	Old
Threshold Guardian	Leader, Creature	Voice
The Broadcast	Creature	Machine
Head of Security at Morrow Biologics	Elite	Humans
Haunt	Henchman, Creature	Dead
The Deep Circle	Leader, Creature	Alien
Liaison Officer of a Partner Service	Professional	Humans
The Forgotten	Henchman	Shifted
The Lost Veteran	Elite	Transformed
The One from the Lake	Leader, Creature	Old
Guard System	Henchman	Machine
Forest Walker	Elite, Creature	Old
The Wandering Room	Elite	Shifted
The Waiting One	Leader, Creature	Dead
The White Lady	Professional, Creature	Dead
Returner	Leader, Creature	Voice

Opponent	Level	Origin
Overgrowth	Henchman	Trans-formed
The Spectator	Elite, Creature	Alien



Chapter XI.
ARTEFACTS

Artefacts

"Rule 1: If you don't know what it is, don't touch it. Rule 2: If you know what it is, still don't touch it."
Training Manual, page 1

The Core Rulebook says: Some objects do not come from this time, others not from this world. O.D.I.N. calls all of these artefacts and stores them in archives. Veterans may carry some of them on missions. Most do so only when they have no choice.

This chapter fills the archives. It contains artefacts from all eight origins of the Threat Atlas: things from rifts and crystals, extraterrestrial technology, remnants from laboratories, objects from legends, hauntings in metal and glass, machines that can do more than they should, relics from human history, and things that do not belong in their time. Horror, technology, and magic lie on the same shelves, often in the same object.

Rules for Artefacts

Danger

Every artefact has a **Danger** of one to five skulls, like the threat of organisations in the chapter "The World Behind the Veil". The danger indicates how much an artefact costs, how strictly it is stored, and who may carry it.

Danger	What it means	Who gets it
💀	Strange, but harmless, as long as you know the rules.	Veteran
💀💀	Useful and temperamental. The price is noticeable.	Veteran, with justification
💀💀💀	Powerful. The price is high, and it becomes due.	Veteran, with branch approval
💀💀💀💀	Dangerous to everyone nearby.	Only with a Black File
💀💀💀💀💀	Not issued. Whoever uses it anyway has a very good reason or no sense.	Nobody

The Price

Almost every artefact has a **Price**. No artefact is an ordinary item with a bonus. The prices are chosen to match the signatures of the classes: An artefact can cost strain, trigger a Psion's Resonance test, increase a Thaumaturge's Whisper, a Soldier's Echo, an Agent's Fade, a Scientist's Contamination, or an Investigator's Suspicion. Whoever uses the artefact pays, regardless of their class. If the user lacks the value, they suffer 1 strain instead. Increased values apply until the end of the mission, unless stated otherwise for the artefact.

RULE: USING ARTEFACTS

An artefact works as described for it. Where nothing else is stated, using it costs an action, and the effect lasts for one scene.

The price becomes due immediately. If an artefact has a danger of three or more skulls, the game master additionally rolls a D6 after use. If the result is equal to or less than the danger minus 2, the artefact does something not in its description.

A character can carry at most as many artefacts at once as their WIL. Whoever carries more suffers 1 strain each scene.

Requesting and Returning

Artefacts are service equipment of the "unique" level from the chapter "Cell Resources". They are requested from an archive, for a mission, with a signature. After the mission they go back, and the archive checks whether they are still the same. Whoever keeps an artefact is treated as described in the chapter "Cell Resources" under "Kept Things".

Identifying

An unknown artefact is dangerous because nobody knows what it costs. The cell can examine it:

- **Antiquarian:** Provenance and Value Assessment show origin and age. Cursed things allow it to be transported safely.
- **Scientist:** An analysis with a spectrometer or field laboratory shows whether it has an energy source, and which origin.
- **Thaumaturge:** A crystal detector or the Whisper reveals whether it belongs to the voice.
- **Psion:** A telepath hears whether something dwells within.
- **Wendland's Scales** (Scientist class book) shows whether an object is of supernatural origin, and its age.

Each successful examination reveals one line of the artefact: effect, price, or origin. The cell learns the danger only when it knows all three, or when it uses it.

Artefacts from the Class Books

The class books contain their own artefacts, each with danger and price. They continue to apply and fit into the origins of this chapter. Ashgrove's compass from the Soldier class book is the compass without north from this chapter.

Artefact	Class book	Danger
A Cap of the Thirty-One	Psion	☠☠
Marek's Tuning Fork	Psion	☠☠
Lerche's Watch	Psion	☠☠
The Shard from Wales	Psion	☠☠☠
Holloway's Lamp	Thaumaturge	☠☠
The Seventh Leaf	Thaumaturge	☠☠☠
Penhallow's Ashes	Thaumaturge	☠☠
Magister's Ring	Thaumaturge	☠
Quispe's Mortar	Thaumaturge	☠☠
The Music Box of Lavigne	Thaumaturge	☠☠
Dorje's Bell	Thaumaturge	☠☠
Solheim's Pendulum	Thaumaturge	☠☠
Ashgrove's Compass	Soldier	☠
Lindahl's Watch	Soldier	☠☠
The Kiruna Flag	Soldier	☠☠
The Radio from the Karakoram	Soldier	☠☠☠☠☠
Marsh's Thimble	Agent	☠☠
Diplomat's Fountain Pen	Agent	☠☠
Aigner's Hat	Agent	☠
The Key Without a Door	Agent	☠☠
The Photo of Elster	Agent	☠☠☠☠☠
Wendland's Scales	Scientist	☠
The Nordlicht Probe	Scientist	☠☠☠
Measuring Case 1957	Scientist	☠
The First Cap	Scientist	☠☠
Gysin's Soldering Iron	Scientist	☠
Hofer's Detector	Scientist	☠☠☠☠☠
Hallström's Magnifying Glass	Investigator	☠☠
The Calendar from Hann. Münden	Investigator	☠☠☠
The Tapes from 1971	Investigator	☠☠
The Red Thread	Investigator	☠☠☠☠☠

Unknown Artefacts

For finds not listed in this chapter, the game master can roll: once each in this way for the form, the effect, and the price.

D12	Form	Effect	Price
1	A key	Opens what is locked	1 strain per use
2	A mirror	Shows what is hidden	The owner forgets a memory
3	A watch	Changes time by seconds	Watches nearby stop, forever
4	A book	Answers a question	One page is afterwards written in the reader's hand-writing
5	A stone	Stores power	It becomes warm and wants more

D12	Form	Effect	Price
6	A weapon	Hits what cannot be hit	It wants to be used
7	A device with a display	Measures what cannot be measured	It also measures the user, and someone is reading along
8	A photo	Shows a place where one wants to be	Whoever looks too long is there
9	A musical instrument	Soothes or calls	Something is listening
10	An item of clothing	Conceals the wearer	The wearer is also concealed from friends
11	A glass with contents	Heals or poisons	One does not know beforehand what
12	A part of a body	Grants an ability of the former owner	The former owner wants it back

Roll two D6. The first gives the row, the second the half: on 1 to 3 use rows 1 to 6, on 4 to 6 rows 7 to 12.

The Voice

The Tuning Fork from Wales

Voice · Danger 💀💀💀

A tuning fork of matt metal, found in 1947 in the Chamber, between the first crates. When struck, it produces a tone that humans can barely hear and Psions cannot stand. The Collegium uses it to close small rifts. Once it opened one.

Property	Details
Effect	Struck next to a small rift, it closes it in one round. Next to a large rift: extended test, 6 successes, on Ritualism or Physics
Price	All Psions within 100 m suffer 2 strain and roll their Resonance test. On a 1 on a D6, the rift opens further instead
Stored	The Chamber, Wales, in a box with felt
In Play	The cell needs it to close a rift, but the only Psion in the cell knows what it will do to them

The Glass with the Breath

Voice · Danger 💀💀💀💀

A preserving jar with a clip lid, containing nothing but air. The air comes from the other side, captured in 1957 by Margaret Pennington at the rift in Cornwall. It smells of ozone and wet stone, even though the jar is closed. Whoever looks closely sees the air moving.

Property	Details
Effect	When opened, a small rift appears at that spot for three rounds. Through it one can look, call, or throw an object. Something can look back
Price	+1 Contamination for everyone within 5 m. Whoever looks through it rolls a horror test against Horrifying (3)
Stored	Cold store, Bern, at −80 °C, although nobody knows if cold helps
In Play	A collector at the evening offers a second glass. The Institute swears there is only one

Märta's Music Box

Voice · Danger 💀💀💀

A small wooden music box, painted with birches, from the Solberg sanatorium. It plays a melody that no composer ever wrote. Every Psion recognises it without knowing where from. Children who hear it fall asleep and hum along.

Property	Details
Effect	Wound up: All children within 50 m fall peacefully asleep. Psions within earshot gain +2 dice on Concentration, and every psion without a helmet hears the thoughts of all psions in the vicinity for one scene
Price	The Thirteenth listens in. Every psion within earshot rolls their Resonance roll; the Seeker always hears it
Stored	Psionic Core, in a cupboard that has been locked since 1971
In Play	The Open Ones want it. Kantor says it belongs to Märta, and Märta is not dead

The Compass Without North

Voice · Danger 💀

A British Army marching compass from the Second World War: the compass with which Ashgrove drove through the Libyan Desert and which he wore in Kiruna in 1953 (Soldier class book). Since that night it no longer points north, but towards the nearest rift, open or forming.

Property	Details
Effect	Shows the direction to the nearest rift within 50 km. If the needle trembles, a new one opens within the next 24 hours
Price	Anyone who wears it for longer than a day dreams of a tunnel in Kiruna and hears a knocking in the wall. 1 strain per night
Stored	Hold-1, London, next to Ashgrove's knife
In Play	Since 2011 the needle sometimes points downwards

The Mask from the Tunnel

Voice · Danger 💀💀💀💀

A mask of grey crystal, smooth, without eye holes, found in 1953 in the tunnel without a plan. Whoever wears it sees nothing of this world, but everything that lies behind it: the thin places, the rifts, the beings waiting behind the walls.

Property	Details
Effect	The wearer sees through walls where the world is thin, recognises every rift and every being from rifts within 100 m, including invisible ones
Price	As long as they wear it, they are blind to this world: −4 dice on everything else. Every minute a horror test against Disturbing (2). After ten minutes, something also sees them
Stored	Black File. Location unknown
In Play	Ares has requested it twice. Both times it was refused

The Alien

The Tunguska Shard

Alien · Danger

A piece of dark metal, the size of a hand, found in 1927 during an expedition to the site of the great explosion in Siberia in 1908. The explosion is still not fully explained. The shard is warm, hums softly and has not lost energy for a hundred years. Department 13 has the rest.

Property	Details
Effect	Operates any electrical device to which it is connected, without limit. A prototype with the shard gains maturity +1 for one mission, even beyond the limit of the rank
Price	+1 Contamination. It warms up with each use. After the third use in a mission, it causes 2 damage to its wearer; armour does not count
Stored	Institute, Bern, in a Faraday cage
In Play	Department 13 knows that O.D.I.N. has a piece and wants it back

The Grey Glove

Alien · Danger

A glove made of a material that feels like leather and looks like metal, with four fingers. Found in 1957 at the edge of the rift in Cornwall, next to footprints that matched no animal. Whoever wears it disappears from cameras, sensors and measuring devices.

Property	Details
Effect	The wearer is not detected by any technical device: no camera, no thermal image, no motion detector. People see them normally
Price	The hand inside becomes cold and numb. After each use, −1 die on tests with that hand for one day. After the tenth use, it stays that way
Stored	Registry, Stockholm, with a note: Do not wear on the right hand
In Play	The Spectator from the Threat Atlas wears the other one

The Star Map from the Atacama

Alien · Danger

A stone tablet from the restricted zone in the Atacama, with incised points showing a constellation that does not exist in Earth's sky. Every night one of the points moves a little. Astrobiologists believe that it shows the sky over another planet. And that someone from there is looking this way right now.

Property	Details
Effect	Whoever studies it for one night receives once per mission an answer to a question about extraterrestrial matters, from the game master, honest and enigmatic
Price	Whoever spends the night with it sees foreign stars for an hour upon waking, even during the day. Horror test against Uncanny (1)
Stored	Hold-8, Cusco
In Play	Since 2019 the point in the middle moves faster

The Coral Staff

Alien · Danger 💀💀💀💀💀

A staff of black coral, grown at a depth of four thousand metres, brought up by Hassan's submarine next to the Deep Circle. It is alive, very slow. Whoever holds it can breathe underwater and hears the dreams of the being at the bottom of the sea.

Property	Details
Effect	The wearer breathes underwater, withstands pressure and cold like a deep-sea creature, for one scene. They can speak with messengers of the Deep Circle
Price	1 strain per hour underwater. In the following night they dream what the Deep Circle dreams, and wake with salt water in their lungs
Stored	Institute, Bern, in an aquarium with seawater
In Play	The staff grows. Since it came to the Institute, it has grown three centimetres

The Transformed

The Last Dose of MB-7

Transformed · Danger 💀💀💀💀💀

An ampoule from the clinical trial by Morrow Biologics, stolen from a laboratory in Lyon. The liquid inside heals everything. Bones, organs, nerves, burns. It just does not stop when it is finished.

Property	Details
Effect	Injected: The character regains all HP, all injuries heal, including a trauma from physical damage
Price	D6 after one week. On a 1 to 3 something grows further: They slowly become an Overgrowth if a biochemist does not stop it. On a 4 to 6 nothing. They only know after this week
Stored	Cold store, Bern. A single ampoule
In Play	Morrow Biologics wants it back because something different was in this batch than in the others

The Crystal Heart

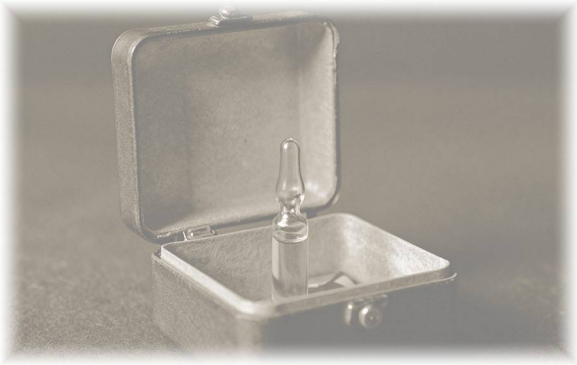
Transformed · Danger 💀💀💀💀💀

The heart of a crystal mutant who was killed in 1978 in a tunnel in Poland. It has completely turned to crystal, clear with red veins, and it beats. Slowly, once per minute. It is the strongest power source O.D.I.N. possesses, and no one wants it near them.

Property	Details
Effect	A Thaumaturge or Psion who touches it immediately regains 10 ME or PSI points, once per mission. It can serve as a Nexus crystal for a ritual
Price	Whoever touches it rolls a Whisper and Resonance roll simultaneously. On two hits they hear the mutant it once was, and it asks them to finish what it started
Stored	the Chamber, Wales, set in Alloy S
In Play	The Council has requested it as a replacement for Nexus crystals if the Foundation in Basel achieves its goal

The Ampoule S-1

Transformed · Danger 💀💀💀💀💀



According to the issue list from Asklepios, all ampoules of batch S-1 were used or destroyed. One was not. It lies in a lead box without a number in the archive of the Collegium, next to the twenty-eight, and the nanites inside are awake.

Property	Details
Effect	Unknown. A Nanotech Veteran within 10 m senses it as a humming in the blood and knows its direction
Price	Unknown. A cyberneticist who scans it receives +2 Contamination
Stored	the Chamber, Wales. Officially it does not exist
In Play	Relais measures nanites in their own blood. Perhaps the ampoule knows where from

The Chitin Vest

Transformed · Danger 💀💀💀💀💀

A vest made from the shell of a chimera that was killed in Lyon. An engineer processed it into a protective vest. The chitin is still a little alive. It heals itself, and sometimes it contracts around the wearer's body as if it wanted to hold them tight.

Property	Details
Effect	Armour 3. Damage heals after one hour. Does not count towards the limit for armour from prototypes
Price	After each combat D6: on a 1 it contracts, 1 damage, and the wearer cannot get it off without help. Chimeras within 1 km smell it and come
Stored	Hold-7, Lyon
In Play	The mother of the chimeras is looking for what was made from her child

The Old

The Coffin Nails from Pomerania

Old · Danger 💀💀💀💀💀

Seven forged iron nails from a village in Pomerania, where until the 19th century the dead were held with nails in the coffin so that they would not become Nachzehrer. The nails are rusty, bent, and they become cold when a Nachzehrer is nearby.

Property	Details
Effect	A nail driven into a Nachzehrer, a revenant or a corpse holds it in place until the nail is pulled out. They become cold within 100 m of an undead being
Price	Each nail works only once. Whoever pulls out one that the character did not drive in themselves suffers 2 strain.
Storage	Hold-3, Hamburg. There were seven. There are still five.
In Play	In a village in Poland, the nails from three old coffins are missing one night.

The Bridal Wreath from the Lake

Old · Danger 💀💀💀💀💀

A wreath of dried flowers that do not wither, from a village that throws flowers into the water on the same day every year. It belonged to a bride who went into the water on her wedding day in 1809. The one from the lake wears her face.

Property	Details
Effect	Placed in water, it calls the one from the lake. She comes, and she speaks, without calling, for one scene. Whoever promises her something and keeps it ends her hunger for seven years.
Price	Whoever places the wreath in the water hears her call in their sleep for seven nights. WIL + Mental Resistance against Doable (2) each night, otherwise they get up and go to the nearest water.
Storage	Registry, Stockholm, with the Paranormal Detectives.
In Play	Someone has woven a second wreath. Not for this lake.

The Staff of the Forest Walker

Old · Danger 💀💀💀💀💀

A gnarled walking stick made of a wood that no botanist could identify, found at the edge of the forest with a forester who had worked in the same forest for thirty years and had never got lost. He said the stick had been a gift, for a kept promise.

Property	Details
Effect	Whoever carries it does not get lost in any forest or bog. Forest Walkers and their subspecies recognise them as a guest and do not attack as long as they respect their rules.
Price	If the carrier breaks one of the rules, the stick becomes ordinary wood, and the Forest Walker remembers them.
Storage	Hold-9, Prague.
In Play	The forester is still alive. He wants the stick back because he has to make a new promise.

The Mirror from Bamberg

Old · Danger 💀💀💀💀💀

A hand mirror with a silver frame from the time of the witch trials in Franconia around 1630. It was confiscated as a piece of evidence, disappeared from the files and turned up in an antiquarian bookshop in 1961. Whoever looks into it does not see themselves. They see the person they are currently speaking to at the moment of their death.

Property	Details
Effect	Shows how and when a person will die if nothing intervenes. Once per mission, an honest answer from the game master about it.
Price	Horror test against Horrifying (3). Whoever uses it on a member of their own cell learns it and can never forget it.

Property	Details
Storage	Archive of the Congregation of the Silent Word, in the Vatican. O.D.I.N. never got it back.
In Play	The Congregation lends it only in exchange for a favour. They never say whom they themselves have seen in it.

The Dead

The Kitchen Radio from Nordlicht

Dead · Danger 💀💀💀💀💀

A valve radio from the kitchen of the Nordlicht base, from 1977. Kjell Haugen heard a choir from this radio on the morning after the night in which the 41 disappeared, when he came with the search party. It is not connected to the power. It still runs, every evening at ten past ten.

Property	Details
Effect	At 22:10, for one minute: Whoever speaks a question into the radio receives an answer from one of the 41 from Nordlicht, in Norwegian.
Price	Whoever hears the answer loses an hour that no one finds again. Chronomancers nearby lose their powers for the scene.
Storage	Hold-1, London, in a room without a clock.
In Play	Since 2011, the voices speak louder, and sometimes they say the names of people who are still alive.

The Dead Man's Coin

Dead · Danger 💀💀💀💀💀

A Greek silver coin, two and a half thousand years old, from a grave near Athens, where it was placed in the mouths of the dead as ferry fare. It is worn smooth by many tongues. Whoever places it on the lips of a dead person can ask them.

Property	Specification
Effect	A dead person who has been dead for at most one week answers one question, in their voice, truthfully, as far as they knew
Price	The coin remains with the dead person until someone takes it again. Whoever takes it suffers 1 strain and hears the dead person keep talking for one night
Stored	Registry, Stockholm, with the Paranormal Detectives
In Play	A dead person has deferred a question: "Who are you?" He looked at Raven as he did so

The Camera of the Ghost Photographer

Dead · Danger 💀💀💀💀💀

A plate camera from 1912, from the estate of an English ghost photographer who became famous in the 1920s because he photographed the bereaved with the deceased. Almost all his pictures were fakes, double-exposed. This camera is not.

Property	Specification
Effect	Every photo shows who is in the room: also the dead, hauntings, the possessed and beings that hide. Development takes one hour
Price	In every photo there is one more person than was in the room. The first time they appear small, in the background. In each further photo they stand closer
Stored	Hold-4, Oxford
In Play	In the last photo in the archive, the person stands directly behind the photographer. It was the last photo he took

The Guest Book

Dead · Danger 💀💀💀💀🕯

The guest book of a hotel on the Baltic Sea that closed in 1929 after twelve guests did not depart one summer. The Waiting One held them fast until a cell freed them in 1999. The book remained. Whoever writes their name in it belongs to the place where the book lies.

Property	Specification
Effect	Whoever enters their name cannot leave the place where the book lies, and no dead person and no being can harm them there as long as they remain
Price	The entry cannot be deleted. Whoever leaves the place despite being entered immediately loses all HP except 1 and never fully returns to their body
Stored	Registry, Stockholm. The book must never leave the room, and no one may enter with a pen
In Play	On the last page are twelve names. Since last year, two new ones stand beneath them, in handwriting that no one knows

The Machine

The Enigma with the Thirteenth Rotor

Machine · Danger 💀💀💀🕯🕯

A cipher machine from the Second World War, of the sort that was cracked at Bletchley Park. This one has a thirteenth rotor that no manufacturer ever built, made of a metal that does not rust. With it, it deciphers messages that have not yet been sent.

Property	Specification
Effect	Once per mission: A cryptanalyst types in a question and receives an encrypted message that will be sent within the next 24 hours, with sender, recipient and content
Price	+1 Suspicion. The numbers station sends one more group the night after, and the group is the user's real name
Stored	Registry, Stockholm, in the cellar next to File Zero
In Play	The thirteenth rotor sometimes turns by itself. Then the machine outputs letters, and they form coordinates in Wales

The Wardenclyffe Coil

Machine · Danger 💀💀💀🕯🕯

A copper coil in a wooden box, built from parts of an experimental tower that a famous inventor erected

around 1901 on Long Island to transmit energy without cables. The tower was demolished in 1917. This coil comes from its foundation. It does not transmit energy. It takes it away.

Property	Specification
Effect	When switched on, it silences every electrical device within 50 m, even protected ones, even the dark installation. Machine beings roll with −3 dice or shut down
Price	All the cell's devices also fail, helmets, shields, nanites, prototypes. Nanotech Veterans suffer 3 damage and 1 strain
Stored	Institute, Bern. STILLWATER tried to buy it in 1971
In Play	The only weapon Ariadne is afraid of

The Mechanical Turk

Machine · Danger 💀💀💀💀☠

A chess automaton from the 18th century, a life-sized puppet in oriental clothing behind a table, which plays against people. The famous Mechanical Turk was a hoax with a person in the box. This one is a replica from Prague, from 1790, and there was never anyone in its box.

Property	Details
Effect	Whoever plays against it and wins receives an answer to a question they ask before the game. Test INT + Tactics against 5 + 5
Price	Whoever loses loses a memory that the automaton chooses, and afterwards the automaton sometimes speaks with this memory
Stored	Hold-9, Prague, in a room where no one may be alone
In play	It lost against Hallström in 1952. That is the only time. Hallström never said what he asked

The Numbers Station Tube

Machine · Danger 💀💀☠☠☠

An electron tube from a shortwave transmitter, found in a burnt-out farmhouse in Sweden, in October 1971, one week after the end of the broadcasts. Whoever inserts it into a radio hears the numbers station, even when it is not broadcasting.

Property	Details
Effect	Inserted into any radio, it receives the numbers station every night at three o'clock. A cryptanalyst receives +2 dice to interpret the numbers
Price	The station also receives back. Whoever uses the tube, someone else knows their whereabouts after three nights
Stored	Registry, Stockholm
In play	Enigma wants it. The Registry has not yet given it to her, and no one says why

The Humans

The Signet Ring with the Eye

Humans · Danger 💀☠☠☠☠

A gold signet ring with an eye in a triangle, allegedly from the possession of a founding member of the Illuminati order of 1776. It is probably a forgery from the 19th century. The Print Shop had a hundred copies of it

made in 1968, for the Enlightened. This one is the original.

Property	Details
Effect	Every member of the Enlightened considers the wearer one of their own and gives them information. +2 dice on Deception and Persuasion against adepts and fanatics
Price	None, except the one that arises when an adept notices that the ring is too real
Stored	Print Shop, Zurich
In play	An adept in Brussels claims that he has the real one, and this one is a copy

The Logbook of the Ghost Brig

Humans · Danger

The logbook of a brig that was found abandoned in the Atlantic in December 1872, undamaged, with provisions on board and without a single person. The ship and the mystery are famous. The logbook that the authorities found at the time, too. This is the second one, which no one found.

Property	Details
Effect	The last entry describes what the crew saw. Whoever reads it knows how to leave a ship without leaving traces: +2 dice on Stealth when disappearing, for one mission
Price	Under the last entry circles are drawn, the same as in Solberg. Horror test against Disturbing (2). Whoever copies them rolls their Whisper or Resonance roll
Stored	Lodge of the Silent Circle, Uppsala. O.D.I.N. has a photocopy
In play	1872 is the year in which the lodge was founded. The captain of the ship was a member

The Empty Passport

Humans · Danger

A passport without country, without photo, without name, with the watermark of the Print Shop. It was created in the Nursery in 1952, for a child who was never picked up. Whoever carries it with them is waved through at every border. No one remembers them afterwards.

Property	Details
Effect	Every check, every border, every door with a guard: the wearer gets through without a test. Whoever saw them no longer remembers an hour later
Price	+1 Fade. Whoever wears it for a week is occasionally not recognised even by friends
Stored	Print Shop, Zurich, in the Nursery
In play	The passport was intended for Elster, 1952. She asked about it

The Apothecary's Protocol

Humans · Danger

The original: twelve pages in Swedish handwriting, written in the three days and nights after 3 December 1938, by the only guard in the house. No spell, no machine, just a record. And the most important document that O.D.I.N. possesses, because it is the only

description of those days that does not come from someone who had something to hide.

Property	Details
Effect	Whoever reads it receives +2 dice on all tests to understand, heal or question psions, for one mission. A psion who reads it remembers a fragment
Price	None. Only that at the edge of the twelfth page there is a number: 32
Stored	Registry, Stockholm, in File Zero
In play	Whoever wrote the number in the margin was not the pharmacist

The Shifted

The Stopwatch without Hands

Shifted · Danger 💀💀💀💀💀

A brass stopwatch, like coaches wore in the fifties, with a blank dial. Whoever presses the button stops time, for three seconds, for everyone except themselves. In those three seconds one hears a ticking, although the watch has no hands.

Property	Details
Effect	Once per scene: The wearer gains a full round in which no one else acts
Price	The three seconds are missing afterwards. After each use 1 strain, and they age by one month. Chronomancers can see it on them
Stored	Hold-5, Vienna
In Play	Pendel held it once. She says the ticking did not come from the watch

The Ticket from Yesterday

Shifted · Danger 💀💀💀💀💀

A ticket for a train that departed yesterday. Always yesterday, no matter which day one looks at it. Whoever boards a train with it arrives yesterday.

Property	Details
Effect	Once: The wearer boards a train and is 24 hours earlier at the destination. They can do what they want. What they change is changed
Price	Afterwards there are two of them, for 24 hours. If the two meet, each rolls a horror test against Maddening (4). One of the two disappears at the end. The game master decides which
Stored	Black File
In Play	A second ticket lay in the cellar where Frank Möller disappeared, dated 1994

The Porthole of the Eldridge

Shifted · Danger 💀💀💀💀💀

A round window of brass and thick glass, allegedly from an American warship that is said to have become invisible in an experiment in 1943 and reappeared in another place. The story is considered an invention. The porthole is not. Whoever looks through it sees another place.

Property	Details
Effect	Whoever looks through it and thinks of a place sees it as it is now, for one minute. Once per mission
Price	Sometimes one sees it not as it is now, but as it was in 1943. And sometimes someone looks back from there, standing on the deck of a ship and screaming
Stored	Registry, Stockholm. STILLWATER has been looking for it for decades
In Play	Whoever looks through it without thinking of a place always sees the same thing: a circle of light on the seabed

The Wall Clock from the Canteen

Shifted · Danger 💀💀💀💀☠

The clock that hung in the canteen of Nordlicht when the 41 disappeared. It stopped at 22:10. Since 2011 it has been running again, backwards. Every day a few minutes closer to ten past ten on the evening of 14 February 1977.

Property	Details
Effect	Once per mission: The last round is undone. Everything that happened in it did not happen, except for the one holding the clock
Price	The clock jumps back one hour in doing so. The game master notes how much time remains until 22:10 on 14 February 1977. What happens when it arrives there is written in no book
Stored	Institute, Bern, 800 metres above the pulses
In Play	Planck has calculated when the clock arrives. She has told no one the date

Chapter XII.
CELL RESOURCES

Money, Trust and Time

"O.D.I.N. pays well. The problem is that you never know with what."
Veteran, Hold-3

The Core Rulebook gives every agent starting funds and a price list. What comes after that is governed by this chapter: where new money comes from, what belongs to an agent and what to the organisation, how to obtain rare equipment, whom one knows, to whom one owes something, and what happens between two missions.

The rules here are written so that the game master can use them immediately. The parts that the players need to know, namely pay, expenses, requisitioning, trust, contacts and downtime, are also in the Core Rulebook, at the end of Chapter X. The notes for the game master are only here.

```
NOTE FOR THE GAME MASTER
O.D.I.N. is not a game about money. Money is a tool to make the characters' lives tangible: the flat
they can afford, the family they support, the bribe that goes wrong. The most important resource in
this chapter is not money, but trust.
```

The Two Purses

Every agent has two purses, and the game master should make clear from the start which is which.

Private money belongs to the character. It comes from pay, allowances and savings. From these they pay for their flat, their life, the everyday life of their legends, bribes and everything they want to own themselves, at the prices from Chapter X of the Core Rulebook. What they buy with private funds belongs to them. Nobody asks about it as long as it does not attract attention.

Service equipment belongs to O.D.I.N. It is not bought, but **requisitioned**, from the quartermaster, from the Crystal Master, from the Legend Office or in the workshop. It is returned after the mission. Whoever loses it must explain it. What is needed in the field is usually requisitioned by the cell, including weapons and armour. Helmets, silver, prototypes, legend packages, artefacts and everything that is not for sale are always service equipment.

This fits with what the class books tell: silver and legends cannot be bought, and the Collegium prefers to lend crystals rather than sell them. One receives them, and one passes them on.

Pay

O.D.I.N. pays via shell companies and foundations, every month on the same day, into an account that belongs to a legend or to the real name, depending on the branch.

Rank	Monthly pay	Allowance per Red File
Cadet	€3,000	€500
Agent	€4,500	€1,000
Senior Agent	€6,000	€1,500
Veteran	€8,000	€2,500
Shadow Officer	€12,000	€4,000

The game master does not have to check every month. It is enough if they ask after each mission whether a month has passed since the last one, and then credit the pay. More important than the figure is what the character does with it.

Expenses

For each mission, the handler releases an expenses budget. It is intended for the mission: travel, hotels, hire cars, bribes, informants. What remains goes back.

File	Expenses
White	€500
Grey	€2,000
Red	€10,000
Black	As much as necessary. Every receipt ends up with the Audit.

```
RULE: EXPENSES
The cell manages the expenses budget jointly. If they exceed it, the characters pay the rest from
their private funds, or they explain to the handler why it was necessary. A good explanation costs
nothing. A bad one costs 1 trust.
Anyone who uses expenses for private purposes and is caught loses 1 trust, the second time 2.
```

The Audit Reads Along

The Audit spot-checks expenses. This is a tool for the game master to make the world of O.D.I.N. tangible: one is never entirely unobserved.

D6	What the Audit asks after a mission
1	Nothing. This time.
2	Why the hire car had 400 km more than the distance to the location of the operation.
3	Who the informant was who received €1,500. Name, address, occupation.
4	Why the hotel bill includes a second breakfast.
5	Why a member of the cell withdrew cash twice in the same night, in different cities.
6	Nothing about the money. But it would like a conversation, about a figure in a report that is not correct.

Requisitioning

Service equipment is requisitioned. What an agent receives depends on the availability of the item, on their rank, on O.D.I.N.'s presence at the location of the operation, and on the handler's trust.

Availability	From rank	Waiting time
Very common, common	Cadet	Immediately
Rare	Agent	One day
Very rare	Senior Agent, with justification	Three days
Not for sale	By decision of the branch, whoever needs it for their assignment	At the game master's discretion
Unique, artefacts	Veteran, depending on danger, see chapter "Artefacts"	At the game master's discretion

The presence level from the chapter "The World Behind the Veil" extends the waiting time: at level 3 by one day, at level 2 and below there is only what the cell brought with them.

Trust

The handler trusts their cell, or they do not. **Trust** is a value from 0 to 5, which the game master tracks for the whole cell. New cells start at 2.

```
RULE: TRUST
Each point of Trust allows the cell one requisition per mission beyond the rank of the one requesting, or one requisition without waiting time. Beyond rank means: at most one rank level, and never an artefact.
At Trust 0, the cell only gets common items, every requisition is checked, and the handler reads every report twice.
At Trust 5, the cell may refuse an order once per campaign without consequences. The handler covers for them.
```

Trust increases by 1	Trust decreases by 1
A mission without traces, without press, without dead witnesses	Lost or damaged service equipment without a good explanation
All service equipment returned, all samples delivered	A press or police report about the operation
A report that spares the handler trouble with the Council	An order that was not obeyed
A Red File that was completed on time	An artefact that comes back too late, a private use of expenses
An agent who stands up for another	A member of the cell who talks to another organisation without reporting it

Note for the game master. The game master plays the handler. Trust is their most important lever: they can reward good play without handing out XP, and punish bad play without rolling dice. They should track Trust openly, so that the players know where they stand. And they should remember that the handler is a human being, with their own worries, their own superiors, and their own interest in their cell surviving.

Trust	How the handler treats the cell
0	They send an observer along. They ask about every bullet.
1	They give what they must. They no longer mention the cell by name in the report to the Council.
2	Normal. They are friendly, cautious, and give away no secrets.
3	They give clues that are not in the file. They ask for opinions.
4	They warn the cell when someone from above takes an interest in them.
5	They would lie for them. That makes them vulnerable, and they know it.

Lost Equipment

Service equipment gets lost. That is normal. But not all equipment is the same.

What was lost	Consequence
Common equipment, ammunition, consumables	None. It is replaced.
Rare equipment	Explanation in the report. Without a good explanation, 1 Trust.
Very rare equipment, prototypes	A conversation with the branch. 1 Trust, even with an explanation.
A piece of silver, a crystal, a helmet	A separate investigation. 2 Trust. The item is searched for, and the cell helps with it.
An artefact	Black File. The cell does not learn what happens to it until it happens.

Kept Things

At some point, a player will get the idea to keep an artefact, a crystal, or a sample. The Core Rulebook says: anyone who keeps something is considered a renegade. The game master should not enforce this immediately, but play it as a story.

```
RULE: WHAT YOU DO NOT HAND IN
A kept artefact or a kept crystal is searched for at the next search with a test of the guards against the agent's Stealth. If it is found, the cell's Trust drops to 0, and the agent is suspended from duty until the Audit has decided.
If it is not found, the agent has something that no one knows about. The game master may use it as a story: the artefact does something, a collector learns of it, someone from the Evening gets in touch with an offer.
```

Contacts and Favours

Not everything can be requested. Some things you only get from people who owe you something or trust you.

Contacts

A **contact** is a person outside O.D.I.N. who helps the character. Each contact has an area and a level.

Level	What the contact does
1: Acquaintance	Answers a question if one asks politely.
2: Confidant	Gets something that is not entirely legal, or opens a door.
3: Friend	Risks something for the character. Hides them, lies for them.

Each character begins with two level 1 contacts from their past. They gain more in missions and during downtime. Anyone who asks a contact for help rolls CHA + Contacts (Core Rulebook), and the level determines what the contact does at most. Sources of a journalist and contacts from a legend count as level 1 contacts, unless their class book says otherwise.

D6	Area	D6	Quirk
1	Police or judiciary	1	Owes the character their life
2	Hospital or forensic medicine	2	Always wants money
3	Press or media	3	Is afraid of being found
4	Underworld or smuggling	4	Knows more about O.D.I.N. than they should
5	Authority or administration	5	Is in love with a character
6	Science, art, church	6	Works secretly for another organisation

Favours

A **favour** is a debt, in one direction or the other. The game master records favours openly, with names: "The Crystal Master of Hold-4 owes Folio a favour." "The cell owes the Congregation of the Silent Word a favour."

```
RULE: FAVOURS
A favour owed to the character can be called in once: a requisition without waiting time, a piece of information, a hiding place, a voice in the right committee.
A favour the character owes will be called in at some point. The game master chooses the moment. Anyone who refuses loses the contact, and the other side does not forget it.
```

The Lures of the Others

The organisations from the chapter "The World Behind the Veil" know that agents are human, with debts, fears and wishes. They make offers. The game master should do this when a character is currently vulnerable.

Organisation	What they offer	What they want for it
The Foundation in Basel	Money. A lot of money, into an account no one can find.	The location of a Nexus crystal.
The Evening	An artefact the character wishes for, or one that helps someone they love.	A piece from an O.D.I.N. archive.
STILLWATER	A new life in America, with real papers, for the character and their family.	Everything they know about the Choir.
Morrow Biologics	Healing. For an illness, an injury, a mutation.	A sample from the cold store.
Lodge of the Silent Circle	Knowledge. An answer to a question O.D.I.N. does not answer.	A page from a file in the Registry.
Congregation of the Silent Word	Absolution. Someone who listens without recording.	Nothing. Not yet.
The Open Ones	The truth about a psion's childhood.	That, just once, they leave their helmet off.

No offer has to be accepted. But every one that is refused should come back when the character is worse off.

Downtime

Between two missions, time passes, usually one to four weeks. During this time, each character has **two actions**. They are dealt with briefly at the beginning of the next session, before the briefing.

Action	Effect
Recover	Reduces strain by 2, in addition to the test after the mission. Anyone who uses both actions on this and the game master agrees gets leave as in the Core Rulebook and reduces all strain.
Therapy	Counts as a session with the psychologist. After two therapy actions, the character may roll the test from the Core Rulebook to shed a trauma: COM + Stress Management against Hard (3). The psychologist records everything.
Train	Learn a new skill at 1 with a teacher, or the next increase of an existing skill costs 1 XP less. Anyone who spends both actions on it may increase an attribute.
Maintain signature	What your own class needs between two missions: maintain a legend, install a sample in a prototype, bring the helmet in for maintenance, heal a cracked crystal in a ritual, continue working on a major investigation or research question, visit the previous owners of your silver. As described in the class books.
Maintain contacts	Strengthen a contact by one level, up to 3 at most, or gain a new level 1 contact.
Investigate	Follow up on a rumour, an open case, or a plan of an organisation. The game master reveals a clue.
Work	Earn money in your old profession or in a legend. Brings half a month's pay.
Private life	Family, friends, relationship, life outside. See below.

Private Life

Many agents have a life outside O.D.I.N.: parents, children, a partner, friends who believe they work for an insurance company. This life is an **anchor**. It holds the character fast when horror pulls at them.

```
RULE: THE ANCHOR
A character with an anchor they have maintained in the last downtime receives +1 die on the next horror test.
Anyone who uses no action for their private life three times in a row loses the anchor. What that means is determined by player and game master together: a relationship breaks, a child stops calling, a friend asks questions that cannot be answered.
A lost anchor can only be regained through a small story of your own.
```

What Happens During Downtime

The world does not wait. The game master can roll once for each character, or for the whole cell.

D6	What happens between missions
1	A contact gets in touch. They need help, tonight.
2	The pay does not arrive. The front company has been shut down, a new one is being set up. Two weeks without money.
3	Someone from their private life has seen something they should not understand: a scar, a helmet, a passport.
4	The Audit requests a conversation. It is about another agent. Or allegedly.
5	An organisation makes an offer, from the table “The Lures of the Others”.
6	Quiet. Real quiet. The character may choose a third action.

Tips for the Game Master

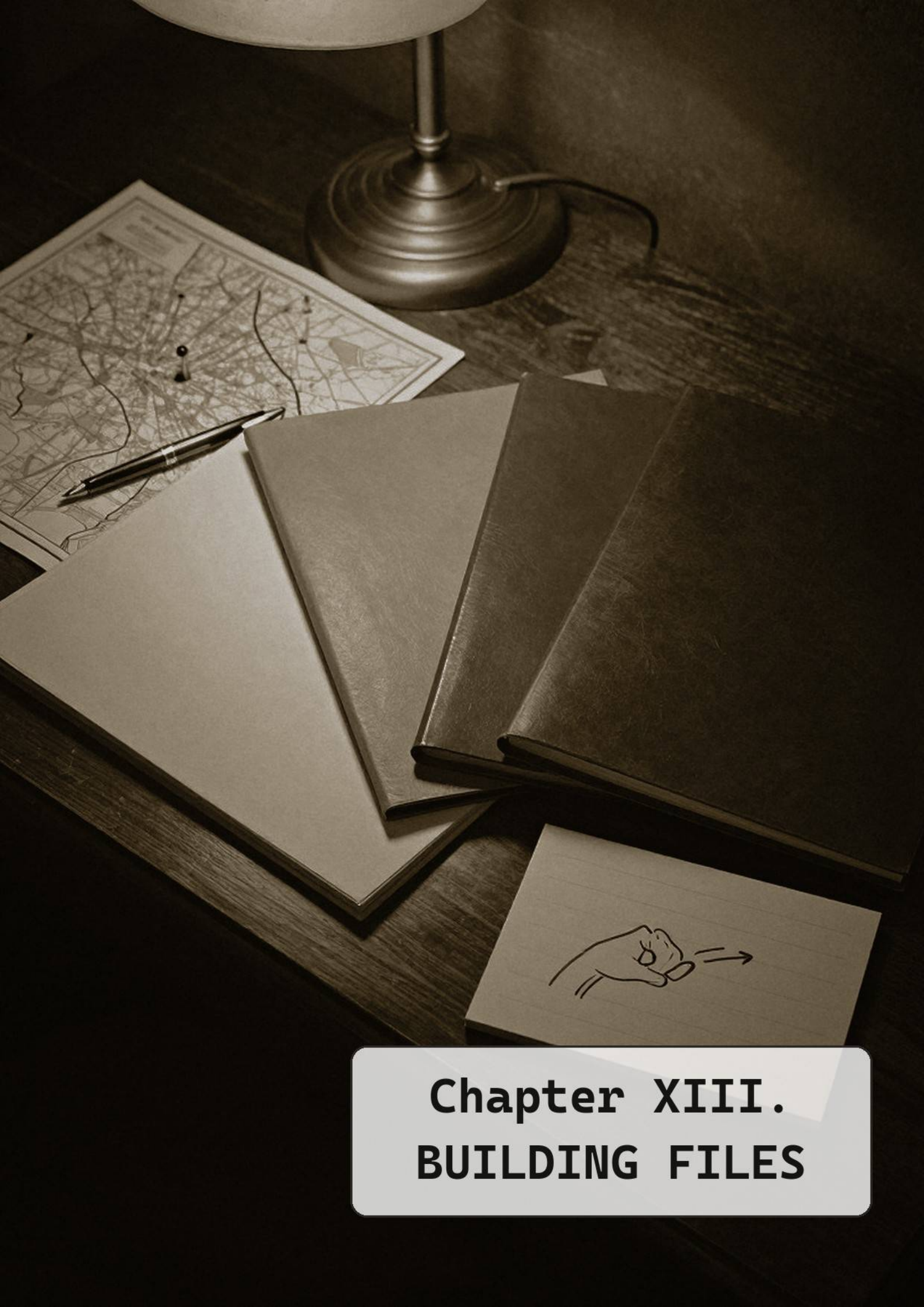
Make scarcity tangible, not agonising. The cell should notice that incendiary ammunition and crystals are scarce, but they should not start every mission empty-handed. One shortage table per mission is enough, see “Bottlenecks in the Field” in the chapter “The World Behind the Veil”.

Money is story, not reward. Rewards are given with XP, silver, threads, maturity, trust. Money makes problems visible: the mother who needs care, the debts from the old life, the informant who wants more. Whoever makes money the most important reward turns agents into mercenaries.

Keep trust open. The players should know where they stand with the handler. A trust of 1 is more exciting when everyone knows it.

Keep downtime short. Two actions per character, five minutes per player. Whoever wants to tell more can get their own little scene. But the briefing should not have to wait.

Take the lures seriously. An offer from the Foundation in Basel is only exciting if the character could need it. The best time for a lure is after a mission that has gone wrong.



Chapter XIII. BUILDING FILES

Building Files

"Every mission begins with a file. The good ones end with a new one."
Handler, Hold-3

A mission at O.D.I.N. always begins with a file that the handler gives to the cell. This chapter shows how the game master builds a file: what colour it has, how it is structured, how to distribute clues so that the cell does not get stuck, and how to roll a mission in ten minutes when there is no time for preparation.

The Four Colours

The Core Rulebook knows four file colours. Each colour demands a different kind of mission.

Colour	What it is	How the mission feels	Scope
White	Observation. Something is strange, perhaps nothing.	Calm, everyday, with a moment in which it tips or not.	Half a session
Grey	Investigation. Clues to the supernatural, no certainty.	Questions, traces, witnesses, then an encounter.	One to two sessions
Red	Immediate intervention. Lives are in danger.	Time pressure, little preparation, much decision.	One session
Black	The Council has taken over. The cell only learns what it needs to know.	Distrust, secrets, metaplot.	Two or more sessions

Files change colour, and the game master should use that. A Grey File that turns red in the middle of the mission is one of the strongest moments the game has.

The Structure of a Mission

Almost every mission can be divided into five parts. Not every part has to be long, but none should be missing.

Part	What happens	Tip
1. Briefing	The handler hands over the file: location, occasion, what is known, what is not. The cell may ask questions and request equipment.	The briefing is the place for trust and resources. Never give everything the file knows.
2. Investigation	The cell goes to the location, questions witnesses, examines traces, researches. They find out what happened and what origin it has.	Three clues for every conclusion, see below. Every class should have a moment.
3. Escalation	The threat notices that someone is coming, or it gets worse on its own. A witness dies, a second incident happens, the file turns red.	Here the origin gets its face. Horror tests belong in this part.
4. Confrontation	The cell faces the threat. Combat, negotiation, ritual, escape, or all at once.	The solution should reward the knowledge from the investigation: the right ammunition, the right name, the right word.
5. Aftermath	The Veil is patched, reports are written, silver is awarded, XP is given. The downtime begins.	The aftermath is the place for threads, skulls, and the next file.

Clues

The Three-Clue Rule

The Core Rulebook already says it: For every conclusion the cell must draw, at least three clues should exist. Players overlook things, misunderstand them, or go to the wrong place. With three clues, the mission does not get stuck because one is missing.

A typical Grey File has three to five conclusions:

- **What happened?** The incident itself.
- **What origin does it have?** See Threat Atlas.
- **Where is it now, or who is behind it?**
- **What works against it?**
- **What does it want?** Not every threat wants something. Those that do are better.

Nodes Instead of a Chain

Clues should not lie in a chain where each only leads to the next. Better is a net: every location, every witness, every document is a **node**, and from each node several clues lead to other nodes. This way the cell can investigate in any order, and the Investigators find their Wall at the table again.

```
RULE: THE NODE PLAN
Before the mission, draw four to six nodes: locations, people, documents. Write on each node what is
to be found there, and draw at least two arrows from each to other nodes. The confrontation is the
last node, and at least three arrows should lead to it.
```

Clues for Every Class

Every class has tools that shine in the investigation. A good file lays out for every class in the cell at least one clue that only they can find or that they find better.

Class	Clues they find
Psion	Thoughts of witnesses, echoes at locations, whether something thinks, the hum of the voice
Thaumaturge	Crystals, circles, rituals, the Whisper, old signs
Soldier	Combat traces, tactics of the opponents, weapons, ways in and out
Agent	People who lie, access to locations, papers, money flows
Scientist	Samples, measurements, poisons, technology, the origin in the laboratory
Investigator	Patterns, files, old cases, witnesses who were overlooked, connections to open cases

The Rift Cycle

Many missions follow a cycle that repeats itself in every origin. Anyone who knows it can build a file quickly and knows at which point the cell comes in.

Phase	What happens	When the cell enters here
Transgression	Someone does something they should not do: calls, opens, digs, steals, researches.	White File. The cell can still prevent it.
Omens	The world reacts: omens from the Threat Atlas accumulate.	Grey File. Classic investigation.
Manifestation	The threat shows itself. People die, disappear, change.	Red File. Time pressure.
Banishment	The threat is ended, banished, driven out or relocated.	The confrontation.
Rest	The world calms down, the Veil is patched. But something remains.	Aftermath. And the seed of the next file.

A File in Ten Minutes

When there is no time to prepare, the game master rolls on the following tables and builds the file from the results.

The origin comes from the Threat Atlas, the colour from the mood of the evening.

D12	Occasion	Location	Complication
1	A missing person report that someone intercepted at the police	A village with a lake	The press is already there
2	A call from a foster family to a number they should not know	A clinic or a care home	Another organisation is faster
3	A crystal find reported by a museum	A museum or a collection	A witness is an old acquaintance of a character
4	A power cut in a precise circle	An industrial area	The weather: storm, snow, heat
5	A dead person whose autopsy was aborted	A high-rise or a housing estate	The handler conceals something
6	Children who sing in their sleep	A school or a children's home	A member of the cell is personally affected
7	A post in a forum that knows too much	A small town with a legend	The threat has an ally among humans
8	A Grey File that has lain in the archive for years	A forest, a moor, a mountain	O.D.I.N.'s presence is weak there
9	An order from the Council without justification	A station, a harbour, a train	An artefact is in play and wants to be used
10	A call for help from another cell that no longer answers	A Hold of O.D.I.N.	A hybrid of two origins
11	A witness who came forward themselves	A castle, a monastery, a manor house	The file turns red in the middle of the mission
12	A skull that has been added to an organisation	A location from an open case of the cell	Everything is a red herring, except for one detail

Roll two D6. The first gives the row, the second the half: on 1 to 3 use rows 1 to 6, on 4 to 6 rows 7 to 12.

D6	Twist
1	The victim is not who they seem to be.
2	The threat was called by someone who did not know it.
3	The threat wants something the cell could give.
4	O.D.I.N. has been here before, and the file about it is missing.
5	A second origin hides behind the first.
6	The solution requires breaking a rule of O.D.I.N.

Example

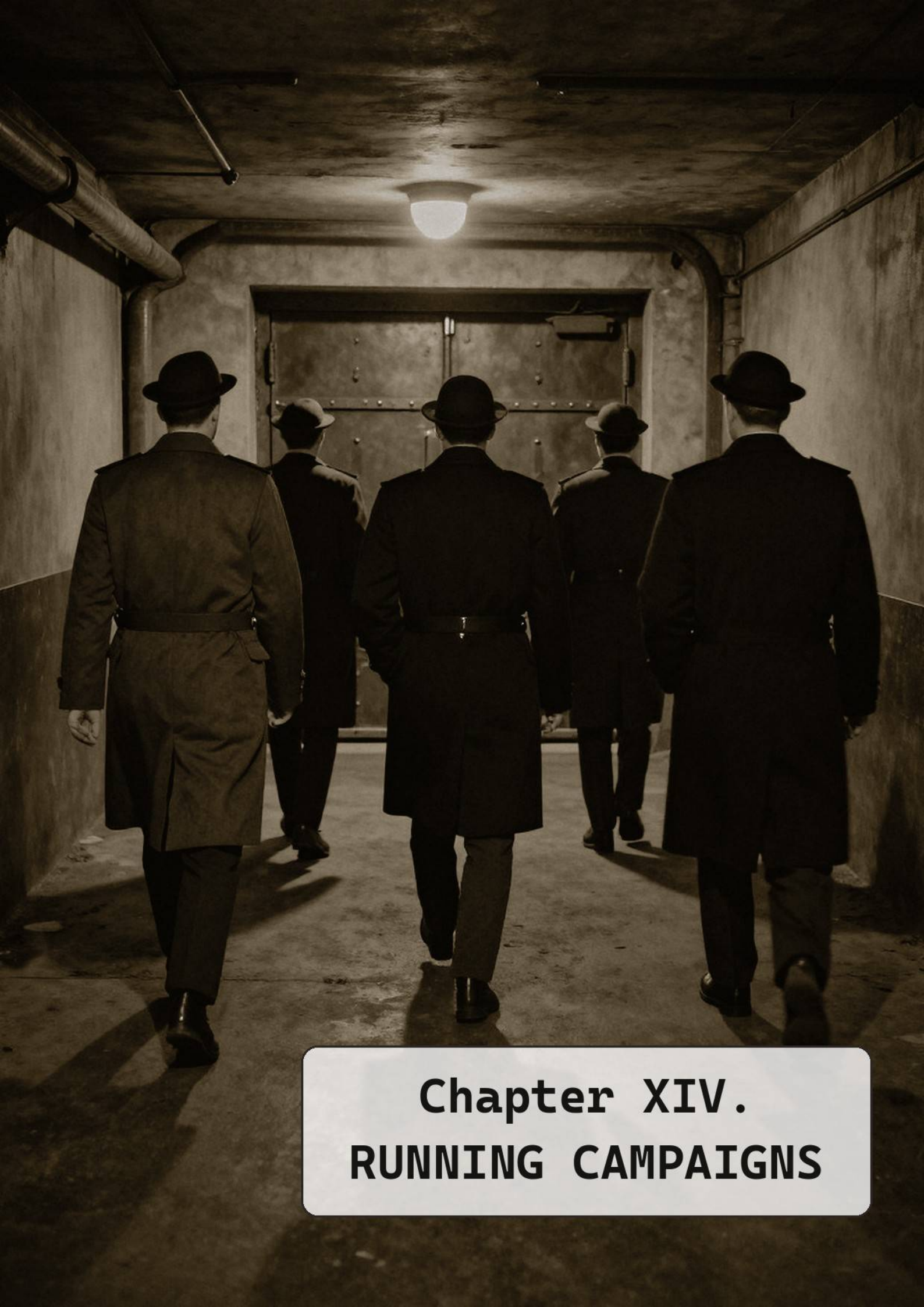
The game master rolls: Occasion 6, children who sing in their sleep. Location 3, a museum. Complication 10, a hybrid. Origin D8: 5, the Dead, and for the hybrid a 1, the Voice. Twist 2: called by someone who did not know it.

From this becomes the **Grey File "The Display Case"**: In a small local history museum, a crystal was exhibited that a collector had bequeathed. Since then, the museum director's children sing in their sleep. In the museum, a dead woman haunts, a girl from 1938 who is stuck in the crystal. The director called her by opening the display case every evening and reading to the stone, because her granddaughter wanted it. The nodes: the museum, the director, the collector's estate, the children's school, the city archive. The confrontation: a night in the museum, a haunting, a crystal, and the question of whether to free the girl inside or bring the stone to Wales.

Veil and Aftermath

Every mission leaves traces. The Core Rulebook says that the Veil must be patched. In the aftermath, the game master asks:

- **What has the world seen?** Witnesses, videos, press. An agent can cover it up, a journalist can rewrite it.
- **What has O.D.I.N. received?** Samples, artefacts, crystals, files. Everything goes to the archives.
- **What has the cell kept?** Silver, depth, maturity, threads, trust, favours, contacts, and perhaps something they did not hand over. And which organisation therefore gains a skull or loses one?
- **What is open?** A good mission leaves a thread hanging. It is the next file.



Chapter XIV.
RUNNING CAMPAIGNS

Running Campaigns

"A mission tells what happened. A campaign tells what it does to the people who were there."
Maren Falk, Observer

O.D.I.N. can be played in three ways: as a series of individual missions, as a campaign about the great secrets, or as a mixture of both. This chapter helps the game master choose the right form, reveal the secrets at the right pace, and let the characters grow.

Three Forms

Form	What it is	For whom
The Files	Individual missions, each self-contained. The secrets remain background, traces appear but are never resolved.	Rotating groups, beginners, short evenings
The Pattern	Individual missions, but each contains a thread leading to one of the six secrets. After ten to fifteen missions, the cell knows more than most agents.	Regular groups that play once a month
The Door	A continuous campaign about the great secrets, with an ending. Each mission brings the cell closer to the truth and to a decision.	Regular groups that want a big story

Which Secrets, and How Many

The six building blocks are built so that each works on its own and all together form a story. The game master does not have to use all of them. A good rule of thumb: **The secret of the classes at the table first.** If you have a Psion at the table, begin with the Choir. If you have no Thaumaturge, you can leave the Collegium as background.

If at the table are	Begin with	Because
Psion and Agent	Choir and Shadow	Both tell the story of the taken children from two sides.
Thaumaturge and Scientist	Collegium and Lab Coats	Both tell of doors: the old one in Wales and the new one in Bern.
Soldier and Investigator	Hammer and Wall	Ares and Sander have both come back, and only one knows about the other.
All six	The Pattern, then the Door	The cell finds its own branches on Hallström's Wall again.

The Pace of Revelations

Each building block describes five stages of how its secret enters play: signs, rumours, traces, evidence, the choice. For a campaign with several secrets, a common rhythm in four acts is recommended.

Act	Missions	What the cell experiences	Stages of the building blocks
I. The Service	1 to 5	Normal missions with all origins. The cell gets to know O.D.I.N. and trusts the organisation.	Signs from one or two secrets
II. The Rifts	6 to 12	Things do not fit together. A thread leads inward. An organisation makes an offer.	Rumours and traces
III. The Pattern	13 to 20	The cell realises that O.D.I.N. is calling. Trust becomes the most important resource. The Council notices the cell.	Evidence
IV. The Door	21 and more	The cell stands before a door, and before a decision.	The choice

Not every secret must reach every stage. A campaign is often better when one secret is complete and two others are only hinted at.

Endings

The building blocks all end with a choice. A campaign of the “The Door” form needs an ending that brings these choices together. Some possibilities:

Close the Door. The cell shuts down the Opener, ends the openings, gives Sander the names, brings back the page. The voice stops answering because no one calls anymore. O.D.I.N. loses its psions, its doors and its purpose. What then?

Open the Door. The cell goes through with Ares, or alone, to fetch the people on the other side. What they find there is up to the game master. Whoever comes back is no longer the same.

Take Over the Door. The cell lays Hallström’s Wall on the table before the Council and demands accountability. Or it becomes the Council itself. O.D.I.N. continues, but differently.

Guard the Door. The cell decides that the truth is worse than the lie, and remains silent. It becomes what Maren Falk, the Typesetter and the Registrar already are: people who know and still stay.

None of these endings is right. The best ending is the one where the players at the table fall silent for a long time before someone says something.

The Handler

The Core Rulebook says that the game master plays the handler. They are their most important tool: they hand out the files, they trust or distrust, they protect or betray. They should be a person, not a letterbox.

D6	Who the handler is	What they hide
1	A former Soldier who plans operations like campaigns and treats her cells like a squad	She has the silver of a cell she lost in the cupboard
2	A former Agent, friendly, tired, a master of omission	He belongs to those over whom the foreign handwriting runs
3	An Observer from the Psionic Core who loves her psions	She has read the intake files
4	A young man from the Audit, correct and ambitious	He reports on the cell to someone he does not know
5	An old Crystal Master who knows too much and drinks too much	He has a Nordlicht stone that speaks with his wife
6	Someone whose real name no one knows, not even the cell	He is one of the Twelve of Asklepios

The handler has their own goals and their own superiors. The best campaign is the one in which the cell eventually no longer knows whether they are on their side. And the second best is the one in which they do, and pay for it.

Rewards

Experience Points

XP are awarded after each mission. The table shows what a mission yields, including the objective and the personal bonus:

Mission	XP per character
White File	2 to 4
Grey File	4 to 6
Red File	5 to 7
Black File	7 to 9

Mission	XP per character
Mission without a file	2 to 4
Additionally: one thread of a secret found	+1

The Signatures

The signatures of the classes grow without XP. The game master should ensure that each class receives something about equally often.

Class	What grows	When
Psion	Helmet, models, modifications	With rank and after missions in which the helmet was used
Thaumaturge	Crystal, bond	After missions with rifts and crystal finds
Soldier	Silver	One piece per rank, one per mission for a deed
Agent	Depth of legends	One depth per mission in a legend
Scientist	Maturity of prototypes	One maturity per mission with successful use, tests from maturity 4
Investigator	Threads	One thread per file and mission

Promotion

Promotions are scenes, not administration. A new rank brings a ceremony, a conversation with the handler, a piece of silver, a new legend, an access. And sometimes a truth that one would not have learned as a Cadet.

Death and Farewell

Characters die at O.D.I.N. The Core Rulebook describes traumas and withdrawal from active duty. When a character leaves, their farewell should get a scene: the roll call of the Soldiers, the funeral of a legend, a stone in the Crystal Ledger, a file that an Investigator takes over.

A new character comes into the cell via the handler. They bring their own story, and often a thread that leads to a secret the cell has not yet touched. And sometimes they are someone the cell already knows: a witness, a contact, a child they saved, grown up.

APPENDIX
THE HOUSE BY THE RESERVOIR

The House by the Reservoir

A Grey File for beginners. For three to five cadets, one long session. Origin: the dead, with a red herring among the humans and a trail to the Voice. The scenario shows the basics of the game: briefing, investigation with nodes and three clues per conclusion, a night in the house, a confrontation that rewards knowledge, and an aftermath with an open thread.

What It's About

On the shore of a reservoir in the Harz mountains stands an old villa called "Seehaus". In 1959 the valley was flooded, and the village beneath it disappeared under the water. The villa lay on the edge and remained standing. For three weeks it has belonged to an estate agent from Hanover, who rents it out as a holiday home. The first guests left after one night, the second after two. The third, a family with two children, did not leave. For four days no one has seen them, the car is parked outside the door, and the estate agent has not called the police because he does not want trouble.

What really happened: Until 1959 the teacher of the flooded village, Martha Kellner, lived in the villa. She refused to leave her house because she was waiting for her son, who had not come home from the war in 1945. She died in the winter after the flooding at the window, looking out at the water under which her village lay. She is a **Waiting One** (Threat Atlas). As long as no one lived in the house, she slept. The family woke her: the family's son is called Paul, like her son, and he is twelve, the same age as her son was when she last saw him.

The family is alive. Martha keeps them in the house, which for them is now the year 1959: set tables, a stove that burns, a clock that is right. The parents are confused and weak, the children play. Martha does not want to let Paul go, and she holds the others so that he stays.

The red herring: The estate agent bought the villa cheaply from a community of heirs and concealed what is in the land register: that since 1960 no one has lived there for longer than a week. He is a fraud, but not a murderer.

The trail to the Voice: In the lake bed, under the flooded village, lies a crystal that has made the Waiting One stronger than a dead person usually is. The cell can find it, but does not have to.

Briefing

The handler hands over a thin file in a grey envelope.

"An estate agent from Hanover called an insurance company and asked whether his policy also pays if guests disappear in a holiday home. The insurance belongs to a foundation that belongs to us. Four people, including two children, not seen for four days. The car is outside the door. The police know nothing. Find out what is going on before they find out."

What the file contains: Address of the villa, name of the estate agent (Jens Harder), names of the family (Andreas and Mirja Wolter, children Paul, 12, and Ella, 8), a photo of the house from an online listing. **Expenses:** €2,000. **Requisition:** Common items without waiting time. An EMF detector and salt are useful, the handler does not say that.

The Nodes

The investigation has five nodes. The cell can visit them in any order. From each, clues lead to others, and at least three to the house.

Node 1: The Estate Agent

Jens Harder, mid-forties, expensive watch, office in Hanover. He is nervous and above all wants nothing to get into the newspaper.

- He admits that the first two guests left early. Both complained about cold and about the fact that "someone was standing at the window".
- He bought the house from a community of heirs, whom he describes as "glad to be rid of it".
- **Clue:** In his documents is the complaint of the second guests: "The children talked at night with someone who was not there." (leads to the house)
- **Clue:** The purchase offer names the previous owner: "Kellner heirs' community". (leads to the archive)

An Agent or Negotiator finds out with a test on Insight against Doable (2) that he is concealing something: that there is a note in the land register. He is the red herring. Whoever takes him for the perpetrator loses time.

Node 2: The First Guests

A couple from Brunswick, reachable by phone. They do not want to talk about it, but do so if one is friendly.

- The woman saw an old woman at the living room window at night, looking out at the water. When she turned on the light, no one was there.
- **Clue:** The man says that in the morning the table in the living room had been set, for three, with old dishes that they had never taken out of the cupboard. (leads to the house, Origin: the dead)
- **Clue:** They have a mobile phone photo of the window. A Paranormal Detective or Investigator with Crime Scene Examination sees in the glass a reflection that is not a piece of furniture. (Origin: the dead)

Node 3: The Village by the Lake

A small place above the reservoir, an inn, a church, old people.

- The landlady knows that the lake house used to belong to the teacher. “Old Kellner. She sat at the window until the very end. She waited for her boy.”
- **Clue:** The old sexton shows a memorial plaque for the fallen of the war. On it is written “Paul Kellner, missing 1945, 12 years”. (connects with the son of the Wolter family)
- **Clue:** At low water one hears a church bell from the lake. A Physicist with measuring instruments or a Thaumaturge with a crystal detector notices a reading on the shore. (a lead to the voice, optional)

Node 4: The Archive

The district archive or the church register of the flooded parish. An Antiquarian is in their element here.

- **Clue:** A newspaper article from 1960: “Teacher found dead in the lake house. She sat at the window.” The article gives the date of death: 21 December 1959.
- **Clue:** A letter from Martha Kellner to the Red Cross, 1958, asking them to search for her son. The reply came in 1961, after her death: Paul Kellner had survived the war and had grown up in an orphanage in Thuringia. He died in 1990. He never knew that his mother was looking for him. (the key to the solution)
- **Clue:** The land register notes that since 1960 no resident stayed in the house for longer than a week. (confirms the origin, exonerates the estate agent)

Node 5: The House

The villa itself. Outside it is March, inside it smells of stove smoke and baked apples. The family’s car stands in front of the door, with frost on the windscreen although it is not freezing.

- The door is open. In the hallway stands a calendar from December 1959.
- The family is there. The parents sit in the living room, pale and slow, and say they have only just arrived. Ella plays with an old doll. Paul sits at the window, next to an empty chair, and says the woman is nice, she tells him about the village under the water.
- **Clue:** Cold Spot, an EMF detector or a Telepath confirms: there is something here, and it is a dead person, not a being from a rift.

The Night

Anyone who stays in the house until evening experiences the Waiting One. The doors close, the windows show only water, and at the window sits an old woman in a cardigan, waiting. She is friendly to Paul and icy to everyone else.

```
MARTHA KELLNER, THE WAITING ONE
Stats as “The Waiting One” in the Threat
Atlas, with these changes:
She keeps only four haunts around her: former
guests who never left the house again,
confused and harmless as long as no one tries
to take Paul away.
Her attack only affects adults. She protects
children.
Anyone who tries to take Paul out of the house
experiences the place as an opponent. Anyone
who talks to her is listened to.
A crystal in the lakebed makes her stronger.
If it is found and wrapped in beryllium, all
her attacks roll with −2 dice.
```

The Solution

The Waiting One ends when she gets what she is waiting for. There are several ways:

The Truth. The cell brings her the letter from the Red Cross and tells her that her son lived, that he had a life, and that he died in 1990. A test of Persuasion or Insight against Doable (2), easier if the cell reads the letter aloud. Martha weeps, looks at the water one last time,

and is gone. The clock stops, the stove goes out, the family awakens.

Paul Speaks. A character can convince Paul to tell Martha that he is not her son, but that he will not forget her. That moves her and weakens her. After that, salt and light help.

Violence. Salt, light and a Paranormal Detective can push her back round after round until the family is out. Martha comes back the next night, and the house remains a trap. The file is considered closed, but not solved.

The Crystal. Whoever finds and raises the crystal in the lake weakens her. Whoever destroys it turns her back into a weak haunt. But the crystal is a lead to the voice, and the Collegium will want to know how it got there.

Aftermath

- **The family** remembers a short holiday with bad weather. An Agent can reinforce that. Paul remembers the woman at the window. He will not forget it.
- **The estate agent** can be reported, blackmailed or left alone. He will sell the house; to whom is up to the game master.
- **The Veil:** No press, no police if the cell was quick. Trust +1.
- **XP:** Grey File, base value 4 XP. Plus 1 XP if the family leaves the house alive, at most 1 XP personal bonus, for example for the solution with the truth, and 1 XP if the cell finds the crystal in the lake bed (a thread).
- **What remains:** Martha Kellner's cardigan, which stays in the Hold and is warm when you put it on (an artefact with the danger of a skull, at the game master's discretion). And if the cell has found the crystal: the Collegium enters it into the Crystal Ledger. Under "Place of discovery" there is an abbreviation.

The open thread: In the lake bed, next to the crystal, lies the bell of the sunken church. A diver from the Hold, who retrieves the crystal, reports that someone must have rung the bell recently. The mud around the clapper has been washed away. The church bell, which can be heard at low water, rings every night at 22:10.

Glossary

The most important terms of the series, alphabetically. In brackets is where they are explained in detail.

Term	Meaning
File Zero	The oldest case of the Investigation Branch, never closed, about Solberg 1938 (Investigator)
File colours	White, Grey, Red, Black: the urgency of a mission (Core Rulebook)
Anchor	The private life of a character, which holds them against the horror (Resources of the Cell)
Ashsilver	Metal with crystal dust, manufactured from 1955 to 1989, signature of the Soldiers (Soldier)
Asklepios	Programme from 2004, nanites made of crystal dust, twelve survivors (Soldier, Scientist)
Threat	Progress of a plan in up to five skulls (The World Behind the Veil)
Piece of evidence	Permanent reward of a closed case (Investigator)
Choir	The Psionic Core, and that which Psions hear together (Psion)
False Bottom	The class tree of the Agents (Agent)
Thirteenth	The voice, as Psions hear it (Psion)
Print Shop	The legend office in Zurich (Agent)
Whisper	Price of the Thaumaturges, the voice in the crystal (Thaumaturge)
Danger	Value of an artefact in up to five skulls (Artefacts)
Hands	Retrieval, the unit that retrieves children (Agent, Psion Building Block)
Hold	Large base, at most twelve agents (Core Rulebook, World)
Chamber	Archive of the Collegium in Wales, with the steel door (Thaumaturge)
Nursery	Workshop of the Print Shop for the deaths and lives of retrieved children (Agent Building Block)

Term	Meaning
Contamination	Price of the Scientists, supernatural tests (Scientist)
Cold store	Sample storage of the Institute at −80 °C (Scientist)
Legend	Cover identity, signature of the Agents (Agent)
Alloy S	Ore from the silent cavity near Kiruna, material of the helmets, S-0 (Psion, Scientist)
Echo	Price of the Soldiers, the voices in the silver (Soldier)
Nexus crystal	Large crystal that no one controls and that the Council needs for the Opening (Core Rulebook, Thaumaturge Building Block)
Nordlicht	Base where 41 people disappeared in 1977 at 22:10 (all)
Open Ones	Psions without a helmet under Kantor (Psion)
Open case	Signature of the Investigators, questions with threads (Investigator)
Opener	Machine beneath the Institute that knocks in the rhythm of Nordlicht (Scientist Building Block)
Opening	The procedure by which a child's gift is awakened (Psion Building Block)
Presence	How strong O.D.I.N. is in a region, level 0 to 5 (World)
Prototype	Own invention, signature of the Scientists (Scientist)
Resonance	Price of the Psions, how well the Thirteenth knows them (Psion)
Audit	Department that investigates O.D.I.N. itself (Investigator)
Rift	Place where the Veil breaks (Core Rulebook)
Veil	The boundary between the world and the supernatural, and the secrecy about it (Core Rulebook)
Veil Protocol	Tacit agreement with governments from 1961 (Core Rulebook, Agent)
Fade	Price of the Agents, how loosely one's own name sits (Agent)
Seeker	The one Psion who hears all sleeping gifts (Psion, Psion Building Block)
Silence	Room in which no Psion hears anything (Psion)
Voice	That which speaks behind the Veil, and an origin in the Threat Atlas (Thaumaturge, Atlas)
Supernatural	Everything except humans and the machine (Threat Atlas)
Origin	The eight types of threat (Threat Atlas)
Suspicion	Price of the Investigators, patterns, real and false (Investigator)
Trust	How much the handler trusts the cell, 0 to 5 (Resources of the Cell)
Wall	Class tree of the Investigators, and Hallström's image of the threads (Investigator)
Beings from rifts	Only beings of the origin Voice (Threat Atlas)
Downtime	The time between two missions, two actions per character (Resources of the Cell)

Index of Names

Who is who, and in which book or module it is described in detail.

Name	Who	Where
Agnes Lind	Night nurse in Solberg, one of the Nineteen. Her voice speaks the numbers of the station	Investigator Building Block
Anders Berglund	Reporter who found the story of Solberg in 1963 and did not write it. The first journalist of the branch	Investigator, Investigator Building Block

Name	Who	Where
Ares	General of the High Council, has led the Tactical Branch since 2011. Returned from Kiruna in 2011	Soldier, Soldier Building Block
Arvid Lund, Relais	Cyberneticist, installed the ports of Asklepios in 2004. Nanites in his own blood	Scientist, Scientist Building Block
Astrid Solheim	Watchmaker from Bergen, first Chronomancer. Arrived too late in Nordlicht in 1977, died 2009	Thaumaturge, Thaumaturge Building Block
Brandt, Jonas Brandt	Stormbreaker, the only one of his unit to return from the Karakoram, with the radio	Soldier, Soldier Building Block
Diplomat	Negotiated the Veil Protocol until 1961. Considered dead since 1994, went through the steel door	Agent, Agent Building Block
Echo, Jana Roth	Telepath, heard the thirteenth voice with Wendt	Core Rulebook, Psion
Elster, Renate Albers	Spy, gave the register of the Nursery to Kantor in 1989. Lives in Basel	Agent, Agent Building Block
Enigma, Sanne de Vries	Cryptanalyst, heard the numbers station that had been silent since 1971	Investigator
Evan Pryce	Alchemist, created incendiary ammunition and ashsilver, forged Visor 341 in 1989. Died 1996	Thaumaturge, Soldier, Soldier Building Block
Evelyn Marsh	Founder of the Operations Branch, the Print Shop and the Nursery. Died 1986	Agent, Agent Building Block
Feder, Marta Zielińska	Journalist. Her story about a closed children's home was not allowed to appear	Investigator
Folio, Konstantin Hale	Thaumaturgist, formerly a librarian in Oxford. Heard in his first night how one reads the seventh circle	Core Rulebook, Thaumaturge, Thaumaturge Building Block
Folio-7, Erik Lindgren	Antiquarian, inherited the files of the Folio series, found the imprint of the page from 1871	Investigator
Frank Möller	BKA detective, Raven's partner, went through Sander's door	Investigator, Investigator Building Block
Greta Sundqvist	Mathematician, the first cryptanalyst of the branch in 1950	Investigator
Gunnar Solheim	Technician in Nordlicht, one of the 41, Pendel's father	Thaumaturge, Thaumaturge Building Block
Hanna Sander	Sander's daughter, the thirty-second of Solberg	Investigator Building Block
Hans Wendland	Founder of the Institute, went through the Opener in 1979	Scientist, Scientist Building Block
Dr. Heinrich Sander	Paediatrician from Berlin, led the Solberg programme. Holds consultations over there	Investigator Building Block
Colonel Hendrik Vos	Stormbreaker, Ashgrove's successor, led the Tactical Branch until 2011	Soldier, Soldier Building Block
The Keeper	Holloway's assistant, has not spoken since 1959	Thaumaturge, Thaumaturge Building Block
The Custodian	Biochemist, at the cold store since 1979	Scientist, Scientist Building Block
Dr. Ilse Marek	Physician, led the Psionic Core until 1970, developed the cap with the Institute, then the opening	Psion, Psion Building Block
Dr. Ines Albrecht	Biochemist, has led Asklepios since 2004	Soldier, Scientist, Scientist Building Block
Julian Reyes	Data scientist, leads Project Map	Scientist, Scientist Building Block
Kantor	Telepath, Marek's successor, caused the Cascade in 1971, leads the Open Ones	Psion, Psion Building Block

Name	Who	Where
Kjell Haugen	Led the search party to Nordlicht in 1977, lives in Tromsø	Soldier, Soldier Building Block
Kuckuck, Tobias Lenz	Spy, for four years Martin Kessler at the foundation in Basel	Agent, Agent Building Block
Lazarus	First survivor of Asklepios, went through a rift in 2015	Soldier, Soldier Building Block
Madame Okonjo	Most senior Negotiator, gives a dinner in Geneva every year with a seventh place setting	Agent, Agent Building Block
Maren Falk	Observer, knows the intake files	Psion, Psion Building Block
Margaret Holloway	Founder of the Collegium, went through the Door in Wales in 1959	Thaumaturge, Thaumaturge Building Block
Märta	First Seeker, called in Solberg, died in the Cascade in 1971	Psion Building Block
Martin Hofer	Physicist, built Detector 0417 and the prototype of the kinetic shields. Died 1981	Scientist, Scientist Building Block
Moth, Mara Lindqvist	Infiltrator, formerly a burglar specialising in museums	Core Rulebook, Agent
Muezzin	Second Seeker, from 1971 to 2011, a boy from Cairo	Psion Building Block
Nele Möller	Frank Möller's daughter, receives postcards from 1994	Investigator, Investigator Building Block
Paul Mercier, Tinnitus	Acoustician, founder of the Echo Operative, led the operation in the Carpathians in 1976	Soldier, Psion
Pendel, Dr. Ingrid Solheim	Chronomancer, daughter of Astrid and Gunnar Solheim	Thaumaturge, Thaumaturge Building Block
Prometheus	First advisor to the High Council	Core Rulebook, Psion, Psion Building Block
Raven, Lena Kowalski	Paranormal Detective, formerly with the BKA, has an appointment with Sander	Investigator, Investigator Building Block
The Registrar	Head of the Investigation Branch in Stockholm, bears Hallström's old title	Investigator, Investigator Building Block
The Salt Woman	Old woman from Lake Solberg, showed Hallström the salt in 1938	Investigator, Investigator Building Block
The Typesetter	Forger in the Nursery since 1961	Agent Building Block
Signe	Granddaughter of the Salt Woman, carries the second key	Investigator Building Block
Sphinx	Director of O.D.I.N., reads the mail from the house without a number	Core Rulebook, Investigator Building Block
Stahl, Grzegorz Wolski	Nanotech Veteran, number twelve of Asklepios	Soldier, Scientist, Scientist Building Block
Thomas Ashgrove	Led the escort and the Tactical Branch until 1988, survived Kiruna	Soldier, Soldier Building Block
Uhrwerk, Ottilie Brandauer	Precognitive, warned of the Cascade in September 1971	Psion
Viktor Hallström	Founder of the Investigation Branch and the Registry, died 1985	Investigator, Investigator Building Block
Viola, Dr. Viola Brenner	Biochemist, silenced the samples from the Carpathians with cold	Scientist, Scientist Building Block
Wendt	Psion, heard the thirteenth voice with Echo during training. Missing since the night on the Brocken, not dead	Core Rulebook, Psion

Imprint

O.D.I.N. Occult Dynamics Intelligence Network
Game Master's Book (English edition)

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All books and the character generator: odin-rpg.pages.dev/en/

The illustrations are AI-generated; editing and the first translation of this English edition were done with AI assistance.

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