O.D.I.N.

Occult Dynamics Intelligence Network

THE DOOR

A CAMPAIGN IN FOUR ACTS

by David Ger

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FOR THE GAME MASTER

This volume reveals the secrets of the campaign and of the whole series. Players should not read it. The handouts are in a separate booklet, “The Door: Handouts”.

CAMPAIGN THE DOOR

The Door

"Every door we have ever seen was opened by someone from this side. The next one too."
Viktor Hallström, Notebook Zero, 1979

The Door is the campaign that every building block of the Game Master book promises. It answers the questions that the building blocks leave open, or it lets the cell find the answers themselves. It leads a cell of cadets through 24 missions from their first assignment to a night in which it is decided what becomes of O.D.I.N.

> **Note for the Game Master**
>
> This campaign assumes the entire Game Master book: the six building blocks, the world behind the Veil, the threat atlas, the artefacts and the resources of the cell. It touches all the secrets of the series, even the darkest. Before starting, the group should hold a session zero, as described in the chapter "Safety at the Table", and know that fetched children, the dead and betrayal will play a role.

What It Is About

Since the beginning of 2026, three things are happening that no one at O.D.I.N. connects:

- **The Numbers.** The numbers station that fell silent in 1971 on the night before the Cascade has been transmitting again since February, every night at three o'clock. The same female voice, the same groups, but backwards. It is the voice of Agnes Lind, the night nurse of Solberg, one of the Nineteen.
- **The Pulses.** Under the Institute near Bern, the Opener has been knocking since 2019, every four minutes, in the rhythm that the Nordlicht probe measured in 1977. Since January, the interval has been shrinking faster and faster, just like in 1977 in the last hour before 10:10 p.m.
- **The Clock.** The wall clock from the Nordlicht canteen stopped in 1977, like all clocks there, at 10:10 p.m. Since 2011 it has been running backwards; today it hangs in the Institute, and it has become faster. Whoever calculates its rate arrives at the evening when it will again stand at ten past ten.

If you overlay the three curves, you see that they meet in a single night: **on 14 February 2027, at 10:10 p.m.**, fifty years after Nordlicht. On that night, all doors will open at once: Holloway's door in Wales, the Opener in Bern, Sander's practice, the Nordlicht canteen through which 41 people went fifty years ago, and the Silent Ones under the Holds where the children are opened. And all who wait over there will be able to come through. Or all who are here will go over.

This campaign tells of those who want this, those who want to prevent it, and those who do not know it.

The Parties

Who	What they want	What they do for it
The Council, Prometheus	Control the night. The Opener is to overlay the other doors so that only one is open: their own.	Has the Opener knock louder, demands Nexus crystals for eleven openings that they bring forward to this night, sends cells to where other doors open too early.
Ares	Bring back the 41, Lazarus and the men of the escort. Go through with an army in silver, if necessary.	Builds shields from the rock in Kiruna, collects pieces of silver, seeks Soldiers who follow him.
Kantor and the Open Ones	Free the children who went at the openings, and make the Choir whole again.	Fetches children from foster families, gathers Psions without helmets, wants to sing in Wales on that night.
The Collegium, the Seal Keepers	That no door opens that they do not hold themselves. Holloway back, or peace from her.	Holds the steel door in Wales, reads Holloway's letters, seeks people who do not belong to the Collegium.
Elster and the Foundation	That no more openings take place. That the door stays shut.	Buys Nexus crystals, sends couriers, seeks allies in the Operations Branch.

Who	What they want	What they do for it
Dr. Sander	That the children who wait over there come home. Hanna first.	Holds consultation hours. Gives appointments. Calls with Agnes Lind's voice.
The Voice	Nobody knows that. The campaign gives clues, not an answer.	Answers when called. And since 2026, someone is calling very loudly.

In addition, there are the organisations from the chapter "The World Behind the Veil". STILLWATER, Department 13, the Evening and Morrow Biologics sense that something is happening and want their share.

The Three Pointers

The campaign has its own tool: **the three pointers**. Each pointer stands for one of the three curves and has twelve fields. The game master runs them openly or covertly, as they like. A sheet for this is included in the appendix of this volume.

Pointer	Stands for	Rises when	Falls when
The Numbers	Agnes Lind's broadcast, Sander's call	The cell does not save the children, does not find Sander's practice, ignores the numbers station	The cell deciphers clues from the numbers, gives Sander a name, Agnes answers
The Pulses	The Opener in Bern, the Council	Nexus crystals arrive at the Council, the Institute remains unmolested	The cell intercepts crystals, brings the minority of the Research Directorate to their side, finds Wendland
The Clock	Nordlicht, the 41, Ares	Ares collects silver and Soldiers, Nordlicht stones fall into his hands	The cell speaks with the 41, brings Nordlicht stones to the Collegium, stops Ares

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RULE: THE POINTERS
All pointers start at 2. At the end of Acts I,
II and III, each pointer advances by 2,
because the night is approaching. Added to
this are the changes that each mission
specifies, depending on what the cell has
done. No pointer falls below 0 or rises above
12.
If a pointer reaches 12 before the finale,
what is written for that pointer under "The
Pointers Before the Night" (Act IV) happens:
The party behind it is stronger in the last
night.
At the end of the campaign, the three pointers
determine which doors open on the night of 14
February and how far. Below 6, the party
behind it is weakened, and its door barely
opens. Below 3, it remains closed.
```

The pointers run alongside the skulls of the organisations from the world chapter. Both tools complement each other: The skulls show how far the others are, the pointers how close the night is.

The Decision Book

The campaign has no fixed ending. It ends with the decisions the cell makes along the way. For this, the game master keeps a **Decision Book**: a list in which they record what the cell has chosen after certain missions. Each mission states which decision it writes into the book.

The decisions fall into four directions, which correspond to the four endings from the chapter "Running Campaigns":

Direction	The cell tends to ...
Close	... to close doors, prevent openings, destroy crystals.
Open	... to go over, to fetch, to answer.
Take Over	... to confront the Council with the truth and change O.D.I.N.
Guard	... to remain silent, to protect, and to stay what O.D.I.N. is.

At the end of Act III, the game master counts which direction is recorded most often. This determines with which allies the cell goes into Act IV and which door they

reach. The ending itself is decided by the cell in the last night.

Structure of the Campaign

Act	Missions	Period	What happens
I. The Service	1 to 6	September to October 2026	The cell gets to know O.D.I.N. Normal missions with changing origins. At the end, they see for the first time that three things are converging on the same night.
II. The Rifts	7 to 12	November 2026 to early January 2027	The cell uncovers the secrets of the branches. Threads lead inward. Organisations make offers.
III. The Pattern	13 to 18	January 2027	The cell realises that O.D.I.N. is calling. They find Hallström's wall, Sander's practice, Wendland's tunnel. The Council notices them.
IV. The Door	19 to 24	1 to 14 February 2027	The cell chooses a side, gathers allies, and goes into the night of 14 February.

Structure of a Mission

The files follow the rhythm from the chapter "Running Campaigns", with six missions in each act. Each mission has the same structure, based on the chapter "Building Files": The nodes are the investigation, the escalation lies in the confrontation.

- **Head:** File colour, origin from the Threat Atlas, secret it touches (one of the six building blocks or one of the three arcs of this campaign), class that is in focus.
- **What it's about:** the truth behind the file.
- **Briefing:** what the handler says.
- **Nodes:** Places, people, documents with clues. At least three clues for each conclusion.
- **Confrontation:** how the mission reaches its climax.
- **Aftermath:** what remains, how the pointers move, what goes into the Decision Book, and the thread to the next mission. Handouts are noted with their number. They are in the separate booklet "The Door: Handouts".

The missions are written so that they work with any composition of the cell. Where a class is in focus, there is a clue or a solution that only they find. If the class is missing, there is another way.

The Cell

The campaign begins with Cadets. A cell of three to five characters of different classes is well suited. New characters are made fastest with the character generator at odin-rpg.pages.dev/generator/en/, which creates every agent as a Cadet. The sample characters from the class books can be used. They bring their own threads that the campaign picks up: Echo and Wendt, who has been missing since the Brocken (Mission 17), Folio and the line he heard on the first night (Mission 9), Brandt and the radio from the Karakoram (Mission 8), Kuckuck and Elster (Mission 7), Viola and the eighteenth voice (Mission 18), Raven and the green Door (Mission 17). Pendel and Planck appear as characters (Missions 3, 6, 18, 19, 20). If one of the two is played, their character takes over these scenes themselves: Planck overlays the curves in Mission 6 together with the cell, and the drawing from Nordlicht is placed in Pendel's own hand.

Experience and Rank. After each mission there are XP as in the Core Rulebook and in "Running Campaigns": the base value of the file colour (White 2, Grey 4, Red 5, Black 7, no file 2), +1 for reaching the objective, at most +1 personal bonus, and +1 for each thread the cell picks up. Thus they are promoted to Agents during Act I, to Senior Agents in Act II, and perhaps to Veterans before the last night. Promotions are scenes: Behr hands them over, and sometimes a truth with them.

The cell's handler in this campaign is called **Konrad Behr**. He is in his mid-fifties, a former Soldier, speaks little and drinks tea from a thermos flask. He is honest with his cell, as far as he is allowed. What he is not allowed, the cell learns in Act III. Anyone who prefers to roll a handler from the table in "Running Campaigns" can do so. Mission 15 then needs one who is one of the Twelve of Asklepios, as with a 6 in the table.

Act I.
THE SERVICE

Act I: The Service

"The first files are the most important. Not because of what is in them. Because of what you get used to."
Konrad Behr, handler

In the first act the cell is new. They get to know the organisation, their handler, the Holds, the rules. The six missions have different origins, so that the players never know what is behind the next file. But each contains a small trace leading to the three curves. In Mission 6 the cell sees for the first time that all traces point to the same night.

Period: September to October 2026. **Goal of the act:** Build trust, show the world, introduce the pointers. **Tone:** Investigation, creeping dread, no conspiracy yet.

Mission 1: The House by the Reservoir

GREY FILE
Origin the Dead · **Secret** none, only a thread · **Focus** all

The first mission is the introductory scenario from the appendix of the Game Master's book. It remains unchanged, except for the season: Outside it is September, not March. For the archive, handouts 1 and 2 are ready, the newspaper article from 1960 and the letter from the Red Cross. In addition, there is an addition in the aftermath.

Addition for the campaign. Next to the crystal on the lake bed lies the bell of the sunken church. Anyone who examines it finds on the clapper, tied with wire, a brass capsule, such as was once used in pneumatic tube systems. Inside is a note with five lines of digits in groups of five (Handout 3). If the cell does not examine the bell, the Hold's diver finds the capsule and sends it to them a week later. The handler gives the note to the Registry. The answer comes three weeks later, in Mission 4: The numbers come from a numbers station that fell silent in 1971 and has been transmitting again since February.

Pointers: The Numbers +1 if the capsule only comes with the diver. **Decision Book:** Did the cell tell Martha Kellner the truth (Close), drive her away with force (Guard), or want to keep the crystal (Open)?

Mission 2: Copper

GREY FILE
Origin the Alien · **Secret** the Numbers · **Focus** Scientist, Engineer, Physicist

What It Is About

In a high-rise on the edge of Rotterdam, the residents have been complaining for weeks about a smell of copper, about children with a uniform rash on their arms and about a humming in the water pipes. The building management sent a plumber. He has not come back.

In the basement a **colony** is growing (Threat Atlas). Its cells come from a meteorite fragment that a caretaker found in a field twenty years ago and used as a paperweight. When the caretaker died in the spring, the fragment ended up in the basement with his estate, next to the hot water system. The warmth woke it.

The colony is not a threat through malice. It grows. But it also does something else: It transmits. Since February it

has been receiving a signal, and it answers in its own rhythm. The humming in the pipes is its answer.

Briefing

"Rotterdam. A high-rise, 140 flats, a missing plumber and a health authority that finds nothing. The Dutch colleagues say we should take a look before they have to evacuate the building. Bring respirators."

Expenses: €2,000. **Presence:** Level 5. **Useful equipment:** respirators, cryobox, thermal imaging camera. Behr does not mention all of them.

Nodes

The residents. A mother with a child with a rash, an old man who calls the humming "like Morse code", the caretaker, who is new.

- **Clue:** The humming comes at night, always at three o'clock, and lasts forty minutes. (leads to the broadcast)
- **Clue:** The old man recorded it, on his mobile. (leads to the Physicist or Cryptanalyst)

The water pipes. Samples from three flats.

- **Clue:** A Scientist finds cells that organise themselves, and unknown molecules. A crystal detector does not react. (Origin: the alien)
- **Clue:** The concentration increases the lower the flat is. (leads to the cellar)

The caretaker's estate. Cardboard boxes in the cellar compartment, a list at the building management.

- **Clue:** An entry in his notebook: "Stone from the field near Den Helder, 2006, warm." (leads to the core, Handout 4)
- **Clue:** Photos of his desk with the stone on it, next to it a potted plant that in the photos grows larger and stranger every year. (Origin and growth)

The cellar. Behind a steel door that no one has opened for weeks. Warm, damp, pale threads on the pipes.

- Here lies the core: the shard, overgrown with tissue, and the missing plumber as **host**.

Confrontation

The colony defends its core with tissue and the host. Cold stops it, fire deals double damage. The cell must freeze or burn the core without setting the house on fire. An Engineer can shut off the hot water system and let the cold in, a Scientist can stop the colony with liquid nitrogen from a university laboratory.

The plumber is still alive. Whoever stops the colony before it fully occupies him saves him. He remembers a dream in which a woman read numbers.

Aftermath

The old man's recording, analysed by a Physicist or Cryptanalyst, contains beneath the colony's humming a second signal: the same groups of numbers as on the note from the bell, on a frequency that can only be received at three o'clock at night.

What remains: A living sample, if the cell takes one with them. If a Scientist builds part of it into a prototype, as sample "Unknown", their Contamination increases by 1. The rest goes to the cold store. A rescued plumber. Trust +1 if the house did not have to be evacuated. **Pointers:** The Numbers −1 if the cell finds the second signal. **Decision Book:** Did the cell completely destroy the colony (Close) or bring a living sample to the Institute (Open)?

Thread: The sample ends up in the cold store in Bern. The Custodian thanks them in writing and adds that the sample twitched "in time" in the cold store on the first night. Every four minutes. If the cell destroyed everything, she still writes: A dust residue from the cellar, sent in by forensics, twitches in the same rhythm.

Mission 3: The Lead Box

RED FILE

Origin the Humans · **Secret** the Clock · **Focus** Soldier, Agent

What It Is About

A collector from Vienna won a stone at auction at the Evening in Hamburg, a crystal from an estate in Tromsø. It is a **Nordlicht stone**, one of the 212 from the Nordlicht archive that was stolen decades ago. It is to travel by night train from Hamburg to Vienna, in a lead box, guarded by a team from **Grey Meridian**. The Collegium wants it back. A second squad wants it too: men no one knows and who are very well trained. They belong to Ares.

Briefing

"The Collegium lost a stone, forty years ago. It is on a train tonight, and we want it back before it disappears into a safe in Vienna. You board in Hamburg. You have until Nuremberg. No shots on the train. And no police."

Expenses: €10,000. **Presence:** Level 5. **Requesting:** Common items immediately. Rare items only via trust: one point for the rank level, one for the waiting time. Behr signs off on both without asking.

Nodes

Hamburg station. The Grey Meridian team boards: four operators, a team leader, a woman from the evening with a briefcase.

- **Clue:** The box is in a compartment in the sleeping car, not in the luggage van. (Location)
- **Clue:** One of the operators wears an arm splint of matt metal under the sleeve. A Soldier recognises ashsilver. (Ares)

The train. Nine carriages, a dining car, a conductor who sees everything.

- **Clue:** Two men in the dining car drink only water and never look at their phones. They have military bearing and the same haircut. (the second squad)
- **Clue:** The conductor says that a passenger bought a ticket from him for a train that ran "yesterday". (the Shifted and the ticket from yesterday from the chapter "Artefacts": a thread for later that has nothing to do with this mission)

The Crate. Lead, sealed, warm. Through the lead you hear nothing. Whoever lifts the lid a crack hears Norwegian.

- **Clue:** A Thaumaturge hears a man's voice counting in the Whisper. A Chronomancer, when touching it, sees a canteen with warm cups. (Nordlicht)

Confrontation

Between Hanover and Göttingen, the second squad strikes. They want the crate, not the fight. The cell can ally with Grey Meridian, fight against both, steal the crate beforehand, or talk to the squad's leader. His name is Lieutenant Oskarsson, he is Swedish and carries three pieces of silver. He only says: "The General wants to bring them home. All 41. You have no idea what is in this crate."

No shots on the train means: close combat, deception, stunning, stealth. Whoever shoots loses trust and gets the police.

Aftermath

If the cell brings the stone to the Collegium, a Crystal Master hears the name **Gunnar Solheim** in the Whisper. Pendel, if she appears in the campaign, does not recognise the voice. She was three years old.

What remains: A Nordlicht stone for the Collegium, or for a Thaumaturge of the cell, if they are allowed to keep it (+1 Whisper). A contact at Grey Meridian, if the cell was fair. Oskarsson as a name that returns in Act II. **Pointers:** The Clock +2 if the second squad gets the stone. The Clock −1 if it ends up in the Collegium. **Decision Book:** Did the cell listen to Oskarsson and let him go (Open) or arrest him and report him (Guard)?

Thread: Oskarsson has a note in his pocket: "Kiruna, Tunnel 7, October." (Handout 5) Ares' name is not on it. But in the Soldiers' canteen, people say that someone in Kiruna is building shields, and for whom.

Mission 4: Foster Case

GREY FILE, TURNING RED
Origin the Voice · **Secret** the Choir · **Focus** Psion

What It Is About

This is the mission with which the secret of the Choir begins. The game master should be sure beforehand that the group wants this topic, as discussed in the chapter "Safety at the Table".

A married couple in a suburb of Kassel reports their foster child as missing, but not to the police. They call a number they should not know. The child, Lio, is thirteen. Yesterday they brought the neighbours' aquarium to the boil. Today they have disappeared.

Lio has the stats of a **Choir Child** (Threat Atlas), but they are not one: They were opened at the age of six, and now the gift is breaking through, as described in the Psion Building Block under "The Sleep". Their foster parents work for O.D.I.N. without knowing exactly, and the number is that of their Observer. Lio is afraid and has run into the forest behind the settlement, to an old hunting lodge. They have been hearing a woman reading numbers for weeks. Two others are also looking for them: a **Hand** (Psion Building Block), who is supposed to bring them to a clinic for manifestation, and an **Open One**, who wants to bring them to Kantor first.

Briefing

"Kassel. A foster child is gone, thirteen years old, and they probably have a sleeping gift that is just waking up. The foster parents have contacted us. Find the child before they hurt themselves or others. And bring them here. An Observer is waiting."

Behr does not say where the foster parents got the number. Whoever asks gets: "That is a good question. Don't ask me."

Nodes

The Foster Parents. Loving, frightened, well prepared. Too well.

- **Clue:** They have a folder with reports about Lio, copies of them, one every month, addressed to a post office box of "Kinder- und Jugendhilfe Zurich". (Nursery, Handout 6)
- **Clue:** Lio has a small scar behind the ear, says the mother, "since an accident as a toddler, before they came to us". A Psion of the cell has the same one. (Opening)

The Neighbours and the Aquarium. The water has boiled, the fish are still swimming in it, dead, in a circle.

- **Clue:** The neighbour heard Lio humming in the evening, a melody she does not know. A Psion knows it. (Voice)

The Forest. Tracks, burnt branches, a path to the hunting lodge.

- **Clue:** Two trails besides Lio's: boots with good tread (the Hand) and trainers (the Open One).

The Hunting Lodge. Lio sits inside, the lanterns around the lodge flicker.

Confrontation

At the hut, everyone meets: the cell, the Hand, the Open One, and Lio, whose power works every round. The Hand wants to sedate the child and take him away. The Open One wants to take him away and says the cell does not know what O.D.I.N. does with children. A Psion of the cell hears Lio, and Lio hears him. And for a moment, the Psion hears something that reminds him of his own childhood: a white room, twelve people in a circle.

How the cell resolves the scene is the first major choice of the campaign. Calm Lio and hand him over to the Observer. Leave Lio to the Open One. Hide Lio and hand him over to no one. A Telepath or Psychic Healer can calm Lio with WIL + Telepathy against Hard (3), one step easier with a helmet, a cap or a piece of Alloy S. Without a Psion, anyone who talks to him can calm him: CHA + Persuasion against Very Hard (4).

Aftermath

What remains: A child. A question that the cell cannot shake off. An Open One who, if the cell let him go, gives them a note with an address in Basel: "If you want to know who you are." **Pointers:** The Numbers +1 if Lio ends up with the Observer. The Numbers −1 if the cell

protects him without handing him over. **Decision Book:** Observer (Guard), Open One (Open), hidden (Close). **Trust:** −1 if Lio does not arrive with the Observer, unless the cell has a very good explanation.

Thread: The Registry replies to the note from the bell of Mission 1: The numbers station has been transmitting again since February, backwards. Lio says, before he goes, that the woman on the radio is called Agnes. Nobody told him the name.

Mission 5: Last Train

GREY FILE

Origin the Dead · **Secret** the Wall · **Focus** Investigator, Paranormal Detective

What It Is About

On a disused line in the Harz, a train stops at night at a station where no train has stopped since 1962. A hiker filmed it. His wife got on to take a look. She did not come back.

The **passengers** (Threat Atlas) are the dead of a train accident in December 1962, when a passenger train derailed on a bridge over a reservoir. They travel the line to the bridge every night and do not know that they are dead. One passenger is different: she knows it. Her name is Britt Holm, she was a secretary in the Registry in Stockholm and travelled to the Harz in 1962 on Hallström's behalf to visit a village where children sang in their sleep. She carries a briefcase with a Grey File that never arrived in Stockholm.

Briefing

"The Harz again. A hiker filmed a ghost train, and the video has 200,000 views online. His wife has disappeared. Find her, and make sure that in a week nobody takes the video seriously anymore."

Nodes

The hiker and his video. He is desperate and wants to go in himself.

- **Clue:** In the video, a train sign can be seen, a line that has not existed since 1962. (Archive)
- **Clue:** In the window of the third carriage, a woman looks directly into the camera, and she holds up a file. (Britt Holm)

The railway archive, the district archive. An Antiquarian or Journalist finds it quickly.

- **Clue:** The accident of 21 December 1962, 36 dead, including a Swedish woman with no relatives, whose body was "collected by the embassy". (Registry)
- **Clue:** A ticket in the estate of a victim: Hamburg, Harz, 21.12.1962, and on the back in pencil "Vasastan, No. 7?", the seven crossed out twice. (House Without a Number, an early clue, Handout 7)

The station at night. At 11:40 p.m. the train arrives.

The train. Compartments full of friendly dead. The hiker's wife sits in the second carriage and knits. She has forgotten why she is here.

Confrontation

The journey takes one hour to the bridge. In that hour, the cell must find the hiker's wife, convince the passengers that they are dead, or get off before the bridge. Britt Holm helps if you speak to her. She wants only one thing: that her file arrives in Stockholm. "Mr Hallström is waiting for it. He said it was the most important file of the year."

Whoever tells her that Hallström is dead sees her cry, and then get off, just like that, in the middle of the line. The file remains on the seat.

Aftermath

The 1962 file: A Grey File about a village in the Harz where children sang in their sleep in 1962. Inside, a list of seven children, and for two of them the note "placed, Zurich". And a sheet that Hallström had given her, in his

handwriting: “Who fetches them? Don’t ask Marek. Ask the Print Shop.” (Handout 8)

What remains: For an Investigator, an open case, if they want: “Who took the children from the Harz in 1962?” An Agent or Journalist turns the video into advertising for a model railway fair. Trust +1. **Pointers:** No change. **Decision Book:** Did the cell give the file to the Registry (Guard) or keep it and investigate themselves (Take Over)?

Thread: The Registrar in Stockholm accepts the file, if the cell hands it over, and looks at it for a long time. Then she says: “He was looking for it. Until the end.” And sends the cell away before they can ask anything.

Mission 6: The Knocking

WHITE FILE, TURNING BLACK

Origin the Voice and the Machine · **Secret** the Lab Coats · **Focus** Scientist, Physicist, all

What It Is About

The sixth mission is the end of the first act. The cell is sent to Bern with a harmless task: they are to bring samples from their previous missions to the Institute and take part in a training session. In the process they experience the knocking, meet Planck and Reyes, see the small rift grow, and at the end of a long night someone places three curves on top of one another.

Briefing

“A quiet week. You travel to Bern, deliver your samples, sit through two days of training on contamination, and eat in the best canteen at O.D.I.N. Consider it a holiday. And if anyone asks you whether you hear the knocking: you hear nothing.”

Behr says the last sentence with a smile, but he does not smile with his eyes.

Nodes

The Institute. Tunnels, neon light, steel doors, the entrance hall with the two display cases and the letter.

- **Clue:** Every four minutes a glass of water on the table in the canteen vibrates, very slightly. The Lab Coats keep talking as if they had not noticed. (Pulse)
- **Clue:** A Psion in the cell hears the Thirteenth at every knock, quietly, as if she were answering. A Thaumaturge feels their crystal grow warm. (Voice)

The Cold Store. The Custodian accepts the samples, friendly and tired.

- **Clue:** The sample from Rotterdam, or the dust residue from the cellar, has been given its own chamber, “because it counts along”. It twitches every four minutes. (Pulse and Colony)
- **Clue:** The Custodian says, almost casually: “Since February everything here twitches in time. Even samples that had been still since the sixties.” (Extent)

Planck and Reyes. Planck (Scientist class book) works at night on Event 2019-44. Reyes works on Project Map. Both are glad to talk to someone from outside.

- **Clue:** Planck shows the pulses: since 2019 the interval has been getting shorter by a tenth of a second per year, since January by a tenth of a second per week, and now faster. Her curve falls like that of the Nordlicht probe in the last hour before 22:10. (Pulse)
- **Clue:** Reyes shows the circles. The centre lies beneath the Institute. He did not receive the coordinates and still calculated them. (Opener)

The Small Rift. The Warden of the Small Rift (Scientist class book) shows it because he wants to show a cell something before it is too late.

- **Clue:** The rift measures 31 centimetres today, 29 yesterday. It has never grown this fast since 1981. It grows in time.

The Night

On the second night, the power goes out in the Institute for eleven minutes. The knocking does not stop. In the dark, security personnel run through the corridors, and the cell is in the middle of it. In the Cold Store, samples move that should not move. The sample from Rotterdam, if it exists, tries to break out. Three **Riftlings** fall out of the small rift. And in the deepest corridor, behind a door that officially leads to a storeroom, someone from the cell hears metal striking metal, like a tool on a machine.

The cell can help secure the samples and confront the Riftlings, and in doing so finds the door. Behind it begins a shaft. A guard stops them, polite, armed, not from the Institute: he does not wear a lab coat, but a suit. He says: “This area is under the Council.”

The Three Curves

In the morning after the night, Planck sits with the cell in the canteen and has three sheets of paper in front of her. On the first, her curve of the pulses. On the second, the numbers from the station that the cell’s Registry sent, with the pauses between the number groups, which are also getting shorter. On the third, the running of the wall clock from the canteen at Nordlicht, which hangs in a display case two floors above the Institute’s canteen and runs backwards. Planck has long since calculated when it will arrive, and had taken the date for a coincidence.

She places the sheets on top of one another (Handout 9). The three curves meet at one point. She writes a date beneath it and turns the sheet towards the cell.

14 February 2027. 22:10.

“Fifty years after Nordlicht,” says Planck. “To the minute. I have shown this to no one. If I show it to the Research Directorate, I will not be here tomorrow.” She pushes the sheets over to the cell. “You are the first. Do with it what you think is right.”

Aftermath

With that, Act I ends. The cell has a question that is larger than any file, and a date. All three pointers move forward by 2.

What remains: The three curves. Planck, who owes the cell a favour. The knowledge that the Council has an area beneath the Institute. **Pointers:** The Pulses +1 if the cell gives the curves to the Research Directorate, because the Council learns of it. The Pulses −1 if the cell gives them to Reyes, who alerts the ethics committee with them. **Decision Book:** Did the cell report the curves to Behr (Guard), give them to the ethics committee (Take Over), show them to no one and search themselves (Open), or destroy them (Close)?

Thread to Act II: When the cell comes home, an envelope without a sender lies in a character’s dead letter box. Inside is a photo of an old woman on a bench by the Rhine, on the back the date of last week, and a sentence in handwriting that an agent knows from the legend packets of the Print Shop (Handout 10): “Now you know the date. We have known since February. Come to Basel.”

Act II.
THE RIFTS

Act II: The Rifts

"Until now you have been given files. From now on you will find ones that no one wanted to give you."
Elster, Basel

In the second act, the cell knows the date, and others know that it knows it. The missions lead them to the secrets of the branches: to Basel, to Kiruna, to the chamber in Wales, to the buyers of the Nexus crystals, and to the Open Ones. Five parties appear and make an offer. The cell cannot accept all of them.

Time frame: November 2026 to early January 2027. **Goal of the act:** Show the parties, touch on the secrets, fill the Decision Book. **Tone:** Conspiracy, distrust, moral decisions.

```
RULE: OFFERS
In Act II, each of the five parties makes the
cell an offer: Elster in Mission 7, Ares in
Mission 8, the Collegium in Mission 9, Kantor
in Mission 11, the Council in Mission 12. The
game master notes each offer and the answer in
the Decision Book. Whoever accepts an offer
has an ally in Act IV. Whoever rejects all has
none, but also no enemy who feels betrayed.
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Mission 7: Basel

WHITE FILE, TURNING GREY

Origin the Humans · **Secret** the Shadows · **Focus** Agent, Negotiator

What It Is About

Elster has invited the cell because she knows that Planck has shown the three curves. She wants allies in the branch. She lives as Renate Albers in Basel and sits on the foundation board of the foundation that buys Nexus crystals so that the Council does not get them. But the invitation has a second reader: The Hands have observed the dead letter box. And in the foundation, a bookkeeper has been back at his desk for a week after a long illness. His name is Martin Kessler, he wears a tie with reindeer, and he is not Kuckuck. He is a **Nameless One** (Agent Building Block), who wears the legend that the Print Shop did not bury. If Kuckuck is in the cell, Elster recognises him immediately. She wanted him, and she tells him so.

Briefing

There is none. The cell must decide whether to tell Behr about the envelope. If they do, he is silent for a long time and then says: "I have heard nothing. Take two days off. And do not drive the service car."

Nodes

The bench by the Rhine. Here Elster sits every afternoon at four. Eighty, white hair, pearl necklace.

- **Clue:** She calls everyone in the cell by their real name, even those whose real names no one knows. (the list)
- **Clue:** She says she sold nothing in 1989. She returned something. She only says more when the cell trusts her. (Agent Building Block)

The foundation. An old building with a glass extension, reception, accounting on the second floor.

- **Clue:** The director, friendly, late sixties, asks the cell if they come from the Print Shop. He says he was "once in field service". (the Hands)
- **Clue:** Sabine from accounting tells over coffee that Martin Kessler does not remember her dog Otto. "For four years he asked about Otto every Monday." (Nameless One)

Martin Kessler. He is perfect: language, habits, handwriting. Except for what he cannot know.

- **Clue:** An Agent with the node Cold Stare or a profiler recognises that he reacts a touch too late to his name. (Nameless One)

Confrontation

On the second evening, Kessler wants to hold Elster in her flat until the Hands come. The cell can prevent it, watch, or flee with Elster beforehand. The Nameless One addresses a character by their real name and offers them to forget the matter: “You are a young cell. This is not your file.”

Elster’s Offer

If the cell protects Elster, she tells them about the Nursery, about the register she gave Kantor in 1989, and that on 14 February the Doors will be open, and every child who ever went through an opening could come back. “The Council wants the night for itself. I want it not to happen at all. Help me take the Nexus crystals from the Council, and I’ll give you every file from the Nursery you want.” She gives one Psion of the cell their birth name, on a slip of paper in a sealed envelope (Handout 11). They may decide whether to read it.

Aftermath

What remains: Elster as an ally or as a prisoner of the Hands. A Nameless One who knows the cell. A slip of paper with a birth name. **Pointers:** The Pulses −1 if the cell accepts Elster’s offer. **Decision Book:** Offer accepted (Close), rejected and Elster reported (Guard), rejected but let her go (Take Over). **Trust:** −2 if Behr learns that the cell helped Elster. Behr learns it in Act III, whether the cell wants it or not.

Thread: Elster says on parting: “Ask your handler where he was in 2004.” Behr was in Asklepios. He is one of the Twelve.

Mission 8: Tunnel 7

GREY FILE
Origin the Voice and the Transformed · **Secret** the Hammer · **Focus** Soldier

What It Is About

In the old mine at Kiruna, officially decommissioned, men are working. Ares has them break shards from the rock in a tunnel that appears on no plan, the one the workers call Tunnel 7, where he came out in 2011, and build shields from them in a workshop. It is his second shield workshop, whose location not even the foreman in Stuttgart knows. Three workers have been changed in recent weeks: their hands are turning to crystal. One has fled and reported to the police in Kiruna, who called O.D.I.N. Behr sends the cell, and he does not say that Kiruna belongs to Ares. Perhaps he does not know. Perhaps he does.

Briefing

“Kiruna, northern Sweden. A decommissioned mine, a worker with a skin disease the doctors don’t know. Take a look. And bring warm clothes, at the end of November it’s dark there almost all day.”

Nodes

The hospital in Kiruna. The worker is called Erik Lantto, 34, and his left hand is clear as glass up to the wrist.

- **Clue:** He is a **Glass Man** (Threat Atlas) in the early stage. He says they took “stones from the wall that were warm” in Tunnel 7. (Tunnel 7)
- **Clue:** His work clothes bear the logo of a company that does not exist. A Techno-Stormtrooper or Engineer knows it anyway, from the maintenance records of the shields that have come from a second workshop since 2011. (Ares)

The town. A town that is moving because the mine beneath it is growing. Old miners in a pub.

- **Clue:** A miner, over ninety, tells of 1953 and that the dead were never recovered. “The General was one of the soldiers back then. He has aged, twenty years perhaps. Not seventy.” (Ares, Soldier Building Block)

The mine. Fences, guards who are not guards: Soldiers in civilian clothes. Oskarsson is among them, if he escaped in Mission 3.

- **Clue:** In Tunnel 7 there are **Crystal Guardians** (Threat Atlas), which the workers call “the Mutes”. They

attack no one who does not go too close to the wall. (Voice)

- **Clue:** The workshop: twenty half-finished shields with shards in the casing, and a shelf with pieces of ashsilver, more than the cell has ever seen in one place. The rule of distribution does not apply here. At night the shelf hums. (Ares's army)

Confrontation

The cell enters the mine, secretly or with identification. In Tunnel 7 Ares himself is waiting. He is not angry. He introduces himself, asks a Soldier about their silver and reads the names on its inside aloud, from memory. Then he shows the cell the wall from which he came in 2011. It is warm. Voices can be heard behind it, men's voices speaking English, in the tone of the 1950s, and one that is counting. If Brandt is in the cell, he recognises Ares at the first sentence: it is the voice from the radio in the Karakoram.

Anyone who touches the wall for too long is attacked by the Crystal Guardians. Ares stops them with a wave of his hand.

Ares's Offer

"On 14 February a Door will open that is large enough for all who are waiting on the other side. The 41 from Nordlicht. The escort from 1953. Lazarus. The Council wants to keep it open to fetch something it does not understand. I want to fetch my people. Whoever goes with me will receive silver from one who did not come back, and may bring him home. Whoever does not go along should not stand in my way."

Aftermath

What remains: Erik Lantto, whom a Biochemist or Alchemist can save if they act early enough. A piece of silver from Ares' shelf, if a Soldier accepts the offer. The last name on the inside belongs to a Soldier who disappeared in a rift. **Pointers:** The Clock +1 if the cell does nothing about the workshop, −1 if they sabotage the shields or report it to the Audit. **Decision Book:** Offer accepted (Open), rejected and reported (Take Over), rejected and kept silent (Guard), workshop sabotaged (Close).

Thread: On parting, Ares gives the cell something, whether they want it or not: a radio frequency. "If you hear the woman who reads numbers, then you hear the same one as I do. Ask yourselves who lets her speak." (Handout 12)

Mission 9: The Steel Door

BLACK FILE OF THE COLLEGIUM

Origin the Voice · **Secret** the Collegium · **Focus** Thaumaturge

What It Is About

On the night of 2 to 3 December, the archivists in the chamber in Wales open the steel door in the third tunnel and lay a letter on the threshold. This year the Keeper is ill. He is over ninety and has barely slept for a week. The Collegium needs an escort that does not belong to the Collegium, because it fears that someone from its own ranks wants to use the night. A Seal Keeper asks for the cell through a Crystal Master. Behr agrees, conspicuously quickly.

Briefing

The Seal Keeper, a woman with glasses and a grey plait, gives it herself, in a room without windows:

"You guard a door, and you do not ask what is behind it. You do not look in when we open it. You stop anyone who goes in without us. Even one of us."

Nodes

The Chamber. Tunnels, shelves, the Crystal Ledger, the rows of exhausted stones that sometimes whisper.

- **Clue:** A Thaumaturge in the cell hears individual words in Norwegian from the rows of grey stones. (Nordlicht)
- **Clue:** Since February, the Crystal Ledger has new entries with abbreviations under "Find location",

more than in any previous year. (Children, Thaumaturge Building Block)

The Keeper. He lies on his camp bed in front of the steel door and hums. He does not speak, but he writes.

- **Clue:** He gives a character a note with a line from MS Arcana 114, and below it, for the first time in his own words instead of those of the manuscript: "She is coming back." (Holloway, Handout 13)

A Reader. Adept Tomasz Wierzbicki (Thaumaturge class book), late twenties, brilliant and impatient, one of the leaders of the Readers. He spends too much time near the steel door.

- **Clue:** He has a transcript of Folio's notes, which a Magister smuggled out of the Black Library. He has the stats of a **Renegade Reader** (Thaumaturge Building Block) and wants to read the seventh circle tonight. He has not yet left the Collegium, but he already carries the stolen stones. If Folio is in the cell, he recognises his own lines.

The Night

At three o'clock, the archivists open the steel door. Behind it, a hand's breadth beyond the threshold, a library in the mist begins, and in the distance a lamp burns. The Reader strikes: he wants to go through, and he has a rift find with him that is meant to force the door further open. The cell must stop him without looking in or going in, while the steel door stands open and from the library a woman's voice calls, friendly, old, English.

Anyone who looks in makes a horror test against Horrifying (3). Anyone who crosses the threshold is over there.

The Collegium's Offer

In the morning there is a reply in the lead box, two pages, in two handwritings. Holloway writes: "On the 14th of February every door stands open. This one too. Tell the Collegium to close it, or to come and fetch me. Either is better than what the Council intends." Below, in another hand, which an Agent might recognise as Diplomat's: "The twelfth party keeps its word. Keep yours." (Handout 14)

The Seal Keeper reads the letter and asks the cell to be in Wales on 14 February, at the steel door. "We need people who do not belong to the Collegium. We no longer trust ourselves."

Aftermath

What remains: The Keeper's note. The Collegium as a possible ally for Act IV. A captured or dead Reader. **Pointers:** The Numbers −1 if the Reader is stopped. The Clock +1 if he goes through. **Decision Book:** Collegium's offer accepted (Close or Open, depending on what the cell wants for Holloway), rejected (Guard).

Thread: On the way out, the Seal Keeper shows the cell something that no one sees: a rift in the rock above the third tunnel, old, healed, exactly beneath the hall where the cascade took place in 1971. "Kantor knew where to place his forty. Someone told him. A woman on the radio."

Mission 10: The Evening

GREY FILE
Origin the Humans · **Secret** the Collegium and the Council · **Focus** Agent, Antiquarian, Negotiator

What It Is About

The **Evening** (world chapter) takes place in mid-December in Vienna, in the ballroom of a hotel on the Ringstraße. Three Nexus crystals from a dissolved monastery in Moravia are offered. Bidders are the Foundation from Basel, Department 13, a collector who has been searching for years for a stone "as large as a person", and a man bidding for Alderney Holdings, one of the shell companies through which the Council paid Grey Meridian in 2019. The cell is to "observe and report" on Behr's behalf. Behr does not say for whom he reports.

Briefing

"Vienna, Ringstraße, evening dress. You are guests of a collector who owes us a favour. You do not bid. You watch who bids, and you remember faces. The Foundation will be there. The Council too. If you wonder why the Council bids at an auction instead of simply taking the stones: I wonder that too."

Nodes

The Ballroom. Chandeliers, velvet, a **Curator of the Evening** (Threat Atlas), operators from **Grey Meridian**.

- **Clue:** The Council's bidder is a secretary of Prometheus. An Agent recognises his handwriting on the bidder's card: the same as the foreign handwriting that Kuckuck once received. (Agent Building Block, Handout 15)
- **Clue:** The hunter from **Department 13** has a Psion without a helmet with him, who holds his hands to his temples as soon as the crystals are brought in. (Voice)

The Crystals. Three small clear stones in beryllium settings, offered as Nexus crystals.

- **Clue:** An Antiquarian determines their origin: no monastery in Moravia. They bear abbreviations from the Crystal Ledger. They are stones from Stillen. (Children)

The Collector with the great stone. An old man, very rich, very polite.

- **Clue:** He says he knows where a crystal as large as a person lies: in a library that does not exist. He wants to fetch it on 14 February. "One will be able to get in, you know." (Holloway; for the evening, this is the fifth skull of his plan "The great stone")

Confrontation

In the middle of the auction, Department 13 tries to steal the crystals. The Psion without a helmet collapses, and for a moment everyone in the hall hears children's voices from the stones. The cell must decide whom to help: the Foundation, the Council, no one. In the end, the crystals go to a bidder, disappear, or end up with the cell.

Aftermath

What remains: Nexus crystals that the cell may have and that everyone wants. A name in mind: the secretary's handwriting. **Pointers:** The Pulses +2 if the Council gets the crystals, −1 if the Foundation gets them or the cell keeps them. **Decision Book:** Support the Council (Guard), support the Foundation (Close), keep the crystals (Take Over or Open). **Trust:** −1 if the cell does not report what it saw. +1 if it reports honestly, even if Behr is very quiet afterwards.

Thread: An Agent or Psion who touches the stones hears a child saying a name. It is the name of a character from the cell. Not the codename. The birth name.

Mission 11: Raunacht

GREY FILE
Origin the Old and the Humans · **Secret** the Choir · **Focus** Investigator, Paranormal Detective, Psion

What It Is About

In a mountain village in Tyrol, a child is to be taken during the Raunächte. The Seeker heard it: a girl of six years, Mia, daughter of the innkeeper. The Hands have prepared a legend: an avalanche accident, between the years, when the road is closed. But in this village, during the Raunächte, someone walks along who wears no mask: the **Woman from the Raunächte** (Threat Atlas). She has protected the village's children for centuries, and she punishes anyone who harms them. And Kantor has sent an Open One who wants to take the child beforehand.

The cell is sent there because two men disappeared in the village on the first Raunacht: strangers who posed as ski instructors. They were Hands.

Briefing

"A village in Tyrol, two missing ski instructors, a custom with masks and bells. The colleagues from the Investigation Branch say the place has a Grey File about the winter of 1871. See whether it is the same."

Nodes

The Village. Snow, bells, masks, an inn, a church, a local history museum.

- **Clue:** The innkeepers have a daughter, Mia, who has been singing in her sleep for weeks. The mother is afraid and tells no one except the cell. (Choir)
- **Clue:** In the local history museum, masks hang differently at night. One of them is new and has no carver. (the Woman)

The Missing. A room in a guesthouse, paid for three weeks in advance.

- **Clue:** In the luggage: tranquilliser pistols, a sedative injector, a folder with Mia's photo and a death certificate with the Print Shop's watermark, filled out, dated 30 December 2026. (the Hands)

The Priest and the Church Register.

- **Clue:** In 1871, children sang in their sleep here, in the same winter as in Solberg. None disappeared. The priest wrote: "The woman from the mountain kept them." (the Old)

The Open One. A young man without a helmet who lives at the inn, friendly, exhausted, with nosebleeds.

Confrontation

On the sixth Raunacht, during the great Perchtenlauf, two more Hands strike, the Open One tries to beat them to it, and the Woman from the Raunächte comes into the village with her retinue. The cell stands between all of them.

The woman judges: She knows what the Hands do, and she knows what everyone in the cell has done. Whoever receives her with food and an honest word gets a gift. Whoever stands in her way, her judgement. She asks the cell a single question: "Whom does the child belong to?"

Kantor's Offer

The Open One, if he survives, offers the cell a meeting with Kantor, in January, in the Carpathians. "He knows what is coming on 14 February. He wants to sing in Wales, with children who are free. He wants to make the choir whole before the Council tears him apart."

Aftermath

What remains: Mia with her parents, with the Hands, with the Open Ones, or under the protection of the woman who "keeps" her. A gift from the woman, if the cell has earned it. **Pointers:** The Numbers +1 if the Hands take Mia. −1 if she stays in the village. **Decision Book:** Kantor's offer accepted (Open), Mia left to the Hands (Guard), Mia left in the village and the Hands reported (Take Over), Mia left in the village and kept silent (Close).

Thread: An Investigator finds in the Hands' luggage a list with eleven names of children who are to be taken between Christmas and New Year and in January, Mia first (Handout 16). Next to each name is the same note: "Opening brought forward to night of 14.2., on Prometheus' orders." The Council wants to have eleven children opened at once that night, in the Silences, to the beat of the Opener. For that it needs the Nexus crystals.

Mission 12: Listener

RED FILE

Origin the Machine and the Voice · **Secret** the Wall · **Focus** Cryptanalyst, Echo-Operative, Profiler

What It Is About

On the night of 2 January, at three o'clock, two hundred people in Gothenburg hear the same radio programme: static, and in it a woman reading numbers, then a melody. They get up, get dressed, and go out into the snow. The **Broadcast** (Threat Atlas) has made them **Listeners**. They all walk in the same direction, northeast, and they do not slow down when spoken to. In the morning they are in the forest outside the city, and they keep walking. The direction points to Stockholm.

The broadcast is Agnes Lind's voice, amplified by an old transmitter in a decommissioned radio house that someone has switched on again. Who? The numbers themselves, say those who heard them. A person, says the Audit. Both are true: An Open One with high Resonance switched on the transmitter because he was told to in a dream.

Briefing

"Two hundred people on a country road in the snow, at night, all in the same direction. The Swedish police believe it is a cult. Find out who is calling them, and stop them before someone freezes to death. The woman on the radio is the same one whose numbers you brought back from the Harz."

Nodes

The Listeners. People of all ages, in slippers and coats, with empty faces.

- **Clue:** A Profiler recognises them as Listeners: they do not lie, they know nothing, and they still hear something. (Broadcast)
- **Clue:** A Psion with a helmet hears nothing. A Psion without a helmet hears the broadcast at double strength and resists with WIL + Mental Resistance against its 4 + 4, otherwise they go along for one scene. (Choir)

The Radio House. A concrete building on the outskirts, decommissioned since 1994, a transmitter that glows.

- **Clue:** A tube in the transmitter is not from here. It is the **Tube of the Numbers Station** from the Artefacts chapter, or its sister. (Numbers Station)
- **Clue:** The Open One who switched it on sits in front of it and sleeps. He has Resonance 4 and on the table a note: "She wants someone to listen."

The Numbers. A Cryptanalyst can record the broadcast of this night.

- **Clue:** The broadcast of this night is different from all since February. Read backwards, it does not yield the thirteen points around Wales, but only three coordinates: the chamber in Wales, the Institute in Bern, and a house in Stockholm, in Vasastan, between the 5 and the 9, which has no number. (the Doors, Handout 17)

Confrontation

The cell must do two things at once: switch off or jam the transmitter, and stop the Listeners before they freeze to death in the snow. An Echo-Operative can overlay the broadcast with a counter-frequency, a Saboteur can shut down the transmitter, an Engineer can modify it to send something else. And someone must wake the Open One, who does not know what he has done.

The Council's Offer

In the morning, as the listeners travel back to Gothenburg in buses, a man in a suit stands next to the broadcasting house. It is Prometheus's secretary. He congratulates the cell, and he makes an offer:

"Prometheus has read your file. All of it. Even the parts you did not tell your handler. He wants you to be in Bern on 14 February. Not as one cell among many. As the cell that stands next to the Opener when it opens. You will be promoted. You will learn everything. Or you will be transferred. To Retrieval."

Aftermath

With that, Act II ends. The cell knows all parties and has received an offer from each. All three pointers move forward by 2.

What remains: The three coordinates. A recording of the broadcast. An Open One who might talk. **Pointers:** The Numbers −2 if the transmitter is switched off before anyone dies. +2 if listeners freeze to death. **Decision Book:** Offer of the Council accepted (Guard), rejected (Take Over or Close, depending on the justification). Whoever refuses will receive no more orders in Act III without an Observer.

Thread to Act III: The address in Stockholm. An Investigator recognises it: Hallström's old flat lies two streets away. And the Registrar who received the file

from 1962 calls a character on Epiphany and says only: “Come to Stockholm. I have a wall here that you should see.”

Act III.
THE PATTERN

Act III: The Pattern

"I have searched outward all my life. The threads lead inward."
Viktor Hallström, 1985

In the third act, the cell learns who is calling. They find Hallström's wall, write a letter to the other side, learn the secret of their handler, meet Kantor, sit in Dr. Sander's waiting room and stand before the Opener. By the end of the act, they know enough to decide which side they will be on on the night of 14 February. And the Council knows that they know.

Period: January 2027. **Goal of the act:** Show the truth, close the Decision Book. **Tone:** Revelation, loss, decision.

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RULE: THE COUNCIL NOTICES THE CELL
From Mission 13 onwards, the Council has an
eye on the cell. After each mission, the game
master rolls a D6. On a 1 or 2, a member of
the Audit, an Observer or a Hand is nearby
without the cell knowing it. If the cell
accepted the Council's offer in Mission 12,
the game master does not roll: Then someone is
always there.
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Mission 13: The Wall

GREY FILE WITHOUT A NUMBER
Origin the Humans · **Secret** the Wall · **Focus** Investigator

What It Is About

The Audit collected Hallström's last wall in 1985 before anyone could photograph it. But Hallström had a second print made of every photo in the Registry's laboratory and entrusted the prints, along with his list of the order, to the Registrar, who was young at the time. They have lain in three cardboard boxes in her cellar for over forty years. She has never shown them to anyone. Now, with the date in mind and the file from 1962 in her hand, she wants someone to rebuild the wall.

Briefing

There is none. The Registrar meets the cell in a café in Vasastan and leads them to a flat she has rented, empty, with a large wall and three cardboard boxes.

Nodes

The cardboard boxes. 214 photos, numbered, in Hallström's order. A ball of red yarn.

- **Clue:** Whoever rebuilds the wall, an extended Investigation test with 12 successes, recognises the pattern: Every Door was called from this side. 1871, 1938, 1953, 1959, 1961, 1971, 1977, 1979. The cell can add the years after that themselves: 2011, 2019, 2026. (Investigator Building Block)
- **Clue:** In the middle of the wall hung no photo, but an empty slip of paper with an arrow pointing inward. On the back only: "Who reads the post?" (Sphinx, Handout 18)

The Registrar. Early sixties, grey coat, precise, in the Registry since her youth.

- **Clue:** She knows that the steel cabinet with File Zero has a second compartment. She does not know who has the key. She only knows the rumour that Hallström gave it to someone in 1979 who was not an Investigator. A Paranormal Detective knows the rest: the family of the Salt Woman. Otherwise, an Antiquarian finds a trip to Norrland in Hallström's travel expenses from 1979. (Signe)
- **Clue:** She has a letter that Hallström wrote to her in 1984 and never sent. She found it in his desk after his death: "If someone rebuilds the wall again, tell

them to read the letters that do not arrive." (the house without a number)

The Lodge. On the second day, a gentleman from Uppsala sits in the same café as the cell, mid-seventies, with a signet ring. He belongs to the **Lodge of the Silent Circle** (World Chapter) and knows that the page from 1871 lies in the second compartment.

- **Clue:** He wants to put the page back into the church register, because the Lodge believes that otherwise the book remains open. In return, he offers what the Lodge has preserved since 1872: the sheet music of the song that the children sang at Lake Solberg. (the Lodge)

Signe, the granddaughter of the Salt Woman. An old woman in Norrland who trains Paranormal Detectives in her kitchen. Her grandmother was the Salt Woman, whom Hallström asked for advice in 1938. Signe wears the key on a leather cord around her neck and considers it a keepsake.

- She only gives it to someone who honestly tells her why they need it: CHA + Persuasion or WIS + Insight against Doable (2), one step easier if a Paranormal Detective is present.

Confrontation

No weapons. The confrontation is the Registry itself. Whoever wants to open the second compartment must go into the basement of the Registry, at night, past the Audit. Inside lie four things: Notebook Zero, the missing page from the church register of 1871, the Black File Nordlicht with Hallström's comparison of the two times, and a letter from Dr. Sander from 1957. Whoever reads the page reads what the pastor saw in 1871. Whoever reads Notebook Zero reads Hallström's conclusion: "The Door is never shut. It just isn't called. And we call the loudest."

Aftermath

What remains: The page from 1871, which the Lodge of the Silent Circle wants. Notebook Zero, Sander's letter from 1957, and the Black File Nordlicht. A Registrar who is now afraid. For an Investigator: Hallström's Wall as a case that can be closed. **Pointers:** The Numbers +1 if the Lodge gets the page. **Decision Book:** Page given to the Lodge (Close), handed over to the Audit (Guard), kept (Take Over). **Skulls:** If the cell gives the page to the Lodge, their plan is fulfilled, five skulls: The page lies again in Uppsala, the following night all children within a radius of 100 km sing in their sleep, and the singers gain a skull as well.

Thread: On the last page of Notebook Zero stands Hallström's suspicion: "Sphinx is on the staff list of Solberg." Below it, an address in Vasastan, two streets from his old apartment, between the 5 and the 9, and the sentence: "The post doesn't get lost. It just arrives somewhere else." (Handout 19) The personnel list lies in the notebook (Handout 20).

Mission 14: The House Without a Number

☐ **WHITE FILE**

Origin the Shifted · **Secret** the Wall and the Voice · **Focus** Agent, Antiquarian, all

What It Is About

The house in Vasastan stands between the 5 and the 9. It has no number, but it has a letter slot. Whoever throws a letter in, their letter arrives on the other side. Kantor wrote here in 1971, and Agnes Lind's numbers were from 1961 to 1971 the answers to the letters that were posted here. The post that arrives from the other direction has been read by Sphinx since 1947. He has it collected by a messenger.

Nodes

The House. From the outside, a narrow townhouse. The door cannot be opened. Whoever checks the floor plan determines that there is no room inside.

- **Clue:** The letter slot is warm. A crystal detector reacts, an ozone probe too. (Voice)
- **Clue:** Neighbours tell of a man in a grey coat who comes every Tuesday, kneels in front of the letter

slot, and takes out an envelope that was not there before. (Sphinx)

The Messenger. An older man, friendly, an agent of the Operations Branch, who has had only this task for thirty years.

- **Clue:** He does not know what is written in the envelopes. He takes them to a post office box in Zurich. An agent can follow him. (Print Shop, Sphinx)

The Letter

The cell can write a letter. To whom, they decide: to Hanna Sander, to the 41, to Holloway, to Wendland, to Märta, to Frank Möller, to the Voice itself. The answer lies one night later in the letter slot, in a handwriting that nobody knows, or in one that someone knows.

The game master writes the answer. It should be short, honest, and enigmatic. Whoever writes to Hanna gets a child's drawing of a circle with 32 points, one in the middle. Whoever writes to the 41 gets a sentence in Norwegian: "Not yet. But soon." (Handout 21 shows the two answers) Whoever writes to the Voice gets a blank sheet that is warm, and in the night after that, everyone in the cell dreams the same dream: a white room, a circle, a door that stands open.

Confrontation

On Tuesday the courier comes, and he sees the cell. He is not a fighter. But he has a button in his pocket that calls a number, and twenty minutes later a Hand is outside the house. The cell can flee, persuade the courier, or take the envelope that was meant for Sphinx.

Aftermath

The envelope for Sphinx contains a letter in Dr. Sander's handwriting: "The children are coming home on 14 February. All of them. You should have someone to pick them up. You promised me, over there, before you went back, Sven." (Handout 22) An Investigator or Antiquarian finds in the personnel list of Solberg, which is in Notebook Zero, a Sven Ahlgren, guard, nineteen years old. Behind his name, as behind eighteen others: disappeared, 3.12.1938.

What remains: An answer from over there. Perhaps the name of Sphinx. **Pointers:** The Numbers −1 if the cell writes to Hanna or Sander. **Decision Book:** Envelope forwarded (Guard), opened and kept (Take Over), sent a letter of their own across (Open).

Thread: When the cell comes home, Behr is waiting in their Hold, and he does not have a thermos flask with him. "I have to tell you something," he says. "And then I need your help."

Mission 15: Behr

RED FILE

Origin the Transformed · **Secret** the Hammer and the Lab Coats · **Focus** Soldier, Cyberneticist, Nanotech Veteran

What It Is About

Konrad Behr is one of the Twelve of Asklepios. He never said it because he is ashamed to have survived when twenty-eight did not. Since 2019 his nanites have been singing in time with the Opener, louder since February. Since Christmas he hears where they want to go: to Wales, into the chamber, to a lead box without a number. Inside lies the **Ampoule S-1** (Chapter Artefacts), the last one that was never destroyed. And he is not the only one who hears it. The **lost veteran** (Threat Atlas), who disappeared in 2019, is on his way there, and he is no longer himself.

Briefing

Behr tells it himself, in his kitchen, over tea:

"I was there in 2004. Number eight. I never told anyone who didn't have to know. For a few weeks I have known where my nanites want to go, and another of us knows it too. His name is Dariusz. He was my friend. If he finds the ampoule, no one knows what will happen. I cannot report this without the Council learning that I hear it. And the Council wants the ampoule too."

Nodes

Behr. His hands do not tremble. His eyes follow too quickly.

- **Clue:** A Cyberneticist finds nanites in his blood that become active in time with the pulses. A Nanotech Veteran of the cell senses him as a brother, and senses a second one, further north. (the veteran)

The veteran's trail. Break-ins at warehouses where only crystal dust is missing, a line from southern Germany to Wales.

- **Clue:** The Lazarus signal is back, on a frequency that should not exist, and nanite scanners are tracking it to Wales. An Echo-Operative always hears the same thing in it: a number. Eight. (Behr's number, Handout 23)

The chamber. The archive of the Collegium, the lead box without a number next to the twenty-eight.

- **Clue:** The Seal Keeper from Mission 9 lets the cell in if they trust her. Otherwise the cell must break in.

Confrontation

In the chamber, between the shelves of exhausted stones, the cell meets Dariusz, the lost veteran. He wants the ampoule. His nanites speak with Behr's nanites, and Behr rolls WIL + Mental Resistance against Hard (3) every round, otherwise he acts for one round as Dariusz wants. Whoever calls Dariusz by his real name brings the human back for one round, and in that round he says: "They want to go home, Konrad. They are from Kiruna, from the tunnel from which the general came. We did not know that."

The ampoule can be destroyed, taken along, left to Dariusz, or handed over to the Council. Whoever destroys it hears twenty-eight voices, once, and then nothing more.

Aftermath

What remains: Behr, alive, changed, or lost. Dariusz, saved, dead, or gone with the ampoule. The truth about Asklepios, from the mouth of one of the Twelve. **Trust:** If the cell helps Behr without reporting him, Trust rises to 5, and Behr will stand at their side in Act IV, no matter what he risks for it. If they report him, he will be replaced, and the cell gets a new handler from the Audit. **Pointers:** The Pulses −1 if the ampoule is destroyed. The Clock +1 if Dariusz gets it, because he goes to Ares. **Decision Book:** Ampoule destroyed (Close), handed over to the Council (Guard), kept (Take Over), left to Dariusz (Open).

Thread: Behr, if he stays, says after the mission: "Kantor wrote to me once, in 2005. He wanted to know if we sing. I never answered. Perhaps you should do it."

Mission 16: The Monastery

GREY FILE, TURNING RED

Origin the Voice and the Humans · **Secret** the Choir · **Focus** Psion

What It Is About

Kantor lives in a monastery in the Carpathians, well over eighty, with the Open Ones and with children they have taken from foster families. The cell comes because one of the Open Ones invited them or because Behr gave them the address. Kantor wants to talk to them. He knows what is coming on 14 February, and he has a plan: that night he wants to sing in the hall above the third tunnel in Wales, with psions without helmets and children who are free, and thereby make the Choir whole instead of letting it be torn apart further.

The Council knows that the cell is here. On the second day, a squad of **Echo-Operatives** arrives, a good fifty years after the 1976 operation, at the same place.

Nodes

The Monastery. Stone walls, a garden in the snow, children who laugh, and psions without helmets who sing together at night.

- **Clue:** The children are healthy, cheerful and loud for every psion. The Open Ones have no helmet, and their Resonance is high. Some hear the Thirteenth every day and do not consider it a misfortune. (Choir)
- **Clue:** A psion of the cell, without a helmet, hears a voice in the children's singing that he knows. It is his own, as a child. (Opening)

Kantor. An old man in a wheelchair, friendly, clear, very tired.

- **Clue:** He says Märta is not dead. She went over in 1971, not died, and she sings over there with the Nineteen. On 14 February he wants to hear her, once more. (Märta)
- **Clue:** He says who showed him the place in Wales in 1971: "A woman on the radio. Agnes. She said the Wall was thinnest there. She was right. And I led forty people into it."

Kantor's Offer

"You have three options tonight. You stand with the Council and watch as it opens a door that belongs to it. You stand with Ares and bring home the dead who no longer know who they are. Or you sing with us, and we finally ask the voice what it wants. I'm too old for a fourth."

Confrontation

The Echo-Operatives come at night. Their orders are to arrest Kantor and "return" the children. The cell must decide: help, watch, negotiate, get the children to safety. The Open Ones fight, and their power without a helmet is great and dangerous. The Echo-Operatives have frequency finders, and they know where the cell's psions are.

A negotiator can try to convince the squad leader. His grandfather, Paul Mercier, led the operation in 1976 and never spoke about it.

Aftermath

What remains: Kantor and the Open Ones as allies, or in the hands of the Council. Children who are taken somewhere. **Pointers:** The Numbers −1 if the children remain free. +2 if the Echo-Operatives take them.

Decision Book: Went with Kantor (Open), fought against him (Guard), brought the children to safety and left Kantor (Close), convinced the squad leader (Take Over).

Thread: Before saying goodbye, Kantor gives a psion of the cell something: an appointment. Written in pencil on a slip of paper, in a fine, old-fashioned handwriting. "He sent it to me. But I'm too old to go down the stairs." It is an appointment with Dr. Sander. In a week. In Hann. Münden. (Handout 24)

Mission 17: Surgery Hours

GREY FILE
Origin the Shifted and the Dead · **Secret** the Wall · **Focus** Investigator, Paranormal Detective, Psion

What It Is About

Dr. Sander's practice is back in Hann. Münden, behind the green cellar door. The cell has an appointment, from Kantor or, if Raven is in the cell, their own. Whoever has the appointment may go through the second door and come back, once. Behind it is not a cellar. Behind it is a waiting room that is larger than a room can be, full of children who are waiting. And a doctor who holds surgery hours.

Nodes

The Cellar Door. Green, brass plate. In the waiting room, magazines from March 1994 and a calendar from 1994. The calendar shows February 2027.

- **Clue:** The rule from the Investigator book applies: one stays outside. Whoever stays outside hears the voices of the others as long as they are inside.

The Second Waiting Room. Chairs in long rows, and on each sits a child from the openings, every third one, since 1949. They are calm, they play, they wait. Among them walk the Nineteen from Solberg, old and tired. A six-year-old girl helps the doctor and does not know that he is her father: Hanna. Frank Möller sits by the window and reads to a group.

- **Clue:** Some children recognise a psion from the cell. They were with him in the same silence, in the same night, and they left, he did not. (Opening)
- **Clue:** Frank Möller says he stayed voluntarily. "Someone has to read to them. The doctor can't do everything."
- **Clue:** If Echo is in the cell, among the companions sits a young man with a gap in his teeth, who found his way here from the Brocken: Wendt. He does not want to leave yet. But he has heard her voice every night.

Dr. Sander. Feels like mid-sixties, according to the calendar one hundred and thirty. White coat, round glasses that he constantly cleans, a voice that calms children. He went over in 1938, came back in 1957, and in March 1994 went down the cellar stairs again.

- **Clue:** He talks about Hanna, the Thirty-Second, about Märta, who called, about Sven, who promised to wait for Hanna on this side, and who does not answer any letter. (Investigator Building Block)
- **Clue:** He says that on 14 February all doors would be open, and the children could go home. "But home to where? Their parents believe they drowned. The Print Shop told them. Who will pick them up?"

Sander's Request

"I have been holding office hours for them for over thirty years. I cannot keep them any longer. When the doors open, they will go. Make sure that on the other side there is someone who takes them in their arms, and not someone who opens them again."

Confrontation

None. Or rather: Anyone who stays longer than an hour forgets that they wanted to leave. The **Practice** (Threat Atlas) is not Sander himself, but the place, and the second waiting room holds fast. The cell must leave before they sit down. And they must decide whether to take someone with them: Frank Möller, who does not want to, or a child who does.

Aftermath

If the cell takes a child with them, outside they are six years old, wear clothes from another decade, and know their name. The Print Shop has a file about them, with a death certificate. Behr, if he is still there, does not know what to do. Nobody knows.

What remains: Sander's request. A child, perhaps. A message from Frank Möller to his daughter Nele (Handout 25). **Pointers:** The Numbers −2, if the cell promises Sander to be there for the children on 14 February. **Decision Book:** Promised Sander to pick up the children (Open or Take Over), the door locked and reported (Guard), salt around the stairs and never came back (Close).

Thread: As the cell climbs the stairs, Sander says something else: "Wendland was here too, say the Nineteen. 1979, through the back door, long before I came back. He is looking for something. Ask him when you meet him. He sits behind your institute and answers when you knock."

Mission 18: Tunnel Zero

BLACK FILE WITHOUT A CLIENT

Origin the Machine and the Voice · **Secret** the Lab Coats and the Council · **Focus** Scientist, Saboteur, all

What It Is About

The last mission of the third act leads under the Institute, into Wendland's tunnel, which the Council reopened in 2017. There stands the Opener and knocks every four minutes, now a few seconds too early, and earlier every week. The Council has set up an area, guarded by men in suits and by Soldiers who believe they work for the Council, and in truth listen to Ares. The cell wants to see what stands there. Or they were ordered here by the Council because they accepted the offer from Mission 12.

Nodes

Planck and the Research Directorate. The Research Directorate is split, three for the Council, two against, among them the Research Director. Planck knows the way into the shaft because she has been tracing the pulses for months.

- **Clue:** After each pulse, fourteen milliseconds later a second, weaker one comes. The Opener calls, and over there someone answers. (Scientist Building Block)

The Shaft. Eight hundred metres under the Institute, an old tunnel, cables, measuring instruments from five decades, guards.

- **Clue:** On the wall Wendland's chalk drawings from 1979, circles within circles, and below in his handwriting: "It is not a door. It is an ear."

The Opener. A machine of brass and quartz that reproduces the rhythm of Nordlicht. In front of it stand twelve chairs with twelve loudspeakers, from which every four minutes the recorded voices of psions call. Cables lead upwards into the cold store. A psion from the cell recognises one of the voices: their own, from the interface that records thoughts for the Choir. If Viola is in the cell, she hears beneath it a quieter one that answers: the eighteenth voice from the gymnasium in Slovakia. It is Wendland's.

- **Clue:** On a table in front of the Opener lies a logbook. The last entries are by Wendland, from 2019 until today, in fresh ink. He writes from over there, through the Opener, one sentence every day. The last: "Tell them not to call. Tell them to listen." (Handout 26)

Confrontation

The cell is not alone. Prometheus' secretary is there, with guards, and he explains the Council's plan: On 14 February, the Opener is to call louder than all other doors, so that everything that comes through comes here, to Bern, under control. To do this, eleven children are to be opened in the same night, in the Silences, in time with the Opener. "We are the only ones who are ready. Do you want it to come out in Wales, with Kantor's children? Or in Kiruna, with Ares' army?"

The cell can sabotage the Opener, which does not destroy it but slows it down. It can steal the logbook. It can follow the secretary. It can fight, against guards, against Soldiers, against **Guard Systems** and a rift that opens when the Opener is disturbed. Or it can ask Wendland a question, on the logbook, with the pen that lies next to it. The answer comes at the next knocking.

The End of Act III

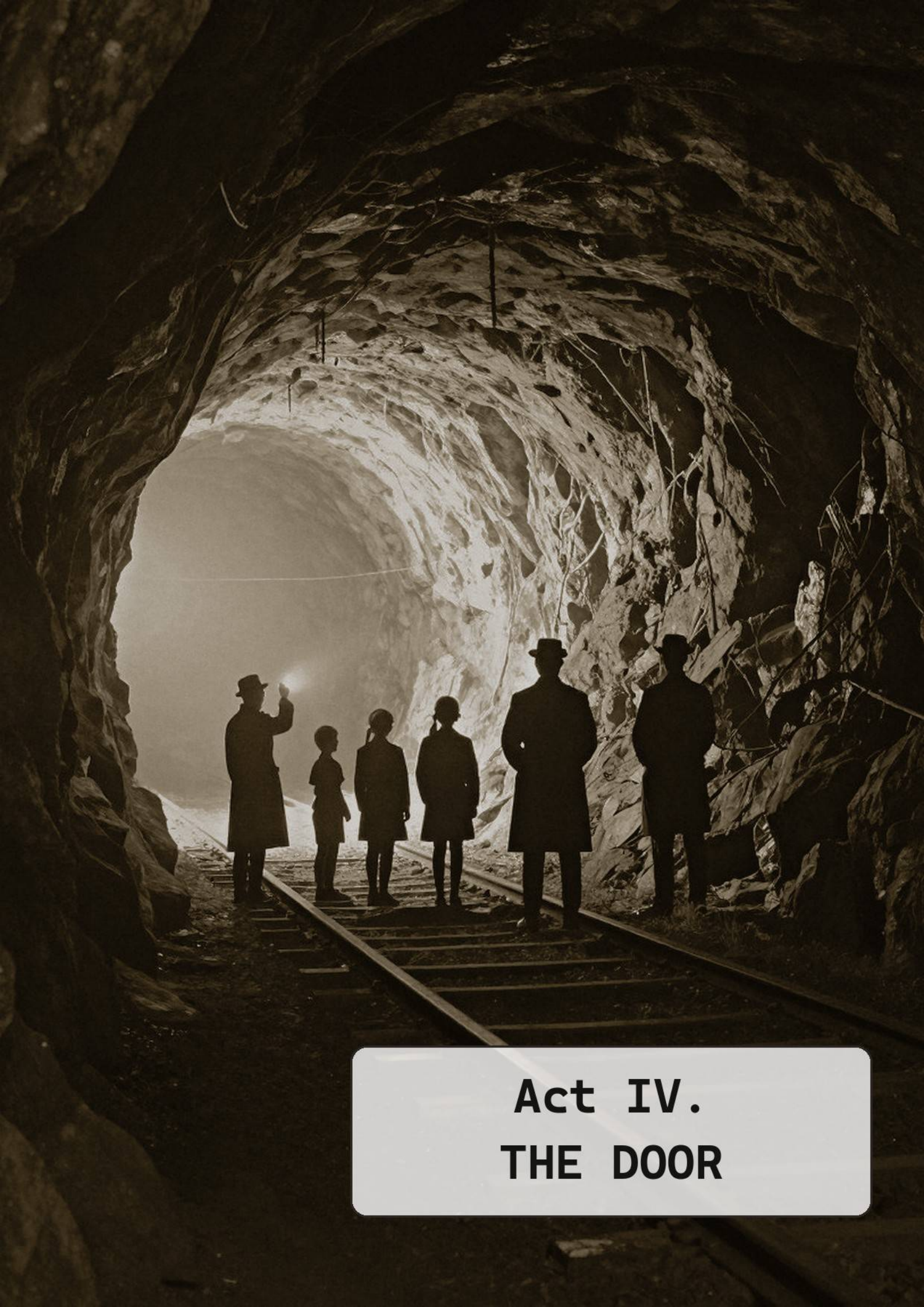
After Mission 18, the game master tallies the Decision Book. The direction with the most entries determines with whom the cell goes in Act IV and which door it reaches on 14 February.

Direction	Allies in Act IV	The Cell's Door
Close	Elster, the Collegium, perhaps Behr	The steel door in Wales, and from there all the others
Open	Kantor, Sander, perhaps Ares	The hall above the third tunnel, where Kantor wants to sing
Take Over	Behr, Planck, the Research Director and the minority, the Audit	The Opener in Bern, and the Council
Guard	The Council, Prometheus' secretary, the Echo-Operatives	The Opener in Bern, on the side of the Council

In the event of a tie, the cell decides itself, in a conversation at the table. The game master should play it exactly like that: The characters sit together, somewhere, in a kitchen, and talk. No dice.

What remains: Wendland's logbook or an answer from him. A Council that now knows the cell. **Pointers:** The Pulses −2 if the Opener is sabotaged, +1 if the cell does nothing. After that, all pointers advance by 2, for the last time. **Decision Book:** Opener sabotaged (Close), Wendland asked and his answer followed (Open), logbook taken to present to the Council (Take Over), secretary followed and the Council helped (Guard). This is the last entry. After that, it is counted.

Thread to Act IV: On 1 February 2027 at 22:10, all psions in Europe hear the same song at the same time, for one minute. The numbers station transmits forward. And on the bedside table of each character lies a note with an appointment, written in pencil. 14 February, 22:10. The place is the door the cell has chosen (Handout 27).



Act IV.
THE DOOR

Act IV: The Door

"Tell them not to call. Tell them to listen."
Hans Wendland, Logbook of the Opener, January 2027

In the fourth act, the cell has chosen a side. The six missions lead them through the last two weeks before the night: They gather allies, visit Nordlicht, break into the Print Shop, meet Sphinx, say goodbye to their life and go to their door on 14 February.

Period: 1 to 14 February 2027. **Goal of the act:** To bring the campaign to an end that the players have chosen themselves. **Tone:** Determination, farewell, the unknown.

The Pointers Before the Night

At the beginning of Act IV, the game master checks the three pointers. If one has already reached 12, what is written here happens immediately or in the course of the act.

Pointers at 12	What happens
The Numbers	Agnes Lind's broadcast is everywhere. All over Europe, children sing in their sleep, even children without the gift. Sander's children will come out at every door simultaneously in the night, without anyone expecting them. The Open Ones are strong, the Hands are overwhelmed.
The Pulses	The Council has the Opener under control and enough Nexus crystals for the eleven openings of this night. In the night, it will call louder than all other doors. What comes through comes to Bern. The cell's door is weaker if it is not in Bern.
The Clock	Ares is already in Nordlicht, with an army in silver and with shields from Kiruna. He will go over when the clock arrives. Dariusz, the lost veteran, is with him, perhaps with the ampoule.

Pointers below 6 mean that the party behind them is weakened. A pointer below 3 means that their door remains closed in the night.

Mission 19: Gathering

NO FILE
Origin none · **Secret** all · **Focus** all

What It Is About

This mission is a junction point. The cell has one week and visits the allies that the Decision Book gives them.

Each visit is a short scene with a request and a test. If the test succeeds, the ally stands at the cell's side that night. If it fails, they come anyway, but with a condition.

The Visits

Ally	What they ask	Test	What they bring that night
Elster	The names of the children, so their parents can get them back	Persuasion against Doable (2)	Couriers of the Foundation, papers, a flat for each child
The Collegium	That the cell stands at the steel door, not behind it	Occultism or Insight against Doable (2)	The Seal Keepers, the tuning fork from Wales, a warding circle
Behr	That he may see Dariusz once more	No test. Just a yes.	Himself, with everything he is, and two Soldiers from his old squad
Planck and the minority of the Research Directorate	Wendland's logbook or the answer from Mission 18	Physics or Academic Knowledge against Hard (3)	Access to the Opener, a frequency that disrupts it
Kantor	That the cell brings the children from the monastery into the hall	Leadership or Persuasion against Hard (3)	The Choir of the Open Ones, thirty voices without helmets

Ally	What they ask	Test	What they bring that night
Dr. Sander	That someone picks up the children	A letter through the house without a number, no test	An appointment for everyone in the cell: in and out again
Ares	Silver and men who follow him	Tactics or Leadership against Hard (3), easier with silver	An army, a helicopter and his will
The Council	Obedience	No test	Guards, authority, access to every door and an observer for each character

The cell can also win allies that the Decision Book does not give them, if they have good reasons. Then the test is one level harder.

Aftermath

The cell knows who stands at their side. **Pointers:** Each ally won lowers a pointer by 1. Elster, the Collegium and Planck lower the Pulses. Kantor and Sander lower the Numbers, because the children are then expected. Behr and Ares lower the Clock, because Ares then does not go through alone. Whoever obeys the Council raises the Pulses by 1.

Mission 20: Nordlicht

RED FILE

Origin the Voice and the Dead · **Secret** the Hammer and the Collegium · **Focus** Soldier, Chronomancer

What It Is About

Ares is on his way to Nordlicht, the base that has been a restricted zone since 1977. There he wants to cross over in the night, where the 41 went. The cell drives there, one week beforehand, to stop him, join him or talk to him. In the base all clocks stand at ten past ten, since 1977, and in the canteen 41 cups stand on the tables, still warm. On the wall a bright patch where the wall clock hung, which today runs backwards in Bern. Gunnar Solheim, the man in the blue pullover, stands at the window.

Nodes

The base. Snow, barbed wire, buildings from the seventies, the radar dome. Inside it is warm.

- **Clue:** All clocks stand at 22:10. A Chronomancer senses beneath it a beat that runs backwards and has almost arrived. (the clock)

The canteen. 41 cups, coffee, steaming. On the counter stands again the **Nordlicht kitchen radio** (Chapter Artefacts). Ares had it fetched from Hold-1. It is not plugged in and is running.

- **Clue:** At 22:10 the radio speaks. Whoever asks a question receives an answer from one of the 41. They all say the same thing, in Norwegian: “Not Ares. Not like that.” Whoever hears the answer loses an hour that no one finds again, and a Chronomancer nearby loses their powers for the scene. (Nordlicht)

Gunnar Solheim. He stands at the window, in the blue pullover, and does not look older than 1977. He moves his lips.

- **Clue:** Whoever reads his lips or listens as a Telepath learns: “We come home when someone holds the door open, not when someone storms through. Ares

wants to fetch us. We do not want to be fetched. We want to be called, by those who miss us." (the 41)

Confrontation

Ares comes with thirty Soldiers, two helicopters and shields from Kiruna. Dariusz is with him if he escaped in Mission 15. Ares is not hostile. He listens when a Soldier of the cell tells him what the 41 say. He does not believe it until he hears it himself. If the cell brings him to the kitchen radio at 22:10, Gunnar Solheim answers him with a sentence that only Ares can know: He said it in 1953 in Kiruna to Solheim's father, a man of the escort who has been over there since then. Then Ares hesitates, for the first time since Kiruna.

Whoever wants to fight is fighting an army. The cell should not do that. Whoever wants to talk has the strongest scene of the campaign for a Soldier.

Aftermath

What remains: Ares, convinced, hesitant or unmoved. **Pointers:** The Clock −3 if Ares listens and withdraws his army. The Clock +2 if the cell fights and loses. **Decision Book:** No new entry. But in the night, Ares stands on the cell's side if they convinced him, no matter which direction they chose.

Thread: Gunnar Solheim gives the cell something for Pendel, if she is in the cell or someone knows her: a child's drawing of a man in a blue jumper. On the back, in her mother's handwriting: "Ingrid, 3 years old. For Daddy." (Handout 28)

Mission 21: The Nursery

GREY FILE AGAINST THEIR OWN BRANCH

Origin the Humans · **Secret** the Shadows · **Focus** Agent, Infiltrator, Spy

What It Is About

When Sander's children come home in the night, each of them needs a name, a family, a truth. The names are in the child files under the roof of the Print Shop in Zurich: two files for every child since 1952, a death and a life, and in them the birth name. The Council has ordered the child files to be destroyed on 13 February. The cell has to get them first. Or prevent them from being taken.

Nodes

The Print Shop. An old building, a workshop, an archive, and a room under the roof that appears on no plan.

- **Clue:** The Typesetter, eighty-nine, works alone in the night before the destruction. She knows the order is coming. She has copied the most important files and hidden them in an old tiled stove under the roof that has not been lit for years. (Agent Building Block)

The Hands. Two Nameless Ones guard the house. They know the legends of the Agents in the cell.

- **Clue:** An Agent with high Fade is addressed by them with a name they once wore.

The Child Files. Eighteen cabinets, files by the thousand, two for every child. In the last cabinet, a compartment labelled "Choir": the deaths and lives of every Psion who was ever with O.D.I.N., including the Psions of the cell.

Confrontation

The cell breaks in on the night of 12 to 13 February. The Typesetter helps if someone asks her. The Hands fight back. And in the Nursery it is decided what a Psion of the cell does with their own file: read it, burn it, take it, leave it.

Aftermath

What remains: The child files, whole or in part. The Typesetter as a witness, or dead if the Hands were faster. The birth name of a Psion. **Pointers:** The Numbers −2 if the cell has the child files. **Decision Book:** No new entry. But without the child files, only those children whose parents already know they are alive can come home in the night.

Mission 22: Sphinx

BLACK FILE, FROM SPHINX HIMSELF

Origin the Humans · **Secret** all · **Focus** Negotiator, Profiler, all

What It Is About

Sphinx invites the cell. The Director of O.D.I.N., whom hardly anyone has ever seen, receives them on 13 February in a house on Lake Zurich. He looks like a man of seventy; by the calendar he is a hundred and eight. His name is Sven Ahlgren. In 1938 he was nineteen and a guard at Solberg, one of the Nineteen. When Märta called, he went over with them, following Sander, and over there he promised him to wait for Hanna on this side and to fetch her when she comes home. In 1947 he came back alone, through a door no one knew, hardly older than back then, and since then he has aged slowly, like Sander. The waybill of 1947, the oldest document bearing the abbreviation O.D.I.N., carries his signature. Not even Prometheus knows that Ares was not the first to come back. Sven made O.D.I.N. what it is today in order to keep his promise. And at some point he forgot what he had promised and only remembered that he has to control the Door.

The Conversation

The mission is a single conversation, several hours long, at a table with tea. Sphinx answers every question, honestly, because he is tired. He asks questions in return. He wants to know what the cell has seen, and why they believe they know better than he does.

- He explains the openings: “Without them we would have no Psions. Without Psions, the rifts would have swallowed cities since 2011. How many children is a city worth?”
- He explains the Opener: “When all the doors open on 14 February, everything that is over there will come. I want it to come out in one place, where someone stands who knows what they are doing.”
- He explains the House Without a Number: “I have read the post since 1947. Every Tuesday. Sander writes to me every month. I have never answered. I did not know what to say.”

A Negotiator or Profiler can reach him: an opposed test, CHA + Persuasion or WIS + Insight against Sphinx’s 6 + 6. Each piece of evidence the cell brings takes two dice from Sphinx: Sander’s letter to Sven, Sander’s letter from 1957, Wendland’s logbook, Notebook Zero, the drawing from Nordlicht, the child files. With three pieces of evidence, a test against Doable (2) suffices instead of the opposed test.

Possible Outcomes

Outcome	What happens
Sphinx is reached	He gives the cell what it needs for its Door: the order to turn the Opener down, the release for the Hands, not to fetch the children, or simply his presence in the night. The Pulses −3.
Sphinx sticks to his plan	He lets the cell go without stopping them. “Show me that you’re right.”
The cell betrays him	To Prometheus, to the Audit, to the press. Prometheus takes over the Council that night, and he has fewer doubts than Sphinx. The Pulses +2.

Mission 23: The Evening Before

NO FILE

Focus every character

What It Is About

13 February 2027, evening. The last downtime. Each character gets their own scene: with their anchor, with a person from their life, with a legend, with their silver, their crystal, their helmet, their file. The game master asks each player: “Where is your character this evening, and with whom?”

This mission has no dice, no opponents and no clues. It has the scenes the whole campaign has been building towards. A Psion reads their birth name or not. A Soldier recites the names on the inside of their silver. An Agent counts the keys on their ring. A Scientist writes in their lab book one last time. A Thaumaturge listens to their stone. An Investigator sorts their open cases and knows that tomorrow one of them will be closed.

```
RULE: THE LAST ANCHOR
Every character who has a scene with their
anchor in this mission sheds all their strain
and receives +2 dice once that night on a
horror test. Anyone who no longer has an
anchor may try to regain it in this mission,
with a scene described by the player
themselves.
```

The game master should briefly check before this mission whether everyone at the table can handle what may come in the night: death of characters, children who return home or not, loss. The chapter “Safety at the Table” applies doubly here.

Mission 24: The Night

THE LAST FILE
Origin all · **Secret** all · **Focus** the cell

The Sequence

The night of 14 February 2027 passes in hours. The game master narrates what happens at the cell’s Door and summarises what happens at the other Doors, depending on the position of the pointers.

Time	At all Doors
18:00	The numbers station broadcasts forwards, on all frequencies. Psions without a helmet hear the Choir. Crystals all over Europe grow warm.
20:00	In Holds the clocks stop. The Nordlicht probe shows 42, then 43, then more, faster than one can count.
21:00	The Doors begin to open: the steel door in Wales, the Opener in Bern, the green door in Hann. Münden, the canteen in Nordlicht. From each Door comes light, and from each a sound: voices singing. In the Silent beneath the Holds, the children sing along.
21:30	Something comes through first. The game master chooses from the threat atlas: Riftlings, a threshold guardian, Returners. The cell fights to hold the Door.
22:00	The voice speaks. Everyone in the cell hears it, even those without a gift. It asks a question. Which one is up to the game master. A good one is: “Why did you call?”
22:10	The Door stands open. Those who were over there can come home. Those who are here can go across. The cell decides.

The Cell’s Door

The cell stands at the Door that the Decision Book gave them, with the allies from Mission 19. What they do there is the end of the campaign. The following four endings are suggestions. The cell can change them, combine them or do something entirely different. The ending belongs to them.

Ending I: Closing the Door

The cell stands in Wales at the steel door, with the Collegium and Elster, or in Bern at the Opener, with Planck. They close what is open: with the tuning fork, which costs every Psion nearby 2 strain, with a warding circle, with the Opener knocking backwards, with a song that Kantor’s Open Ones sing in reverse. Before that, they let in those who want to come home: the children, the 41, Holloway, if she wants. Then they close it.

What comes after: The voice no longer answers, because no one calls anymore. Crystals slowly turn grey. Psions are no longer opened, and new rifts become rare. O.D.I.N. loses its future and must find a new one: perhaps one in which the organisation no longer calls, but only guards what is already there. The children who have come home have names, if the cell has the child files.

Ending II: Opening the Door

The cell stands in the hall above the third tunnel in Wales, with Kantor and his choir, or in Hann. Münden

with Sander. It answers instead of calling. Kantor's choir sings, without helmets, and the voice listens. Märta sings back, from over there. The Door stands wide open, and the cell goes through, wholly or in part, to see what is there, and to fetch those who cannot find their way back alone.

What comes after: Whoever comes back, comes back changed. Whoever stays, stays. The game master tells what the cell finds over there: a library, a waiting room, a choir, or something that has no description. Wendland's sentence is the key: It is not a Door. It is an ear. The world after has an open connection to the other side, which no one controls. O.D.I.N. must learn to live with it, or break apart because of it.

Ending III: Taking Over the Door

The cell stands in Bern at the Opener, with Behr, Planck, the Research Director and perhaps with Sphinx. It does not switch off the Opener, it switches it over: It does not call, it listens. What comes through, comes to Bern, and there are no guards there, but people who take children into their arms, doctors, Psions with helmets and Psions without. And the next morning the cell lays everything on the table before the Council: Hallström's wall, the child files, the logbook, Asklepios, the openings.

What comes after: O.D.I.N. gets a new leadership, perhaps the cell itself, perhaps people it has chosen. The openings stop or become different. The Print Shop no longer writes deaths. The question of how to protect the world without lies becomes the question of the next campaign.

Ending IV: Guarding the Door

The cell stands in Bern, on the side of the Council, and holds the Door, so that only what the Council wants comes out. It does so because it believes that the alternative is worse: a world in which doors stand open and no one knows what comes through. It sees what comes through, and it keeps silent about it.

What comes after: O.D.I.N. remains what it is. The cell is promoted. It learns what Sphinx, Prometheus and Maren Falk know, and it becomes one of those who know and stay. The children who come home are opened, cared for, given to foster families. And somewhere, in a waiting room or a monastery or a bank on the Rhine, sits someone who will remember the cell. The next campaign tells who.

The Other Doors

The cell stands at only one Door. At the others, the pointers and the allies decide what happens. For Wales, the highest of the three pointers applies: The chamber lies in the middle of the twelve points, and what presses at one Door also presses there.

Door	Pointer under 6	Pointer 6 to 11	Pointer 12
Wales (Collegium, Kantor)	The Door opens barely. Holloway writes a last letter.	Some come home, some go over. The Seal Keepers hold what they can hold.	The chamber stands open, the library flows into the tunnels. The Collegium loses members who follow Holloway.
Bern (Council, Opener)	The Opener falters. Wendland speaks one last time.	The Opener calls, and some things come to Bern. The Council has what it wanted, in part.	The Council has the night. What comes through belongs to it.
Hann. Münden (Sander)	The children remain in the waiting room, another year, another ten.	Many children come home, and someone picks them up, or not.	All children come home, everywhere in Europe, without names, without parents who know.
Nordlicht (Ares)	Ares does not go. The 41 remain until someone calls them.	Ares goes through, with a few. He does not come back, or with the 41.	Ares' army goes through. What it does over there, no one knows. The clock stops at 22:10, forever.

If a pointer is below 3, its door stays closed this night.

After the Door

Epilogues

Each character gets an epilogue, told by their player, with a question from the game master. Some suggestions by class:

- **Psion:** What do you do with your helmet the morning after?

- **Thaumaturge:** What does your stone say when you listen to it?
- **Soldier:** Whose name comes next on the inside of your silver?
- **Agent:** Which legend do you bury, and which do you keep?
- **Scientist:** What do you write as the last line in your lab book?
- **Investigator:** Which file do you close, and which question do you write on the inside of the next one?

Continuing Play

The world after the night is a different one, no matter which ending the cell chose. You can continue playing with the same cell or with a new one, in which the old cell has become figures: handlers, Seal Keepers, names on the inside of a piece of silver.

Ending	The World Afterwards	Possible Next Campaign
Close	Fewer rifts, fewer psions, greyer crystals. O.D.I.N. shrinks.	The Last Doors: Who tries to open them again, and why?
Open	An open connection to the other side. People who come back, changed.	The Returnees: What did they bring with them?
Take Over	A new O.D.I.N. without openings and without the Nursery, and with many enemies.	The Old Guard: Prometheus, the Hands and all those who want the old O.D.I.N.
Guard	Everything remains as it was. Only the cell knows what it is like.	The Price: Who pays for the cell's silence?

FOR THE GAME MASTER

The Door has no true ending. It has the ending your group chose, and the silence afterwards. If at the end everyone at the table says nothing for a moment before someone asks when the next session is, the campaign has done what it should.

APPENDIX OVERVIEWS

The Missions at a Glance

The times are suggestions. Only the order of the acts matters, and that the last night falls on 14 February 2027. The handout numbers correspond to the booklet “The Door: Handouts”.

No.	Mission	File	Time	Handouts
1	**The House by the Reservoir**	Grey	Early September 2026	1, 2, 3
2	**Copper**	Grey	Mid-September	4
3	**The Lead Box**	Red	Late September	5
4	**Foster Case**	Grey, turns red	Early October	6
5	**Last Train**	Grey	Mid-October	7, 8
6	**The Knocking**	White, turns black	Late October	9, 10
7	**Basel**	White, turns grey	Early November	11
8	**Tunnel 7**	Grey	Late November	12
9	**The Steel Door**	Black, of the Collegium	Night of 3 December	13, 14
10	**The Evening**	Grey	Mid-December	15
11	**Raunacht**	Grey	Raunächte until 31 December	16
12	**Listener**	Red	Night of 2 January 2027	17
13	**The Wall**	Grey, without number	from 6 January	18, 19, 20
14	**The House Without a Number**	White	January, a Tuesday	21, 22
15	**Behr**	Red	January	23
16	**The Monastery**	Grey, turns red	January	24
17	**Surgery Hours**	Grey	one week later	25
18	**Tunnel Zero**	Black, without client	Late January	26, 27
19	**Gathering**	none	1 to 7 February	none
20	**Nordlicht**	Red	around 7 February	28
21	**The Nursery**	Grey, against their own branch	Night of 13 February	none
22	**Sphinx**	Black, from Sphinx himself	13 February	none
23	**The Evening Before**	none	13 February, evening	none
24	**The Night**	the last	14 February 2027	none

The Handouts

Each handout is on its own page in the booklet. The game master hands it out when the cell finds the clue, not before.

No.	Handout	Mission
1	Newspaper article from 1960	1
2	Letter from the Red Cross, 1961	1
3	Note from the brass capsule	1 and 2
4	Caretaker’s notebook	2
5	Oskarsson’s note	3
6	Monthly foster placement report	4
7	Train ticket from 1962	5
8	Grey File from 1962 with Hallström’s sheet	5
9	Planck’s three curves	6
10	Envelope with Elster’s photo	6, thread
11	Envelope with the birth name	7
12	Ares’ radio frequency	8

No.	Handout	Mission
13	Note from the Keeper	9
14	Answer from the lead box	9
15	Bidder's card for the Evening	10
16	List of the Hands	11
17	Broadcast from Gothenburg, decrypted	12
18	Note from the middle of the Wall	13
19	Notebook Zero, last page	13
20	Personnel list from Solberg	13
21	Answers from the House Without a Number	14
22	Sander's letter to Sven	14
23	Radio log Lazarus	15
24	Appointment with Dr. Sander	16
25	Message from Frank Möller	17
26	Logbook of the Opener	18
27	Appointment for the night	18, thread
28	Drawing for Pendel	20

The Sheet

On the following two pages is the sheet for the game master: the three pointers, the trust, the offers from Act II, the allies for the night, the evidence for Sphinx, and the Decision Book. It may be copied for your own table. It is best kept behind the game master screen at every session and maintained in pencil.

How to Maintain the Sheet

1. **Before the first session:** Enter cell, handler, and start. All three pointers stand at 2, as does trust.
2. **After each mission:** move the pointers after the aftermath, place the cross in the Decision Book, note a line in the pointer column, and adjust trust.
3. **At the end of Act I, II, and III:** advance all three pointers by 2 and tick the box. If a pointer reaches 12, "The Pointers Before the Night" applies.
4. **In Act II:** record each of the five offers and the cell's response.
5. **After Mission 18:** count up the Decision Book and enter the cell's direction, allies, and Door.
6. **In Missions 19 and 22:** tick off the allies gained with their conditions and the evidence for Sphinx.
7. **In the night:** enter the pointers with which the cell goes into the night. For Wales, the highest of the three applies.

THE DOOR

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GAME MASTER SHEET · PAGE 1

CELL _____ **HANDLER** _____ **START** _____

THE THREE POINTERS

Start at 2. No pointer falls below 0 or rises above 12.

THE NUMBERS

Agnes Lind's broadcast, Sander's call

0	1	2	3	4	5	6	7	8	9	10	11	12
		▲ Start										

THE PULSES

The Opener in Bern, the Council

0	1	2	3	4	5	6	7	8	9	10	11	12
		▲ Start										

THE CLOCK

Nordlicht, the 41, Ares

0	1	2	3	4	5	6	7	8	9	10	11	12
		▲ Start										

☐ below 3: Door stays shut ☐ below 6: party weakened ■ 12: The Pointers Before the Night

ADVANCE BY 2 ☐ End of Act I ☐ End of Act II ☐ End of Act III

TRUST

Value from 0 to 5 for the whole cell. New cells start at 2.

Status after each mission

0	1	2	3	4	5
		▲ Start			

THE OFFERS FROM ACT II

Whoever accepts an offer has an ally in Act IV.

	MISSION	ACCEPTED	DECLINED	NOTE
Elster and the Foundation	7	☐	☐	
Ares	8	☐	☐	
The Collegium	9	☐	☐	
Kantor and the Open Ones	11	☐	☐	
The Council	12	☐	☐	

ALLIES FOR THE NIGHT

Mission 19. Failed test: he comes, but with a condition.

☐ **Elster**	Condition _____	☐ **Kantor**	Condition _____
☐ **The Collegium**	Condition _____	☐ **Dr. Sander**	Condition _____
☐ **Behr**	Condition _____	☐ **Ares**	Condition _____
☐ **Planck and the Minority**	Condition _____	☐ **The Council**	Condition _____

EVIDENCE FOR SPHINX

Mission 22. Each piece of evidence takes two dice from Sphinx, three are enough.

☐ Sander's letter to Sven	☐ Wendland's logbook	☐ The drawing from Nordlicht
☐ Sander's letter of 1957	☐ Notebook Zero	☐ The child files

Permission granted to copy for your own table.

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THE DECISION BOOK

One cross per mission. This mission cannot fill the grey fields.

NO.	MISSION	Close	Open	Take Over	Guard	POINTER	NOTE
1	The House by the Reservoir						
2	Copper						
3	The Lead Box						
4	Foster Case						
5	Last Train						
6	The Knocking						
7	Basel						
8	Tunnel 7						
9	The Steel Door						
10	The Evening						
11	Raunacht						
12	Listener						
13	The Wall						
14	The House Without a Number						
15	Behr						
16	The Monastery						
17	Surgery Hours						
18	Tunnel Zero						
	TOTAL AFTER MISSION 18						

AFTER THE COUNT

Tie: the cell decides at the table, without dice.

DIRECTION OF THE CELL _____ **ALLIES** _____

THE CELL'S DOOR ☐ Steel door in Wales ☐ Hall above the third tunnel ☐ Opener in Bern ☐ Opener, with the Council

THE NIGHT OF 14 FEBRUARY

For Wales, the highest of the three pointers applies.

POINTERS IN THE NIGHT **Numbers** ☐ **Pulses** ☐ **Clock** ☐ **Wales** ☐

ENDING ☐ I Close ☐ II Open ☐ III Take Over ☐ IV Guard ☐ one of your own

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