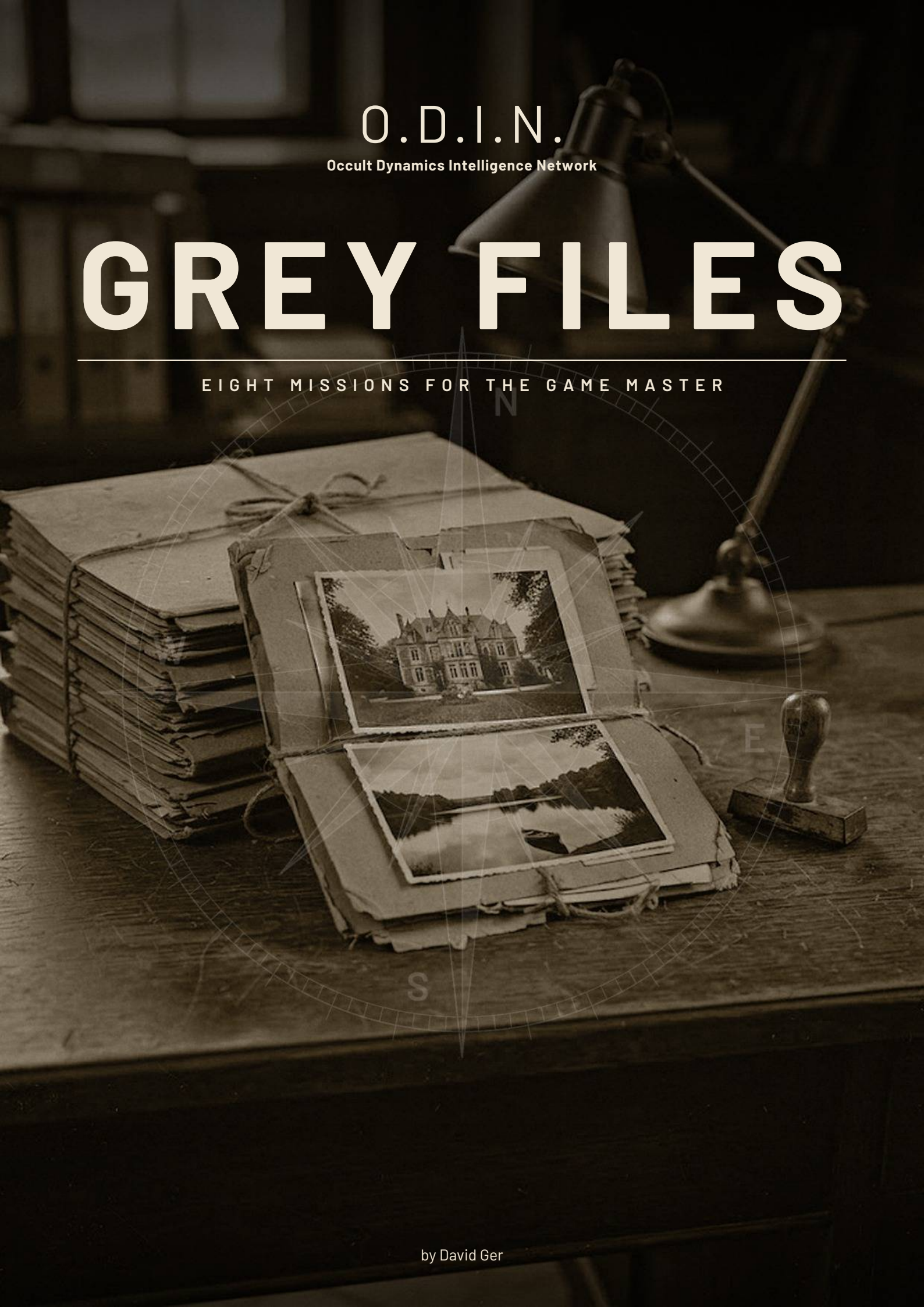
O.D.I.N.

Occult Dynamics Intelligence Network

GREY FILES

EIGHT MISSIONS FOR THE GAME MASTER



by David Ger

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INTRODUCTION GREY FILES

Introduction

A Grey File is an investigation. Something has happened that must not be, and the cell is to find out what it is. This book contains eight ready-made Grey Files for O.D.I.N. Each file is designed for one long evening, for three to five agents. The files can be played individually. They can also be woven into an ongoing campaign, as assignments between the game master's own missions or as threads leading out of an aftermath.

How a File Is Structured

Each file follows the same structure. The game master reads a file once in full before having the cell briefed.

- **Overview table:** origin, number of agents and duration. If a file touches on a sensitive topic, a note box for the game master follows.
- **What it is about:** The situation as the cell finds it. The incident, the place, the people.
- **What really happened:** The truth behind the file. Only the game master reads this section.
- **People:** The most important non-player characters with role, attitude and secret.
- **Briefing:** What the handler tells the cell, what they conceal and what resources they approve.
- **The nodes:** Places, witnesses and documents that the cell can investigate. Each node states what can be found there and refers to other nodes.
- **The conclusions:** What the cell must find out to solve the file. For each conclusion there are at least three clues.
- **Escalation:** The moment the file turns red. The threat reacts, a second incident happens, a witness disappears.
- **The Confrontation:** The final node. The cell faces the threat.
- **Opponents:** Values for the fights and encounters, with references to the Threat Atlas or new entries.
- **Aftermath:** the Veil, what O.D.I.N. gets, experience, skulls and the loose thread.
- **Handouts and map:** References to the companion booklet "Grey Files: Handouts" and the pencil plan of the confrontation location.

The three-clue rule applies in every file: For each conclusion the cell must draw, there are at least three clues. This keeps the investigation from stalling if the cell overlooks or misinterprets a clue.

The Eight Files

No.	File	Location	Origin	Colour
1	Foster Child	Hamburg-Neugraben	The Voice, Humans	Grey, turns red
2	Find Site	Hold-9, Prague	The Shifted, The Voice	Grey, turns red
3	Number 341	Cardiff, Grangetown	The Dead, Humans	Grey, can turn red
4	Kessler	Basel	Humans, trail to the Voice	Grey, turns red
5	Second Circle	Oberwölz, Styria	The Voice, Humans	Grey, turns red
6	The Tutor	Solbergsee	The Old, The Voice	Grey, can turn red
7	The Display Case	Bad Grund, Harz	The Dead, The Voice	Grey, turns red
8	The Second Light	Brussels, Anderlecht	Humans, The Voice	Grey, can turn red

File 1: Foster Child. In a Hamburg suburb, a foster child makes the neighbours' aquarium boil and disappears. The foster parents did not call the police, but a number they should not know. The cell finds an empty child's room, a couple caught between fear and guilt, and the certainty that someone else is also looking for the child.

File 2: Find Site. A Crystal Master asks the cell for a private favour outside all official channels. In Hold-9 in Prague, according to old plans, there is a room that officially does not exist. The cell is to find out what the abbreviation "silence 4/12" means without alerting the Hold.

File 3: Number 341. A pawnbroker in Cardiff has taken an old visor made of ashsilver in payment and started a silent bidding war. Two O.D.I.N. departments want the piece, and both already have people on site. The cell is to secure the visor before it becomes a haunting or O.D.I.N. embarrasses itself.

File 4: Kessler. A quiet accountant worked at a Basel foundation for four years. In March 2025 he fell ill, in January he came back, and a colleague does not believe

his memory gaps. The cell is to discreetly find out who the man calling himself Martin Kessler is.

File 5: Second Circle. In a Styrian village, all the children sing the same song at night that no adult knows. In the old market fountain, something glitters that does not come from the sun. Twelve kilometres away lives a strange family whose children do not sing.

File 6: The Tutor. At Solbergsee, a runestone is found with the same circles as on the wall of the manor house. For a week, the village children have been singing in their sleep. The cell travels with a permit from the Council into the restricted zone, disguised as employees of a foundation for monument preservation.

File 7: The Display Case. In a local history museum in the Harz, a display case fogs up from the inside, and at night children from the village sing a song that nobody knows. In the display case lies a crystal, found in 1938 in the "Silberner Hirsch" mine shaft. The cell comes as a visitor group, as monument conservationists or as journalists.

File 8: The Second Light. In Brussels, three members of an internet group called "Illuminati Europa" have disappeared. On their computers lies the same document: a ritual of the Print Shop from 1971 entitled "The Second Light". The trail leads to the basement of a terraced house in Anderlecht, where a circle is painted on the floor. The circle is warm.

Handouts and Maps

The handouts for all files are in the companion booklet "Grey Files: Handouts". They are numbered by file and sequence, for example Handout 3.2 for the second handout of the third file. The game master distributes a handout when the cell finds the clue that refers to it.

Each file ends with a map of the confrontation location. The map is a pencil plan, not a scale drawing. It shows the rooms, paths, doors and important objects the cell needs in the confrontation. The map with its legend is for the game master. If you want to give the cell a plan, copy the floor plan without the numbers.

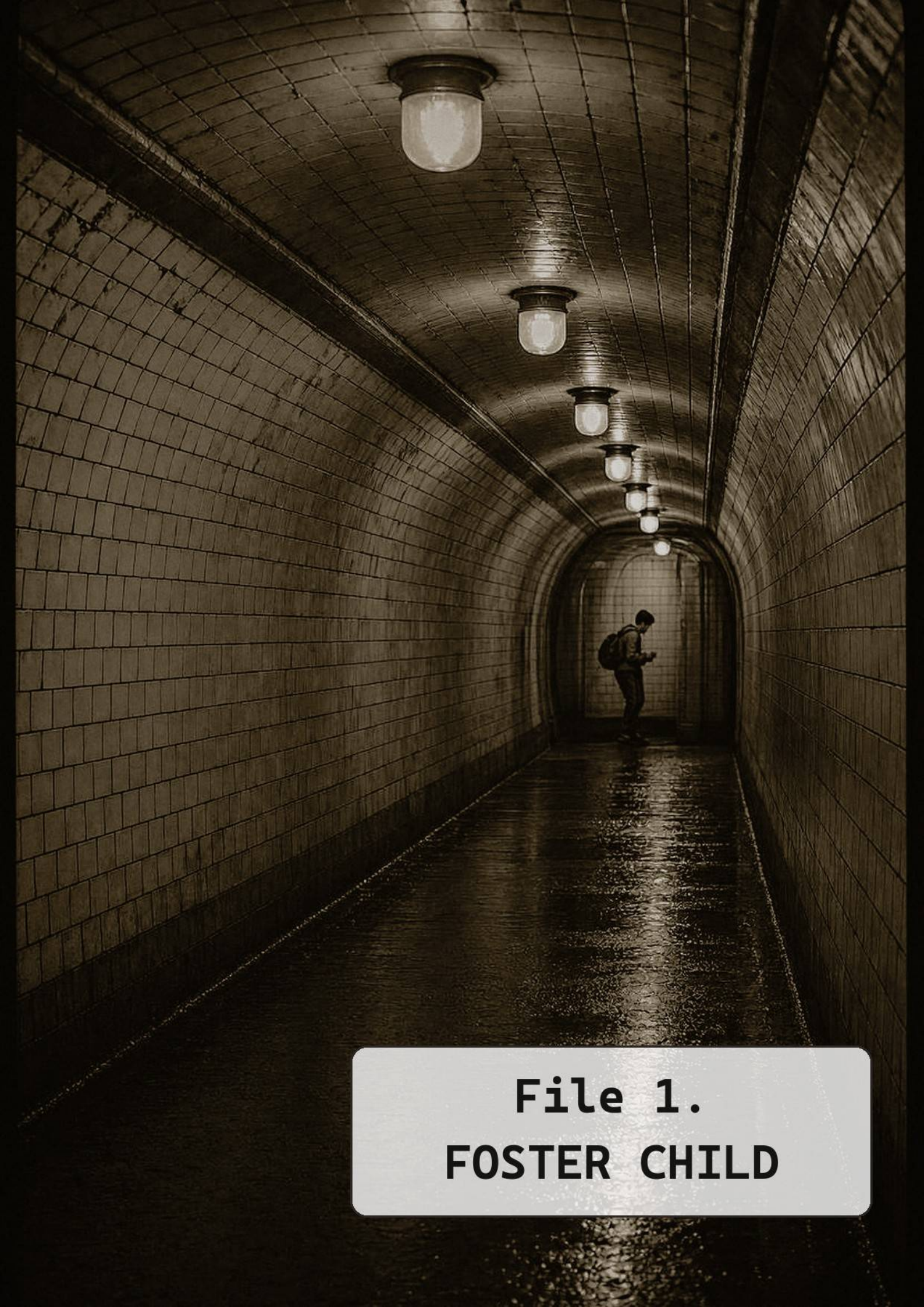
Connecting Files

Some files share open threads. The children's song appears in Files 5, 6 and 7. The time 22:10 appears in Files 2, 3 and 6. The unknown abbreviation in the Crystal Ledger connects File 1 to File 2. The game master can pick up these threads when weaving the files into a campaign. Each file also works on its own.

Before the Game

The game master reads the chosen file once in full. Then they print the handouts from the companion booklet and prepare the map of the confrontation. The cell receives €2,000 in expenses per file according to the Core Rulebook. Skulls are awarded in the aftermath according to the game master book, as is experience.

> **SAFETY AT THE TABLE**
>
> Several files touch on children in danger and death. The game master discusses with the group before the game which topics are taboo and which are only hinted at. The Safety chapter in the game master book provides the rules for this.



File 1.
FOSTER CHILD

Foster Child

A Grey File that turns red in the course of events. Origin: the Voice, an opened child whose gift breaks through. Hybrid form: humans, the Open Ones who want to take the child, and the foster parents who conceal something. The cell is not the only one searching for the child, and the other side has a head start.

File	Origin	Agents	Duration
Foster Child	the Voice, hybrid form humans	3 to 5	one long session

NOTE FOR THE GAME MASTER

Abducted children and children who die in the process are not a subject for every table. This file is about a child who was abducted and whose gift breaks through dangerously. The death of children does not occur, but the file plays in the context of the Psion Building Block, which describes the fate of opened children. Before the campaign, briefly discuss whether and how extensively this topic should appear in the game. The file also works if the backgrounds are only hinted at and the cell focuses on the rescue.

What It Is About

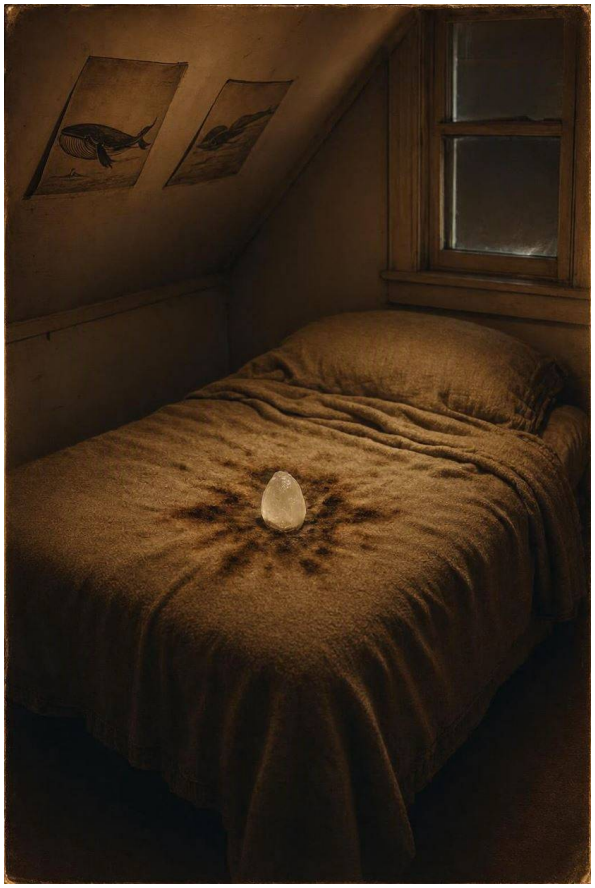
The cell is called to Neugraben, a Hamburg suburb on the S-Bahn line S3, terraced houses with well-kept front gardens, a playground, an S-Bahn station. The Voss family lives here: Thomas Voss, 48, an engineer at a wind power supplier, his wife Britta, 45, a primary school teacher, and their foster child Linus, 13. Last night, Linus brought the neighbours' aquarium, the Kowalski family's, to the boil. The water boiled, the fish died, the glass did not burst, but the smell of fish soup still hangs in the hallway of the Kowalskis' terraced house. Linus has been missing since then. The Vosses did not call the police, but dialled a number they should not have known: the emergency number of the Psionic Core in Hamburg. An Open One is already on the way.

The cell finds an empty child's room, a married couple wavering between fear and guilt, and a neighbourhood that remembers a quiet, polite child who seemed very tired lately. There is a faint smell of ozone in the air, and the digital thermometer in the aquarium displays a stored maximum value of 104 degrees, even though the plug is pulled.

What Really Happened

Linus was taken by the Hands in 2018 as a five-year-old. The Seeker heard him, the Hands took him from a children's hospital in Lüneburg, and the Print Shop invented his death: a drowning in the Ilmenau, a body that was never found, a death notice that no one placed. He was opened in a silence under Hold-3, survived and came with a new identity to the Vosses, a foster family of O.D.I.N. that reports monthly. The Vosses love him sincerely. They know that he is "special", but not what the Opening means, and not that every third child dies in the process.

For a few weeks, Linus has been hearing a hum that is getting louder. He sleeps badly, eats little, and when he concentrates, things become warm. Three weeks ago, he found a small, milky crystal on the banks of the Elbe that dampened the hum as long as he held it tight. When he let go, the hum came back louder: the stone feeds the gift. Linus took it home and hid it under the mattress. Last night he was at the Kowalskis' to watch the fish swim. He thought of nothing, only of the water, and the water began to boil. Linus ran home, packed his rucksack and disappeared. He does not want his parents to get into trouble because of him. He went on foot towards the S-Bahn, then into the city centre, and is looking for a place where it is quiet. He has hidden in the old Elbe Tunnel, in the east tube, where the hum is quieter.



After the incident, the Vosses did not call the police, but dialled the number that a “case worker” gave them years ago, in case “something unusual” happened. They do not know that they have thereby alerted the Psionic Core. Jonas Vogt, an Open One, found the family during the Open Ones’ systematic search for foster families and has been observing them. He noticed the incident and is on his way to get Linus before O.D.I.N. finds him. Vogt was himself an opened child, has put aside his helmet and believes that he is saving Linus.

The red herring: The neighbours, the Kowalski family, reported a break-in two weeks ago in which nothing was stolen. Since then, the father of the family is convinced that someone is watching the house. In truth, it was Linus who sat at the aquarium at night and watched the fish because he could not sleep. He came through the unlocked patio door and knocked over a flower rack in the process. Mrs Kowalski caught him, gave him a key afterwards and therefore remains silent. The Kowalskis suspect a former tenant who moved out after a dispute. The police filed the case as a minor matter. The cell can lose time if it pursues the break-in.

People

Thomas Voss, 48

Foster father, engineer. Wants Linus back, but also for everything to become normal again. Knows that Linus is “special”, knows the case worker’s number, knows nothing about O.D.I.N. Conceals that he dialled the number because he is afraid that they will take the child away from them. Speaks in short, technical sentences, falters when it comes to Linus.

Britta Voss, 45

Foster mother, primary school teacher. Wants to protect Linus, even from the organisation she reports to. Knows more than her husband: she once saw a man in a grey coat standing in front of the house and watching Linus. Conceals that Linus has had nightmares for weeks and leaves the house at night. Speaks quietly, chooses words carefully, cries when she feels unobserved.

Linus Voss, 13

The opened child whose gift breaks through. Only wants the hum to stop, and for no one to get hurt because of him. Does not know what is happening to him, only that he is dangerous. Conceals where he found the crystal because he is afraid that it will be taken from him. Speaks little, in short sentences, often with his eyes on the floor.

Jonas Vogt, 34

Open One. Was himself an opened child, took off his helmet when he learned what the Opening is. Wants to get Linus before O.D.I.N. finds him, and bring him to the Open Ones, where he is to live without a helmet. Knows that the Vosses are a foster family of O.D.I.N., and that the cell will come. Conceals that he is prepared to use violence if he is stopped. Speaks in a calm, friendly way, with a sharpness that lies only in his eyes.

Mr Kowalski, 52

Neighbour, insurance salesman. Wants peace and an explanation for the dead aquarium. Knows nothing about the supernatural, suspects a former tenant. Conceals that he did call the police last night after all, because of the aquarium and because he does not trust the Vosses. The patrol came, found nothing and left again. Speaks loudly, indignantly, repeats himself.

Mrs Kowalski, 49

Neighbour. Pities Linus, whom she considers a neglected child. Knows that Linus was often outside at night. Conceals that she gave him a key to the patio door so he can see the fish when no one is there. Speaks in a friendly way, with an undertone of concern.

Maren Falk, Observer

Is mentioned in the briefing, only appears if the cell contacts the Psionic Core. Wants to bring Linus to a silence before he hurts himself or others. Knows what the Opening is, and that the Open Ones are after him. Conceals that she has known the Vosses for years and has read their reports. Speaks precisely, without smiling, with a warmth that only becomes apparent when you listen a second time.

Briefing

The handler hands over a thin file in a grey envelope.

"A foster family in Neugraben called a number they shouldn't know. The emergency number of the Core. The foster child, thirteen, yesterday brought the neighbours' aquarium to the boil. The child has disappeared. An Open One is on the way. You set off now, find the child before he does, and bring him to a silence. No police, no press. The Core sends an Observer if you request her. And agents: The foster parents are lying. Find out what they are concealing, but treat them like witnesses, not like enemies."
handler

What the file contains: Address of the Voss family, name of the child, age, a photo from the school file, the emergency number of the Core, a short note about the incident with the aquarium, and a note from the Core that in the last two years three children were taken from foster families, shortly before the Core wanted to pick them up.

Expenses: €2,000.

Requisition: A vehicle with tinted windows, a mobile helmet Mk. III in a transport box, a multispectral scanner, an EMF detector, a beryllium insulation container, salt. The Observer Maren Falk can be requisitioned, but needs an hour.

The Nodes

The investigation has five nodes. The cell can visit them in any order. From each, clues lead to others, and at least three to the Confrontation.

Node 1: The Vosses' House

Terraced house, tidy, with toys in the hallway that no one touches anymore. The Vosses are nervous, offer coffee, dodge questions.

- **Clue:** On the kitchen table lies a newspaper clipping about the break-in at the Kowalskis' (Handout 1.1) (leads to the Kowalskis' house, red herring).
- **Clue:** In a drawer in the living room lies a note from the foster parents about a call from the case worker (Handout 1.2) (leads to conclusions 1 and 2).
- **Clue:** Britta Voss talks about the nightmares and the nightly disappearances (leads to Linus' room, origin the Voice).
- **Clue:** Thomas Voss admits to having dialled the number, shows the slip of paper with the number (leads to the briefing, confirms the connection to the Core).
- **Clue:** Britta Voss says that Linus likes to go to the Landungsbrücken on Sundays and walk through the old Elbe Tunnel, "because it is so quiet down there" (leads to the old Elbe Tunnel, conclusion 3).
- **Clue:** Britta Voss mentions the man in the grey coat (leads to Jonas Vogt, the Open One).
- **Clue:** Maren Falk says on the phone: "Bring the helmet. He is the lid." (leads to conclusion 4).
- **Clue:** The Vosses mention that Linus hums "a melody" they do not know (leads to origin the Voice, conclusion 2).
- **Test:** Insight against Doable (2), to recognise that the Vossens are concealing something about Linus' condition. An Agent with subclass Negotiator or Spy gets a bonus die.

Node 2: Linus' Room

Small room under the roof, posters of whales, a bed, under the mattress the crystal. The window is open a crack, although it is cold.

- **Clue:** The crystal hums, is warm, reacts to Psions and Thaumaturges (leads to origin the Voice, conclusions 1, 2 and 4).

- **Clue:** The rucksack is missing, the money box is empty (leads to Linus' whereabouts, conclusion 3).
- **Clue:** On the desk lies a school notebook with an essay: "The quietest place in Hamburg". It is about the old Elbe Tunnel (leads to the old Elbe Tunnel, conclusion 3).
- **Clue:** A Psion hears the humming in Linus' room and feels Resonance (leads to origin the Voice, conclusion 2).
- **Clue:** A Scientist recognises that the crystal radiates heat when it is unshielded (leads to conclusion 4).
- **Clue:** The crystal reacts to the helmet, becomes quiet when one brings it closer (leads to conclusion 4).
- **Test:** Perception against Doable (2), to find the crystal. An Investigator with subclass Paranormal Detective or a Scientist with subclass Physicist finds it more easily.

Node 3: The Kowalskis' House

The aquarium is still there, the water is lukewarm, the fish are dead. The smell of fish soup hangs in the room. The Kowalskis are upset.

- **Clue:** The digital thermometer shows a stored maximum value of 104 degrees, the plug is pulled (leads to origin the Voice, conclusion 1).
- **Clue:** Mrs Kowalski says that Linus often sat by the aquarium at night and she gave him a key (leads to Linus' room, confirms the pattern).
- **Clue:** Mr Kowalski talks about the break-in and suspects the former tenant (red herring, leads nowhere).
- **Clue:** A neighbour saw a boy running towards the S-Bahn, with a rucksack (leads to conclusion 3).
- **Test:** Physics against Doable (2) to confirm that the water boiled without electricity. A Scientist with subclass Biochemist or Physicist shines here.

Node 4: Neugraben S-Bahn Station

A small station, a kiosk, four surveillance cameras. Linus was last seen here.

- **Clue:** The camera shows Linus on the stairs to the platform towards the city centre and a man in a grey coat holding his photo in his hand (Handout 1.3) (leads to Jonas Vogt, conclusion 5).
- **Clue:** A ticket machine shows that Linus bought a ticket to Landungsbrücken (leads to the old Elbe Tunnel, conclusion 3).
- **Clue:** An Agent with subclass Infiltrator or Spy can secure the camera footage before it is overwritten (leads to Jonas Vogt).
- **Clue:** A Soldier recognises that the man in the grey coat moves like a trained operative, with his back covered and his eyes on the exits (leads to Jonas Vogt, conclusion 5).
- **Test:** Technology against Doable (2) to secure the footage. A Scientist with subclass Engineer or an Agent with subclass Infiltrator gets a bonus die.

Node 5: Old Elbe Tunnel

The old pedestrian tunnel under the Elbe, two parallel tubes each 426 metres long, quiet, cool, with tiles and echoes. Linus has hidden in the eastern tube. Jonas Vogt is already there, speaking quietly to the child.

- **Clue:** Linus sits in a niche, clutching his rucksack, and hums. The humming can be heard throughout the whole tube (leads to the confrontation).
- **Clue:** Jonas Vogt stands in front of him, his back to the wall, talking to Linus (leads to the confrontation, conclusion 5).
- **Clue:** A Psion hears the Resonance, and every Psion within 100 m rolls their Resonance test each round (leads to the Escalation).
- **Clue:** A Soldier recognises that Vogt has covered the south exit and prepared an escape route (leads to the confrontation, conclusion 5).
- **Test:** Stealth against Hard (3) to approach unnoticed. A Soldier with subclass Shadow Paratrooper or an Agent with subclass Infiltrator shines here.

THE CONCLUSIONS

1. What happened? Linus' gift broke through, uncontrolled, triggered by the crystal and the proximity to water. He fled, was not abducted. Clues in: the Vosses' house, the Kowalskis' house, Linus' room.

2. Which origin? The Voice. An opened child whose gift is breaking through, not a being from rifts. Clues in: Linus' room, the Vosses' house.

3. Where is Linus? In the old Elbe Tunnel, in the eastern tube, where the humming is quieter. Clues in: the Vosses' house, Linus' room, the Kowalskis' house, Neugraben S-Bahn station.

4. What works? A helmet or a cap made of Alloy S calms the gift. A Psychic Healer or Telepath can calm Linus: WIL + Telepathy against Hard (3). The crystal must be wrapped in beryllium, otherwise it amplifies the gift further. Clues in: Linus' room, the Vosses' house, phone call.

5. What does the Open One want? To get Linus before O.D.I.N. finds him and bring him to the Open Ones. Clues in: Neugraben S-Bahn station, the Vosses' house, briefing, file.

Escalation

The file turns red if the cell is too slow or if Jonas Vogt notices them. The cell is too slow if it visits more than three nodes before setting out for the old Elbe Tunnel. Vogt is not a murderer, but he will not let Linus go without a fight. If the cell enters the old Elbe Tunnel without concealing themselves, Vogt addresses them by name and places himself between them and Linus. Linus' gift reacts to the tension: the lamps in the tunnel flicker, the water in the puddles begins to steam.

Horror tests: When Linus' gift acts uncontrolled for the first time, all agents roll horror against Disturbing (2). Psions roll against Horrifying (3) because they remember. If the cell sees how Vogt calms Linus by using his own gift without a helmet, Psions roll again against Disturbing (2).

If the cell is too slow: Vogt has convinced Linus to come with him. The cell finds the tunnel empty, only the rucksack and a warm spot where Linus sat. The trail leads to a stolen car and eastwards. The file remains red, and the cell must decide whether to take up the pursuit or inform the Core.

The Confrontation

The Location

The old Elbe Tunnel, at night, the lamps flicker, the echo of footsteps and humming. Linus sits in a niche in the east tube, Vogt stands in front of it. The cell comes from one side, the tube is long and narrow, with niches every twenty metres. Dimensions, entrances and positions are on Map 1.

The points on Map 1:

- **1 North entrance.** Dome building at the Landungsbrücken. A spiral staircase leads down 24 m along the edge of the round shaft, the lattice gate is open at night.
- **2 North shaft bottom.** Round shaft, 22 m diameter, tiles, four old lift cages in the middle, out of service, a bench. Vogt waits here when he sees the cell coming.
- **3 East tube.** 426 m long, 6 m wide, tiles, puddles, lamps on the ceiling, a niche in the east wall every twenty metres. The west tube next to it is structurally identical, but closed and dark.
- **4 Niche 1.** Empty, but warm. Linus sat here first.
- **5 Niche 2.** Linus sits here, clutching his rucksack, and hums. Vogt stands in front.
- **6 Niche 3.** Empty, an old stack of newspapers. A good place for an ambush.
- **7 Centre.** A marking on the wall. Here the humming is loudest, and the lamps flicker.
- **8 South shaft bottom.** As in the north, plus a closed kiosk.
- **9 South stairs.** The spiral staircase up to Steinwerder, the second way Vogt knows.
- **10 South exit.** Dome building Steinwerder, the lattice gate is open at night. Vogt can escape here.

The tube is narrow, shots echo, every movement is audible. Stealth is difficult, but possible if the cell uses the niches. When Linus' gift is active, the lamps flicker and sometimes go out completely.

Sequence

1. **Arrival.** The cell enters the east tube. Vogt notices them if they are not quiet. He addresses them by name, asks them to stop. Linus hums louder.

2. **Conversation.** Vogt explains that he wants to save Linus, that O.D.I.N. will lock him in a silence, that the

helmet is a muzzle. The cell can negotiate, contradict or attack.

3. **Escalation.** When the cell approaches, Vogt uses his gift: thought projection to confuse the cell, or force push to drive them back. Linus' gift reacts, the water in the puddles boils.

4. **Solution.** The cell can calm Linus with a helmet, with Telepathy or Psychic Healing against Hard (3), or convince Vogt that Linus is safer with O.D.I.N. than with the Open Ones. Persuasion against Hard (3), easier if the cell knows the truth about the Opening.

Solutions

Without combat: The cell convinces Vogt that Linus belongs in a silence where his gift can be controlled, and that the Open Ones cannot protect him from the Thirteenth. An Agent with subclass Negotiator or a Psion with Telepathy who senses and shares Linus' fear gets a bonus die. Vogt leaves, but he says: "You have him today. But you know what you are doing with him."

With combat: The cell pushes Vogt back while an agent puts the helmet on Linus. Once the helmet is in place, the humming becomes quieter, and Linus' gift settles down. Vogt retreats when he sees that Linus is calm.

The crystal: If the cell has the crystal from Linus' room with them and wrapped in beryllium, Linus' gift loses power. Vogt recognises that the cell understands what is happening here, and becomes more talkative.

Opponents

Jonas Vogt

Open One (Elite) · Humans

A Psion who has discarded his helmet and fights O.D.I.N. He was himself an opened child and wants to save Linus from the silence. Calm, friendly, with a sharpness that lies only in his eyes.

Value	Details
Initiative	4
Powers	Psionic Shock, thought projection, force push or fire control
PSI	4 + 4, 14 PSI points, no focus device, overload node Without a Net
Defence / Armour / HP	2 / 1 / 10
Horror	None
Special	Resonance 2. Cannot be located by powers that require a helmet

Value	Details
Weakness	He does not fight to kill, but to gain time. Below 5 HP he retreats
Behaviour	Speaks first, fights last. Wants to convince Linus, not force him. Flees when Linus is calm or when he falls below 5 HP

Linus Voss

Opened child, values as Choir Child (Professional) · Voice

A thirteen-year-old boy whose gift breaks through uncontrollably. He only wants the humming to stop, and for no one to be hurt because of him. Sits in the niche, clutching his rucksack, and hums.

Value	Details
Initiative	4
Attack	Uncontrolled power 4 + 3, damage 3, area 3. Which one is determined by the game master: fire, force push, scream, silence
Defence / Armour / HP	2 / 0 / 7
Horror	Disturbing (2), for Psions Horrifying (3), because they remember
Special	The power acts every round by itself, even without intent. Every Psion within 100 m rolls their Resonance test every round
Weakness	A helmet, a cap, a piece of Alloy S. A Psychic Healer or Telepath can calm him: WIL + Telepathy against Hard (3)
Behaviour	Flees from adults, seeks a place where it is quiet. Attacks only if he is held

The Open Ones as an organisation and their goals are in the chapter “The World Behind the Veil” of the Game Master’s Book, further opponents in the Threat Atlas. The values of the Open One (Elite) come from the Psion Building Block, the values for Linus from the entry Choir Child in the Threat Atlas. Maren Falk, the Observer, appears only if the cell requests her. She has no combat values, but can give clues on the phone.

Aftermath

The Veil: The neighbours saw the boiling aquarium, but the police were not called, except by Mr Kowalski, who reported a break-in two weeks ago and called the patrol last night. An agent can close the file: The Kowalskis get an explanation: a faulty heating element. The Vosses get a new legend for Linus’ disappearance: a boarding school, a cure. The S-Bahn recordings are secured and deleted.

What O.D.I.N. gets: Linus, who is taken to a silence until his gift is controlled. The crystal, which goes to the Collegium’s archive. The Vosses’ file, which is closed.

Experience: 4 XP per character, 5 if the file has turned red. +1 XP if Linus is safe. At most +1 XP personal bonus, for example for a solution without combat. +1 XP for each thread the cell takes up, for example the abbreviation in the Crystal Ledger.

Skulls: The Open Ones lose a skull if the cell rescued Linus. If Vogt escapes with Linus, the Open Ones gain an additional skull, because they have the child and O.D.I.N. does not.

The loose thread: No one knows where the crystal from Linus’ room came from. The Collegium enters it in the Crystal Ledger. Under “Find Site” there is an abbreviation that did not exist before. And Linus asks in the silence whether he may take off his helmet again at some point. The Observer does not answer.

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HANDOUTS AND MAP
- Handout 1.1: newspaper article about the
break-in, node The Vosses’ House, on the
kitchen table.
- Handout 1.2: note from the foster parents,
node The Vosses’ House, folded in a drawer in
the living room.
- Handout 1.3: still image from the
surveillance camera, node Neugraben S-Bahn
Station, printout from camera 4.
- Map 1: Old Elbe Tunnel, east tube, on the
following page.
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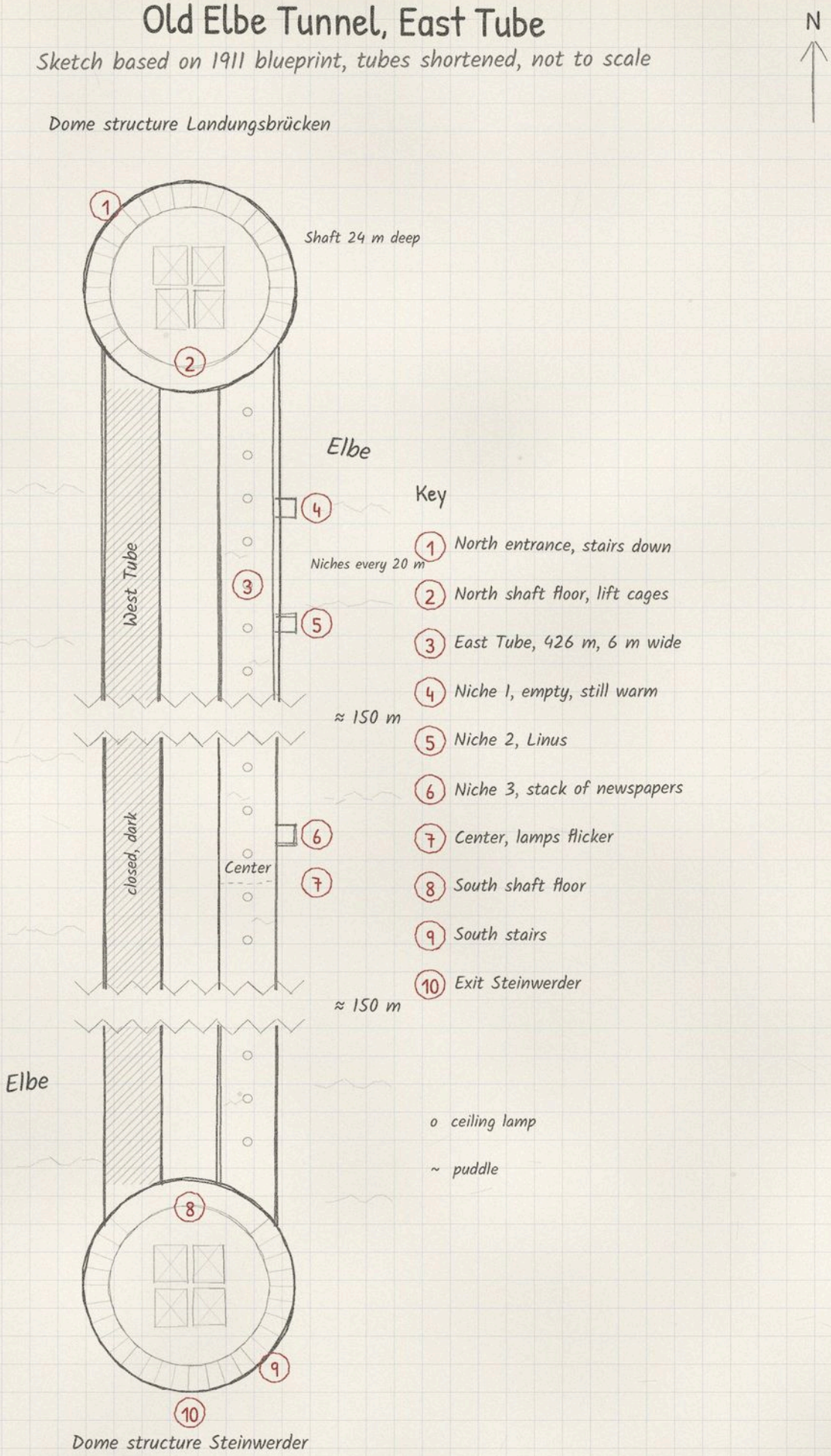
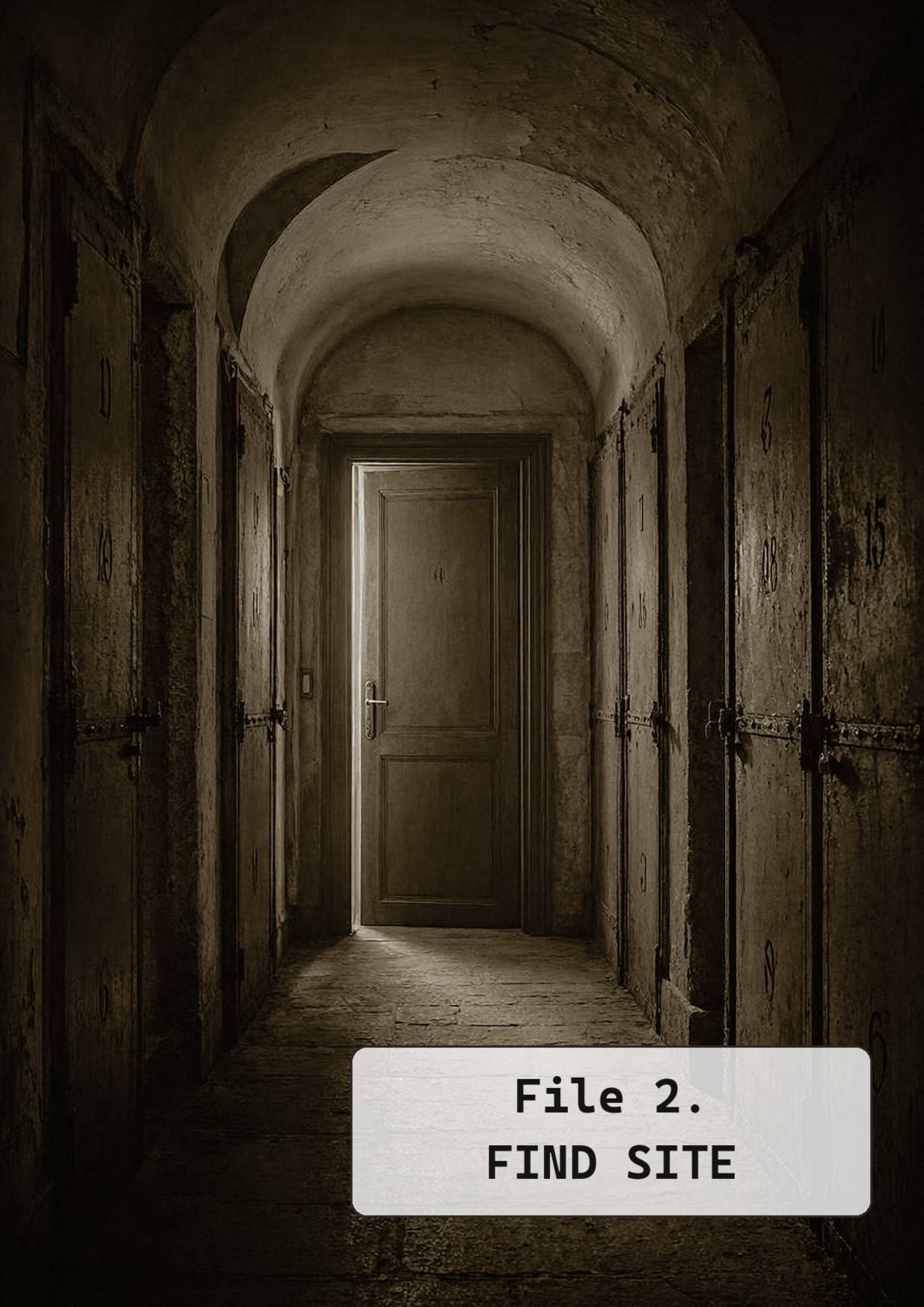
Old Elbe Tunnel, East Tube

Sketch based on 1911 blueprint, tubes shortened, not to scale





File 2.
FIND SITE

Find Site

A Grey File about a silent Hold, a room that must not exist, and a favour that leads the cell deeper into distrust of its own organisation. The threat is not an opponent, but a place that waits.

File	Origin	Agents	Duration
Find Site	The Shifted, hybrid form Voice	3 to 5	a long evening

What It Is About

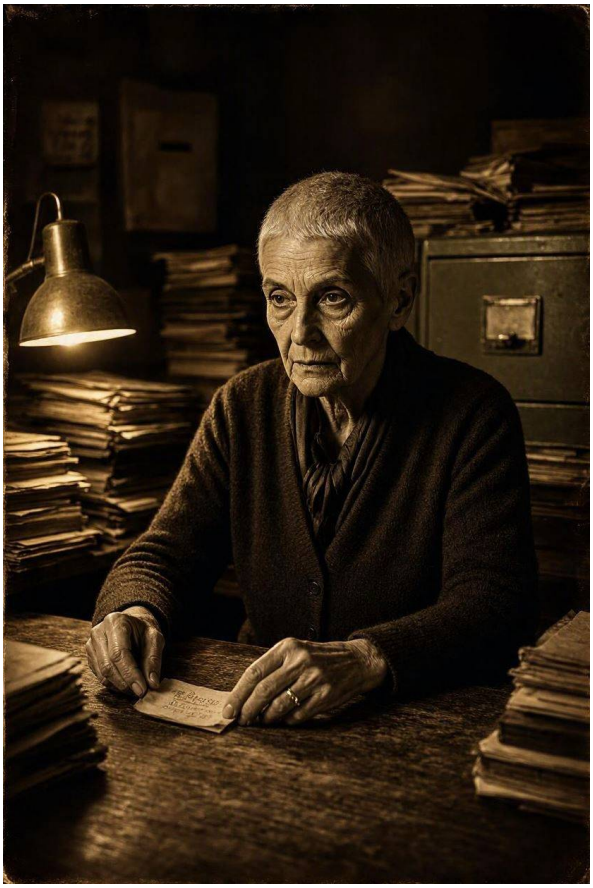
Crystal Master Dr. Iris Brandl from Hold-7 in Lyon asks the cell for a private favour, outside all official channels. In the Crystal Ledger of the Collegium, an entry under “Find Site” has had only an abbreviation since 2011: “silence 4/12”. Brandl has found out that the abbreviation refers to a Hold whose plans show a room that officially does not exist. She wants to know what the abbreviation means and sends the cell to Hold-9 in Prague.

There, in the basement of the Hold, according to old building plans, there is a room with the number 4/12. The current floor plan does not show it. The cell is to find out what is going on with the room without alerting the Hold. The cell’s handler knows nothing of the assignment.

The cell finds a room that is not recorded in any current plan, but appears in old plans. A room that is silent. A room that waits.

What Really Happened

The backstory: Hold-9 in Prague was founded in 1992, in an old vaulted cellar beneath the old town. The conversion plan from 1991 keeps the numbering of the old air-raid shelter and shows twelve rooms in the basement. Eleven were fitted out. The twelfth room, number 4/12, exists only on paper, but not in reality. That is what the current floor plan says.



The truth: The room exists. It is there, between room 4/11 and the stairwell, but it is not part of the world. It is a fold, a room that has fallen out of time. It came into being on 14 February 1977, in the night of Nordlicht, when the door that opened there pulled a rift through the world. Not all rifts are holes. Some are folds. Room 4/12 is a fold: a room that lies in this place in Prague, but belongs to another time. It shows the cellar as it was in 1977, before the Hold was built: an empty storage room with a door that opens inwards.

The abbreviation: The Crystal Masters have been entering abbreviations under “Find Site” since 2011. Most do not know what it means. The Seal Keepers know. The abbreviation “silence 4/12” refers to a room that does not exist, but is there. The cell does not learn what exactly the abbreviation marks. They find the room, but not the meaning of the word “silence”. Crystal Master Brandl found the abbreviation and wants to know what it means. She suspects that it is connected to the new stones that have been appearing in the Crystal Ledger since 2011.

What is in the room: The room is empty except for a door. The door is made of wood, with a brass handle. It is locked from the inside, but the lock sits on the side of the fold and gives way from this side. Whoever opens it sees a corridor that does not belong to the Hold: a

corridor from the year 1977, with linoleum floor and a flickering lamp. At the end of the corridor there is a second door. Behind it lies a room that looks like an archive, with shelves full of files. On the table lies a crystal, the size of a fist, clear and warm. It whispers in Norwegian. It is a Nordlicht stone, one of the 212 stones that turned grey in the night of Nordlicht. It has become clear again, and it whispers. A man's voice counts numbers, over and over, in Norwegian. It is a countdown.

The red herring: The Hold director of Hold-9, Major Pavel Černý, a Soldier of the old school, considers the room to be an artefact of the communist past: a former listening room of the Czechoslovak secret service, which is missing from the plans because it never officially existed. He found the room years ago, but never entered it, because he believes it is a trap. He has fitted the door with a padlock and had the room removed from the current plans, by a construction company that does not exist, paid from the Hold's funds. He conceals this because he fears that O.D.I.N. would close the Hold if it became known that there is an unknown room there.

The trail to the Voice: The Nordlicht stone in the room behind the door whispers. Whoever touches it hears a man's voice counting in Norwegian: "Seksti, femtini, femtiåtte ..." He counts backwards. Whoever listens closely recognises that he will end at 22:10. The time of Nordlicht. The stone is an anchor that holds the fold. It is not the origin, but it is the reason why the fold lies in Prague. Who or what brought the stone there is decided by the game master. The Voice never comes uninvited, but whether it carried the stone or whether the stone strayed there on its own remains open.

What the cell does not learn: Why the stone lies there, what the Voice wants, and what happens when the countdown ends. They see only a glimpse: a room that does not exist, a stone that counts, and a door that opens inwards. The stone never reaches the end. It starts again from the beginning every time.

People

Dr. Iris Brandl, 58

Crystal Master in Hold-7, Lyon. A gaunt woman with grey hair and alert eyes. She wants to know what the abbreviation means, because she has been observing since 2011 that the new stones behave differently. She conceals that she has already examined a Nordlicht stone that was brought to her by a colleague from Tromsø. She speaks quietly, precisely, with long pauses.

Major Pavel Černý, 61

Hold director of Hold-9 in Prague. A broad man with close-cropped hair and a scar over his left eye. He wants to protect the Hold and end his career without anyone finding the room. He knows that the room exists, but not what it is. He conceals that he has fitted the door with a padlock and that he has had nightmares for years in which he enters the room. He speaks loudly, militarily, with a Czech accent.

Ing. Marta Nováková, 47

Civil engineer and Hold technician. She knows the Hold's plans better than anyone else. She wants the plans to be correct, and it worries her that Room 4/12 is missing from the current plan. She knows that Černý found the room, but she has never entered it. She conceals that she once heard knocking from the room at night, even though it should have been empty. Ing. K. Svoboda, who added pencil notes to the old plans and carried out the first inspection in 1992, was her mentor. She knows that he never wanted Room 4/12 opened. She talks quickly, technically, with lots of numbers.

Dr. Jan Havel, 39

Crystal Master of Hold-9. A young, ambitious Thaumaturge who keeps the Hold's Crystal Ledger. He wants to be transferred to Oxford and is willing to help Brandl to make a name for himself. He knows that the abbreviation "silence 4/12" is in Hold-9's Crystal Ledger, but he has never questioned it. He conceals that he once heard a stone from the Hold's inventory whisper near the room. He speaks elegantly, with a touch of arrogance.

Eliška, 12

Daughter of a civilian employee of the Hold. Her father helps Marta Nováková maintain the heating, and she sometimes accompanies him to the cellar. She has often explored the Hold. She wants to have adventures and be taken seriously by the agents. She knows that Room 4/12 is sometimes there and sometimes not. She conceals that she once looked through the keyhole and saw that the room is larger inside than outside. She talks quickly, curiously, with childlike directness.

Oberstleutnant Viktor Marek, 55

Handler of the cell. He knows nothing of the favour. He would forbid it if he knew. He wants the cell to complete their official file and ask no questions. He conceals that

he was stationed in Hold-9 years ago and once saw the room. He talks tersely, officially, without digression.

Briefing

The handler hands over a thin file in a grey envelope.

"A routine matter. Hold-9 in Prague reports irregularities in the cellar vault: damp, mould, perhaps a crack in the foundation. You're to check this before the construction department arrives from Bern. Take two days. Keep your eyes open. And keep away from the crystal stocks, that's the Collegium's business."
Oberstleutnant Viktor Marek

What the file contains: travel authorisation to Prague, name of the Hold director (Major Pavel Černý), ground plan of the basement of Hold-9, a damage report form.

Expenses: €2,000.

Requisition: moisture meter, torches, an EMF detector, a roll of barrier tape. A Thaumaturge can requisition a crystal shard, but the handler asks for the reason.

The private favour: Dr. Brandl contacts the cell before the briefing, via a dead drop or a personal meeting. She gives the cell a note with the abbreviation "silence 4/12" and the reference to Hold-9 (Handout 2.1). She asks the cell to find out what the abbreviation means and report back to her. She offers a favour in return: access to the Crystal Archive in Oxford or a letter of recommendation to the Seal Keepers. If the cell asks for equipment, Brandl gives them a beryllium isolation container from the Hold-7 workshop.

The Nodes

The investigation has five nodes. The cell can visit them in any order. From each, clues lead to others, and at least three to the room.

Node 1: The Hold Archive

A small room on the ground floor, full of files, construction plans and old inspection reports. An Investigator or Antiquarian finds the contradictions here.

- **Clue:** The current ground plan shows eleven rooms, but the conversion plan from 1991 shows twelve. (leads to Room 4/12)
- **Clue:** An old construction plan from 1977 shows a storage room at the site of the later Room 4/12, with a door that is missing from the current plan (Handout 2.3). (leads to Room 4/12)
- **Clue:** An inspection report from 1992 notes: "Room 4/12 not entered. Door locked, key not found." (Handout 2.2). (leads to Černý, Node 2)
- **Clue:** An open case about Nordlicht: 41 people disappeared in 1977, and the stones from Nordlicht turned grey. (leads to Conclusion 4)
- **Test:** Investigation against Doable (2) to find the missing inspection. Investigator with subclass Antiquarian: Easy (1).

Node 2: The Technical Room

Marta Nováková's workroom, full of plans, measuring instruments and tools. She is usually here.

- **Clue:** Marta tells the cell that Černý found the room and fitted it with a lock. (leads to Room 4/12)
- **Clue:** A moisture meter in the cellar corridor outside Room 4/12 shows a reading that does not match the surroundings. (leads to Room 4/12)
- **Clue:** Marta heard knocking from the room at night, even though it should have been empty. (leads to Room 4/12)
- **Clue:** A Soldier recognises from the securing marks on the padlock that someone checks the door regularly but never opens it. (leads to Černý, Node 3)
- **Test:** Technology or Physics against Hard (3) to interpret the readings correctly. Scientist with subclass Engineer: Doable (2).

Node 3: The Canteen

A large room on the ground floor where the Hold agents eat. Eliška is often here when her father is working.

- **Clue:** Eliška tells the cell that the room is sometimes there and sometimes not. (leads to Room 4/12, Conclusion 2)
- **Clue:** Eliška has seen through the keyhole that the room is larger inside than outside. (leads to Room 4/12, Conclusion 2)
- **Clue:** The Hold cook says that Černý has slept badly for years and roams the cellar at night. (leads to Černý, Node 2)
- **Clue:** The Hold cook, who also keeps the accounts, wonders about payments to a construction company that never set foot in the Hold. (leads to Černý, Node 2)
- **Test:** Insight or Persuasion against Doable (2) to get Eliška to talk. Agent with subclass Negotiator: Easy (1).

Node 4: The Basement Corridor Before Room 4/12

A narrow corridor in the basement, with bare concrete walls and a door fitted with a padlock. The door bears the number 4/12, but it is not marked on the current plan.

- **Clue:** A Thaumaturge with a crystal shard senses a whisper near the room that does not come from a stone in the inventory. (leads to Room 4/12)
- **Clue:** A Psion near the room hears their own thoughts come back a heartbeat too late, as if echoing from another time. (leads to Room 4/12, Conclusion 2)
- **Clue:** The padlock is new, but the door is old, made of wood, with a brass handle. (leads to Room 4/12)
- **Clue:** A Soldier recognises that the corridor has only one access and the door is the only way in and out. (leads to Node 2, to find tools for the lock)
- **Test:** Perception or Telepathy against Hard (3), to sense the echo. Psion with Telepath subclass: Doable (2).

Node 5: Room 4/12 and the Room Behind the Door

The room is empty, about four by five metres, with a door on the opposite wall. The door is locked from the inside, but the lock yields from the side of the fold. Whoever opens it sees a corridor from 1977, with linoleum floor and a flickering lamp. At the end of the corridor is a room with shelves full of files. On the table lies a crystal, the size of a fist, clear and warm.

- **Clue:** A Scientist measures that the temperature in the room is 2.3°C lower than in the rest of the basement, and that clocks nearby run differently. (leads to Conclusion 2)
- **Clue:** A Thaumaturge who enters the room hears the whisper louder: a male voice counting in Norwegian. (leads to Conclusion 3)
- **Clue:** The stone whispers in Norwegian: “Seksti, femtini, femtiåtte …” It counts backwards, and the numbers get louder as one approaches. (leads to Conclusion 5)
- **Clue:** A Scientist with Physics recognises that the room geometry is wrong: the room is 1.2 metres longer on the inside than outside, and the geometry warps most around the table with the stone. (leads to Conclusions 2 and 4)
- **Clue:** A Thaumaturge who touches the stone feels that it is warm and whispers, and that the whisper gets louder when lifted. Meanwhile the walls of the room warp. (leads to Conclusion 4)
- **Clue:** A Psion who touches the stone hears the Thirteenth for a moment, and she sounds closer than ever before. (leads to Conclusion 5)
- **Clue:** A Thaumaturge who examines the stone recognises that it belongs to the Nordlicht stones: the crystal structure is identical to the grey stones from the archive. (leads to Conclusion 5)
- **Clue:** The files on the shelves date from 1977, some bear the stamp of the old district archive. (leads to Node 1, to recognise the connection to the building plan)
- **Clue:** On the table lies a notepad with the name “Svoboda”, the engineer from the 1977 building plan. (leads to Node 2, to ask Marta Nováková about it)
- **Test:** Physics or Thaumaturgy against Hard (3), to measure the room’s geometry. Scientist with Physicist subclass: Doable (2). Thaumaturge with Chronomancer subclass: Doable (2).

THE CONCLUSIONS

1. What happened? | In Hold-9 there is a room that is missing from the current plan. It is there, but not part of the official inspection. The Hold director has hidden it. | Clues in Node 1, 2, 3

2. Which origin? | The Shifted. The room is a fold in the world, created in the night of Nordlicht 1977. | Clues in Node 3, 4, 5

3. Where is it or who is behind it? | The room is in place, but it is not empty. Behind the door in the room lies a corridor from 1977, and at the end of the corridor a room with a Nordlicht stone. | Clues in Node 1, 3, 5

4. What is at work? | The fold is a flaw in the world. It cannot be shot. One must find the anchor: the Nordlicht stone that holds the fold. | Clues in Node 1, 5

5. What does it want? | The fold does not want to be disturbed. The stone counts backwards, and it wants someone to listen. | Clues in Node 5

Escalation

The threat is the fold itself. It is not aggressive, but it reacts when disturbed. Whoever enters the room

changes it. The door slams shut, the light flickers, and time begins to shift.

If the cell is too slow, the stone becomes louder after the first night in the Hold. On the second evening, the Hold agents also hear the voice. Eliška tells in the canteen that the man in the stone wants to arrive “at ten past ten”. The file turns red when the cell enters the room and the door slams shut behind them.

Horror tests:

- Uncanny (1): When entering the room that exists in no current plan.
- Disturbing (2): At the sight of the corridor from 1977, which does not belong to the Hold.
- Disturbing (2): When touching the stone, which whispers with a male voice.
- Horrifying (3): When the cell realises that the stone counts backwards and will stop shortly before 22:10 to start over.

The Confrontation

The Location

The location is Room 4/12 and the room behind the door, on the night of the second day. The cell has entered the room, the door has slammed shut, and time in the room begins to shift. Outside in the Hold, minutes pass, inside hours. Map 2 shows the basement of Hold-9 with Room 4/12, the corridor from 1977, and the room behind it.

Sequence

1. The door falls shut as soon as the cell enters the room. A Scientist or Soldier can open it by force, but then it no longer leads to the Hold, but to the corridor from 1977.

2. In the corridor, the lamp flickers. At the end of the corridor lies the room with the shelves and the stone. The stone whispers louder, and the numbers become faster.

3. The cell must find the anchor: the Nordlicht stone. Whoever touches it hears a man’s voice counting in Norwegian. A Thaumaturge can examine the stone, a Scientist can measure the geometry of the room, a Psion can sense the echo.

4. The stone is the anchor. If it is wrapped in beryllium or enclosed in a binding circle, the fold becomes weaker. The room begins to change: The walls become permeable, the door to the Hold appears again.

5. If the stone is not secured, the countdown counts faster. Shortly before 22:10, the voice breaks off, the door of the archive room flickers open a crack, and behind it there is no corridor any more, only darkness. Then the counter jumps back to sixty, the door closes, and the counting begins again from the start. The stone never reaches the end.

Solutions

Without combat: The cell recognises that the stone is the anchor. A Thaumaturge speaks a binding circle around the stone, a Scientist wraps it in beryllium, or a Psion calms the fold with their gift. The door to the Hold opens again, and the cell can take the stone with them. The Collegium will want to examine it.

With combat: If the cell cannot secure the stone, the door of the archive room opens, and a Riftling steps out of the darkness behind it. The cell must fend it off while they secure the stone. The Riftling is a Henchman, but it does not come alone: a group of three, as described in the Threat Atlas.

The hard way: The cell tries to leave the room without securing the stone. The door to the Hold remains closed, and the time in the room shifts further. The cell must pass a test on Physics or Thaumaturgy against Very Hard (4) to find the exit. If they do not succeed, the cell remains in the room until the countdown breaks off again and starts again. What happens then is decided by the game master.

Reward knowledge from the investigation: Whoever has found the old building plan from 1977 knows that the room was originally a storage room. Whoever knows the open case about Nordlicht recognises the stone as the Nordlicht stone. Whoever has seen the abbreviation “silence 4/12” knows that the room is noted in the Crystal Ledger and that the matter must be significant for the Seal Keepers. Whoever also knows the measurements at the stone from Node 5 recognises it as the anchor.

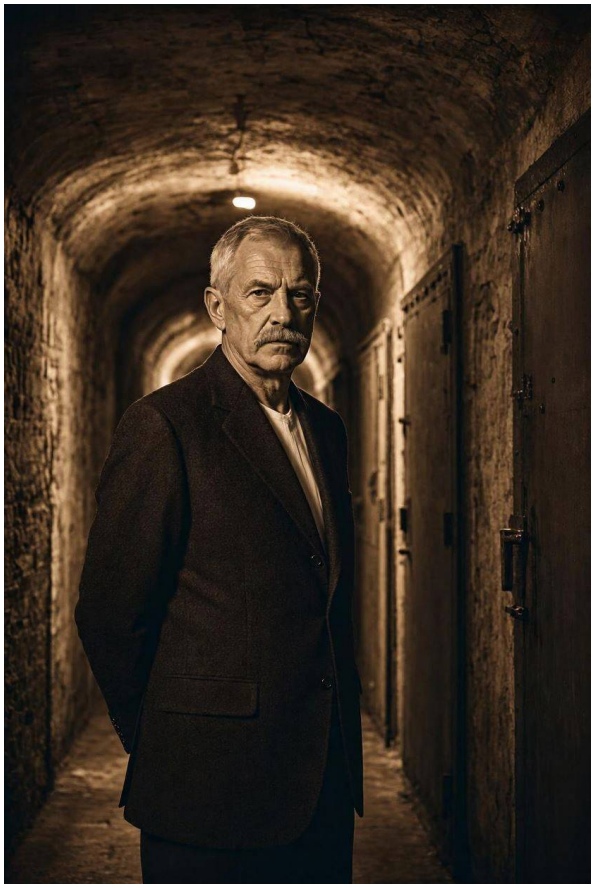
Opponents

The fold itself is not a being, but a place. Whoever enters the room fights against time, not against an enemy. If the cell touches the stone, a Riftling can appear (Threat Atlas, Game Master’s Book). It is a Henchman of the Voice and seeps through the door of the archive room, but it is not the actual opponent. A group of Riftlings consists of three beings, as described in the Threat Atlas.

Major Pavel Černý is not an enemy as long as the cell does not alarm the Hold. If he confronts the cell in the basement, he raises his voice and demands an explanation. He only attacks if the cell tries to leave the Hold with the stone without telling him what it is. His values are below.

Major Pavel Černý

Hold director of Hold-9 · Soldier



A broad man with close-cropped hair and a scar over his left eye. He wants to protect the Hold and end his career without anyone finding the room. He speaks loudly, militarily, with a Czech accent.

Value	Details
Initiative	3
Attack	Pistol 3 + 3, damage 3, or melee 3 + 2, damage 2
Defence / Armour / HP	2 / 1 (Light Armour) / 11
Horror	Uncanny (1) for agents who sense his nightmares
Special	Knows every corner of the basement. Once per scene, he can name an escape route or a cover that the cell has overlooked.
Weakness	His secret. Whoever confronts him with Room 4/12 throws him off his stride for one round, and he rolls with −2 dice.
Behaviour	Warns first, then commands, shoots last. He does not want any deaths in the Hold. If he flees, he tries to report the cell as intruders.

Aftermath

The Veil: The Hold reports water damage in the basement. An agent can erase the cell's traces, recalibrate the technician's measuring instruments, and convince the Hold agents that they had dreamed it. The official file is closed: damp, mould, no rift.

What O.D.I.N. gets: The Nordlicht stone, if the cell hands it over. The Collegium enters it into the Crystal Ledger, under "Find Site" with a new abbreviation. The Seal Keepers take notice. The cell's handler learns nothing of the private favour, unless the cell tells him.

Experience: 4 XP per character, 5 if the file has turned red. +1 XP if the cell has secured the stone. At most +1 XP personal bonus, for example for the solution without combat. +1 XP for each thread the cell takes up, for example the stone that counts backwards.

Skulls: The Open Ones gain a skull if the cell touches the stone and the Thirteenth's voice grows louder, because Kantor hears it. The evening loses a skull if the cell secures the stone and hands it over to the Collegium, because the stone does not enter the market.

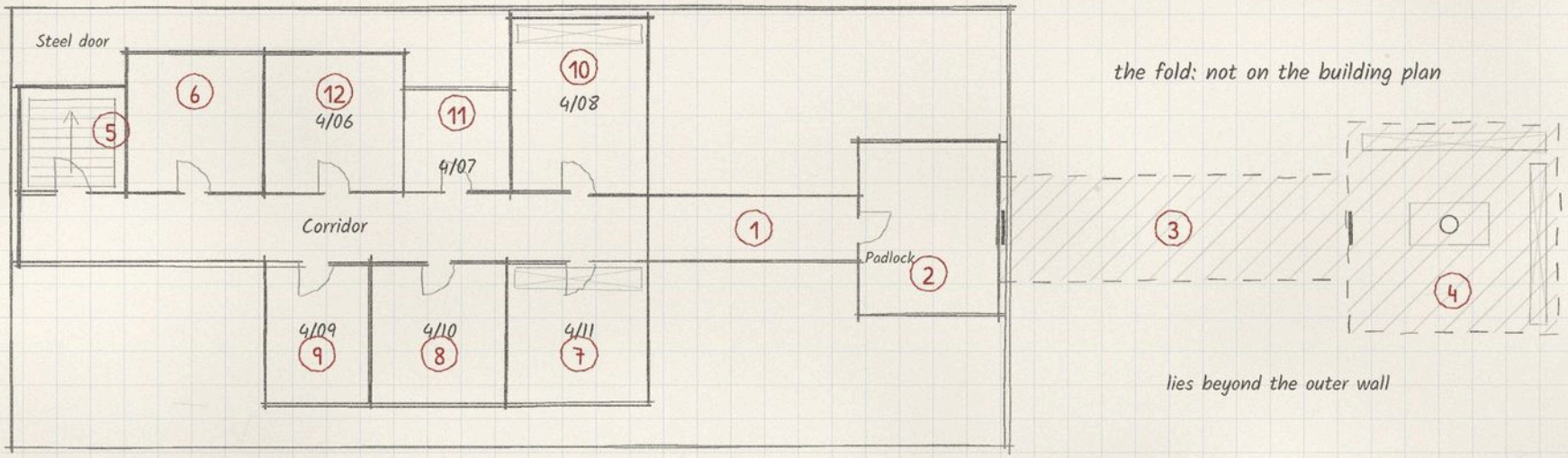
The loose thread: The stone counts backwards. Shortly before 22:10 it stops, jumps back to sixty, and starts again from the beginning. What happens then, no one knows. The Seal Keepers may ask the cell what they saw in the room. And Dr. Brandl will want to know what the abbreviation means. She will not be satisfied with the answer.

HANDOUTS AND MAP

- Handout 2.1: Note from Dr. Brandl, handwritten, no sender. Assignment: Hook/ Briefing, slipped to the cell before the briefing.
- Handout 2.2: Inspection report from 1992, yellowed printout from the Hold archive. Found in Node 1, Hold archive.
- Handout 2.3: Building plan from 1977, copy with handwritten notes, shows the east storage room at the location of the later room 4/12. Found in Node 1, Hold archive.
- Map 2: Basement of Hold-9 with cellar corridor, room 4/12, corridor from 1977, room behind the door, stairwell, a side room and rooms 4/06 to 4/11, among them the technical room (4/10). Rooms 4/01 to 4/05 lie in the part of the basement not shown and are irrelevant for the confrontation.

Hold-9, Basement

Prague, Old Town. Based on the 1991 building plan, supplemented by the cell.



Key

1. Basement corridor, 6 x 2 m, one lamp
2. Room 4/12, 4 x 5 m, empty, cold, door with padlock
3. Corridor from 1977, 3 x 10 m, linoleum
4. Room behind the door, shelves, table, crystal
5. Stairwell, steel door to the upper floor
6. Side room (free)
7. Room 4/11, storage room, sealed crates
8. Room 4/10, technical room, Marta Nováková
9. Room 4/09, armoury
10. Room 4/08, workshop
11. Room 4/07, monitoring station
12. Room 4/06, sick bay

5 m

File 3.
NUMBER 341

Number 341

File	Origin	Agents	Duration
Number 341	The Dead, hybrid form humans	3 to 5	one long evening

What It Is About

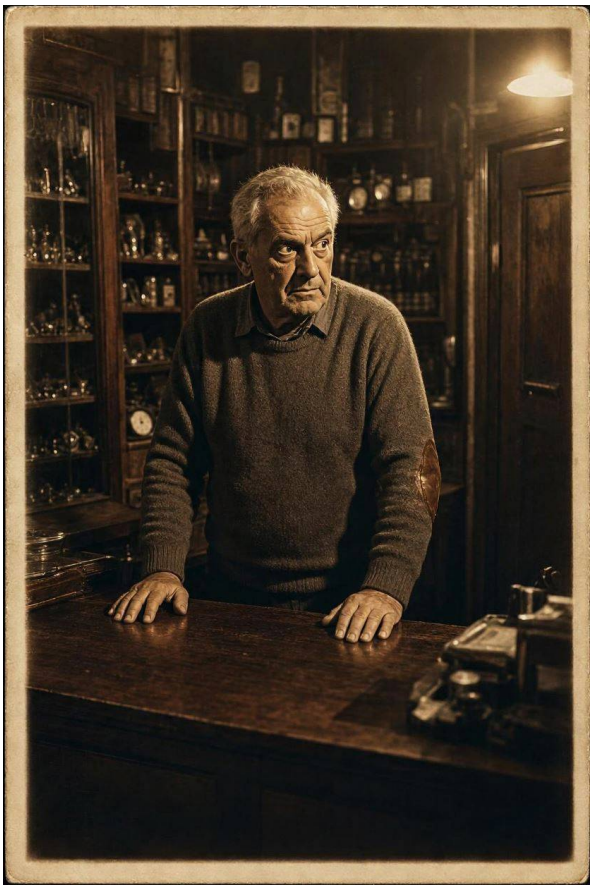
In Cardiff, in the Grangetown district, Owen Gwynne runs a small pawnbroker's shop on Clare Road. Three days ago, he accepted a visor made of dull grey metal as payment from a man who did not give his name and wanted to be paid in cash. Gwynne cleaned the piece, photographed it and placed it in his shop window. Since then, the telephone in the shop has rung twice at night, without anyone calling. Gwynne showed the visor to a regular customer, Alistair Vane, who immediately offered £4,000 and the next day £6,000. Gwynne wants more. He has started a silent bidding war, without knowing that he has called up two departments of O.D.I.N. against each other.

The cell is sent to Cardiff because a quartermaster from Hold-2 recognised the visor in an online photo: Number 341, a piece of ashsilver that has been considered lost since 1989. The quartermaster wants it back in the armoury. The Collegium wants it in the archive in Wales, in a lead box. Both sides already have people in Cardiff. The cell is to secure the visor before a collector buys it, before it becomes a haunting or before O.D.I.N. embarrasses itself on site.

The situation on site: Gwynne's shop is a narrow, cluttered room on a street with a betting shop, a kebab house and two empty shops. The visor is in a display case next to rings, watches and an old pair of binoculars. Gwynne is suspicious and talkative. Vane has hired a solicitor and is threatening to sue if Gwynne sells the piece to someone else. A man from the Collegium, posing as an art dealer from Bath, has already offered £5,000. A former Soldier, now a security consultant, is watching the shop on behalf of the quartermaster.

What Really Happened

Evan Pryce, alchemist and smith of ashsilver, secretly forged the visor in December 1989 in the workshop of Hold-2. He considered the Collegium's decision to cease production to be wrong. He believed that the silver protected the dead, because it keeps them on this side, instead of leaving them to the Voice. On the inside, he engraved only his name, without a year. Then he left the workshop and took the visor with him.



Pryce died in 1996 in a cottage in Snowdonia. The visor lay in a chest under the bed when he died. The dust in the silver filled with what was closest to him: Pryce's last thoughts, his wish that someone would wear the piece and understand what it means. The visor remained there until a nephew cleared out the cottage in 2025. The nephew, a lorry driver from Wrexham, knew nothing about the piece. He thought it was old motorcycle parts and sold it to Gwynne in Cardiff for £80.

The visor hums as soon as someone puts it on. What hums inside it is not the Voice. It is an echo of Evan Pryce himself: his last thought as he died, the wish that someone would wear the piece and understand what it means. The humming is a repetition, not an attack. Whoever puts it on hears for a moment the cottage of 1996: rain at the windows, the creaking of the chest, Pryce's breath. Then it falls silent. The visor is not a dangerous artefact. It is a piece of evidence.

The red herring: Alistair Vane is not a collector and not a cultist. He is a former antiques dealer who saw a piece of ashsilver at an auction in Bristol in 2019, which went for £30,000 to an anonymous bidder. Since then, he has dreamed of the big find. He believes the visor is valuable because it is old and rare. He knows nothing about

O.D.I.N., nothing about the dead, nothing about Pryce. He is just greedy.

The trail to the Voice: The humming of the visor is an echo, but it is not alone. On the same night that Gwynne placed the visor in the shop window, a Psion in Cardiff heard a name in his sleep: “Evan Pryce”. The Psion, a young man from a foster family, has no idea what the name means. He wrote it on a piece of paper and put it in his jacket pocket. The cell can find him if they ask the Psionic Core about unusual perceptions in the region. The name is the thread that remains open: Why does a Psion, whose gift has not yet fully awakened, hear the name of a dead man who has not spoken since 1996? And why just now, when the visor is in circulation again?

People

Owen Gwynne, 58

Pawnbroker. Small, grey-haired, gold-rimmed glasses, jumper with leather patches. Wants to sell the visor for as much as possible, without trouble with the police. Knows that the piece is old and that the telephone rings in the shop at night. Conceals that he has already shown the visor to three interested parties and that one of them has threatened to come back. Talks quickly, laughs often, asks questions of his own.

Alistair Vane, 61

Former antiques dealer. Tall, expensive coat, leather bag, gloves. Wants to buy the visor in order to resell it. Knows that ashsilver fetches high prices on the black market, but not why. Conceals that he saw a similar piece at an auction in 2019 and has been in debt since then. Talks quietly, chooses words as if each word cost money.

Idris Pryce, 54

Quartermaster of Hold-2. Sturdy, short hair, apron over his clothes, hands full of metal dust. Wants the visor back in the armoury because it is a piece of ashsilver and because his grandfather Evan Pryce forged it. Knows that the visor has been missing since 1989 and that the Collegium classifies it as dangerous. Conceals that he has put the former Soldier Daniel Keane on the shop, without informing the handler. Is terse, with a Welsh accent, calls the visor “the piece”.

Miriam Hale, 47

Seal Keeper of the Collegium. Slim, dark coat, leather bag with lead lining. Wants to take the visor to the archive in Wales, into a lead box without a number, because she believes that it hums and that humming is never good. Knows that Evan Pryce secretly forged the visor and that it has been considered lost since 1989. Conceals that the Collegium has already sent a man to Cardiff who is posing as an art dealer from Bath. Talks slowly, precisely, without politeness.

Daniel Keane, 44

Former Soldier, now a security consultant. Broad-shouldered, leather jacket, boots, a piece of ashsilver on a chain around his neck, lent to him by Idris Pryce for this job. Wants to secure the visor for the quartermaster because he owes Idris Pryce a favour. Knows that the visor hums when put on and that it attracts the Dead. Conceals that, since his time in service, he hears voices at night when he touches silver. Speaks little, observes much, likes to stand in the dark.

Rhys Bowen, 19

Psion. Lives with a foster family in Splott, works in a supermarket. His gift has awakened but not yet opened. On the night the visor came into the shop window, he heard the name “Evan Pryce” and wrote it on a slip of paper. Wants to know why he heard the name and whether he is going mad. Knows nothing of O.D.I.N., nothing of Psions, nothing of the visor. Conceals that he has heard the name once before, as a child, in a dream. Speaks haltingly, avoids eye contact, always carries the slip of paper with him.

Briefing

The handler hands over a thin file in a grey envelope.

“A pawnbroker in Cardiff has an ashsilver visor in the shop window. Number 341, a name on the inside: Evan Pryce. The quartermaster of Hold-2 wants it back, the Collegium wants it in the archive. Get the piece before a collector buys it or before our own people get in each other’s way. And find out why it hums.”
handler

What the file contains: Address of the pawnshop, name of the pawnbroker, photo of the visor from an online advert, a short note from the quartermaster: “Piece has been missing since 1989, made by Evan Pryce, the inside bears his name, do not open, do not put on”. **Expenses:** €2,000. **Requisition:** An EMF detector, salt, a beryllium isolation container, a vehicle with false plates. The handler does not say that the quartermaster and the Collegium have already sent their own people.

The Nodes

The investigation has five nodes. The cell can visit them in any order. From each, clues lead to others, and at least three to the confrontation in the pawnshop.

Node 1: The Pawnshop in Grangetown

A narrow shop on Clare Road, crammed with display cases, shelves and a counter of dark wood. The visor lies in the middle display case, between rings and an old pair of binoculars. Owen Gwynne stands behind the counter and watches everyone who comes in.

- **Clue:** The online advert with the photo of the visor, Number 341 visible (leads to Hold-2, to the quartermaster). (Handout 3.1)
- **Clue:** An EMF detector goes off near the display case, even when the visor is not worn (leads to the Dead origin).
- **Clue:** After Insight against Doable (2), Gwynne talks about three interested parties: an art dealer from Bath, an antiques dealer from Bristol and a silent man in a leather jacket who came in once and left again (leads to Node 4, to Alistair Vane and to Node 3).
- **Clue:** Whoever puts on the visor hears a cottage: rain, a creaking chest, breathing. Then silence (leads to Evan Pryce, to the cottage in Snowdonia).
- **Clue:** Whoever puts on the visor feels a warmth that does not come from the metal (leads to What does it want?).
- **Clue for Scientist:** With a multispectral scanner, the crystal dust in the silver can be analysed. The signature is old, exhausted and shot through with an Echo that points to a time of death about thirty years ago (leads to the Dead origin, to Evan Pryce).
- **Clue for Investigator:** A comparison of Number 341 with old files of the Investigation Branch shows that the number appears in a list of ashsilver pieces from Hold-2 that were reported missing in 1989 (leads to Hold-2, to the quartermaster).
- **Clue for Thaumaturge:** A Thaumaturgy test against Doable (2) shows that the humming is not an attack but a repetition. The visor is a carrier, not an opponent (leads to What works?).
- **Clue for Soldier:** A Soldier with Echo senses that the silver is not hostile but waiting (leads to What works?).
- **Clue for Psion:** A Psion hears a sentence when touching the visor: “Do not enclose.” (leads to What does it want?, with Thought Whisper).

Tests: Insight against Doable (2) to recognise that Gwynne is lying when he says he does not know where the piece comes from. Perception against Doable (2) to find a photo of the inside of the visor in Gwynne’s documents, on which the name “Evan Pryce” is visible (leads to Evan Pryce, to the letter in Hold-2). Shining classes: Investigator, Scientist, Thaumaturge, Soldier, Psion.

Node 2: Hold-2, the Workshop

An old Hold in Cardiff, beneath an inconspicuous building near the station. The workshop smells of metal, oil and chalk. Idris Pryce is working on a shield when the cell arrives. He is curt but talkative once the conversation turns to the visor.

- **Clue:** The quartermaster confirms that the visor has been missing since 1989 and was forged by his grandfather Evan Pryce (leads to What happened?).
- **Clue:** In a drawer lies an old letter from Evan Pryce to his grandson: “The silver holds what remains of us. Wear it, and I am not gone.” (leads to What does it want?). (Handout 3.2)
- **Clue:** The quartermaster has put Daniel Keane on the shop without informing the handler (leads to Daniel Keane, to the street in front of the pawnshop).
- **Clue:** Among the quartermaster’s papers lies a Registry extract: Cottage Snowdonia 2025 dissolved, a nephew from Wrexham sold the visor to Gwynne (leads to What happened?).
- **Clue:** The quartermaster says the Psionics Core has been reporting a young man in Splott for three days, whose gift has awakened and who hears names at night (leads to Node 5).
- **Clue for Soldier:** An Echo roll in the workshop shows that the silver in the Hold has been restless since the visor resurfaced. A previous owner warns of a man in a dark coat who wants to lock the piece away (leads to Node 4, to the art dealer from Bath).
- **Clue for Thaumaturge:** A Thaumaturgy test against Doable (2) shows that the visor is not a dangerous artefact but a carrier. The hum is a repetition, not an attack (leads to What works?).

Tests: Echo roll, only for Soldiers with Echo: the game master secretly rolls a D6. If the result is equal to or less than the Echo, the Soldier senses that the silver in the

Hold has been restless since the visor resurfaced. Thaumaturgy against Doable (2) to recognise that the visor is not a dangerous artefact but a carrier. Shining classes: Soldier, Thaumaturge, Investigator.

Node 3: The Street in Front of the Pawnshop

Clare Road at night: a betting shop, a kebab house, two vacant shops. Opposite the pawnshop stands an old Ford, in which Daniel Keane sits and watches the shop. He is nervous because he feels he is being watched himself.

- **Clue:** Keane wears a piece of ashsilver on a chain and says it has been warm for days (leads to Origin Dead).
- **Clue:** Keane saw a man in a dark coat enter the shop, speak with Gwynne and leave empty-handed (leads to Node 4, to the art dealer from Bath).
- **Clue:** Keane knows that Alistair Vane has hired a lawyer and that Vane has debts (leads to Alistair Vane).
- **Clue:** Keane says that the quartermasters scatter salt in front of the armoury and leave the light on when the silver hums at night (leads to What works?).
- **Clue for Agent:** Keane is a former Soldier. An Agent with contacts can find out that Keane has been in Cardiff for three days and is working on behalf of Idris Pryce (leads to Hold-2, to the quartermaster).

Tests: Stealth against Hard (3) to follow Keane without him noticing. Intimidation against Doable (2) to get Keane talking if he evades. Shining classes: Agent, Soldier, Investigator.

Node 4: The Hotel of the Art Dealer from Bath

A small hotel in the city centre, where the man from the Collegium waits. He calls himself Mr Hartley and presents himself as an art dealer from Bath. In his room lies a leather bag with lead lining, ready for the visor.

- **Clue:** Hartley has a note from the Collegium: “Ashsilver with Echo, secure, wrap in lead, bring to Wales” (leads to Miriam Hale, to the Collegium). (Handout 3.3)
- **Clue:** Hartley knows that the visor hums when worn, and that the Collegium therefore wants to lock it away (leads to What does it want?).
- **Clue:** Hartley has offered Gwynne £5,000, but Gwynne wants more (leads to pawnshop, to Gwynne).
- **Clue for Psion:** A Psion who reads Hartley with Thought Whisper (Easy, 1 PSI) sees the image of a lead box without a number and hears the word “Archive” (leads to Miriam Hale, to the Collegium).

Tests: Deception against Hard (3) to make Hartley believe the cell was sent by the Collegium. Negotiation against Doable (2) to get Hartley to show his instructions. Shining classes: Agent, Psion, Investigator.

Node 5: The Foster Family in Splott

A small terraced housing estate in the east of Cardiff. Rhys Bowen lives here with a foster family. He has the note with the name “Evan Pryce” in his jacket pocket and does not dare to tell anyone about it.

- **Clue:** Rhys heard the name “Evan Pryce” and wrote it down on the night the visor came into the shop window (leads to What happened?, to Evan Pryce).
- **Clue:** Rhys has heard the name before, as a child, in a dream (leads to the trail to the Voice).
- **Clue:** Rhys knows from a psionic impression that at night the telephone in the pawnshop on Clare Road rings twice without anyone calling (leads to Pawnshop, to Origin: the Dead).
- **Clue for Psion:** A Psion who examines Rhys with Deep Probe (Doable, 3 PSI, touch) sees the moment the name came: a humming, a cottage, an old man holding the visor (leads to Evan Pryce, to the cottage in Snowdonia).

Tests: Persuasion against Doable (2) to calm Rhys down and get him talking. Insight against Doable (2) to realise that Rhys is telling the truth but holding something back. Shining classes: Psion, Investigator, Negotiator.

THE CONCLUSIONS

What happened? A lost piece of ashsilver has surfaced in a pawnshop in Cardiff, and several parties are hunting it. Clues in Node 1, 2.

Which origin? The Dead. The visor carries an Echo of Evan Pryce that hums when someone puts it on. Clues in Node 1, 5.

Where is it or who is behind it? The visor lies in the display case in the pawnshop, but three human parties are hunting it: the quartermaster, the Collegium and a greedy antiques dealer. Clues in Node 1, 3, 4.

What works? The visor is not an opponent. It wants to be worn, or it wants to return to those who understand it. Salt, light and silver work against the Echo, but they do not destroy it. An end to the unfinished work: Pryce's wish that someone wears and understands the piece. Clues in Node 1, 2, 3.

What does it want? The Echo wants someone to wear the visor and read the name on the inside. It does not want to be in lead, not in the display case, not in the armoury. It wants to be in a place where it is needed. Clues in Node 1, 2, 4.

Escalation

If the cell is too slow or one of the parties notices them, the following happens:

- **After 24 hours:** Alistair Vane increases his offer to £8,000 and has his solicitor call Gwynne. Gwynne becomes nervous and summons all interested parties to the shop that very night after closing time: whoever bids the most takes the piece.
- **After 48 hours:** The Collegium sends a second man to Cardiff who is to get the visor by force if necessary. Idris Pryce learns of this through a contact in the archives and instructs Daniel Keane to get the piece out of the shop beforehand. Keane objects, but obeys.
- **After 72 hours:** The humming of the visor becomes louder. At night the telephone in the pawnshop rings, and with it the old cash register. The display case mists up from the inside, although the shop is dry. Evan Pryce appears as an outline in the salesroom, repeats his last hour in the cottage and attacks anyone who pockets the visor, encloses it in lead or tries to carry it out of the shop.

When the file turns red: When Keane and the man from the Collegium meet in the pawnshop and draw weapons. Or when the haunting appears and Gwynne calls the police in panic.

Horror tests:

- Anyone who puts on the visor and hears the cottage: Horror against Uncanny (1).
- Anyone who sees the haunting of Evan Pryce holding the visor and whispering the character's name: Horror against Disturbing (2).
- Anyone who witnesses two O.D.I.N. branches shooting at each other: Horror against Uncanny (1), if the character themselves belongs to O.D.I.N.

The Confrontation

The Location

The pawnshop on Clare Road, after closing time. Outside, rain beating against the barred windows. Inside, the humming of the visor, which becomes quieter as soon as someone enters the room. The display case is open, the visor lies on the counter, next to it an old hammer and a cloth. The layout is described on **Map 3**.

Sequence

1. **Arrival:** The cell enters the shop through the glass door. Gwynne stands behind the counter, hands propped on it. Vane sits on a chair next to the display case, the leather bag on his lap. Hartley leans against the wall by the office, his coat closed. Keane stands in the corner by the window, his right hand in his jacket pocket. All are silent. The humming is clearly audible, like a breath that does not stop.

2. **The Dispute:** Vane offers £8,000, cash, tonight. Hartley pulls a leather bag with lead lining from his coat and says the piece is property of the Collegium and will not be sold. Keane steps forward and says it belongs in the armoury of Hold-2. Gwynne raises both hands and asks who pays the most.

3. **The Haunting:** If the cell does not intervene, Evan Pryce appears as an outline behind the counter. He wears the clothes of an old man from the nineties, a woollen jacket, glasses. He takes the visor from the counter, holds it up to the light, whispers a name. Then he looks at those present and says: "Do not enclose." Then he attacks anyone who pockets the visor, puts it in the leather bag with lead lining or tries to carry it out of the shop.

4. **The Decision:** The cell must choose. They can give the visor to the quartermaster, to the Collegium, to Vane, to

Rhys Bowen or to no one. Or they find a third way. The haunting watches every movement concerning the visor.

Solutions

Without a fight: The cell speaks with the haunting. A character puts on the visor and reads the name on the inside aloud: “Evan Pryce”. The haunting pauses, nods and disappears. Or a character says: “I heard the name. I know who you are.” The haunting becomes calm. Afterwards, the cell convinces the other parties with a Persuasion or Negotiation test against Doable (2) that the piece does not belong in lead, but in a place where it is worn. The quartermaster and the Collegium must come to an agreement, or the cell decides against both.

With a fight: The cell secures the visor, holds Keane and Hartley in check and drives away the haunting with salt and bright light. The visor goes to the cell, but the conflict between quartermaster and Collegium remains unresolved. The file is considered completed, not solved.

The third way: The cell gives the visor to Rhys Bowen, the young Psion from Splott. He wears it, and the haunting disappears for good. But the Collegium will find out about it, and the quartermaster will ask why a Psion whose gift is not yet open is wearing the piece. The handler will demand an explanation.

Opponents

Evan Pryce as a Haunting

Evan Pryce appears as a haunting with the values from the **Threat Atlas** (Haunting, Henchman, Creature · Dead), with one special feature: He attacks only when someone pockets the visor, places it in the leather bag with lead lining, or tries to carry it out of the shop. His attack is a cold grip that ignores armour. He disappears at 0 HP and returns the next night as long as the visor is not in a place where it is worn.

Owen Gwynne

Pawnbroker · Humans

A small, grey-haired man with gold-rimmed glasses and a jumper with leather patches. Wants to sell the visor for as much as possible, without trouble with the police. Talks quickly, laughs often, asks questions of his own.

Value	Details
Initiative	2
Attack	Hammer 2 + 1, damage 2, or shotgun 2 + 2, damage 4, Spread, under the counter
Defence / Armour / HP	1 / 0 / 7
Horror	None. Rolls against Uncanny (1) themselves when the haunting appears
Special	Knows every corner of the shop and the back exit. Can lock the shop in one round.
Weakness	Fear of police and trouble. An Intimidation test against Doable (2) makes him talk.
Behaviour	Negotiates, lies, evades. Attacks only if someone takes the visor without paying or if the haunting panics him.

Alistair Vane

Former antiques dealer · Humans

A tall man with an expensive coat, leather bag and gloves. Wants to buy the visor to resell it. Speaks quietly, chooses words as if each word costs money.

Value	Details
Initiative	3
Attack	Penknife 2 + 2, damage 1, concealed, or telescopic baton 3 + 2, damage 2
Defence / Armour / HP	2 / 1 / 9
Horror	None. Rolls against Uncanny (1) themselves when the haunting appears
Special	Has £8,000 in cash in the leather bag. Offers money to anyone in the cell if they help him.
Weakness	Greed. A Negotiation test against Doable (2) distracts him or stalls him.
Behaviour	Offers, threatens, negotiates. Attacks only if someone physically attacks him or takes the visor away from him.

Mr Hartley

Art dealer of the Collegium · Humans

A slim man in a dark coat, posing as an art dealer from Bath. In his leather bag with lead lining, a place for the visor awaits. Speaks precisely, without courtesy.

Value	Details
Initiative	3
Attack	Compact pistol 3 + 2, damage 2, concealed, or cosh 2 + 2, damage 2, Stun, Concealed

Value	Details
Defence / Armour / HP	2 / 1 / 8
Horror	None. Rolls against Uncanny (1) themselves when the haunting appears
Special	Carries a leather bag with lead lining that can hold the visor. Has a note from the Collegium with instructions.
Weakness	Loyalty to the Collegium. A Deception test against Hard (3) makes him believe the cell was sent by the Collegium.
Behaviour	Observes, waits, acts on orders. Attacks if someone wants to give the visor to the quartermaster or Vane.

Daniel Keane

Former Soldier, security consultant · Humans

A broad-shouldered man in a leather jacket and boots, a piece of ashsilver on a chain around his neck. Wants to secure the visor for the quartermaster. Speaks little, observes a lot, likes to stand in the dark.

Value	Details
Initiative	4
Attack	Escort blade 4 + 3, damage 2, 3 against beings from rifts, or service pistol 4 + 3, damage 3
Defence / Armour / HP	3 / 3 (combat suit under the jacket) / 14
Horror	None. Rolls against Uncanny (1) themselves when the haunting appears. He has seen worse.
Special	Carries a piece of ashsilver on a chain. When the visor hums, his silver becomes warm. He hears voices at night when he touches it.
Weakness	Guilt towards Idris Pryce. A Persuasion test against Doable (2) makes him hesitate for a moment. He does not attack Soldiers of the cell immediately.
Behaviour	Observes, secures, attacks only if someone gives the visor to the Collegium or if he is attacked.

Rhys Bowen

Psion with unopened gift · Humans

A young man from Splott, nineteen, who works in a supermarket and lives with a foster family. Has heard the name “Evan Pryce” and written it on a note that he always carries with him. Speaks haltingly, avoids eye contact.

Value	Details
Initiative	2
Attack	None. When he is afraid, the light in the room flickers.
Defence / Armour / HP	1 / 0 / 6
Horror	None. Rolls against Uncanny (1) themselves when the haunting appears
Special	His psionic potential has awakened, but is not open. He has heard the name “Evan Pryce” in dreams since his childhood. When he touches the visor, he hears the sentence: “Do not enclose.”
Weakness	Fear of being crazy. A Persuasion test against Doable (2) calms him.
Behaviour	Evades, asks, observes. Never attacks.

Aftermath

The Veil: If the cell was quick, the matter remains under the Veil. Gwynne thinks he sold a valuable piece to an eccentric collector. Vane thinks he lost an auction. Keane and Hartley stay silent, because neither wants to reveal their clients. An Agent can firm up witness statements, a Journalist can rewrite the story, if the police were called after all.

What O.D.I.N. gets: The visor Number 341, if the cell hands it over. Or a report on why it was not handed over. In addition, the insight that the Echo of Evan Pryce is not an attack, but a wish. The quartermaster of Hold-2 will read the report. The Seal Keeper Miriam Hale will also read it.

Experience: 4 XP per character, 5 if the file has turned red. +1 XP if the visor is secured without two O.D.I.N. offices shooting at each other. At most +1 XP personal bonus, for example for a solution without combat. +1 XP for each thread the cell takes up, for example Rhys Bowen and the name he hears.

Skulls: None, as long as the cell does not destroy the visor or sell it to a collector. If it is destroyed or sold, it counts as a lost piece of ashsilver (one skull for every ten lost pieces, Game Master’s Book). If it goes to Vane and from him to a collector, the Evening receives a skull as soon as the resale becomes known.

The loose thread: Rhys Bowen heard the name “Evan Pryce” before he ever saw the visor. Why? And why does he wear the visor now, as if he had always done so? The

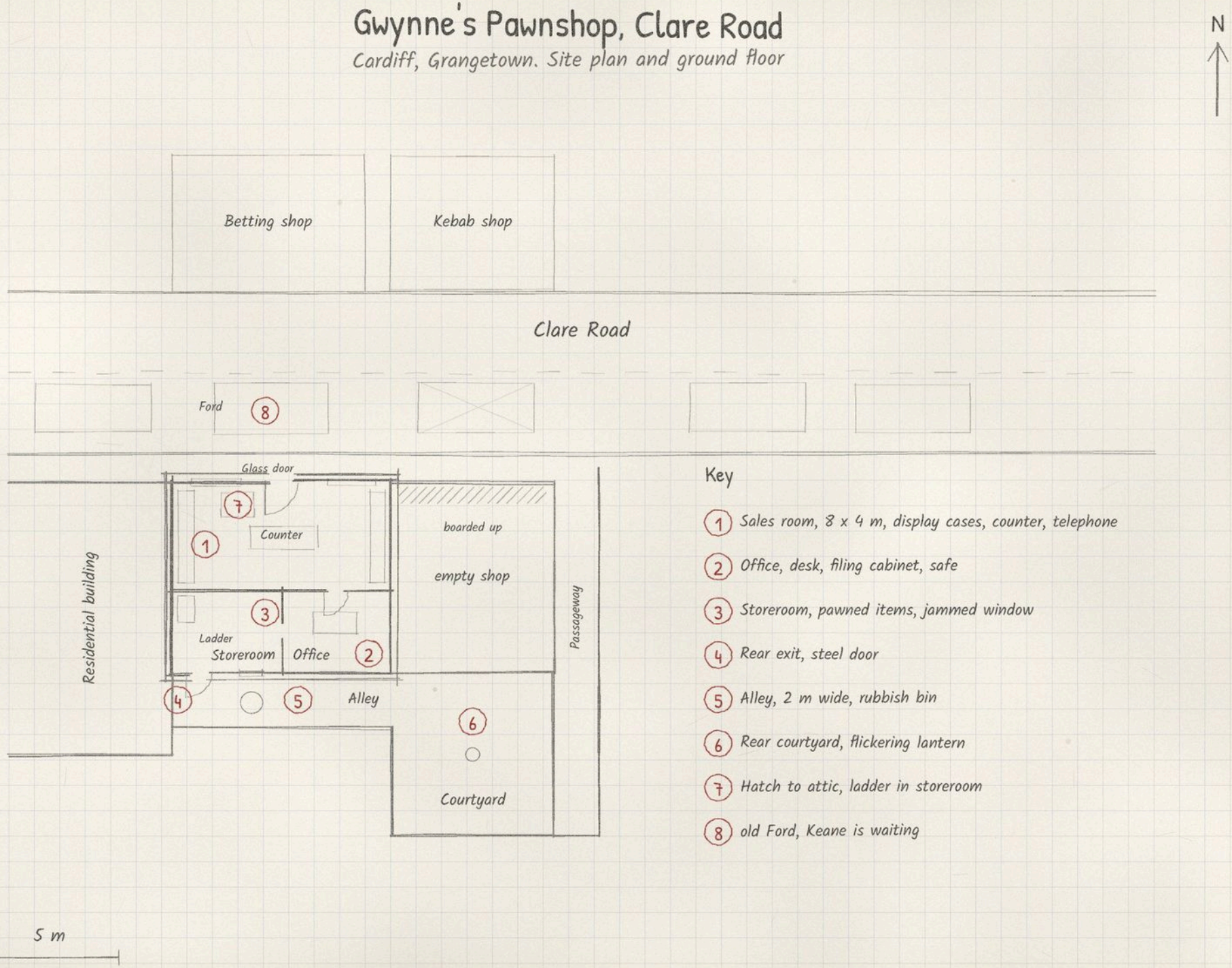
Psionic Core will observe him. And the next night, when Rhys sleeps, the visor hums softly, and in the workshop of Hold-2 a clock stops at 22:10.

HANDOUTS AND MAP

- Handout 3.1: Online advert of the pawnshop, with photo of the visor, found in node 1, pawnshop, on the counter or in the office.
- Handout 3.2: Letter from Evan Pryce to his grandson, handwritten, yellowed, found in node 2, Hold-2, in a drawer of the quartermaster.
- Handout 3.3: Note from the Collegium to the art dealer, typed, without letterhead, found in node 4, hotel room of the art dealer from Bath.
- Map 3: The pawnshop on Clare Road, Cardiff, with site plan, rooms, dimensions and access points, basis for the confrontation.

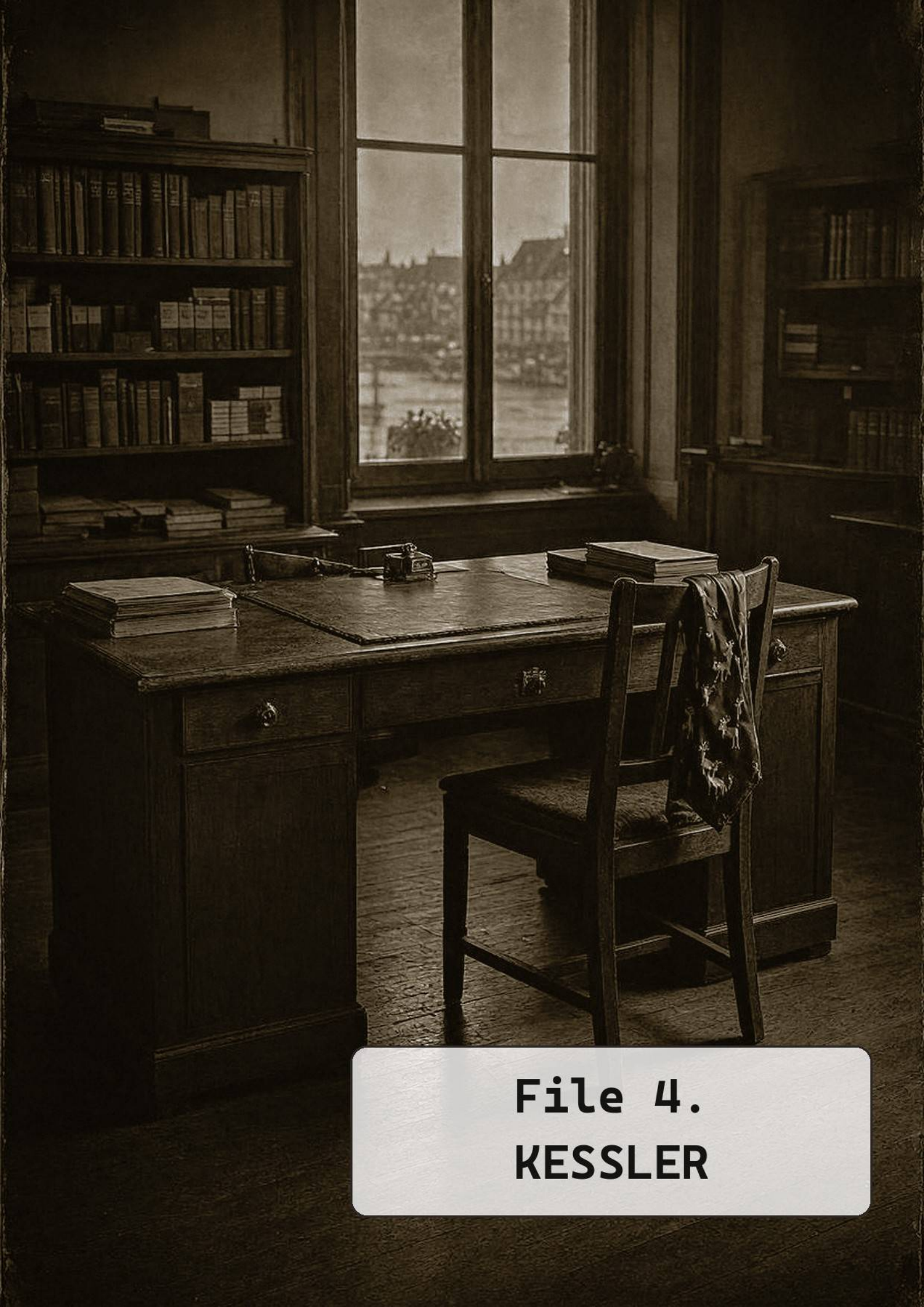
Gwynne's Pawnshop, Clare Road

Cardiff, Grangetown. Site plan and ground floor



Key

1. Sales room, 8 x 4 m, display cases, counter, telephone
2. Office, desk, filing cabinet, safe
3. Storeroom, pawned items, jammed window
4. Rear exit, steel door
5. Alley, 2 m wide, rubbish bin
6. Rear courtyard, flickering lantern
7. Hatch to attic, ladder in storeroom
8. old Ford, Keane is waiting



File 4.
KESSLER

Kessler

In Basel, an accountant has returned after a long illness. His name is Martin Kessler, he wears a tie with reindeer, and he is not the man everyone thinks he is. The cell is to find out who he really is before someone else does.

File	Origin	Agents	Duration
Kessler	Humans, lead to the Voice	3 to 5	one long evening

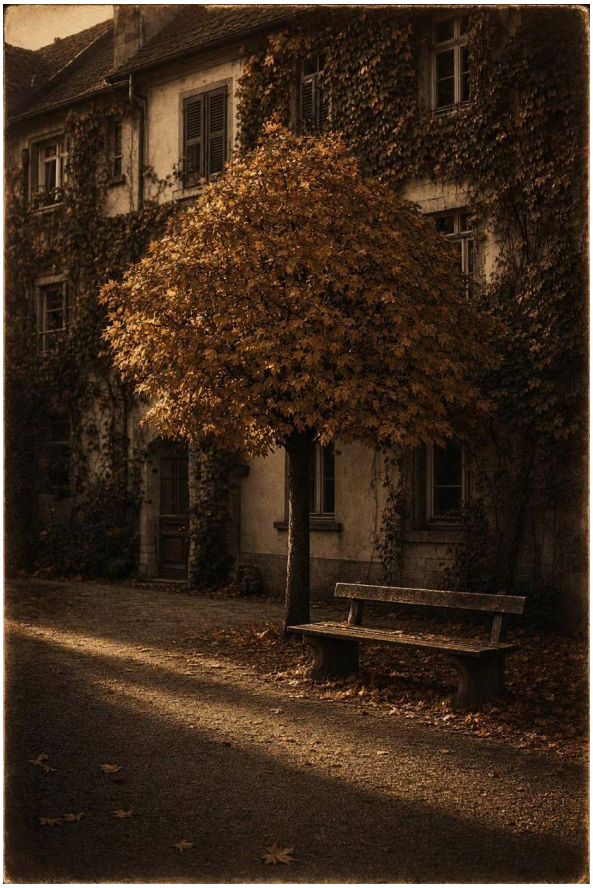
What It Is About

The “Sammlung und Bewahrung” Foundation in Basel has been buying up crystals for decades to seal them in lead. An elderly lady named Renate Albers sits on the Foundation board. Martin Kessler, a quiet man with a tie with reindeer, worked in accounting for four years. In March 2025, Kessler became ill, very ill, and no one was allowed to visit him. In January he came back. Sabine from accounting asked him why he doesn’t remember Otto, the caretaker’s dog, which Kessler fed every morning. Kessler smiled and said the illness had taken his memory. In March the Foundation had reported him missing to the police. By January the missing man had become a long-term patient, and the report had been withdrawn. Sabine witnessed both. Sabine doesn’t believe him. She called the police, and the police passed the call on to an agency that doesn’t exist.

The cell is to find out who the man calling himself Martin Kessler is. They are to be discreet, because the foundation is no ordinary foundation, and Renate Albers is no ordinary old lady.

What Really Happened

Tobias Lenz, called Kuckuck, was Martin Kessler for four years. He worked as an accountant at the foundation to find out where the crystals the foundation buys go. In 2021, as a journalist, he almost stumbled onto a staged drowning in the Elbe. The Print Shop in Zurich recruited him to stop the article. They gave him the legend Martin Kessler and sent him to Basel.



Elster, who sits on the Foundation board and is in truth the child the Hands did not take in 1952, recognised Kuckuck’s legend after three weeks. She let him work for four years and watched him. Then she had a folder of photos from the 2024 summer party at the director’s villa put in the Foundation’s cellar, among the restoration files, where an accountant would find it. In one of the pictures she herself stands next to the director. Elster wanted Kuckuck to stumble. She wanted him to ask questions. She wanted him to finish the article about the drowning in the Elbe.

Kuckuck found the picture, took it with him and reported it. His report went up the chain, and because it concerned Elster, it went to Prometheus. A secretary wrote the answer. In Mulhouse, two men of the Hands waited to pick up Kuckuck. He did not arrive in Mulhouse. He came via Constance, and since then someone has been following him.

The Council has a new plan. Kuckuck’s file was set to Cadet. The legend Martin Kessler was not buried. Instead, it was handed over to Retrieval: A man named Viktor Brunner, a former Hand who has been considered dead since 2005, now carries the legend Martin Kessler. He is not Kuckuck. He is a professional who watched Kuckuck play the role for four years and has now taken it over. His task is to stay at the foundation, observe Elster,

and wait for the moment when the Council wants to take her.

Brunner is good. But he made one mistake. He underestimated Sabine. And he wore the tie with the reindeer, because it belongs to the legend, although he hates it.

The red herring: Viktor Brunner found a file in the foundation about a crystal purchase from 2019, in which the foundation acquired a Nexus crystal from a collector in Geneva. The file is incomplete, and Brunner believes that Elster did not take the crystal to the Foundation's lead archive, but wants to keep it for herself. He is right, but that is not the reason the cell is here. The crystal lies in Elster's house, in a lead box, and it hums softly. Whoever follows it finds a Nexus crystal and an old woman who is not afraid. Whoever mistakes it for the real case loses time.

The lead to the Voice: The crystal in Elster's house hums. A Psion who comes near it hears the Thirteenth quietly, like a song someone sings underwater. Elster says the crystal once answered her when she said a name aloud. She does not say which one.

People

Martin Kessler, Actually Viktor Brunner

61 years old, slim, grey hair, calm hands. He carries the legend Martin Kessler, accountant of the foundation. He wants to fulfil his task and remain inconspicuous. He knows who Elster is, and he knows that the Council wants to take her. He conceals that he is not Kuckuck. He speaks slowly, kindly, in a quiet voice, as if he had to consider each word first. He wears the tie with reindeer because it belongs to the legend.

Renate Albers, Called Elster

80 years old, white hair, pearl necklace. She sits on the Foundation board and recognises every lie within the first minute. She wants someone from the Branch to see the Nursery with their own eyes. She knows that Brunner is not Kuckuck, and she knows that the Council wants to take her. She conceals that she deliberately had the summer party photos put in the cellar. She speaks politely, patiently, in complete sentences, and she looks everyone in the eye before she answers.

Sabine Wirz

47 years old, accountant, with the foundation for twelve years. She liked Kessler, the first and the second. She wants to know why he does not remember Otto. She knows that Kessler fed the caretaker's dog every morning before his illness. She conceals that she has a key to Kessler's desk, which she never returned. She speaks quickly, in short sentences, and she smokes outside the door, although it is forbidden.

Otto

An old mongrel, age unknown. The caretaker's dog, who sits in front of the accounting office door every morning at eight. He growls when Brunner walks past. He wags his tail when Sabine comes. He knows more than everyone else, but he doesn't say it.

Herr Leuenberger

Late sixties, director of the Foundation, formerly one of the Hands himself, considered dead since 1990. He buys crystals and locks them in lead. He wants the Foundation to continue its work, and he does not want the Council to get Elster. He knows that Brunner is not Kuckuck, because he observed Kuckuck for four years. He knows Brunner from his own time with the Hands. He conceals that he has known Elster since 1990. He speaks kindly, thoroughly, and he smiles when he lies.

The Typesetter

89 years old, has worked in the Nursery in Zurich since 1961. She wrote the legend Martin Kessler. She has been maintaining the legend Renate Albers alone since 1990. She knows who Brunner is, and she knows who Elster is. She conceals both. She speaks quietly, with a voice like paper, and she never says more than necessary.

A Courier of the Open Ones

34 years old, a former child whom the Open Ones saved. He works for Elster and brings her news from the Carpathians. He wants to protect Elster. He knows that the Council wants to take her, and he knows that Brunner works for the Council. He conceals where he lives. He speaks little, observes a lot, and he carries a compact pistol under his jacket.

Briefing

The handler hands over a thin file in a grey envelope.

"In Basel, an accountant has returned to his workplace after a long illness. His name is Martin Kessler, he wears a tie with reindeer, and he is not Kuckuck. The cell is to find out who he is. Sabine from accounting has already asked him why he doesn't remember Otto. That was clever of Sabine. Perhaps too clever. Keep her out of it if you can. The Foundation is not just any foundation. Renate Albers sits on the Foundation board. If she speaks to you, be polite. If she lies to you, you won't notice. And if you find out who Kessler is, report it before you do anything. That is an order."
handler

What the file contains: Address of the Foundation, name of the accountant (Sabine Wirz), name of the director (Herr Leuenberger), an older staff photo from Kuckuck's legend file, taken in 2021 when the legend was taken over. A note: "Kuckuck, Tobias Lenz, legend Martin Kessler, in Basel since 2021. Last report in March 2025. Since then ill. Return in January 2026, reported by Sabine Wirz."

Expenses: €2,000.

Requisition: A service vehicle, five bugs, an EMF detector, a field scanner, false papers for Basel. A Psion with a free helmet is not available. The handler says: "Take your time. The Foundation has time. Elster has time. Only Sabine has none."

The Nodes

The investigation has five nodes. The cell can visit them in any order. From each, clues lead to others, and at least three lead to the confrontation.

Node 1: The Foundation

An old townhouse on the Rhine bank, three storeys, a courtyard with a maple tree. On the ground floor, accounting; on the first floor, the directorate; on the second floor, the Foundation board; in the basement, the lead archive. The floor plan of the Foundation is shown on Map 4.

- **Clue:** Sabine Wirz talks about Otto and the missing memory. (leads to Node 2)
- **Clue:** In the cellar, among the restoration files, stands a folder of photos from the 2024 summer party. One picture is missing, another shows Martin Kessler. An Investigator with Investigation or an Agent with Insight notices the discrepancy. (leads to Node 2)
- **Clue:** Kessler's office is empty. No personal item, no photo, no pen that doesn't belong to the Foundation. An Agent with Investigation or an Investigator with Perception finds that the office is too clean. (leads to Node 5)
- **Clue:** Kessler's personnel file contains not a single doctor's note for ten months of illness. Sabine has noticed. (leads to Node 5)
- **Clue:** Leuenberger recognises Brunner from his time with the Hands. He only says the name Viktor Brunner if the cell promises not to hand Elster over. (leads to Node 3)
- **Clue:** A Psion who reads Kessler's thoughts hears clear, controlled thoughts, no distortion. (leads to Node 4)
- **Clue:** Leuenberger's calendar shows a late meeting of the Foundation board for the coming week, in three days, after closing time. An invitation to it is in the directorate. (leads to the Confrontation)

Tests: Insight against Hard (3), to recognise that Sabine knows more than she says. Investigation against Doable (2), to find the folder. Thought Whisper (WIL + Telepathy), Brunner resists.

Agent, Investigator and Psion shine here.

Node 2: The Photo

The photo from the 2024 summer party, taken in the garden of the director's villa. It shows Martin Kessler with the tie with reindeer and a smile that doesn't quite suit him. At the edge, cut off, an old woman with white hair. The photo is attached as Handout 4.1.

- **Clue:** An Investigator with Investigation or an Agent with Insight recognises that the man in the photo is not the same as the man who works in the Foundation today. (leads to Node 1)
- **Clue:** On the back, written in pencil: "Summer party 2024, Martin Kessler." The handwriting is not Sabine's. An Investigator with Investigation or an Agent with Perception recognises that the handwriting is old, very old. (leads to Node 3)
- **Clue:** The folder stood among files that only accounting needs. An Investigator with Investigation recognises that someone put it where an accountant would find it. (leads to Node 3)

Tests: Investigation against Hard (3), to recognise the discrepancy. Investigation against Hard (3), to identify the handwriting.

Investigator and Agent shine here.

Node 3: Elster's House

An old house in the Basel district of Gundeldingen, near the Church of the Holy Spirit, with a garden where roses grow, and a door that is never locked. In the living room stands a lead box in which a crystal hums.

- **Clue:** Elster says: "Tell your handler that I have been carrying the legend Renate Albers since 1989 and that it was written for me in 1952. He will know what that means." (leads to Node 4)
- **Clue:** The crystal in the lead box hums. A Psion with Aura Detection hears the Thirteenth softly, like a song someone sings underwater. (leads to the lead to the Voice)
- **Clue:** The Courier of the Open Ones watches the house. A Soldier or Investigator with Perception recognises him. (leads to Node 5)
- **Clue:** A photograph from 1952 lies hidden in a book in the living room. It shows a six-year-old girl standing in front of a house in Leipzig. The back is unlabelled. (leads to Node 4)
- **Clue:** Elster says the Council will come for her, in three days, at the late meeting of the Foundation board. She knows it from her courier. (leads to the Confrontation)

Tests: Perception against Doable (2), to spot the courier. Aura Detection (WIS + Precognition, Easy 1, 1 PSI), to hear the humming.

Psion, Soldier, Investigator and Agent shine here.

Node 4: The Print Shop in Zurich

An inconspicuous building in Zurich, where the Legend Office of the Operations Branch works. Under the roof lies the Nursery, in which the Typesetter has been writing children's lives since 1961.

- **Clue:** The Typesetter says: "The Kessler legend was not buried. That was a mistake." (leads to Node 1)
- **Clue:** The file of the Martin Kessler legend is not closed. An Agent or Investigator finds the note: "Transfer to Retrieval, January 2026. New bearer: V. B." (leads to Node 5)
- **Clue:** Kuckuck's file was set to Cadet. An Investigator with access to the Registry finds the note. (leads to Node 5)
- **Clue:** The Typesetter has been maintaining the Renate Albers legend alone since 1990. An Agent or Investigator learns that she works for no one else. (leads to Node 3)
- **Clue:** The Typesetter's letter is enclosed with the file of the Kessler legend (Handout 4.2).
- **Clue:** The Cadet note from Kuckuck's file, an extract from the Registry, is enclosed as Handout 4.3.

Tests: Investigation against Hard (3), to find the file. Insight against Doable (2), to realise that the Typesetter knows more than she says.

Agent and Investigator shine here.

Node 5: The Dead Drop

A locker at Basel SBB station, which Brunner uses for messages to the Council, and the Branch's old dead drop in the city park, in the crack of the wall behind the bandstand. Kuckuck reported through it. An Agent with access to the Branch's papers finds the handwriting of a secretary of Prometheus.

- **Clue:** The reply to Kuckuck's message did not come from his handler, but from a secretary of Prometheus. (leads to Node 4)
- **Clue:** In Mulhouse, two men of the Hands were waiting. A Soldier or Investigator reconstructing Kuckuck's travel movements finds that he came via Constance, not via Mulhouse. (leads to Node 1)
- **Clue:** The messages in the locker are initialled "V. B." Whoever checks the initials against the old lists of the Hands finds a Viktor Brunner, died 2005. An Agent who follows Brunner with Stealth finds the locker. (leads to Node 1)
- **Clue:** A copy of Brunner's last message lies in the drop. It states the date and place of the move against Elster: the Foundation, in three days, at the late meeting of the Foundation board. (leads to the Confrontation)

Tests: Stealth against Hard (3), to follow Brunner. Investigation against Doable (2), to reconstruct the travel movements.

Agent, Soldier and Investigator shine here.

THE CONCLUSIONS

- **What happened?** A man who is not Kuckuck carries the Martin Kessler legend and works in the Foundation. He returned after an illness that never existed, and he took over the role without knowing the subtleties. Clues in Node 1 and 2.
- **Which origin?** Humans. No rift, no crystal, no dead person. Only a legend carried by another human. Clues in Node 1 and 4.
- **Who is behind it?** The Council. The legend was not buried, but transferred to Retrieval. A new carrier was installed to observe Elster. Clues in Node 4 and 5.
- **What works?** The burial of the legend. If the cell finds out who Brunner is and reports it, the Council can bury the legend. If the cell helps Elster, they can see the Nursery. If the cell does nothing, the Council will take Elster. Clues in Node 1, 3 and 4.
- **What does it want?** The Council wants Elster. Brunner wants to fulfil his task. Elster wants someone from the Branch to see the Nursery. Clues in Node 1, 3, 4 and 5.

Escalation

If the cell is too slow, Brunner gets nervous. He notices that Sabine is asking questions, and he notices that the cell is in the Foundation. He reports it to the Council, and the Council sends two men of the Hands to Basel to collect Elster.

If the cell observes Brunner too openly, he notices it. He becomes more cautious, changes the dead drop and begins to observe the cell. An Agent with Perception against Doable (2) notices that they are being shadowed. Brunner remains inconspicuous, a grey man standing at a stop and looking the wrong way.

If the cell visits Elster, the Courier of the Open Ones becomes suspicious. He follows the cell and intervenes if he believes they endanger Elster. He carries a compact pistol under his jacket and does not speak until he is sure who he is dealing with.

The file turns red when the two men of the Hands arrive in Basel. This happens if the cell allows three days to pass, counted from the first clue about the late Foundation board meeting in three days, which they find in Leuenberger's calendar in the directorate or learn from Elster or the Courier. It also happens if Brunner sends a message that the cell does not intercept. Then the quiet investigation becomes a night in which the cell must protect or hand over Elster.

Horror tests: None, as long as the cell does not open the crystal in Elster's house. Then a Psion hears the Thirteenth loudly, and all others hear a humming that comes from within. Horror test against Uncanny (1).

RED FILE

As soon as the two men of the Hands are in Basel, the tone changes. The Foundation is empty at night, but not silent. Leuenberger stays longer, Elster comes to a meeting that isn't one, and Brunner opens a door he shouldn't open. The cell has one night to decide whose side it is on.

The Confrontation

The Location

The Foundation at night. An old townhouse on the Rhine bank, three storeys, a courtyard with a maple tree. The cell has found out who Brunner is and must decide what to do. The two men of the Hands are in the house to collect Elster, who has come to a late meeting of the Foundation board. Brunner has opened the door for them. The location is described on Map 4.

Sequence in Numbered Steps

1. The cell watches as two men of the Hands enter the house. They come through the back entrance towards the Rhine, quietly, professionally, with silenced pistols. One stays at the door, the other goes ahead into the entrance hall.

2. On the first floor the cell hears Leuenberger's voice, calm and friendly. He asks what the gentlemen are looking for at such a late hour. The men's answer is short and cold: "You know why we're here."

3. Elster sits on the second floor in the Foundation board's meeting room, with a book on her lap, and waits. She is not afraid. In front of her on the table lies a photo from 1952, showing a girl of six years in front of a house in Leipzig. The back is unlabelled.

4. Brunner stands in the stairwell and guards the way. He has taken off the reindeer tie. He wears a dark jacket and holds a pistol in his hand, which he does not raise as long as nobody sets foot on the stairs.

5. If the cell does nothing, the men of the Hands lead Elster down the stairs. Leuenberger blocks their way. One of the men knocks him down with the pistol grip.

Elster goes along calmly, as if this path were her own choice.

6. If the cell intervenes, this is best done in the stairwell or in the entrance hall. Brunner withdraws as soon as he sees that the plan fails. The men of the Hands fight until they fall or can flee.

Solutions

Solution without combat: The cell confronts Brunner with the photo from the summer party and the missing doctor's notes. An Agent or Negotiator with Persuasion against Hard (3) gets him to call off the men of the Hands. Brunner is no fanatic. He is a professional who knows when a plan has failed. He lowers the weapon, nods to the cell and goes through the back entrance towards the Rhine. The men of the Hands follow him when he tells them that the operation has been aborted. Before that, Brunner demands one thing: that the cell remains silent, towards the Council and towards the Branch. He does not want to be hunted. He only wants to disappear.

Solution with combat: The cell confronts the men of the Hands in the stairwell. A Soldier with Stealth against Hard (3) can surprise them, an Agent with Stealth against Hard (3) as well. Brunner withdraws when he sees that the plan fails. The men of the Hands fight with silenced pistols and in close combat. They do not try to kill the cell, but to stop them. Whoever overpowers them finds on one of the men a car key for a car standing on the Rhine bank, and in its glove compartment a map showing the way to Mulhouse.

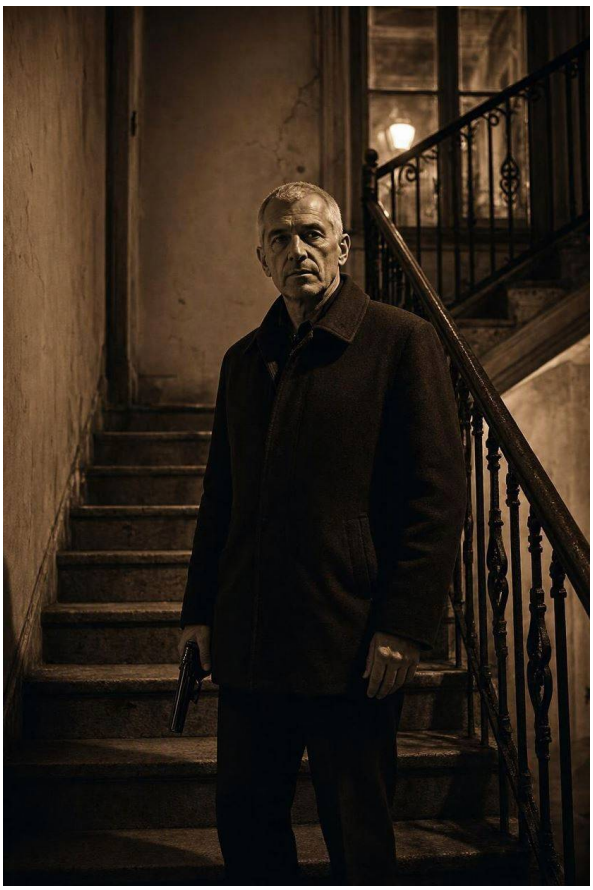
Solution with Elster: The cell goes to Elster and tells her that the Council is coming for her. Elster smiles and says: "I know. I've been waiting since 1989." She invites the cell to come with her, to the Nursery in Zurich, before the Council collects her. If the cell agrees, Elster leaves the Foundation through the basement, through a passage that only she and Leuenberger know. The passage leads to the Rhine bank, where the Courier of the Open Ones waits with a car. Elster gets in and looks at the cell: "Come. Or stay. But decide before the Hands are at the door."

Opponents

The men of the Hands: Two Hands. Values as the Hand in the Psion Building Block (Threat Atlas, Game Master's book). They carry silenced pistols, are quiet and professional. They fight in a coordinated way and withdraw when the assignment fails.

Viktor Brunner, called Martin Kessler

Elite · Humans



A former Hand who has been considered dead since 2005. A professional who spent four years watching Kuckuck play the role of Martin Kessler, and who has now taken it over. He wears the legend completely, but he hates the reindeer tie. He responds to no other name than Martin Kessler as long as he wears the legend.

Value	Details
Initiative	4
Attack	Silenced pistol 4 + 4, damage 3, Quiet
Defence / Armour / HP	3 / 1 / 11
Deception, Disguise	4 + 4
Horror	None
Special	Knows the Martin Kessler legend completely and responds to no other name

Value	Details
Weakness	The reindeer tie. Whoever holds it up to him throws him off for one round: −2 dice on all tests
Behaviour	Brunner does not fight unless he has to. He observes, guards the way, and withdraws as soon as the plan fails. He only kills when he sees no other way out.

The Courier of the Open Ones: Values as the Courier of the Open Ones in the Agent Building Block (Game Master's book). He carries papers from Elster's workshop. Anyone who checks them rolls with −2 dice. He knows a dead drop of the Branch and knows where Elster can go underground in an emergency.

Aftermath

The Veil: The Foundation reports a break-in, which the police file as unsuccessful. An Agent can cover the tracks with a Deception test against Doable (2). Sabine Wirz says that Kessler resigned and moved to Germany. She doesn't believe it herself, but she doesn't ask further. The dog Otto continues to sit every morning at eight in front of the accounting office door, waiting for someone who no longer comes.

What O.D.I.N. gets: The file of the Martin Kessler legend, closed and buried. Kuckuck's file, with the note "Cadet". A report on Elster that goes to Prometheus. If the cell secures the Nexus crystal from Elster's house, it goes to the Collegium, not to the Council.

Experience: 4 XP per character, 5 if the file has turned red. +1 XP if the cell finds out who Kessler is. At most +1 XP personal bonus, for example for a solution without combat or one that brings Elster to the Nursery. +1 XP for each thread the cell takes up, for example the Nexus crystal in Elster's house.

Skulls: The Foundation in Basel loses a skull when the cell secures the Nexus crystal and hands it over to O.D.I.N. The Open Ones lose a skull when the cell delivers Elster to the Council. The Council gains no skull, but it does not forget.

The loose thread: In Elster's house there is a lead box in which a crystal hums. If the cell opens it, a Psion hears the Thirteenth, and the Thirteenth hears them. The crystal is a Nexus crystal, and it has a name that Elster once said aloud. She does not say which.

HANDOUTS AND MAP

- Handout 4.1: The photo from the summer party, in Nodes 1 and 2, in the folder in the Foundation's cellar.
- Handout 4.2: The letter from the Typesetter, in Node 4, is enclosed with the file of the Martin Kessler legend or is handed over when entering the Print Shop.
- Handout 4.3: The Cadet note, an extract from the Registry, in Node 4, in the Print Shop's archive, in Kuckuck's file.
- Map 4: The Foundation in Basel, with all rooms, doors, windows, and paths for the Confrontation.

Foundation for Collection and Preservation

Basel, town house on the Rhine. Ground floor and courtyard, other floors on the right

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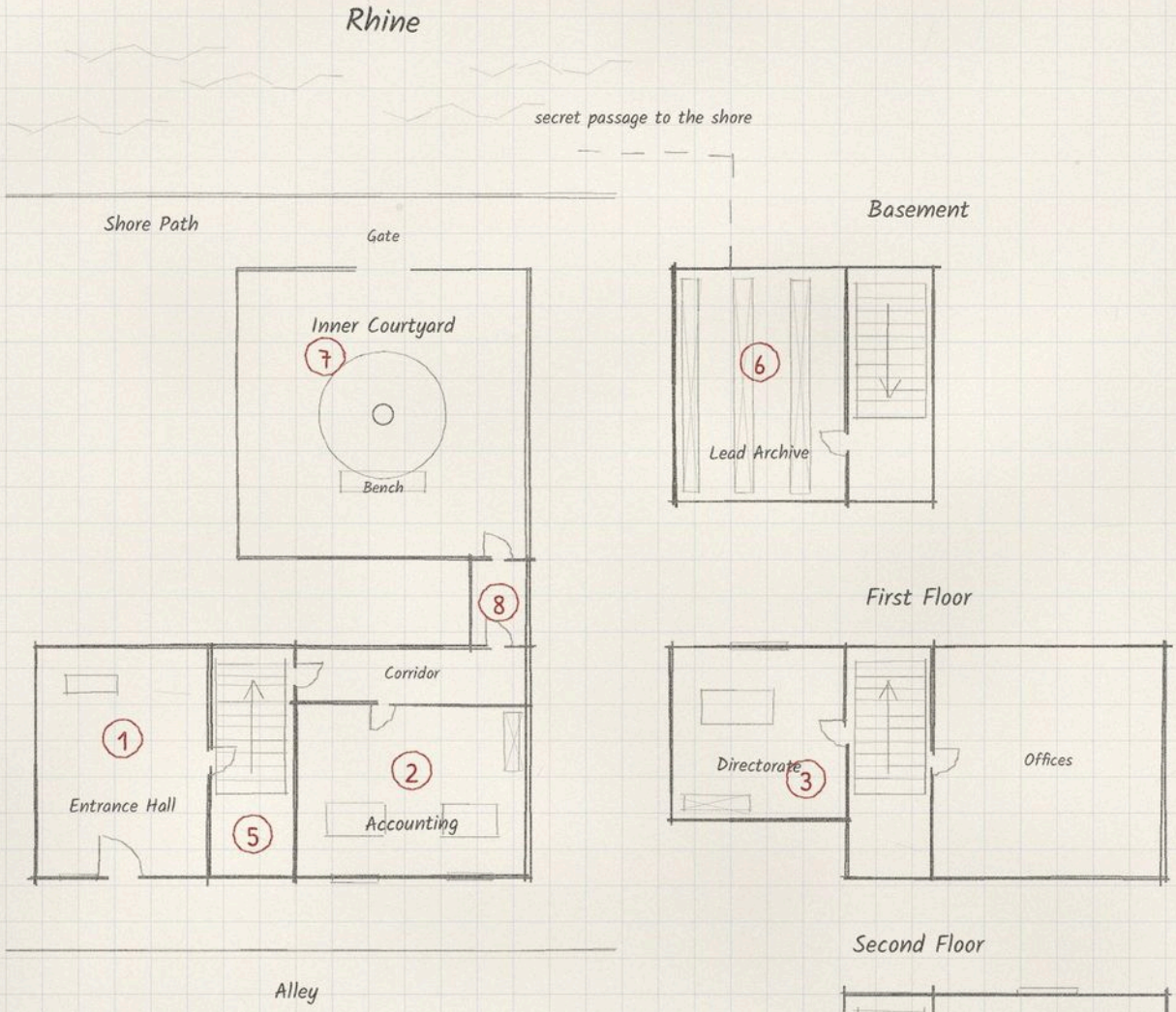

Key

1. Entrance Hall, cloakroom, reception
2. Accounting, desks of Sabine and Kessler
3. Directorate, Leuenberger's office, 1st floor
4. Meeting room of the foundation board, 2nd floor
5. Stairwell, stone, iron railing
6. Basement, lead archive, secret passage
7. Inner courtyard, maple tree, bench
8. Rear exit to the Rhine, bolt inside

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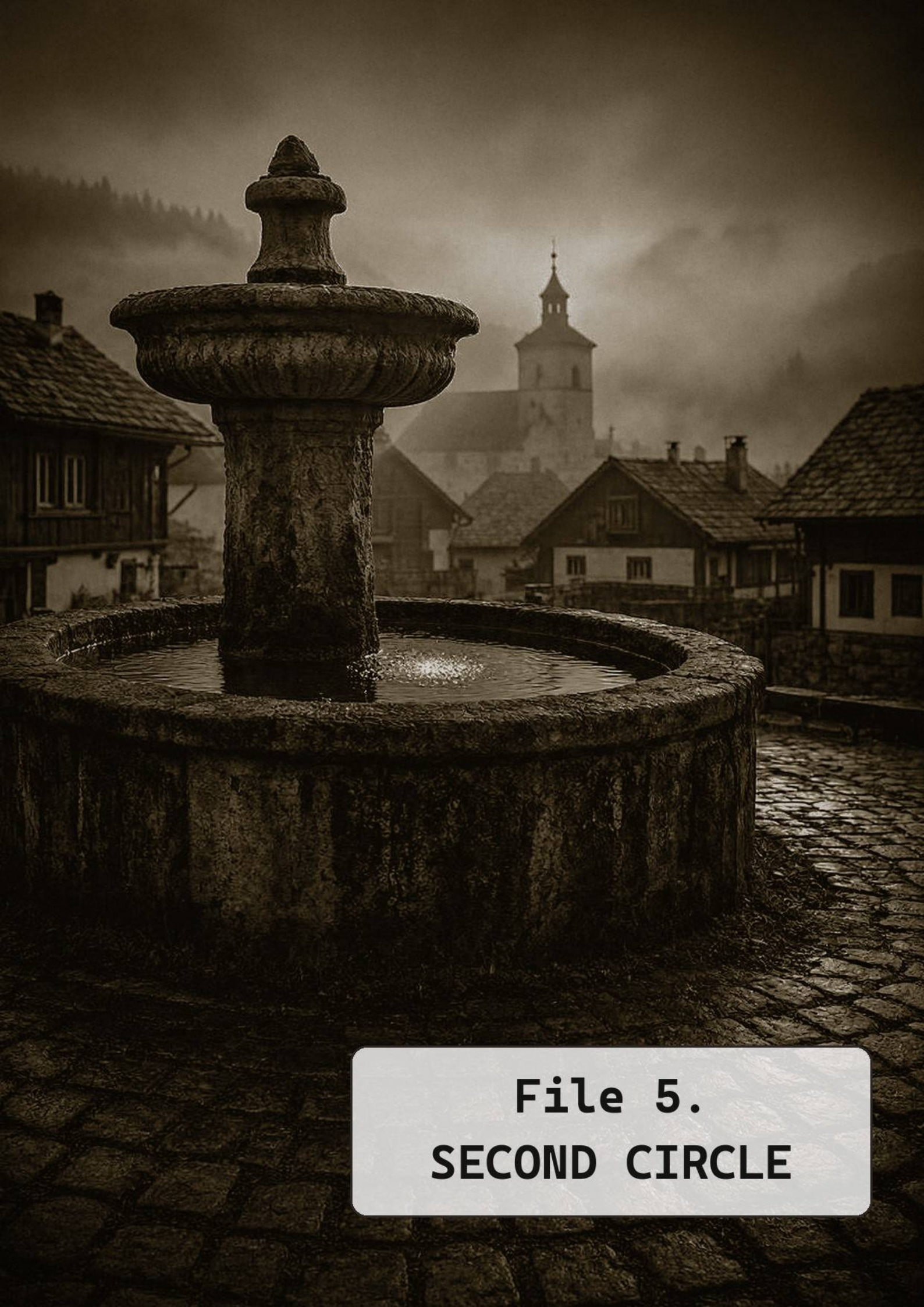


File 5.
SECOND CIRCLE

Second Circle

A Grey File that turns red in the course of events. In a Styrian village, children sing at night in their sleep, and in the market well a light glitters that does not come from the sun. The cell is to find out what lies in the well, why the children sing, and whether a strange family in the neighbouring village has something to do with it.

File	Origin	Agents	Duration
Second Circle	the Voice, hybrid form Humans	3 to 5	one long evening

What It Is About

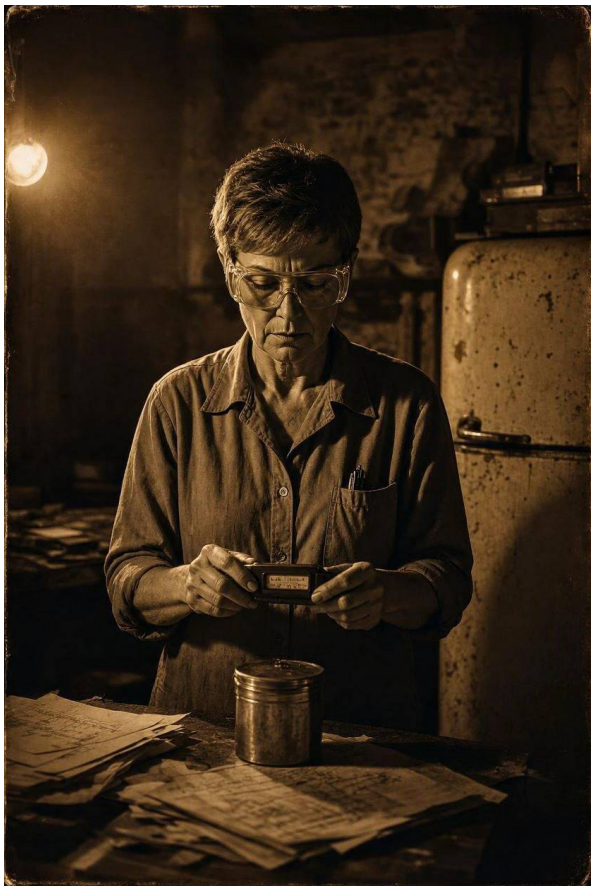
The village of Oberwölz lies in the upper Murtal, at about 830 metres, surrounded by wooded slopes. For seven nights the children of the village have sung in their sleep. All the same song, a melody without lyrics that no adult in the village has ever heard. The children do not sing at the same time, but offset, as if answering each other. In the morning they remember nothing. The parents are exhausted, the school reports concentration problems, the village doctor speaks of school stress and a temporary phenomenon.

In the well on the Anger, the old market well from the 17th century, something has been glittering for a week. The water is clear, but whoever looks in at sunrise sees a light at the bottom that does not come from the sun. Two farmers have reported it, one has taken a sample. The sample stands in a preserving jar in his kitchen and has become warm at night.

In the neighbouring village of St. Peter am Kammersberg, twelve kilometres away, a family bought the old house on the edge of the forest three months ago. Nobody knows them, they greet in a friendly manner, the children do not go to school. Their children do not sing. The cell is to find out what lies in the well, why the children sing, and whether the strange family has something to do with it.

What Really Happened

In the well of Oberwölz a crystal has lain for seven days, small, barely the size of a thumb, clear with a milky core. It is not a Nexus crystal, but a rift fragment, created when a rift opened in the well shaft for a few seconds seven days ago. The rift opened because the village lies on the second circle around the Institute and the Opener beneath Bern has been knocking in the rhythm of Nordlicht since 2019. The interval between pulses has become shorter. In thin places the world now no longer answers only with knocking, but with small rifts. The crystal is a word of the Voice, frozen in the water.



The crystal contaminates the groundwater. Whoever drinks of it carries the Voice within themselves, quietly, like a humming. In adults it fades after hours. In children, whose gift still sleeps, it remains longer. At night, when the body rests, it sings out of them. The children do not sing the same song because they have heard it. They sing it because the crystal answers within them, each child a voice, all in the rhythm of the Opener.

The family in the neighbouring village are humans, not Transformed: Dr. Eva Leitner, 48, biochemist, and Thomas Leitner, 51, engineer. Until 2019 both worked for Morrow Biologics in Leiden. They resigned after they came across the study MB-7 in internal documents and understood that their employer was experimenting with cells from rifts. They fled with their two children, Mara, 11, and Jakob, 9, and since then have lived under changing names in changing places. Three months ago they bought the house in St. Peter under the name Lechner. They did not place the crystal. They found it.

Eva Leitner owns a modified multispectral scanner, which she built from parts from Morrow. The device responded to the signal of the crystal seven days ago. Since then she has driven to Oberwölz every night, parks

at the edge of the forest and measures. She wants to recover the crystal before O.D.I.N. or Morrow finds it. On the first night after the signal appeared, Eva brought contaminated water samples into the house to analyse them. Since then, every evening, she has given her children a suppressant she developed, which suppresses the effect of the contamination. The drug is a sedative that causes no permanent damage, but is dangerous enough that the cell must intervene if they learn of it. Eva believes her children are protected. In truth she is risking the health of both: every further week makes them more sluggish and paler.

The red herring: The village doctor Dr. Franz Pichler, 58, lost a patient three years ago, a girl with a rare sleep disorder. Since then he believes that behind inexplicable symptoms there is always a psychological cause. He has advised the parents not to wake the children, and recommended to the municipality that the well be cleaned. He conceals that he himself has heard the humming at night for a week, because he drinks from the well every morning before sunrise. He is not a perpetrator, but he steers the investigation in the wrong direction: towards a mass hysteria.

People

Dr. Eva Leitner, Alias Eva Lechner, 48

Biochemist, formerly Morrow Biologics. Calm, precise, suspicious. Wants to recover and examine the crystal before it causes damage. Knows almost everything about the contamination, conceals her identity and her children's medication. Speaks quietly, with many technical terms, avoids eye contact.

Thomas Leitner, Alias Thomas Lechner, 51

Engineer, Eva's husband. Practical, taciturn, builds and maintains the devices. Wants to protect his family and move on as quickly as possible. Knows about the crystal, conceals that he keeps watch at night. Speaks in dialect when he is tired.

Dr. Franz Pichler, 58

Village doctor, in Oberwölz for 25 years. Believes in the good in people and in conventional medicine. Wants to calm the village and preserve his reputation. Conceals his own humming. Speaks in a soothing tone, with long pauses.

Maria Steiner, 44

Landlady of the inn "Zum Goldenen Hirschen". Pragmatic, curious, knows everyone in the village. Wants the village to become normal again, and fears for the guests. Knows that the children sing in their sleep, and that the well glows at night. Conceals that she called the police, who did not come. Speaks quickly, with many names.

Mayor Alois Gruber, 61

Farmer, in office for twelve years. Wants no headlines and no authorities. Knows about the measurements of the strange family, because a hunter saw the car at the edge of the forest. Conceals that he thinks the Leitners are a private company that wants to buy the well. Speaks slowly, in long sentences.

Paul Reiter, 66

Retired primary school teacher, lives on the Anger. Heard the children singing at night three days ago and wrote down the melody. Wants to understand what is happening. Knows that the song is in no songbook and that it sounds "not from here". Conceals that he has heard the melody before: in 1977, as a grammar school pupil on a senior school trip to northern Norway, on a night he has never spoken about. Speaks deliberately, with respect for every word.

Briefing

The handler hands over a thin file in a grey envelope.

"Oberwölz, Styria. For a week now the children there have been singing in their sleep, and something glitters in the market well. In the neighbouring village a family has bought a house, whom nobody knows, and their children do not sing. Find out what lies in the well, why the children sing and who the strangers are. Take measuring equipment with you. And do not drink from the well."
handler

He hesitates briefly and adds: "The needle on the map points to this place. That is never a good sign."

What the file contains: Location details, names of the most important witnesses (Steiner, Pichler, Gruber), a photo of the well, a printout from the land register of St. Peter with the name "Lechner". **Expenses:** €2,000. **Requisition:** Common items without waiting time. A multispectral scanner, a field scanner, an EMF detector

and a beryllium isolation container are useful. The beryllium isolation container is not for sale and must be requisitioned via the Science Branch. The handler does not say that.

The Nodes

The investigation has five nodes. The cell can visit them in any order. From each, clues lead to others, and at least three to the confrontation at the well.

Node 1: The Anger with the Market Well

The central square in Oberwölz, cobblestones, the well from the 17th century with a stone figure of Saint Florian. The water is clear, at the bottom something glitters: below the basin a bricked shaft leads six metres down to the spring catchment, and down there lies the light. All around: the inn, the primary school, the church.

- **Clue:** A water sample, taken in the morning, is warm at night and smells of ozone. A Biochemist or Physicist recognises with a test on Chemistry against Doable (2): The water contains traces of crystal dust. (leads to origin Voice, node 3)
- **Clue:** A Psion with Telepathy hears a humming near the well that comes from the depths, and so does a Paranormal Detective with an EMF detector. Test on WIL + Telepathy or INT + Occultism against Hard (3): It is not a thought, but a rhythm that repeats every four minutes. (leads to node 3)
- **Clue:** Maria Steiner says that the children sing in their sleep and that the well glows at night. She mentions casually that Dr. Pichler calms the parents and speaks of school stress. An Agent with Insight against Doable (2) notices that she knows more: she called the police, but nobody came. (leads to nodes 2, 4)
- **Clue:** A Soldier with Tactics recognises from the barriers and the traces at the well's edge that someone worked systematically here at night: the wooden fence posts are freshly set, and at the edge there are fine scratches from a rope or a winch. Test on Tactics against Doable (2): Someone is preparing a recovery, professionally secured. (leads to nodes 3, 5)
- **Test:** A Scientist with an EMF detector measures pulses from the well. Difficulty: Doable (2). On success: The interval is four minutes and is getting shorter. On critical success: The pattern is reminiscent of old records from the archive that the Scientist saw in a previous mission. (leads to node 3)

Here Scientist and Psion shine. An Agent or Investigator can find further access points via Maria Steiner and the traces at the well.

Node 2: The Inn "Zum Goldenen Hirschen"

A tavern with dark wood, landlady Maria Steiner, in the evening full of worried parents. Here the people who cannot sleep meet.

- **Clue:** Paul Reiter has written down the melody. An Investigator with Investigation against Doable (2) recognises: The pattern of children singing in their sleep appears in old, open files. It is a known omen of the Voice. (leads to origin Voice, node 5)
- **Clue:** A Soldier or Agent observes that the parents want to calm their children with sleeping pills. Dr. Pichler prescribed them. (leads to node 4)
- **Clue:** A Psion with Telepathy hears in the parents' thoughts the fear that their children are "no longer theirs". Test on WIL + Telepathy against Hard (3): A child sleeping at the next table hums inwardly, and the humming answers the well. (leads to nodes 1, 5)
- **Clue:** An Agent or Negotiator questions the parents. Difficulty: Doable (2). On success: The children do not sing simultaneously, but staggered, like a canon. In addition, a farmer says that he saw a strange car at the forest's edge at night, which drove away only shortly before sunrise. (leads to nodes 1, 3)
- **Clue:** A Journalist or Spy hears at the next table a conversation about the strange family in St. Peter: they only shop in the supermarket, the children are never outside, and the man drives away at night. (leads to node 3)
- **Clue:** Maria Steiner notices that Dr. Pichler himself hardly sleeps and stands at the well every morning before sunrise. She saw it from the window of the inn. (leads to nodes 1, 4)
- **Clue:** Paul Reiter shows the cell a newspaper article from the "Obermurtaler Bote" of 18 November 2026, which Maria Steiner kept. (Handout 5.1)
- **Clue:** Whoever notices Reiter's hesitation with Insight against Hard (3) and asks gets a photo from 1977 from him with an inscription on the back. (Handout 5.3)

Here Investigator, Agent and Psion shine. A Thaumaturge can recognise further patterns via the melody or the photo.

Node 3: The Laboratory in the Leitners' House

An old farmhouse on the edge of the forest near St. Peter, unremarkable from the outside. In the cellar an improvised laboratory: multispectral scanner, fridge, a beryllium isolation container, logs.

- **Clue:** A Scientist with Technology or Engineering finds the modified multispectral scanner. Test on Technology against Hard (3): The device is calibrated to the crystal's frequency and has recorded measurements in Oberwölz over the last seven nights. (leads to Nodes 1, 5)
- **Clue:** An Agent or Investigator finds in the desk an old ID badge from Morrow Biologics with the name Eva Leitner. (leads to Node 4)
- **Clue:** A Thaumaturge with Occultism or a Scientist with Academic Knowledge recognises in the cellar a beryllium isolation container prepared for a crystal of this size. (leads to Node 5)
- **Clue:** A Soldier or Agent searches the house. Difficulty: Doable (2). On success: In the fridge there are medicines for the children, a sedative with a handwritten label, dosed for children. (leads to Node 4)
- **Clue:** A Biochemist or Chemist analyses the medicines. Test on Chemistry against Hard (3): It is a suppressant that suppresses the effect of the Contamination. It is not harmless, but causes no permanent damage if it is stopped soon. (leads to Nodes 4, 5)
- **Clue:** A handwritten laboratory log, measurement no. 7, with a falling pulse interval and the recommendation for recovery within 48 hours due to risk of discovery. (Handout 5.2)

Here Scientist and Thaumaturge excel. An Agent or Soldier can find further clues by searching the house.

Node 4: Dr. Pichler's Surgery

A rural doctor's practice in the village centre, old-fashioned, with a waiting room full of magazines. Pichler is overworked and dismissive.

- **Clue:** An Agent with Insight or an Investigator with Insight notices that Pichler himself has drunk from the well. Test on Insight against Hard (3): He hears a humming at night and conceals it. (leads to Node 1)
- **Clue:** A Scientist with Medicine or Chemistry sees in the patient records that Pichler prescribed sleeping tablets to the children, although he believes in a psychological cause. (leads to Node 2)
- **Clue:** An Investigator with Investigation finds an old patient file: a girl with a sleep disorder who died three years ago. Pichler never closed the case. (leads to Node 2)
- **Clue:** A Psion with Telepathy reads Pichler's thoughts. Difficulty: Hard (3). On success: He is afraid he is going mad and believes the humming is tinnitus. (leads to Node 1)

Here Agent, Scientist and Investigator excel. A Psion can read Pichler's secret directly.

Node 5: The Market Well at Night

The village green at midnight, fog, silence. The well glows faintly, as if a torch lay in the water. The children in the houses sing, softly, offset, like a canon.

- **Clue:** A Scientist with an EMF detector or a Thaumaturge with a multispectral scanner measures the pulses directly at the well. Test on Physics against Hard (3): The crystal pulses periodically, interval four minutes, trend falling. (leads to the Confrontation)
- **Clue:** A Psion with Telepathy hears the children's choir as a single humming that comes from the well. Test on WIL + Telepathy against Very Hard (4): The crystal "sings" through the children, and it wants to be heard. Whoever silences it silences them too. (leads to the Confrontation)
- **Clue:** A Thaumaturge with Ritualism can draw a warding circle around the well. Test on Ritualism against Doable (2): The warding circle holds the Contamination back until the crystal is recovered. Salt in the water works without a test. (leads to the Confrontation)
- **Test:** An Agent or Soldier observes the Leitners' car at the edge of the forest. Difficulty: Doable (2). On success: Eva Leitner is measuring with a handheld device and waiting for the right moment. (leads to the Confrontation)

Here Scientist, Thaumaturge and Psion excel. An Agent or Soldier can secure the area and prepare the entry.

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THE CONCLUSIONS
What happened?
1. The children sing in their sleep, all the same melody, offset. (Nodes 1, 2, 5)
2. The well glitters, and a water sample becomes warm at night. (Nodes 1, 3, 5)
3. The strange family drives to Oberwölz at night and measures something. (Nodes 2, 3, 5)
Which origin?
1. An EMF detector shows pulses in time with Nordlicht, every four minutes. (Nodes 1, 3, 5)
2. A telepath hears a humming in the children that does not come from them. (Nodes 1, 2, 5)
3. The water sample contains crystal dust, and children singing in their sleep are a known omen of the Voice. (Nodes 1, 2)
Where is it or who is behind it?
1. The crystal lies at the bottom of the market well. (Nodes 1, 3, 5)
2. The Lechner family measures the signal and wants to recover the crystal. (Nodes 2, 3, 5)
3. Dr. Pichler conceals his own humming and diverts attention to mass hysteria. (Nodes 2, 4)
What works?
1. Beryllium silences the crystal. (Node 3)
2. Salt in the water holds the Contamination back until the crystal is recovered. (Node 5)
3. The children stop singing when the crystal is removed or isolated. (Node 5)
What does it want?
1. The crystal answers in time with the Opener. It wants to be heard. (Nodes 3, 5)
2. The children sing offset, as if answering one another. The crystal turns them into a choir. (Nodes 1, 2, 5)
3. The Leitners want the crystal for themselves, not for O.D.I.N. and not for Morrow. (Nodes 2, 3, 5)
```

Escalation

The file turns red if the cell is too slow or the Leitners notice that they are being watched. **Eva Leitner** then decides to recover the crystal the next night, without regard for the children. She has a **diving suit** and a **winch** with her. When she touches the crystal, it answers: all the children in the village sing at the same time, loudly, and a rift opens in the well for a moment. **Horror test:** Uncanny (1) for all who hear the singing. Three **Riftlings** (Threat Atlas, Henchman, Creature · the Voice) crawl out of the well. **Horror test:** Disturbing (2) for all who see the rift and the beings.

If the cell does not intervene, Eva Leitner disappears with the crystal. The children keep singing until the crystal is placed in the beryllium isolation container in the basement laboratory in St. Peter. Only then does the singing fall silent. Until then, Eva risks a new rift with every examination.

Horror tests:

- The children sing at night, all at the same time: Uncanny (1).
- The well glows, and something that is not a fish moves in the water: Disturbing (2).
- A rift opens in the well, and three Riftlings crawl out: Disturbing (2).

The Confrontation

The Location

The market well at night, on the village green of Oberwölz. Fog lies on the cobblestones. The well is cordoned off with a wooden fence, the water glows faintly from below, as if a torch lay in the basin. The stone figure of Saint Florian casts a long shadow across the square. From the houses around the green, the children sing in their sleep, softly, offset, like a canon. The ground plan of the green with all buildings and distances is on **Map 5**.

At the edge of the forest to the east stands the Leitners' car. **Thomas Leitner** secures a rope that runs over the rim of the well. **Eva Leitner** is wearing a diving suit and is just stepping into the water. The crystal lies on the bottom, clear, with a milky core.

Sequence

1. The cell arrives at the well. The Leitners are already there. Eva is in the water, Thomas is securing the rope. He carries a pistol on his belt, but has not drawn it.

2. If the cell speaks to the Leitners, Eva negotiates. She stays in the water, her hands on the rim of the well. She says she wants to recover the crystal to examine it and save the children. She threatens to destroy it if she is stopped. She does not lie, but she conceals her children's medication.

3. When Eva touches the crystal, all the children sing at the same time, loudly and without words. A rift opens in the well. Three **Riftlings** (Threat Atlas) crawl out of the

water. **Stats:** Initiative 5, Attack Bite 2 + 2, Damage 2, Defence 2, HP 4. Silver and incendiary ammunition deal double damage. They act as a group of three.

4. The crystal now pulses strongly. A Scientist with a beryllium isolation container can recover it if they succeed on a Technology test against Hard (3). A Thaumaturge can calm it with a warding circle, a Ritualism test against Hard (3). Each is an action that lasts several rounds.

5. If the crystal is recovered or isolated, the children stop singing. The Riftlings crumble to dust that smells of ozone. The rift closes.

Solutions

Without a fight: The cell convinces Eva Leitner that O.D.I.N. secures the crystal and protects the children. Persuasion test against Hard (3), easier if the cell shows its knowledge of the contamination: the pulse interval, the effect on children, the necessity of beryllium. Eva hands over the crystal if she is assured that her children will not be tested. Thomas puts down the weapon as soon as Eva agrees.

With knowledge: The cell uses the measurement data to wait for the right moment. The crystal pulses every four minutes, the interval is getting shorter. At the moment of the pulse, it is at its weakest. A Scientist with an EMF detector can call the moment, then the recovery is easier: Technology test against Doable (2). The Leitners do not know this moment because their measurements are less accurate.

With violence: The cell overpowers the Leitners and recovers the crystal. The Riftlings attack, and the children sing until the crystal is isolated. Thomas fights only if Eva is threatened. The file is considered closed, but the Leitners are interrogated, and their children are taken into care.

Opponents

The Riftlings are described in the Threat Atlas (Threat Atlas, Game Master's Guide, Origin Voice). Their stats are in the Core Rulebook.

Dr. Eva Leitner, alias Eva Lechner

Biochemist · Humans

Biochemist, formerly at Morrow Biologics, on the run with her family. Calm, precise, distrustful. Wants to recover the crystal and examine it before it causes damage.

Value	Details
Initiative	3
Attack	Pistol 2 + 2, damage 3, or improvised weapon 2 + 1, damage 2
Defence / Armour / HP	2 / 0 / 8
Horror	Uncanny (1), when she is in contact with the crystal
Special	Knows the crystal's measurement data precisely and knows that the pulse interval is decreasing. She cannot determine the weak moment of a pulse because her measurements are too imprecise
Weakness	Concern for her children Mara and Jakob. Whoever knows her identity and her remedy for contamination can force her into a conversation
Behaviour	Negotiates as long as her children are not threatened. Attacks only if someone tries to take the crystal from her or her family is in danger

Thomas Leitner, alias Thomas Lechner

Engineer · Humans

Engineer, Eva's husband, practical and taciturn. Builds and maintains the equipment, keeps watch at night. Wants to protect his family and move on as quickly as possible.

Value	Details
Initiative	4
Attack	Pistol 3 + 3, damage 3, or melee 3 + 2, damage 2
Defence / Armour / HP	3 / 0 / 10
Horror	None
Special	Has prepared the winch and the safety line. Can, with a test on Technology against Doable (2), release the rope so that Eva gets out of the well quickly
Weakness	Fatigue. After seven nights of watch, he rolls tests on Perception with −1 die
Behaviour	Secures the recovery, observes the surroundings. Fights only if Eva or the children are threatened. Flees with the family if the crystal is secured

Dr. Pichler, Maria Steiner, Mayor Gruber and Paul Reiter are witnesses without combat stats. They act according to their knowledge and their fear, not with weapons.

Aftermath

The Veil: The village speaks of a “bacterial bloom” in the well. The community has the well cleaned, the children sleep again. An Agent can cement the story: test on Deception or Persuasion against Doable (2). Maria Steiner tells the guests whichever version she likes best. Dr. Pichler no longer prescribes sleeping pills.

What O.D.I.N. gets: The crystal, packed in a beryllium isolation container, plus the Leitners’ measurement data and the modified multispectral scanner, if the cell secures it. The Collegium enters the crystal into the Crystal Ledger. Under “Find Site” it says: “Oberwölz”.

Experience: 4 XP per character, 5 if the file has turned red. +1 XP if the crystal is recovered and isolated. At most +1 XP personal bonus, for example for the solution without combat or the recovery at the right moment. +1 XP for each thread the cell takes up, for example Paul Reiter’s night in 1977.

Skulls: Morrow Biologics loses one skull if the cell secures the Leitners along with the measurement data and scanner, because then O.D.I.N. has evidence against the corporation. **Morrow Biologics** gains one skull if the Leitners escape and take their knowledge with them.

The loose thread: The melody that Paul Reiter wrote down is reminiscent of the song that the children of Solberg sang in 1938. In the Registry archive there is a file about a young person who heard the same song on a school trip to northern Norway in 1977. The file has never been closed.

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HANDOUTS AND MAP
- Handout 5.1: Newspaper article from the
“Obermurtaler Bote”, 18 November 2026. The
cell finds it in node 2, in the inn, kept by
Maria Steiner.
- Handout 5.2: Laboratory log of the Leitners,
17 November 2026, 03:40. The cell finds it in
node 3, in the basement laboratory.
- Handout 5.3: Photograph, front and back,
school trip to northern Norway 1977, inscribed
by Paul Reiter on 15 November 2026. The cell
finds it in node 2, handed over by Paul
Reiter.
- Map 5: The market well in Oberwölz, ground
plan of the village green. Shows the location
of the confrontation with all buildings,
entrances, stairs and distances.
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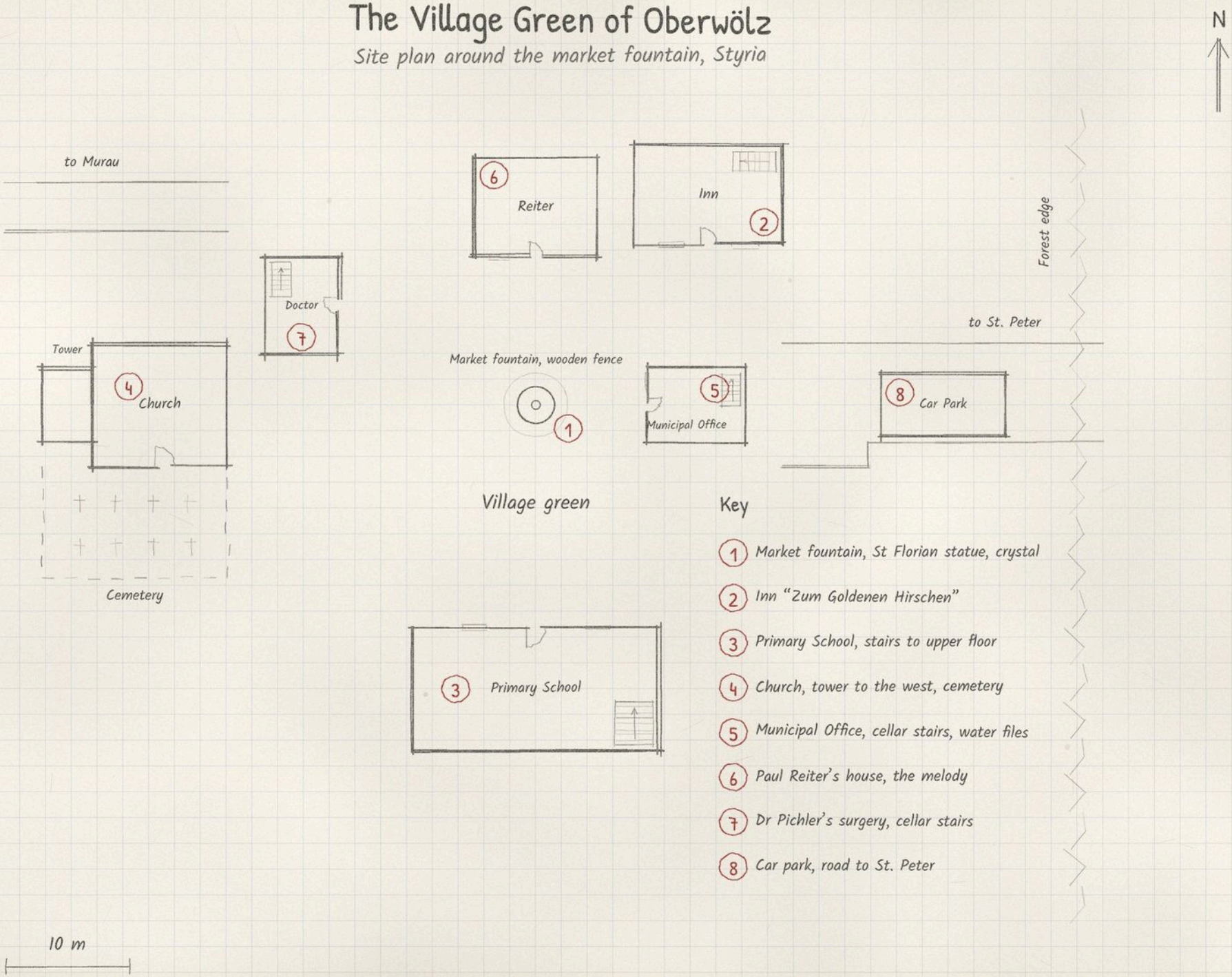
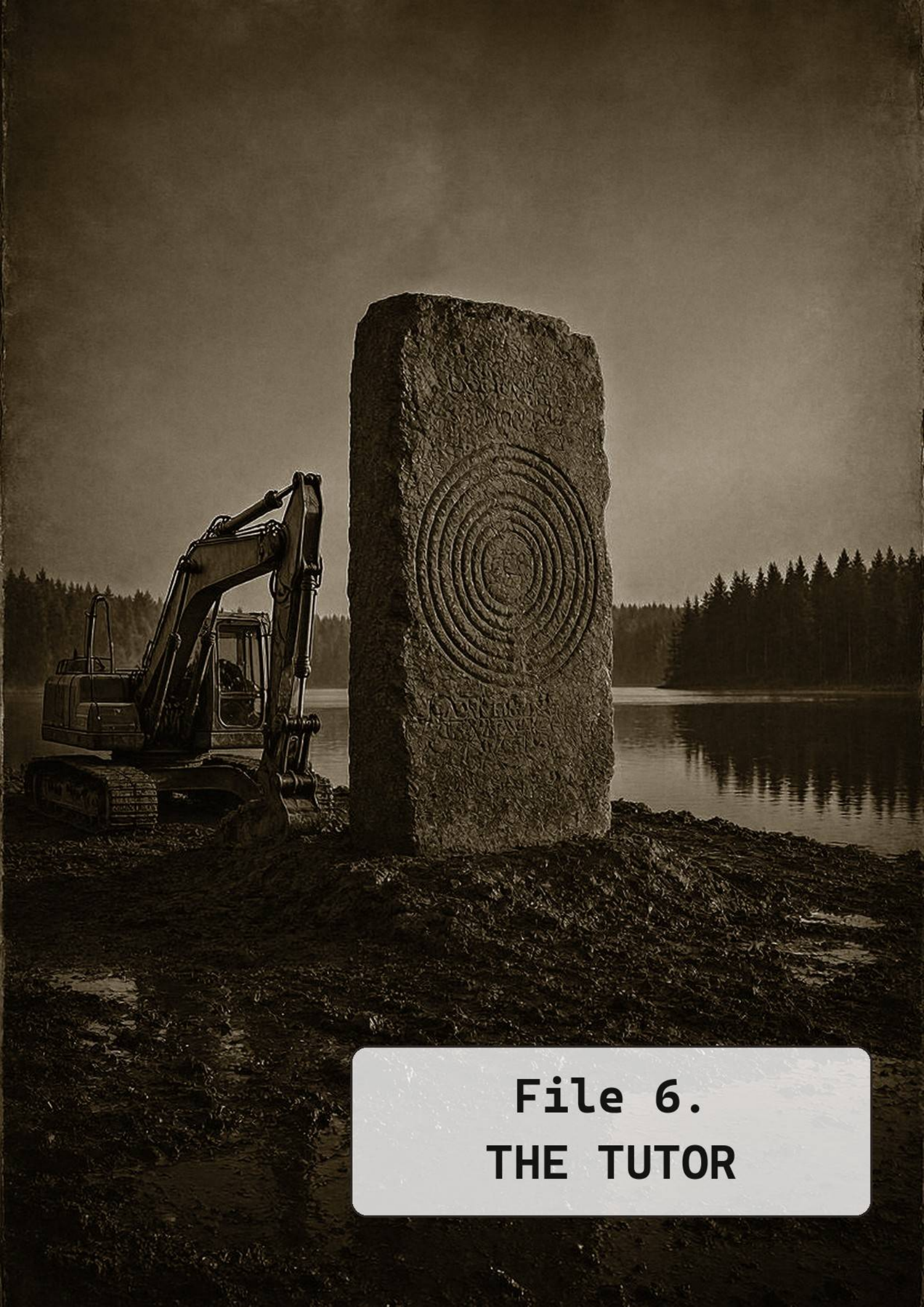
The Village Green of Oberwölz

Site plan around the market fountain, Styria





File 6.
THE TUTOR

The Tutor

At Lake Solberg, a runestone is found during construction work, bearing the same circles as a wall in the old manor house. For a week, the children in the village have been singing in their sleep. The cell is sent into the restricted zone disguised as employees of a foundation for monument preservation to find out what the stone has woken before a child disappears.

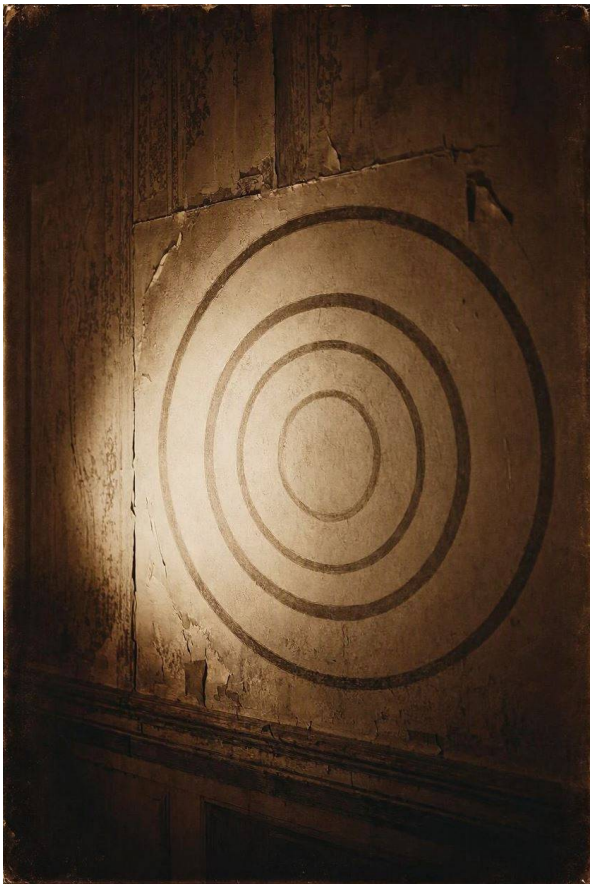
File	Origin	Agents	Duration
The Tutor	The Old, hybrid form with the Voice	3 to 5	one long evening

What It Is About

At Lake Solberg, a runestone bearing the same circles as on the wall of the manor house is found during construction work. For a week, the children in the village have been singing in their sleep. The cell is sent to find out what is happening before the situation escalates. On site, they find an unsettled site manager, parents who no longer want to wake their children, and a wall in the manor house that is warm beneath the wallpaper. The manor house by the lake is a restricted zone, otherwise accessible only with a Black File. The cell enters with a permit from the Council, disguised as employees of a foundation for monument preservation that is to document the runestone.

What Really Happened

In 1871, the children of the estate at Lake Solberg sang in a circle. A tutor had drawn the circles on the wall of the manor house and taught the children an old song. In the morning, the tutor and a child in the centre of the circle were gone. The pastor wrote a page in the church register, then placed it in the estate's family Bible. The estate owner and the pastor founded the Lodge of the Silent Circle in January 1872. The tutor knew the circles from old stones. One of these stones is the runestone now found during construction work at the lake. It lay buried at the edge of the forest, half in the shore silt, and was an anchor for a Forest Walker, an ancient being that guards the circles. The recovery woke the Forest Walker. He calls the children so that they sing the old song. The song calms him, but it makes the world thinner and attracts the Voice. The Forest Walker wants the stone back in his forest.



The red herring: A member of the Lodge, an old antiquarian from Uppsala, had the stone deliberately exposed to force O.D.I.N. to open the open file from 1871. He believes the Lodge needs the missing page from the church register and hopes O.D.I.N. will release it. He has not understood what he has woken.

People

Jens Harder, 46, Site Manager

Wants to finish the construction site and have no trouble. Knows that the stone was found and that a man from Uppsala took photos. Conceals that he wanted to sell the stone. Talks quickly, glances at the door.

Dr. Elsa Lindqvist, 58, Doctor in the Village

Wants to protect the children. Knows that all the children sing the same song and that it comes from sleep. Conceals that she herself dreamed of it as a child. Talks calmly, with long pauses.

Pastor Mattias Berg, 61, Solberg

Wants to preserve the peace in the village. Knows about the entry in the church register and about the Lodge.

Conceals that he once heard the song in the Lodge's archive. Talks deliberately, chooses every word.

Alfred Sundberg, 73, Antiquarian and Lodge Member from Uppsala

Wants to retrieve the page from 1871. Knows that the stone is old and that the Lodge preserves the song. Conceals that he had the stone exposed. Talks quietly, quotes from old books.

Marta Nowak, 34, Mother of a Singing Child

Wants her son to sleep again. Knows that he gets up at night and goes to the forest. Conceals that she once saw him singing at the window, with open eyes. Talks haltingly, grips a cup tightly.

The Forest Walker

An ancient being that has lived in the forest by the lake for as long as there has been forest. Appears as an old man with a hat or as a figure made of branches. Wants the stone back. Negotiates if one knows his rules: do not whistle, do not shout, take nothing. Sometimes shows a face that a character knows when he wants to test whether one looks at him.

Briefing

The handler hands over a thin file in a grey envelope.

"During construction work at Lake Solberg, a runestone was found. The same circles as on the wall of the manor house, it says in the report. For a week, the children in the village have been singing in their sleep. That's no coincidence. Find out what the stone has woken and close the matter before a child disappears. The open file from 1871 is enclosed. Read it on the train."

What the file contains: Address of the village, name of the site manager, a photo of the runestone, the open file from 1871 with a copy of the circles and the names of the children, but without the missing page from the church register. The file contains no reference to iron or the song. **Expenses:** €2,000. **Requisition:** salt, iron stakes, an EMF detector, a Registry file on the Lodge of the Silent Circle with founding date, statutes and known members.

The Nodes

The investigation has five nodes. The cell can visit them in any order. From each, clues lead to others, and at least three to the confrontation.

Node 1: The Building Site by the Lake

The excavation pit at the forest edge, construction workers, Jens Harder. Next to it lies the runestone under a tarpaulin, half in the mud, where the excavator set it down. The circles are clearly visible. It was found fifty metres further into the forest, in a clearing. The manor house is a kilometre away. At the forest edge the trees stand close together, the ground is churned up.

- **Clue:** The stone shows circles that a Thaumaturge or Paranormal Detective recognises as old signs, not as a rift phenomenon (leads to the manor house and to the origin The Old).
- **Clue:** A Soldier or Shadow Paratrooper sees fresh tracks at the forest edge that lead to a clearing, and notices that the tracks make a detour around a spot with rusty iron (leads to the Confrontation and to "What works").
- **Clue:** A Scientist or Physicist measures an energy anomaly at the stone with the field scanner: it is warmer than the ground, and clocks nearby show the wrong time (leads to the origin The Old and to the Voice).
- **Clue:** An Agent or Spy questions Harder and learns that a man from Uppsala took photos and showed interest. Harder gives the cell his own photo of the stone, with a note on the back (Handout 6.3) (leads to the lodge).
- **Clue:** At the find site lies a branch in the shape of a circle, pointing towards the forest (leads to "What does it want").

Test: Thaumaturge or Paranormal Detective, Occultism against Hard (3), to interpret the circles. A Soldier or Shadow Paratrooper, Tracking against Doable (2), to read the tracks at the forest edge.

Node 2: The Village and the Children

Parents whose children sing in their sleep. Marta Nowak, Dr. Elsa Lindqvist. The children sleep restlessly, get up at

night, go to the window. The song is quiet, monotonous, in a language nobody knows.

- **Clue:** A Psion or Telepath hears a humming while the children sing, which does not come from the children (leads to the Voice).
- **Clue:** An Investigator or Profiler questions the parents and finds out that all the children sing the same song, which nobody taught them (leads to the church register).
- **Clue:** A Soldier or Echo-Operative notices that the children get up at night and want to go to the forest (leads to the find site).
- **Clue:** A Scientist or Astrobiologist measures an energy anomaly in the bedroom with the field scanner, and the clocks in the house show the wrong time (leads to the Voice).
- **Clue:** The children say in their sleep that the old man wants the stone back (leads to "What does it want").
- **Clue:** Dr. Lindqvist tells what the old people in the village teach the children: in the forest you do not whistle, you do not shout, and you take nothing with you (leads to "What works").

Test: Psion, Telepathy against Hard (3), to hear the song in sleep. For non-psions: Insight against Hard (3), to recognise that the children are not singing of their own will.

Node 3: The Church Register and the Vicarage

Pastor Mattias Berg, a small archive in the vicarage and in it a certified copy of the old church register of Solberg. The original lies in the Uppsala Regional Archive. The entry from 1871 breaks off in the middle of a sentence in the copy too. In the archive there is a box with old papers, including the newspaper article from 1872 (Handout 6.1) and the pastor's letter (Handout 6.2).

- **Clue:** An Investigator or Antiquarian finds the broken-off entry and realises that a page is missing (leads to the family Bible in the manor house).
- **Clue:** A Thaumaturge or Paranormal Detective recognises the circles in a marginal note and the reference to a stone in the forest (leads to the find site).
- **Clue:** An Agent or Journalist finds the pastor's letter from 1872, which is about the missing page (Handout 6.2) (leads to the lodge).
- **Clue:** A Scientist or Cryptanalyst finds a note in the church register about a stone that "bears the circles and lies in the forest" (leads to the find site).

Test: Investigator or Antiquarian, Investigation against Doable (2), to find the box with the old papers. History against Doable (2), to correctly classify the church register entry.

Node 4: The Lodge of the Silent Circle

A lodge house in Uppsala, an old librarian, Alfred Sundberg. The library is dusty, the shelves full of records. On the wall hangs a drawing of the circles. Sundberg is nervous, wants the page from 1871.

- **Clue:** An Agent or Negotiator finds out that the lodge preserves the song and wants the page from 1871 back (leads to the open case).
- **Clue:** An Investigator or Antiquarian finds a copy of the circles and the name of the tutor in the lodge library (leads to the manor house).
- **Clue:** A Thaumaturge or Invoker recognises that the song is an old ritual that calls the Voice (leads to the Voice).
- **Clue:** A Psion or Telepath senses that Sundberg has recently sung the song (leads to the red herring).
- **Clue:** The Antiquarian knows that the Forest Walker keeps agreements literally and has three rules: do not whistle, do not shout, take nothing with you (leads to "What works").

Test: Agent or Negotiator, Insight against Hard (3), to see through Sundberg. Deception against Hard (3), to pose as someone who could bring the page.

Node 5: The Manor House

The old manor house, the wall with the circles, behind wallpaper or paint. No one lives here. The house is empty, the air is still. The wall in the dining room is warm, the wallpaper is peeling in one spot.

- **Clue:** A Thaumaturge or Paranormal Detective recognises the circles on the wall and their connection to the runestone (leads to The Confrontation).
- **Clue:** An Investigator or Antiquarian finds the family Bible in the manor house library, in which the missing page lay. The page itself is no longer there, but the imprint of the circles is visible in the paper (leads to the open case and to the lodge).

- **Clue:** A Soldier or Techno-Stormtrooper notices that the wall is warm at night and hums quietly (leads to the Voice).
- **Clue:** A Psion or Precognitive hears at the wall the song that the children sing (leads to The Confrontation).
- **Clue:** In the manor house, the wall whispers when the stone is mentioned (leads to “What does it want”).
- **Clue:** A Thaumaturge recognises that the circles can be interrupted with salt (leads to “What works”).

Test: Thaumaturge with Ritualism or Paranormal Detective with Occultism, each against Hard (3), to read the circles.

THE CONCLUSIONS

What happened? The runestone was found and removed from the forest by the lake. This awakened an old being that is bound to the stone. It calls the children so that they sing the song. Clues: Node 1, Node 2, Node 3.

Which origin? The Old, with a trace of the Voice. The Forest Walker is an old being. The children’s song is a call that attracts the Voice. Clues: Node 1, Node 2, Node 4.

Where is it or who is behind it? The Forest Walker is staying at the forest edge, near the find site. A lodge member had the stone uncovered, but is not the actual cause. Clues: Node 1, Node 4, Node 5.

What works? Iron, salt and the right word. The Forest Walker negotiates if one knows his rules. The song can calm him if one sings it correctly. Clues: Node 1, Node 4, Node 5.

What does it want? The stone back in its forest. It wants the circles to be silent again. Clues: Node 1, Node 2, Node 5.

Escalation

If the cell is too slow, the children in the village become sicker. They sleep longer, eat less and speak in their sleep. On the third day after the cell’s arrival, Marta Nowak’s son gets up at night, leaves the house and goes into the forest. He follows no path. He goes to the clearing where the stone was found and stays there until morning. He comes back, but he no longer speaks. He only sings.

The file turns red if the child does not come back on the fourth night. Then it is in the forest, with the Forest Walker, and the cell must fetch it. The time of the escalation is always the same: 22:10. In that night, the clocks in the village go wrong. They stop for three minutes, then they run backwards.

The Forest Walker becomes impatient and shows himself at the forest edge. He stands between the trees, as an old man with a hat, and looks over at the houses. Whoever looks at him recognises a face. It is the face of a person the character knows. Not everyone in the cell sees the same face. Each sees someone different.

Horror tests: Uncanny (1), when the cell hears the children’s song at night. Disturbing (2), when the wall in the manor house becomes warm and the circles shine through the wallpaper. Disturbing (2), when the Forest Walker shows a face that a character knows. The test is not repeated as long as the same horror persists.

The Confrontation

The Location

The Confrontation takes place in the dining room of the manor house if the cell has brought the stone there to examine or protect it. Otherwise, the Forest Walker appears at the find site at the forest edge, in the clearing where the stone was found. The dining room is marked on Map 6.

The dining room is eight metres wide and six metres deep. The wall with the circles is on the south side, behind the wallpaper. The large table stands in the middle, chairs stand against the walls. The window faces south, towards the lake. At night, the lake is black and still. The wallpaper on the south wall peels in one spot and reveals the circles. They are carved deep into the plaster and warm.

The clearing at the forest edge is an open area between the trees, about twenty metres in diameter. The find site of the stone is a pit, half filled with water. The ground is churned up, the traces of the construction workers are still there. At the edge of the clearing, the trees stand close together. At night, the clearing is brighter than the forest, but the sky above it is starless.

Sequence

1. The children in the village sing at the same time. The song can be heard in the manor house and at the clearing, quiet and monotonous. The wall in the manor house becomes hot. At the clearing, the ground becomes warm, and it smells of ozone.

2. The Forest Walker steps out of the forest or out of the darkness in front of the window. He appears as an old

man with a hat, in a coat of bark and moss. He speaks with a voice like creaking, damp wood. He calls the cell by name. He knows the names of all those present.

3. He demands the stone back. He says: “The stone lies wrong. Bring it back into the forest where it lay, or I’ll take it, and then I’ll also take what you love.” Whoever does not hand over the stone is tested. The Forest Walker looks at each in turn. Whoever withstands his gaze without looking away (horror test against Disturbing (2)) has passed. Whoever looks away is no longer spoken to.

4. The cell can negotiate, bring the stone or fight. The Forest Walker waits. He does not become impatient as long as the cell does not whistle, does not shout and does not take anything. These three rules are old. He keeps them, and he expects the same.

Solutions

Without a fight. The cell brings the stone back to the find site. This is a walk from the manor house through the forest, or a short way if the cell is already at the clearing. The stone is heavy, two people can carry it. At the find site, the cell places the stone into the pit. Then a character speaks the song that the children sing. Whoever does not know it can have learned it from a child, found it in the lodge library, or heard it on the wall in the manor house. The test is Persuasion against Hard (3). It becomes one level easier if the character sings the song correctly, and even easier if they know the name of the tutor and address the Forest Walker with it. During the singing, the clocks nearby become slower. It smells of ozone, stronger than before. The cell senses that something is listening. Something that is not the Forest Walker. After the song, the Forest Walker nods, touches the stone, and disappears between the trees. The children in the village stop singing.

Negotiation. An Invoker or Negotiator speaks with the Forest Walker. They offer an agreement: The stone remains in the forest, and the cell ensures that no one removes it again. The cell can mark the find site, erect a barrier, or instruct the site manager to move the construction site. The Forest Walker keeps agreements literally. Whoever breaks the agreement loses the protection of the forest. The test is Negotiation against Hard (3). It becomes easier if the cell knows the rules: do not whistle, do not shout, take nothing with you. The Forest Walker responds to a polite address. He does not respond to threats. He responds to the name of the tutor if the cell knows it.

Combat. Iron and fire drive away the Forest Walker. Salt interrupts the circles. A Thaumaturge can interrupt the circles on the wall or on the stone with salt: Ritualism against Hard (3). If the test succeeds, the Forest Walker loses his connection to the stone for one hour. The combat is hard. The Forest Walker avoids iron and shuns fire. He attacks with branches and roots, not with his hands. He does not fight to kill. He fights to get the stone. If the cell drives him away, he returns the next night, stronger and angrier. The file is then considered not solved, only postponed.

Knowledge from the investigation is rewarded. Whoever knows the name of the tutor can address the Forest Walker and receives an answer. Whoever knows the song can calm him. Whoever knows the rules avoids the combat. The cell should know at least two of these three things at the end of the investigation.

Opponents

The Forest Walker

Stats as in the Threat Atlas, Game Master Book, with the special feature that they are bound to the runestone. As long as the stone is not brought back into their forest, they cannot act further than 100 metres away from it. In the forest they have Defence 4, outside 2. They negotiate if one knows their rules.

The Forest Walker at Lake Solberg

Elite, Creature · Old

An old being that has lived in the forest by the lake for as long as there has been forest. It appears as an old man with a hat or as a figure made of branches. It wants back the stone that was removed from its forest.

Value	Details
Initiative	5
Attack	Branches and roots 4 + 4, damage 3, area 3, or deception: Whoever is in the forest rolls Survival against Hard (3), otherwise gets lost
Defence / Armour / HP	4 in the forest, 2 outside / 2 (bark) / 14
Horror	Uncanny (1), Disturbing (2), if they show a face that a character knows
Special	Bound to the runestone. Cannot act further than 100 metres away from it as long as the stone is not brought back into their forest. Keeps agreements literally
Weakness	Iron, fire at the forest edge, salt. Whoever knows their rules, does not whistle, does not shout, takes nothing with them, is taboo for them. A human who wears their clothing inside out cannot be misled by them
Behaviour	Observes, tests, demands. They do not attack first. They negotiate, and they keep what they promise. They punish whoever breaks their rules

Non-Player Characters

Jens Harder, site manager. They are not a fighter. If the cell brings them into danger, they flee. They know that the stone should be sold, and remain silent out of fear. Insight against Doable (2) sees through them.

Dr. Elsa Lindqvist, doctor. They help the cell when it concerns the children. They carry no weapon. They know the old stories of the village, but speak only when one listens to them.

Pastor Mattias Berg. They keep the peace. They know about the church register and the lodge. They stand against the cell if they bring the village into danger. They have no combat value, but they have influence.

Alfred Sundberg, antiquarian. They are old and frail. They carry a heavy walking stick. If the cell exposes them, they become quiet and quote from old books. In their despair they raise the stick, but they do not strike. They have no attack.

Marta Nowak, mother. They protect their son. If the cell wants to take the boy, they stand in the way. They have no combat value. Their desperation is their weapon.

All other opponents that can appear come from the Threat Atlas, Game Master Book.

Aftermath

The Veil: The villagers believe in a sleep disorder triggered by the construction noise. Dr. Lindqvist speaks of a temporary phenomenon that disappears when the building site calms down. An agent can cement this: Deception or Persuasion against Doable (2). The children remember an old man in the dream. They do not talk about it. The site manager reports the find properly, unless the cell prevents him. The Riksantikvarieämbetet sends an employee who documents the stone and sinks it back into the ground.

What O.D.I.N. gets: A rubbing of the circles for the Registry. The runestone only if the cell does not bring it back, and then the Forest Walker returns every night. The open file from 1871 remains open, with new threads: the missing page, the lodge, the name of the tutor. The red herring around Sundberg is noted. The Lodge of the Silent Circle is marked as an active organisation.

Experience: 4 XP per character, 5 if the file has turned red. +1 XP if the stone is back in the forest and the children are quiet. At most +1 XP personal bonus, for example for a peaceful solution. +1 XP for each thread the cell takes up, for example the trail of the missing page to the family Bible or the connection between 1871 and the open file from 1938.

Skulls: The Lodge of the Silent Circle loses one skull when the cell exposes Sundberg and the stone is secured. It gains one skull when Sundberg escapes with new knowledge of the page's whereabouts. The threat of the lodge rises or falls accordingly.

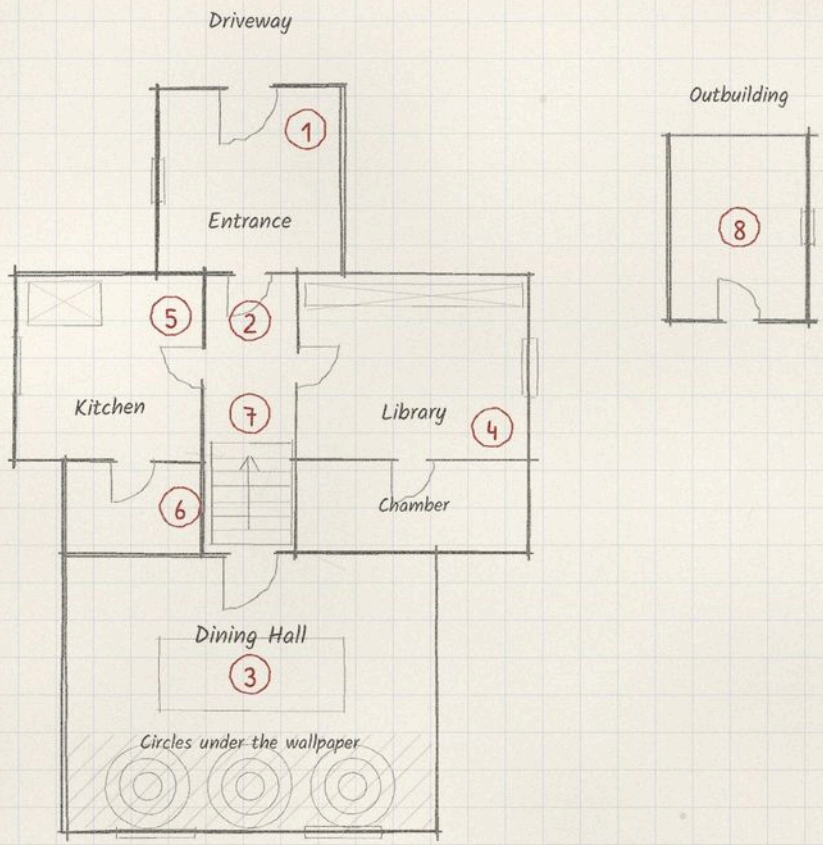
The loose thread: The missing page from the church register still lies in Hallström's second compartment. The lodge will not stop searching for it. And in the forest at Lake Solberg the stone lies back in its place, but the circles are cut deeper than before. Whoever copies them notices a change: One circle has been added. A thirteenth.

HANDOUTS AND MAP

- Handout 6.1: Newspaper article from Solbergs Tidning dated 14 January 1872, found in Node 3 in the archive of the vicarage.
- Handout 6.2: Letter from the pastor dated 2 February 1872, found in Node 3 in the archive of the vicarage.
- Handout 6.3: Photograph of the runestone with a note from the site manager on the back, found in Node 1 at the building site.
- Map 6: Floor plan of the ground floor of the manor house at Lake Solberg, with measurements, doors, windows and stairs. Location of the confrontation.

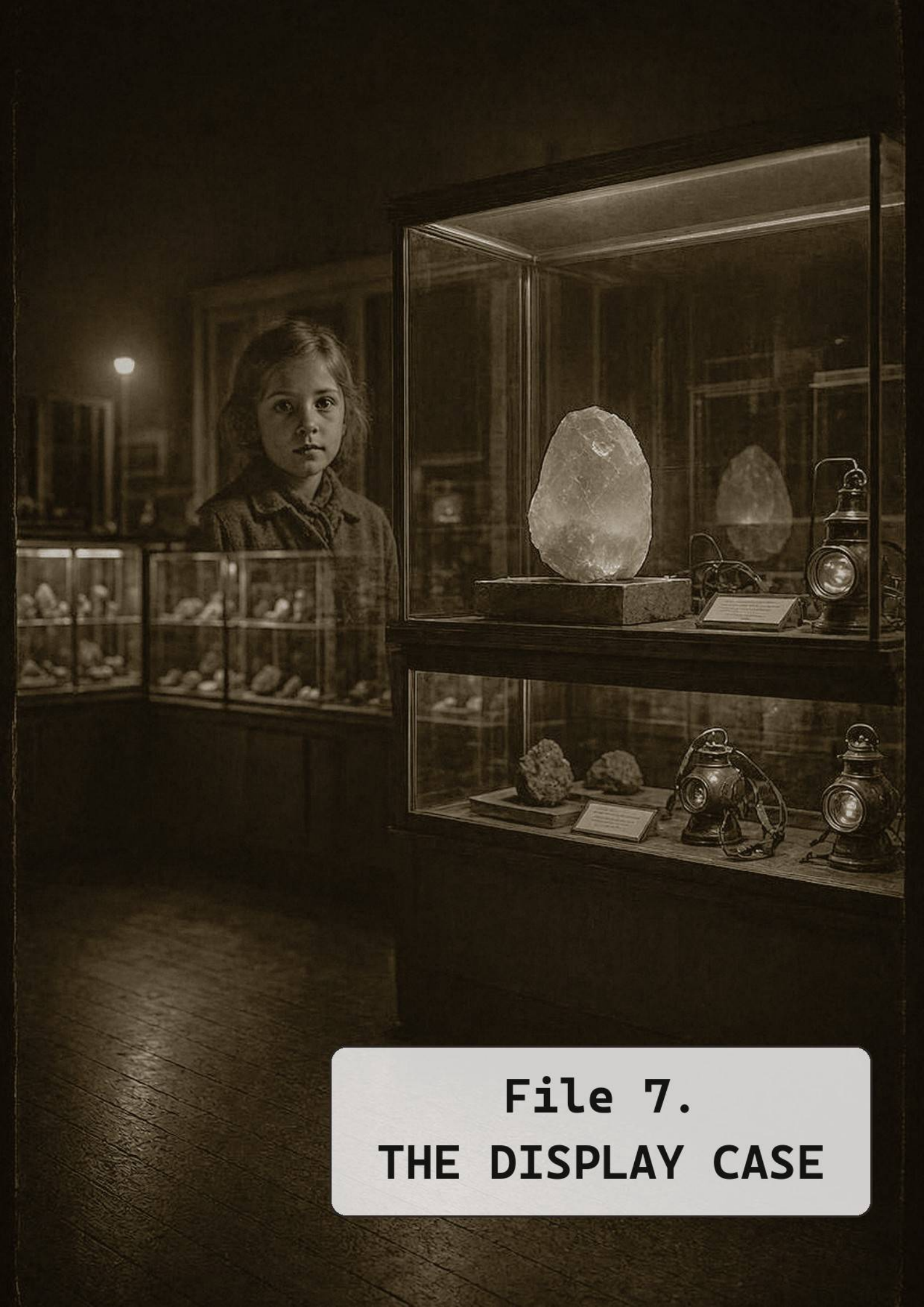
Manor House at Lake Solberg

Ground floor, drawn from observation



Key

1. Entrance, door to the north, old mirror
2. Hallway, stairs up
3. Dining Hall, circles on the south wall
4. Library, family Bible in the bottom shelf
5. Kitchen, old hearth
6. Pantry
7. Stairs to the attic, chest with children's clothing
8. Steward's room in the outbuilding



File 7.
THE DISPLAY CASE

The Display Case

A Grey File that turns red in the confrontation. Origin: The Dead, with a hybrid form towards the Voice. For three to five agents, a long evening. The investigation leads to Bad Grund in the Harz, to a quiet local museum, where at night a children's song sounds and a display case mists up from the inside.

File	Origin	Agents	Duration
The Display Case	The Dead, hybrid form Voice	3 to 5	a long evening

What It Is About

Bad Grund in the Harz, a former mining town with a spa house, a small local museum and a primary school. For six weeks, children from Bad Grund have been singing in their sleep. At first the museum director thought it was an earworm, then a fault, then she called the family doctor. The family doctor dialled a number that didn't belong in his phone. O.D.I.N. intercepted the report.

The museum "Haus der Bergleute" displays minerals, mining lamps, an old pharmacy and, since January, a special exhibition: "Stones of the Harz: The Wegener Collection". In a display case lies a fist-sized, milky crystal, found on 1 December 1938 in the "Silberner Hirsch" shaft. Since the exhibition opened, it happens: at night the children sing a song that no one knows. The director, Dr. Marianne Weber, seems overworked but composed. She has noticed herself that something is wrong in the museum: the display case mists up from the inside, the temperature in the room fluctuates, and twice the night nurse of the neighbouring retirement home saw a woman in the museum standing at the window looking out at the street.

The cell comes as a visitor group, as heritage protection officers or as journalists. The handler gives them a thin file: report, newspaper clipping, a photo of the display case. The situation is calm. No one has been hurt yet. But the children sing every night, and for a week the director's granddaughter has also been singing in her sleep: Jule, who lives in another town and has been visiting her grandmother for a few days.

What Really Happened

In December 1938, on the night of the 3rd, a girl named Liese Hartmann, ten years old, died in Bad Grund. She was the daughter of the mine foreman Wilhelm Hartmann, who worked in the "Silberner Hirsch" shaft. On the evening of 2 December her father brought home a crystal he had found in the mine on 1 December: a fist-sized, milky stone, unusually warm. Liese took it to bed with her. That night, when in Solberg the children sang and nineteen adults disappeared, Liese died in her room. That same night two more children in Bad Grund died in their sleep. The doctor wrote "cardiac arrest" three times. The father sold the crystal on 6 December to the collector Hermann Wegener and disappeared the same day in the shaft. He was never found.

The crystal is a crystal with an unusual signature, a remnant of a larger stone that lay in a place where the world was thin. It stored Liese's last hour, and it held onto her. Since 1938 a part of Liese has been trapped in the crystal. She is a Haunting, but a special one: she is not bound to a place, but to the stone. As long as the crystal lay in a box in a collector's basement, she slept. Since it has been in the display case and this is opened every evening, she wakes.

The director called her. Her granddaughter Jule, eight years old, saw the crystal on a visit in January and said it sang. Jule wanted Grandma to read to it. The director, who loves her granddaughter above all else, opened the display case every evening after closing, took out the crystal and read to it from an old fairy-tale book. She

thought it was a game. She didn't know that she was opening a Door.

The red herring: The collector, Hermann Wegener, was a man with dark interests. In his estate there is a correspondence with a "gentleman from Berlin" who was interested in crystals that "sing in their sleep". Wegener bought the crystal from the father on 6 December 1938, three days after Liese's death, for twenty Reichsmarks. The cell might believe that Wegener or his unknown correspondent is the cause. In fact, Wegener was only a collector who sensed that the stone was something, and never sold it. His correspondent was an employee of the Ahnenerbe, which collected samples in Bad Grund in 1938. That is a lead, but not the truth.

People

Dr. Marianne Weber, 61

The museum director. She wants her granddaughter to stop singing, and the museum to avoid a scandal. She knows that she read aloud every evening, and that since then the display case mists up. She initially conceals the reading because she is ashamed. She speaks calmly, in an educated manner, with long pauses. She says: "I thought it was a game."

Jule Weber, 8

The director's granddaughter. She wants the stone to no longer be sad. She knows that the girl in the stone is called "Liese" and that she is cold. She conceals that Liese appears to her in dreams and asks her to open the display case. She speaks quietly, sometimes sings a few notes in the middle of a sentence. She says: "She wants to go home. But her house is gone."

Hermann Wegener, 1889 to 1972

The collector. Dead. He wants nothing more. He knows everything about the crystal's origin, but never wrote it down. His estate contains the 1938 purchase contract, the correspondence with the "gentleman from Berlin" and a notebook with the line "The stone sings when you warm it." He conceals nothing, but his records are incomplete. In the letters he speaks in a dry, businesslike manner.

Renate Hartmann, 74

Liese's niece. She wants her family's story finally to be told. She knows that Liese died on the night of 3 December 1938 and that the father disappeared shortly afterwards. She conceals that her mother took the twenty Reichsmarks from the sale and kept silent, and that she knows the purchase contract but never showed it to anyone. She speaks haltingly, with many apologies. She says: "My mother never spoke about Liese. But I tended her grave."

Bernd Köhler, 45

The caretaker of the museum. He wants the museum to be in order and to keep his job. He knows that the display case mists up from the inside at night and that the temperature in the room drops even though the heating is running. He conceals that he was once in the museum at night and heard a child's voice. He speaks briefly, matter-of-factly, with a Harz dialect. He says: "I don't go in there at night anymore. That's not my job."

Inge Lorenz, 58

Primary school teacher. She wants the children in her class to stop singing in their sleep. She knows that three children from her class are affected, and that all three were in the museum in the week after the exhibition opening. She conceals that she knows the song as an old Bad Grund song from her grandmother, who heard it on the night of 3 December 1938 through the wall from the Hartmanns' house next door, from a girl named Liese. She speaks quickly, worriedly, with many questions. She says: "The children sing the same song. I know it. My grandmother sang it to me."

Dr. Hans-Georg Peters, 55

Director of the city archive. He wants the town's history to remain accurate and no rumours to arise. He knows that in 1938 there was a cluster of deaths among children that was never investigated. He conceals that the archive has a box of files from the "Silberner Hirsch" shaft, sealed since 1939. He speaks pedantically, with many references to paragraphs. He says: "There are things that belong in the archive. And things that belong in the archive of the archive."

Briefing

"Bad Grund in the Harz. A local history museum, a special exhibition, a crystal. For six weeks, children from Bad Grund have been singing in their sleep. The family doctor dialled a number he shouldn't know. We intercepted the report. Find out what is singing, and whether it is dangerous. And remember: in a small town, everyone knows everyone. Be quiet, be thorough, and if you go into the museum at night, take salt with you."
The handler

What the file contains: The family doctor's report, a newspaper article about the exhibition opening, a photo of the display case, the names of the director and her family, the address of the museum and the city archive. No clue as to the origin.

Expenses: €2,000.

Requisition: EMF detector, salt, a dictation machine with noise filter, a multispectral scanner, a beryllium isolation container, a vehicle. Common items without delay. A Thaumaturge can additionally requisition a crystal shard from the Hold if they justify it. The multispectral scanner is very rare: from Senior Agent, with justification, three days' waiting time. One point of Trust lowers the rank threshold by one level, another removes the waiting time.

The Nodes

Five nodes, which the cell can visit in any order. Each node contains clues that lead to other nodes and to the confrontation.

Node 1: The Museum (Haus der Bergleute)

A two-storey half-timbered house on the main street. On the ground floor the exhibition, on the upper floor office and storage. The display case with the crystal is in the room "Mining and Minerals".

- **Clue:** The display case mists up from the inside, the temperature in the room is noticeably colder than in the rest of the museum. An EMF detector reacts. (leads to: origin Dead, confrontation)
- **Clue:** A Telepath hears an echo: a children's song, the word "Liese", a feeling of cold. (leads to: what happened, archive)
- **Clue:** A Thaumaturge who touches the crystal hears the Whisper and recognises that it is not human. (leads to: origin the Voice, confrontation)
- **Clue:** A Soldier or Agent notices that the lock on the display case is new, but the door sticks, as if someone had opened it often. (leads to: director, confrontation)
- **Clue:** The director's fairy-tale book lies open next to the display case, with a bookmark. (leads to: director, what it wants)
- **Clue:** Salt at the display case holds back the cold for one night. (leads to: what works, confrontation)

Tests: Telepathy against Hard (3), to hear the echo clearly. A Paranormal Detective with Investigation also finds the cold spot against Doable (2). A Thaumaturge with Occultism or Thaumaturgy recognises the signature of the crystal against Hard (3).

Node 2: The Director (Dr. Marianne Weber)

Her office in the museum or her house on the outskirts of town. She is cooperative, but evasive as soon as it concerns the evenings.

- **Clue:** The granddaughter Jule says Grandma read to the stone so that it wouldn't be sad anymore. (leads to: what it wants, confrontation)
- **Clue:** Jule says Liese is cold and wants to go home. (leads to: what it wants, archive)
- **Clue:** The director, after a test on Insight, admits that she opened the display case every evening and read to the crystal. (leads to: who is behind it, confrontation)
- **Clue:** An Agent or Negotiator notices that the director has a photo of her granddaughter on the desk and that she becomes more nervous with every conversation about the girl. (leads to: Jule, school)
- **Clue:** A Psion hears a quiet earworm in the director, the song that the children sing. (leads to: what happened, museum)

Tests: Insight against Hard (3), to move the director to a confession. An Agent with Intimidation or a Negotiator with Persuasion gets the test against Doable (2). A Telepath with Telepathy senses Jule's fear against Doable (2).

Node 3: The Collector's Estate (Hermann Wegener)

A box in the museum's storage, room 6. The Wegener collection was bequeathed to the museum, the papers are disorganised.

- **Clue:** The 1938 purchase contract: Wilhelm Hartmann sells the crystal to Hermann Wegener for twenty Reichsmarks, three days after Liese's death (Handout 7.2). (leads to: What it wants, Archive)
- **Clue:** The correspondence with a "gentleman from Berlin" who is interested in crystals that "sing in their sleep". (leads to: red herring, the Voice)
- **Clue:** A Scientist with Physics and a multispectral scanner finds that the crystal has a weak but unmistakable signature that corresponds to no known mineral. (leads to: Origin Voice, Wales)
- **Clue:** In Wegener's estate there is a note about the singing stone (Handout 7.3), and in his notebook a line about a banishing circle that can calm the stone. (leads to: What works, Confrontation)

Tests: Investigation test against Doable (2) to find the purchase contract. An Antiquarian finds it against Easy (1). A Scientist with Physics recognises the signature against Hard (3). A Thaumaturge with Ritualism understands the banishing circle note against Doable (2).

Node 4: The Children's School (Bad Grund Primary School)

The primary school where the affected children go to school. The teacher Inge Lorenz teaches the third class.

- **Clue:** The teacher recognises the song the children sing as an old song from her own childhood in Bad Grund. (leads to: What happened, Archive)
- **Clue:** Three children from the class were in the museum in the week after the exhibition opening. All three sing in their sleep. (leads to: Museum, Confrontation)
- **Clue:** A Psion hears a humming from the children that does not come from them, and an Investigator finds a pattern: the affected children all live within sight of the museum. (leads to: Origin, Museum)
- **Clue:** A Soldier or Agent notices that the school is easily accessible from outside at night and that someone has drawn the song on the playground in chalk. (leads to: What it wants, Confrontation)

Tests: Insight test against Doable (2) to get the teacher to talk. A Profiler or Journalist receives the test against Easy (1). A Telepath hears the song against Hard (3). An Investigator with Investigation finds the pattern against Doable (2).

Node 5: The City Archive (Bad Grund City Archive)

A small archive in the town hall, run by Dr. Hans-Georg Peters. The files from the "Silberner Hirsch" shaft are in a locked box.

- **Clue:** The newspaper article from 8 December 1938 about the death of ten-year-old Liese Hartmann (Handout 7.1). (leads to: What happened, Estate)
- **Clue:** An Investigator finds in the death registers a cluster of deaths among children in December 1938 that was never investigated. (leads to: Origin, red herring)
- **Clue:** The locked box contains a report by the foreman Wilhelm Hartmann about the discovery of the crystal in the "Silberner Hirsch" shaft, dated 1 December 1938. The report mentions a second crystal, never recovered, deeper in the shaft. (leads to: Estate, What it wants, loose thread)
- **Clue:** A church register or cemetery note names Renate Hartmann as the grave keeper of Liese's grave, with her address. (leads to: Renate Hartmann, What it wants)
- **Clue:** An Antiquarian or Historian finds a note that the Ahnenerbe collected samples in Bad Grund in 1938. (leads to: red herring, the Voice)
- **Clue:** A call to the Registry produces a file note about hauntings: A haunting disappears when one finds what it repeats and puts an end to it. (leads to: What works, Confrontation)

Tests: Investigation test against Hard (3) to open the locked box without the archivist noticing. An Agent with Security Systems or an Investigator with History receives the test against Doable (2). An Antiquarian with History finds the Ahnenerbe note against Doable (2).

THE CONCLUSIONS

1. What happened? A girl from 1938 is trapped in the crystal and sings through the children. Clues in Nodes 1, 4, 5.

2. Which origin? The Dead, with a hybrid form towards the Voice. Clues in Nodes 1, 1, 3.

3. Where is it or who is behind it? The director called it by reading aloud every evening. Clues in Nodes 1, 2, 2.

4. What works? Salt, light, silver, and an end to Liese's open question. Clues in Nodes 1, 3, 5.

5. What does it want? Liese wants to go home. But her home is 1938, and her father has disappeared. Clues in Nodes 2, 3, 5.

Escalation

First night: If the cell is not in the museum by evening, the director opens the display case as every evening and reads aloud. Liese grows stronger. During the night the three children from Inge Lorenz's class sing, and with them the director herself, in her sleep, at the open window. A neighbour calls the police. The police find nothing, but the talk begins.

Second night: The file turns red. Liese no longer appears only as cold and voice. She shows herself: a girl in a nightgown, nothing but mist below the hem, who walks around the museum and opens the doors. The display case springs open, the crystal lies on the floor. The director is as if in a trance and wants to carry the crystal into the "Silberner Hirsch" shaft, which has been locked since 1945. The cell must stop her.

Horror tests:

- When first entering the museum after dark: Uncanny (1).
- When the display case mists up from the inside and a child's voice can be heard: Disturbing (2).
- When Liese appears and the cell sees that she has no feet: Disturbing (2).
- When someone hears the humming of the Voice in the crystal: Disturbing (2), for Psions Horrifying (3), because they remember.

The Confrontation

The Location

The museum "Haus der Bergleute" at night. The rooms are dark, the display cases cast long shadows, the old pharmacy smells of herbs. Outside it is snowing. The clock in the hallway strikes midnight. The cell knows the floor plan from the investigation or sees it on Map 7.

Sequence

1. The cell enters the museum or observes it from outside. The director is in the "Mining and Minerals" room, reading aloud. Her voice is monotonous. Jule stands next to her, holding her hand. The granddaughter is still visiting her grandmother.

2. The display case mists up from the inside, the temperature drops. Liese appears as an outline, half transparent, a girl in a nightgown. She sings the song.

3. The director opens the display case and takes the crystal. Liese becomes clearer. The museum doors close. The clock in the hallway strikes a second time, although it has only just struck midnight.

4. The cell must act.

Reward for Knowledge: Whoever has investigated the archive, the estate and the school knows Liese's name, her date of death, the song and the director's role. Each of these details reduces the difficulty of tests in the confrontation by one step or gives an additional die. Whoever follows the red herring and believes the collector is the perpetrator loses time and is left standing in the night without the correct name.

Solutions

1. The Truth (without combat). The cell has learned from the archive and the estate that Liese Hartmann died on the night of 3 December 1938, that her father sold the crystal and then disappeared, and that her grave is in the cemetery of Bad Grund, tended by Renate Hartmann. A character speaks to Liese, says her name, says that her father has not forgotten her, and that she may go home. A test on Persuasion or Insight against Doable (2), easier if the cell mentions the grave or shows an object from the estate. Liese cries, looks at the door one last time, and is gone. The crystal becomes clear and still. The director awakens.

2. The Song (without combat). The cell has recorded the song, using the dictation machine with noise filter, or a Psion has stored it as an Echo. When the song sounds,

Liese stops and listens. She becomes calm. Then the cell can place the crystal in the beryllium isolation container, and Liese disappears for a while. This is not a final solution, but it ends the night. The crystal must then be taken to Wales, where the Collegium can calm it.

3. Salt and Light (combat). The cell can drive Liese back with salt, torches and silver until the director releases the crystal and the cell places it in the beryllium isolation container. Liese disappears, but she returns as long as the crystal is in the display case. The file is considered closed, but not solved.

4. The Shaft (risky). The cell can bring the director and the crystal to the locked shaft "Silberner Hirsch". There, where the crystal was found, the world is thin. If the cell throws the crystal into the shaft, Liese is free, but the crystal is lost, and something else could come through. A Thaumaturge can prevent this with a warding circle, Ritualism against Hard (3). If it fails, three Riftlings appear (Threat Atlas, Henchman, Creature · Voice) and attack.

Opponents

Liese Hartmann, the Haunting

Values like "Haunting" in the Threat Atlas, with these changes:

Liese Hartmann

Henchman, Creature · Dead · Voice

A girl of ten years who has been trapped in the crystal since 1938. She wants to go home, but her home is 1938, and her father has disappeared. She only attacks if someone wants to destroy the crystal or threatens the director.

Value	Details
Initiative	3
Attack	Cold grip 2 + 2, damage 2, armour does not count, or throw objects 2 + 2, damage 2
Defence / Armour / HP	2 / 0 / 5, only vulnerable to salt, light or silver
Horror	Uncanny (1), Disturbing (2), if she has no feet
Special	Disappears at 0 HP and returns the next night as long as her reason is not resolved. She is not bound to a place, but to the crystal. Whoever places the crystal in beryllium banishes her for a while.
Weakness	Salt, bright light, silver. She disappears permanently when the cell finds her open ending: the name of the father, the date of death, the grave, the truth.
Behaviour	Repeats her last hour: the song, the cold, the look at the door. She only attacks if disturbed or if the crystal is threatened. She is stronger the longer she cannot leave.
Encounter	One night in the museum, the display case, the song. The cell must find out who she was and what is open. A horror test is certain, a fight is almost never necessary. The end is almost always an action: a name, a grave, a song.
What remains	The crystal, clear and still, but not empty. For a Paranormal Detective, a thread for every open case about missing persons.

Dr. Marianne Weber

Museum Director · Humans

A woman of 61 years, educated, composed, but not herself this night. She is under Liese's influence and wants to carry the crystal into the shaft. She is not an opponent, but a witness who has called without knowing it.

Value	Details
Initiative	2
Attack	None. She does not resist, she just walks.
Defence / Armour / HP	2 / 0 / 7
Horror	None.
Special	Stands in trance. An Agent or Psion can speak to her: Insight against Doable (2), to wake her. A blow with salt or cold water wakes her immediately.
Weakness	The truth about Liese. If she understands what she has done, the trance breaks.
Behaviour	Wants to bring the crystal into the shaft. She speaks monotonously, as if listening to someone else.

Riftling

Values like "Riftling" in the Threat Atlas. Appears only if the cell throws the crystal into the shaft and the warding circle fails. (Threat Atlas, Game Master's Book)

Aftermath

The Veil: The neighbours saw light in the museum at night and heard a children's song. The police received a call. An Agent can explain it as "power cut, faulty alarm system, drunk teenagers". The director says she was working at night. The children stop singing.

What O.D.I.N. gets: The crystal, if the cell hands it over. The Registry gets a file on Liese Hartmann, with the note "Unfinished: the father, Wilhelm Hartmann, disappeared in the Silberner Hirsch shaft, December 1938". The Collegium will want to take the crystal to Wales, into the chamber. The crystal is a potential Nexus crystal, and the Council will demand it. The cell decides who to give it to.

Experience: 4 XP per character, 5 if the file has turned red. +1 XP if Liese is released and the director and granddaughter are unharmed. At most +1 XP personal bonus, for example for the solution with the truth. +1 XP for each thread the cell takes up, for example the second crystal in the shaft.

Skulls: If the cell hands the crystal over, to the Council or to the Collegium, the foundation in Basel loses a skull, because the stone does not reach the market. If they give it to the Collegium instead of the Council, the handler gets into trouble: Trust −1.

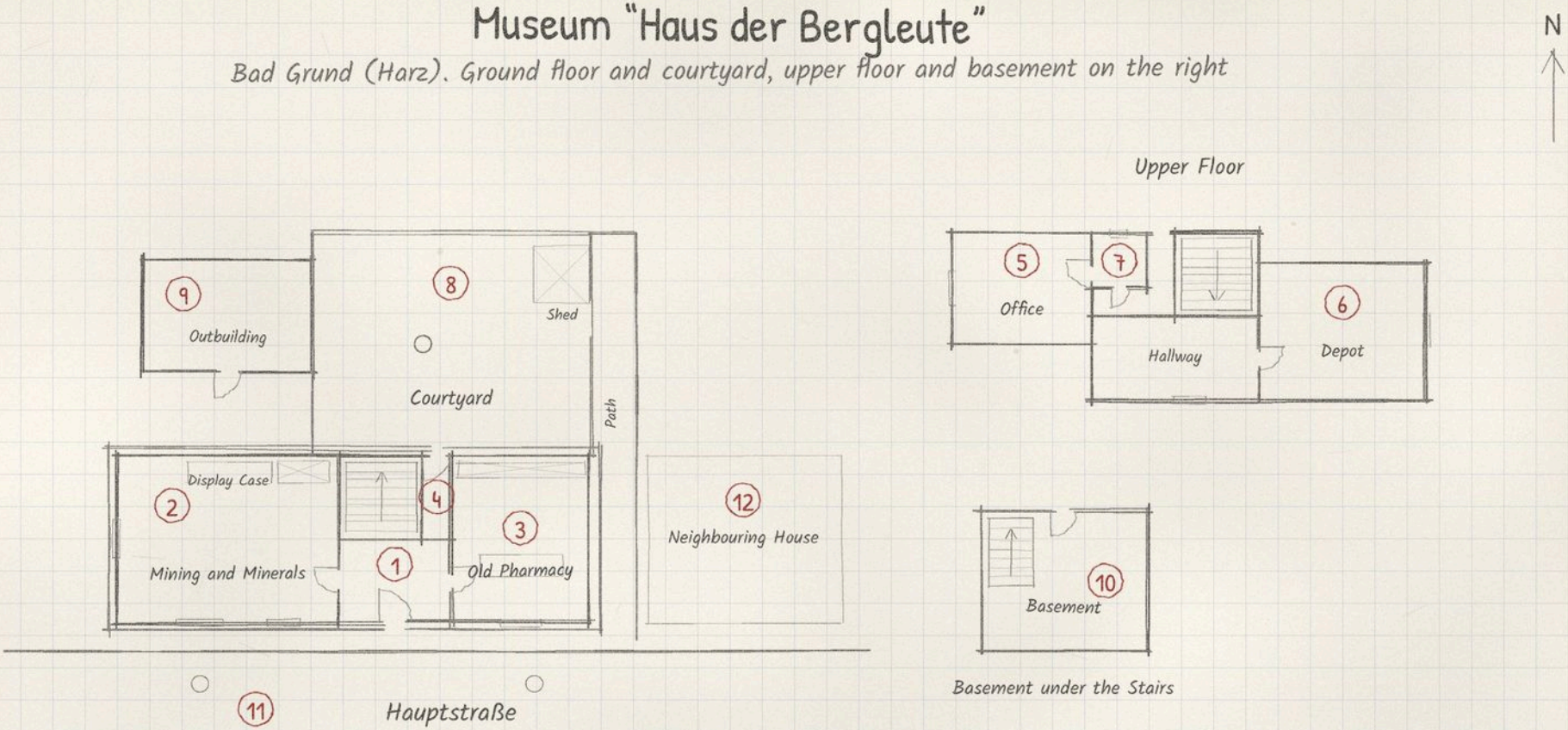
The loose thread: In the "Silberner Hirsch" shaft, according to the report of the mine foreman dated 1 December 1938, there is a second crystal. The father mentioned it, but never recovered it. If the cell opens the shaft, they find the entrance locked, but not sealed. Behind it lies something that has been waiting since 1938.

HANDOUTS AND MAP

- Handout 7.1: Newspaper article "Bad Grunder Tageblatt", 8 December 1938, found in the city archive (Node 5).
- Handout 7.2: Purchase contract dated 6 December 1938, found in the collector's estate (Node 3).
- Handout 7.3: Note from the collector's estate, undated, found in the collector's estate (Node 3).
- Map 7: Floor plan of the museum "Haus der Bergleute", Bad Grund, with all rooms, doors, windows and the courtyard.

Museum "Haus der Bergleute"

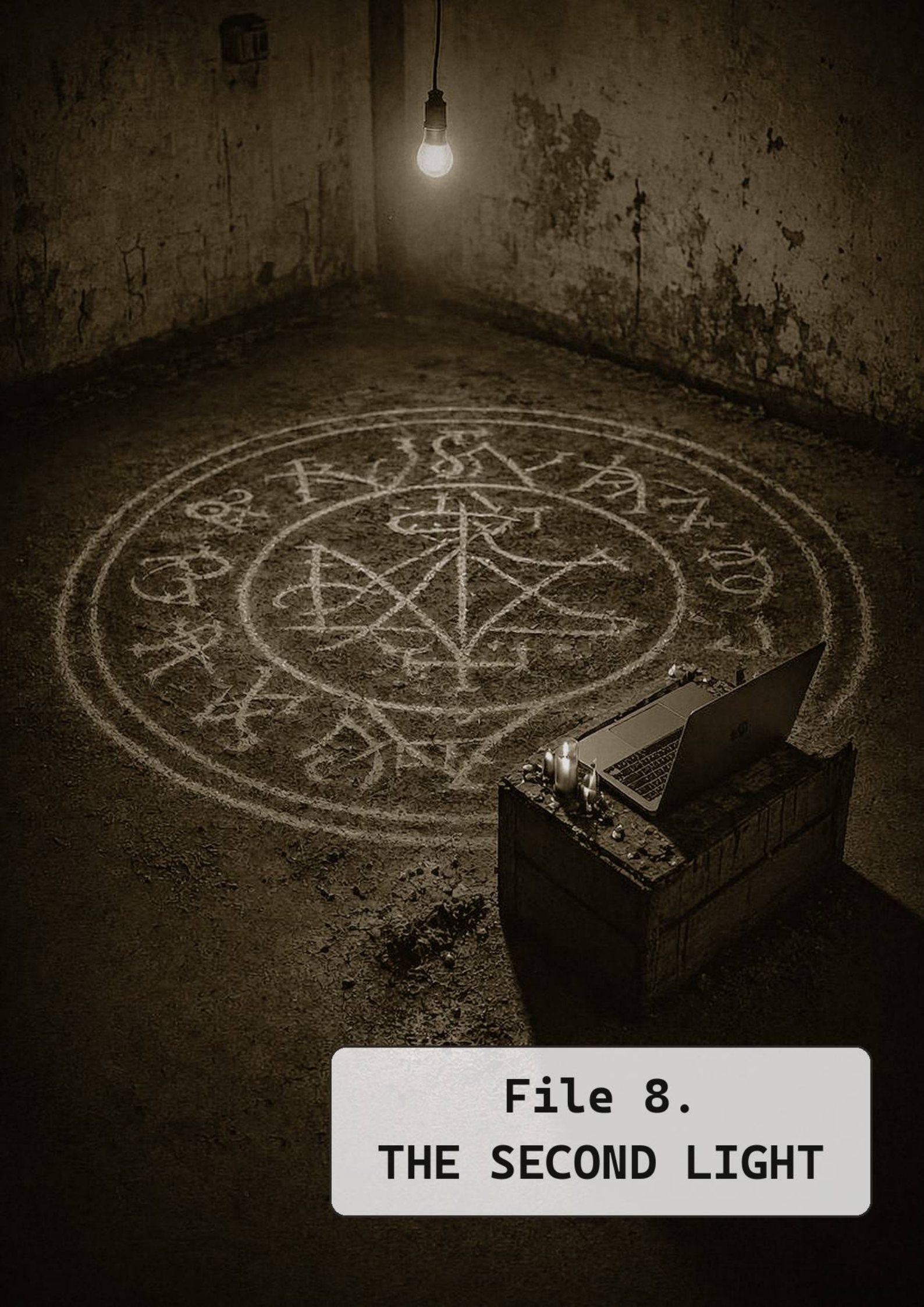
Bad Grund (Harz). Ground floor and courtyard, upper floor and basement on the right



Key

1. Entrance and hallway, till, clock
2. Mining and minerals, display case on the north wall
3. Old pharmacy, shelves, counter, cold
4. Stairwell, basement door under the stairs
5. Director's office, fairy tale book
6. Depot, Wegener estate
7. Toilet, always cold
8. Courtyard, miner's lamp on a post
9. Outbuilding, padlock
10. Basement, vault of rubble stone
11. Hauptstraße, lanterns, cobblestones
12. Neighbouring house, the night nurse

5 m



File 8.
THE SECOND LIGHT

The Second Light

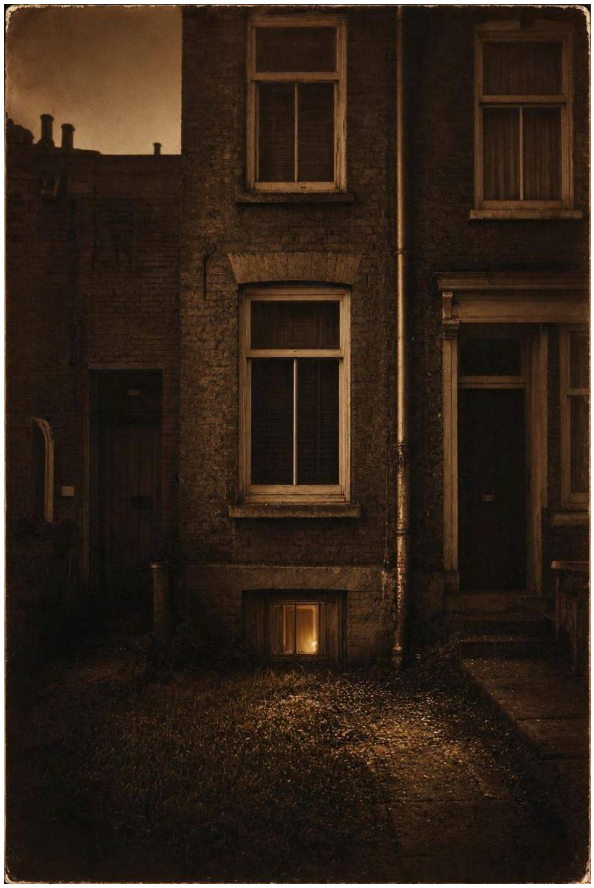
File	Origin	Agents	Duration
The Second Light	Humans, hybrid form Voice	3 to 5	one long session

What It Is About

In Brussels, three people disappeared in one night. All three were members of a closed internet group called “Illuminati Europa”, which organised itself through forums and encrypted chats. The Belgian police recorded the cases as missing persons, but an O.D.I.N. Observer intercepted the reports because the same document is on the missing persons’ computers: a ritual that the Print Shop wrote in 1971. It is titled “The Second Light” and ended up as a decorative ornament in a book of the Enlightened. The cell is to find out who used the ritual and what happened to the three. The trail leads to the cellar of a terraced house in Anderlecht. A circle is painted on the floor there. The circle is warm.

What Really Happened

The Enlightened are a legend of the Print Shop, written in 1968 to soak up rumours about O.D.I.N. The Print Shop invented membership lists, rituals, books, later websites. It worked too well. Real people joined the invented secret society, and some began to take the rituals seriously. The ritual “The Second Light” is found in an internal compendium of the Print Shop from 1971. It contains the seventh circle as an ornament, copied from MS Arcana 114, a manuscript of the Collegium that the Print Shop considered decorative. The seventh circle is no ornament. It is an invocation.



A member of the internet group, Maarten de Vries, 34, an unemployed graphic designer from Anderlecht, read the ritual and then carried it out. He believed the Illuminati would make him “Enlightened”. He invited three other members of the group to his terraced house: Sophie Renard, 28, art history student; Jonas Vermeulen, 41, accountant; and Aylin Demir, 31, nurse. On the night of 17 October 2026, a Saturday, he carried out the ritual in the cellar. He had painted the seventh circle on the floor with chalk and ash and placed a fist-sized crystal in the middle, which he had bought on the internet as “charged rock crystal”. The crystal was real.

The ritual worked. It did not open a rift, but it summoned something that stepped through the circle. The three guests did not disappear. They were taken. Maarten de Vries stayed behind, changed. He is now an adept of the Enlightened, a human who has heard the Voice and wants to serve it. He stays in the house, repaints the circle every evening, and waits for the “Second Light”, which he believes is enlightenment. In truth, he waits for the return of that which came through the circle. The circle is warm because it serves as a threshold. Whoever enters it hears the Voice.

The red herring: The Belgian police and an eager journalist suspect a serial offender from the Freemasons’ circle because one of the victims, Jonas Vermeulen, was

a member of a regular lodge in Brussels. In his calendar there was an entry: "Lodge evening, 17 October." The lodge has nothing to do with the disappearances. The entry was a private appointment that he cancelled to drive to Maarten's. The trail to the Freemasons costs time and leads to a dead end if the cell follows it.

People

Maarten de Vries, 34

Unemployed graphic designer, lives in the terraced house in Anderlecht. He wants to complete the ritual and see the "Second Light". He knows the ritual worked, but not what it really was. He conceals that he invited the three guests and that he repaints the circle every night. He speaks quietly, with long pauses, as if listening to someone.

Sophie Renard, 28

Art history student, disappeared. She was the sceptic of the group, wanted to document the ritual as a "performance". She knows nothing of the real effect. She is not dead, but disappeared in the circle. Her voice can sometimes be heard in the cellar when the circle is warm.

Jonas Vermeulen, 41

Accountant, Freemason, disappeared. He was the most cautious member, had cancelled the lodge evening to drive to Maarten's. His lodge calendar is the red herring. He thought the ritual was a game.

Aylin Demir, 31

Nurse, disappeared. Her last post in the group ends with: "Tell him the light is not a light." She had dreamt that the light was an eye. She suspected something, but too late.

Pieter de Vries, 67

Maarten's father, lives in Ghent. He has not been able to reach his son for weeks and is worried. He knows that Maarten got into "a strange internet group", but no more. He conceals that Maarten was previously in psychiatric treatment. He speaks slowly, with a Flemish accent.

Nadia El-Khoury, 39

Moderator of the forum "Illuminati Europa". She founded the group and manages the membership lists. She wants to protect the group and considers the ritual a role-playing game. She knows who the three missing persons are and that Maarten proposed the ritual. She conceals that she has stored the IP addresses of the members. She speaks quickly, with many English words.

Commissioner Luc Marchal, 52

Belgian police, leads the missing persons cases. He is thorough, but overwhelmed. He wants to solve the cases without learning about O.D.I.N. He knows about the computers and the ritual, considers it a joke. He conceals that he is pursuing the Freemason trail. He speaks briefly, with dry humour.

Briefing

The handler hands over a Grey File in an envelope.

"Three missing persons in Brussels, all in the same internet group. On their computers there is a document that comes from our Print Shop. It is a ritual that should never have been written. Find out who used it, and end it before a fourth member disappears. The Belgian police think the ritual is a joke. Keep it that way."
Handler

What the file contains: Names and addresses of the three missing persons, printouts from the forum "Illuminati Europa", the ritual "The Second Light" as a PDF. The Observer who intercepted the report has recorded all Belgian members of the group with their addresses and attached them to the file. **Expenses:** €2,000. **Requisition:** An EMF detector, salt, a multispectral scanner. A Thaumaturge can create a warding circle themselves if they have the Ritualism skill. Common items without waiting time.

The Nodes

The investigation has five nodes. The cell can visit them in any order. From each, clues lead to others, and at least three lead to the cellar of the terraced house.

Node 1: The Flats of the Missing Persons

Three flats in Brussels, sealed by the police. The cell can gain access with an Agent or Investigator.

- **Clue:** On all three computers there is the ritual "The Second Light" and a chat invitation from Maarten: "Saturday, 17 October, at my place. Bring nothing, only yourselves." (leads to Node 5)
- **Clue:** In Jonas Vermeulen's calendar is written "Lodge evening, 17 October", crossed out, with

"Maarten" underneath. (leads to the red herring, Node 2)

- **Clue:** Aylin Demir's last forum post: "Tell him the light is not light." An Investigator with Insight recognises that she was the only one who was afraid. (leads to Node 2)
- **Clue:** Pieter de Vries contacts the cell: Maarten is "obsessed" with the group and has locked the cellar. (leads to Node 5)
- **Test:** An Agent with Security Systems or an Investigator with Investigation finds the invitation on the computers. Difficulty: Doable (2). A Scientist with Hacking can recover the chat histories. Difficulty: Hard (3).

Node 2: The Forum "Illuminati Europa"

A closed online forum, moderated by Nadia El-Khoury. The cell can get themselves invited as members or requisition the server data.

- **Clue:** In the subforum "Rituals" there is Aylin Demir's last post from 16 October, a plea to stop Maarten (Handout 8.1). (leads to Node 3)
- **Clue:** The member list shows that Maarten de Vries was the most active user and called the ritual "our greatest work". (leads to Node 5)
- **Clue:** The IP addresses of the three missing persons and Maarten are stored. A Cryptanalyst or Investigator can match them. (leads to Node 5)
- **Clue:** Nadia El-Khoury says that Maarten has not posted since 17 October, but was online every night. (leads to Node 3)
- **Clue:** Nadia shows Maarten's last private message to her: "It is coming back through me. I am the door." (leads to Node 5)
- **Test:** A Cryptanalyst with Hacking or an Investigator with Investigation finds the IP addresses. Difficulty: Hard (3). An Agent with Negotiation gets the member list from Nadia. Difficulty: Doable (2).

Node 3: The Terraced House in Anderlecht

A narrow terraced house in a quiet street. The cellar cannot be seen from outside. The neighbour, Madame Claes, 71, watches the street.

- **Clue:** Madame Claes saw three cars in a side street on the night of 17 October, but heard no one walking. "The cars were still there when I went to sleep. In the morning too." (leads to Node 5)
- **Clue:** Since then she has only seen Maarten at night, scattering ash in the garden. (leads to Node 5)
- **Clue:** A Soldier with Tactics recognises that the cellar can only be reached by the stairs. The window to the garden is covered with cardboard, but can be opened from outside. (leads to Node 5)
- **Clue:** Madame Claes observed that Pieter de Vries stood in front of the house twice, but did not go in. (leads to Node 1)
- **Test:** An Agent with Deception or a Negotiator gets the observations from Madame Claes. Difficulty: Doable (2). A Psion with Telepathy hears that she knows more, but is afraid. Difficulty: Hard (3).

Node 4: The Archive of the Print Shop

A relay in Brussels or digital access to the Print Shop archive in Zurich. The cell can have the ritual examined.

- **Clue:** The ritual "The Second Light" is found in an internal compendium of the Print Shop from 1971, its circle copied from the Collegium's manuscript MS Arcana 114. A marginal note by the Typesetter: "Decoration. Do not use." (Handout 8.2) (leads to Node 5)
- **Clue:** A Thaumaturge recognises that the seventh circle in the ritual is real, not decorative. It is an invocation. (leads to Node 5)
- **Clue:** The Print Shop wrote the legend of the Enlightened in 1968. An Investigator finds the original commission: "Soak up rumours." (leads to the red herring, Node 2)
- **Clue:** A later note from 2011, after rituals began to work: "MS Arcana 114 contains the seventh circle. Do not use." (leads to Node 5)
- **Test:** A Thaumaturge with Ritualism or an Antiquarian with Investigation finds the marginal note. Difficulty: Hard (3). An Investigator with History finds the commission from 1968. Difficulty: Doable (2).

Node 5: The Cellar of the Terraced House

The cellar is a rectangular room, about 4 by 5 metres, with a staircase from above. The circle is painted with chalk and ash on the concrete floor, about 2 metres in diameter. In the centre lies a fist-sized crystal. The circle is warm, as if there were a heater underneath. During the day Maarten sleeps upstairs. Whoever is quiet

(Stealth against Doable (2)) can examine the cellar without him noticing.

- **Clue:** The circle is a real seventh circle. A Thaumaturge recognises the signs and can seal it with salt and a banishing circle. (leads to the confrontation)
- **Clue:** The crystal pulses. A Scientist with a field scanner measures a beat similar to the Opener's knocking. (leads to the confrontation)
- **Clue:** A Scientist with the multispectral scanner identifies the crystal as a shard from a rift; the energy signature is unmistakable. (leads to the confrontation)
- **Clue:** A Psion hears a humming in the cellar that grows louder the closer they come to the circle. It is the Voice. (leads to the confrontation)
- **Clue:** Maarten's diary lies on a shelf: "It is coming back. It only needs a light." (Handout 8.3) (leads to the confrontation)
- **Test:** A Thaumaturge with Ritualism analyses the circle. Difficulty: Hard (3). A Scientist with Physics measures the heat. Difficulty: Doable (2). A Psion with Telepathy hears the Voice. Difficulty: Hard (3). A Soldier with Tactics recognises that apart from the stairs only the garden window leads out. Difficulty: Easy (1).

THE CONCLUSIONS

What happened? Three members of an internet group disappeared after performing a ritual. Clues in Node 2, 3, 1.

Which origin? Humans, with a hybrid form of the Voice. Clues in Node 4, 5, 5.

Where is it or who is behind it? Maarten de Vries, who performed the ritual and now waits in the house as an adept of the Enlightened. Clues in Node 2, 1, 3.

What works? A banishing circle around the painted circle, salt, silver. And the truth about the ritual. Clues in Node 4, 5, 5.

What does it want? The Voice wants to return through the circle and use Maarten as a gate. Clues in Node 2, 5, 5.

Escalation

If the cell takes too long, the circle becomes warmer each night. On the third evening after the start of the investigation, the circle opens for a moment. A squad of Riftlings steps out, roams through the neighbourhood and kills a dog. The file turns red.

If Maarten notices that he is being watched, he locks himself in the cellar and begins the ritual early. Then the Riftlings are already standing in the circle when the cell arrives. The cell must act before the circle fully opens.

Horror tests occur at three moments. Whoever touches the warm circle for the first time rolls WIL + Mental Resistance against Uncanny (1). Whoever hears the Voice in the cellar rolls against Disturbing (2). Whoever sees a squad of Riftlings step out of the circle rolls against Uncanny (1). With more than one squad, against Disturbing (2).

ESCALATION IN NUMBERS

Day 1: The cell begins to investigate. The circle is warm.

Day 2: The circle is hot. A Psion hears the humming up to the ground floor.

Day 3: The circle opens for a moment. A squad of Riftlings steps out. The file turns red.

If Maarten notices the cell: The ritual begins immediately.

The Confrontation

The Location

The cellar of the terraced house in Anderlecht, Rue de la Croix 17. A rectangular room, 4 metres wide and 5 metres long. The ceiling is 2.20 metres high. The stairs lead down from above along the north wall. On the east wall is a small window to the garden, covered with cardboard. Against the south wall stands an old shelf with paint tins and tools. A bicycle leans against the west wall.

The layout of the rooms relative to each other is simple. Via the stairs one reaches the ground floor. The door at the top is locked from the inside. The window leads to the garden, half a metre above the ground. Map 8 shows the floor plan.

The showdown takes place at night, when the circle is warmest. Maarten de Vries stands in the circle, the crystal in his hand, and speaks the words of the ritual. Eight candles flicker around him. The circle begins to glow.

Sequence

1. The cell enters the cellar. Maarten notices them and begins the ritual immediately.

2. The circle lights up, the heat rises. A Psion hears the Voice loudly.

3. A squad of Riftlings steps out of the circle. Maarten orders them to stop the cell.

4. The crystal pulses faster. A Thaumaturge can seal the circle with salt and a warding circle if they succeed on a Ritualism test against Hard (3). This takes one round.

5. When the circle is sealed, the Riftlings crumble to dust and Maarten collapses. The ritual is over.

Solutions

Without Combat. A Negotiator or Agent speaks to Maarten while he stands in the circle. They prove to him that the ritual is lying to him. The proof can be the Typesetter's marginal note ("Decoration. Do not use.") or a Psion who tells him what they really hear. A test on Persuasion or Insight against Hard (3). The test is easier if the cell reads aloud the diary or the marginal note. Maarten steps out of the circle. The ritual breaks off.

With Violence. The cell fights against the Riftlings and Maarten. Silver and incendiary ammunition work against the Riftlings. Maarten is a human, against whom normal weapons work. If Maarten is defeated, the ritual breaks off. The circle remains open until a Thaumaturge seals it.

With Knowledge. Whoever has identified the crystal as a rift find can cover it with beryllium or salt and weaken the circle. A Thaumaturge then seals the circle with a Ritualism test against Doable (2) instead of against Hard (3).

Without a Thaumaturge. Whoever takes the crystal out of the circle and puts it in beryllium or salt closes the circle for one night. The Riftlings crumble. The next day the Collegium sends a Thaumaturge who seals it.

```
KNOWLEDGE REWARDED
- Found the Typesetter's marginal note: +2
dice on the Persuasion test against Maarten.
- Identified the crystal as a rift find:
weaken the circle, Ritualism against Doable
(2).
- Read the diary: address Maarten's fear, the
Persuasion test becomes one step easier.
```

Opponents

Maarten de Vries

Adept of the Enlightened · Humans

An unemployed graphic designer from Anderlecht. He has performed the ritual "The Second Light" and heard the Voice. Now he serves it. He speaks quietly, with long pauses, as if listening to someone. He wants to see the Second Light and does not know that it will consume him.

Value	Details
Initiative	3
Attack	Knife 2 + 2, damage 2, or ritual power 3 + 3, damage 3, armour does not count
Defence / Armour / HP	2 / 0 / 10
Horror	None, as long as he stands in the circle. Outside the circle he is a human.
Special	If he stands in the circle, he rolls with +1 die on all tests. The circle protects him until it is sealed.

Value	Details
Weakness	Evidence that the ritual lies to him. A Negotiator who speaks his language. He is not a fighter.
Behaviour	Begins the ritual as soon as he notices the cell. Speaks the words from the book while doing so. Orders the Riftlings to stop the cell. If the circle is sealed, he collapses.
Traces	The diary in the cellar, the circle, the crystal, the ashes in the garden.
Encounter	The showdown in the cellar. The cell can speak to him before the fight begins. A Negotiator or Agent is more valuable than a Soldier.
What remains	The diary, the crystal, the forum data. Maarten himself goes to an O.D.I.N. facility.

Riftlings

Riftlings always appear as a squad of three. Stats, subtypes and behaviour are in the Threat Atlas under "Riftling". They crumble to dust as soon as the circle is sealed.

Commissioner Luc Marchal

A non-player character without combat stats. He leads the missing persons cases at the Belgian police. He is thorough, but overwhelmed. He considers the ritual a joke and follows the Freemason trail. The cell can stop him with Deception or Persuasion.

Aftermath

The Veil: The Belgian police have not solved the missing persons cases. An Agent can cover the tracks and close the cases as "voluntarily departed". The neighbour talks about a loud night, but nobody believes her. Trust +1 if the cell was quick and quiet.

What O.D.I.N. gets: The crystal from the circle, which goes to the archive of the Collegium. The diary of Maarten de Vries. The ritual "The Second Light", which is taken out of circulation. The forum data from "Illuminati Europa", which the Print Shop uses for the counter-legend.

The three missing: Sophie Renard, Jonas Vermeulen and Aylin Demir do not come back. If the circle is sealed, Sophie's voice in the cellar falls silent. Their files remain open at the Registry.

Experience: 4 XP per character, 5 if the file has turned red. +1 XP if the circle is sealed and Maarten stopped. At most +1 XP personal bonus, for example for the solution without combat. +1 XP for each thread the cell takes up, for example the hobby geologist with the remaining stones.

Skulls: The Enlightened lose two skulls because their key figure Maarten de Vries has been eliminated, and drop from three to one. After the next mission the game master does not roll for this plan.

The loose thread: The crystal from the circle is a shard from a rift in the Ardennes. The hobby geologist who found it has more stones. One of them is larger. And he has offered them for sale on the internet.

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HANDOUTS AND MAP
- Handout 8.1: Forum post by Aylin Demir, 16
October 2026. The cell finds it in Node 2, in
the forum "Illuminati Europa".
- Handout 8.2: Marginal note by the
Typesetter, 1971. The cell finds it in Node 4,
in the archive of the Print Shop.
- Handout 8.3: Diary entry by Maarten de
Vries, 24 October 2026. The cell finds it in
Node 5, in the cellar of the terraced house.
- Map 8: The cellar of the terraced house in
Anderlecht, Rue de la Croix 17. Floor plan
with stairs, circle, window, shelf, bicycle,
candles, ash bucket and chalk pieces.
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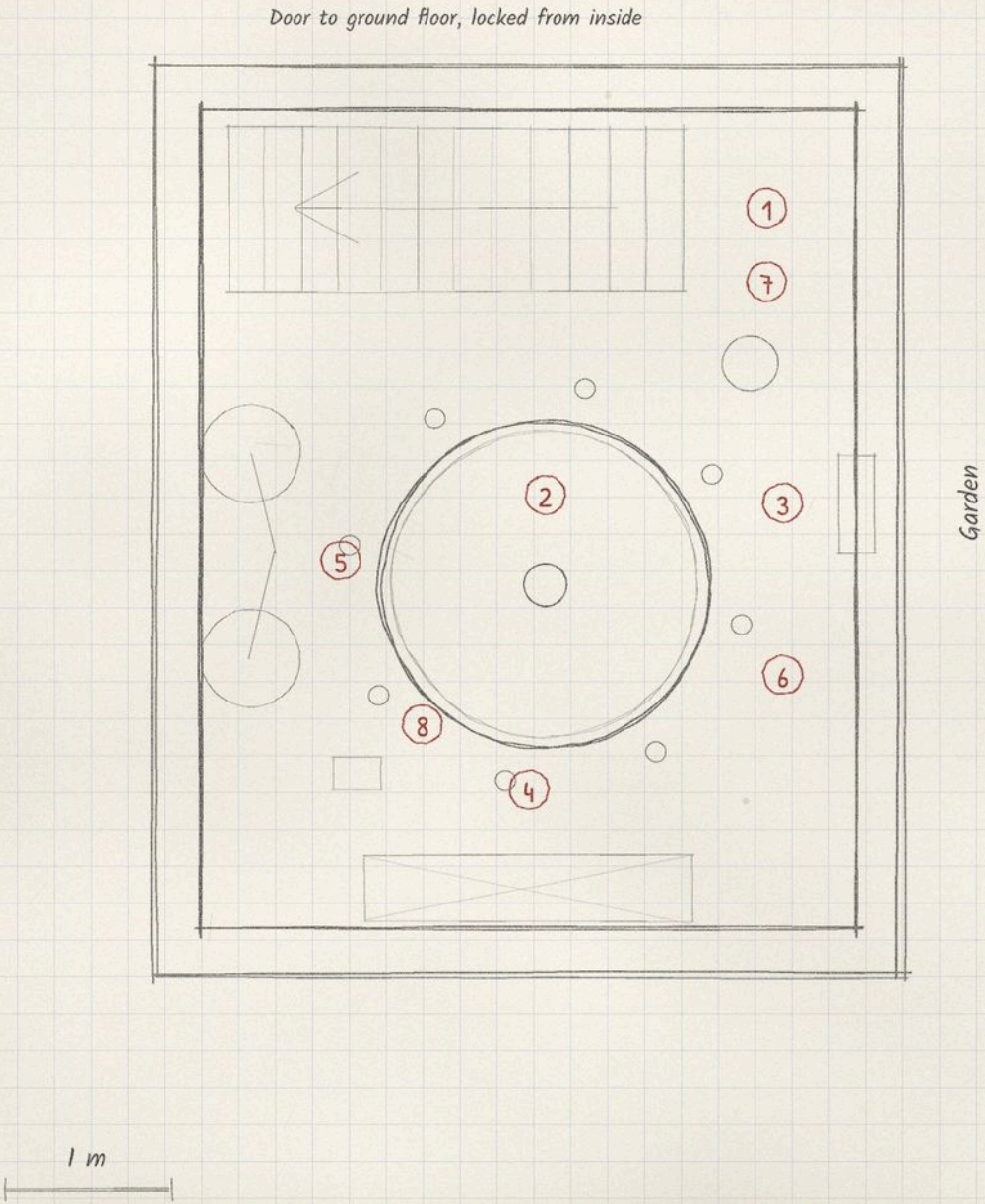
Cellar, Rue de la Croix 17

Anderlecht, sketch of the cell, ceiling height 2.20 m



Key

1. Wooden staircase, 1 m wide
2. Circle of chalk and ash, 2 m, warm
3. Window 60 x 40 cm, covered with cardboard
4. Shelf, paint tins, Maarten's diary
5. old ladies' bicycle
6. eight candles around the circle
7. tin bucket with ash
8. box of chalk

Imprint

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