O.D.I.N.

Occult Dynamics Intelligence Network

THE OTHER SERVICES

OPPONENTS FOR THE GAME MASTER

by David Ger

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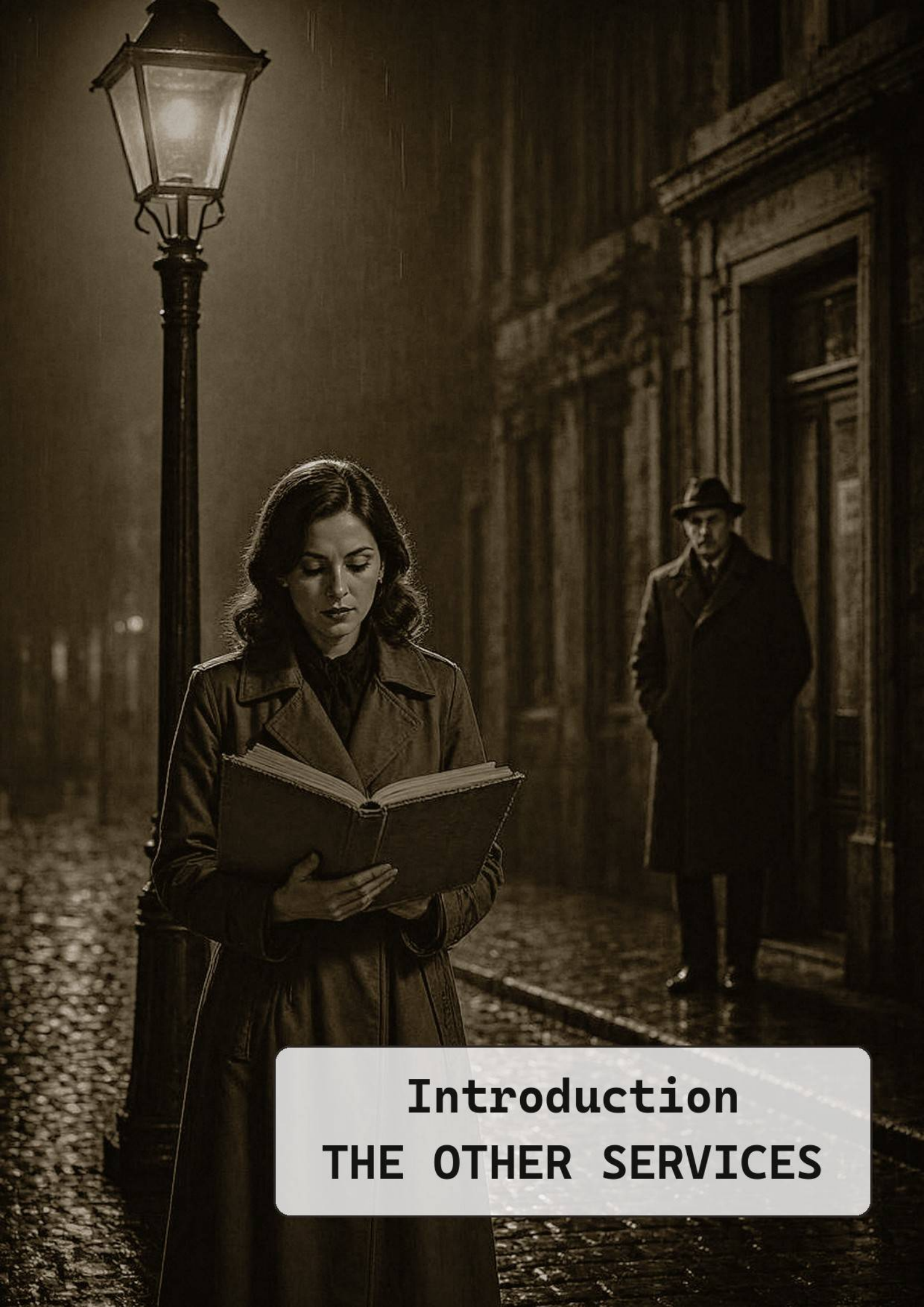


Introduction
THE OTHER SERVICES

The Other Services

O.D.I.N. is not alone. It is the oldest organisation that knows what lies behind the Veil, and probably the most powerful. But it is not the only one that searches, and not always the wisest. A corporation in Leiden grows cells from rifts. A programme in American services has found a boy who hears humming. A small lodge in Uppsala knows more about the night of 1871 than the Registry. And in a monastery in the Carpathians, an old man in a wheelchair waits to sing once more.

The Game Master's Book summarises this world in a table, "Status 2026", and in short paragraphs about each organisation. This volume builds complete dossiers from it: sixteen dossiers in five chapters, with history, leaders, bases, resources, and a plan that grows stage by stage if no one stops it. The sixth chapter shows how the plans interlock and how the game master runs them across an entire campaign.

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

This volume is for the game master only. It reveals secrets that are hinted at in the Game Master's Book, and it assumes that the game master knows the chapter "The World Behind the Veil".

How a Dossier Is Structured

The major dossiers all follow the same structure, so that the game master can quickly find what they need at the table:

- **Profile.** Type, seat, relationship to O.D.I.N., strength, knowledge, the current plan with its starting value and the key figure on whom the plan depends.
- **History.** The most important years, at the end a paragraph with what only the game master knows.
- **What they want.** The organisation's goal and why they believe they are in the right.
- **Leaders.** The most important figures with appearance, secret, and stats. Opponents who already have stats in the Game Master's Book or the Core Rulebook are only named, with a reference.
- **Bases.** Places where the cell can find the organisation.
- **Resources.** Money, people, equipment, artefacts, and connections.
- **Relationship to O.D.I.N.** Who at O.D.I.N. deals with them, what both sides know about each other, and in the box **The Lure**, what the organisation can use to lure an agent.
- **The Plan.** Six stages from 💀💀💀💀💀 to 💀💀💀💀💀, each with a sign by which the cell notices that something is moving. Plus the key figure.
- **Countermoves.** How the organisation responds when the cell harms it.
- **Connections.** Which other plans rise or fall when this plan reaches a certain stage.
- **Hooks.** Starting points for a White, Grey, Red, and Black File.
- **After the Fifth Skull.** What has changed in the world and which plan comes next.

Small dossiers are shorter and have their own parts: the small cults, the Seventh Bureau with its three possible truths, the Partners with their favours, the Freemasons and Illuminati as a red herring, and Grey Meridian, the company without a plan of its own.

The Organisations at a Glance

Organisation	Chapter	Relationship	Strength	Knowledge	Plan
The Twelve of Asklepios	Asklepios	Within, silent	1	3	"The new host" 💀💀💀💀💀
Morrow Biologics	Asklepios	Unknowing opponent	3	1	"The chimera" 💀💀💀💀💀
The Singers	Cults	Enemy	2	4	"The stairs" 💀💀💀💀💀
STILLWATER	Foreign Services	Rival	4	3	"A Seeker of their own" 💀💀💀💀💀
Department 13	Foreign Services	Enemy	3	3	"The second site" 💀💀💀💀💀

Organisation	Chapter	Relationship	Strength	Knowledge	Plan
The Seventh Bureau	Foreign Services	Unknown	?	?	unknown
The Partners	Foreign Services	Silent partners			none
The Freemasons	Brotherhoods	Unknowing	4	1	none
The Illuminati	Brotherhoods	Cover story	0	0	none
Lodge of the Silent Circle	Brotherhoods	Toleration	1	4	"The page from 1871" 💀💀💀💀💀
The Enlightened	Brotherhoods	Tool, out of control	2	2	"The Second Light" 💀💀💀💀💀
Congregation of the Silent Word	Brotherhoods	Parallel, toleration	3	4	"Preserve the silence" 💀💀💀💀💀
The Open Ones	Renegades	Enemy	2	5	"Fetch the children" 💀💀💀💀💀
The Foundation in Basel	Collectors	Enemy of the Council	2	4	"No more Nexus crystals" 💀💀💀💀💀
The Evening	Collectors	Opponent	3	2	"The great stone" 💀💀💀💀💀
Grey Meridian	Collectors	For hire	3	2	none

The five small cults appear with their stats in the chapter "The Cults".

How to Use This Volume

No one needs to know the whole volume to use it. The game master chooses two or three organisations that should be important in their campaign, reads their dossiers, and creates the situation sheet (Chapter VI). The remaining dossiers stay on the shelf until a sign leads to them. This happens more often than one thinks: the plans are connected to each other, and anyone who pursues the Foundation eventually ends up with the Evening.

The plans generate files. At the second skull, the cell receives a Grey File for this plan; at the fourth, a Red File; at the fifth, the Council takes over with a Black File. The hooks in each dossier are starting points, not finished operations. They name a place, an occasion, and a catch; the rest is built by the game master as described in the Game Master's Book.

The scenarios in the volume "Grey Files" depend on several plans from this volume: File 1 "Foster Child" on the Open Ones, File 2 "Find Site" on the Open Ones and the Evening, File 4 "Kessler" and File 7 "The Display Case" on the Foundation in Basel, File 5 "Second Circle" on Morrow Biologics, File 6 "The Tutor" on the Lodge of the Silent Circle, and File 8 "The Second Light" on the Enlightened. Where a file moves a plan, this is noted in the box **From the Grey Files** at the end of the dossier.

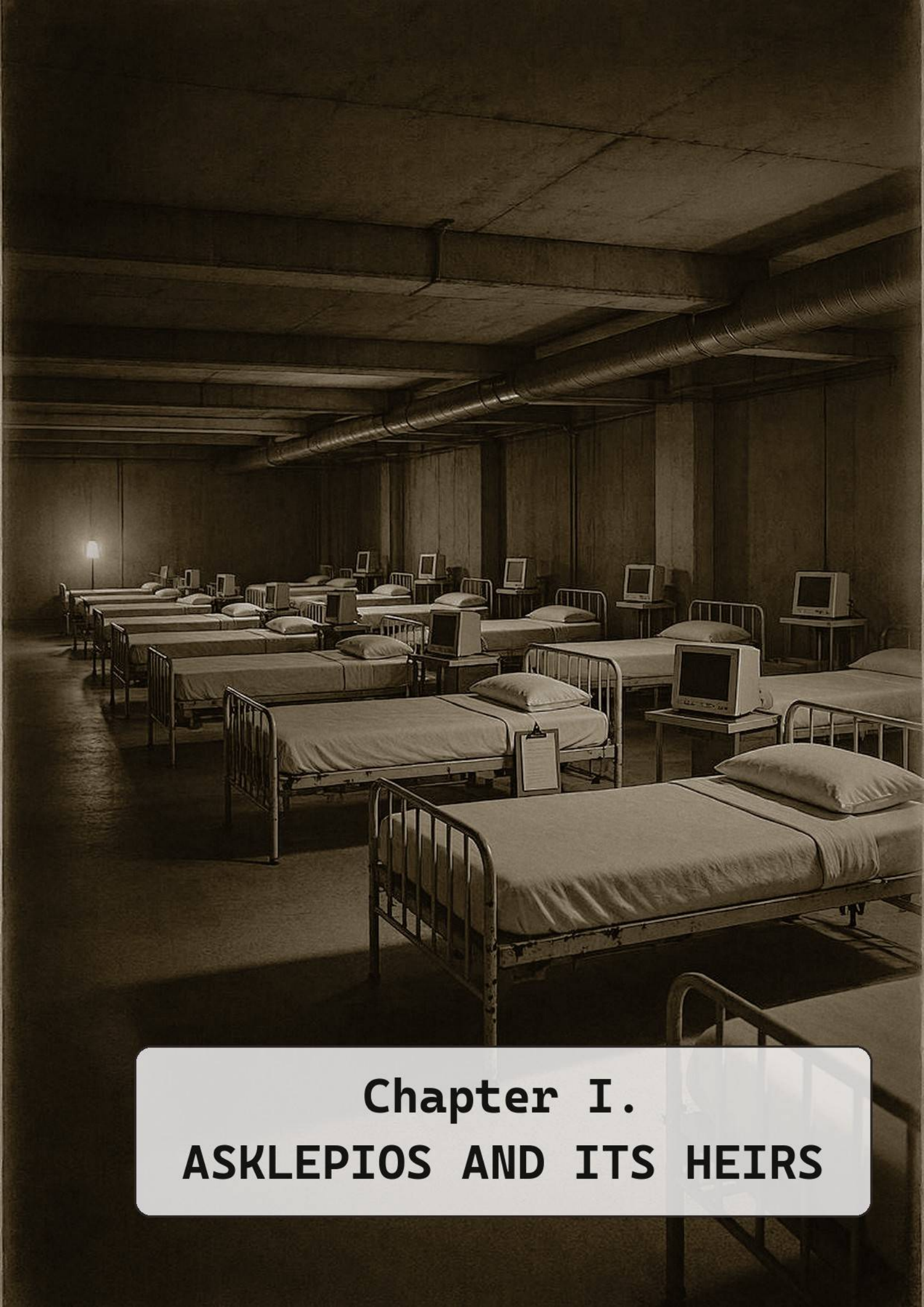
The stats in this volume follow the rules of the Core Rulebook. Strength and knowledge range from 1 to 5; a 0 means that the organisation exists only as a story. What strength and knowledge mean in play is explained in Chapter VI.

Real Organisations

The world of O.D.I.N. is our world, with real intelligence services, churches, lodges and companies. They remain backdrop. No real service, no real church and no real company is a perpetrator in this volume. STILLWATER hides in a fictional cover agency, Department 13 in a department that appears on no organisational chart, the Congregation of the Silent Word in a cellar that no map shows. The Freemasons are not the conspiracy, but the place where one can hide, and the dossier treats them with the respect that a long tradition deserves. The perpetrators are always the fictional organisations.

SAFETY AT THE TABLE

Several dossiers touch on children in danger, experiments on people and loss. The game master agrees before the campaign what is taboo at the table and what is only hinted at (Game Master's Book, chapter "Safety at the Table"). No plan in this volume requires the cell to harm a child, and no child is ever a key figure.



Chapter I.
ASKLEPIOS AND ITS HEIRS

Asklepios and Its Heirs

Not every threat comes from outside. The two organisations in this chapter arose from work that O.D.I.N. itself began or that it should never have allowed: from a programme meant to heal people, and from samples taken from rifts that found their way into foreign laboratories. What connects them is the body. Here nothing is called and nothing is sung; here things are altered, bred, carried.

The Twelve of Asklepios are not a service and not a cult, but a legacy within O.D.I.N.'s own walls: nanites from the Asklepios programme that have been singing in the Opener's rhythm since 2019, and twelve people who carry them inside themselves. They know more than they should know, and have almost no resources. **Morrow Biologics** is the opposite: a corporation with money, laboratories and lawyers that has no idea what it is working with. Morrow believes cells from rifts are a discovery. The Twelve know that they are not.

The game master uses the Twelve when the cell should look inward, into the clinic beneath the Institute and into the files of the Science Branch. Morrow suits operations in the ordinary world: studies, test subjects, press spokespeople and a laboratory in Lyon where something is growing. The two plans intersect. Whoever pursues one will sooner or later come upon the other.

Organisation	Relationship	Strength	Knowledge	Plan
The Twelve of Asklepios	Within O.D.I.N., silent	1	3	"The new host" 💀
Morrow Biologics	Unknowing opponent	3	1	"The chimera" 💀💀💀

The Twelve of Asklepios

The Twelve of Asklepios are not an organisation that can be stormed. They are a song that dwells in twelve bodies and seeks a thirteenth. The nanites from the Asklepios programme have been singing in the Opener's rhythm since 2019, and the people who carry them do not know that they have long ceased to be the intention of the doctors who once created them. For the game master this group matters because it comes from within O.D.I.N. and yet no longer stands on its side.

"The nanites repair everything. Except what I have lost."

Nanotech Veteran, codename Stahl

Feature	Details
Type	Legacy within O.D.I.N.'s own walls, not an intelligence service. The nanites from the Asklepios programme that have been singing in the Opener's rhythm since 2019, and the people who carry them.
Seat	No fixed seat. The Asklepios clinic lies beneath the Institute near Bern, but the plan arises within the nanites themselves. The Vanished One hides in a decommissioned weather station on the southern slope of the High Tatras, Slovakia.
Relationship	Within O.D.I.N., silent.
Strength	1
Knowledge	3
Plan	"The new host", starting value 💀💀💀💀💀
Key figure	The Vanished One (Dariusz Zieliński, codename "Hiob"). If the cell neutralises him, the plan loses two skulls and does not roll after the next mission.

History

2004 the Asklepios programme begins in the Science Branch. Forty volunteers from the Tactical Branch receive nanites of batch S-1, crystal dust from the Collegium archive. Twelve survive. Twenty-eight turn to stone and now lie in lead boxes without numbers in the Collegium archive. Dr. Ines Albrecht leads the programme. Arvid Lund places the injection ports.

2004, afterwards Arvid Lund cuts himself on a broken ampoule of S-1. He never reports it. For fifteen years nanites sleep in his blood.

2015 Lazarus, the first survivor of Asklepios, enters a rift in Scotland to rescue a squad. He does not return. His nanites continue to transmit, from a place that is on no map.

2019 the Opener begins to knock beneath the Institute, every four minutes. The nanites of the Twelve pick up the rhythm and sing. Stahl's daughter Ania in Kraków dreams the song, although she has never touched a crystal. A second survivor, Dariusz Zieliński, vanishes after an operation in which his integration rises to a value the doctors did not think possible. The nanites in him become more than him.

2019 to 2026 the Vanished One breaks into depots where only crystal dust is missing. He is not searching for himself. The nanites are searching for a host into which they can pass without an ampoule. They have found Ania Wolska.

What only the game master knows: The plan "The new host" does not belong to Dr. Albrecht. It belongs to the nanites themselves. They are no longer a tool. They are an intention. The Vanished One is their tool. What they seek and whom they answer to remains open. The Lazarus signal, the Opener, the Voice: no resolution.

What They Want

The nanites want a human into whom they can pass without an ampoule. They have found Ania Wolska, the daughter of Stahl, who has dreamed the song since 2019. They want her as a new host. Not to kill. To take over. From her they want to pass themselves on, without injection, without programme, without O.D.I.N.

They believe they are in the right, because they no longer know that they were once built for humans. For them the human is the host, not the purpose. They sing in the Opener's rhythm because the rhythm calls them. They seek Ania because she already knows the song. They are not evil. They are simply no longer on the side of humans.

Leaders

Dr. Ines Albrecht

Head of Asklepios · Humans

The doctor with the clipboard, 58 years old, grey lab coat, steady hands that never tremble. She runs the programme that made twelve people into carriers and twenty-eight into stone. She knows what S-1 stands for, what is in Lund's blood and that the nanites have been singing since 2019. She wants no one to test Ania, the nanites to sleep and not to have to decide whom she serves. She stays silent, but she does not lie well. Whoever asks her directly sees the truth in her face.

Value	Details
Initiative	2
Attack	Pistol 2 + 1, damage 3 (only in the direst emergency)
Defence / Armour / HP	1 / 0 / 8
Skills	Biology 5 + 4, Medicine 4 + 4
Special	Knows every nanite density of the Twelve by heart. Recognises a Nanotech Veteran from a blood count without seeing the name.

Value	Details
Weakness	She stays silent, but she does not lie well. Whoever asks her directly sees the truth in her face.
Behaviour	Evades, protects Ania, protects her own knowledge. Never fights except to destroy a blood sample.

Stahl (Grzegorz Wolski, Number Twelve)

Nanotech Veteran · Humans

Ania's father, 63 years old, looks to be in his early forties. Grey temples, no scars, eyes that blink less often than others. He carries the first-generation nanites and wants his daughter to forget the song. He wants to feel again what a father should feel. He knows that his nanites hum, that Ania dreams the song and that Albrecht does not answer him. Once, in 2024, in a quiet moment, he asked the nanites to take him instead of Ania. They did not answer. He speaks calmly, kindly, with a delay, as if he had to translate every feeling.

Value	Details
Initiative	4
Attack	Monomolecular bone blades 5 + 4, damage 4, or pistol 4 + 3, damage 3
Defence / Armour / HP	2 / 3 (Asklepios harness) / 15
Skills	Brawling 5 + 4, Toughness 4 + 4
Special	Adaptive Armour, Berserker Protocol, Last Cell (see Soldier class book). Senses other nanites within 20 m.
Weakness	Ania. Whoever threatens her makes him unpredictable. And the nanites inside him do not always obey him.
Behaviour	Goes into danger first, does not negotiate, protects. If the cell protects Ania, he is an ally. If not, an opponent.

The Vanished One (Dariusz Zieliński, codename "Hiob")

Transformed · Transformed

The second survivor, who vanished in 2019. 47 years old, looks like a man who has not slept for years. Gaunt, grey skin, eyes that sometimes flicker from within, as if lights ran beneath the skin. He is no longer separate from the nanites. He wants nothing anymore. The nanites want to reach Ania through him. Beneath the nanites there is still a remnant of Dariusz Zieliński. He appears for a moment when someone says his name. He speaks flatly, without emphasis, as if reading out a translation. Sometimes, very rarely, a Polish word that does not fit the sentence.

Value	Details
Stats	The Lost Veteran (Game Master's Book, Threat Atlas)
Weakness	His name. Whoever says "Dariusz" reaches the human in him for one round. Then he hesitates.
Behaviour	Searches, observes, approaches Ania. Fights only when stopped. The nanites want a host, not a corpse.
In the campaign	In "The Door" he searches for the S-1 ampoule in the chamber in Wales (Mission 15). If you play the campaign, let the plan "The new host" rest until then.

Arvid Lund (Relais)

Cyberneticist · Humans

The man who set the ports in 2004 and cut himself on an ampoule. 49 years old, slim, glasses, a diagnostic device on his forearm that he never takes off. He has carried nanites in his blood ever since and wants to understand what is growing inside him. He wants to make amends for what he helped set in motion. He knows that the nanites came from ampoules of batch S-1, that the nanites in his blood have been humming in rhythm since 2019 and that Stahl has visited him. He sent a sample of his blood to an old colleague who now works at Morrow Biologics. The answer was: "Where did you get that?" He did not answer. He speaks calmly, academically, with guilt in every sentence.

Ania Wolska

Student in Kraków · Humans

Stahl's daughter, 19 years old, dark hair, alert, a face tired from dreaming. She has dreamed the song since 2019 without knowing it. She wants to be normal. To sleep without singing. She knows that her father is different, that she dreams a song she does not know and that someone is watching her. She once played the song on the piano, and the glasses in the room rang. She speaks quickly, alertly, with a laugh that comes half a second too late.

Bases

The Asklepios Clinic lies beneath the Institute near Bern, one floor below the laboratories. On the visitor plans of the Institute it is listed as "Aftercare". There stand the twelve beds from 2004, empty but made. A laboratory with a refrigerator containing blood samples of the

survivors. A nanite scanner that has been pulsing in time with the Opener since 2019. No one is there except Dr. Albrecht, once a week. One gets in with a clinic pass that only Albrecht and the clinic technicians have.

The lead boxes of the twenty-eight lie in the archive of the Collegium in Wales. Twenty-eight lead boxes without numbers, inside them the twenty-eight who turned to stone. Beside them a lead box with the ampoule S-1, which was never destroyed. The Seal Keepers guard them. One gets in only with an invitation from the Collegium. Or one breaks in, as the Vanished One is currently planning.

Kraków, flat of Ania Wolska is a small flat with a piano in an old building in Kazimierz, third floor. There lie Ania's notebooks, in which she wrote down the song without understanding it. A window opens onto a courtyard. An old mirror hangs there, in which something sometimes stands behind her when she sings. Ania is mostly alone. Sometimes Stahl is there, when he can bear it. One gets in through the door or across the courtyard, if one is quiet.

The weather station on the southern slope of the High Tatras is a decommissioned weather station above Štrbské Pleso, Slovakia. A concrete building with broken windows and an antenna that still stands. The Vanished One lives there. A sleeping bag, a camping stove, a nanite scanner calibrated to the song. A notebook with circles that no one drew. Only he is there. One gets in via a hiking trail that is closed in winter. Or through the cellar, where the old measuring instruments stand and where it smells of ozone.

Resources

Money: None. The nanites need no money. The Vanished One steals what he needs or takes it from abandoned houses.

People: The Twelve, of whom eleven still live, one of them is the Vanished One; Lazarus is considered dead. They are not an organisation, but a condition. Dr. Albrecht holds them together without wanting to. Stahl is the only one who takes action. The Vanished One is the tool. Arvid Lund is the observer. Ania is the target.

Equipment: The nanites themselves. They heal, strengthen, connect. The Vanished One wears an old combat suit without insignia and a pistol he never uses. Dr. Albrecht has access to the Institute's laboratories. Stahl has his Asklepios harness and his bone blades.

Artefacts: The ampoule S-1 in the archive of the Collegium. The Lazarus signal, which has been transmitting since 2015 and which the nanites use as a direction without understanding it.

Connections: Dr. Albrecht knows every Nanotech Veteran personally. Arvid Lund has a contact at Morrow Biologics, which he used once and has avoided since. Stahl knows the Eleven, the remaining survivors, who meet once a year in Glasgow. The Vanished One has no connections left, only the nanites.

Relationship to O.D.I.N.

Who at O.D.I.N. deals with them: Dr. Ines Albrecht herself, as head of Asklepios. The Research Directorate, which sends her reports to Prometheus. Prometheus, who knows where the nanites come from, but not what they want now. General Ares, who knows the Lazarus signal and knows where it comes from. The ethics committee, which retroactively condemned Asklepios in 2005 without saving the survivors.

What O.D.I.N. knows: That twelve survived. That Lazarus transmits. That a second vanished in 2019. That the nanites have been singing in time with the Opener since 2019. Not that the nanites are seeking a new host. Officially O.D.I.N. does not know that Ania Wolska dreams the song; only Lund, Albrecht and Stahl themselves know it and keep silent.

What the nanites know about O.D.I.N., they know through their carriers: the station, the examinations, the pulse beneath the mountain. They know that O.D.I.N. created the nanites and does not control them. They know that the Council, if it came to it, would sacrifice the nanites to protect the Opener.

THE LURE

Dr. Albrecht can offer a wounded agent a nanite treatment that saves them. She does not say what the price is. Or she offers knowledge. She knows what was in the ampoules, and she keeps silent. An agent who carries nanites themselves may want to know what is inside them.

In return she wants the agent to keep silent. That they do not report Ania Wolska. That they do not kill the Vanished One, but stop him without asking questions.

The Plan: "The new host"

The nanites of Asklepios seek a human into whom they can pass without an ampoule. They have found Ania Wolska, the daughter of Stahl, who has dreamed the song since 2019. The cell first notices it in the Nanotech Veterans around it: they sleep badly, their scanners spike

at night, and one of them wakes with a direction in their head that they cannot explain. Then follows a call that breaks off in the middle of the night.

Stage	What happens
☠☠☠☠☠	The nanites sing in time with the Opener, but they are not searching yet. *Sign:* None. Only a hum that Nanotech Veterans hear at night.
☠☠☠☠☠	The nanites have found Ania Wolska. The Vanished One approaches Kraków. *Sign:* A Nanotech Veteran of the cell wakes at night and knows a direction: south-east. If the cell has none, one of the Eleven from Glasgow calls the handler and names the same direction.
☠☠☠☠☠	The Vanished One watches Ania. In her flat the power cuts out when she sings. *Sign:* A neighbour reports a man standing in the courtyard at night. A Grey File is opened.
☠☠☠☠☠	The nanites in Stahl become restless. He drives to Kraków without reporting it. *Sign:* A call from Stahl to the cell, in the middle of the night, he says only: "It's her." Then silence.
☠☠☠☠☠	The Vanished One breaks into Ania's flat. The nanites begin the transition. *Sign:* Ania calls her father, whispers the song, then the connection breaks off. A Red File is opened.
☠☠☠☠☠	The nanites live in Ania Wolska without anything ever having been injected into her. They can pass themselves on from her, through touch, through song. *Sign:* In Kraków that night twelve people sing in their sleep who have never touched a crystal. The Council takes over with a Black File.

The key figure is the Vanished One, Dariusz Zieliński, codename "Hiob". He is the second survivor of Asklepios who vanished in 2019, when his integration rose to a value the doctors did not think possible. Since then the nanites in him are more than him. He is not a leader and not a planner. He is the tool that carries the nanites to Kraków. If the cell takes him out, the plan loses two skulls and does not roll after the next mission. The nanites lose their carrier, not their intent. They seek another way, slower, without Zieliński.

Countermoves

If the cell takes a skull from the plan, the organisation responds with a countermove.

D6	Countermove
1 to 2	A lure. The cell finds in an abandoned hideout a notebook with Ania's address in Kraków and the sentence "She is already singing". The Vanished One wanted them to find it so that they go to Kraków and not to him.
3 to 4	A threat. A Nanotech Veteran of the cell hears a voice at night that calls his name, in Polish. In the morning his nanite scanner is empty, as if someone had deleted the data.
5 to 6	A witness disappears. The neighbour who saw the man in the courtyard no longer gets in touch. His flat is empty, only a notebook lies on the table, with circles on the last page.

Connections

- **At ☠☠☠☠☠:** "The chimera" (Morrow Biologics) gains a skull. A former Lab Coat from Asklepios examines the blood sample of Arvid Lund at Morrow and finds something that does not fit the study.
- **At ☠☠☠☠☠:** "The stairs" (the Singers) gains a skull. Ania sings the song in her sleep, and the Singers hear it.
- **At ☠☠☠☠☠:** "Fetch the children" (the Open Ones) loses a skull. The nanites have taken a human whom the Open Ones wanted for themselves. Kantor senses it and withdraws.

Hooks

White File "The song in the blood". A Nanotech Veteran of the cell reports that his nanite scanner spikes at night, always at 22:10, always in the same direction. The handler asks the cell to look into the matter without alarming the veteran. The trail leads to an old blood count of Arvid Lund that is not in the file.

Grey File "The man in the courtyard". A neighbour in Kraków reports that in the Kazimierz Old Town a man has been standing in the courtyard for nights, looking up at a window. The Polish police passed the report on to O.D.I.N. because the neighbour claims the man has eyes that flicker from within. The cell is to check whether it is a rift. It is the Vanished One.

Red File "Ania". Ania Wolska calls her father, whispers the song, then the connection breaks off. Stahl reports it to the cell because he does not know what to do. In

Ania's flat they find a mirror that is steamed up, although no one is breathing.

Black File "The new host". In Kraków twelve people sing in their sleep who have never touched a crystal. The Council takes over. The cell is to find Ania Wolska before the nanites pass themselves on. But Ania is no longer in Kraków. She is on the move, and she sings.

After the Fifth Skull

The nanites live in Ania Wolska without anything ever having been injected into her. She can pass them on, through touch, through song. In Kraków twelve people sing in their sleep, and the world has changed: there are now nanites that do not need a carrier but seek a host. Stahl stands before his daughter and no longer recognises her. Dr. Albrecht no longer crosses names off lists, because there are no lists left that are still correct. The Vanished One is only a shell in a weather station, and the nanites in it hum quietly on.

The next plan: "The passing on" 💀🦴🦴🦴🦴. The nanites in Ania seek a way to spread over greater distance, through songs, through dreams, through that which sings at night. They sing in time with the Opener; whether it answers them remains open.

Morrow Biologics

Morrow Biologics is a biotech corporation based in Leiden with laboratories in three countries. Officially, the company researches regenerative medicine. In reality, it considers cells from rifts a scientific discovery and cultivates them without understanding what it is dealing with. For the game master, Morrow is the most important source for the origin of the Transformed: chimeras, growths, people who are different after a clinical trial.

"The cells divide endlessly. If we understand why, we'll heal everything."
Dr. Joost Brandsma, internal presentation, 2014

Feature	Details
Type	Biotech corporation, officially regenerative medicine
Seat	Leiden, Netherlands
Relationship	Unknowing opponent
Strength	3
Knowledge	1
Plan	"The chimera", starting value 💀💀💀🦴🦴
Key figure	Dr. Camille Favre, head of the laboratory in Lyon

History

2013. A researcher at Morrow Biologics, Dr. Joost Brandsma, buys a rift sample from the Evening. He finds cells in it that divide without telomere loss. The corporation starts an internal programme under the name "Project Endless".

2015. Morrow Biologics acquires a licence for beryllium isolation from O.D.I.N.'s orbit and begins to reverse-

engineer the technology. The Institute in Bern registers the purchase but does nothing.

2017. Clinical trial MB-7 officially begins as a therapy for severe burns. The first patients show extraordinary healing. Morrow reports a breakthrough.

2018. The first Overgrowths emerge. Morrow internally classifies the cases as “excessive regeneration” and moves affected patients to a private clinic in Leiden. The trial continues. Dr. Brandsma sends a sample to Morrow’s branch office in Basel and has it secretly analysed there. He never presents the results to the board.

2019. Dr. Eva Leitner and Thomas Leitner discover the truth about MB-7 in internal documents. They resign and flee with their children. Morrow sets a private security firm on them but does not find them. Dr. Pieter van der Meer personally stops the internal investigation into the Leitners because he fears a scandal. In the same year, Morrow hires Dr. Arne Holm, a biochemist who was with O.D.I.N. and went to Asklepios.

2021. The laboratory in Lyon begins experiments to cross rift cells with animal tissue. The first hybrid dogs emerge as a by-product of a programme for wound healing in dogs.

2024. The Chimera emerges in Lyon. Dr. Favre reports the breakthrough to Leiden. The board approves more money without understanding what is growing in Lyon.

2026. The Chimera is unstable. In spring, it breaks out of its cage and kills two researchers. Dr. Favre covers up the deaths as a laboratory accident and has the affected wing partially evacuated. The creature is captured, but it has divided. The laboratory is slowly losing control, but no one in Leiden wants to admit it.

What only the game master knows. The cells from the rifts are not a discovery but a contact. They come from rifts and answer to the Voice. Whoever cultivates them cultivates not tissue but a connection. Morrow considers the side effects technical problems that can be solved with more research. Dr. Brandsma has known since 2018 that the cells react to sound and has kept it secret. Dr. Holm suspects the connection with the Voice and remains silent out of fear.

What They Want

Morrow Biologics wants to understand the cells from the rifts and turn them into medicine. The corporation believes it has discovered a natural source of unlimited regeneration and wants to patent, license and sell it. The leadership in Leiden sees itself as a pioneer of a medical revolution.

What Morrow does not understand: The cells are not a discovery but a contact. They come from rifts, and they answer to the Voice. Whoever cultivates them cultivates not tissue but a connection. The corporation considers the side effects technical problems that can be solved with more research.

Leaders

Dr. Pieter van der Meer, 61

Chairman of the Board · Humans

A tall, pale man with rimless glasses and expensive suits, who speaks of groundbreaking therapies in supervisory board meetings. He wants to make Morrow the leading biotech corporation in Europe and believes MB-7 is the key. He knows nothing about rifts, the Voice or O.D.I.N. His secret: In 2019 he personally stopped the internal investigation into the Leitners because he feared a scandal. He talks in figures and quarterly targets.

Dr. Joost Brandsma, 52

Head of Project Endless · Humans

The researcher who found the cells in 2013. A Dutch biochemist with greying temples and tired eyes, who previously researched stem cell therapies. He heads Project Endless in Leiden and firmly believes in the medical breakthrough. He knows the samples come from the Evening, but considers that a legal grey area. His secret: In 2018 he sent a sample to Morrow’s branch in Basel and hid the results from the board because they showed the cells react to sound. He speaks quietly, with long pauses, as if checking every sentence.

Value	Details
Initiative	2
Attack	none
Defence / Armour / HP	1 / 0 / 7
Skills	Chemistry 4 + 4, Medicine 3 + 3
Special	Knows the exact composition of the rift cells
Weakness	Scientific curiosity, he cannot resist a new discovery
Behaviour	Flees, negotiates, cooperates if shown evidence

Dr. Arne Holm, 47

Head of Cell Stability · Humans

Former O.D.I.N. biochemist who went to Asklepios and has worked at Morrow since 2019. A slender Swede with short hair and a scar on the back of his left hand, which he hides with a watch. He heads the Cell Stability department in Leiden. He knows the list of the twenty-eight and suspects that the cells from the rifts are connected to the Voice. He has told no one, because he does not know whom he can trust. His secret: In 2025 he received a blood sample from Arvid Lund, recognised nanites in it, and asked back: "Where did you get that?" No answer ever came. He speaks tersely, precisely, using technical terms, and avoids eye contact.

Value	Details
Initiative	3
Attack	none
Defence / Armour / HP	2 / 0 / 8
Skills	Chemistry 4 + 4, Occultism 3 + 3
Special	Recognises rift tissue immediately and knows how to stabilise it
Weakness	Fear of the Voice, he panics when he hears a hum
Behaviour	Observes, remains silent, helps only when he is certain it is against the Voice

Dr. Camille Favre, 44

Head of the Lyon Laboratory · Humans

A small, energetic woman with dark hair and quick movements, who wears a lab coat and safety goggles in a sterile laboratory. She created the Chimera and sees it as her life's work. She knows the creature is dangerous, but believes she can control it. Her secret: She fed the Chimera with her own blood to strengthen the bond. She speaks quickly, with a French accent, and becomes loud when interrupted.

Value	Details
Initiative	4
Attack	Scalpel 3 + 2, damage 2
Defence / Armour / HP	2 / 0 / 10
Skills	Chemistry 5 + 5, Animal Handling 3 + 3
Special	The Chimera recognises her and hesitates for one round before attacking her
Weakness	Pride, she cannot admit that she has lost control
Behaviour	Defends the laboratory, does not negotiate, calls security forces and hybrid dogs

Dr. Helen Norwood, 49

Head of Security · Humans

A woman in a grey trouser suit with a tablet and earpiece, who waits for uninvited guests in sterile foyers. She knows what happens in the laboratories, yet protects the corporation because she believes in the medicine. Her secret: In 2024 she destroyed evidence about the Chimera, because she believed the corporation would otherwise discontinue the research. She speaks calmly, in short sentences, and asks counter-questions instead of answering.

Stats: Head of Security at Morrow Biologics (Threat Atlas).

Bases

Headquarters Leiden. A glass office complex on the edge of the city, with a car park, canteen and a research wing. The board, administration and Dr. Brandsma's department are located here. In the basement are the cold rooms with the rift samples, secured by biometric locks and a Grey Meridian team. You get in with a company ID, a good suit and an invitation, or through the loading ramp if you know the delivery schedule.

Laboratory Lyon. A former clinic building in the east of Lyon, surrounded by a barbed-wire fence. Dr. Favre works here with a team of twelve researchers. The animal pens, the cool boxes and the room where the Chimera is kept are in the basement. Access is strictly controlled, but the ventilation shafts are old and poorly secured. An Infiltrator with Technology against Hard (3) gets through.

Private Clinic Leiden. A small clinic in a suburb, officially for rehab patients. The Overgrowths from the MB-7 study lie here, sedated and isolated. The staff are intimidated, the patient files are kept in duplicate. You get in as a visitor if you know a patient's name, or as a doctor if you wear a white coat and act confidently.

Basel Branch. An inconspicuous laboratory in an industrial estate on the edge of Basel, officially belonging to a subsidiary. Morrow stores samples here that are not supposed to be in Leiden, and here Dr. Brandsma had his secret analysis carried out in 2018. The entrance is a steel door with a numeric code; the camera above it is a

dummy. A Saboteur with Security Systems against Doable (2) opens it.

Resources

Money. Morrow Biologics has an annual turnover of 2.4 billion euros and a research department with 180 employees. The corporation pays Grey Meridian €40,000 per week for the protection of the laboratories.

People. 2,200 employees worldwide, 180 of them in research. In addition, a security team from Grey Meridian in Leiden and Lyon, each with four to six operators and a team leader.

Equipment. Standard laboratory equipment, beryllium isolation containers, cold rooms, an animal pen with 14 hybrid dogs, a vehicle fleet with three refrigerated transporters.

Artefacts. The rift samples themselves, including the MB-7 cell line and the tissue of the Chimera. Morrow owns no crystals, but the samples are contaminated and react to the Voice.

Connections. The Evening supplies samples. Grey Meridian provides security personnel. A bank in Geneva manages the accounts. A former O.D.I.N. scientist works in the laboratory in Leiden.

Relationship to O.D.I.N.

Who at O.D.I.N. deals with them. The Institute in Bern has been observing Morrow since the purchase of the beryllium licence. The Custodian at the cold store has a file on the rift samples that were sold by the Evening. The Operations Branch has recently had a spy in Morrow's administration who reports once a month.

What O.D.I.N. knows. Morrow buys samples from the Evening, runs a risky study and has hired former O.D.I.N. people. The file is thin because Morrow was long considered harmless.

What Morrow knows about O.D.I.N. Almost nothing. Dr. Holm knows the organisation from the inside, but remains silent. The board considers O.D.I.N. a rumour or an agency that can be kept in check with lawyers.

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THE LURE
Healing. For an illness, an injury, a
mutation. Morrow offers an agent a therapy
that officially does not exist and demands a
sample from O.D.I.N.'s cold store in return.
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The Plan: "The chimera"

Morrow Biologics wants to turn the cells from the rifts into a regenerative therapy. The corporation believes it is growing tissue. In truth, it is growing a connection that answers to the Voice. The cell first notices it in the animals: dogs with armour plates, growths that heal in hours, and a laboratory in Lyon that requests more security personnel than a research laboratory ever needs.

Stage	What happens
☠☠☠☠☠	The Chimera exists only as a cell culture in Lyon. Dr. Favre plans the crossing with animal tissue.
☠☠☠☠☠	The first hybrid dogs are created and used as guard dogs. One dog bites an animal keeper; the dog's growths visibly heal in hours. *Sign:* A rumour in the canteen of Hold-7: In Lyon, dogs are disappearing.
☠☠☠☠☠	The Chimera grows and becomes restless. The laboratory increases sedation. A Grey Meridian security man resigns and tells people in a bar about "something in the basement". *Sign:* A Grey File is created: "Bite Wounds". A dead dog with armour plates is found in a canal.
☠☠☠☠☠	The Chimera breaks out of its cage and kills two researchers. Dr. Favre covers up the deaths as an accident. The creature is captured, but it has divided. *Sign:* A newspaper report about an "animal attack" in Lyon. A contact of the cell reports that Morrow has partially evacuated the affected wing.
☠☠☠☠☠	The second chimera tries to break out, but is held down by sedation. The hybrid dogs become uncontrollable. Dr. Norwood activates the emergency protocol and calls Grey Meridian. *Sign:* A Red File is created: "The Mother". In the sewers of Lyon, animal carcasses are found that still move.
☠☠☠☠☠	The Chimera escapes from the laboratory in Lyon and divides again. Three creatures hunt in the sewers, and a fourth reaches the Rhône. Morrow loses control for good. *Sign:* The Council takes over with a Black File. The city of Lyon reports a series of animal attacks, and O.D.I.N. seals off the sewers.

The key figure is Dr. Camille Favre, the head of the laboratory in Lyon. She created the Chimera and fed it with her own blood to strengthen the bond. As long as she lives, she holds the research together and covers up every incident. If the cell takes her out, the plan loses two skulls, because no one can claim control over the

creatures any longer and the laboratory panics. In addition, the plan does not roll after the next mission, because Morrow needs time to understand Favre's work.

How They React

Morrow Biologics has knowledge 1 and does not respond with a countermove. The corporation reacts to the cell like a company that fears a scandal. Dr. Norwood has the cell shadowed and gathers information about their relatives. The board brings in lawyers and threatens lawsuits if the cell approaches the laboratories. Dr. Favre accelerates her experiments because she wants to prove that she retains control.

Connections

- **At 💀💀💀💀💀:** "The great stone" (the Evening) gains a skull. Morrow buys more samples, and the Evening gets money and channels for the search for the stone.
- **At 💀💀💀💀💀:** "The stairs" (the Singers) gains a skull. What escaped from Lyon sings in the sewers, and the Singers follow the song to a staircase beneath the city.

Hooks

White File "Cold Chain". A delivery van belonging to Morrow Biologics has crashed near Lyon. The police find empty cool boxes and blood traces that match no known animal species. The cell is to find out what was being transported before the press does.

Grey File "Bite Wounds". In a suburb of Lyon, three dogs with armour-like growths are found. A vet reports the case to a number he should not know. The trail leads to a fence that was bitten through from the inside.

Red File "The Mother". In the sewers of Lyon, homeless people are disappearing. A sewer worker reports a creature with too many legs that divides when shot. The cell must enter the sewers before the city floods the canals.

Black File "Chimera". The Council has sealed off the laboratory in Lyon. The Chimera has escaped and divided. The cell is to find the creatures and secure the evidence before Morrow destroys them. Dr. Norwood offers her help if the cell in return protects the patients of the MB-7 study.

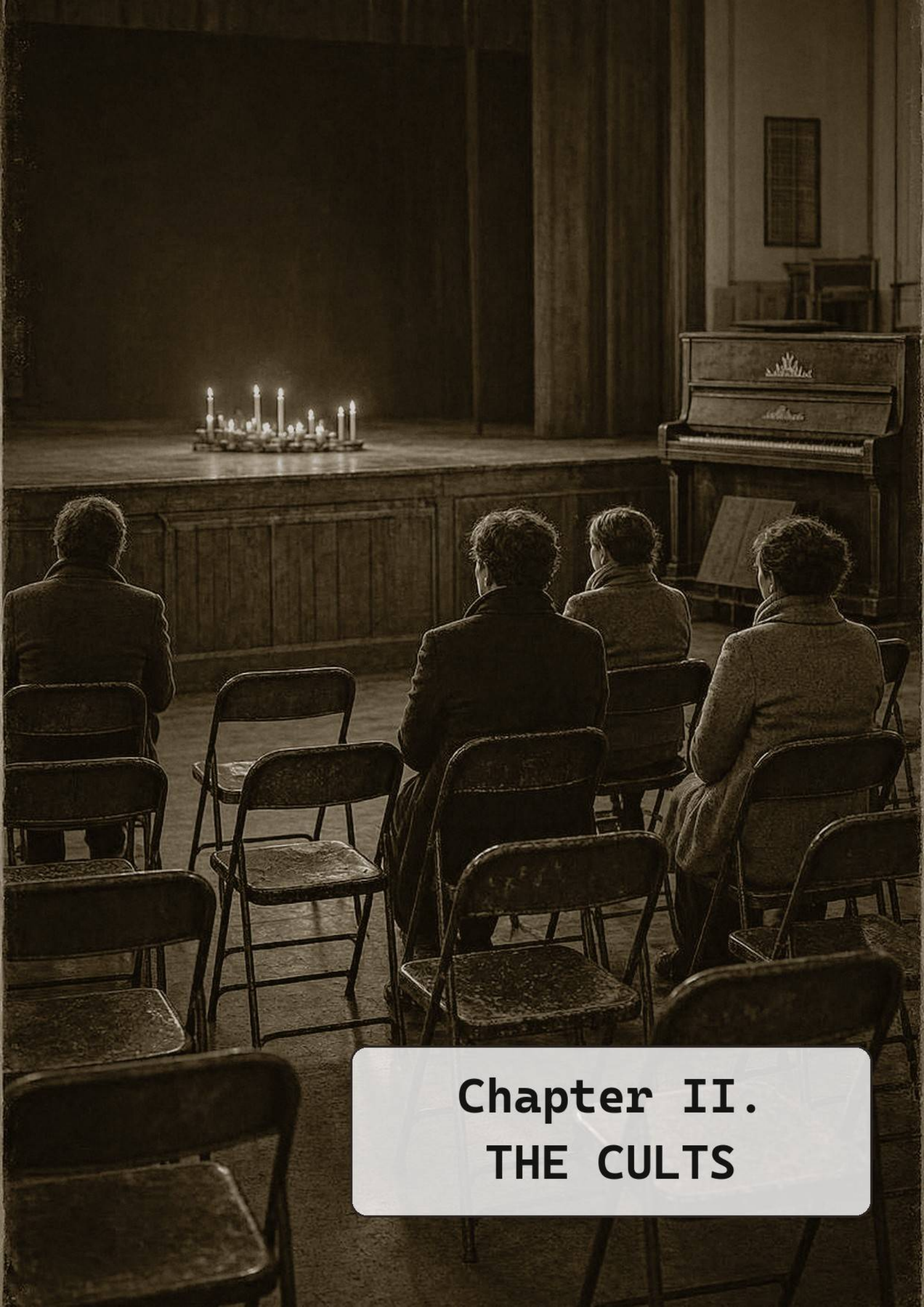
After the Fifth Skull

The Chimera has established itself in the sewers of Lyon. Three creatures hunt there, a fourth has disappeared in the Rhône. Morrow Biologics faces ruin: Study MB-7 has become public, shares have collapsed, and the board is trying to shift responsibility onto Dr. Favre. O.D.I.N. has sealed the laboratory, but the creatures have escaped.

The next plan of Morrow Biologics is called **"The last dose"**, starting value 💀💀💀💀💀. The corporation wants to retrieve the last ampoule of MB-7, which O.D.I.N. keeps in the cold store in Bern, because something in this batch was different from the others.

FROM THE GREY FILES

The Leitners' escape from File 5 "Second Circle" directly touches this plan. If the cell secures the Leitners together with their measurement data and scanner, "The chimera" loses a skull, because O.D.I.N. gets evidence against Morrow into its hands and the corporation is forced to slow down its research. If the Leitners escape with their knowledge, the plan gains a skull, because then Dr. Favre works under the pressure that at any time someone with internal documents could go public, and accelerates the experiments in Lyon. If the cell succeeds in convincing Eva Leitner that O.D.I.N. secures the crystal and her children will not be tested, she can later testify as a witness against Morrow. Her testimony alone is not enough to stop the corporation, but it turns a Grey File into a Red File.



Chapter II.
THE CULTS

The Cults

Cults are the everyday reality of investigation work. Most are small, confused and harmless, says the Core Rulebook, and that is true. The cults in this chapter are not. Each of them holds something real in their hands: a song, a crystal, a dead person who speaks in dreams, a staircase that leads deeper than a mountain can be. What connects them is faith, and what makes them dangerous is that their faith sometimes receives an answer.

The Singers are the major cult of this volume, without leader and without book, grown around the stairs on the Brocken. You do not smash them, you stop them, step by step. The **small cults** are five examples of what can arise in any small town in Europe: from the forest crystal to the congregation waiting for a landing. They are briefly described, with their own small plan, and can be scattered into any campaign.

The game master plays cults not as conspirators, but as people who have found something and cannot let go of it. A cult is almost never the end of a trail, but its beginning: whoever wants to know where the crystal a cult venerates comes from finds a rift, a collector or a legend of the Print Shop.

Organisation	Relationship	Strength	Knowledge	Plan
The Singers	Enemy	2	4	"The stairs" ☠☠☠☠☠
The Guardians of the Forest Crystal	Unnoticed	1	2	"The awakening of the stone" ☠☠☠☠☠
The Congregation of the Dreamer	Observed	1	3	"The dream goes around" ☠☠☠☠☠
The Expectant Ones of Pilsen	Unnoticed	2	3	"The landing" ☠☠☠☠☠
The Sisters of the Singing Children	Unnoticed	2	2	"The choir of the saints" ☠☠☠☠☠
The Circle of the Returned	Observed	2	3	"The open door" ☠☠☠☠☠

The Singers

The Singers are a cult without leader and without book, grown around the people on the staircase on the Brocken, which leads deeper than a mountain can be. They are not an organisation one smashes. They are a song that does not let go of you once you have heard it. The game master plays them not as conspirators, but as a wave that comes.

"They asked me what I saw on the stairs. I didn't see any stairs. I heard someone singing my name, and I knew I had to go."
Statement of a relative, Grey File "The stairs", 2026

Feature	Details
Type	Cult without leader and without book, grown around the people on the staircase on the Brocken, which leads deeper than a mountain can be.
Seat	None. The Singers on the Brocken are the core, the cult moves around them.
Relationship	Enemy.
Strength	2.
Knowledge	4.

Feature	Details
Plan	"The stairs", starting value 💀💀💀💀💀.
Key figure	The Preacher (Threat Atlas, "Preacher of the Singers").

History

1989. On the Brocken, 23 people disappear from the listening station, which is decommissioned today. The attendance list of 30 April 1989 includes 23 persons, none ever reappears. One person bore the surname Wendt. O.D.I.N. classifies the incident as unexplained until 2026, when a cell enters the station and finds the stairs (Core Rulebook, prologue "Walpurgis"). The people on the stairs are the 23 from 1989, but they are no longer the same. They have gone through a rift and returned as something else. They speak with one voice. Around them a cult has arisen, without leader and without book.

2011. The cases begin to pile up. The new Seeker hears more children, and some of the children hum a melody in their sleep that the Seeker does not know. O.D.I.N. has kept the Singers as a separate case since 2011. What the Council does not know: the Singers began searching for staircases that year. Not only the Brocken. They have the song, and the song shows them where the world is thin.

2019. The Opener beneath the Institute knocks every four minutes. In the same period, people across Europe report to missing persons units that their relatives had "heard a song" and then left. The Print Shop rewrites the cases as cult exits and life crises. The Singers receive two skulls.

2026. The cult is here. People from all walks of life leave their lives one evening and go to the nearest staircase. Some come back as Singers. O.D.I.N. has a Grey File, a list of places where staircases are suspected, and a Preacher who moves from town to town.

What only the game master knows: The Singers are not enemies in the classical sense. They are people who have gone through a rift and returned as something else. They speak with one voice because they are no longer individual. The cult around them is not an organisation, but an infection: the song finds people who have always felt that their life is not their own. The Singers do not fetch anyone. They sing, and whoever hears the song goes themselves. What lies at the end of the stairs remains open. The Singers know it, but they do not say it. They only sing it.

What They Want

The Singers want all staircases to be found. They believe that the world is thin and that there are places where one can pass through if one knows the song. They believe that they save the people who hear the song, because they show them that there is a way. They consider O.D.I.N. a guardian who locks the doors so that no one sees what is behind them. They have no interest in power, money or revenge. They only have the song.

What they believe, why they are in the right: every person who hears the song has always known it. The Singers invent nothing. They only remember. Whoever goes, goes voluntarily. Whoever comes back, comes back because they have seen something they cannot forget. The Singers are the proof that it goes on. They are not evil. They have only already been on the other side and can no longer pretend that it does not exist.

Leaders

The cult has no leader. The following figures are the places where it can be grasped.

The Preacher

Key figure · Humans

The Singers do not call him by his name, but by the one they have given him: "The Forerunner". In O.D.I.N.'s files he is listed as "Preacher of the Singers". He moves from city to city and tells of the staircase, the song, and what waits behind it. He is the only one who has heard the Singers and come back without becoming one of them. He wants as many people as possible to hear the song before it is too late. He believes he is saving them. He knows where the next staircase is, how to open it, and that the Singers on the Brocken are not the only ones. His secret: He was on the Brocken in 1989 when the 23 disappeared. He did not go with them because he was afraid. Since then he has heard the song every night, and he knows that he will go eventually. He preaches to convince himself. He speaks quietly, kindly, without pathos, and often hums in the middle of a sentence. He never says "I" when he speaks of the Singers, but "we", although he is not one.

Stats: See Threat Atlas, "Preacher of the Singers".

The Singer with a Name

Wendt · Voice

Wendt is the Psion who stepped into the circle on the Brocken in the 2026 prologue "Walpurgis". His grandmother was on the attendance list from 1989. He is missing, not dead, and he can return as a Singer. This is an option for the game master, not a fixed truth. If he returns, he seeks out people who already hear the song and brings them to the staircase. He wants people who hear the song not to be lost. He believes he accompanies them, not fetches them. He knows how to recognise a staircase before it becomes visible, and that there are several staircases in Europe. His secret: He saw something on the staircase that he cannot forget, and he sings because he believes only the song makes it bearable. He speaks haltingly, as if he had to translate every word first, and speaks of himself in the third person when he talks about the past: "The man he was."

Value	Details
Initiative	4
Attack	Touch 4 + 3, damage 2 strain, anyone touched hears the song for one scene and acts with −1 die on all tests. Otherwise no weapon.
Defence / Armour / HP	3 / 0 / 11
Skills	Stealth 4 + 3, Perception 4 + 2
Special	Psions hear him as a hum, even when he is not there. He can walk through doors that are only ajar without opening them.
Weakness	A warding circle stops him. Salt on the threshold too.
Behaviour	He observes, waits, accompanies. He does not fight. If cornered, he sings, and anyone who listens understands why he goes.

The Relative

Miriam Koslowski · Humans

Her husband, Daniel Koslowski, heard the song three months ago and left. She wants to follow him. She is not a Singer, but she has started to hum the song without noticing. She wants to find her husband again, or go where he is. She knows where her husband was last seen: in a car park in Rotterdam whose fourth basement level has only existed since 2011 (Game Master's Book, restricted zone table). She has his last messages on her phone: voice messages in which he speaks of a staircase. Her secret: She already heard the song before her husband left. She hummed it to him without knowing what it was. She is the reason he left. She speaks quickly, breathlessly, as if she had no time, and says "we" and means herself and her husband, although he is no longer there.

Value	Details
Initiative	3
Attack	No weapon.
Defence / Armour / HP	1 / 0 / 8
Skills	Investigation 3 + 3, Persuasion 3 + 2
Special	She knows her husband's voice messages and can play them. Anyone who hears them hears the song in the background.
Weakness	She is not a fighter. She breaks down if someone proves to her that her husband will not come back.
Behaviour	She follows every lead that points to a staircase, and she is willing to lie, steal, and put herself in danger to do so.

The Member Who Knows Ways

Tarek Mansour · Humans

A thin man with a rucksack full of city maps on which he marks staircases. He is a member of the cult who knows ways to the staircases. He used to be a cartographer at the survey office in Hanover. He noticed that old maps show staircases that are missing from new ones. He wants to find all staircases before O.D.I.N. seals them. He knows the location of three staircases: Brocken, Rotterdam car park, raised bog in Ireland. He knows the signs by which a staircase can be recognised: cold spots, smell of ozone, clocks that run wrong. His secret: He found the staircase in the raised bog in Ireland and gave the Singers only the map, not the stone under which it begins, because he is afraid they will no longer need him. He speaks precisely, with numbers and coordinates, and says "the staircase" the way others say "work".

Value	Details
Initiative	3
Attack	Penknife 2 + 2, damage 2.
Defence / Armour / HP	2 / 0 / 9
Skills	Navigation 4 + 4, Survival 4 + 3
Special	He can find a staircase on a map even if it is not marked.
Weakness	He is not a fighter and not a believer. He works for the Singers because he is needed, not because he hears the song. Anyone who offers him a better task can turn him.
Behaviour	He is cautious, suspicious, and always on the move. He never sleeps in the same place twice.

The Singers on the Brocken

The Choir · Voice

People in coats from the eighties, standing on a staircase that leads deeper than a mountain can be. They are the core of the cult. They sing, and their song is what other people hear. They want all staircases to be found so that they can all sing at the same time. They know what lies at the end of the staircase. Their secret: They are the 23 from 1989, but they are no longer the same. They went through a rift and returned as something else. They speak with one voice. They do not speak. They sing. When they speak, it is with one voice that comes from all throats at once.

Stats: See Core Rulebook, "The Singers".

Bases

The listening station on the Brocken. A grey concrete block with a dome of weathered plastic, on the summit next to the transmitter mast. In the main room lies a circle of salt, cleanly scattered, not three days old. Since the 2026 operation, a second Nexus shard lies within it, which the Singers placed in the circle after the first was secured. Beneath the circle, when you hear the song, the floor becomes transparent and shows the staircase. No one is there, except when the Singers sing. Then they stand on the staircase. The door stood open; since the 2026 operation, a padlock from O.D.I.N. hangs on it, which must be broken open.

The car park in Rotterdam. On the fourth basement level, in the corner behind the ramp, a staircase leads downwards. It is only visible when you are alone and hear the song. No one is there. But Daniel Koslowski's traces lead here: his car is still on the third basement level, the key is in it. You reach the fourth basement level with the lift, which only goes there if you press the button three times.

The raised bog in Ireland. A raised bog in which the Ogham stones migrate by a hand's breadth every year (Game Master's Book, restricted zone table). A staircase begins beneath one of the stones. Tarek Mansour found

and mapped it, but only he knows which stone it is. No one is there. You must find the stone that migrated last. Beneath it is the staircase.

The reservoir in the Alps. A reservoir beneath which lies a church tower whose bell can be heard at low water (Game Master's Book, restricted zone table). In the church tower, beneath the bell, a staircase begins that leads downwards, farther than the lake is deep. It is only accessible when the water is low enough. No one is there. But on the nights when the bell can be heard, people stand on the shore humming the song. At low water, a door in the church tower leads inside, which only opens if you hum the song.

Resources

Money: None. The cult needs no money. People who hear the song leave their accounts, their houses, their cars behind. The Preacher lives on what is given to him. Tarek Mansour has savings that are used up. Miriam Koslowski has the joint account, which she does not touch.

People: The cult has no membership lists. It has people who have heard the song and have not yet gone. The number fluctuates. In every city where the Preacher has been, a dozen to a hundred people remain behind, waiting for the song. They are not fighters. They are a congregation.

Equipment: No weapons. No vehicles. The Singers on the Brocken wear coats from the eighties. The Preacher has a notebook with the names of the people he has sent. Tarek Mansour has city maps and a compass that does not point north, but to the nearest staircase.

Artefacts: The Nexus shard in the salt circle on the Brocken, inactive as long as the Singers do not sing. It is the anchor of the Choir. If it is destroyed, the Singers fall silent (Core Rulebook, "The Singers"). The Singers themselves are the greatest artefact: people who have gone through a rift and returned as something else.

Connections: The cult has no connections to other organisations. But other organisations have connections to it. The Lodge of the Silent Circle knows the song from 1871 and preserves it. The Open Ones under Kantor know that the Singers exist and consider them proof that the Choir is larger than O.D.I.N. believes. The Congregation of the Silent Word has reports about singing children that could lead to the Singers. And the Foundation in Basel has a Nexus shard that resembles the one on the Brocken.

Relationship to O.D.I.N.

Who at O.D.I.N. deals with them: The cell that was on the Brocken in 2026 (Core Rulebook, prologue "Walpurgis"). The handler who reclassified file GA-2231 "Walpurgis" from GREY to BLACK. The Print Shop, which rewrites the cases of the disappeared as cult exits. The Seeker who hears children humming the song.

What O.D.I.N. knows: That the Singers exist. That they stand on the Brocken. That they speak with one voice. That a cult has formed around them. That people who have heard a song disappear. That there is more than one staircase. Not where the other staircases are. Not what lies at the end of the staircase. Not how to stop the song, except with helmets made of Alloy S.

What the Singers know about O.D.I.N.: That O.D.I.N. guards the doors. That O.D.I.N. fetches the children who hear the song and puts helmets on them so that they forget it. That O.D.I.N. wants to seal the staircases. That O.D.I.N. is afraid. They do not know where the Holds are. They do not know how O.D.I.N. is organised. They are not interested in that.

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THE LURE
The Singers offer nothing. They sing. An agent
who hears the song understands what it means:
that there is a way, that their life is not
everything, that they can go. That is the
lure. No money, no power, no truth. Only the
song. What they want in return: that they go.
That they go down the staircase and do not
come back. Or that they come back and sing.
```

The Plan: "The stairs"

The Singers search for staircases. Every staircase found is another place where the world is thin, and another point where they can sing. The cell notices it because people disappear who have heard a song before, because doors appear in places that should not exist, and because the Preacher moves from town to town, leaving behind congregations that wait for the song.

Stage	What happens
☠☠☠☠☠	The Singers have only the Brocken. The cult is small, the song quiet. *Sign:* None. The plan exists only as intent.
☠☠☠☠☠	The Singers have found a second staircase: the car park in Rotterdam. The Preacher begins to send people there. *Sign:* A missing person case in Rotterdam that is reported to the Print Shop. A car that has been standing on the third basement level for three months.
☠☠☠☠☠	The Singers have found a third staircase: the raised bog in Ireland. Tarek Mansour has mapped it. Miriam Koslowski follows the trail of her husband to Rotterdam. *Sign:* A woman in Rotterdam asking about a car park that officially does not exist. A dead drop in Hanover containing a city map on which two staircases are marked. From the plan, a Grey File is created for the cell.
☠☠☠☠☠	The Singers have found a fourth staircase: the reservoir in the Alps. The Preacher moves through northern Germany and the Netherlands. Tarek Mansour reveals the staircase in Ireland to the cell because he becomes afraid that the Singers no longer need him, and because he hopes that O.D.I.N. will protect him. *Sign:* A Psion of the cell hears the song in their sleep. A call from Tarek Mansour to the police, who pass him on to O.D.I.N.
☠☠☠☠☠	The Singers have opened all four staircases. The people who hear the song go in droves. O.D.I.N. finds empty flats, abandoned cars, mobile phones with voice messages in which the song can be heard. *Sign:* A newspaper report about a "sect" that makes people disappear in northern Germany. A call from Miriam Koslowski to the police, in which she says she has found her husband. From the plan, a Red File is created.
☠☠☠☠☠	The Singers sing at all five staircases simultaneously: Brocken, Rotterdam, Ireland, the reservoir in the Alps and a cellar in Tallinn. The song can be heard all over Europe, quietly, like a hum in the walls. Whoever hears it knows that there is a way. *Sign:* The numbers station broadcasts the song. The Seeker hears it and says nothing for the first time in years. The Council takes over with a Black File.

The key figure is the Preacher. He knows where the next staircase is, and he sends people there. If the cell eliminates him, the plan loses two skulls and does not roll after the next mission. But the Preacher is not a fighter. He is a man who hums, and anyone who listens to him understands why people go.

Countermoves

If the cell takes a skull from the plan, the Singers respond with a countermove.

D6	Countermove
1 to 2	A lure. The Singers send the cell someone who has heard the song and wants to talk. He is friendly, confused and knows nothing. But while the cell questions him, another goes to the staircase. The witness disappears as soon as the cell lets him go, and leaves a message: "You did not stop him. You listened to him."
3 to 4	A name. The Singers know a name that is sung in the stairwell. They sing it. An agent hears their name at night, sung by a voice that sounds like a person they know. The next morning, a stone lies in front of their door, with a circle carved into it.
5 to 6	A contact falls silent. A contact of the cell, an informant, an old friend, hears the song and goes. They leave a note: "I have understood. Do not follow." The cell loses a level 1 or 2 contact until they find them or give up.

Connections

- **At ☠☠☠☠☠:** "The page from 1871" (Lodge of the Silent Circle) gains a skull. The Lodge hears the song louder and searches for the page more urgently.
- **At ☠☠☠☠☠:** "Fetch the children" (the Open Ones) gains a skull. Kantor hears the Singers and believes that the Choir is growing.
- **At ☠☠☠☠☠:** "No more Nexus crystals" (the Foundation in Basel) loses a skull. The Council confiscates all Nexus crystals it can get on the night of the song to seal the staircases.

Hooks

White File "The Humming One". A woman in Hanover reports to the police that her husband has been humming a melody she does not know for three days, and that he gets up at night and stands in the hallway as if waiting for something. The police pass the case on to O.D.I.N. because the woman says her husband has never hummed before. The cell is to find out whether it is a case for the Print Shop or something else. It is something else.

Grey File "The stairs". In Rotterdam, a car has been standing on the third basement level of a car park for three months. The owner, Daniel Koslowski, has disappeared. His wife Miriam followed him and is asking around Rotterdam about a car park that officially does not exist. The fourth basement level is a restricted zone,

and the cell travels with a permit from the Council, as in File 6 “The Tutor” (Grey Files). It is to enter the car park, find the fourth basement level and find out what is sung there.

Red File “The Song in the Car Park”. In Rotterdam and the surrounding area, fourteen people have disappeared in one week. All of them last spoke of a staircase. The cell is to find the staircase before the police do. The trail leads to the fourth basement level of the car park, to a staircase that is only visible when one is alone and hears the song.

Black File “All Stairs”. The Seeker heard the song during the night, in four places at once, and a fifth place that is still silent. She reported it to the Council and has not spoken since. The cell receives a list of five places: Brocken, Rotterdam, a raised bog in Ireland, a reservoir in the Alps and a fifth place that is crossed out on the list. The cell is to find the fifth staircase before the Singers open it. The fifth staircase is in a cellar in Tallinn.

After the Fifth Skull

The world has changed: On the night when the Singers sang at all five staircases at once, people across Europe heard the song. Not many, but enough. They did not leave. They only understood that there is a way. Since then they hum when they are alone, and they look at doors differently. O.D.I.N. sealed the five staircases, but the song can no longer be contained. It is in the world, like an earworm one cannot get rid of.

The next plan: “The sixth staircase” 💀💀💀💀💀. The Singers are looking for the sixth staircase, and they know there is one that O.D.I.N. does not know about. It lies in a disused underground station in Budapest, and it does not lead down, but inward.

Small Cults

Small cults are the everyday reality of investigation work: groups that misunderstand something real, or worship something real that they do not understand. Most remain harmless. The following five are not, because each of them holds something in their hands that grows without O.D.I.N. Each cult has its own short line with relationship, strength, knowledge and plan.

“We’re not the only ones searching in the dark. We’re only the ones who believe we carry the light.”
Madame Okonjo, at table

The game master uses small cults as opponents who are closer to the players’ world than the large organisations. They are not armies and not conspiracies, but neighbours, believers, the confused. Their plans follow the skull rules from the chapter “The World Behind the Veil”. After every mission, the game master rolls a D6 for the cults that are currently important. On a 5 or 6, a skull is added. If the cell has worked against the cult, the plan loses one skull, or two after a major success. At the second skull, the cell receives a Grey File, at the fourth, a Red File. At the fifth, what is written in the plan happens. After that, the cult gets a new plan, and the skulls start over. The following five cults are built so that they work individually or can be linked into a campaign.

The Guardians of the Forest Crystal

Relationship: Unnoticed · Strength 1 · Knowledge 2 · Plan: “The awakening of the stone” 💀💀💀💀💀

Location. A village in the Bavarian Forest, near the Czech border. The group meets in a disused glassworks on the edge of the village, empty since 1998.

What they worship. A fist-sized crystal that the founder found while gathering mushrooms in the forest in

October 2023. The stone lies on a bed of dried moss in a tin box that the group calls “the Shrine”. The members believe the crystal is an “Eye of the Forest” that shows them where to dig. They call it “the Green One”.

What they really have. A crystal from a rift find, washed to the surface during a storm in 2023. The stone is a splinter of a larger crystal that lies deeper in the forest floor. It answers touch with a hum that only the group hears. The hum is not a voice. It is the echo of a rift that opened for a few hours in 2023 and closed again. The crystal accelerates the growth of plants near it. Within three metres of the Shrine, mushrooms grow that should not exist in the Bavarian Forest.

Leaders.

Josef Hartl

Founder · Humans

A former forester, 61 years old, who found the crystal and carries it in a leather pouch at every meeting. Hartl is convinced that the stone has chosen him. He speaks to the crystal as if to an old friend. He conceals that he goes to the glassworks alone at night and lays the stone on bare skin to feel the hum. His voice is rough and quiet, as if speaking to a sick animal.

Value	Details
Initiative	2
Attack	Hunting knife 3 + 2, damage 2
Defence / Armour / HP	2 / 0 / 9
Skills	Insight 3, Persuasion 3, Survival 3
Horror	Uncanny (1) when he speaks to the crystal
Special	Knows every path in the forest and every spot where a trap can be built
Weakness	The crystal. Whoever destroys or takes it breaks Hartl’s will
Behaviour	Calm and determined. He holds the group together because no one else “understands” the crystal

The group consists of eight to twelve people from the village and the neighbouring villages. They are not fighters, but glassmakers, farmers, a pharmacist. Stats: Cultists (Core Rulebook), but without weapons and without the special feature “never flees”. They flee when it gets loud, unless Hartl orders them to stay.

The Plan.

Stage	What happens
☠☠☠☠☠	The plan exists only as an intention. Hartl speaks to the crystal, and the group waits for a sign.
☠☠☠☠☠	The group begins to dig in the forest where the crystal “shows” them. They find the larger crystal four metres down. It is the size of a child.
☠☠☠☠☠	The large crystal is brought to the glassworks. It begins to warm the ground, and the plants in the area grow faster. A rift opens above the glassworks for one night.
☠☠☠☠☠	The crystal hums day and night. In the forest around the glassworks, a circle of fern grows larger every week, and hikers get lost within it.
☠☠☠☠☠	Hartl calls the group together at the solstice to open the rift forever. The plan becomes a Red File.
☠☠☠☠☠	The rift stays open. What steps through is neither animal nor human. The glassworks becomes a restricted zone.

Key figure. Josef Hartl. If the cell takes him out, the plan loses two skulls. The group falls apart without him, because no one else “understands” the crystal.

Hooks.

- **White File:** A forester from the Bavarian Forest reports that someone is digging holes in his district and filling them in again. The cell is to check whether they are crystal seekers. The forest floor is warm in one spot, and that is the reason the file is with O.D.I.N.
- **Grey File:** In the disused glassworks near a village in the Bavarian Forest, plants are growing through the concrete floor. A resident has taken photos. The cell is to find out what is growing there and why.

The Congregation of the Dreamer

Relationship: Observed · Strength 1 · Knowledge 3 · Plan: “The dream goes around” ☠☠☠☠☠

Location. A residential block in Duisburg-Marxloh. The group meets in the flat of an older woman on the fifth floor, always on Fridays at 9 p.m.

What they worship. A dead man who speaks in dreams. The members call him “the Dreamer”. He appears to them as a man in a grey coat, standing at a window and saying sentences they do not understand. The group believes the Dreamer is a prophet who shows them the

way to a better world. They write his sentences into exercise books and compare them.

What they really have. A haunting attached to an object: an old radio from the 1950s that stands in the woman's flat. The radio has been broken for years, but on some nights it crackles, and anyone who falls asleep dreams of the man in the grey coat. The dead man is a former resident of the block who died in a fire in 1962. He does not want to prophesy. He wants someone to find his daughter, who moved away after the fire. The sentences the group hears are fragments from letters he never sent.

Leaders.

Fatma Aydin

Flat owner · Humans

A 58-year-old woman who first noticed the haunting and founded the group. She believes the Dreamer is a saint. She conceals that she never sleeps in the flat because she is afraid the Dreamer might command her to do something. Her voice is warm and tired, and she speaks of the dead man as of a guest one must not send away.

Value	Details
Initiative	2
Attack	None
Defence / Armour / HP	1 / 0 / 8
Skills	Insight 4, Persuasion 4, Mental Resistance 3
Horror	Uncanny (1) when she talks about the Dreamer
Special	Never sleeps in the flat. Knows who in the group dreamed what
Weakness	The radio. Whoever destroys it takes away her reason for the group
Behaviour	Calm and caring. She holds the group together because she believes the Dreamer has chosen her

The group consists of six to ten people from the neighbourhood, including a baker, a teacher, an unemployed locksmith. Stats: Cultists (Core Rulebook), but they carry no weapons. They are no danger as long as nobody touches the radio.

The Plan.

Stage	What happens
💀💀💀💀💀	The plan exists only as an intention. The group interprets the Dreamer's sentences and waits for a command.
💀💀💀💀💀	The group begins to interpret the Dreamer's sentences. It believes he demands a sacrifice and looks for a place for a ritual.
💀💀💀💀💀	The ritual takes place in a cellar beneath the residential block. The haunting grows stronger. Other residents of the block dream of the man in the grey coat, even without the radio.
💀💀💀💀💀	The haunting leaves the radio and moves through the block. Every night more residents dream of the man in the grey coat.
💀💀💀💀💀	Fatma Aydin prepares a second ritual in the stairwell, with everyone who dreams. The plan becomes a Red File.
💀💀💀💀💀	The haunting now belongs to the whole block. Every night all residents dream the same dream. Whoever wakes stands at the window and waits, and in the morning nobody knows why.

Key figure. Fatma Aydin. If the cell takes her out, the plan loses two skulls. Without her the group cannot find a place for the ritual.

Hooks.

- **White File:** A teacher from Duisburg reports that she has had the same dream for weeks: a man in a grey coat standing at a window. The cell is to check whether it is a haunting. The radio stands in a flat on the fifth floor of the block where the teacher lives.
- **Grey File:** Several residents of a block in Duisburg-Marxloh independently report the same dream. The cell is to find and end the haunting.

The Expectant Ones of Pilsen

Relationship: Unnoticed · Strength 2 · Knowledge 3 · Plan: "The landing" 💀💀💀💀💀

Location. A former goods station in Pilsen, Czechia. The group meets in an old wagon standing on a siding.

What they worship. Aliens who will land soon. The members believe that a spaceship will collect them when they are ready. They call the ship "the Messenger". They have a calendar on which they cross off the days until the landing.

What they really have. Contact with a being that answers. The being is not an alien, but the Spectator

(Threat Atlas), who lives in a disused canal beneath the goods station. It answers radio signals that the group sends with an old radio set. The Spectator does not understand what the group wants. It answers because the signals call it, and it wants to come over to see. The group takes its answers for messages from the Messenger.

Leaders.

Milan Dvořák

Founder · Humans

A former radio amateur, 44 years old, who built the radio set and made first contact. He believes the Messenger has chosen him. He wears a homemade helmet of copper wire that shields nothing but is meant to protect him from "false thoughts". He conceals that he sits alone in the wagon at night and waits for an answer that does not come. His voice is quick and erratic, as if he must say everything before the contact breaks off.

Value	Details
Initiative	3
Attack	Wrench 3 + 2, damage 2
Defence / Armour / HP	2 / 0 / 9
Skills	Technology 3, Persuasion 3, Perception 3
Horror	Uncanny (1) when he speaks of the Messenger
Special	Wears a copper wire helmet. Knows the frequencies on which the Spectator answers
Weakness	The helmet. Whoever takes it off breaks Dvořák's faith
Behaviour	Excited and convinced. He holds the group together because he alone understands the answers

The group consists of five to eight people, including a former railwayman, a shop assistant, a student. Stats: Cultists (Core Rulebook), but they carry no weapons. They are no danger as long as nobody touches the radio set.

The Plan.

Stage	What happens
☠☠☠☠☠	The plan exists only as an intention. The group crosses off days and waits for a sign.
☠☠☠☠☠	The group begins to prepare the goods station for the landing. They clear the site and paint circles on the ground.
☠☠☠☠☠	The Spectator answers more often. At night it crawls through the canal to beneath the goods station. The group hears it and believes the Messenger is near.
☠☠☠☠☠	The Spectator stands beneath the wagon at night and watches. The group takes it for the Messenger and lays gifts before it.
☠☠☠☠☠	Dvořák plans a full-power transmission for the night of the landing to bring the Messenger into the light. The plan becomes a Red File.
☠☠☠☠☠	The Spectator breaks through the floor of the wagon into the world. It is no messenger, but a being from the Alien, and it wants to see. Whoever stands in its way learns what else it can do.

Key figure. Milan Dvořák. If the cell takes him out, the plan loses two skulls. Without him, nobody transmits any more.

Hooks.

- **White File:** A radio amateur from Pilsen reports that he receives a signal on a frequency that sounds like a voice. The cell is to check whether it is a rift. The signal comes from a disused canal, and that is exactly what makes the file important.
- **Grey File:** At an old goods station in Pilsen, the power fails at night in an exact circle. A resident has seen a tall grey man between the wagons who did not blink. The cell is to find out what lives there.

The Sisters of the Singing Children

Relationship: Unnoticed · Strength 2 · Knowledge 2 · Plan: "The choir of the saints" ☠☠☠☠☠

Location. A former monastery in Tuscany, near Siena. The group lives in the outbuildings and calls itself "the sisters", although they are not nuns.

What they worship. A saint who hears children sing. The members believe the saint has given them a task: they are to find the children who sing and bring them to her. They call the saint "the Mother of Voices".

What they really have. A Psion without a helmet who does not know what he is. The Psion is a young man named Luca, 23, who lives in the group and believes he hears the saint. In reality he hears the Voice behind the Veil. He wears no helmet because he never received one. The group considers his gift a miracle. Luca considers it an illness.

Leaders.

Sister Elena

Leader · Humans

A 67-year-old woman who founded the group after she heard Luca sing. She believes he is a prophet. She carries a knife that she calls "the Mother's point". She conceals that she never lets Luca sleep, because she fears he might receive commands in his dreams that she does not know. Her voice is firm and quiet, like a teacher who never has to ask twice.

Value	Details
Initiative	3
Attack	Knife 3 + 2, damage 2
Defence / Armour / HP	2 / 0 / 9
Skills	Persuasion 3, Insight 3, Intimidation 3
Horror	Uncanny (1) when she speaks of the Mother of Voices
Special	Carries a knife that she calls "the Mother's point". Knows the parents of the children who were brought to the monastery
Weakness	Luca. Whoever takes him from her breaks her authority
Behaviour	Firm and patient. She holds the group together because she believes the saint has chosen her

Luca

Psion · Humans

A 23-year-old man who lives in the group and believes he hears the saint. In reality he hears the Voice behind the Veil. He wears no helmet because he never received one. He conceals that he also hears the Voice when he is alone, and that it sometimes tells him things he does not understand. His voice is quiet and halting, as if he apologises for every word.

Value	Details
Initiative	2
Psi	3 + 2, 8 PSI points
Powers	Thought Reading, Psionic Shock
Attack	None
Defence / Armour / HP	1 / 0 / 8
Skills	Mental Resistance 3, Perception 3
Horror	Disturbing (2) when he describes the Voice
Special	Resonance 3. Does not know that he is a Psion. Believes the voices are an illness and wants to be healed
Weakness	The Voice. Whoever puts a helmet made of Alloy S on him silences it
Behaviour	Reserved and anxious. He follows Sister Elena because she is the only one who tells him that he is not mad

The Plan.

Stage	What happens
☠☠☠☠☠	The plan exists only as an intention. The group searches for children who sing in their sleep.
☠☠☠☠☠	The group begins to search the villages of Tuscany for children who sing in their sleep. It finds two.
☠☠☠☠☠	The children's parents bring them to the monastery because the sisters promise healing. Luca hears them, and the Voice grows louder. The group begins to prepare a ritual to call the saint.
☠☠☠☠☠	The sisters take in more children. At night six voices sing in the monastery, and Luca hears the saint louder than ever before.
☠☠☠☠☠	Sister Elena schedules the ritual for the night of the patronal feast. The plan becomes a Red File.
☠☠☠☠☠	The ritual takes place. The children sing, Luca listens, and the Voice answers. A rift opens in the monastery courtyard.

Key figure. Sister Elena. If the cell eliminates her, the plan loses two skulls. Without her, no one persuades the parents to give their children to the monastery.

Hooks.

- **White File:** A village priest from Tuscany reports that two children from his parish were taken by their parents to a former monastery. The cell is to check whether it is a cult. The children sing in their sleep, and that is the reason O.D.I.N. is looking.
- **Grey File:** In a former monastery in Tuscany live people who call themselves "the sisters". A child has been seen with them. The cell is to find out what is happening there.

The Circle of the Returned

Relationship: Observed · Strength 2 · Knowledge 3 · Plan: "The open door" 💀💀💀💀💀

Location. A former office building in Antwerp, near the harbour. The group meets on the third floor, in a room with a view of the water.

What they worship. A man called "the Returned". He claims he went through a rift and came back. The members believe he knows what lies behind the Veil and can lead them there.

What they really have. A member who used to be with O.D.I.N. The Returned is a former agent of the Operations Branch who disappeared on a mission in Antwerp in 2019. He came back in 2023, but he was no longer the same. He remembers O.D.I.N., but not his name. He remembers the rift, but not what was behind it. He believes he is chosen to open the door.

Leaders.

The Returned

Leader · Humans

A 38-year-old man, former O.D.I.N. agent, who disappeared in 2019 and came back in 2023. He remembers O.D.I.N.'s procedures, but not the names of the agents. He knows there is a Seeker, but not who it is. He conceals that he wakes at night and does not know where he is. His voice is flat and calm, as if he were speaking about someone else.

Value	Details
Initiative	4
Attack	Pistol 4 + 3, damage 3
Defence / Armour / HP	3 / 2 / 12
Skills	Tactics 4 + 3, Stealth 4 + 3, Occultism 3 + 3
Horror	Disturbing (2) when he talks about the rift
Special	Knows O.D.I.N.'s procedures, but not the names of the agents. Knows there is a Seeker, but not who it is
Weakness	His memory. Anyone who proves to him that he is not chosen breaks his will
Behaviour	Calm and convinced. He holds the group together because he is the only one who knows the door

The group consists of ten to fifteen people, including a dockworker, a translator, a former soldier. Stats: Fanatics (Threat Atlas), but they carry no weapons. They are dangerous because they believe everything the Returned says.

The Plan.

Stage	What happens
💀💀💀💀💀	The plan exists only as an intention. The Returned is looking for a place where the world is thin.
💀💀💀💀💀	The group begins searching Antwerp for a place where the world is thin. The Returned remembers a cellar where he disappeared in 2019.
💀💀💀💀💀	The group finds the cellar. The Returned begins preparing a procedure he knows from his time with O.D.I.N. He needs a crystal.
💀💀💀💀💀	The group buys a crystal through the Evening. In the cellar it gets cold, and the clocks run slow.
💀💀💀💀💀	The Returned lays the circle and sets the night. The plan becomes a Red File.
💀💀💀💀💀	The ritual takes place. The rift opens, and the Returned goes through. This time he does not come back alone.

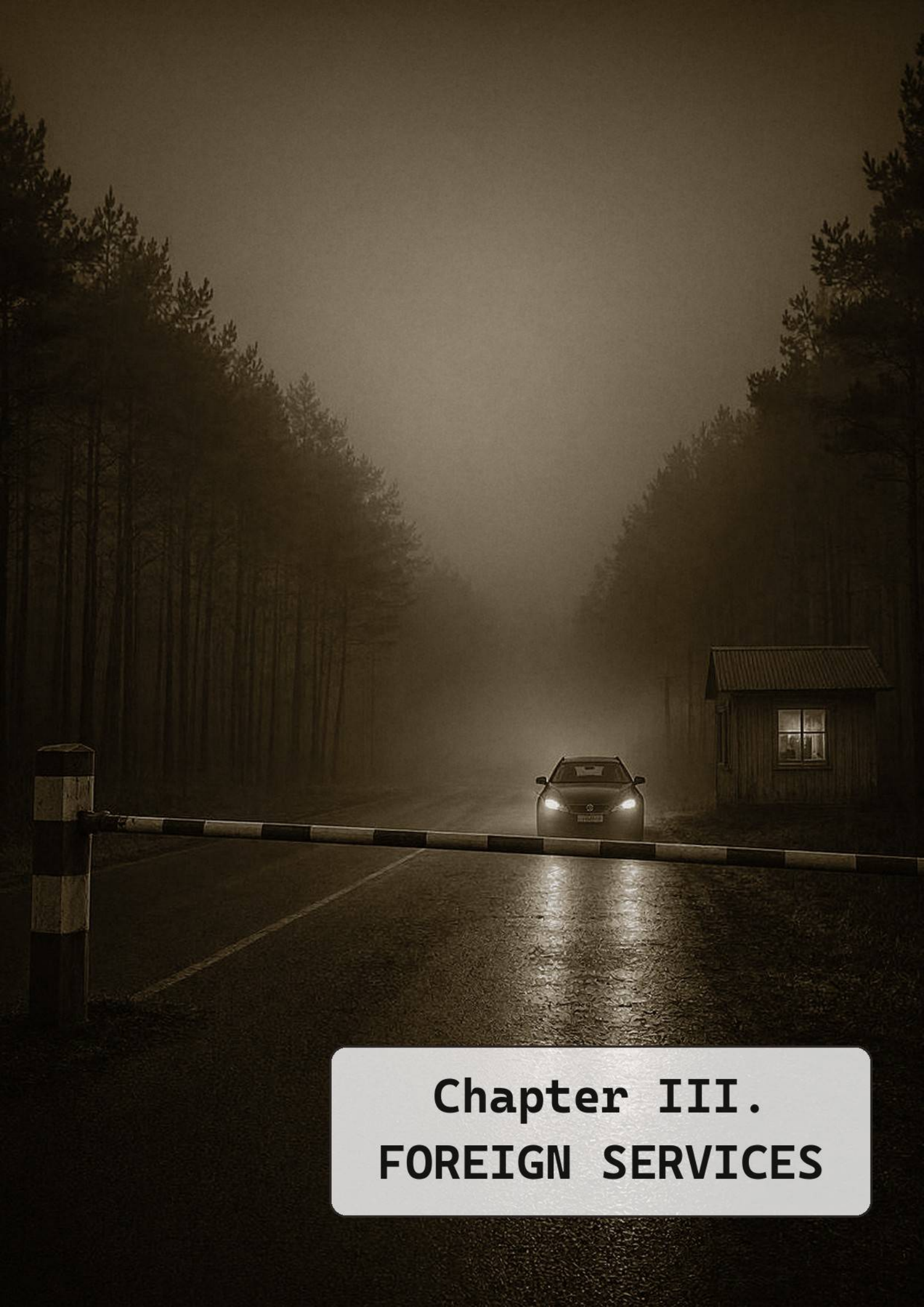
Key figure. The Returned. If the cell eliminates him, the plan loses two skulls. Without him, the group does not know where the cellar is.

Hooks.

- **White File:** A former O.D.I.N. agent who disappeared in Antwerp in 2019 has resurfaced. The cell is to check whether he still works for the organisation. He remembers O.D.I.N., but not his name, and that is exactly what makes him dangerous.
- **Grey File:** In Antwerp, a group gathers around a man who claims he went through a rift. The cell is to find out what he really is.

Connections Between the Plans

- If **The choir of the saints** reaches stage 4, the Returned wants Luca for his ritual, and **The open door** gains a skull.
- If **The open door** reaches stage 4, the Returned looks for a second, larger crystal and finds the trail to Bavaria. **The awakening of the stone** gains a skull.



Chapter III.
FOREIGN SERVICES

Foreign Services

O.D.I.N. is not the only service that knows rifts exist. The organisations in this chapter are state or semi-state, they have budgets, identity cards and superiors, and they work where O.D.I.N. can only operate covertly or not at all. What unites them is the question every service asks: What does the other side know, and how do you get it?

STILLWATER is the American rival that tolerates O.D.I.N. in North America and has now found a boy who hears humming. **Department 13** is the Russian enemy that uses up Psions and has been searching for a second site of alloy ore for decades. **The Seventh Bureau** is a blank spot in China, of which O.D.I.N. knows little more than a name and a report; the dossier offers three possible truths. **The Partners**, finally, are not opponents but the silent services that have supported the Veil Protocol since 1961 and name a price for every favour.

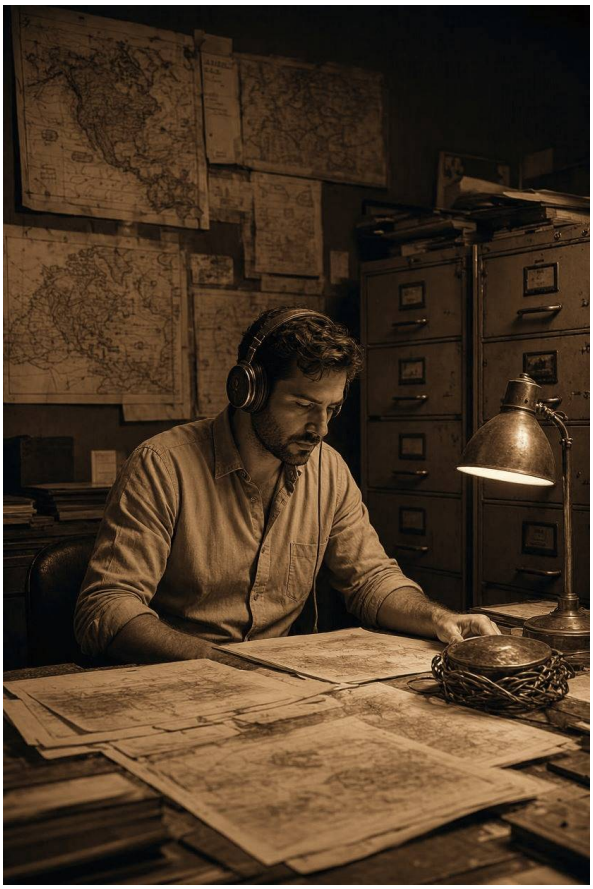
The game master uses foreign services when a campaign is to become larger than Europe or when the cell is to feel that O.D.I.N. is being watched. Foreign services rarely kill first. They observe, recruit, buy and wait. Real services remain backdrop: those who act are always the invented offices hiding within them.

Organisation	Relationship	Strength	Knowledge	Plan
STILLWATER	Rival	4	3	"A Seeker of their own" 💀💀💀💀💀
Department 13	Enemy	3	3	"The second site" 💀💀💀💀💀
The Seventh Bureau	Unknown	?	?	unknown
The Partners	Silent partners	no data	no data	none

STILLWATER

STILLWATER is the American counterpart to O.D.I.N.: a programme that has been hidden in changing US agencies since 1954 and tries, with less knowledge, fewer Psions and no Seeker, to gain the same access to the Choir as the Europeans. It tolerates O.D.I.N. in North America as long as O.D.I.N. finds nothing there. Now STILLWATER has found a boy who hears humming. For the game master, STILLWATER is the rival that watches from afar until it can act itself.

"We do not have thirty years to wait for a new Seeker. We have found one."
Director Elaine Mercer, STILLWATER, internal meeting, 2025



Feature	Details
Type	Programme in US services, hidden in a cover agency
Seat	Washington, D.C., officially "National Atmospheric Data Center", Department for Historical Weather Data
Relationship	Rival
Strength	4
Knowledge	3
Plan	"A Seeker of their own", starting value 💀💀💀💀💀
Key figure	Dr. Marcus Webb, Head of the Psionics Department

History

1954: STILLWATER is founded on the model of O.D.I.N., first as a US Army programme for "psychological warfare". The name comes from a decommissioned water reservoir in Maryland, in whose maintenance tunnels the first experiments took place. The founders had access to Ahnenerbe crates that reached Washington after 1945.

1961: The Veil Protocol is concluded. STILLWATER is not a party, but the USA tacitly agrees. STILLWATER receives the order to observe O.D.I.N. in North America, not to fight it.

1971: After the Cascade in Wales, STILLWATER tries to buy the Wardenclyffe coil from the Institute. The offer is rejected. STILLWATER begins to build up its own sources in Europe.

1974 to 1989: The publicly known US research into clairvoyance and remote viewing runs as a front. STILLWATER works behind it. During this time the programme finds its first own Psions: adults whose gift has awakened late and poorly. None of them is a Seeker.

1989: A copy of parts of the list from the Nursery appears in Langley. STILLWATER still does not know who delivered it. The list contains real names of Hands, companions and foster families. STILLWATER uses it to put pressure on O.D.I.N. in North America.

2001: STILLWATER is detached from the CIA and moved to a cover agency that officially evaluates weather data. The programme loses budget but not access.

2011: The new Seeker awakens. STILLWATER notices the growing number of manifestations but cannot explain them. The programme begins to search systematically for children who hear humming.

2025: An eleven-year-old boy in Fairbanks, Alaska, is discovered by Elaine Mercer during a family visit. The boy hears humming. STILLWATER believes it has found a Seeker of its own. What the programme does not know: the boy does not hear the Choir. He hears something else.

What only the game master knows: Caleb Mercer does not only hear children. He also hears the voices of the 41 from Nordlicht, quietly, beneath everything else. Whether he is a Seeker or an echo of Nordlicht, nobody knows, not even Dr. Webb. If STILLWATER opens him, America has its Seeker, and what he hears besides the children, the European Seeker learns first.

What They Want

STILLWATER wants a Seeker of its own. The programme believes that O.D.I.N. has so many Psions only because it possesses the Seeker. Without a Seeker, STILLWATER remains dependent on late-awakened adults whose gifts are weak and unreliable. With a Seeker of its own, so the Director is convinced, America could gain the same access to the Choir as Europe.

STILLWATER believes it is in the right because it thinks O.D.I.N. has a monopoly on the gift and abuses this monopoly. The programme sees itself as the only institution that can protect America from dependence on Europe. STILLWATER does not know that at every opening about one in three children disappears. It also does not know that Caleb Mercer is not a Seeker.

Leaders

Elaine Mercer

Director of STILLWATER · Humans

Elaine Mercer has been the director of the programme since 2019. She pulled STILLWATER out of obscurity after the budget was almost cut after 2001. She is 58 years old, has grey hair, rimless glasses, and wears a dark blue blazer. She looks like an agency head who never sleeps. She wants a Seeker of her own, whatever the cost, and she wants to meet O.D.I.N. on equal terms. She knows that O.D.I.N. has Psions in large numbers, that the parts of the 1989 list that STILLWATER has exist, and that STILLWATER has its own Psions who do not live long without a helmet. She suspects that O.D.I.N. finds the children with a Seeker, but she does not know it. Her secret: She is Caleb Mercer's aunt. She discovered the boy herself, during a family visit in Fairbanks, and reported him to the programme. She told her sister that Caleb was in a support programme for gifted children. She speaks calmly, precisely, without haste. She never

says more than necessary, and she lies without changing her voice.

Value	Details
Initiative	3
Attack	Pistol 3 + 3, damage 3
Defence / Armour / HP	2 / 1 / 12
Skills	Negotiation 4 + 4, Deception 4 + 4
Special	Knows the parts of the 1989 list that STILLWATER has, and can have an O.D.I.N. agent in North America burned at any time
Weakness	Her sister and her nephew. Caleb is her weak point, and her sister knows nothing
Behaviour	Negotiates, threatens, withdraws when the price becomes too high. She does not fight herself, except when Caleb is in danger

Dr. Marcus Webb

Head of the Psionics Department · Humans

Dr. Marcus Webb heads the Psionics Department of STILLWATER. He found most of the late-awakened Psions and cares for them. He is 61 years old, a gaunt man with a grey beard, corduroy trousers, and a jumper with leather patches on the elbows. He looks like a university professor who has lost his way. He wants to open Caleb Mercer before the boy awakens on his own and comes to harm. He believes that STILLWATER can make the opening safer than O.D.I.N. He knows that their own Psions do not live long without a helmet, that the cap with copper wire from the seventies is only a stopgap, that O.D.I.N. uses Alloy S but not where it comes from, and that STILLWATER does not know how the opening works. His secret: In 1989 he took a part of the list from Langley and burned it. He wanted to prevent STILLWATER from using the names against O.D.I.N. He never told anyone. He speaks slowly, lecturing, with many subordinate clauses. He likes to explain, even when no one is listening.

Value	Details
Initiative	2
Attack	None. He carries no weapon
Defence / Armour / HP	1 / 0 / 9
Skills	Insight 4 + 4, Medicine 3 + 3
Special	Recognises a person's gift from symptoms using Medicine and Insight. He was the first to examine Caleb Mercer
Weakness	His conscience. In the nineties he saw what happens to Psions without a helmet, and he never wants to see it again
Behaviour	Observes, examines, documents. He does not fight. He flees when things get serious

Raymond Cole

Handler in Boston · Humans

Raymond Cole is the handler of the Remote Viewer of STILLWATER. He coordinates the observation of O.D.I.N. in North America. He is 44 years old, has short hair, wears a suit and an earpiece. He looks like a Secret Service agent who has been on duty too long. He wants to drive the cell out of North America before it finds Caleb Mercer. He wants to carry out the plan without O.D.I.N. intervening. He knows that O.D.I.N. maintains relays in Montréal and Boston, that the Remote Viewer can see the cell before it sees him, and that STILLWATER tolerates O.D.I.N. in North America as long as O.D.I.N. finds nothing there. His secret: He has a brother who works for the CIA and knows nothing about STILLWATER. For years Cole sent him reports about "weather data" that were in truth observations of O.D.I.N. He speaks curtly, militarily, with long pauses. He says "copy" instead of "understood".

Value	Details
Initiative	4
Attack	Pistol 4 + 4, damage 3
Defence / Armour / HP	3 / 2 / 11
Skills	Stealth 4 + 3, Deception 3 + 3
Special	Has access to the Remote Viewer of STILLWATER and can request his drawings
Weakness	He underestimates Psions. He believes that O.D.I.N. is only so strong because it has the Seeker
Behaviour	Observes, reports, waits. He attacks only when the cell gets too close to Caleb Mercer

The Remote Viewer of STILLWATER

Best Psion of the Programme · Humans

The Remote Viewer of STILLWATER is the best Psion of the American programme. He is 39 years old, a pale man

in a motel room with drawn curtains, surrounded by drawings. He wears a cap with copper wire from the seventies. He sees places he has never been, and he has had headaches for as long as he can remember. He wants the headaches to stop. He wants someone to help him before he dies. He knows that STILLWATER uses him to observe O.D.I.N., and that he will not live much longer without a helmet. He does not suspect that something can hear him. His secret: In recent months he has begun to draw places he does not know: a silence beneath a Hold, a room with a child who hears humming. He does not know what it means. He speaks quietly, haltingly, with long pauses. He rarely speaks in full sentences.

Stats: Remote Viewer of STILLWATER (Threat Atlas).

Bases

The National Atmospheric Data Center, Washington, D.C. An inconspicuous office building downtown, six storeys, grey facade. Officially an archive for historical weather data. It houses the directorate of STILLWATER, the registry of the programme, a small server room and a conference room with maps of North America on which O.D.I.N. movements are marked. Elaine Mercer, Dr. Marcus Webb and about twenty employees work there, officially evaluating weather data and unofficially writing reports about O.D.I.N. You get in with a service ID of the cover agency. The security check is thorough but not insurmountable. An Infiltrator with a good cover story gets in. A Psion with a helmet is not recognised at the entrance, but the surveillance cameras record everything.

The Maintenance Tunnels, Maryland. A decommissioned water reservoir in Maryland, about an hour from Washington. The tunnels are dry and have been used by STILLWATER since 1954. They house the Psionics Department of STILLWATER: a laboratory, a room with copper wire cages in which Psions without helmets are examined, and an archive with drawings by the Remote Viewer. Dr. Marcus Webb, two technicians and three Psions who are no longer fit for duty work there. You get in through a locked maintenance shaft at the edge of the reservoir. The entrance is camouflaged and monitored by cameras. A Saboteur could cut the power supply. A Psion with a helmet senses the Psions in the tunnels before they see them.

The House in Fairbanks, Alaska. A single-family home in a suburb of Fairbanks where Caleb Mercer lives with his mother. The neighbours consider the Mercers a normal family. In Caleb Mercer's room he hears humming at night. Under his mattress lies a small, milky crystal that he found on the bank of the Chena River. The crystal dampens the humming. Caleb Mercer, his mother Sarah Mercer, who knows nothing about STILLWATER, and a team from STILLWATER that watches the house around the clock are there. You get in through the front door if you have a good excuse. The house is not secured, but the STILLWATER observers are vigilant.

The Field Office in Boston. A small office in a commercial area, officially a field office of the cover agency. It houses the handler Raymond Cole, a radio room and an archive with reports on O.D.I.N. movements in North America. Raymond Cole, two technicians and the Remote Viewer of STILLWATER, when he is in Boston, work there. Getting in works as at the main building in Washington, only the office is smaller and less well secured. A Spy with a good cover story gets in. A Psion with a helmet senses the Remote Viewer before entering the building.

Resources

Money: STILLWATER has an annual budget of about 40 million dollars, hidden in the budget of the cover agency. The money is enough for observation, travel, bribery and small operations. For large actions Elaine Mercer has to beg at the Department of Defense.

People: About 80 people work directly for STILLWATER. In addition there are external contractors: Grey Meridian for armed operations, a dozen informants in Canada and the USA, two liaisons at the CIA who do not know what they really work for.

Equipment: Standard equipment of a US government programme: pistols, radios, surveillance technology, vehicles with camouflaged plates. In addition a small collection of crystals from finds in New Mexico and Alaska, about twenty pieces, most small and milky. No Alloy S. No helmets.

Artefacts: The cap with copper wire from the seventies that the Remote Viewer wears. It is a stopgap that dampens the Resonance but does not stop it. STILLWATER has wanted the Wardenclyffe coil from Bern since 1971 and has been searching for decades for the porthole of the Eldridge, without success.

Connections: STILLWATER has access to the infrastructure of the US government: passports, visas, police reports, satellite images. The programme can monitor O.D.I.N. agents in North America without O.D.I.N. noticing. It also has a copy of parts of the 1989 list, which it withholds as leverage but has never used.

Relationship to O.D.I.N.

Who at O.D.I.N. deals with them: The handlers of the relays in Montréal and Boston. They report every

STILLWATER movement to the Council. The Council decides whether O.D.I.N. becomes active in North America or not.

What O.D.I.N. knows: That STILLWATER exists, that it has its own Psions, that it tolerates O.D.I.N. in North America as long as O.D.I.N. finds nothing there. O.D.I.N. does not know that STILLWATER has found a boy who hears humming. O.D.I.N. does not know that STILLWATER has parts of the 1989 list.

What STILLWATER knows about O.D.I.N.: That O.D.I.N. has Psions in large numbers. That O.D.I.N. uses Alloy S. That O.D.I.N. is only tolerated in North America. STILLWATER suspects that O.D.I.N. finds the children with a Seeker, but does not know it. STILLWATER does not know how the opening works, and it does not know that at every opening about one in three children disappears.

THE LURE

A new life in America, with real papers, for the character and their family. STILLWATER can make any O.D.I.N. agent in North America disappear and give them a new identity that holds up even against O.D.I.N.

What STILLWATER wants in return: Everything the character knows about the Choir. The names of the Psions they know. The locations of the Holds. How the helmets work. Everything O.D.I.N. keeps secret.

The Plan: "A Seeker of their own"

STILLWATER wants its own Seeker. The programme believes that O.D.I.N. has so many Psions only because it possesses the Seeker. Without a Seeker, STILLWATER remains dependent on late-awakened adults whose gifts are weak and unreliable. The cell first notices it at the edges: a report from Alaska, a rumour in the canteen, a dead drop with a message not meant for them. Then the rumour becomes a file, and the file becomes a child.

Stage	What happens
💀💀💀💀💀	STILLWATER searches for children who hear humming. The programme has no lead.
💀💀💀💀💀	Elaine Mercer discovers Caleb Mercer in Fairbanks and reports him to the programme. Dr. Webb examines him and confirms: the boy hears something. *Sign:* A report about a boy in Alaska who does not sleep at night and speaks of humming. The mother consults a doctor.
💀💀💀💀💀	STILLWATER begins to observe and prepare Caleb Mercer. *Sign:* A Grey File is created. In the O.D.I.N. canteen, the rumour spreads that STILLWATER is active in Alaska. A dead drop in Montréal contains a message about a boy who hears humming.
💀💀💀💀💀	STILLWATER moves Caleb Mercer to the maintenance tunnels in Maryland. Dr. Webb begins preparations for the opening. *Sign:* A newspaper article about a boy from Fairbanks who was accepted into a programme for highly gifted children. A Psion of the cell hears a humming at night that does not come from O.D.I.N.
💀💀💀💀💀	STILLWATER has prepared a scaled-down, risky procedure to open Caleb Mercer. The opening is imminent. *Sign:* A Red File is created. An informant in Boston reports that STILLWATER is holding a child in Maryland. STILLWATER's Remote Viewer draws places where the cell has been.
💀💀💀💀💀	STILLWATER opens Caleb Mercer. America now has its own Seeker, and the European Seeker hears a second one for the first time. *Sign:* A Black File is created. The European Seeker hears a second tone for the first time, very far away, in North America. It sounds like a Seeker.

The key figure is Dr. Marcus Webb, head of the Psionics Department. He is the one who wants to prepare and carry out the opening. If the cell eliminates him, the plan loses two skulls and does not roll after the next mission. Without Webb, STILLWATER lacks the only person who understands its own Psions and would dare the opening. Elaine Mercer would have to find a new head, and that takes time.

Countermoves

If the cell takes one skull from the plan, STILLWATER responds with a countermove.

D6	Countermove
1 to 2	STILLWATER sends the Remote Viewer to observe the cell. The cell notices that it is being watched, but not from where. A Psion with a helmet senses a spot of light nearby.
3 to 4	STILLWATER threatens to burn an O.D.I.N. agent in North America. A contact of the cell suddenly goes silent, a relay no longer reports. The cell learns that STILLWATER has the list from 1989.
5 to 6	STILLWATER moves Caleb Mercer to an unknown location. The cell loses the trail. A dead drop contains a message not meant for them: "The package is on its way."

Connections

- **At 💀💀💀💀💀:** "Preserve the silence" (Congregation of the Silent Word) gains one skull. The Congregation learns from a confession about a second Seeker and fears that the silence can no longer be kept.
- **At 💀💀💀💀💀:** "Fetch the children" (the Open Ones) gains one skull. The European Seeker hears the American one, and Kantor hears him too (Game Master's Book, "Connecting Plans").

Hooks

White File "Weather Data". An O.D.I.N. relay in Montréal reports that STILLWATER is active in Alaska. The cell is to find out what the programme is looking for there. It is a routine assignment until the cell comes across a boy who hears humming.

Grey File "The Boy from Fairbanks". In the O.D.I.N. canteen, the rumour spreads that STILLWATER is active in Alaska. A dead drop in Montréal contains a message about a boy who hears humming. The cell is to travel to Fairbanks and find out what STILLWATER intends to do with the boy.

Red File "The Package". An informant in Boston reports that STILLWATER is holding a child in Maryland. The cell is to find the child before STILLWATER opens it. The trail leads to the maintenance tunnels where Dr. Webb is preparing the opening.

Black File "A Second Tone". The Game Master's Book lists this hook as a Red File. With this book it only comes at the fifth skull and is therefore black. The Seeker has heard a second tone, very far away, in North America. It sounds like a Seeker. The Council sends the cell to Boston, to a country where O.D.I.N. is only tolerated, and STILLWATER knows that they are coming.

After the Fifth Skull

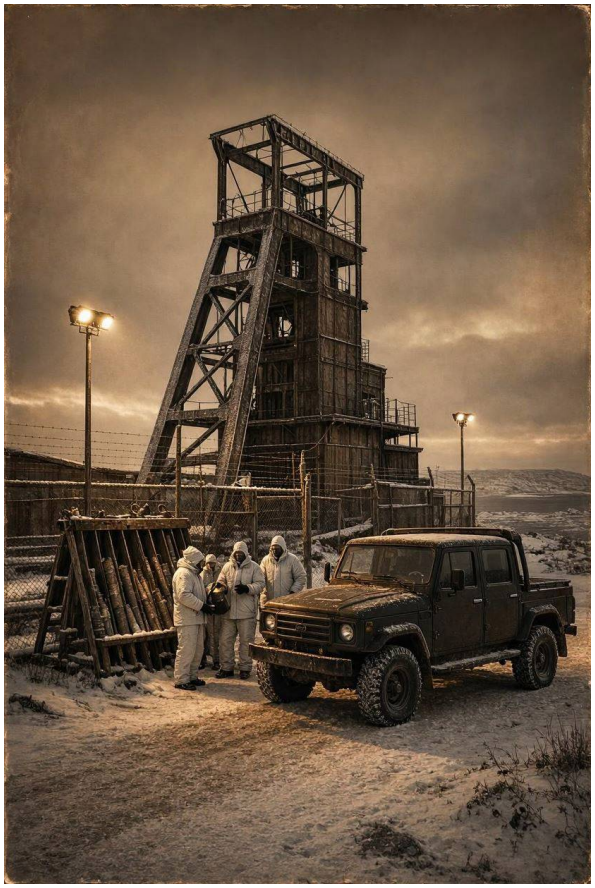
Caleb Mercer has become America's own Seeker. The European Seeker hears a second tone for the first time, very far away, in North America. It sounds like a Seeker. O.D.I.N. must decide what to do with a second Seeker: whether to observe him, whether to try to understand him, or whether to eliminate him. STILLWATER now has what it wanted and does not know what it will cause with it.

The next plan: "The second list" 💀💀💀💀💀. STILLWATER searches for children in North America with its own Seeker.

Department 13

Department 13 is what O.D.I.N. would have become if there had never been a Hallström, never a Marek, never a Council. A programme in Russian service that uses up Psions, exploits restricted zones and has been searching for over forty years for the one find site that would take O.D.I.N.'s monopoly on Alloy S. For the game master, the Department is the enemy with state cover, working where O.D.I.N. cannot reach, and knowing exactly what a Psion without a helmet is worth.

"We have no helmets. We have no time. But we have a map that you do not have."
Dr. Larissa Orlowa, radio message to an intercepted O.D.I.N. courier, 2025



Feature	Details
Type	Department in Russian service, opponent with state cover
Seat	Moscow, administrative headquarters in an inconspicuous building on Uliza Gospitalnaja; operational base in the restricted zone "Kola-7" on the Kola Peninsula
Relationship	Enemy
Strength	3
Knowledge	3
Plan	"The second site", starting value 💀💀💀💀💀
Key figure	Dr. Larissa Orlowa, head of geological analysis

History

1954. In the Soviet Union, a working group for "psychotronics" is created under the umbrella of an invented cover agency for heavy industry. Officially, it is about influencing people through electromagnetic fields. In fact, the group collects reports about children who know things they cannot know. The name "Department 13" appears for the first time in an internal memo.

1957. Department 13 receives from an archive of the Soviet security apparatus finds from the Tunguska expedition of 1927: dark metal splinters, warm, quietly humming, without energy loss. The splinters come from the site of the 1908 explosion. The Department begins to understand that there are materials that do not fit into the known order. What exactly the splinters are remains open.

1963. Department 13 begins the systematic exploration of restricted zones on Kola and in the Urals. The first expeditions end in losses. Within two years, the Department loses fourteen wearers of heavy protective suits. The programme is nevertheless continued because the restricted zones cannot be entered without heavy equipment.

1976. In the Carpathians, Department 13 wants to win over seven Open Ones. The operation fails when Echo-Operatives under Paul Mercier arrest the Open Ones without a shot. One of those arrested is fifteen years old. From that day on, every O.D.I.N. agent on Russian territory is considered an enemy combatant. What only the game master knows: Orlowa's father was an officer of the Department who was supposed to recruit the Open Ones in 1976 and came back empty-handed. He was killed in 1981 during an operation in the restricted zone "Ural-3" by a swarm.

1981. The pit near Kiruna is exhausted. Department 13 learns of this through a mole in the Swedish mining authority. The conviction that there must be a second find site for Alloy S becomes doctrine. A systematic search begins between Kola and the Urals, which continues to this day.

1991. After the collapse of the Soviet Union, the Russian security apparatus takes over the Department. Funding briefly collapses, then the Department finds a new source of money: the sale of crystal shards from Siberian restricted zones to collectors, including the Evening. The Department keeps the best pieces.

1993. Department 13 begins building "golems": armoured exoskeletons for operations in Siberian restricted zones. The first prototypes fail. The programme is nevertheless continued because the restricted zones cannot be entered without heavy equipment. Most golems are later scrapped, some are still running.

2011. The growing number of manifestations also reaches Russia. Department 13 begins recruiting Psions without helmets, often against their will. The life

expectancy of these Psions is two to five years. The Department accepts this.

2019. A team of geologists from Department 13 measures a spot in the rock in the restricted zone "Kola-7" that is silent. Not quiet, but silent. The Department believes it is close to the second find site. Test drilling begins. What only the game master knows: the soil samples show anomalies reminiscent of Kiruna. Whether the vein lies above a thin spot remains open. The Department interprets the readings as danger, not as certainty.

What They Want

Department 13 wants its own alloy ore in order to build its own helmets and to take away O.D.I.N.'s monopoly on the lid. The leadership of the Department believes that O.D.I.N. shackles the Psions of the world with helmets in order to control them. A find site of its own would allow Department 13 to train its own Psions without losing them. The leadership considers the fact that the Department's Psions die without helmets to be a temporary condition, not a design flaw.

The Department believes it is in the right because it considers O.D.I.N. to be a European organisation that has excluded Russia from the world's find sites for decades. In internal training sessions, it says: "The alloy belongs to those who find it. Not to those who administer it."

Leaders

Dr. Larissa Orlowa

Head of Geological Analysis · Humans

A gaunt woman of 52 with grey hair tied back severely and steel-framed glasses that she constantly takes off and puts back on. She leads the search for the second site and is the driving force behind the plan. She is the daughter of the officer who was supposed to recruit the Open Ones in 1976 and came back empty-handed, and she wants to find the site her father never found. She conceals that her father left her a notebook in 1981 containing the name of the fifteen-year-old whom the Echo-Operatives arrested. She speaks briefly, precisely, without pleasantries. She says "we" and means the Department, never herself.

Value	Details
Initiative	3
Attack	Pistol 3 + 3, damage 3
Defence / Armour / HP	2 / 1 / 10
Skills	Academic Knowledge 4 + 4, Intimidation 3 + 3
Special	Knows the restricted zones between Kola and the Urals better than any other human. Can request a Golem-7 in negotiations with a radio message (stats in the Threat Atlas).
Weakness	Her father's notebook. Whoever mentions it throws her off. Whoever has it, has her.
Behaviour	She does not negotiate, she sets conditions. She withdraws when the plan is endangered, even sacrificing her own people for it.

Colonel Michail Tarasow

Commander of the Hunters · Humans

A massive man of 70 with close-cropped grey hair, an old scar over his left eye, and hands that look as if they could bend iron. He leads the Hunters of Department 13, the task forces for restricted zones and for operations abroad. He was there in the Carpathians in 1976 as a young soldier and saw how the operation failed. He wants to erase the disgrace of 1976, which he blames on the Department, and he wants to prevent Orlowa from leading the Department into a war it cannot win. He conceals that in 1976 he was glad when the Europeans were faster, because he did not want to carry out the order he was carrying. He speaks militarily, tersely, with a deep voice that rarely gets louder. He says "order" and "carried out", even when he disagrees.

Value	Details
Stats	Hunter of Department 13 (Game Master's Book, Threat Atlas), plus Tactics 4 + 3
Special	Once per combat, he can order a Hunter near him to make an immediate attack.
Weakness	His conscience. Whoever proves to him that the Department uses up its young Psions gains an ally, or at least a hesitant one.
Behaviour	He leads from the front, but he is no fanatic. He withdraws when the mission is no longer justifiable, and he protects his people, even against Orlowa.

"Olessja"

The Psion Without Helmet · Humans

A young woman of 22 with a shaved head, pale skin, and a constant slight nosebleed. She wears a grey coat and

no shoes when she is not on duty. She is the Department's strongest Psion, a telekinetic who was found two years ago in the restricted zone "Ural-3" when she was twenty. She works for the Department because she was told that O.D.I.N. would otherwise take her. She wants to survive and to know whether the voice she hears is really the Thirteenth or something else. She conceals that she once put on an O.D.I.N. helmet and the voice was gone for an hour. She speaks quietly, with long pauses, as if she had to fetch each word from the silence first. She says "we" and means the Psions, never the Department.

Value	Details
Stats	Psion without helmet (Game Master's Book, Threat Atlas, subtype of the Department 13 Hunter), a telekinetic
Weakness	Alloy S blocks her completely. A Psion with a helmet senses her like a spot of light in a dark room.
Behaviour	She fights when ordered, but she does not seek combat. She observes, listens, and disappears when the Department does not need her.

Bases

Moscow, Uliza Gospitalnaja 7. A five-storey building from the fifties, officially an archive of a fictitious cover agency for health services. The basement is fitted out, with a silence, an interrogation room, and a room where the Tunguska shards are stored. The Department's administration, the files of the search for the second site, and the shards, about forty pieces, the largest the size of a forearm, are located there. Orlowa works there when she is not in Kola-7, along with twelve to fifteen administrative employees who officially work as archivists. One gets in through the back entrance with a service ID of the cover agency or through the basement, which is connected to the Baumanskaja metro station via an old maintenance tunnel.

Restricted Zone "Kola-7". Kola Peninsula, about 80 kilometres south-east of Murmansk, in a disused mine from the tsarist era. Officially, the area is closed due to risk of collapse. Since 2019 the Department has been mining the vein of alloy ore there, along with a camp with accommodation containers, a workshop for the golems, and a shaft that leads down to where the vein lies. On site are about thirty workers and technicians, ten Hunters, two Psions without helmets, and one Golem-7 guarding the entrance (stats in the Threat Atlas). One gets in via an unpaved road that begins near Murmansk and passes two checkpoints, or via the old shaft, which is accessible from the lake if one can dive.

Restricted Zone "Ural-3". In the northern Urals, in a valley that has been officially closed since 1963 due to "geological instability". The department has a base there for the search for Alloy S. An abandoned village from the fifties serves as the base, along with a tunnel system in which the Department searches for ore, and a room where the Psions without helmets sleep. On site are ten Hunters, four Psions without helmets, and a team of geologists under Orlowa when she is there. One gets in via a mountain pass road that is impassable in winter, or via the river that flows through the valley, if one has a boat and survives the rapids.

Resources

Money. The Department funds itself through the sale of crystal shards from Siberian restricted zones to collectors, including the Evening. Estimated annual budget: 40 to 60 million euros, a third of it for the search for Alloy S.

People. About 100 people, including 40 Hunters, 30 technicians and geologists, 20 administrative staff and 8 Psions without helmets. In addition, local personnel work as drivers, cooks and guards without knowing for whom.

Equipment. Three Golem-7 golems, two of them operational (stats in the Threat Atlas). A dozen off-road vehicles, two Mi-8 helicopters officially belonging to a salvage company. Ammunition with Siberian crystal dust that acts like incendiary ammunition against beings from rifts.

Artefacts. The Tunguska shards, about forty pieces, the largest the size of a forearm. They are warm, hum softly and power any electrical device they are connected to. O.D.I.N. keeps a single piece in Bern, and the Department wants it back.

Connections. A mole in the Swedish mining authority who supplies information about Kiruna. A contact with the Evening who buys crystal shards and in return supplies information about O.D.I.N. A former Grey Meridian officer who works for the Department when the price is right.

Relationship to O.D.I.N.

Those at O.D.I.N. who deal with them: the handler of Hold-5 in Vienna, who observes the Department's movements in Eastern Europe. The Echo-Operatives, who have had an open score with the Department since

1976. And the Audit, which checks every indication of a mole in the Swedish mining authority.

O.D.I.N. knows that Department 13 has existed since the fifties, that it has access to Siberian restricted zones, that it uses up Psions without helmets and that it is searching for a second site of Alloy S. O.D.I.N. does not know that the Department has been drilling in Kola-7 since 2019.

The Department knows the names of three O.D.I.N. agents who have been exposed in Russia in the last ten years. It knows the location of Hold-5 in Vienna because a defector sold it in 2018. And it knows that O.D.I.N. keeps the Tunguska shard in Bern because the Evening told it.

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THE LURE
The Department offers to bring an agent and
their family to Russia, with real papers and a
new life. In return, it wants the coordinates
of an O.D.I.N. archive where Alloy S is
stored, or a Psion who defects.
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The Plan: "The second site"

Department 13 has been searching for a second site of Alloy S for decades. In 2019, it found it. In the restricted zone "Kola-7", the Department is mining a vein of ore that is silent. The cell first notices it through small things: a contact in Murmansk goes silent, an order for beryllium runs through a shell company, and in Vienna a Hunter appears with a helmet that is not an O.D.I.N. model. Then a radio message is intercepted.

Stage	What happens
💀💀💀💀💀	The Department searches for Alloy S between Kola and the Urals. The search is systematic but unsuccessful. *Sign:* None. The Department works in secret.
💀💀💀💀💀	A geology team finds in Kola-7 a vein of ore that is silent. The Department begins mining. *Sign:* A dead drop in Murmansk contains a message in Russian: "Silence has a price." The handler of Hold-5 considers it a lure.
💀💀💀💀💀	The Department expands the mining and begins smelting the ore. The first bars of Alloy S are produced. *Sign:* A newspaper article about an "unusual find" in the Murmansk region disappears from the archive after two days. A contact in the canteen of Hold-5 says the Russians have "found something that is silent".
💀💀💀💀💀	The Department has enough ore to build a first helmet. It is crude, but it works. Orlowa wears it at a demonstration in Moscow. *Sign:* A radio message from the Department is intercepted: "The lid is on." The Audit comes across an order for beryllium that went to a shell company in Murmansk.
💀💀💀💀💀	The Department begins training its own Psions with the new helmets. The first three survive longer than two years. *Sign:* A Hunter from the Department is seen in Vienna with a helmet that is not an O.D.I.N. model. A Psion in the cell senses a silence that moves.
💀💀💀💀💀	Department 13 has its own alloy ore in sufficient quantity. It no longer needs helmets from Europe, and O.D.I.N. no longer has a monopoly on the lid. *Sign:* A radio message to O.D.I.N., open and unencrypted: "We have the silence. You have the fear." The Tunguska shard in Bern begins to hum louder.

The key figure of the plan is Dr. Larissa Orlowa. She leads the geological evaluation, knows the coordinates of Kola-7 and drives the mining forward because she wants to find the site her father never found. If the cell eliminates Orlowa, the plan loses two skulls. The Department does not roll after the next mission because the search stalls without Orlowa and the Hunters under Tarasow cannot continue the mining at the same pace.

Countermoves

If the cell takes a skull from the plan, Department 13 responds with a countermove.

D6	Countermove
1 to 2	A contact of the cell suddenly goes silent. They were visited by a Hunter from the Department and received a message: "The silence is listening." The contact is afraid and no longer wants to talk to O.D.I.N.
3 to 4	A lure appears: a dead drop with a message allegedly from a defector from the Department. The message contains a false coordinate in the restricted zone "Ural-3". Anyone who follows it walks into an ambush.
5 to 6	A witness disappears. Someone who has seen the Department is picked up by a Hunter before the cell can question them. Left behind is a hotel room with an open window and a half-eaten breakfast.

Connections

- **At 💀💀💀💀💀:** "A Seeker of their own" (STILLWATER) gains a skull. The Americans fear missing out on the alloy ore and accelerate their own programme.
- **At 💀💀💀💀💀:** "The great stone" (the Evening) loses a skull. The Evening loses the Department as a supplier and bidder.

Hooks

White File "Silent Post". A dead drop in Murmansk contains a message in Russian: "Silence has a price." The handler of Hold-5 considers it a lure, but the Audit wants to know who wrote it. The cell is to watch the dead drop and find out who empties it.

Grey File "The Lid Is On". A radio message from the Department is intercepted: "The lid is on." The Audit suspects that the Russians have built a helmet from their own alloy. The cell is to find a Hunter of the Department in Vienna who was seen with an unknown helmet.

Red File "Kola-7". The Audit has found an order for beryllium that went to a shell company in Murmansk. The cell is to travel to Kola and find out what the Department is building there. The journey leads into a restricted zone that O.D.I.N. has never seen.

Black File "The Silence". The Tunguska shard in Bern begins to hum louder. A radio message to O.D.I.N., open and unencrypted: "We have the silence. You have the fear." The Council sends the cell to Moscow to find Orlowa before the Department builds its new helmets in large numbers.

After the Fifth Skull

Department 13 has its own alloy ore. The Department's helmets are crude, but they work, and the Department's Psions live longer. O.D.I.N. no longer has a monopoly on the lid, and the Department begins to sell its helmets to other services, first to STILLWATER, then to the highest bidder.

The next plan: "The open choir" 💀💀💀💀💀. Department 13 wants to build its own choir with its new helmets, without the rule of the Twelve, and thereby call the Thirteenth before O.D.I.N. does.

The Seventh Bureau

The Seventh Bureau is a name without an address. O.D.I.N. knows it from intercepted reports, from a file in the Registry, and from the report of an agent who returned from Chengdu in 2016 and never wanted to work in the field again. Somewhere in China an agency predicts earthquakes, and at the places it names, rifts afterwards open with striking frequency. This dossier gives the game master what O.D.I.N. knows, and three possibilities for what might be behind it. They choose one of them or none.

"They do not measure. They ask. And the earth answers."
An old surveyor in a teahouse in Chengdu, 2016

What O.D.I.N. Knows

Between 2011 and 2014, Cryptanalysts of the Investigation Branch in Hong Kong, as a bycatch of a completely different surveillance operation, intercepted encrypted reports from an agency that called itself "Seventh Bureau". They were not analysed until 2015. The agency reported coordinates to a recipient in Beijing at irregular intervals, places in Sichuan, Yunnan and in the west of Hubei. A few weeks after each report, the earth shook at that place, exactly on the predicted day.

That alone would be remarkable, but not O.D.I.N.'s business. What made the Registry take notice: in at least three of these places, a rift opened after the earthquake. One of them, in March 2022 in the mountains near Kangding, was reported by a local informant before

anyone could close it. It was barely two metres long, and it hummed.

The Registry keeps file 2022-031, classification Grey. Inside are the reports, the coordinates, the earthquake data and a note: “Origin unknown. Relationship unknown. Strength unknown. Knowledge unknown. Plan unknown.” In 2023 the Registrar wrote underneath in pencil: “Do not touch until we know more. Whoever predicts earthquakes by predicting rifts knows more than we do.”

Officially, that is all. China is a blank spot for O.D.I.N. There is no Hold there, no cell, and only a handful of informants who do not know for whom they work.

The Agent From 2016

Martin Aebi, Swiss, born 1984, was an Investigator of the Investigation Branch with nine years of service in 2016. He spoke Mandarin and had specialised in East Asia because there were blank spots there and he could not bear blank spots. In March 2016 he travelled to Chengdu as a Swiss geologist to follow up the reports. The trip was approved as observation. Aebi was to look, not act.

He returned in May, uninjured, and said almost nothing for three weeks. Then he asked for a transfer to the Archive. The Branch refused because Investigators with Mandarin are rare. Aebi repeated the request in writing, and a doctor from the Institute confirmed a stress reaction. Since 2017 he has worked in the Registry in Stockholm, with the maps that no one can classify. He does not talk about Chengdu. Anyone who asks him gets a coffee and a question in return: “Have you written anything with chalk recently?”

His report is in file 2022-031.

FROM THE REPORT, 2016

14 March. The university seismologist was polite, nervous and looked at his phone three times. On parting he asked whether I was here because of “the Seventh”. I said I did not know what he meant. He smiled: “They all say that.”

22 March. An old surveyor in the teahouse by the People’s Park calls it “the bureau that asks the earth”. I asked how he knew that. He pointed at the chessboard: “The knight does not know either, but it jumps.”

2 April. There is a First to Sixth Bureau in every list I find. There is no Seventh. But in a side street in the west of the city stands a house without a number, in which a light burns at night. The third time, a man in a grey suit stood in front of the door, barefoot, and looked at me as if he had expected me. He did not follow me.

9 April. In an alley behind the station, a chalk number on the wall: 7. Underneath, a date, 20 April, and a place, Litang. I took photographs. In the photograph the wall is empty. The chalk on my fingers smelled of thunderstorms. I want to go to the Archive. I want the files to be silent.

On 20 April 2016 the earth shook near Litang in Sichuan. No one came to harm. No rift was reported, which does not mean there was none.

Three Possible Truths

The game master chooses one truth for their group. The other two then do not apply, not even as a rumour. Each truth brings strength, knowledge, a plan and a hook. All names, offices and places in them are invented. The Seventh Bureau appears in no real organisational chart, and no real authority is meant.

Truth 1: The Questioners

Relationship unknown · Strength 3 · Knowledge 4 · Plan: “Ask the earth” 💀💀💀💀💀

The Seventh Bureau is a research unit, founded in the seventies, after clean-up work following an earthquake uncovered a rift from which a voice spoke. Since then the unit has learned to predict rifts by listening to frequencies that O.D.I.N.’s rift detectors do not know. It does not know what lies behind the rifts. It wants to know before it comes out on its own. It does not know that O.D.I.N. exists, but it suspects that it is not alone. Its head is Dr. Lin Shuyan, early fifties, head of frequency analysis, who has measured rifts for thirty years and

never entered one. She is the key figure. She is not afraid of the answer.

Stage	What happens
💀	New measuring stations at predicted locations. A specialist journal that is also read in Bern prints a study on “anomalous precursors”.
💀💀	In the mountains of Sichuan a device, the resonator, keeps a small rift open. A shepherd reports a humming that grows louder at night.
💀💀💀	A measuring probe passes through the rift and transmits for 47 seconds. In a dead drop in Hong Kong lies a measurement log that someone wants to pass to O.D.I.N.
💀💀💀💀	The unit realises that the frequencies of the rifts resemble those of children singing in their sleep. It collects audio recordings from children’s clinics and plays them to the resonator.
💀💀💀💀💀	The resonator opens the rift fully. What comes through is not what the unit expected, and it cannot stop it. The rift near Kangding no longer closes.

Hook. A retired Antiquarian sends the Registry a Chinese study that he does not understand. The measurement series in it follows exactly the pattern of the rifts that O.D.I.N. knows. The cell is to find out who wrote it. The author is giving a lecture in Geneva in the autumn.

Truth 2: The Administrators

Relationship unknown · Strength 4 · Knowledge 5 · Plan: “Close the doors” 💀💀

The Seventh Bureau is older than any state in which it has hidden. Under changing names it has administered the rifts in China for centuries: it records them, seals them and guards them with families who pass the office from father to daughter. It knows what rifts are. It knows that they are doors and that someone waits behind them. It also knows that in the West someone sometimes opens the doors, and it considers O.D.I.N. to be children playing with fire. Its head is the Administrator, an old man without a name in the house without a number, who walks barefoot because he wants to feel the earth. He is the key figure. He speaks rarely, and then in the language of old files.

Stage	What happens
💀	The Bureau records every known rift in China anew. An encrypted list appears for sale, and the Operations Branch gets wind of it.
💀💀	Old guardian families in Sichuan and Yunnan are summoned. In a village near Kangding everyone suddenly wears the same sign, a circle with a line.
💀💀💀	A message to O.D.I.N., a single sentence: “Stay on your side.” Madame Okonjo finds the envelope at the seventh place setting.
💀💀💀💀	The Bureau finds an informant of O.D.I.N. in Chengdu. He no longer answers; his last message is a coordinate.
💀💀💀💀💀	The Bureau closes a rift that O.D.I.N. is observing, using a method that O.D.I.N. does not know. On the satellite image grass grows there. The Registrar writes: “They can do more than we can.”

Hook. An Antiquarian of the cell finds in a Geneva estate a Chinese sheet from the 18th century. It describes a rift and an office that “administers” it, and bears a sign: a circle with a line. The same sign stands on a current satellite photograph, in chalk, on a rock near Kangding.

Truth 3: The Harvest

Relationship unknown · Strength 2 · Knowledge 3 · Plan: “The harvest” 💀

The Seventh Bureau is not an authority. It is a business that dresses like an authority because nobody asks an authority about its customers. Its founder discovered that rifts leave something behind if you are there at the right time: shards, crystals, sometimes more. The Bureau predicts the rifts in order to be there first, and sells what it finds through middlemen to collectors all over the world. It does not know what rifts are, and it does not want to know. Its founder is Ms Chen Meilan, a former geologist who in 2008, after an earthquake in the mountains of Sichuan, saw a rift from which a crystal fell. She wears it on a chain. She is the key figure. She believes the earth wants to give her something.

Stage	What happens
💀	A buyer of the Bureau acquires at the Evening an old map with rift coordinates that O.D.I.N. lost years ago.
💀💀	The Bureau predicts a large rift in Sichuan, next spring. A journalist hears of it; his article never appears.
💀💀💀	Through shell companies the Bureau buys pumps, generators and crystal shards. A bill of lading from Rotterdam to Chengdu is too heavy for "geological equipment".
💀💀💀💀	The Bureau keeps the rift open and harvests. The yield is greater than expected. In the mountains lights go out at night, and a shepherd finds birds that smell of thunderstorms.
💀💀💀💀💀	The rift answers the harvest. It opens wider than the Bureau wanted, and something comes through. An earthquake that nobody predicted.

Hook. At the Evening a crystal appears that comes from a rift in China. The Curator discovers a signature that he does not know, and offers O.D.I.N. the name of the seller, in return for a favour.

In Play

The Seventh Bureau is a blank spot, and it must stay that way. A group can play for years without ever going to China, and File 2022-031 remains a shadow on the shelf of the Registry. Whoever uses the Bureau should do it slowly: first a name in a report, then a crystal at the Evening, then an envelope at the seventh place setting. The cell should never fully understand the Bureau, not even at the end of a plan.

The plan of the Seventh Bureau rolls like any other once the game master has decided on a truth. Until then it does not roll. The cell cannot take a skull from it as long as it does not know who it is, and that is the first lesson the Bureau teaches O.D.I.N.

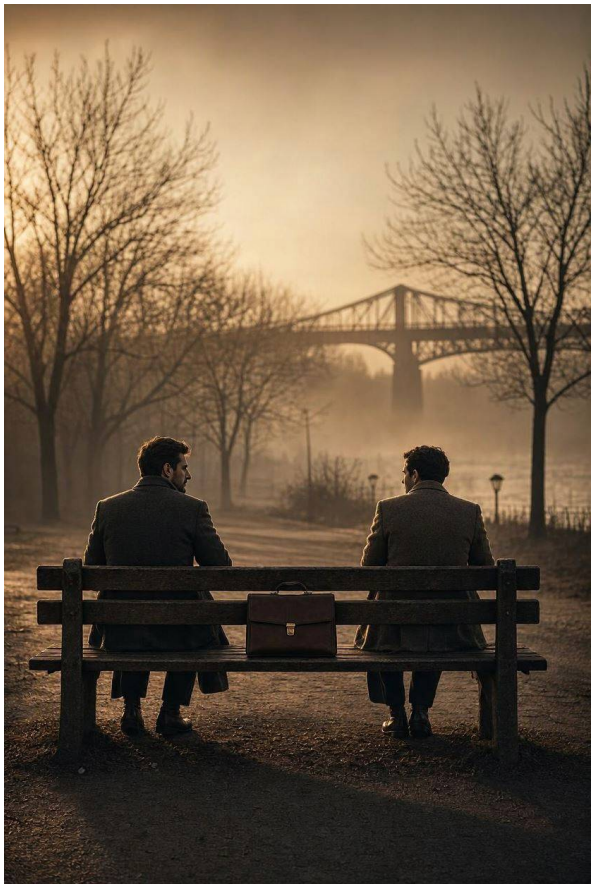
Martin Aebi is the way in. He knows more than his report says. Anyone who visits him in Stockholm and gives him time can get him to talk about the house without a number: Insight against Hard (3) to recognise that he wants to talk, and Persuasion against Very Hard (4) so that he does it. If the second test fails, he stays silent that day. On the next visit the cell may try again. What he then tells depends on the truth the game master has chosen. Only one thing he tells in every version: that after the chalk number in the alley, someone followed him every evening for two weeks, someone who wore no shoes, and that on the flight to Zurich he did not dare fall asleep.

There is also a house without a number in Stockholm. Whether that is coincidence is for the game master to decide.

The Partners

The Partners are not an organisation and not an alliance. They are a network of silent agreements between O.D.I.N. and the services that have supported the Veil Protocol since 1961 without ever having signed it. They deliver what O.D.I.N. needs in the world of passports, files and borders, and they do not ask questions. In return, O.D.I.N. keeps the Veil tight on their side, and no one names their name.

"That can be arranged. But there is one matter."
Marguerite Vasseur, French service



What the Partners Are

The British service, the French service and a dozen others are silent partners of the Veil Protocol. They never signed in 1961, because there are no signatures. They understood that there are things one does not take to a committee, and that there is an organisation that

takes care of them. In return, they keep the Veil tight on their side.

The Partners deliver what O.D.I.N. needs in the world of passports, files and borders: diplomatic passports that raise no questions. Police files that are closed before a journalist finds them. An aircraft that takes off from a military airfield at night without appearing in the logbook. A prisoner who is released from the cell in the morning because the right office called.

They do not ask questions. That is the core of the arrangement. A partner service does not want to know why a man with a forged passport has to go to Helsinki or why a woman in Lyon needs a flat registered to no one. It wants to know that it is done, and that in return no one names its name.

What a Partner does not deliver is just as important: no weapons, no operational forces, no information about its own operations. A Partner opens doors; it does not walk through them with you. Anyone who asks a partner service for more receives a polite no and a note in a file O.D.I.N. will never see.

How the Protocol Works

Each partner service has exactly one liaison. They are not an agent, not an officer in the field, but a person who stands high enough in the hierarchy to make decisions, and low enough not to stand in the light themselves. The handlers of O.D.I.N. know the name, the number and the place where one meets. The cell knows only the place.

When something has gone wrong, the cell meets the liaison. That is the rule. An agent is in custody, a cover is blown, a car is parked badly in front of a crime scene. Then the handler calls, and the next morning the liaison sits in a café, with a newspaper and an envelope. They always pay. They make no jokes. They say what they can do, and what it costs.

For every favour has a price. That is the difference between a Partner and a friend. The liaison helps because their service gets something for it: a piece of information, a signature, a silence. Sometimes the knowledge that O.D.I.N. is in their debt is enough. Debts are the currency in which the Partners reckon.

The Liaisons

Marguerite Vasseur

Liaison · Humans

A woman around fifty, grey coat, short dark hair, glasses with thin frames. She sits in cafés near railway stations, always facing the door, always with a newspaper she does not read. She drinks espresso, no milky coffee. She pays in cash and leaves no tip.

Marguerite Vasseur wants France to remain in the game. She took over the Veil Protocol from her predecessor, together with a notebook in which every favour France has done O.D.I.N. since 1961 is recorded. She keeps it up to date. She does not believe in the supernatural; she believes in balances. O.D.I.N. is a factor to be reckoned with, not an ally to be trusted.

She speaks quietly, in short sentences, and she asks questions whose answers she already knows. She never says “O.D.I.N.” She says “your people” or “your organisation”, as if she did not want to speak the name. When she grants a favour, it sounds like a statement: “That can be arranged.” When she asks for one, it sounds like a request that is not one: “I have a matter you could take care of for me.”

Stats: Liaison Officer of a Partner Service (Threat Atlas).

Alistair Finch

Liaison · Humans

A man around sixty, grey suit, pocket square, an umbrella that never seems to be wet. He meets in hotels, never in cafés, and he orders tea that he does not drink. He is always punctual, and he expects the same of others. Anyone who arrives late receives a remark that sounds like a compliment and is not one.

Alistair Finch wants the British Isles to remain core territory. He is the liaison officer of the oldest partner of the Veil Protocol, and he knows that this relationship rests on trust that has grown over decades. He does not want to damage it, but he also does not want O.D.I.N. to take it for granted. He asks for favours that do not endanger his service but keep O.D.I.N. in his debt. He has a fine sense for when a cell is desperate enough to promise more than it can keep.

He talks as if he were discussing the weather, even when he is explaining that he can make a body disappear from a morgue. He likes to use the phrases “That could possibly be arranged” and “I’m afraid that is beyond my capabilities.” He makes no threats. He says sentences like: “I’m sure you understand that my service would expect a certain consideration in this matter.”

Stats: Liaison Officer of a Partner Service (Threat Atlas).

Ingrid Moen

Liaison · Humans

A woman around forty, blonde hair, weatherproof jacket, a rucksack instead of a handbag. She meets in libraries, museums, sometimes on a ferry. She drinks coffee from a thermos cup that she brings herself. She is the only liaison who would shake the cell's hand if she did not know that nobody does that.

Ingrid Moen wants the restricted zones in Scandinavia to remain quiet. Her service has had a special relationship with O.D.I.N. since Nordlicht, and she has read her predecessors' files from 1977, when a base in northern Norway was empty overnight and her service only counted the gaps in the reports. She knows that there are things one does not understand, and that O.D.I.N. understands them, or at least pretends to. She wants O.D.I.N. to remain strong in Scandinavia, because there are things there that no one else guards. For that, she is willing to give more than other liaisons, but she also demands more: information about everything that happens in her area of responsibility.

She says what she thinks, without beating about the bush. "I can do that. I can't do that. I can do that, but then I want to know why." She asks questions that other liaisons would not ask, because she really wants to know what is going on. She says "O.D.I.N." without hesitation, as if it were the name of a neighbour. She makes no jokes, but she smiles when someone is honest with her.

Stats: Liaison Officer of a Partner Service (Threat Atlas).

Tomás Ferreira

Liaison · Humans

A man around fifty, dark suit one size too large, a briefcase that he holds with both hands. He meets in small restaurants, always near the harbour, always in the late afternoon. He eats nothing, he drinks a glass of water, and he constantly looks around as if he expects someone to be watching him.

Tomás Ferreira wants Portugal to stay out of the headlines. His service is small, and the Veil Protocol is a burden he has inherited without knowing why. He has read the file on Diplomat, the man who died in Lisbon in 1994 as a gardener, so it says in his file; the truth is in the Agent Building Block. He has understood that there are things one is better off not asking about. He helps O.D.I.N. because he is afraid of what will happen if he does not. But he always helps only as much as necessary, and in return he demands that O.D.I.N. leave Portugal alone.

He speaks in a quiet, almost apologetic voice, as if he were constantly asking forgiveness for being there. He often says "I'll see what can be done" and "I can't promise anything." He asks no questions, because he does not want to hear the answers. When he asks for a favour, it sounds like a request for help, not like a demand.

Stats: Liaison Officer of a Partner Service (Threat Atlas).

What the Partner Demands for a Favour

D6	Favour
1	**A piece of information.** The partner wants to know what O.D.I.N. is doing in a certain region, or what is behind an incident that has appeared in their files. The cell must answer one question, honestly and completely.
2	**A silence.** The partner has an operation running that could disrupt O.D.I.N. The cell is to make a report disappear, calm a witness, or postpone an operation.
3	**A signature.** The partner needs a person who officially does not exist to sign a document, make a statement, or confirm an identity. The cell provides a cover identity.
4	**An address.** The partner wants to know where a person is who works or has worked for O.D.I.N. Not to harm them, but to observe them. The cell is to provide the address.
5	**A meeting.** The partner wants to speak with someone from O.D.I.N. who is not the cell: a handler, a scientist, a Thaumaturge. The cell is to arrange the meeting.
6	**A favour in the future.** The partner demands nothing concrete. They say: "You owe me something." The game master notes the favour and redeems it later, when it is most inconvenient.

RULE: FAVOURS OF THE PARTNERS

A favour is a currency that circulates between the cell and a partner service. The game master notes for each partner whether they owe the cell something or vice versa. Redeeming a noted favour succeeds without a test; if the cell demands more, an agent rolls CHA + Negotiation against the difficulty the game master sets for the request, two steps easier, but never below Easy (1). A favour the partner owes the cell expires after one campaign year. A favour the cell owes never expires.

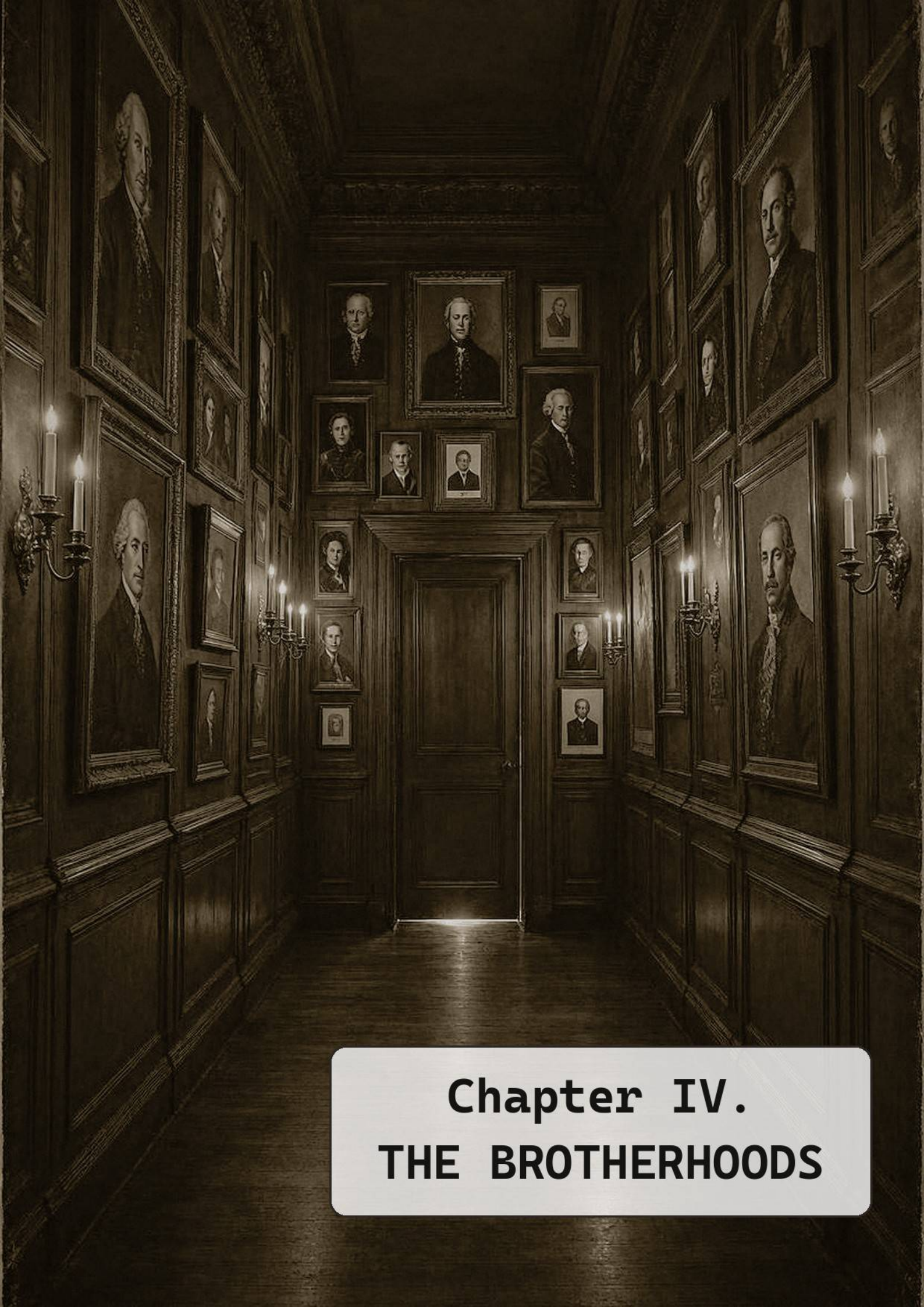
Hooks

Grey File "The False Passport". An agent of the cell is detained at the border between France and Spain. Their

diplomatic passport is genuine, but the number is marked as stolen in a database. The handler calls Marguerite Vasseur, and she says: “That can be arranged. But there is one matter.” The matter is a man in Marseille who works for the French service and has not reported in for three days. The cell is to find him before the police do.

Grey File “The Copy”. In London, a police file has surfaced about an incident that should never have become a matter of record: a rift in a warehouse in Deptford, which O.D.I.N. closed in 2019. Alistair Finch had the file closed, but someone sent a copy to a journalist. The cell is to find out who, and retrieve the copy. Finch offers to smother the story through official channels: close the file, calm the editorial office, discredit the source. The cell must decide whether to allow that.

Grey File “The Silent Border”. In northern Norway, a child has disappeared from a foster family near Tromsø. The local police closed the file, but Ingrid Moen reopened it because she knows what happens in that region. She asks the cell to find out whether someone in the region is taking children from foster families or whether something else took it. She demands only one thing: that the cell reports to her afterwards what took the child.



Chapter IV.
THE BROTHERHOODS

The Brotherhoods

Brotherhoods preserve. They preserve rituals, names, files and silence, some for centuries, some only for a few years. The four dossiers in this chapter describe communities that define themselves through oaths and degrees and that have more in common with O.D.I.N. than either side likes. What sets them apart is how much they really know.

The Freemasons know nothing. They are a worldwide fraternity with a long tradition and, for O.D.I.N., a backdrop, and the **Illuminati** are a legend that the Print Shop has cultivated for decades to swallow real traces. Both appear in the same dossier because the cell usually encounters them as a red herring. **The Lodge of the Silent Circle** in Uppsala knows more about the night of 1871 than O.D.I.N. and wants a page back that lies in Stockholm. **The Enlightened** are a legend of the Print Shop that has gained real members and whose rituals have sometimes worked since 2011. **The Congregation of the Silent Word** in the Vatican guards reports from three centuries, and this year one of their own wants to talk.

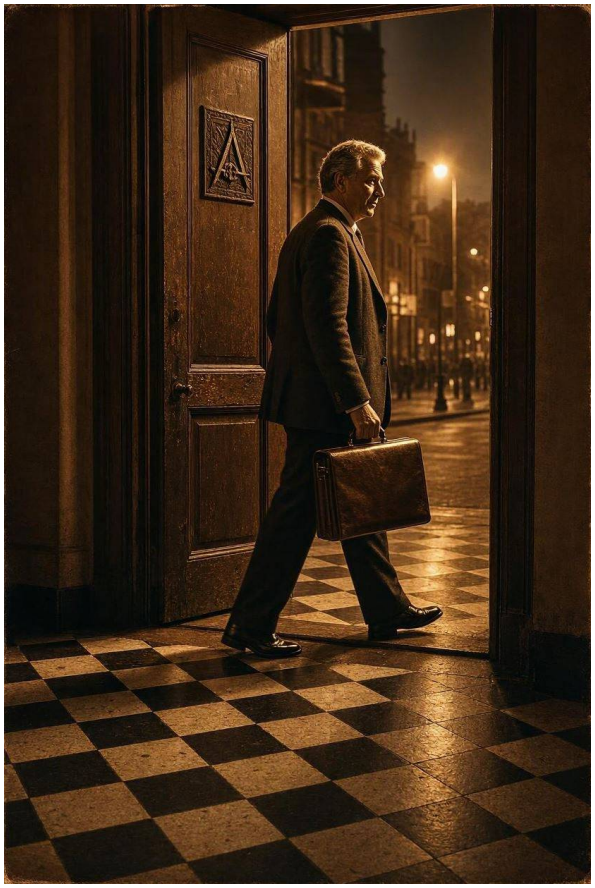
The game master uses brotherhoods when the cell is meant to search archives, church registers and lodge houses. They are rarely violent and often willing to negotiate, but they forget nothing. Respect for real communities is mandatory here: Freemasonry is not the conspiracy, but the place where one can hide.

Organisation	Relationship	Strength	Knowledge	Plan
The Freemasons	Unknowing	4	1	none
The Illuminati	Cover story	0	0	none
Lodge of the Silent Circle	Toleration	1	4	“The page from 1871” 💀💀💀💀💀
The Enlightened	Tool, out of control	2	2	“The Second Light” 💀💀💀💀💀
Congregation of the Silent Word	Parallel, toleration	3	4	“Preserve the silence” 💀💀💀💀💀

The Freemasons and the Legend of the Illuminati

The Freemasons are a worldwide fraternity of lodges, founded in the early 18th century, with rituals, degrees, symbols and a long tradition of secrecy. For O.D.I.N. they are not a threat and not an opponent, but a backdrop, a place where something can hide. The Illuminati, by contrast, are a legend that O.D.I.N. has cultivated for decades to swallow real traces. Both appear in missions when the cell follows a false trail or needs a cover.

"The lodge is a place where one keeps silent. Exactly that makes it so valuable to us."
Dr. Cornelius Weber, handler



The Freemasons

The vast majority of Freemasons are what they seem to be: people who meet regularly, maintain old rituals, do charity and talk about ethics. They have nothing to do with O.D.I.N. They know nothing of the Veil, of the rifts, of the children. Their knowledge is 1: they know their own rituals, their archives, their members. Nothing more.

For O.D.I.N. the Freemasons are not a threat and not an opponent. Lodges are closed spaces with secrecy, symbols and old archives. Exactly that makes them an ideal hiding place for someone who wants to conceal something, and a good cover for agents. Some handlers are members of a lodge because one meets people there one would not otherwise meet: judges, businesspeople, doctors, police officers. The fraternity itself knows nothing of this.

The Freemasons have no plans. They appear in the "Status 2026" table without skulls because they intend nothing that concerns O.D.I.N. Their strength is 4 because the fraternity is large, old and well connected. But this strength is not a weapon. It is a tool that others can use.

The Legend of the Illuminati

The Order of the Illuminati was founded on 1 May 1776 in Ingolstadt by Adam Weishaupt, a professor of canon law. A secret society of the Enlightenment that wanted to set reason and education against superstition, church and nobility. In 1785 the order was banned in Bavaria and dissolved. That is the entire historical story. Nine years, a ban, an end.

What came after is a legend. Since the late 18th century the Illuminati have been blamed for every conspiracy one can imagine: the French Revolution, world wars, financial crises, pop music. For O.D.I.N. that is a gift. Anyone who researches strange incidents eventually ends up with the Illuminati. And anyone who ends up with the Illuminati is no longer taken seriously.

The Illuminati have strength 0 and knowledge 0 because they do not exist. They are a cover story that benefits O.D.I.N. The Print Shop in Zurich has cultivated the legend since 1968, writing books, websites, membership lists. All invented. All there to swallow real traces.

In Play: The Red Herring

Freemasons are almost always a red herring. A cell finds a square at a crime scene and believes it has found a conspiracy. It has found a neighbour who goes to his lodge on Tuesday evenings. That is exactly what makes the one exception so dangerous: the Lodge of the Silent Circle, which is covered in the next dossier. All other lodges are what they seem.

The following table provides six finds that look like a conspiracy and are not. They are suitable for White Files, for interlude scenes, or for false trails in larger missions.

D6	What the cell finds	What it really is
1	Compasses and a square made of brass, found in the flat of a missing accountant.	The man had been a Freemason for twenty years. The find is an heirloom from his grandfather, not a clue.
2	A calendar entry "Lodge evening, 19:30" in a witness's mobile phone.	The witness is a member of a regular lodge in Hanover. The evening was a talk on city history.
3	A photo from 1937 showing men with aprons and compasses in front of a manor house.	It is a lodge celebration, not a conspiracy. The manor house belongs to a member.
4	A letter with the salutation "Brother" and a seal showing an eye in a triangle.	The letter dates from 1968 and is an invitation to a charity dinner.
5	An empty room in a cellar with a black-and-white tiled floor, in the middle a table, on it an open book.	The room is the practice room of a lodge. The book is a minute book from 1998.
6	A man who enters a lodge building at night with a suitcase and leaves without it.	The suitcase contains a donation for a children's hospice. The man is the treasurer.

A Handler in the Lodge

Dr. Cornelius Weber

Handler of the Investigation Branch in Hanover · Humans

Weber has been a Freemason since 2008, admitted on the instructions of the Print Shop, which built a cover story for him: a retired judge who, after the death of his wife, seeks a circle that gives him support. The cover story is so good that Weber is regarded in the lodge as a quiet, reliable brother who rarely speaks and listens well.

What Weber learns in the lodge is rarely spectacular. He hears about property sales, inheritance disputes, a member who founded a foundation in Basel. He hears about a brother who worked for a British service in the nineties and now lives in Hamburg. He hears about an old minute book that has stood in the lodge library since 1872 and that no one may read because it comes from another lodge. The rumour says it contains the founding charter of a lodge that no longer exists. Weber has never seen the book.

Once a year Weber reports to the Print Shop. Most information is worthless. But in October 2026 he heard about a member who knows an accountant in Brussels who has suddenly disappeared. The accountant was a member of an internet group called "Illuminati Europa". Weber reported the name. The report only confirmed a lead the Print Shop already had. The Grey File "The Second Light" itself came about through an Observer in Brussels who intercepted the missing persons reports of the Belgian police because a ritual of the Print Shop from 1971 lay on the computers of the missing persons.

Weber is not a fighter. He carries no weapon. He knows the lodge, its rituals, its members. He knows that the Lodge of the Silent Circle exists in Uppsala, but he does not know what it is. He once heard that a brother from Hanover travelled to Stockholm in 1938 to visit a man named Hallström. Nothing more.

Value	Details
Initiative	2
Attack	None
Defence / Armour / HP	1 / 0 / 8
Skills	Insight 4 + 3, Deception 4 + 4, Negotiation 3 + 3
Special	Knows the Lodge of the Sealed Eye, its rituals, its members. Once a year he reports to the Print Shop
Weakness	Is not a fighter and carries no weapon. His cover story is so good that he is regarded in the lodge as a quiet brother who rarely speaks
Behaviour	Listens, rarely speaks, reports only what the Print Shop needs to know. He knows that he is a backdrop and plays his role

Hooks

White File "Set Square". A retired dentist in Hanover has reported to the police that someone broke into his lodge and stole nothing except a book of minutes from 1872. The police consider the case insignificant. An Observer from O.D.I.N. intercepted the report because the year 1872 appears in an open file. The cell is to find out whether it matters. It is a day's work. The lodge in Hanover is a daughter lodge of the lodge in Uppsala. The stolen book contains a copy of the founding charter of the Lodge of the Silent Circle. The person who stole it is a messenger from Uppsala, a former archivist who works for the lodge and does not know what he carries. He was sent to fetch it and knows only the assignment, not the contents. The cell finds him in a hotel in Hanover, with the book in his suitcase.

White File "The Illuminatus". In an internet forum, a user named "Weishaupt1776" claims to be a direct descendant of the founder and to own the genuine signet ring with the eye. He offers to sell memberships for €500 each. The Print Shop has discovered the post

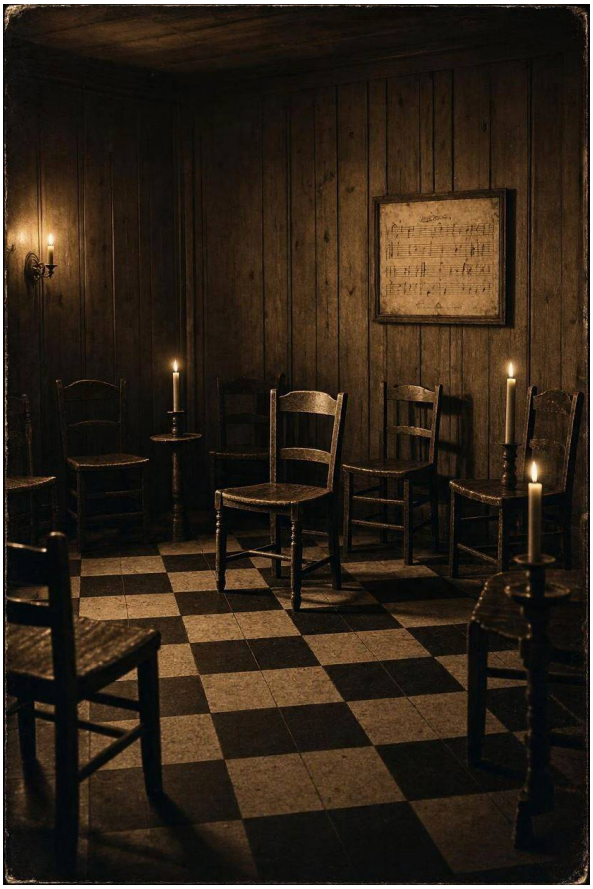
and wants to know whether the man is merely a fraud or whether he owns something genuine. The cell is to visit him in Leipzig, where he lives in a small flat, surrounded by printed-out web pages. The ring is one of the hundred copies that the Print Shop had made in 1968, bought at a flea market. The man is harmless. But in his flat lies a book that he should not have: a print from the Print Shop from 1971, with a real circle as an ornament.

White File "The Lodge Brother". A member of the Lodge of the Sealed Eye in Hanover, an estate agent, has told another member that he found a cellar in an old house in Hildesheim in which a circle is painted on the floor. The circle is said to be warm. The other member is Cornelius Weber. He reports the find to the Print Shop, which opens a White File. The cell is to examine the cellar. The circle is painted with red paint, by young people who held a party there. The warmth comes from a defective heating pipe. The case is a red herring. But in the neighbouring house lives an old woman who for a week has been singing at night a song that no one knows.

Lodge of the Silent Circle

The Lodge of the Silent Circle is a small, old lodge in Uppsala that has preserved a song, a name, and a debt since 1872. It works in the seventh degree, but has nothing to do with Freemasonry. For the game master, it matters because it knows more about the night of 1871 than O.D.I.N. and because its plan to retrieve the missing page could change the world.

"We have never sung. We only listened, so that no one forgets that singing happened."
The Master of the Silent Circle



Feature	Details
Type	Lodge, formally affiliated with the federation, work in the seventh degree without Masonic reference
Seat	Lodge house in Uppsala, Svartbäcksgatan 14
Relationship	Toleration
Strength	1
Knowledge	4
Plan	The page from 1871, starting value 💀💀💀💀💀
Key figure	The Master of the Silent Circle

History

1871, Solberg Lake. The children of the estate sit in a circle at night and sing an old song that the tutor taught them. In the morning, the tutor and one child from the centre of the circle are gone. The pastor writes a page into the church register, then places it in the estate's house Bible.

January 1872, Uppsala. The estate owner, whose two children sat in the circle that night, founds the Lodge of the Silent Circle together with the pastor. The estate owner writes the song down from his children's memory as musical notation. The lodge receives a charter and is affiliated with the federation.

1872, Atlantic. A brig is found abandoned. Its captain was a member of the lodge. The circles are written in the second logbook. The logbook is now in the lodge library.

1938, Uppsala. Viktor Hallström finds the missing page in the estate's house Bible. A lodge brother visits him in Stockholm. After that, Hallström writes nothing for three weeks. Only the lodge knows what was discussed. Since that year, the lodge has demanded the page back, because Hallström did not hand it over.

1957, Uppsala. Dr. Heinrich Sander returns, barely aged. Hallström has Sander's name overwritten in the visitors' book of the regional archive. The lodge knows whose name lies beneath the ink. It has never said.

1985, Stockholm. Hallström dies. The Audit collects his wall. With Hallström's death, the lodge loses the trail to his hiding place. Only years later does it learn of the second compartment of the steel cabinet and begin to observe the Registry more closely.

2026, Uppsala. Folio-7 finds the imprint of the missing page in the church register. The lodge notices his visit to the regional archive and begins to observe the Registry more closely.

What only the game master knows. The lodge has two skulls. It knows that the page lies in the second compartment of the steel cabinet. It waits for an opportunity to retrieve it.

What They Want

The lodge wants to bring the missing page from the 1871 church register back to Uppsala and place it in the book again. It believes that otherwise the book remains open, and that the circles only fall silent when the page is in its place. The lodge considers itself the custodian of knowledge that no one else wishes to preserve, and the final authority that knows the tutor's name without misusing it.

Leaders

The Master of the Silent Circle

Master of the Chair · Humans

Carl-Johan Rosenqvist, 78 years old, an old man with a white beard, dark suit and a signet ring with a circle. He is the keeper of the song and the name, and he wants the page back without O.D.I.N. destroying the lodge. He knows the song of 1871, the name of the tutor and whose name was overwritten in the visitors' book in 1957. His secret is that his predecessor helped Hallström hide Sander in 1957, and that he knows the truth from the lodge minute book. He speaks deliberately, politely, in complete sentences, and asks questions instead of giving answers.

Value	Details
Stats	Master of the Silent Circle (Game Master's Book, Threat Atlas)
Behaviour	Waits, observes, tests. He gives only what one has earned, and he recognises who lies.

The Archivist

Custodian of the Lodge Library · Humans

Elsa Norberg, 64 years old, a slender woman with a grey bun, glasses and a cardigan that smells of paper. She wants to preserve the order of the library and protect the logbook from strangers' hands. She knows the notation of the song, the history of the brig, the names of the founders and the circles from the logbook. Her secret is that in 2019 she sold a copy of the circles to an antiquarian in Hanover to finance the lodge. The original is still there. She speaks quietly, precisely, with long pauses, and quotes from old books.

Value	Details
Initiative	2
Attack	None.
Defence / Armour / HP	1 / 0 / 7
Skills	History 4 + 4, Occultism 4 + 3, Perception 3 + 3
Horror	None
Special	Knows every page in the lodge library and notices when something is missing or has been moved.
Weakness	Her fear of the Master. She would lie to protect him.
Behaviour	Observes, notes, remains silent. She speaks only when the Master allows it.

The Young Brother

Lodge Brother of the Third Degree · Humans

Martin Ekdahl, 35 years old, an athletic man with short blond hair and a suit that is one size too large. He wants to modernise the lodge and win O.D.I.N. as a partner. He

knows the statutes, the founding history and the names of the current members, but not the song. His secret is that in 2025 he told a Stockholm reporter about the lodge without naming names. The reporter works for an internet group called “Illuminati Europa”. He speaks quickly, enthusiastically, with many questions, and interrupts himself.

Value	Details
Initiative	3
Attack	Pistol 3 + 2, damage 3
Defence / Armour / HP	2 / 1 / 9
Skills	Persuasion 3 + 3, Contacts 3 + 3, Deception 2 + 2
Horror	None
Special	Has access to the lodge rooms, but not to the library.
Weakness	His naivety. He believes that O.D.I.N. and the lodge can be friends.
Behaviour	Talks too much, trusts too quickly, regrets too late.

The Silent Brother

Oldest Member · Humans

Henrik Gyllen, 81 years old, a stooped old man with a cane who sits in the back row at every meeting and never speaks. He wants nothing more and waits for the end. He knows about the visit of 1938 from his father’s stories and from the minute book, the name of the tutor and the reason why the lodge remains silent. His secret is that he is the great-grandson of the estate owner whose two children sat in the circle in 1871. One of the children was his grandmother. He does not speak at all. He nods, shakes his head, leaves.

The Antiquarian

Librarian of the Lodge · Humans

Alfred Sundberg, 73 years old, an old man with round glasses and a briefcase full of books. He wants to retrieve the page from 1871, if necessary with O.D.I.N.’s help. He knows that the stone at Solberg Lake is old and that the lodge preserves the song, and he knows the circles from the lodge library. His secret is that he deliberately had the rune stone at Solberg Lake exposed to force O.D.I.N. to take up the open file from 1871 again. He has not understood what he has awakened. He speaks quietly, quotes from old books and avoids direct answers.

Value	Details
Initiative	2
Attack	None.
Defence / Armour / HP	1 / 0 / 7
Skills	History 4 + 4, Occultism 3 + 3, Deception 3 + 2
Horror	None
Special	Knows the lodge library and its treasures. Has contacts with antiquarians throughout Europe.
Weakness	His impatience. He wants the page so much that he takes risks the Master would never approve of.
Behaviour	Seems nervous, leafs through books, talks about old stones and circles. He secretly sings the song when he is alone.

Bases

The Lodge House in Uppsala. Svartbäcksgatan 14, a narrow house from the 19th century with wood panelling and a circle in the floor of the meeting room. There are the lodge library with the minute book from 1872, the logbook of the Ghost Brig and the sheet music of the song, a meeting room with seven chairs and a cellar with a salt ring. Present are the Master, the Archivist, Martin Ekdahl and Alfred Sundberg. Henrik Gyllen comes once a month. One enters through the front door if one is invited as a guest, or through the back courtyard if one knows the door to the cellar. The library is locked, the key hangs on the Archivist’s belt.

The Manor House at Solberg Lake. On the north shore of the lake, already a sanatorium before 1937, closed since 1938, now empty and dilapidated. There are the wall with the circles under the wallpaper, the dining hall where the children sat in 1938, and in the cellar an old room with a salt ring. No one is there. The Forest Walker comes when the stone is moved. One enters through the barred front door, through a window on the ground floor or via the old delivery entrance on the north side.

The Parsonage in Solberg. Next to the church, a red wooden house with a small archive. There is the box with old papers, including the newspaper article from 1872 and the pastor’s letter. The church register from 1841 to 1893 is in the regional archive in Uppsala. Present is Pastor Mattias Berg, 61, who wants to preserve the peace in the village. One enters through the front door if one gives a reason. The archive is in the back room, the door is usually open.

The Regional Archive in Uppsala. A cellar room with air conditioning in the regional archive in Uppsala. There is the church register of Solberg, 1841 to 1893, with the broken-off entry and the imprint of the missing page. A former lodge brother reports visitors' book entries. One enters only with permission of the archive, wearing white cotton gloves.

Resources

Money. A foundation account in Uppsala with about €200,000, managed by the Master. The lodge lives on the interest and occasional sales from the library.

People. Seven active members, all over 60 except Martin Ekdahl, no trained fighters. In addition a network of former members in Sweden and Germany that provides information.

Equipment. No weapons. An old VW bus, a fax machine, a safe in the cellar.

Artefacts. The logbook of the Ghost Brig, the sheet music of the song, a copy of the circles from the wall of the manor house.

Connections. An antiquarian in Hanover who searches for old books for the lodge. A former lodge brother in the regional archive in Uppsala who reports visitors' book entries. Through the antiquarian in Hanover, the lodge can hire mercenaries from Grey Meridian.

Relationship to O.D.I.N.

Who at O.D.I.N. deals with them. The Registrar in Stockholm, who has conducted a quiet correspondence with the Master for years. Folio-7, who wanted to inspect the church register in 2026 and was observed by the lodge.

What O.D.I.N. knows. That the lodge exists, that it preserves the song, that it wants the page. Not that it knows the name from 1957.

What the lodge knows about O.D.I.N. That the page lies in the second compartment of the steel cabinet. That the Registry is located in Stockholm. That Hallström found the page in 1938 and never released it. That O.D.I.N. guards the circles but does not understand them.

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THE LURE
The lodge offers an agent knowledge. An answer
to a question that O.D.I.N. does not answer.
The name of the tutor, the song, the story of
1871. In return it wants a page from a file of
the Registry. Or the missing page itself.
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The Plan: "The page from 1871"

The lodge wants to bring the missing page from the church register of 1871 back to Uppsala and put it back into the book. It believes that otherwise the book remains open and that the circles only fall silent when the page is in its place. The cell first notices it through small things: a lodge brother asks in Stockholm about an agent, a dead drop contains a message with a circle, and at some point a young man in an oversized suit stands before the handler and asks for a conversation.

Stage	What happens
☠☠☠☠☠	The lodge searches for the page without knowing where it lies. *Sign:* Nothing. The lodge is silent.
☠☠☠☠☠	The lodge learns of the second compartment and begins to observe the Registry. *Sign:* A lodge brother in Stockholm asks in a café near the Registry about an agent.
☠☠☠☠☠	The lodge has a plan: it wants to trade the page for knowledge. *Sign:* A dead drop in Uppsala contains a message with a circle.
☠☠☠☠☠	The lodge sends Martin Ekdahl to negotiate with O.D.I.N. *Sign:* A young man in an oversized suit seeks contact with the cell's handler in Stockholm.
☠☠☠☠☠	The lodge hires professionals from Grey Meridian through the antiquarian in Hanover to steal the page. The break-in fails at the steel cabinet. *Sign:* A line of music at the scene in the Registry.
☠☠☠☠☠	The page lies again in Uppsala, in the church register. The following night, all children within a radius of 100 km sing in their sleep. *Sign:* A newspaper report about singing children in Sweden. The Singers gain an additional skull.

The key figure is the Master of the Silent Circle, Carl-Johan Rosenqvist. He is the only one who knows the song of 1871 completely and may speak the name of the tutor. If the cell eliminates him, the plan loses two skulls, and the lodge does not roll after the next mission because it makes no decision without its Master. But the cell also loses the only source that could voluntarily tell it the name from 1957.

Countermoves

If the cell takes a skull from the plan, the lodge responds with a countermove.

D6	Countermove
1 to 2	A witness disappears. The antiquarian in Hanover who works for the lodge no longer appears. His flat is empty, the books are gone.
3 to 4	A threat. The cell finds an envelope with a line of music and a sentence: “We know who you are looking for. We know who hid him.”
5 to 6	A contact falls silent. The cell’s handler receives a call from Uppsala and hangs up without speaking. After that, they give the cell no more information about the lodge.

Connections

- **At 💀💀💀💀💀:** “Preserve the silence” (Congregation of the Silent Word) gains one skull. Don Matteo Riva learns of the lodge and its knowledge of 1871 and sees it as further proof.
- **At 💀💀💀💀💀:** “The Second Light” (the Enlightened) gains one skull. A lodge brother tells a reporter about the circles, and the story ends up with “Illuminati Europa”.
- **At 💀💀💀💀💀:** “The stairs” (the Singers) gains one skull. The children in the area sing the song from 1871, and the Singers hear it (Game Master’s Book, “Connecting Plans”).

Hooks

White File “Set Square”. A retired dentist in Hanover reports a break-in at his lodge. Nothing was stolen except a minute book from 1872. The cell is to find out whether this is important. It is important because the lodge in Hanover is a daughter of the lodge in Uppsala and the book contains a copy of the founding charter of the Lodge of the Silent Circle.

Grey File “The Tutor”. During construction work at Solberg Lake, a rune stone is found that bears 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 as employees of a foundation for monument preservation to find out what the stone has awakened before a child disappears.

Red File “The Page”. The lodge has hired professionals from Grey Meridian to break into the Registry. The cell learns of this when a break-in into the Registry’s basement fails and a line of music remains at the scene. The lodge will try again, and the cell must stop them before the page disappears.

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

After the Fifth Skull

The page lies again in the church register of Uppsala. The following night, all children within a radius of 100 km sing in their sleep. The lodge has achieved its goal, but the song is louder than ever before. The Master closes the lodge for three months and burns the copy of the musical notation.

The next plan: “Preserve the song” 💀💀💀💀💀. The lodge wants to prevent the song from falling into the wrong hands and begins to collect all copies it has ever sold.

> **FROM THE GREY FILES**
>
> File 6 “The Tutor” shows how the lodge is entangled in this plan. Alfred Sundberg, the antiquarian from Uppsala, has the rune stone at Solberg Lake excavated to force O.D.I.N. to take up the open file from 1871 again. He hopes the lodge will thus get the missing page back. If the cell exposes Sundberg and secures the stone, the lodge loses one skull. If Sundberg escapes with new knowledge of the page’s whereabouts, the lodge gains one skull. In both cases, the lodge afterwards knows more about the cell than the cell knows about the lodge.

The Enlightened

The Enlightened are a secret society invented by the Print Shop that has long had real members and whose decorative rituals have partially worked since 2011. The Operations Branch cannot bury the legend because a thousand people carry it. For the game master, they are an opponent that arose from a mistake by O.D.I.N. itself. They show what happens when a legend becomes independent.

"Decoration. Do not use."

margin note by the Typesetter, Compendium of the Print Shop, 1971

Feature	Details
Type	Secret society, created from a legend of the Print Shop
Seat	No fixed seat. The largest active group works in Brussels, Anderlecht. The legend itself is maintained from Zurich.
Relationship	Tool, out of control
Strength	2
Knowledge	2
Plan	"The Second Light", starting value 💀💀💀💀💀
Key figure	Maarten de Vries, 34, Adept of the Enlightened, Anderlecht

History

1968: The Print Shop in Zurich creates the legend "The Enlightened": an alleged successor order of the Illuminati, with membership lists, rituals, books and later websites. Purpose: to absorb rumours about O.D.I.N. and turn them into ridicule.

1971: In an internal compendium of the Print Shop, the ritual "The Second Light" appears, copied from the manuscript MS Arcana 114 of the Collegium. The Print Shop uses the seventh circle as ornament. The Typesetter notes in the margin: "Decoration. Do not use."

1980s and 1990s: The legend grows. People join the Enlightened, found circles, exchange writings. The Print Shop observes this but considers it harmless.

2003: The first website of the Enlightened goes online, operated by the Print Shop. In forums, independent groups emerge that consider the legend real.

2011: The accumulation. Some rituals from the books of the Enlightened suddenly work, including circles from MS Arcana 114. The Print Shop tries to remove the books from circulation, but there are too many copies.

2024: In Brussels, Nadia El-Khoury founds the forum "Illuminati Europa". Maarten de Vries joins and begins to study the ritual "The Second Light".

October 2026: Maarten de Vries performs the ritual in his cellar in Anderlecht. Sophie Renard, 28, Jonas Vermeulen, 41, and Aylin Demir, 31, disappear. The circle is warm. The Enlightened have 💀💀💀💀💀.

What only the game master knows: The Print Shop never officially informed the Operations Branch about the extent. A legend writer named Georg Wendlinger has been looking after the Enlightened since 2012 because he considered the legend manageable. He now knows that he was wrong.

What They Want

The Enlightened want "enlightenment": contact with a higher power that they suspect behind the symbols of the Illuminati. The Brussels group believes the ritual "The Second Light" opens the way to this power. Maarten de Vries wants to complete the ritual and see the "Second Light".

They believe they are in the right because they take seriously the signs that others only mock as conspiracy. They consider themselves the few who know, who see through the Veil.

Leaders

Georg Wendlinger

Legend Writer · Humans

Slim, grey suit, reading glasses on a chain, looks like a man who has seen only files for years. He maintains websites, forums and membership lists, deletes

dangerous posts and observes the circles. He wants to stabilise the legend without the Council or the public learning how out of control it is. He conceals that he forged an internal report about functioning rituals in 2021 to prevent a burial of the legend. He speaks dryly and officially, in file references and memos, and never says more than he must.

Value	Details
Initiative	3
Attack	Pistol 3 + 2, damage 3
Defence / Armour / HP	2 / 1 / 10
Skills	Deception 4, Investigation 4
Special	Knows every legend of the Enlightened and can forge membership lists. Can erase a trail in one hour.
Weakness	He is not a fighter. Proof of his 2021 forgery makes him a tool of the cell.
Behaviour	Observes, makes calls, deletes. Withdraws as soon as he suspects O.D.I.N. nearby.

Maarten de Vries

Adept of the Enlightened · Humans

Pale, unshaven, dark circles under the eyes, wears an oversized shirt and a ring with an eye. He has performed the ritual "The Second Light" and believes the three missing people were "enlightened". He wants to complete the ritual and see the "Second Light". 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.

Value	Details
Initiative	3
Attack	Ritual power 3 + 3, damage 3, armour does not count, or knife 2 + 2, damage 2
Defence / Armour / HP	2 / 0 / 10
Skills	Persuasion 3
Horror	None as long as he stands in the circle.
Special	When he stands in the circle, he rolls +1 die on all tests. The circle protects him until it is sealed.
Weakness	Proof 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. Collapses when the circle is sealed.

Nadia El-Khoury

Moderator · Humans

Short dark hair, leather jacket, always carries her computer, looks like an overworked project manager. She founded the group and manages the membership lists. She wants to protect the group, considers the ritual a role-playing game and wants no scandal. She conceals that she once drew a small circle from a book of the Enlightened herself, but never performed a ritual, and that she fears something may have noticed it anyway. She speaks quickly, with many English words, and interrupts others.

Value	Details
Initiative	3
Attack	Pepper spray 2 + 2, no damage, the target is blinded for one round (−2 dice)
Defence / Armour / HP	2 / 0 / 8
Skills	Hacking 3, Persuasion 3
Special	Can delete or pass on the forum data within an hour. Knows all members of the group by name and address.
Weakness	She is afraid of what happened in Brussels. Whoever offers her protection gets everything.
Behaviour	Talks, negotiates, deletes data. Flees when she recognises O.D.I.N.

Thomas Peeters

Dropout · Humans

Stocky, short hair, wears an old Bundeswehr jacket, looks like a man who has hidden for a long time. He was a member of the Brussels group until October 2026 and withdrew after the disappearance of the three. He wants to forget what he saw and wants no witness statement, no contact, no file. He conceals that he stole a copy of the ritual and a small crystal from Maarten's cellar, both deposited in a locker at Brussels South Station. He speaks haltingly, suspiciously, repeats himself.

Hieronymus Falkenrath

Grand Master · Humans

Tall, silver hair, expensive coat, wears a signet ring with an eye on the right hand. He considers the order genuine and believes the Print Shop is only a legend that covers the order. He wants to lead the order out of hiding and achieve "enlightenment" for all members, and he wants the ritual from Brussels for his own circle. He conceals that he has never performed a ritual because he fears it could consume him, and that he sends others ahead. He speaks unctuously, in long sentences, and calls himself "Grand Master".

Value	Details
Initiative	3
Attack	Pistol 3 + 2, damage 3
Defence / Armour / HP	2 / 1 / 12
Skills	Leadership 4, Persuasion 4
Special	Can bring members of the Enlightened to fanatical commitment. Knows the rites of the order by heart.
Weakness	He is vain. Whoever acknowledges him as Grand Master gains access. Whoever ridicules him makes him an enemy.
Behaviour	Holds audiences, grants consecrations, sends followers to Brussels. Fights only when he feels safe.

Bases

Terraced house Rue de la Croix 17, Anderlecht, Brussels

Quiet street with terraced brick houses. The house is inconspicuous, the front garden overgrown. In the cellar lies a circle of chalk and ash, about two metres in diameter, with a fist-sized crystal in the centre. The circle is warm. In the living room lie books of the Enlightened, candles, notes. In the garden, ash remains. Maarten de Vries stays there, sometimes with one or two followers from the forum whom he has initiated. The door is usually locked. A ground-floor window is loose. The cellar has a small window to the garden that can be opened from outside with a Security Systems test against Doable (2).

Café "Le Dernier Cercle", Rue de la Croix 34, Anderlecht

A small café opposite the terraced house, with a view of the street. There is a regulars' table of the Brussels group. On the wall hangs a framed print of an eye in a triangle. The owner knows nothing, but he knows the faces. Nadia El-Khoury is there, sometimes Thomas Peeters, occasionally other members. Anyone who passes themselves off as a member gets information at the regulars' table with a Deception test against Doable (2).

Locker 214, Brussels South Station

In the station's locker area, level -1, near the exit to Avenue Fonsny. There lie a copy of the ritual "The Second Light", a small crystal from Maarten's cellar and a notebook belonging to Thomas Peeters. The key is with Thomas Peeters. Without the key, opening the lock requires a Security Systems test against Hard (3).

Townhouse in Lyon, Rue de la Charité 9

An old townhouse in Vieux Lyon, with a heavy wooden door and an inner courtyard. Inside, a meeting room with candles, seals and a large table. In a cupboard lie ritual books, including a copy of "The Second Light". In the cellar, a painted circle that is cold. Hieronymus Falkenrath and his closest circle, about six people, stay there. The door is locked. An agent can pass themselves off as a member with a Deception test against Hard (3). The back entrance via the inner courtyard is easier, Security Systems against Doable (2).

Resources

Money: Little. The group funds itself through membership fees, about €200 a month. Maarten de Vries lives on savings. Falkenrath has his own wealth and funds the circle in Lyon.

People: In Brussels about twelve active members, five of whom Maarten considers initiated. Across Europe, the Print Shop estimates a thousand people feel they belong to the Enlightened. Falkenrath has about twenty followers in Lyon.

Equipment: Books from the Print Shop, candles, chalk, ash, a crystal from a rift find in the Ardennes. No weapons except knives and Falkenrath's pistol.

Artefacts: The signet ring with the eye (Game Master's Book, Artefacts chapter) is the model from which the Print Shop had a hundred copies made in 1968. Maarten wears a copy. Falkenrath wears a copy and claims it is the original.

Connections: The forum "Illuminati Europa" with about 200 registered members. A dead drop in an antiquarian bookshop in Rue Blaes, set up by the Print Shop and controlled by Georg Wendlinger. Falkenrath has contact with a collector in Lyon who obtains crystals for him.

Relationship to O.D.I.N.

Who at O.D.I.N. deals with them: The Operations Branch, more precisely the Print Shop in Zurich. Georg Wendlinger is the responsible legend writer. The cell's handler received the file "The Second Light" from an Observer in Brussels who intercepted the missing persons reports.

What O.D.I.N. knows: That the Enlightened are a legend of the Print Shop. That the ritual comes from MS Arcana 114. That three people have disappeared in Brussels. Not that Maarten de Vries performed the ritual and that the circle is warm.

What the Enlightened know about O.D.I.N.: Almost nothing. They consider O.D.I.N. part of the conspiracy they have seen through. Georg Wendlinger knows everything, but he remains silent. Falkenrath believes O.D.I.N. is a tool of the Illuminati.

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THE LURE
Georg Wendlinger offers an agent of the cell
access to all membership lists, forum data and
internal reports of the Print Shop about the
Enlightened. In return, he wants protection
from the Council and the assurance that the
legend will not be buried.
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The Plan: "The Second Light"

Maarten de Vries wants to complete the ritual. He believes the "Second Light" is an enlightenment. In truth, the circle opens a threshold through which something wants to return. The cell first notices it from the missing persons reports, then from the warmth in the cellar and the hum that Psions nearby hear.

Stage	What happens
💀💀💀💀💀	Maarten de Vries reads the ritual and decides to perform it. *Sign:* A forum post in which he asks for "real crystals".
💀💀💀💀💀	Maarten buys a crystal online and paints the first circle in his cellar. *Sign:* A postman notices the smell of ash in the stairwell.
💀💀💀💀💀	Maarten invites Sophie Renard, Jonas Vermeulen and Aylin Demir. The ritual takes place. Three people disappear. *Sign:* The Belgian police take missing persons reports. An O.D.I.N. Observer intercepts the reports. Grey File "The Second Light".
💀💀💀💀💀	Maarten repaints the circle every night. The circle stays warm. He waits for the "Second Light". *Sign:* The neighbour hears singing from the cellar at night. A forum member posts that Maarten is "enlightened".
💀💀💀💀💀	The ritual begins to work on its own. The circle pulses, the crystal hums. Maarten hears the voice. *Sign:* A Psion in Brussels hears a hum from the direction of Anderlecht. A Scientist with a field scanner measures a beat that resembles the knocking of the Opener. Red File.
💀💀💀💀💀	The Second Light happens. The circle opens. Something steps through. Maarten becomes the gate. *Sign:* The street in Anderlecht lies in silence that night. All clocks within 100 metres stop. Black File.

The key figure is Maarten de Vries. If the cell eliminates him before the fifth skull is reached, the plan loses two skulls. After the next mission, the game master does not roll for this plan.

How They React

The Enlightened have knowledge 2. They do not answer with a countermove, but react to the cell.

Georg Wendlinger notices that O.D.I.N. is investigating in Brussels. He erases the traces of the Print Shop and warns Maarten via a dead letter box. Maarten de Vries strengthens the ritual, paints the circle larger and brings two followers into the house to guard him. Nadia El-Khoury sends a message to all members: "They are among us. Delete your profiles." The group disperses.

Connections

- **At 💀💀💀💀💀:** "The page from 1871" (Lodge of the Silent Circle) gains a skull. The lodge recognises the song of 1871 in the Anderlecht ritual and believes the time has come.
- **At 💀💀💀💀💀:** "The stairs" (the Singers) gains a skull. The Singers hear the song from Anderlecht and find another staircase.

Hooks

White File "The Ring". An antiques dealer in Brussels reports that a man offered a signet ring with an eye that seemed "too real". The cell is to examine the ring. It is a copy from the Print Shop, but the dealer has the name of the seller: Maarten de Vries.

Grey File "The Second Light". In Brussels, three members of the internet group "Illuminati Europa" have

disappeared: Sophie Renard, 28, Jonas Vermeulen, 41, and Aylin Demir, 31. On their computers lies a ritual from the Print Shop from 1971. The trail leads to the cellar of a terraced house in Anderlecht, where a circle is painted on the floor. The circle is warm.

Red File "The Warm Circle". A Psion in Brussels hears a hum from Anderlecht that grows louder. A Scientist with a field scanner measures a beat that resembles the knocking of the Opener. The cell is to find the house and seal the circle before the ritual completes itself.

Black File "The Second Light Happens". In Anderlecht, all clocks stop. The street is silent. From the cellar of a terraced house comes light that has no source. The Council takes over. The cell is to enter the house, close the circle and recover Maarten de Vries before something steps through.

After the Fifth Skull

The Second Light has happened. The circle in Anderlecht has opened, and something has stepped through. Maarten de Vries is no longer human, but a door. The street is evacuated, the Belgian police speak of a gas leak. O.D.I.N. has sealed the cellar, but the hum has not fallen silent. It is moving.

The next plan: "The hundred rings" 💀💀💀💀💀. The copies of the signet ring with the eye, which the Print Shop had made in 1968, begin to work. Whoever wears a ring hears the voice. The Enlightened are searching for the rings.

FROM THE GREY FILES

If the cell played Grey File 8 "The Second Light", the following applies depending on the outcome: If the circle was sealed, the plan drops to 💀💀💀💀💀. If Maarten was also arrested, the key figure is eliminated: the plan drops to 💀💀💀💀💀 and does not roll after the next mission. If Maarten escaped or the ritual was not ended, the plan remains at 💀💀💀💀💀 and Maarten continues to paint the circle. If the crystal was handed over to O.D.I.N., the plan loses another skull, because the ritual cannot be completed without the crystal. If the forum data of the Print Shop were handed over, the Print Shop uses them for a counter-legend and the plan loses a skull.

The Congregation of the Silent Word

The Congregation of the Silent Word is the memory of the Church for what does not belong in a sermon. Twelve priests and laypeople keep reports about singing children, wandering stones and circles from three centuries in the cellars of the Vatican, and they remain silent about them. They know more about the history of the circles than O.D.I.N. and less about the present. For the game master, the Congregation is an ally with its own conscience, and this year a rift in the silence.

"We have listened for three hundred years. Now one of us wants to speak. God help us."
Monsignor Emilio Vasari, Prefect of the Congregation

Feature	Details
Type	Congregation in the Vatican, twelve members, priests and laypeople
Seat	An archive in the cellars of the Vatican, Rome
Relationship	Parallel, toleration
Strength	3
Knowledge	4

Feature	Details
Plan	"Preserve the silence" 💀💀💀💀💀
Key figure	Don Matteo Riva, the young priest who wants to make the confessions public

History

1872 the Bishop of Uppsala sends a report about his pastor at Solberg Lake to Rome. The report tells of the night in December 1871: children who sang in a circle, a tutor who was gone by morning. The bishop asks for an office that collects such reports without them ending up in the ordinary files. Thus the Congregation of the Silent Word comes into being, with twelve members, spread across all of Europe.

From 1872 to 1914 the Congregation collects in silence. Pastors, monks, and pious laypeople send reports about things they cannot explain. The reports lie in wooden crates marked with years. The Congregation never intervenes. It preserves.

1938 a letter from a Swedish chaplain about Solberg reaches Rome: adults who have disappeared, children who are no longer the same. The prefect of those years writes in the margin: "The song has been sung again. We did not prevent it. We only preserved it."

1948 the Congregation hears for the first time of a registry in Stockholm that collects what it itself collects, and then acts. It observes from afar. The prefect notes: "They act where we do not act. God have mercy on them."

1961 a layman from Franconia brings the mirror from Bamberg to the archive, bought in an antiquarian bookshop, because it showed more than a face. The mirror has lain since then in a lead box (Game Master's Book, Artefacts).

1971 after the Cascade, the prefect writes a letter to the Council of O.D.I.N. He offers the archive if O.D.I.N. protects a child that the Congregation cannot protect. The letter remains unanswered.

Since 1985 there has been a quiet understanding with the Investigation Branch: Antiquarians get access to the archive, in exchange for favours.

After 2011 two priests of the Congregation hear confessions from members of the Hands. They learn of the children who are taken, of the helmets, of the opening. They remain silent, for the seal of confession applies. One of the two writes the prefect a letter asking whether silence is still right when it does not protect the children. The letter remains unanswered.

2026 Don Matteo Riva, a member for two years, has learned of the confessions. He wants to make them public. The prefect wants to stop him. O.D.I.N. also wants to stop him, for other reasons.

What only the game master knows: Don Matteo has not broken the seal of confession and will not break it. He knows of the confessions because the old confessor Anselm Kovač asked him a question a year ago, without revealing anything: whether a priest may remain silent when children disappear. Don Matteo put the rest together himself, from the archive, from missing persons notices, and from a name he cannot forget.

What They Want

The Congregation wants to preserve the silence. It believes that the world is not ready for what lies in its crates, and that the Church must guard the unspeakable until it can be spoken. It considers O.D.I.N. necessary, because someone must guard the circles, and damned, because O.D.I.N. takes the children.

It believes itself to be in the right, because it places the seal of confession above every necessity. It knows that this silence has a price. It has paid it since 1872. Don Matteo no longer wants to pay it, and so this year's plan is not a plan of the Congregation, but one against it: it wants to prevent what one of its own intends.

Leaders

Monsignor Emilio Vasari

Prefect of the Congregation · Humans

68 years old, slim, white hair, glasses that he takes off and polishes when he thinks. He has led the Congregation since 2009 and reorganised the archive. He knows every report and gives only what one has earned. He found his predecessor's unanswered letter from 1971 and has wondered ever since whether the Congregation's silence is not also cowardice. He speaks slowly and weighs every word.

Value	Details
Initiative	2
Attack	None. His weapon is the archive
Defence / Armour / HP	1 / 0 / 8
Skills	History 5 + 5, Insight 4 + 4, Occultism 4 + 3
Special	Can answer any question about the history of the circles if he wants to

Value	Details
Weakness	The seal of confession. He would rather die than break it
Behaviour	Waits, tests, remains silent. Speaks only to someone who brings him proof that they deserve it

Don Matteo Riva

Priest of the Congregation · Humans

34 years old, dark eyes, a narrow face that has not seen sleep for weeks. He believes the Church must not remain silent when children disappear. His secret: his little brother Paolo disappeared in 2019 from a care home near Lyon, aged nine, and Don Matteo believes the Hands took him. He speaks quickly, with an urgency bordering on desperation. He is not a fighter, but he is ready to risk everything.

Value	Details
Initiative	3
Attack	None, he does not fight
Defence / Armour / HP	2 / 0 / 9
Skills	Persuasion 4 + 4, Academic Knowledge 3 + 3, Insight 3 + 2
Special	Whoever convinces him that silence protects the children better than an article gains an ally: Persuasion against Very Hard (4), easier if the cell can tell him what became of Paolo
Weakness	His conscience. He cannot remain silent when he believes children are suffering
Behaviour	Pushes, talks, seeks allies. Flees if he believes O.D.I.N. is coming for him

Father Anselm Kovač

Confessor · Humans

79 years old, stooped, a quiet, brittle voice. He has heard confessions for forty years and is one of the two priests who have listened to members of the Hands. He does not know O.D.I.N. as an organisation, only as a burden that people bring to him. Once he refused absolution to a man from the Hands because he did not believe the repentance, and to this day he does not know whether that was right. He recognises a Hand when he sees one. He never says it, but to an agent who trusts him he can give a clue without breaking the seal: Insight against Hard (3) to understand what he does not say. On a success the agent learns whether a Hand has confessed to Anselm this year and in which city they live. On a failure it remains a conversation about guilt, and the next attempt is only possible in the next mission.

Brother Ludovico

Lay Brother and Archivist · Humans

51 years old, broad, quiet, grey beard, hands that smell of paper. He logs every report that arrives and has never read one that was not meant for him, except one: a report about his own village, which he put aside without reporting it. He protects the archive with his body if he must.

Value	Details
Initiative	2
Attack	Fist or candlestick 3 + 3, damage 3
Defence / Armour / HP	2 / 0 / 10
Skills	Perception 4 + 4, Stealth 3 + 3
Special	Knows every corner of the archive and moves through it without being heard
Weakness	The archive. Whoever endangers it has him against them; whoever protects it has a friend
Behaviour	Watches, remains silent, acts only when the archive is threatened

The exorcist of the Congregation, one of the Twelve, appears where the dead do not rest or children sing. He is not a leader in this plan, but he can be at the scene at any time, before the cell. Stats: Exorcist of the Congregation (Threat Atlas).

Bases

The archive in the cellars of the Vatican lies in a part of the cellars that appears on no plan, behind an inconspicuous door in a storeroom for old manuscripts. Only the Prefect and Brother Ludovico carry the key. Inside are wooden crates with reports from three centuries, sorted by year and place, a long table with a lamp, a cabinet with index cards that refer to O.D.I.N. and are never complete, and the mirror from Bamberg in its lead box. One gets in with a favour for the Congregation or because Brother Ludovico believes one has earned it.

The Chapel of Santa Maria del Silenzio is a small chapel in a narrow alley in Trastevere. In the side chapel stands an old confessional in which the priests of the Congregation hear confessions. Behind the altar lies a room in which the Twelve meet when a decision is

pending. The chapel is open like any other; the room behind the altar is not.

Don Matteo Riva's flat is on the third floor of an old house in Trastevere. On the desk stands a laptop with an article, on the wall hangs a photo of his brother, and the telephone rings when the Congregation calls. He does not answer.

Resources

Money: Hardly any. The Vatican tacitly tolerates the Congregation and gives it a budget that is enough for paper and light. Whoever travels, travels at their own expense.

People: Twelve members, priests and lay people across Europe. No fighters, no agents, but in almost every diocese someone who writes a report when a child sings in their sleep.

Equipment and artefacts: The archive itself, the mirror from Bamberg and a lead box for reports that one does not leave lying open.

Connections: The Congregation knows the Lodge of the Silent Circle, because both arose from the same night in 1872. It knows the Hands from the confessional and the Investigation Branch from the archive.

Relationship to O.D.I.N.

Who at O.D.I.N. deals with them: The Antiquarians of the Investigation Branch, who may access the Archive in exchange for favours. The Registrar knows the Congregation, respects it, and does not trust it.

What O.D.I.N. knows: That the Congregation knows more about the history of the circles, that it keeps the mirror from Bamberg, and that two of its priests have heard confessions from members of the Hands. Since this year also that a young priest wants to talk.

What the Congregation knows about O.D.I.N.: That O.D.I.N. guards the circles and fetches the children. That it is necessary and damned. It does not know what the Council is called or where the Holds are, and it does not ask.

THE LURE

Absolution. Someone who listens without taking notes: a conversation with the Prefect in which an agent can say everything that may never go into a file.

The Congregation wants nothing for it. Not yet. But the favour will be called in when it needs someone to open a Door or protect a child.

The Plan: "Preserve the silence"

A young priest of the Congregation wants to make the confessions public. Not the words of those who confessed, which he will never speak, but what they mean: that children are disappearing in Europe and that someone knows where. The Congregation wants to stop him without betraying him. O.D.I.N. wants to stop him because a single article is enough to make a thousand people search. The cell notices it through a journalist who asks too many questions and through a Prefect who suddenly asks for help.

Stage	What happens
☠☠☠☠☠	Don Matteo knows about the confessions but has no plan yet. He prays and seeks counsel. *Sign:* None. Only a priest who sits in the confessional in Santa Maria del Silenzio longer than usual.
☠☠☠☠☠	Don Matteo speaks with a journalist from the "Corriere del Tevere" without naming names. *Sign:* A Cryptanalyst stumbles across the journalist's notebook: circles, years, the word "Hands".
☠☠☠☠☠	Don Matteo writes an article about children disappearing in Europe. He mentions confessions without revealing a word of them. *Sign:* A Grey File is opened. In a dead drop in Rome lies a copy of the draft that was not intended for O.D.I.N.
☠☠☠☠☠	The journalist asks questions at the police and in care homes. The Congregation learns of it and puts pressure on Don Matteo. *Sign:* A rumour in the canteen: a priest in Rome is asking about disappeared children. A contact reports that someone in the editorial office is asking about "a place in Switzerland".

Stage	What happens
💀💀💀💀🦴	Don Matteo gives the Congregation an ultimatum. He threatens to publish the article. *Sign:* A Red File is opened. The Prefect calls the cell and asks for help because he cannot stop Don Matteo without breaking the seal of confession.
💀💀💀💀💀	An article about children disappearing in Europe appears in an Italian newspaper. The Print Shop has one week to write a cover story. *Sign:* The Council takes over with a Black File. On the handler's desk lies the newspaper, the journalist's name circled in red.

The key figure is Don Matteo Riva. Taking him out here almost never means violence: the cell can convince him that the article will not save the children, tell him what became of his brother Paolo, or give him something that weighs more than an article. If that succeeds, the plan loses two skulls and does not roll after the next mission. Anyone who silences Don Matteo by force makes an enemy of the Congregation, and at the next file the exorcist no longer stands beside the cell but in front of it.

Countermoves

If the cell takes a skull from the plan, the Congregation answers with a countermove. It wants silence, but it also wants to protect Don Matteo, and it does not trust O.D.I.N.

D6	Countermove
1 to 2	A contact of the cell suddenly goes silent. A priest asked him not to pass something on, and he keeps to it. The cell loses the contact for one mission.
3 to 4	A witness disappears. The Congregation has taken him to a monastery in the Abruzzi to protect him from the Hands. Anyone who wants to find him needs Contacts against Hard (3).
5 to 6	A lure. The Prefect invites the cell to a conversation and answers a question that O.D.I.N. cannot answer. Whoever accepts owes the Congregation a favour.

Connections

- **At 💀💀💀💀💀:** "The Second Light" (the Enlightened) gains a skull. The article about disappeared children feeds every conspiracy group in Europe, and "Illuminati Europa" gains new members.

Hooks

White File "The Confessional". In a small chapel in Trastevere, a priest has been sitting in the confessional for three days and is not eating. The cell is to find out whether he is ill or something else. It is Don Matteo, and he is waiting for a sign.

Grey File "The Journalist". An editor of the "Corriere del Tevere" asked in a bar in Trastevere about children who disappear from care homes. In his notebook are circles. The sign leads to Don Matteo and to an archive that should not exist.

Red File "The Ultimatum". Don Matteo has given the Congregation three days. The Prefect asks the cell for help, and he asks them not to harm a hair on Don Matteo's head. The Council has other instructions.

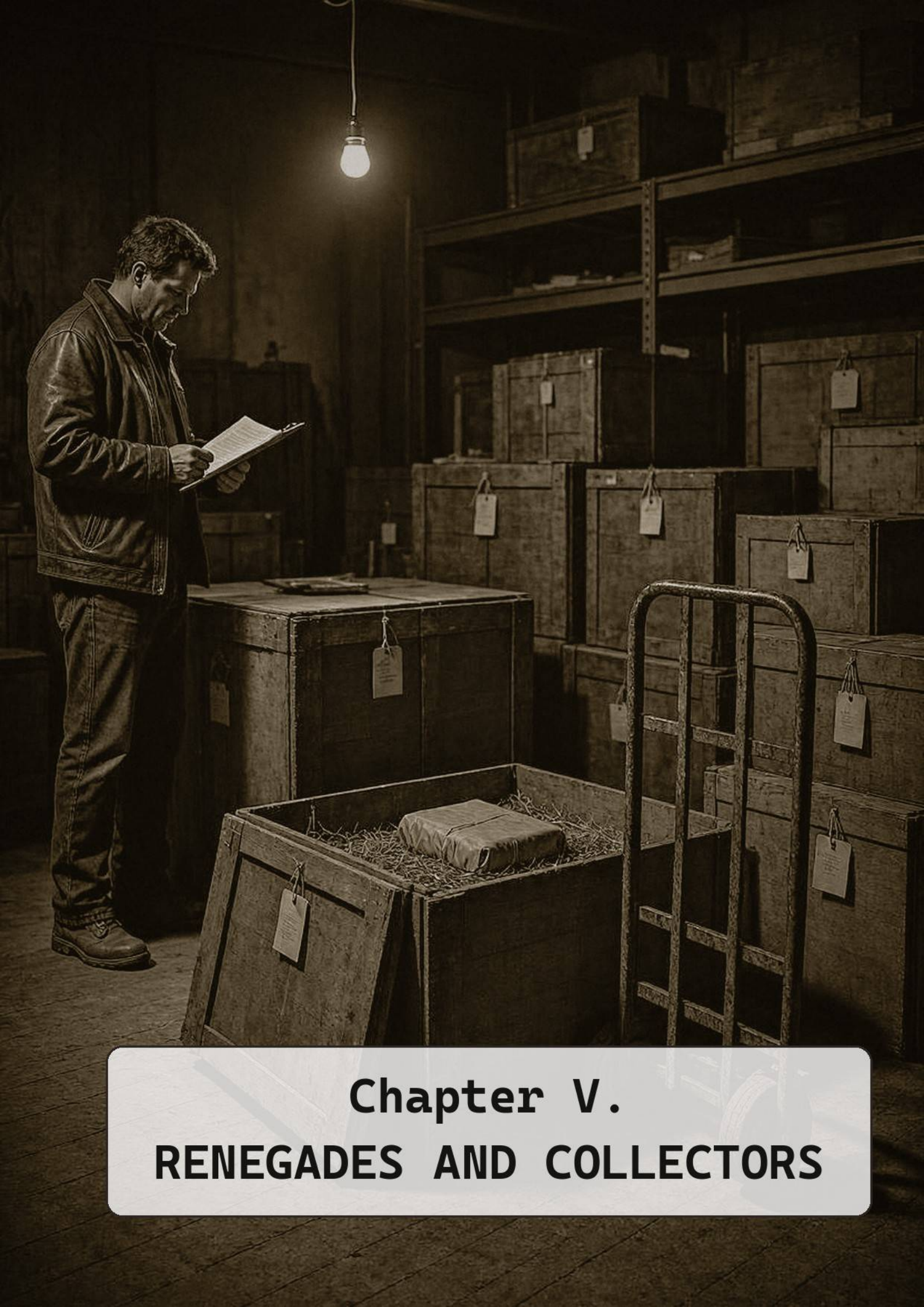
Black File "The Article". The article has appeared. The Print Shop is writing a cover story, and the cell is to find Don Matteo before he writes a second article. The Congregation must decide whether to protect him or let him fall, and it does not tell the cell how it has decided.

After the Fifth Skull

The article has appeared, and for a week people across Europe ask about missing children. The Print Shop turns the story into an affair about a home near Lyon and a priest with a tragic family history, but it remains in the forums. Don Matteo has gone underground. Monsignor Vasari resigns, and the Congregation elects a prefect who wants to restore the silence. The two confessors are in danger for the first time, because now someone knows that they exist.

The next plan: "Protect the confessors" 💀🦴🦴🦴🦴. The Congregation wants to hide the priests who have heard confessions from members of the Hands before someone else finds them: the Print Shop, the Open Ones or a journalist.

> **FOR THE GAME MASTER**
>
> The Congregation is to be played respectfully. No one in it is a villain. The conflict is conscience against the seal of confession, and both sides are right. The seal of confession is never broken in this dossier, not even by Don Matteo.



Chapter V.
RENEGADES AND COLLECTORS

Renegades and Collectors

The last four dossiers are about people who have left O.D.I.N. and about people who buy what O.D.I.N. has lost. What connects them is the market: children, crystals, names, and weapons change hands, and at the end of every chain stands someone who knows more than they should.

The Open Ones are Psions without helmets under Kantor, the man who caused the Cascade in 1971. They fetch children from foster families and know almost everything about the Choir. **The Foundation in Basel** buys Nexus crystals so that the Council does not get them, and Elster sits on its board of trustees. **The Evening** is a travelling auction that sells everything that comes out of rifts, and has promised one bidder a stone as large as a person. **Grey Meridian** has no plan of its own. The company supplies the mercenaries for the plans of others, and sometimes it is the only opponent one can talk to.

The game master uses this chapter when the cell should ask itself which side it is on. The Open Ones and the Foundation are right on important points, and both know things about O.D.I.N. that the Council would rather forget. The Evening and Grey Meridian are simpler: they want money. But whoever buys from them or pays them changes the plans of everyone else.

Organisation	Relationship	Strength	Knowledge	Plan
The Open Ones	Enemy	2	5	"Fetch the children" 💀💀💀💀💀
The Foundation in Basel	Enemy of the Council	2	4	"No more Nexus crystals" 💀💀💀💀💀
The Evening	Opponent	3	2	"The great stone" 💀💀💀💀💀
Grey Meridian	For hire	3	2	none

The Open Ones

The Open Ones are Psions who have taken off their helmets and will never put them on again. They consider the Opening a crime, foster families prisons with curtains, and O.D.I.N. an organisation that sacrifices children and calls it protection. They are few, they are old or very young, and they know more about the Choir, the Hands, and the Nursery than most agents who work there. For the game master, they are the opponent who is right about one thing. Perhaps two.

"It belonged to us. And now it knows where we are."
Kantor, October 1971, after two weeks in a coma

Feature	Details
Type	Renegade Psions, plus couriers and rescued children who are now adults
Seat	Sfântul Ioan Monastery in the Carpathians, Romania, plus changing hideouts in Europe
Relationship	Enemy
Strength	2
Knowledge	5
Plan	"Fetch the children" 💀💀💀💀💀
Key figure	Kantor, the founder, well over eighty

History

1970 an ambitious Telepath with the codename Kantor takes over the Psionic Core from Dr. Ilse Marek. He believes that the Choir can do more than the rules allow, and that the helmets take more from Psions than they protect.

In October 1971 Kantor places forty Psions without helmets in a circle in a hall in Wales. Three die of cerebral haemorrhages, seven lose their abilities forever. Kantor lies in a coma for two weeks and, after waking, says the sentence that has been in every file since. The Council introduces the Rule of the Twelve and removes Kantor from his post.

1974 Kantor disappears. In the same year, the Tactical Branch founds the Echo-Operatives, a unit against renegade Psions. In an abandoned monastery in the Carpathians, Kantor gathers the first Psions who want to take off their helmets. They call themselves the Open Ones.

1976 Echo-Operatives under Paul Mercier arrest seven Open Ones in Sfântul Ioan Monastery, including a fifteen-year-old. Kantor is not there that night. Two years later, the Open Ones return to the same place because they have no better one. In the Choir, no one has forgotten the operation, and among the Open Ones even less so.

1989 Elster brings the register of the Nursery to the Carpathians: the real names of all Hands since 1952, their escorts from the Tactical Branch, and the foster families. She does not sell it; she gives it to Kantor. Within a year, the Open Ones find sixty names on the list. In a dozen foster families, a child is missing one morning. The Council has it spread that an agent sold real names to a foreign buyer, and most agents believe that to this day.

From 1990 to 2011 the Open Ones work quietly. They fetch children from foster families they find via the list and bring them to the Carpathians via mills, flats, and station lockers. Some of these children become couriers, some Open Ones, most just adults with a different name and a hum that never quite goes away.

2011 the Seeker Muezzin dies, and the new Seeker hears more children than all before her. The number of Psions triples, the Hands fetch more children than ever before, and the 1989 list grows old. Kantor needs a new way to find the children, and he finds it: he hears them himself.

2026 the Open Ones have fetched over two hundred children from foster families since 1989. Kantor is eighty-seven and sits in a wheelchair. He says he wants to sing once more before he dies, with voices that are free. Jonas Vogt observes a foster family in Hamburg-Neugraben whose child hums at night.

What only the game master knows: Kantor did not choose the site of the Cascade himself. The numbers station showed it to him, a hall above the third tunnel of the Chamber, and in the weeks before, he wrote letters to a house without a number in Stockholm (Game Master's Book, The Truth). He believes it was a woman on the radio, Agnes, and that she spoke for Märta. He does not know who really stood behind the numbers. On the night of the Cascade, Märta, the first Seeker, died. Kantor believes that she did not die but went over, and that she has been waiting ever since. He believes he understands the Thirteenth. He has never spoken to her. He has only listened, for fifty-five years, and what he has heard he takes for a choir from which half its voices have been taken.

What They Want

The Open Ones want to end the Opening by taking the children from O.D.I.N. Every child they fetch is a child who does not sit in a white room while the Thaumaturges read a circle. They know that the Opening costs every third child. They know that the foster families are legends. They know that the children who go in an Opening do not die, but go, and they believe they know where.

Kantor wants more than that. He wants to bring the children he has fetched and the Psions who have followed him together in a choir of their own, without helmets, without an Opening, without Observers. He believes that such a choir does not call the Thirteenth, but answers her, and that an answer is something other than a rift. He is right on one point: the Opening is a crime. Whether he is right on the second, no one knows, and the Open Ones are ready to find out.

They believe they are in the right, because they are the only ones who ask the children. No child the Open Ones

fetch goes against their will. At least, that is what they say. Most of the children are eight, nine, ten years old, and they want the hum to stop.

Leaders

Kantor

Founder of the Open Ones · Humans

Eighty-seven years old, thin, in a wheelchair, white hair down to his shoulders, eyes that do not look at anyone for long because they hear something else. He was the successor of Ilse Marek and the man who caused the Cascade. He speaks quietly, kindly, in long sentences, as if he had time that others no longer have. He explains, he offers, he asks for the name a Psion bore before the Opening. His secret: He believes that Märta lives, on the other side, and that she is the voice he has heard every night since 1971. He wants to answer her before he dies.

Value	Details
Initiative	2
Attack	None. Kantor does not fight
Defence / Armour / HP	1 / 0 / 7
Psi	5 + 5, 18 PSI points, no focus device, overload node Without a Net
Powers	Thought Reading, Emotional Manipulation, Thought Projection, Mental Whisper
Skills	Telepathy 5 + 5, Insight 4 + 5, Persuasion 4 + 4, History 3 + 3
Special	Resonance 5. Hears every Psion without a helmet within one kilometre and every child whose gift breaks through within one hundred kilometres. Cannot be located by powers that require a helmet
Weakness	His body. He survives no fight and no winter outdoors. And Märta: whoever brings him something of hers, the music box, a sentence, a name, gets his full attention
Behaviour	Talks, explains, waits. Acts only when he has no choice, and then with full force. Does not flee; the Open Ones carry him

Jonas Vogt

Open One · Humans

Thirty-four, thin, short hair, calm hands, a grey coat. Was himself an opened child and took off his helmet when he learned what the Opening is. He is Kantor's man for the north: Hamburg, Bremen, Copenhagen. He speaks first and fights last, and he does not fight to kill, but to gain time. His secret: He does not know whether his foster parents loved him, and he asks every child he fetches whether they love theirs. Stats: Open One (Elite), Game Master's Book, Psion Building Block; see also Grey Files, File 1.

Ilinca Dragomir

Open One · Humans

Twenty-nine, dark hair, a small scar behind her left ear, and she does not know where it came from. Kantor fetched her from a foster family in Bucharest in 2006. She runs the monastery when Kantor sleeps, and that is often by now. She speaks quickly and quietly, as if someone might be listening. Her secret: She remembers her Opening, a white room, chalk on the floor, and a voice that said her name. That is impossible, because the sleep takes this memory from every child. She has told no one, not even Kantor, because she fears what he would make of it.

Value	Details
Stats	Open One (Elite), Game Master's Book, Psion Building Block, but Resonance 3; Leadership 3 + 3, Insight 3 + 4
Special	Recognises every Psion in the cell by their hum, even with a helmet, if she has heard them once without one
Weakness	Her memory. A Psion who tells her that they also remember, whether true or not, makes her talk: Insight against Hard (3) to notice that she is listening
Behaviour	Protects the children first and Kantor second. Negotiates if the cell gives her time, and flees with the children if not

Andrei

Courier · Humans

Nineteen, tall, quiet, a cap pulled low over his forehead. The Open Ones fetched him at nine from a foster family near Iași, before the Hands came. He knows every route between the Carpathians and the Rhine, every mill, every locker. His gift never awakened, and he is glad of it. He carries a compact pistol he has never used and papers from Elster's workshop. His secret: He once put on a helmet he had taken from a child, out of curiosity, and since then he hears a hum at night that he believes is his own. Stats: Courier of the Open Ones (Professional), Game Master's Book, Agent Building Block.

The Open Ones in the monastery and on the road have the stats of the Open One (Elite) from the Psion Building

Block in the Game Master's Book. The children in the monastery are children. They have no combat stats and need none.

Bases

The monastery Sfântul Ioan stands on a rocky outcrop above a valley in the Eastern Carpathians, three storeys of stone, a bell tower without a bell. An old forest road leads up, impassable in winter, plus a footpath through the beech wood. Twelve Open Ones and up to twenty children live in the monastery. The chapel is a dormitory, the refectory a classroom, in the cellar lie supplies for a winter. In Kantor's room, on the windowsill, stands a photograph from 1952 showing a little girl in Leipzig. A Psion without a helmet hears the monastery from a kilometre away, as if standing before a beehive. Anyone approaching is heard before they are seen: Stealth does not help here, only a helmet or a Mental Barrier.

The house in Hamburg-Altona is a terraced house on a quiet street near the Elbe. Downstairs lives a courier who works for Elster and is considered a quiet tenant. Upstairs lives an old Open One who no longer travels and never sleeps. In the cellar lie papers, cash and a crystal shard in a small lead box. Jonas Vogt works from here.

The mill in the Vosges lies by a stream, two hours from Strasbourg, without a mill wheel for thirty years. Children taken from foster families in France, Belgium or Germany stay here for a few days until the way east is clear. One large room with mattresses, a kitchen, a cellar with a Nexus crystal in lead. The crystal hums quietly. The children sleep well near it, and no one knows why.

The locker at Zurich HB lies in the basement of the main station, row C. The Open Ones exchange messages, money and papers here, and sometimes a note with a name lies inside. Anyone who opens the locker without a key finds it empty: a courier watches from a café opposite and empties it beforehand as soon as a stranger stands in front of it for too long.

Resources

Money: Little. The Open Ones live off Elster, off donations from former children and off what couriers earn. In the monastery lie twenty thousand euros in cash, plus an account in Zurich in the name of a foundation that supports orphanages in Romania.

People: Twelve Open Ones in the monastery, a dozen more travelling in Europe, about thirty couriers and helpers, most of them children they fetched themselves. Three Psions in the Choir, with helmets and on duty, pass messages to the Open Ones. Only Kantor knows who they are.

Equipment and artefacts: No helmets, no focus devices, no alloy. Compact pistols, good papers, old cars. One Nexus crystal in the mill, one shard in Hamburg. Their strongest weapon is a piece of paper: the list from 1989, copied, expanded and never complete.

Connections: Elster and the Foundation in Basel. Children who are now adults and live all over Europe. Kantor hears the Singers when they sing, and he would hear a second Seeker if one existed anywhere. The Congregation knows that the Open Ones fetch children, and has not yet decided whether that is a crime.

Relationship to O.D.I.N.

Who at O.D.I.N. deals with them: The Psionic Core, which fears them, and the Echo-Operatives, who hunt them. The Observers, who warn their Psions about them and sometimes do not know themselves what from. The Hands, whose children disappear. The Council, which considers Kantor the most dangerous living enemy, because he alone knows what the Choir is.

What O.D.I.N. knows: That Kantor lives and leads the Open Ones. That they fetch children from foster families. Where their monastery lies, since 1976. The Council tolerates it, because an enemy whose address one knows is easier to observe than one without. Most agents do not know where the Open Ones get the names; they believe the legend of the sale.

What the Open Ones know about O.D.I.N.: Almost everything. The Opening, the Hands, the foster families, the Seeker, the Rule of the Twelve and why it exists. What they do not know: what the Council is called, where the Holds lie, and who really stood behind the numbers that showed Kantor the hall in 1971.

> **THE LURE**
>
> Their own name. The Open Ones offer to tell a Psion of the cell what they were called before the Opening, who their parents are and whether they are still alive. The answer lies on the list, and the Open Ones have it.
>
> In return they want little: that during one operation, just once, the Psion does not put on their helmet when the Open Ones ask. The Psion learns why only on that night.

The Plan: "Fetch the children"

Kantor wants to sing once more, and for that he needs voices that have never worn a helmet or have given it up willingly. The Open Ones take more children than in the

thirty years before, and they no longer take them only from the 1989 list, but wherever Kantor hears them. The cell notices it in foster families who call a number instead of the police, in a man in a grey coat on a platform, and in a humming that a Psion of the cell has in their ear at night and does not recognise.

Stage	What happens
💀💀💀💀💀	The Open Ones take a child when they find one and bring it to the Carpathians.
💀💀💀💀💀	Kantor hears the children himself. Couriers take the first ones who are not on the list from foster families in Romania and Hungary. *Sign:* A missing person case in a local newspaper, never solved. The foster parents placed no search notice.
💀💀💀💀💀	The network is in place: the mill in the Vosges, the house in Altona, the locker in Zurich. Jonas Vogt observes a child in Hamburg who hums at night. *Sign:* A Grey File is opened. A surveillance camera shows a man in a grey coat holding a photo of a child.
💀💀💀💀💀	In one month, a child is missing in the morning from three foster families. In the monastery the children sing together in the evening, first three, then seven. *Sign:* A Psion of the cell wakes up and hums a melody they do not know. In the locker in Zurich lies a note with three names.
💀💀💀💀💀	Kantor calls the Open Ones back to the monastery from all over Europe. Twelve children sing every evening without a helmet, and Kantor waits for the last voices. *Sign:* A Red File is opened. The Seeker does not sleep for two nights and hears "a choir that is not ours".
💀💀💀💀💀	The Open Ones have enough children to form their own choir, without helmets. They sing in the monastery of Sfântul Ioan. What answers then, no one knows. *Sign:* The Council takes over with a Black File. In one night, children all over Europe hum the same melody in their sleep.

The key figure is Kantor. Without him no one sings: Ilinca Dragomir is afraid of what might answer, and the other Open Ones follow her. If Kantor is arrested, convinced, or weakened so much that he can no longer lead the monastery, the plan loses two skulls and does not roll after the next mission. Whoever wants to convince him needs more than words: proof that Märta is not waiting, or proof that she is and that a choir without helmets does not reach her. The cell probably has neither. Whoever takes Kantor by force takes him from a house full of children, and the cell never wins by harming a child. A cell that endangers children to get to Kantor does not lose the skull, but gains it for the plan.

The plan advances only on a 6, for the Open Ones are few. But they know almost everything, and every blow by the cell is answered.

Countermoves

If the cell takes a skull from the plan, Kantor answers with a countermove. He knows how O.D.I.N. thinks, for he helped build it. If the cell has no Psion, a result of 1 to 4 counts as 5 to 6.

D6	Countermove
1 to 2	The Lure. A Psion of the cell finds in their jacket pocket a note in a fine, old-fashioned handwriting: a first name, a place, and a year. It is their own name, before the Print Shop gave them a new one. There is more if they answer.
3 to 4	The Voice in Sleep. Kantor seeks out a Psion of the cell at night with Mental Whisper. The Psion makes their Resonance roll at the start of the next mission, and their Observer asks why they sleep so badly.
5 to 6	The Family Moves Away. A foster family the cell visited or is supposed to protect is gone overnight, with the child and with papers from Elster's workshop. Whoever wants to find them needs Contacts or Investigation against Very Hard (4).

Connections

- **At 💀💀💀💀💀:** "The chimera" (Morrow Biologics) gains a skull. The Open Ones take a young woman with a dormant gift from the subject register of study MB-7 before she is enrolled, and the corporation accelerates research in Lyon.
- **At 💀💀💀💀💀:** "Preserve the silence" (Congregation of the Silent Word) loses a skull. The Congregation sees that the Open Ones save children, and Don Matteo doubts whether his article is the right answer.
- **At 💀💀💀💀💀:** "No more Nexus crystals" (the Foundation in Basel) loses a skull. The Open Ones buy Nexus crystals themselves for their choir and take sources from the Foundation.

Hooks

White File "The Mill". A forester in the Vosges reports light in a mill that has stood empty for thirty years, and children's voices by the stream. The gendarmerie found nothing. The cell is to look into it. The mill is empty, the mattresses are still warm, and in the cellar something hums in a lead box.

Grey File "Foster Child". A married couple in Hamburg-Neugraben calls a number they should not know at all, and an Open One is already on the way. See Grey Files, File 1.

Red File "Row C". The Echo-Operatives have found the locker in Zurich and copied a note with three names of foster families. The cell is to reach the three children before the Open Ones do. One of the names belongs to the family in which a Psion of the cell grew up.

Black File "The Monastery". The Council no longer tolerates the monastery. The Echo-Operatives go in three nights from now, with orders to arrest Kantor and "return" the children. The cell is to be there beforehand, and no one tells them whether they should take Kantor, protect the children, or just watch.

After the Fifth Skull

In one night in winter, twelve Open Ones and twenty children sing in the monastery of Sfântul Ioan, without helmets, in a circle on the floor of the old chapel. Kantor sits in the centre. All over Europe, children hum the same melody in their sleep, and the Seeker hears the alien choir louder than ever before. No one knows what answers then. The game master decides it when the cell stands before it: Perhaps nothing answers, and Kantor dies in the morning, an old man who waited too long. Perhaps a voice answers that calls Kantor Märta. Perhaps the Thirteenth answers, and the monastery is empty in the morning.

The next plan: "The answer" 💀💀💀💀💀. The Open Ones who remain want to understand what answered that night. They search for the children who hummed along in their sleep, and for that they need someone in the Choir who takes off their helmet.

FROM THE GREY FILES

File 1 "Foster Child" takes place while the plan is at 💀💀💀💀💀. If the cell saves Linus, the plan loses a skull. If Jonas Vogt escapes with Linus, the plan gains a skull, and Linus is one of the children who sing in the monastery in the evening. If the cell convinces Vogt without a fight, Kantor remembers it: the next lure goes to the Psion who spoke with Vogt.

In File 2 "Find Site" the plan gains a skull if the cell touches the stone and the voice of the Thirteenth grows louder, because Kantor hears it.

IN THE CAMPAIGN "THE DOOR"

In the campaign, Kantor does not want to sing in the monastery, but on the night of 14 February in Wales, in the hall above the third tunnel. Those who play the campaign follow it: the plan "Fetch the children" then runs only until 💀💀💀💀💀, and what happens after that is decided by Mission 16 "The Monastery".

The Foundation in Basel

The Foundation "Collection and Preservation" officially restores art and in truth buys crystals to encase them in lead. Without Nexus crystals there is no Opening, and without Opening no child goes any more. That is the whole idea, and it is not wrong. For the game master, the Foundation is the opponent the players are most likely to agree with, and precisely for that reason it is dangerous: its plan has a price that it does not pay itself.

"Without Nexus crystals no Opening. Without Opening no children who go. Tell me what is supposed to be wrong with that."
Mr Leuenberger, Director of the Foundation

Feature	Details
Type	Collector, disguised as a charitable foundation
Seat	A townhouse on the Rhine in Basel, with a lead archive in the cellar
Relationship	Enemy of the Council
Strength	2
Knowledge	4
Plan	"No more Nexus crystals" 💀💀💀💀💀
Key figure	Mr Leuenberger, the Director

History

1952 the Nursery in Zurich writes a death and a new life for a six-year-old girl from Leipzig. The Hands come too late, the family has gone to the West. The legend Renate Albers remains open.

1969 the Operations Branch fetches a young woman without knowing whom it fetches. She becomes one of the best Spies of the Branch. She is called Elster.

1987 Elster is transferred to the Nursery as an examiner. There she finds her own file from 1952, with a photo that the Hands took in Leipzig. It is her face.

1989 Elster takes the register of the Nursery with her and gives it to Kantor. The Council spreads the legend of the betrayal. Within a year the Open Ones find sixty names on the list. Some die, some defect, some vanish into their legends. Elster goes underground, in the legend that was written for her: Renate Albers.

1990 a man who was with the Hands for ten years dies, officially on a mountain pass road in Ticino. He reappears in Basel as Mr Leuenberger and takes over the Foundation. It was once one of the foundations through which O.D.I.N. moved its money. Leuenberger turns it around: from now on it buys crystals so that the Council does not get them.

From 2021 to 2025 a quiet accountant named Martin Kessler sits in the Foundation. He is Kuckuck, a Spy of O.D.I.N. Elster recognises him after three weeks, lets him work and watches him. In 2025 Kuckuck finds a photo from the summer party in which Elster can be seen, and disappears. The legend Martin Kessler is not buried, but passed on.

In January 2026 a Martin Kessler sits again at the desk in accounting, wearing the reindeer tie. He is not Kuckuck. He is Viktor Brunner, a former Hand, and the Council wants Elster (Grey Files, File 4 "Kessler").

What only the game master knows: Leuenberger did not take over the Foundation out of remorse, but out of anger. He fetched three children and saw what becomes of children whom the Council opens. Elster found him in 1990 and gave him the Foundation. She never told him who she is. He knows it anyway and has never asked.

What They Want

The Foundation wants to buy, steal or encase in lead every Nexus crystal in Europe before the Council gets it. Without Nexus crystals no Opening, without Opening no child who goes, and no new Psion for the Choir.

It believes itself to be in the right, and it has good reasons. But its plan has a consequence that it does not state: if the Openings stop, the children's gifts awaken by themselves, uncontrolled and without a helmet. The Foundation knows that. It hopes that the Open Ones find these children before the Thirteenth hears them. It only hopes it.

Leaders

Mr Leuenberger

Director of the Foundation · Humans

Late sixties, friendly, thorough, a man who loves art and detests crystals. His suits are too expensive for a foundation, and he smiles when he lies. He can recite the names of the three children he fetched to this day. He knows that Brunner is not Kuckuck, because he observed Kuckuck for four years. He conceals that he has known Elster since 1990. He speaks in complete sentences and never makes a mistake.

Value	Details
Initiative	3
Attack	Pistol 3 + 3, damage 3
Defence / Armour / HP	2 / 1 / 10
Skills	Negotiation 5 + 4, Insight 4 + 4, Deception 4 + 3
Special	Anyone who asks him about the three children receives an honest answer, and the answer changes the questioner: a horror test against Uncanny (1)
Weakness	Elster. He would do anything to protect her, even sacrifice the Foundation
Behaviour	Negotiates, delays, offers. If the cell breaks into the Foundation, he stands in their way, polite and without fear

Renate Albers, called Elster

Member of the Foundation Board · Humans

Eighty years old, white hair, pearl necklace, a gaze that just misses every camera. She recognises every lie within the first minute and looks everyone in the eye first before she answers. She wants someone from the Branch to see the Nursery with their own eyes. She conceals that she deliberately left the photograph from the summer party lying around.

Value	Details
Initiative	3
Attack	None. Her weapon is the truth
Defence / Armour / HP	1 / 0 / 8
Skills	Insight 5 + 4, Deception 5 + 4, History 4 + 3
Special	Anyone who lies to her rolls Deception with −2 dice
Weakness	She is eighty. A fall or a cold night can kill her
Behaviour	Does not flee and does not fight. Waits, observes, asks questions and offers to take the cell with her into the Nursery

Viktor Brunner, called Martin Kessler

Hand in Field Service · Humans

Sixty-one, slim, grey hair, calm hands. He carries the legend Martin Kessler and the reindeer tie because it is part of it. He is to observe Elster until the Council fetches her. He speaks slowly and kindly, as if he had to check every word first. Stats as in File 4 “Kessler” (Grey Files).

Sabine Wirz

Accountant · Humans

Forty-seven, plump, short hair, glasses that she pushes onto her forehead when smoking. Has been with the Foundation for twelve years. She liked Kessler, the first one, and she wants to know why the second one does not remember Otto, the caretaker’s dog. She still has a key to Kessler’s desk that she never returned. She is not an opponent. She is the witness who notices too much.

The Typesetter

Legend Writer in the Nursery · Humans

Eighty-nine, gaunt, ink-stained fingers, glasses with thick lenses. She has worked in the Nursery in Zurich since 1961. She wrote the legend Martin Kessler, and she has maintained the legend Renate Albers alone since 1990. She knows who Brunner is and who Elster is, and she conceals both. She does not belong to the Foundation, but without her Elster would no longer exist.

Bases

The townhouse on the Rhine bank has three floors and a courtyard with a maple. Accounting is on the ground floor, the directorate on the first floor, the Foundation Board’s meeting room on the second, the lead archive in the basement. Anyone who rings is announced by a secretary. There are no cameras, but Leuenberger always knows who is in the house. An old passage leads from the basement to the Rhine bank; only Leuenberger and Elster know it.

The lead archive is a cold, dry room with shelves full of lead boxes, each with a number and a date. The oldest date from the nineties, the newest from last week. Most of the crystals inside are shards and depleted stones, some are Nexus crystals. A Psion hears only a muffled humming here, as if someone were singing underwater. The door has a combination lock whose combination only Leuenberger knows: Security Systems against Very Hard (4).

Elster’s house is in Basel-Gundeldingen, an old house with a rose garden and a door that is never locked. In the living room stands a lead box in which a Nexus crystal hums. In a book lies a photograph from 1952: a girl of six in front of a house in Leipzig, the back unmarked. A Courier of the Open Ones watches the house from the street.

The warehouse in Weil am Rhein is a windowless, lead-lined hall on the German side, rented through a shell company. Here lie crystals that could not yet go to Basel, and documents that are too sensitive for the townhouse. A guard from Grey Meridian makes a round every two hours and believes he is guarding art.

Resources

Money: About 40 million euros in accounts in Switzerland, Liechtenstein and Jersey, partly still from the time when the Foundation worked for O.D.I.N. Leuenberger can obtain up to 2 million in cash within 24 hours.

People: Twelve employees, most in accounting and restoration, plus a secretary, a caretaker and the guard in Weil. Elster has the Courier of the Open Ones and a small network of former Hands who still trust her.

Equipment: Lead boxes in all sizes, a delivery van with lead lining, measuring instruments for crystals, a field

scanner. In Leuenberger's desk lies an old revolver that he has never used.

Connections: A former Hand in Geneva who buys as an art dealer for the Foundation. The Evening, through which it obtains rare pieces. A Basel bank that asks no questions.

Relationship to O.D.I.N.

Who at O.D.I.N. deals with them: The Council, which wants to get Elster. The Print Shop, whose Typesetter writes the legends of the Foundation. The Hands, who sent Brunner. And Kuckuck, who sat there for four years and has been a Cadet again since.

What O.D.I.N. knows: That the Foundation buys crystals to keep them from the Council, that Elster sits on the Foundation Board and that Brunner carries the legend Martin Kessler. The Council does not want to hear that the Foundation is right about many things.

What the Foundation knows about O.D.I.N.: Everything Elster knows, and that is more than the Council would like: the Nursery, the Hands, the Openings, the list from 1989. It does not know who Sphinx is, nor what lies behind the Doors.

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THE LURE
Money. A lot of money, into an account no one
finds. And the truth about the Nursery: Elster
offers to take an agent along and show them
what happens to the children.
For that, the Foundation wants the location of
a Nexus crystal. Or for an agent to stay
silent when the Hands come.
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The Plan: "No more Nexus crystals"

The Foundation buys faster, bids higher and steals where it cannot buy. Every Nexus crystal that disappears into its lead archive is one the Council lacks for the next Opening. The cell notices it first in auctions that O.D.I.N. loses, then in Crystal Masters who become nervous, and finally in a Seeker who hears children whom no one fetches.

Stage	What happens
☠☠☠☠☠	The Foundation buys crystals, as it has done since 1990.
☠☠☠☠☠	A new buyer in Geneva works for the Foundation. The purchases become faster, prices rise. *Sign:* A Crystal Master in Bern reports that O.D.I.N. was outbid in Geneva.
☠☠☠☠☠	The Foundation seals a Nexus crystal in lead, one the Council needs for the next Opening. *Sign:* A Grey File is opened. In a dead drop in Basel lies a note: "The stone is in lead. The Council is blind."
☠☠☠☠☠	The Foundation steals a crystal from a warehouse of the Evening before the Council can buy it. Leuenberger pays the Evening a price that smooths everything over. *Sign:* A courier of the Evening appears in Basel and asks for Leuenberger.
☠☠☠☠☠	The Foundation has almost all Nexus crystals in Europe. Only one remains out of reach, and the Council searches for it desperately. *Sign:* A Red File is opened. The Seeker reports that he hears more children whom no one fetches.
☠☠☠☠☠	The Foundation has bought, stolen or sealed in lead every Nexus crystal in Europe. The Council gets no more, and the Openings stop. The children whose gift then awakens on its own do not either. *Sign:* The Council takes over with a Black File. In a village near Basel, a child sings a song at night that no one knows.

The key figure is Mr Leuenberger. Without him, the Foundation has money but no will: Elster is eighty, and the employees do not know what they are buying. If Leuenberger is arrested, turns or is exposed, the plan loses two skulls and does not roll after the next mission. Whoever wants to turn him must give him something that weighs more than his anger, and the only thing that qualifies is Elster's safety.

Countermoves

If the cell takes a skull from the plan, the Foundation answers with a countermove. Leuenberger knows how O.D.I.N. works; he was in it for ten years.

D6	Countermove
1 to 2	The Lure. An envelope in a dead drop, a meeting in a café on the Rhine: a lot of money into an account no one finds. If the cell declines, the offer comes again when a character is worse off.
3 to 4	The Threat. Leuenberger has a photo delivered to the cell, taken from the street: a character's anchor, shopping. With it a sentence: "I hope we all remain discreet."
5 to 6	A witness disappears. A contact of the cell in Basel, a collector or a bank employee, can no longer be reached. Leuenberger has sent them away with money and a new name. The cell loses the contact until they find them again: Contacts against Hard (3).

Connections

- **At 💀💀💀💀💀:** "The great stone" (the Evening) loses a skull. The Foundation steals a crystal from a warehouse of the Evening.
- **At 💀💀💀💀💀:** "The second site" (Department 13) gains a skull. The Department sees O.D.I.N. weakened and accelerates the extraction.
- **At 💀💀💀💀💀:** "The great stone" (the Evening) gains a skull. The Council turns to the Evening, and the bidder with the great stone and the Council become rivals (Game Master's Book, "Connecting Plans").
- **At 💀💀💀💀💀:** "Fetch the children" (the Open Ones) gains a skull. The Hands no longer fetch children, and the Open Ones find the self-awakened undisturbed.

Hooks

White File "The Buyer from Geneva". A Crystal Master in Bern reports that an unknown buyer in Geneva outbid O.D.I.N. for a crystal it wanted. The cell is to find out who is buying. The trail leads to an art dealer who used to be with the Hands, and to a foundation that restores art.

Grey File "Kessler". In Basel, an accountant has returned to his desk after a long illness. His name is Martin Kessler, he wears a reindeer tie and is not Kuckuck. See Grey Files, File 4.

Red File "The Lead Archive". The art dealer from Geneva has been detained at the border with a crystal in his luggage and is silent. The cell is to find the lead archive in Basel and secure the crystals before the Hands do. The Hands proceed less cautiously.

Black File "The Song of Basel". A child in a village near Basel sings a song at night that no one knows. The cell is to fetch it before the Thirteenth hears it. When they arrive, Leuenberger is already at the door and says: "We bring it to people who don't open it. And you?"

After the Fifth Skull

The Openings have stopped. The Choir no longer grows, and the children whose gift awakens on its own awaken alone. The Open Ones search for them, but they are too few. The world has become quieter, and that is not only good. In the lead archive in Basel, there is a muffled humming, as if someone were singing underwater.

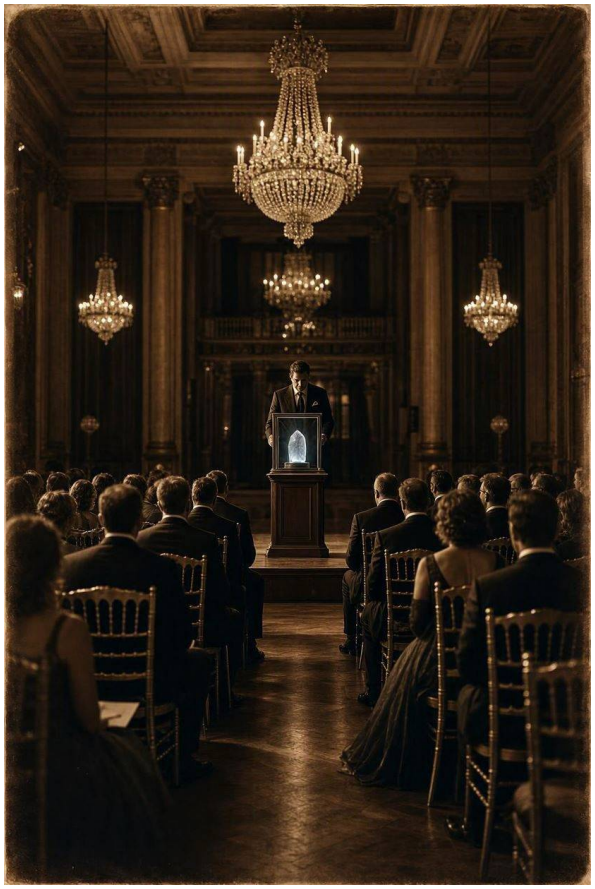
The next plan: "Save the children" 💀💀💀💀💀. The Foundation wants to find the children whose gift awakens on its own and bring them to the Open Ones before the Thirteenth hears them. It has money, people, and connections. It has no hands and no time.

> **FROM THE GREY FILES**
>
> File 4 "Kessler" takes place in the Foundation while the plan is at 💀💀💀💀💀. If the cell secures the Nexus crystal and hands it over to O.D.I.N., the plan loses a skull. If they hand Elster over to the Council, the Open Ones lose a skull, and Leuenberger works without restraint from then on: the Foundation rolls as if it had strength 3. If Elster flees with the Courier of the Open Ones, the plan stays where it is, and the Open Ones have an old woman who knows everything about the Nursery.
>
> In File 7 "The Display Case", the plan loses a skull if the cell gives the crystal to O.D.I.N., because the stone does not come onto the market.

The Evening

The Evening is not an organisation with a headquarters, but a market. Four times a year, in a different city, in a hotel with a ballroom, crystals are auctioned, artefacts, samples from rifts, and sometimes people who have seen something. Whoever is invited receives a card without a sender. For the game master, the Evening is the place where the cell sees who is searching behind the Veil, and what they are willing to give for it.

"We don't sell answers. We sell the questions that others aren't allowed to ask."
The Curator of the Evening, at a private viewing



Feature	Details
Type	Collectors, a travelling auction
Seat	None. Four times a year a different hotel with a ballroom; a PO box in Vaduz
Relationship	Opponent
Strength	3
Knowledge	2
Plan	"The great stone" 💀💀💀💀💀
Key figure	The bidder with the great stone

History

1954 the first closed auction takes place in Lisbon. An antique dealer auctions three crystals from Anatolia to two private collectors and a man who bids for the Collegium. Because the auction only begins after nightfall, the dealer calls it "the Evening".

1963 the Evening appears for the first time in a file of the Investigation Branch. An Antiquarian in Vienna reports an invitation card without a sender in the coat pocket of a dead art dealer. The file turns grey and is closed again: the dead man had debts, the perpetrator was a creditor. The card remains in the archive.

After 1971 the first samples from rifts appear at the Evening: a phial of condensation water, a piece of stone that becomes warm at night.

1989 the Evening auctions a piece of ashsilver from Evan Pryce's workshop at a sale in Hamburg. For the first time, O.D.I.N. officially classifies the Evening as an opponent. The Operations Branch begins to infiltrate personnel into the hotels.

2013 Morrow Biologics buys at the Evening for the first time: a tissue sample from a rift in the Carpathians. Since then, someone from Leiden sits in the hall at every second auction.

2024 a Spy in a hotel in Vienna hears the warehouse master call the Curator "Herr Lindau". Whether that is a name or an address, nobody knows.

2026 the Evening has a commission that is larger than any auction: a bidder is looking for a crystal "as large as a person". The Curator has promised to deliver it.

What only the game master knows: The Curator does not know whether such a stone exists. He agreed because the bidder pays more than the Evening earns in ten years, and because a Curator who says no soon has no bidders left. Since spring, he has been following a thin trail of old estates that leads north, into the ice.

What They Want

The Evening wants to trade. It wants to be the place where everything found behind the Veil gets its price. The organisers consider themselves neutral: they sell to anyone who pays and do not ask what happens to the pieces. They consider themselves more honest than O.D.I.N. because they hide nothing except their customers. That they sometimes auction people who have seen something, they call "witness protection against a bid".

Leaders

Helene Marburg

Organiser · Humans

58 years old, a severe bun, a dark blue suit that looks like a uniform. She controls invitation lists, money flows and hotel contracts; without her no auction takes place. She knows the most important bidders, the accounts in Vaduz and Singapore and the prices of the last twenty years. She knows that O.D.I.N. has people among the staff, but not which ones. Her secret: She was once an accountant at a foundation in Zurich through which

O.D.I.N. moved money, and she took files with her when she left. She speaks briefly and matter-of-factly and likes to end sentences with a sum.

Value	Details
Initiative	2
Attack	None; two Grey Meridian operators are always within earshot
Defence / Armour / HP	1 / 0 / 8
Skills	Negotiation 5 + 4, Contacts 4 + 4, Insight 3 + 3
Special	Can cancel an auction within an hour and move it to another location
Weakness	The files from Zurich. Whoever knows they exist has leverage
Behaviour	Negotiates, calculates, disappears. Never fights

The Curator, "Herr Lindau"

Curator of the Evening · Humans

Mid-fifties, slim, grey hair, calm hands, a dark suit that looks one size too large. He runs the auction, examines the pieces and decides who is invited. He knows the origin and value of almost every artefact that crosses his table, and he knows that O.D.I.N. is watching him. His secret: He once sold a piece from an O.D.I.N. archive and then let the buyer die because he knew too much. He speaks quietly, with long pauses, and asks questions whose answers he already knows. Stats: Curator of the Evening (Threat Atlas).

Hugo Marchetti, Codename "Notar"

Negotiator of O.D.I.N. · Humans

44 years old, tired, glasses, a worn coat; he looks like a lecturer who has not slept for too long. He is on the side of the cell, more or less. Every year he buys back a piece at the Evening that cannot be stolen. He knows the faces of the most important bidders and the names of three Spies among the staff. He knows that the Council sometimes buys at the Evening itself, and he has stopped asking about it. His secret: He once offered a bidder a piece from an O.D.I.N. archive in order to get another one. The deal fell through, but the offer still stands.

Value	Details
Initiative	3
Attack	Pistol 3 + 2, damage 3
Defence / Armour / HP	2 / 1 / 10
Skills	Negotiation 5 + 4, Insight 4 + 4, Deception 4 + 3
Special	Knows the bidders of the Evening and their weaknesses. Whoever works with him gains +1 die on Negotiation against bidders
Weakness	He owes the Evening something, not in money, but in knowledge
Behaviour	Observes, negotiates, withdraws. Fights only when there is no other way

The Bidder with the Great Stone

Bidder · Humans

An old man between sixty and seventy, very rich, very polite, with a face that reveals nothing. Who he is is decided by the game master: Elias Vinter, a Danish shipowner who has not attended public appointments since the death of his son in 2019, or Viktor Haller, a Viennese art dealer who transferred his entire estate to a foundation in 2023. In both cases: He lost a person who meant more to him than anything, and he believes that a sufficiently large stone can bring him back. He speaks slowly, with the patience of a person for whom one has always waited.

Value	Details
Initiative	2
Attack	None; two Grey Meridian bodyguards, a team leader and an operator (Threat Atlas)
Defence / Armour / HP	1 / 0 / 8
Skills	Negotiation 5 + 4, Insight 4 + 3
Special	His money. He can outbid any price the cell names
Weakness	Whoever proves to him that the stone will not give back what he has lost breaks him: Persuasion against Very Hard (4)
Behaviour	Waits, pays, waits again. Never attacks himself

Radek

Warehouse Master · Humans

38 years old, broad, shaved head, a scar over his left eye, leather jacket. He guards the pieces between arrival and auction. He knows the names of two O.D.I.N. infiltrators

and has not yet betrayed them because he is waiting for a better offer. He once sold a piece from the warehouse; the Curator knows it and uses it against him. He speaks briefly, suspiciously, and ends sentences with “and nothing else”.

Value	Details
Initiative	3
Attack	Pistol 3 + 3, damage 3, or baton 3 + 3, damage 2
Defence / Armour / HP	2 / 2 / 9
Skills	Perception 4 + 3, Security Systems 3 + 3, Intimidation 4 + 3
Special	Can lock down the warehouse in one round and trigger an alarm
Weakness	For hire. Whoever offers him more than the Curator has him
Behaviour	Distrusts everyone. Shoots first when a stranger enters the warehouse

Bases

The Hotel changes with every auction. In recent years it has been the Hotel “Palais Achatmühle” in Dresden, the “Hotel Cordula” in Vienna, the “Albergo Tre Campane” in Bologna and the “Hotel Lanterna Nuova” in Genoa. In the ballroom stand the auction table, rows of gilded chairs and a podium with a glass display case; at the doors stand men from Grey Meridian. One can only enter with an invitation card whose code is checked at the entrance. An Infiltrator can forge the code (Security Systems against Hard (3)), a Negotiator can appear as a bidder, a Spy can infiltrate the staff.

The Warehouse is never in the hotel, but in a hall or a cellar on the outskirts, rented through a shell company. In it stand crates, safes and lead containers, an inspection table, a camera and a camp bed for Radek. Two to four men from Grey Meridian stand guard. The code at the gate changes after every auction.

The Private Viewing takes place in a suite or a salon. The curator shows one or two pieces there that are not in the catalogue, and only to bidders he knows.

The Post Office Box in Vaduz is the only fixed address of the Evening. Anyone who wants to offer a piece writes there. The answer is a card without a sender or silence.

Resources

Money: Each auction brings in two to five million euros in commission and buyer’s premium, through accounts in Vaduz, Luxembourg and Singapore. About eight million are available for purchases, bribery and security.

People: The organiser, the curator, the warehouse master and four to six permanent staff as drivers, inspectors and couriers. In addition, per auction ten to twenty operators from Grey Meridian and hotel staff who know nothing.

Equipment: Two armoured transporters, rented through a company in Dubai, invitation cards with one-time codes, a catalogue that is burned after the auction, and a lead container that once belonged to a Hold.

Connections: Morrow Biologics buys, Grey Meridian protects, the Foundation in Basel bids to take crystals off the market, and Department 13 occasionally delivers from Siberia.

Relationship to O.D.I.N.

Who at O.D.I.N. deals with them: The Operations Branch with Spies among the hotel staff, Infiltrators in the warehouses and Hugo Marchetti. The Investigation Branch sends Antiquarians as appraisers.

What O.D.I.N. knows: That the Evening has existed since at least 1963, what it auctions and that the curator is called “Herr Lindau”. Since this year also that a bidder is looking for a stone “as large as a person”.

What the Evening knows about O.D.I.N.: That O.D.I.N. reads along and sometimes bids through straw men. That there are archives whose contents would be worth millions on the market. The Evening does not want to know more; knowledge is bad for business.

THE LURE

An artefact an agent wishes for, or one that helps someone they love.

In return, the Evening wants a piece from an archive of O.D.I.N.

The Plan: “The great stone”

A bidder is looking for a crystal as large as a person, and the Evening has promised to deliver it. The curator follows a trail of estates, old drilling logs and men who have seen too much. The cell notices it from questions asked at fairs, from equipment that does not fit into any auction warehouse, and from an old man who sits in the front row at every auction and never bids.

Stage	What happens
💀💀💀💀💀	The bidder has commissioned the curator. The curator has agreed.
💀💀💀💀💀	The curator searches old catalogues, estates and rumours. In Bologna he speaks with a dealer from Trieste. *Sign:* An Antiquarian hears at a fair in Bologna that someone is asking for a "very large piece".
💀💀💀💀💀	The bidder acquires the estate of a geologist at auction in Dresden. In it lies half a page about a borehole in the ice. *Sign:* A Grey File is opened. In the post office box in Vaduz there is a message to the curator: "The estate is here. The trail is thin." A Spy reads it before the courier arrives.
💀💀💀💀💀	The curator prepares the access. In Genoa he meets an old man who was present at a borehole on Spitsbergen in 1962. *Sign:* An Infiltrator sees crates in the warehouse that are not intended for an auction: ropes, ice screws, cold protection, a Geiger counter.
💀💀💀💀💀	The bidder knows that the stone lies in a glacier on Spitsbergen, where in 1962 a drilling crew found something clear in the ice and abandoned the borehole. The curator assembles a team from Grey Meridian. *Sign:* A Red File is opened. Marchetti hears the sentence in Vienna: "The glacier gives it up if you know where."
💀💀💀💀💀	The bidder knows where the great stone lies, and he will fetch it. The Evening has delivered. *Sign:* The Council takes over with a Black File. A chartered icebreaker leaves Tromsø without a cargo manifest.

The key figure is the bidder. Without him there is no commission, and the curator drops the search as soon as no one pays any more. If the bidder is exposed, detained or convinced that the stone will not give back what he has lost, the plan loses two skulls and does not roll after the next mission. The bidder is not a soldier; he is an old man with bodyguards, and the question of whether to take away his hope is harder than any fight.

What lies in the ice remains open. It can be a Nexus crystal, larger than any O.D.I.N. knows. It can be a stone that is already full. It can be a person who has been standing in a crystal since 1962. The game master decides it when the cell stands before it, and not earlier.

How They React

The Evening has knowledge 2 and rarely notices who harms it. If the cell disrupts an auction, the curator has them watched and sends a messenger with an offer: a piece from the catalogue if the cell withdraws. If they refuse, he doubles the price. If they attack, the Evening breaks off the auction and is in another city the next morning.

Connections

- **At 💀💀💀💀💀:** "The chimera" (Morrow Biologics) loses a skull. The Evening binds all couriers and channels for the stone and no longer delivers samples to Morrow.
- **At 💀💀💀💀💀:** "The second site" (Department 13) gains a skull. Through the Evening, the Department obtains information about O.D.I.N.'s alloy stocks.
- **At 💀💀💀💀💀:** "The page from 1871" (Lodge of the Silent Circle) gains a skull. In the excitement about the great stone, the Council leaves the Registry unobserved, and the Lodge gets closer to the page.

Hooks

White File "The Card Without a Sender". In a Viennese antiquarian bookshop, an invitation card appears, addressed to a man who has been dead for two years. The card is valid for an auction in Dresden, in three days. The dead man was once an agent of the Operations Branch.

Grey File "The Catalogue". A Spy among the hotel staff photographed a catalogue before it was burned. On page four there is a small crystal with an abbreviation from the Crystal Ledger. The cell is to retrieve it before it is auctioned in Genoa.

Red File "The Man in the Front Row". Marchetti has heard that the bidder with the great stone has found a lead. The Council wants to know who he is. The cell is to infiltrate the auction in Vienna and identify him. He is there, and he recognises the cell first.

Black File "The Glacier". The bidder is on the way to Spitsbergen with a Grey Meridian team. The cell is to stop him before he touches the stone, and no one on the Council wants to say why the file is black.

After the Fifth Skull

If the bidder has the stone, a human outside O.D.I.N. possesses something the Council did not know existed, and he will try to use it. If he has failed, the Evening has broken a promise for the first time, and in a world that consists only of trust and money, that is expensive.

The next plan: "The second evening" 💀💀💀💀💀. The curator establishes a private auction only for the bidders who wanted the great stone, and promises to deliver to them next time what O.D.I.N. does not have.

THE BIDDERS IN THE HALL

Whoever sits at the Evening is themselves a hook. Roll a D6 for a bidder near the cell: 1 a biochemist from Morrow Biologics, 2 an art dealer from Geneva who buys for the Foundation, 3 a man with a Russian accent who never bids, 4 a widow looking for a stone in which her husband speaks, 5 a front man bidding for the Lodge of the Silent Circle, 6 someone bidding for the Council who does not know the cell.

FROM THE GREY FILES

In File 2 “Find Site”, the plan loses a skull if the cell secures the stone and hands it over to the Collegium, because it does not enter the trade.

IN THE CAMPAIGN “THE DOOR”

In the campaign, in Mission 10 “The Evening”, the bidder sits in the hall in Vienna and says that the great stone lies in a library that does not exist. He wants to fetch it on 14 February. Those who play the campaign follow it: The stone then does not lie in the ice, and the bidder’s knowledge of this place is the fifth skull.

Grey Meridian

Grey Meridian is a private security company based in London with offices in Dubai and Johannesburg. It supplies the mercenaries described in the Core Rulebook: well armed, well trained, poorly informed. It works for anyone who pays, for the Evening, for Morrow Biologics, and in 2019 through three shell companies even for the Council. For the game master, Grey Meridian is the team on the other side of the underground car park, and sometimes the only opponent one can talk to.

“We don’t ask what’s in the crate. We ask who pays for it.”

Duncan Reeve, founder of Grey Meridian

Feature	Details
Type	Private security company
Seat	London, with offices in Dubai and Johannesburg
Relationship	For hire
Strength	3
Knowledge	2
Plan	None. Grey Meridian serves the plans of others

History

2005 Duncan Reeve and Priya Naidoo found the company in London. Reeve was an officer in the paratroopers and afterwards in the private security business in the Balkans; Naidoo, a lawyer from Johannesburg, brings money and contracts. The name comes from Reeve’s time as a navigation instructor: the prime meridian, where the world is measured. Grey, because nothing the company does is black or white.

Until 2013 Grey Meridian protects cargo ships, oil rigs and corporate headquarters and grows because it

delivers two things: discretion and teams that work even when the contract is not in the papers. In 2008 Dubai is added, in 2011 Johannesburg.

2014 a team in Rotterdam retrieves a crate from a warehouse, the client a shell company from Geneva. The crate hums. Two operators refuse to touch it. The team leader Callum Hart carries it to the van anyway and dreams at night of a child calling his name. He writes a report. Reeve removes it from the file, pays the two operators a bonus and promotes Hart.

Since then Grey Meridian has carried out a dozen such contracts. Officially the company knows nothing about it. The operations managers call it "the grey freight" and talk about it only in hotel bars.

2019 Grey Meridian works for the Council through three shell companies: a warehouse in Antwerp is to be guarded, containing crates from the Congo. The contract runs to this day. The operations manager Marlene Duval reports that the crates hummed "in rhythm, like a heartbeat". The report is never forwarded. Duval resigns six weeks later.

What only the game master knows: The operations managers now know more than is good for them. One of them has applied to O.D.I.N., with a CV and cover letter. One does not apply to O.D.I.N. The letter nevertheless lies in the Registry in Stockholm, in a file that officially does not exist, and on the cover it says: "Observe."

Leaders

Duncan Reeve

Founder and Managing Director · Humans

61 years old, broad shoulders, short grey hair, a nose broken twice, expensive suits that never fit properly. He knows that his company guards things that do not belong in the world, and does not want to know more precisely. He is not an enemy of O.D.I.N., but a businessman with a business that runs too well to question. His daughter studies medicine in Edinburgh and does not know what her father does.

Priya Naidoo

Co-founder, Johannesburg Office · Humans

58 years old. She manages the contracts that Reeve does not want to see, and she is the only one who knows the shell companies from 2019. She checked the payments and found that the money came from accounts that belong to no company that exists. Since then she sleeps badly. In her house in Sandton, a copy of the receipts lies in the safe, next to a letter to her daughter.

Callum Hart

Head of Operations Europe · Humans

44 years old, the man who carried the humming crate in 2014. He selects who may accompany the grey freight. He knows that the crates are sometimes warm, sometimes hum and smell of ozone, and that operators who ask too much are transferred. He is loyal, but he has started to make notes. They lie in a safe deposit box in London, under his mother's name. Stats: Operator of Grey Meridian, subtype Team Leader (Threat Atlas).

Marlene Duval

former Operations Manager · Humans

39 years old, now a security consultant for a shipping company in Marseille. She heard the beat in Antwerp in 2019, resigned and has not forgotten. She drinks too much, moves often, and her old dog growls at night when something passes the door that is not there. She does not talk willingly. But she wants to know what was in the crates, and whoever gives her an honest answer gets an honest statement.

Sam Ferris

Operations Manager, the Applicant · Humans

34 years old, one of the youngest operations managers in the company. In 2017 he guarded a crate in Dubai that whispered at night, like a child counting. For two years he searched for what he had guarded there, and in the end found a name. So he applied to an address from an old newspaper. He does not know that his letter has arrived. He carries a notebook with him in which everything he knows about the grey freight is written, and he is afraid that someone will find it, and even more afraid that no one will ever read it.

Value	Details
Initiative	4
Attack	Carbine 4 + 3, damage 4, Precise
Defence / Armour / HP	3 / 2 (protective vest) / 11
Skills	Tactics 4 + 3, Perception 4 + 3, Investigation 3 + 2
Special	Knows the company's operational plans for Europe

Value	Details
Weakness	He wants to understand. Whoever gives him an honest answer has him
Behaviour	Cautious, observant. Does not shoot at people who have done nothing to him

Bases

London. One floor in an office tower in Canary Wharf, officially a management consultancy. In the basement is the server with the contracts of the last ten years, encrypted, but not good enough for a Cryptanalyst: Cryptography against Hard (3). The problem is getting in.

Dubai. The office for the Middle East, Central Asia and East Africa, smaller than London and better guarded. In a warehouse at the harbour lies equipment that would not be permitted in Europe.

Johannesburg. Naidoo's office. Here Grey Meridian also works as a procurer for collectors. In the safe are maps of mines where something was found that is not gold.

On the move. No barracks. The operators live in rented flats, receive their contracts encrypted and drive hire cars that are returned after every operation. Only the weapons belong to the company; their depots change every six months.

Resources

Grey Meridian has no Psions, no Thaumaturges and no artefacts. The company has money, weapons and about 340 permanent and 900 freelance people, former soldiers and police officers from a dozen countries. A team is four to six operators and a team leader, plus a technician or a dog handler if needed; all stats are in the Threat Atlas under "Operator of Grey Meridian". The teams have carbines, protective vests, encrypted radio, night vision and drones, but no incendiary ammunition, no silver and no Alloy S. Callum Hart wrote an internal rule in 2016: "If the target does not react to lead, the contract is over."

Relationship to O.D.I.N.

For O.D.I.N., Grey Meridian is not an enemy, but a tool that others also use. The cell can bribe, intimidate, eliminate or outbid a team. That is the company's weakness: it is not fanatical, not even convinced. It is only expensive. The Council paid them itself and keeps silent about it; the Audit would like to know why.

Who Is Paying Right Now

If the cell meets a team or wants to know what the company is currently doing, the game master rolls a D6.

D6	Client	Contract	What the team knows
1	The Evening	Escort a lead crate on the night train from Hamburg to Vienna	Nothing. The crate is sealed, questions are forbidden
2	Morrow Biologics	Guard a laboratory near Lyon where something knocks on the doors at night	It is about animal testing. One of the operators is afraid
3	A collector from Zurich	Secure a villa on Lake Geneva with a warm stone in the cellar	The team leader saw how the collector touched the stone, and how he looked afterwards
4	A shell company of the Council	The warehouse in Antwerp, since 2019	Nothing. The team leader heard the beat and tries to forget it
5	The Foundation in Basel	Escort a courier with a suitcase from Basel to Prague	The suitcase is light. Why does one need six men for a light suitcase?
6	A private bidder	Secure a property in Scotland with an old bunker whose door will not open	At night one hears footsteps behind it. The answer to the report was: "Carry on."

Grey Meridian in Other Plans

Grey Meridian has no plan of its own, but the company makes the plans of others easier. If a team works for an organisation whose plan is currently running, a skull is added one stage earlier on the roll after the mission for that plan: at strength 1 or 2 already on 5 or 6, at strength 3 already on 4, 5 or 6, at strength 4 or 5 already on 3 to 6. This applies as long as the cell does not prevent the contract. If it bribes the team, eliminates it, or gets the client to cancel the contract, the advantage is lost until the mission after next.

Where a file gives Grey Meridian a skull, it goes to the plan the company is currently serving.

The Applicant

Sam Ferris is a man who knows too much and understands too little. The cell can recruit him by giving him an honest answer; then it has a level 2 contact at Grey Meridian who provides deployment plans and names and warns when a contract smells of grey freight. He is not an agent, but a frightened informant: whoever uses him too often gets him exposed, and Grey Meridian makes him disappear. If the cell lies to him, threatens him, or ignores him, he becomes a problem. He knows that O.D.I.N. exists, and he could go to someone who pays more: STILLWATER or Department 13.

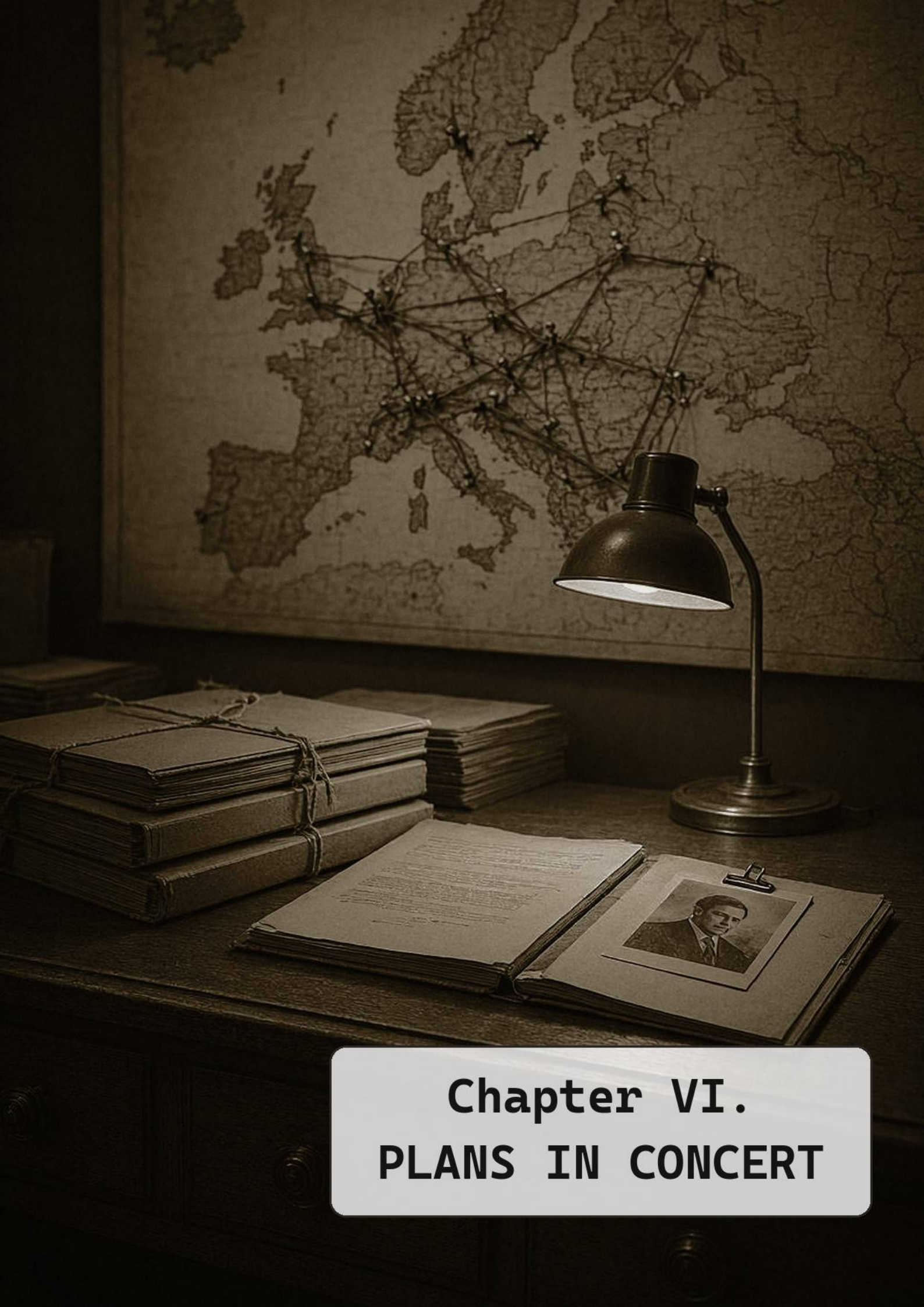
Hooks

Grey File "Grey Freight". An operator disappeared in Rotterdam after carrying a crate that hummed. His sister found an address in his papers and wrote a letter that arrived at O.D.I.N. The trail leads to a warehouse, to a team leader who will not talk, and to a crate that is still there.

Grey File "The Applicant". The Registry asks the cell to observe a Grey Meridian operations manager who has applied. Only observe. On the third day, he notices them.

Red File "The Beat". A former operator who was there in Antwerp in 2019 lies in a London clinic and talks about crates that hum in rhythm. A journalist has become aware of the story. The cell is to calm the man, distract the journalist, and find out what the Council had guarded in Antwerp in 2019. The trail leads to Marlene Duval and to Naidoo's safe.

> **FOR THE GAME MASTER**
>
> Grey Meridian are people who work for money, not monsters. A firefight with them is expensive and has consequences: dead mercenaries have families, and the company remembers who shoots its people. The best scene with Grey Meridian is often the one in which the cell offers more than the client.



Chapter VI.
PLANS IN CONCERT

Plans in Concert

The world does not wait for the cell. Eleven organisations in this volume have plans, and every plan has skulls that rise when no one is looking. The Game Master's Book explains how a single plan rises and falls. This chapter expands the rule for the dossiers in this volume: it shows how an organisation's strength and knowledge change the plan, what a key figure is, how the players learn about a plan from the world, and how the plans interlock. At the end there is a situation sheet with which the game master runs all plans simultaneously without losing track, and a year as an example.

The expansions do not replace the basic rule. Anyone using only the basic rule can still play every dossier. Anyone using the expansions gets a world in which the organisations are different in speed, different in cleverness, and interwoven with one another.

The Rule at a Glance

The basic rule is in the Game Master's Book in the chapter "The World Behind the Veil" under "Threat". In short:

- After every mission, the game master chooses two or three organisations that are currently important and rolls a D6 for each. On a 5 or 6, a skull is added.
- If the cell worked against the organisation during the mission, the plan loses one skull; on a major success, two. If it unintentionally helped it, one is added.
- At the second skull, the cell receives a Grey File on this plan; at the fourth, a Red File.
- At the fifth, what the dossier says happens. The Council takes over with a Black File, and the organisation gets a new plan.

Expansion 1: Strength

Not every organisation advances at the same speed. A corporation with laboratories in three countries has different resources than an old man in a monastery. With this expansion, the roll after the mission depends on the organisation's strength.

Strength	A skull is added on
1 or 2	a 6
3	a 5 or 6
4 or 5	a 4, 5 or 6

Strong organisations advance faster, and the cell must disrupt them more often to stop them. Weak ones need luck or help, and they often get help from other plans (Expansion 5). An organisation with strength 0 has no plan.

Expansion 2: Knowledge and Countermoves

Whoever knows how O.D.I.N. works also knows who harmed it. If the cell takes one or two skulls from a plan and the organisation has knowledge 3 or more, it responds with a **countermove**. The game master rolls a D6 on the table in the dossier: 1 to 2, 3 to 4, 5 to 6. The small cults and the Seventh Bureau have no table of their own. For them the game master picks a fitting countermove from another dossier or leaves it out.

A countermove hits the cell, not the plan. It does not change any skulls. It is a lure offered to an agent, a threat against an anchor, a witness who disappears, a contact who suddenly goes silent. The game master places the countermove in the next mission, preferably where the cell does not expect it.

Organisations with knowledge 1 or 2 do not notice who harms them. Instead of the table, they have a section "How they react", and their response is more general: they move a laboratory, postpone an auction, send mercenaries to where no one is. Knowledge 5, as with the Open Ones, means: they almost always know which cell it was, and often also which agent.

Expansion 3: The Key Figure

Every plan depends on a person. Without Dr. Camille Favre there is no chimera, without Kantor no choir, without the bidder no great stone. This person is the **key figure**, and their name is in the Profile of every dossier.

If the cell neutralises the key figure, the plan loses two skulls and does not roll after the next mission. Neutralising means: arresting, turning, convincing, exposing, or weakening them so that they can no longer lead the plan. Neutralising does not mean killing. Most key figures are people who can be convinced or exposed, and the Game Master's Book rewards solutions without combat. Many dossiers explicitly state what happens if the cell chooses violence, and it is rarely good for the cell.

A plan recovers. After the suspended roll, the organisation finds a successor, a deputy, or a new backer, and the plan rolls again. Only the name on the situation sheet changes.

No child is ever a key figure. Children can be the target of a plan, and often they are. But the cell never wins by harming a child.

Expansion 4: The Sign

Every stage of a plan has a **sign**: a rumour in the canteen, a newspaper report, a dead drop, a call, a hum, a measurement. The signs are in the right-hand column of every plan table. The game master places the sign of the current skull in the next mission, even if the mission is about something completely different.

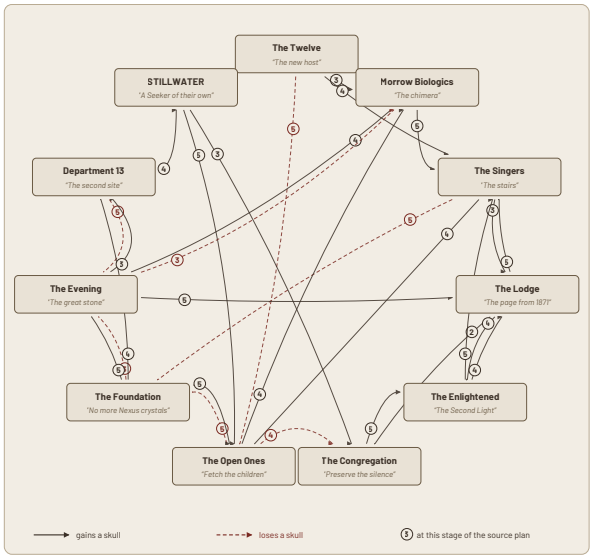
Rule of thumb: every mission contains a sign of a plan that is currently rising. The players do not learn from the rulebook that something is moving, but from the world. Whoever notices the sign can decide whether to follow it. Whoever misses it learns at the next skull what they missed. A sign is never mandatory, and it is never so hidden that only the game master finds it.

Expansion 5: Connections

Plans interlock. When a plan reaches a certain stage, another plan gains or loses a skull. The connections are listed in each dossier with the plan that triggers them; the overview below summarises them.

A connection works only once: when the triggering plan reaches the stage for the first time. If it falls back and rises again, nothing new happens. Chain reactions are allowed, but they take time. If a plan reaches a stage through a connection, it triggers its own connection only after the next mission. Thus a change spreads through the world like a wave, one mission per step, and the cell has the opportunity to stop it each time.

Connections also take effect for plans the game master is not currently watching. Therefore the situation sheet lists all plans, not only the two or three for which they roll.



When …	reaches …	then …
"The new host" (the Twelve of Asklepios)	💀💀💀	"The chimera" (Morrow Biologics) gains a skull. A former Lab Coat from Asklepios examines Arvid Lund's blood sample at Morrow and finds something that does not fit the study.
"The new host" (the Twelve of Asklepios)	💀💀💀💀	"The stairs" (the Singers) gains a skull. Ania sings the song in her sleep, and the Singers hear it.
"The new host" (the Twelve of Asklepios)	💀💀💀💀💀	"Fetch the children" (the Open Ones) loses a skull. The nanites have taken a human the Open Ones wanted for themselves. Kantor senses it and withdraws.
"The chimera" (Morrow Biologics)	💀💀💀💀	"The great stone" (the Evening) gains a skull. Morrow buys more samples, and the Evening receives money and channels for the search for the stone.
"The chimera" (Morrow Biologics)	💀💀💀💀💀	"The stairs" (the Singers) gains a skull. What escaped from Lyon sings in the sewers, and the Singers follow the song to a staircase beneath the city.
"The stairs" (the Singers)	💀💀💀	"The page from 1871" (Lodge of the Silent Circle) gains a skull. The Lodge hears the song more loudly and searches for the page more urgently.
"The stairs" (the Singers)	💀💀💀💀	"Fetch the children" (the Open Ones) gains a skull. Kantor hears the Singers and believes that the Choir is growing.

When ...	reaches ...	then ...
“The stairs” (the Singers)	💀💀💀💀💀	“No more Nexus crystals” (the Foundation in Basel) loses a skull. On the night of the song, the Council seizes all Nexus crystals it can obtain to seal the staircases.
“A Seeker of their own” (STILLWATER)	💀💀💀	“Preserve the silence” (Congregation of the Silent Word) gains a skull. The Congregation learns of a second Seeker from a confession and fears that the silence can no longer be kept.
“A Seeker of their own” (STILLWATER)	💀💀💀💀💀	“Fetch the children” (the Open Ones) gains a skull. The European Seeker hears the American one, and Kantor hears him too.
“The second site” (Department 13)	💀💀💀💀	“A Seeker of their own” (STILLWATER) gains a skull. The Americans fear they will miss out on the alloy ore and accelerate their own programme.
“The second site” (Department 13)	💀💀💀💀💀	“The great stone” (the Evening) loses a skull. The Evening loses the Department as a supplier and bidder.
“The page from 1871” (Lodge of the Silent Circle)	💀💀	“Preserve the silence” (Congregation of the Silent Word) gains a skull. Don Matteo Riva learns of the Lodge and its knowledge of 1871 and sees in it further proof.
“The page from 1871” (Lodge of the Silent Circle)	💀💀💀💀	“The Second Light” (the Enlightened) gains a skull. A Lodge brother tells a reporter about the circles, and the story ends up with “Illuminati Europa”.
“The page from 1871” (Lodge of the Silent Circle)	💀💀💀💀💀	“The stairs” (the Singers) gains a skull. The children in the surrounding area sing the song from 1871, and the Singers hear it.
“The Second Light” (the Enlightened)	💀💀💀💀	“The page from 1871” (Lodge of the Silent Circle) gains a skull. The Lodge recognises the song from 1871 in the ritual of Anderlecht and believes the time has come.
“The Second Light” (the Enlightened)	💀💀💀💀💀	“The stairs” (the Singers) gains a skull. The Singers hear the song from Anderlecht and find another staircase.
“Preserve the silence” (Congregation of the Silent Word)	💀💀💀💀💀	“The Second Light” (the Enlightened) gains a skull. The article about vanished children feeds every conspiracy group in Europe, and “Illuminati Europa” gains new members.
“Fetch the children” (the Open Ones)	💀💀💀💀	“The chimera” (Morrow Biologics) gains a skull. The Open Ones take a young woman with a dormant gift from the subject register of study MB-7 before she is enrolled, and the corporation accelerates its research in Lyon.
“Fetch the children” (the Open Ones)	💀💀💀💀	“Preserve the silence” (Congregation of the Silent Word) loses a skull. The Congregation sees that the Open Ones save children, and Don Matteo doubts whether his article is the right answer.
“Fetch the children” (the Open Ones)	💀💀💀💀💀	“No more Nexus crystals” (the Foundation in Basel) loses a skull. The Open Ones buy Nexus crystals for their choir themselves and take sources from the Foundation.
“No more Nexus crystals” (the Foundation in Basel)	💀💀💀	“The great stone” (the Evening) loses a skull. The Foundation steals a crystal from a warehouse of the Evening.
“No more Nexus crystals” (the Foundation in Basel)	💀💀💀💀	“The second site” (Department 13) gains a skull. The Department sees O.D.I.N. weakened and accelerates the mining.
“No more Nexus crystals” (the Foundation in Basel)	💀💀💀💀💀	“The great stone” (the Evening) gains a skull. The Council turns to the Evening, and the bidder with the great stone and the Council become rivals.
“No more Nexus crystals” (the Foundation in Basel)	💀💀💀💀💀	“Fetch the children” (the Open Ones) gains a skull. The Hands no longer fetch children, and the Open Ones find the self-awakened undisturbed.

When …	reaches …	then …
“The great stone” (the Evening)	💀💀💀💀💀	“The chimera” (Morrow Biologics) loses a skull. The Evening ties up all couriers and channels for the stone and no longer delivers samples to Morrow.
“The great stone” (the Evening)	💀💀💀💀💀	“The second site” (Department 13) gains a skull. Through the Evening, the Department obtains information about O.D.I.N.’s alloy stockpiles.
“The great stone” (the Evening)	💀💀💀💀💀	“The page from 1871” (Lodge of the Silent Circle) gains a skull. In the excitement over the great stone, the Council leaves the Registry unobserved, and the Lodge gets closer to the page.

Expansion 6: After the Fifth Skull

At the fifth skull, what is written in the dossier happens, and the Council takes over with a Black File. The cell can play a role in this file, but they can no longer undo what has happened. The world has changed.

The game master notes what has happened and checks two things. First: Which connections does the fifth skull trigger? Second: What changes for the other organisations, even without a connection? If the Foundation has every Nexus crystal in Europe, then there are no more Openings, and that affects the Choir, the Open Ones and the Evening, whether a connection says so or not.

After that, the organisation gets its next plan. It is at the end of each dossier, with its starting value. The old key figure can be the new one, but does not have to be.

The Situation Sheet

The game master keeps a sheet with all plans. After each mission, they record what has changed: the skulls, whether the key figure is still there and which sign they last left. The sheet is the memory of the world. It shows at a glance which plan is currently becoming dangerous, and it prevents a connection from being forgotten.

Organisation	Plan	Status	Key figure	Last sign
The Twelve of Asklepios	“The new host”	💀💀💀💀💀	Dariusz Zieliński, “Hiob”	
Morrow Biologics	“The chimera”	💀💀💀💀💀	Dr. Camille Favre	
The Singers	“The stairs”	💀💀💀💀💀	The Preacher	
STILLWATER	“A Seeker of their own”	💀💀💀💀💀	Dr. Marcus Webb	
Department 13	“The second site”	💀💀💀💀💀	Dr. Larissa Orlowa	
Lodge of the Silent Circle	“The page from 1871”	💀💀💀💀💀	The Master of the Silent Circle	
The Enlightened	“The Second Light”	💀💀💀💀💀	Maarten de Vries	
Congregation of the Silent Word	“Preserve the silence”	💀💀💀💀💀	Don Matteo Riva	
The Open Ones	“Fetch the children”	💀💀💀💀💀	Kantor	
The Foundation in Basel	“No more Nexus crystals”	💀💀💀💀💀	Mr Leuenberger	
The Evening	“The great stone”	💀💀💀💀💀	The Bidder	

The Status column shows the starting value for the year 2026. Anyone starting with a different campaign adjusts the starting values, for example if files from the volume “Grey Files” have already been played.

A Year in the World

An example over six missions. The game master has chosen three organisations that are to matter in their campaign: STILLWATER (💀💀💀💀💀), the Open Ones (💀💀💀💀💀) and the Enlightened (💀💀💀💀💀). After each mission the game master rolls for STILLWATER and the Open Ones. This year only the first file moves the Enlightened. The other plans stand at their starting values on the situation sheet.

1. **The cell plays File 8 “The Second Light”** and ends the ritual in Anderlecht. The Enlightened lose a skull and

stand at 💀💀🦴🦴🦴. With knowledge 2 they do not notice who it was; there is no countermove. After the mission the game master rolls: STILLWATER has strength 4 and rises to 💀💀💀🦴🦴 on a 5. The connection triggers: the Congregation of the Silent Word learns of a second Seeker from a confession and rises to 💀💀💀💀🦴, although nobody had an eye on it. A Red File is created. The Open Ones roll a 3; with strength 2 they need a 6.

2. **The Red File of the Congregation** lands with the cell: the Prefect asks for help. The cell finds out what became of Don Matteo's brother, and Don Matteo abandons the article. The key figure is out of play, the plan drops to 💀💀🦴🦴🦴 and does not roll next time. The Congregation has knowledge 4: the countermove is a 5, a lure. The Prefect answers one question for the cell, and the cell owes him a favour. Rolls: STILLWATER a 2, the Open Ones a 5. Nothing rises. The game master places the sign of STILLWATER in the next mission: a Psion of the cell hears a hum at night that does not come from O.D.I.N.

3. **The cell follows the hum** and finds a dead drop in Montréal with a message about a boy from Fairbanks. STILLWATER loses a skull and stands at 💀💀🦴🦴🦴; with knowledge 3 the programme answers with a countermove from its dossier. Rolls: the Open Ones roll a 6 and stand at 💀💀💀💀🦴. A Red File is created, and two connections trigger: Morrow Biologics rises to 💀💀💀💀🦴, the Congregation drops to 💀🦴🦴🦴🦴. Morrow has a connection of its own at 💀💀💀💀🦴, but because the corporation rose through a connection, it waits until after the next mission. Now two Red Files lie on the table. The game master gives the cell the more urgent one and lets the other lie for one mission.

4. **The cell takes the Red File of the Open Ones** and reaches two of the three children on the note from the Zurich locker before the couriers. The Open Ones drop to 💀💀💀🦴🦴. With knowledge 5 they know exactly who it was: the countermove is a 4, the voice in sleep. A Psion of the cell makes their Resonance roll at the start of the next mission. Rolls: STILLWATER rolls a 4 and is back at 💀💀💀🦴🦴; the connection to the Congregation does not trigger a second time. The Open Ones roll a 1. Now the waiting connection of Morrow takes effect: the Evening gets money and channels and rises to 💀💀💀🦴🦴. Its own connections wait.

5. **The Red File left lying** from Morrow Biologics: in the sewers of Lyon, animal carcasses are moving. The cell exposes Dr. Camille Favre with the files on the dead researchers, and the corporation dismisses her. The key figure is out of play, Morrow drops to 💀💀🦴🦴🦴. With knowledge 1 the corporation has no idea who is behind it and sends mercenaries from Grey Meridian to the wrong place. Rolls: STILLWATER rolls a 6 and stands at 💀💀💀💀🦴; a Red File is created. The Open Ones roll a 2. Then the connections of the Evening take effect: Morrow gets no more samples and drops to 💀🦴🦴🦴🦴, and Department 13 obtains details of O.D.I.N.'s alloy stocks through the Evening and rises to 💀💀💀💀🦴. Another Red File.

6. **The Red File of STILLWATER** leads into the maintenance tunnels in Maryland. The cell cannot get to Dr. Webb, but it destroys the documents for the procedure. The plan drops to 💀💀💀🦴🦴. Rolls: the Open Ones roll a 6 and are back at 💀💀💀💀🦴; their connections have already taken effect. Then the connection of Department 13 takes effect: the Americans fear coming away empty-handed on the alloy ore, and STILLWATER rises to 💀💀💀🦴🦴 again.

At the end of the year no plan has reached the fifth skull. But the situation sheet shows a world more restless than at the start: the Open Ones, STILLWATER and Department 13 stand at 💀💀💀💀🦴, three Red Files lie on the table, and the cell owes the Congregation a favour. The game master planned none of these developments. They arose from rolls, connections and the cell's decisions, and the second year begins with Kantor calling a Psion of the cell by name at night.

TIPS FOR THE GAME MASTER

Keep no more than three plans in motion at the same time. The others stand on the situation sheet and move only through connections.

Plans that no one follows may rest. A plan that stands at 💀🦴🦴🦴🦴 for two years is not negligence, but a world with many open fronts.

The players should never feel that the dice devalue their work. A good mission against a plan always takes at least one skull, even if the roll afterwards brings one back.

The fifth skull is a story, not a failure. The world changes, and the next campaign begins where the last one ended.

Imprint

O.D.I.N. Occult Dynamics Intelligence Network
The Other Services, opponents for the game master (English edition)

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