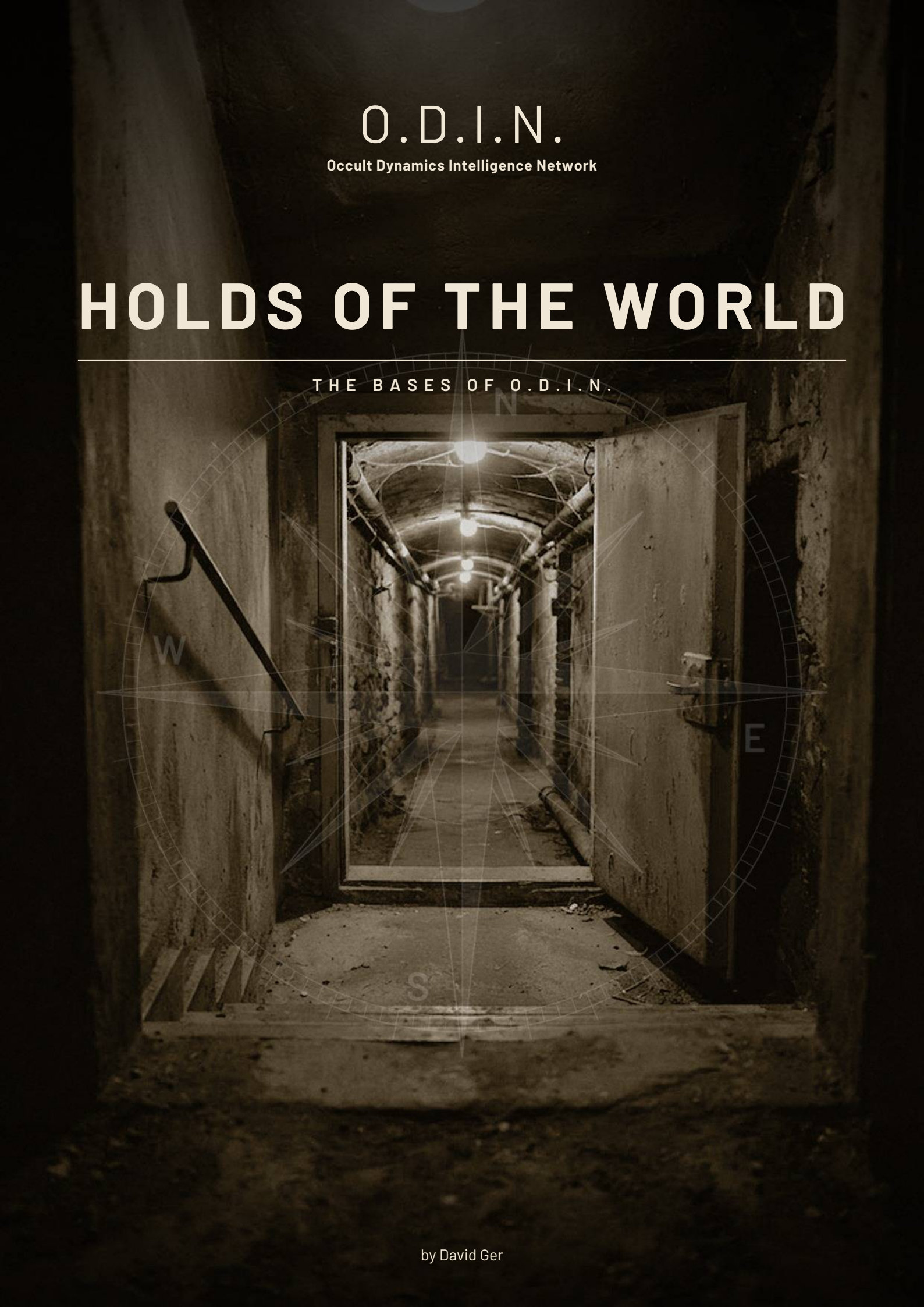
O.D.I.N.

Occult Dynamics Intelligence Network

HOLDS OF THE WORLD

THE BASES OF O.D.I.N.



by David Ger

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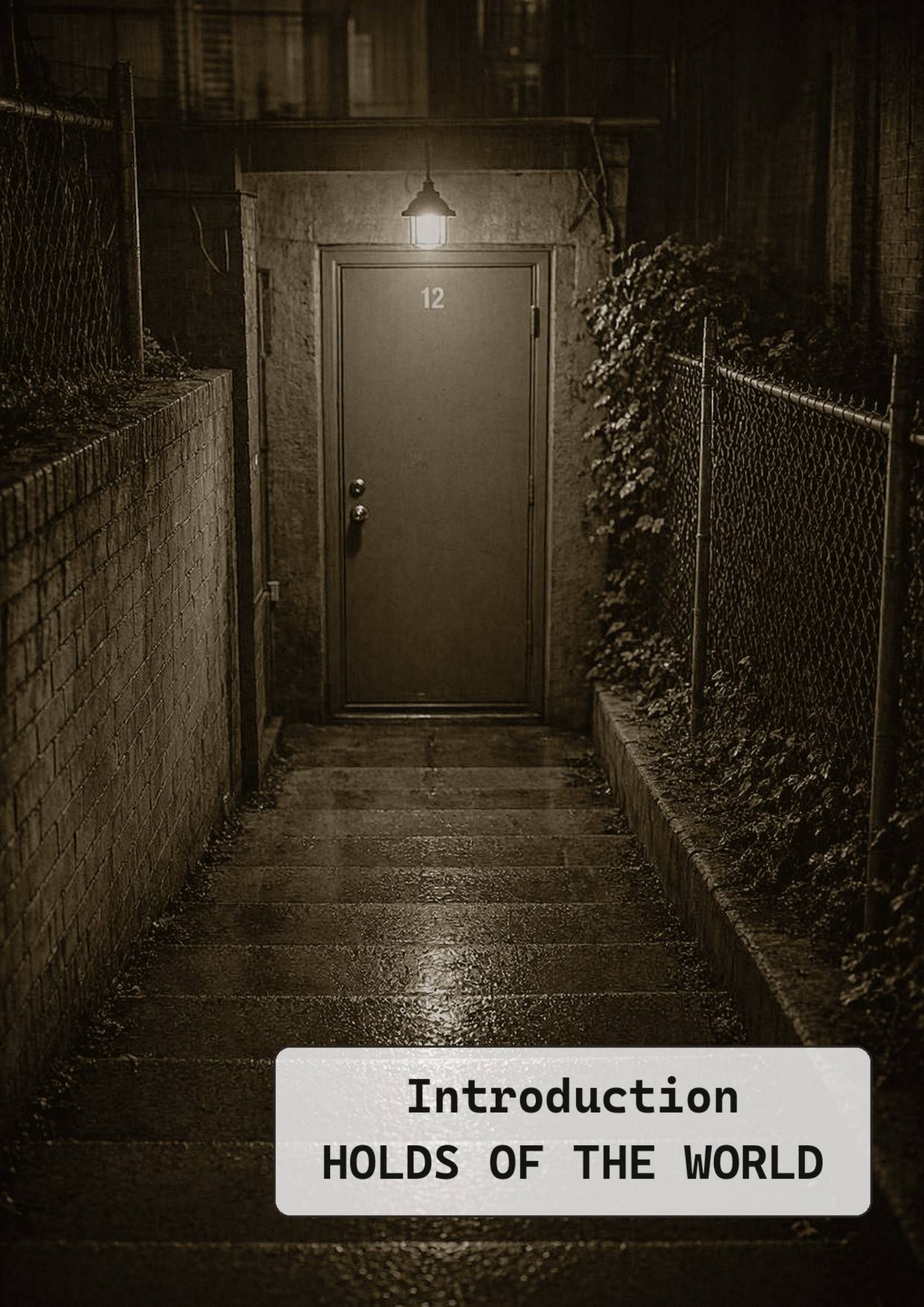


Introduction
HOLDS OF THE WORLD

Holds of the World

The bases of O.D.I.N. are not headquarters. They are hiding places, workshops, infirmaries and sometimes a temporary home. This book opens the doors to the holds that have served as the organisation's backbone since 1947. It describes how they are built, who works in them and what a day in their corridors means.

For players, this book is a travel guide. It shows the places where their characters grow up, return, are stitched up and receive files. It reveals no secrets known only to the game master. What an agent on duty may know is written here. What they may not know is not written here.

"A hold is not a building. It is the reason you come home when you no longer know where that is."
Crystal Master Dr. Iris Brandl, Hold-7

What a Hold Is

A hold is the largest facility O.D.I.N. maintains. It lies in a city, usually wholly or partly underground, in bunkers, cellars and vaults beneath inconspicuous houses, and it is built so that it cannot be found unless one knows it is there. The entrance is concealed, the corridors are narrow, the doors carry no signs. In the lower corridors, the city cannot be heard, even when traffic is moving above.

Inside, a hold has everything several cells need to work and survive. There are quarters with beds, wardrobes and lockable compartments. There is an armoury, run by the Tactical Branch, where weapons, ammunition and armour are stored. There is a laboratory in which the Science Branch analyses what the cells bring back. There is an infirmary with the standardised emergency equipment that is the same in every hold. And there is a canteen that is more than a dining hall. In the canteen people talk, argue, celebrate and sometimes fall silent. Every hold also has a Wall of the Investigation Branch, on which maps, photographs and notes hang. Whoever sees such a wall sees what the Investigation Branch suspects. That is why these walls are more secret than the crystal archives.

Holds carry numbers in the order of their founding. Hold-1 is the oldest, founded in London in 1947. Hold-10 is the youngest, established in Cairo in 2012. The numbers are no secret. The locations are. An agent knows their own hold and perhaps a second. No more. Since the betrayal of 1989, O.D.I.N. has worked in cells, and a cell knows its members, its handler and its base.

Three limits apply to every hold. Since the Cascade of 1971, the Rule of Twelve has applied: there are never more than twelve psions without a helmet in one place. Since Nordlicht 1977, no base has permanently housed more than twelve agents. And since Nordlicht, the Rule of Distribution has also applied: there are never enough crystals in one place to answer together. Most holds also have a silence, a room lined with Alloy S for psions. O.D.I.N. is scattered across many small places, and an agent knows only a few of them by name.

Hold	Founded	Cover	Focus	Command
Hold-1, London	1947	Gresham & Cole, Society for Historical Archive Preservation	Training of the Arcane Branch, armoury, safekeeping of selected artefacts	Magister Eleanor Birch, Quartermaster Bridget Colquhoun
Hold-2, Cardiff	1953	Pryce & Co., Haulage and Storage	Workshop, helmet workshop, training of the Psionic Core, archive of the Choir	Workshop Master Idris Pryce
Hold-3, Hamburg	1958	North German Trade Agency for Special Packaging	Operations Branch, largest armoury outside England	Quartermaster Hanno Brodersen, Handler Wiebke Eckhardt
Hold-4, Oxford	1961	Warbury Foundation, scholarly manuscript library	Collegium and procurement, training of first-year Thaumaturges	Hold Commander Dr. Harriet Lowe
Hold-5, Vienna	1964	Old Masters Gallery Vienna	Operations Branch, observation of Eastern Europe	Hermine Stadler
Hold-6, Lagos	1966	Lagoon Archives & Storage Ltd., warehouse for long-term archiving	Operations Branch, small workshop of the Tactical Branch	Ngozi Eze, advised by Sergeant Ruth Adeyemi

Hold	Founded	Cover	Focus	Command
Hold-7, Lyon	1974	Warehouse of the haulage company Transports Dulac & Fils, shop for office supplies	Operations Branch, Echo-Operatives, training	“Monsieur Dulac”, handler
Hold-8, Cusco	1978	Monastery “Las Alturas” of the Hermanos de la Cuesta	Arcane Branch, seat of the Alchemists in South America	Magister Lucía Quispe
Hold-9, Prague	1992	Storage area of Vltava Logistics s.r.o.	Eastern workbench, monitoring station Central Europe	Major Pavel Černý

A hold is more than a base. It is the place to which an agent returns when a legend is over, when a wound needs stitching or when a report needs writing. It is the home of several cells, even if no one says the word “home” aloud.

Who Runs a Hold

The hold command. Usually a single person runs the hold; in London and Hamburg two share command. The hold command is responsible for security, discipline and smooth operations. Who holds it depends on the focus: in Cardiff it is the workshop master, in Hamburg the quartermaster with a handler, in Cusco a Magister of the Arcane Branch, in Prague a major.

The handlers. Every cell has a handler who issues missions, reads reports and decides what is passed up. Several handlers work under one roof in a hold, but they know each other only as far as the service allows.

The quartermaster. They run the armoury and belong to the Tactical Branch. They issue weapons, ammunition and armour, record every issue and decide who gets incendiary ammunition and who does not.

The Crystal Master. They manage the hold’s crystal stocks, unless these are kept in an archive. They support the Arcane Branch, which many call the Collegium in corridor gossip, and keep the Crystal Ledger. Often they are a Thaumaturge or a Scientist with long experience.

The steward. They see to accommodation, food, clothing and everything that is not weapons or crystal goods. They know which bed is free, which legend still holds and where the last set of fresh towels has gone.

The laboratory director. In every larger hold a Scientist runs the laboratory, usually called Research Director. They analyse samples, tend to the injured, repair equipment and send everything they do not understand to Bern.

A Day in the Hold

The day begins early, even underground. At six o’clock the lighting in the corridors clicks to daylight, and coffee is brewing in the canteen. The first muster is not a military muster, but a brief look by the hold command into the canteen: who is there, who is missing, who came back during the night? Then the cells go about their work.

Some sit in the laboratory over samples brought out of a rift during the night. Others train in the armoury or on the shooting range. A handler reads reports that came in overnight and sets two of them aside. The quartermaster counts magazines, the Crystal Master checks the Crystal Ledger, the steward crosses off a bed in room 3 and enters it for a guest expected in the evening. On the Wall of the Investigation Branch hangs a new photograph, and an Investigator stands before it and draws a red thread from one point to another.

At midday the canteen grows loud. People eat, joke, argue. The old agents tell of missions, the young ones ask. Then quiet returns. In the afternoon come the reports, the samples, the exercises. Some agents sleep because they work at night. Others sit at a table in the common room and write. The evening belongs to the returnees: whoever comes back from a mission reports to the hold command, hands in equipment and sits down in the canteen. Little is said when someone has not come back.

At night the lighting dims to emergency light. The guards take over, the infirmary remains staffed, the doors are locked. The hold grows still, as still as it was built to be. Only the ventilation hums, and somewhere in the laboratory a device buzzes that someone forgot to switch off.

Home Hold

Every character chooses a home hold during creation. It is the base they know best, where they were trained, where they received their first file or where they always woke up after a mission. The home hold is more than a place on the map. It is part of the character’s history.

The rule is simple: During creation each player chooses one of the nine holds from the table. The home hold gives the character an Advantage and a Burden. Both are

listed in the "Home Hold" box in the dossier of the respective hold. The Advantage applies at most once per mission and only in the situation named there: in the Hold's city, during a specific task or through a specific contact. The Burden is a duty, a reputation or a debt connected to that Hold. When it comes into play is decided by the game master according to the dossier.

Hold	Advantage	Burden
Hold-1, London	Once per mission a bonus die on Stealth or Navigation to remain inconspicuous in London or find a way.	Reputation for thoroughness: The character must justify hasty decisions to their handler.
Hold-2, Cardiff	Knows Idris Pryce. Once per mission a bonus die on Craft, Technology or Alchemy when working in the workshop or modifying an item.	Is in Pryce's black book: The Hold calls in a favour, such as a delivery, a repair or a report.
Hold-3, Hamburg	Knows Hanno Brodersen. Once per mission a bonus die on Firearms or Melee after a consultation in the armoury.	Whoever trained here trains others: On every visit they owe the cadets an afternoon in the yard.
Hold-4, Oxford	Once per mission a bonus die on Investigation when evaluating files, registers, lists or forms.	After every mission, a complete list of every round issued, for Gordon Finch. Anyone who still owes one is loudly reminded on the next visit.
Hold-5, Vienna	Knows the ways through the embassy cellar. Once per mission a bonus die on Stealth, Disguise or Deception in Vienna or Eastern Europe.	Once per mission the handler may call in a favour. Anyone who refuses costs their cell 1 trust.
Hold-6, Lagos	Once per mission a bonus die on Stealth or Navigation in Lagos.	Reputation of the Adeyemi school: If the cell acts rashly, once per mission Mental Resistance against Doable (2), otherwise a penalty die on the next test.
Hold-7, Lyon	Once per mission a bonus die on Stealth or Perception in Lyon.	If a file remains open, a second, handwritten report to Monsieur Dulac. If it is not forthcoming, the cell loses 1 trust.
Hold-8, Cusco	Once per mission a bonus die on Alchemy or Craft when working in the workshop, kitchen or apothecary.	After every mission a report to Lucía Quispe in the crypt about every substance. Until then the apothecary releases nothing.
Hold-9, Prague	Knows Radka Šimková. Once per mission she repairs an item made of salt, iron, chalk or lead without waiting time.	Reputation for coming from the East: When requesting work from the workshop or archive of western holds, Persuasion against Doable (2), otherwise a penalty die on the next test there.

Hold-10 in Cairo, founded in 2012, has no dossier in this volume and is therefore missing from the table.

Learning in the Hold

An agent learns a new skill only during downtime, with the action "Train" and a teacher (Core Rulebook, Chapters III and X). Any character from the dossiers in this book who has mastered a skill of their field at 3 or more can be a teacher: the instructor, the quartermaster, the doctor of the infirmary, the crystal master, the archivist. The game master decides what a character can teach and, ideally, what they ask in return: a favour, a report, an afternoon in the yard. This gives the staff of every Hold a task in play, and the home Hold becomes the place where an agent learns something new.

Building Your Own Hold

The following tables help the game master invent a new hold. Each row is a suggestion, not a requirement. The tables work individually or together. Whoever wants to build a complete hold rolls a D6 six times and compiles the results.

D6	Cover above
1	A second-hand bookshop that is closed on Tuesdays.
2	A car repair shop with a lifting platform that leads deeper than a cellar.
3	A laundry whose boiler room stays warm even at night.
4	A furniture removal company whose goods lift needs its own key for the lowest floor.
5	A disused underground station whose entrance lies behind a kiosk.
6	A drinks shop with a cold room that becomes deeper towards the back.

D6	Layout below
1	An old air-raid shelter from the Second World War, compacted and drained.
2	A vaulted cellar from the 17th century, with walls of rubble stone.
3	A former underground car park whose lowest level has been walled off.
4	A disused maintenance tunnel of the municipal utilities, officially flooded.
5	The crypt of a demolished church, built over by a multi-storey car park.
6	A bunker hospital from the Cold War, equipped like a relay, expanded into a hold.

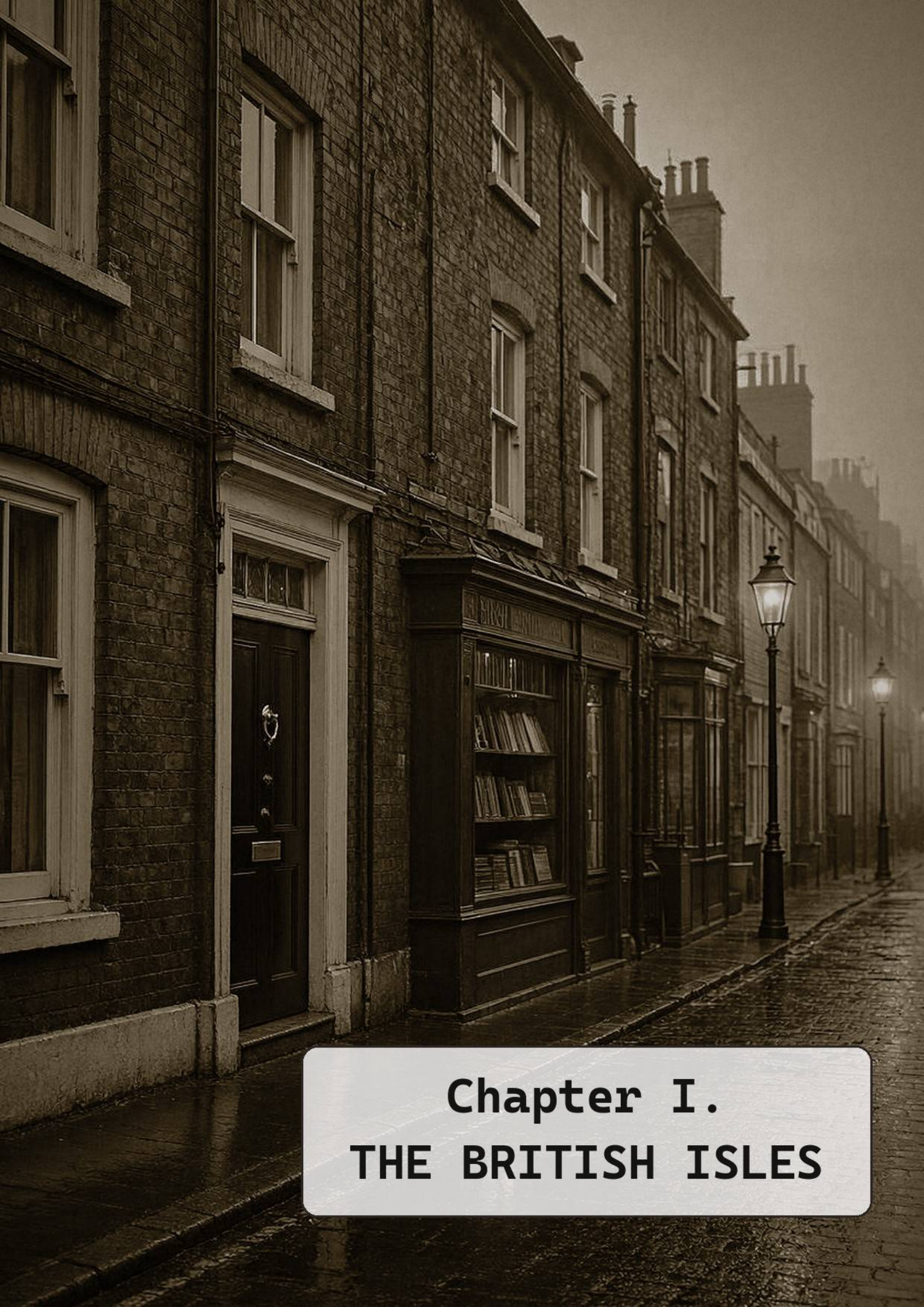
D6	Focus
1	Research: The laboratory is larger than the armoury, the infirmary is smaller than the library.
2	Operations: Many dead letter boxes, many legends, many doors that lead outside.
3	Tactics: The armoury dominates the floor plan, the shooting range lies directly next to it.
4	Crystals: The crystal room is the safest place in the hold, and the Crystal Master has the final say.
5	Psionics: A quiet room with a helmet workshop and observation galleries, away from the other corridors.
6	Archive: The hold keeps files, samples and artefacts that may not be stored anywhere else.

D6	Command
1	A former Soldier who runs the hold like an outpost.
2	A handler who personally reads every file and notices every lie.
3	A Crystal Master who sees the hold primarily as a protected space for their holdings.
4	A Scientist who regards the hold as a branch office of the Institute.

D6	Command
5	An Agent from the Operations Branch who runs the hold as a stage for legends.
6	A committee of three equals that meets every Monday and never agrees.

D6	Problem
1	The hold lies too close to a restricted zone, and at night one sometimes hears noises from the walls.
2	An old handler conceals that they lost a cell and gives the new one the old assignments.
3	The ventilation fails twice a month, and nobody knows why the emergency power does not start then.
4	A neighbouring house belongs to a foundation that observes O.D.I.N. without knowing what it observes.
5	The Crystal Master has misplaced a crystal from the holdings and has been searching for it for weeks.
6	The canteen has a table at which nobody sits, without anyone being able to say why.

D6	Quirk
1	All doors in the hold have the same colour, but one is a different one.
2	The infirmary has a bed that is always warm, even when it stands empty.
3	The quartermaster issues new agents only weapons that they have carried themselves.
4	The Wall of the Investigation Branch shows a photograph that was taken in a different place every year, but always shows the same man.
5	In the common room stands a coffee machine that has not been plugged in for years, but contains fresh coffee every morning.
6	In one corridor the ventilation always hums a semitone lower than in all the others.



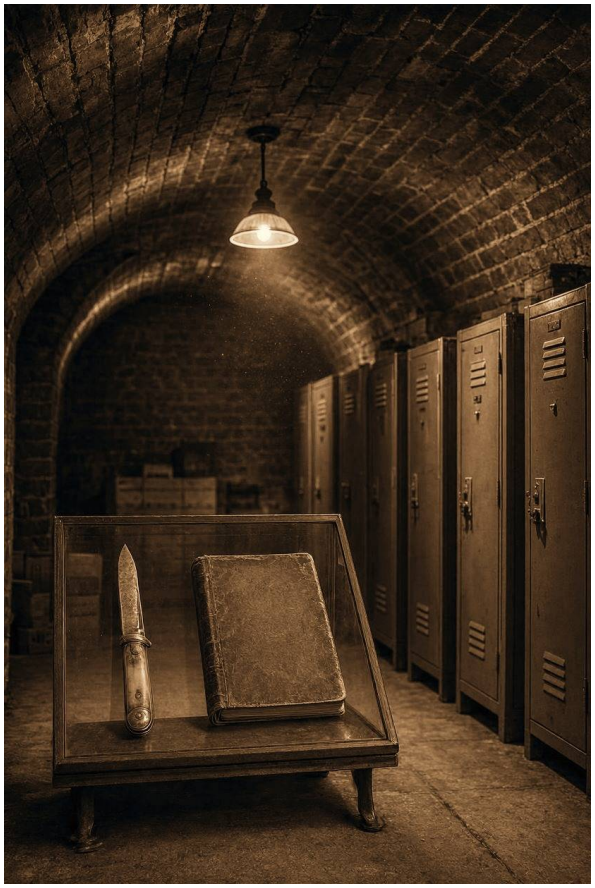
Chapter I.
THE BRITISH ISLES

On the British Isles O.D.I.N. began. Here lie the oldest hold, the forge of the Tactical Branch and the archive in which the exhausted stones rest.

Hold-1, London

Hold-1 is the oldest house of O.D.I.N. and lies hidden beneath an office building in Holborn. Here Thaumaturges and Invokers are trained, weapons maintained and selected artefacts stored. Here one learns what cannot be fought and stores what must not be forgotten.

"It smells of leather, chalk and cold stone here. Whoever was trained here recognises it anywhere in the world."
Magister Eleanor Birch



Feature	Details
Founded	1947
Cover	Gresham & Cole, Society for Historical Archive Preservation
Access	St. Alban's House, 16 Coptic Street, London WC1A
Size	Two levels, 45 × 30 metres, twelve berths: ten agents and two cadets
Command	Magister Eleanor Birch (Arcane Training), Quartermaster Bridget Colquhoun (Tactical Branch)
Focus	Training of the Arcane Branch, armoury, storage of selected artefacts
Region	British Isles, Presence Level 5

History

1925. In a hotel near the present site, Holloway, Quispe and Pemba Dorje meet for the first time. The table at which they hear their crystals stands today as a loan in the common room of the Hold.

1940 to 1945. The air-raid shelter under Coptic Street is used as a civilian shelter. After the war it stands empty; a community of heirs sells the property to a foundation that later serves as cover.

1947. O.D.I.N. founds Hold-1 in the bunker. The first armoury is a single steel cabinet; the first crew consists of six veterans of the escort under Thomas Ashgrove.

1953. After Kiruna the armoury is expanded. Ashgrove spends the months after Kiruna in the workshop of the Collegium in Wales with Evan Pryce and writes there the report that is later on display in excerpts as "Kiruna, February 1953" at Camp Ashgrove.

1955. Evan Pryce hands Ashgrove the first knife made of ashsilver. Ashgrove carries it until his death; since then it has lain in the armoury of Hold-1.

1988. Ashgrove dies. His notebook is brought to the armoury of Hold-1 on the orders of Colonel Hendrik Vos and displayed there beside the knife.

1989. After the betrayal, the Tactical Branch takes over the protection of all Holds. Hold-1 receives a permanent guard; entry checks are tightened.

2011. After the accumulation, training in the Arcane Branch is shortened by three months. Hold-1 takes in two cadets at the same time for the first time. The kitchen radio from Nordlicht arrives and is stored in a windowless room.

2026. Hold-1 continues to train Thaumaturges and Invokers. The kitchen radio was collected recently; the room without a clock stands empty.

Location and Cover

St. Alban's House is a five-storey office building of red brick, built in 1938, with stone window sills and a narrow inner courtyard. The neighbourhood is quiet: a

bookshop, a small hotel, a law firm, a pub called “The Copper Kettle”. The cover company Gresham & Cole occupies the third and fourth floors and actually carries out archive preservation contracts: paper restoration, estates, historical registers. Visitors come as far as the reception on the third floor. Most believe the company consists of twelve employees and a cellar full of old files.

The Hold has three regular entrances: the main entrance through the foyer of St. Alban’s House, the goods lift at the rear of the building and a staff entrance via the underground car park. All three lead first into the reception area of the Hold, Room 1. The emergency exit is a maintenance tunnel that leads from the corridor of Level B to Holborn Underground station; the entrance is disguised as a cleaner’s cupboard and secured with a silent alarm.

Anyone who wants to enter gives a code at reception that changes monthly. This is followed by a face check by the Soldier on duty, a metal detector and a search of bags. Crystals are placed in lead containers at the entrance and only issued again inside. Neighbours see people in inconspicuous clothing, occasionally delivery vans, rarely a car with tinted windows. The pub is a popular place for conversations that are not supposed to take place in the Hold.

Floor Plan

The Hold is a former air-raid shelter made of reinforced concrete, two levels, 45 by 30 metres, with a clear height of 2.80 metres. The walls are thick, the doors are steel, the air is dry and cool. The rooms lie along two corridors that cross; Level A is the working level, Level B the living and storage level. The infirmary is on Level A, the workshop on Level B. Stairwell and goods lift connect both levels.

Hold-1, London

Floor plan beneath St. Alban's House, two levels, each 45 × 30 m

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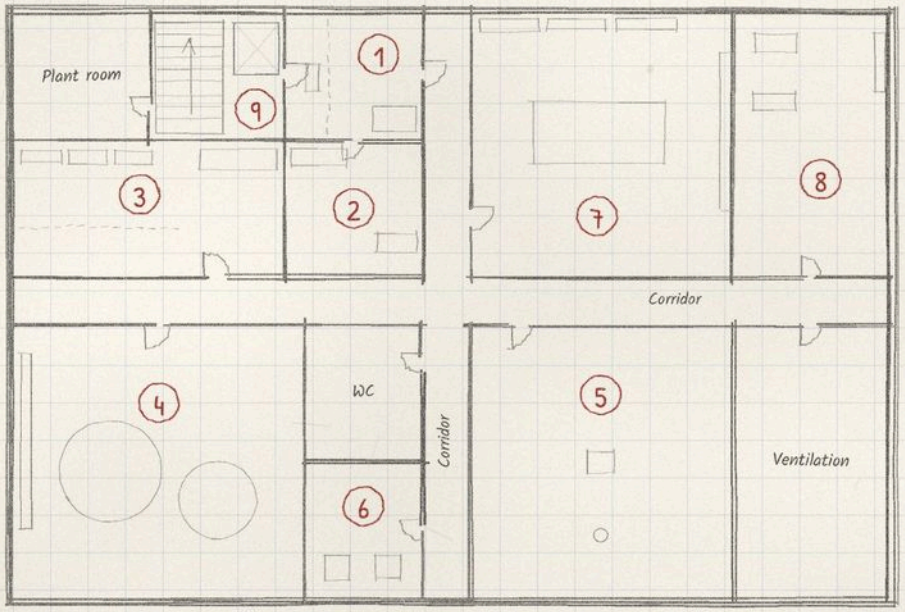
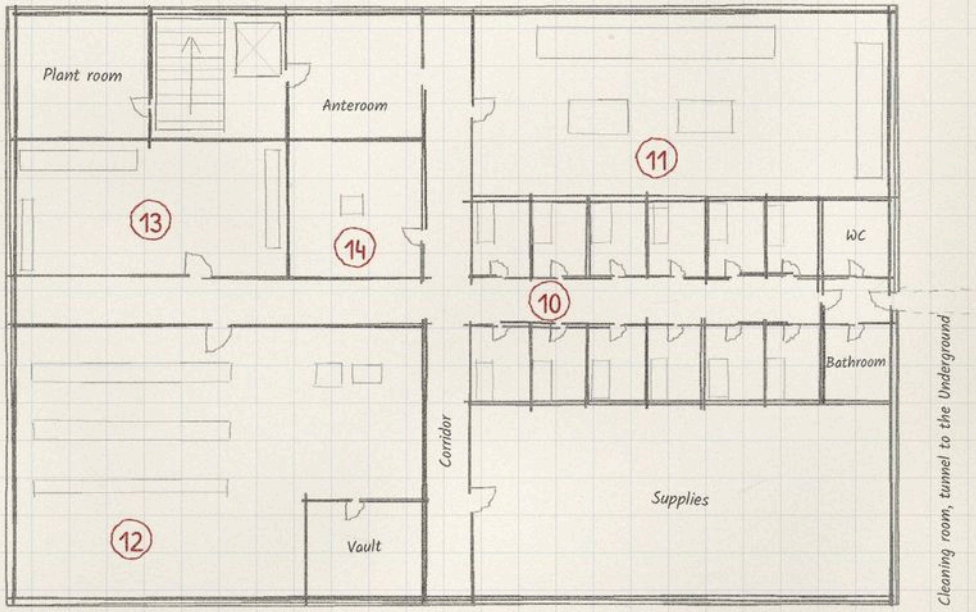
Level A, working level



Level B, living and storage level



Legend

1. Reception and airlock
2. Guard room
3. Armoury
4. Thaumaturgy training hall
5. Invocation training hall
6. Silence room
7. Library and map room
8. Infirmary
9. Stairwell and goods lift
10. Agents' cells
11. Common room and canteen
12. Store and crystal vault
13. Workshop
14. Room without a clock

10 m

1 Reception and Lock. Steel grille, bank counter, metal detector and a weapons locker for the guard. Codes are given here, faces checked and bags searched.

2 Guard Room. Monitors, radio, a bed, a kettle and a rifle behind glass. The Soldier on duty spends the quiet hours here.

3 Armoury. Mesh wall, workbench, ashsilver register as well as Ashgrove's knife and notebook. The room is climate-controlled and double-secured.

4 Thaumaturgy Training Hall. Chalkboards, circles on the floor and shelves of chalk. Here cadets draw their first circle.

5 Invocation Training Hall. Lead walls, a drain in the floor and a single chair. The room is cleaned with cold water after every exercise.

6 Silence Room. Walls and ceiling lined with Alloy S, no electrics, thick door, two armchairs. The silence of the Hold, for Psions who need quiet.

7 Library and Map Room. Shelves of files, city maps, a large table and a lamp with a green shade. Operations are prepared here and reports are read.

8 Infirmary. Two beds, a cupboard with dressings and a refrigerator. Serious cases go to Bern.

9 Stairwell and Goods Lift. Wide staircase, lift with a steel door and access to the underground car park. The goods lift is the only way for bulky cargo.

10 Agents' Cells. Twelve cells, each 4 by 3 metres, ten for the permanent crew and two for the cadets at the end of the corridor. Each has a bed, cupboard, desk and a small wet room.

11 Common Room and Canteen. Long table, kitchenette, coffee and a radio with no station. The table of Holloway, Quispe and Pemba Dorje stands against the north wall.

12 Storage and Crystal Safe. Lead shelves, a safe and two refrigerators for samples. Crystal shards are stored individually and separately.

13 Workshop. Workbench, drill and shelves of spare parts. Weapons are cleaned here and locks are opened.

14 Room Without a Clock. Empty, one socket, a chair and a hook on the wall. The room has no window and no clock.

People

Magister Eleanor Birch

Head of Thaumaturge Training · Humans

A slim woman with a grey bun, a dark blue cardigan and flat shoes. She brings the cells discipline, precise ritual preparation and a memory for every apprentice who ever passed through her door. She drinks tea without milk and always places the cup on the same coaster. Her voice is dry, quiet and very precise; she says "We have never done it that way" only when she rejects something.

Magister Nima Dorje

Head of Invoker Training · Humans

A compact woman with short black hair, bronze skin and a permanently faintly amused look. She offers the cells calm, clear instructions and the ability to read a pact before it is sealed. She carries a flask of butter tea and offers everyone a cup, even those who decline. Her sentences are short and often friendlier than their content: "You can do that. I would not do it."

Quartermaster Bridget Colquhoun

Head of the Armoury and most senior Soldier · Humans

A tall, strong woman with close-cropped hair and glasses that she wears only for reading. She keeps the armoury in order, knows every piece of ashsilver by number and history and makes sure that no one touches Ashgrove's knife. She speaks like an instructor: short commands, long pauses, and she calls everyone by their surname, even friends.

Dr. Elias Thorne

Research Director of the Science Branch · Humans

A gaunt man with a white beard, brown corduroy trousers and a pencil behind his ear. He examines crystals, looks after the measuring instruments and gives lectures that no one fully understands and everyone attends. He offers the cells analyses, detectors and a calm voice when something inexplicable has been found. He often says "Interesting. We should not touch that."

Adept Priya Menon

Thaumaturgist in training · Humans

A young woman with long dark hair, a white lab coat and a notebook that she takes everywhere. She brings the cells fresh knowledge, impatience and occasionally a

mistake from which everyone learns. She asks too many questions and writes down the answers. Her voice is fast and slightly breathless.

What Is Here

The armoury carries the standard stocks of the Tactical Branch: carbines, shotguns, flare pistols, magnesium hand flares and combat suits with helmets. Incendiary ammunition is usually available within a day, ashsilver only after release by the quartermaster. Ashgrove's knife is not issued. Petra Hofmann's shield hangs on the back wall, dented and burned black.

The workshop can clean weapons, open locks, carry out simple repairs to equipment and prepare samples for transport. The infirmary treats injuries that do not require a stay at the Institute; serious cases go to Bern.

The library contains city maps of London, files on regional rifts, a copy of the ashsilver register and the training writings of the Arcane Branch. Crystal shards for operations are issued from the safe, never more than two per cell, and never stored in a place where they could answer together.

Vehicles: two inconspicuous vans in the underground car park, a black car with tinted windows, a motorcycle with a side bag. All are registered to the cover company.

Daily Life and Customs

The first circle. Every new Thaumaturge draws a circle in the training hall on the first morning, under the supervision of Magister Birch. The circle remains on the floor for a week before it is cleaned.

The teapot. In the canteen there is a brown teapot that is never washed. Whoever washes it brings bad luck, they say. The teapot is older than the Hold.

The inscription. Above the door to the armoury, in small letters, it says: "Not every war can be won. Not every loss is in vain." Ashgrove wrote the sentence on the wall in 1956.

The silent Tuesday. Every Tuesday evening at 9 p.m., the common room falls silent for an hour. There is no compulsion, but anyone who speaks is asked to leave.

The book of names. In reception there is a book in which agents enter the names of the fallen. It is not an artefact, only paper. Every year on 1 November it is read aloud in the canteen.

HOME HOLD

Advantage. Whoever trained in Hold-1 knows the alleys around Holborn and the faces of the neighbourhood. Once per mission, the character gains a bonus die on a Stealth or Navigation test to remain inconspicuous in London or to find a way through the city.

Burden. Hold-1 expects its people to uphold the reputation of the oldest house. Anyone who comes from this Hold carries the reputation of being thorough and must justify hasty decisions to their handler.

Rumours

What is told in the canteen is rarely confirmed and often useful.

D6	What you hear in the canteen
1	"The auctioneer reported something again. This time it was a mirror that doesn't reflect."
2	"Magister Dorje made a pact that wakes her every morning at 4 a.m. She says it's tea."
3	"Colquhoun calls everyone by their surname. They say not even her husband knows whether she knows his first name."
4	"The landlord of the Copper Kettle was in the navy. Anyone who comes from St. Alban's House gets a glass of water put in front of them without asking."
5	"Dr. Thorne has given the same lecture on measurement errors for ten years. Every year more listeners come, and no one understands it better."
6	"An estate at Gresham & Cole had ink that darkens at night. The pages are black in the morning, readable again at noon."

Hooks

White File "The Mirror Without an Image". The auctioneer reports a mirror with blind glass that is to be auctioned in four days. The cell is to examine the piece before the auction and find out who consigned it. The consignor calls themselves Moss & Weir, a company that does not exist. The mirror hangs in a warehouse in Deptford, and no one will say who has the key.

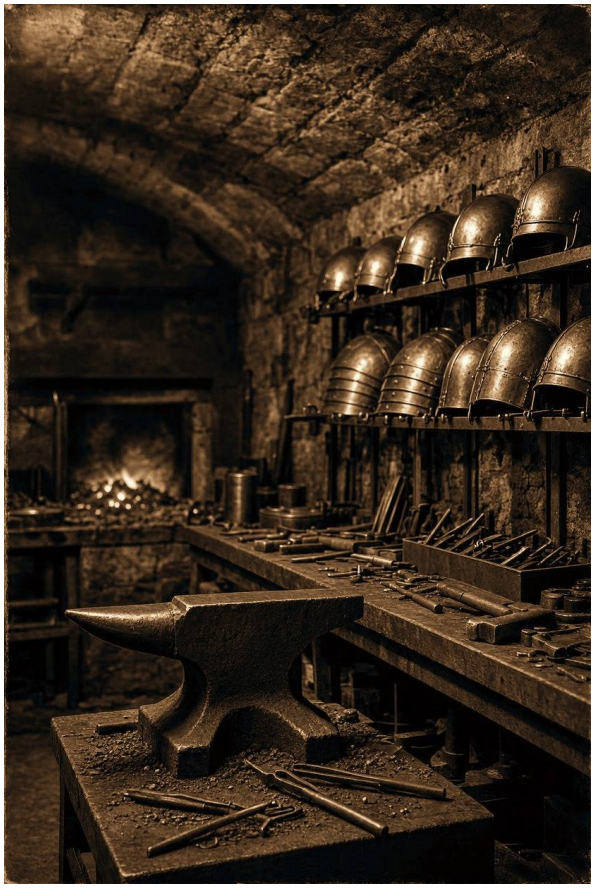
Grey File "The Ink in the Estate". At Gresham & Cole, a box of letters is handed in for restoration. The ink darkens at night until the pages are black, and returns at noon. The cell is to sift through the estate, identify the sender, and determine whether the letters carry a message. On the box is an address in Bloomsbury, and no one opens there.

Red File "The Knocking in the Shaft". In a disused underground shaft near Holborn, two maintenance workers were found unconscious. They report a knocking behind the tiles that slowed their heartbeat. The cell is to enter the shaft before the police do. The tiles are old, the mortar is fresh.

Hold-2, Cardiff

Hold-2 is a workshop with a bed. Anyone who comes to Cardiff comes because of a piece of metal or a young Psion and usually stays longer than they wanted. The Hold lies in a former warehouse near the station. Metal has been worked here since 1953; since 1963 the Choir has fitted helmets here and trained cadets. The cover is old, the operation small, the work precise.

"The first thing they teach you is not to hear. The second is to act as if you had heard nothing."
Carved into the wall of Cell 4, Hold-2



Feature	Details
Founded	1953
Cover	Pryce & Co., haulage and warehousing
Access	Office on the ground floor, second access via the greengrocer's cellar, emergency exit to the alley
Size	Two levels, 45 by 30 metres, ten sleeping rooms: five agents, four cadets, one guest
Command	Workshop Master Idris Pryce
Focus	Workshop, helmet workshop, training of the Psionic Core, archive of the Choir
Region	British Isles, presence level 5

History

1953. After Kiruna, Hold-2 is founded as the second hold, near the Chamber in Wales. Evan Pryce sets up the Hold's workshop, first for incendiary ammunition, from 1955 for ashsilver.

1955. Evan Pryce binds crystal dust into metal for the first time. The first piece of ashsilver from Cardiff goes to Thomas Ashgrove at Hold-1.

1963. The Psionic Core sets up a training facility in Hold-2. The silence is installed, the helmet workshop follows. The Choir calls it, like every helmet workshop, "the Forge".

1971. After the Cascade, the Rule of Twelve applies: never more than twelve Psions without a helmet in one place. In Hold-2, cadets have since practised only in small groups without a helmet and never without an instructor.

1989. The Collegium stops the production of ashsilver without giving a reason.

2012. Hold-2 trains an entire year of Elementalists for the first time, twelve cadets. They arrive in three groups of four one after another, because the Hold never permanently houses more than twelve people. The workshop expands the training rooms, the archive of the Choir gets a second room.

2026. Idris Pryce, the grandson of Evan Pryce, runs the workshop and the Hold.

Location and Cover

The building is a former warehouse of red brick in Dumballs Road, three minutes on foot from Cardiff Central station. Above, a tin sign reads "Pryce & Co., Haulage and Warehousing, founded 1949". The office is small, with a counter, a dusty telephone and a calendar from 2024. Neighbours are a greengrocer, a stationery shop and a vacant barber's shop. The street smells of rain, exhaust fumes and the River Taff.

The main entrance leads through the office. Anyone who knocks is recorded by a camera above the door. An agent gives their code name and places their left hand on a

grey reader that looks like an old card reader. The second entrance is in the cellar of the neighbouring greengrocer, disguised as a storeroom. The emergency exit leads through the back of the warehouse into an alley that opens onto the car park of a DIY store. For guests without briefing: wait in the office, coffee from the thermos flask, no look behind the curtain.

Neighbours see a haulage business with little traffic. In the morning a delivery van arrives, in the evening a man in an apron goes home. Once a month a small van with dark windows stands outside the door.

Floor Plan

The building is a former warehouse, 45 by 30 metres, with a ground floor and a basement. Above are the cover, the storage hall and the garage, below the actual Hold. The helmet workshop, the silence and the sleeping quarters lie in the part of the cellar that was extended in 1963. The rooms are arranged around a central stairwell.

Hold-2, Cardiff

Floor plan of the Dumballs Road warehouse, ground floor and basement, each 45 × 30 m

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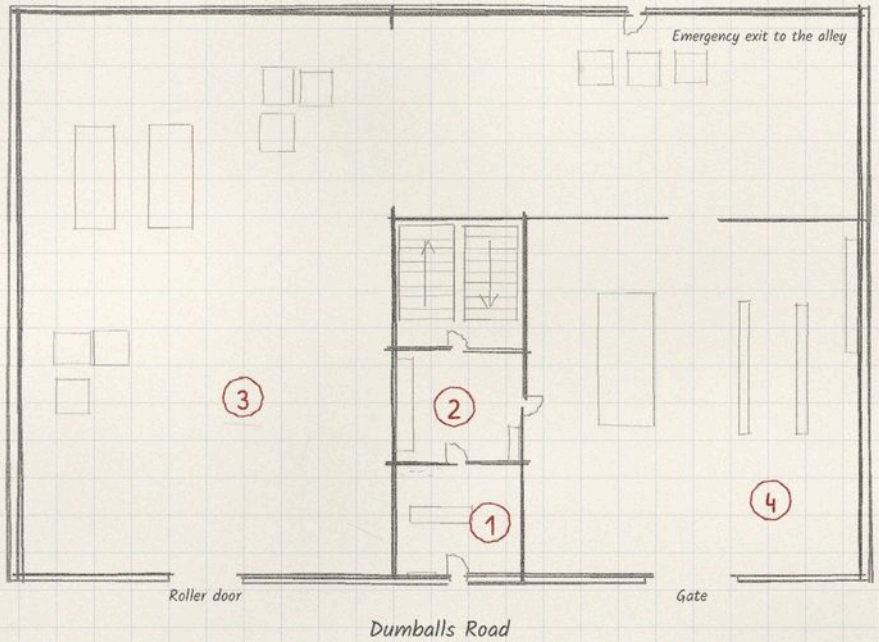
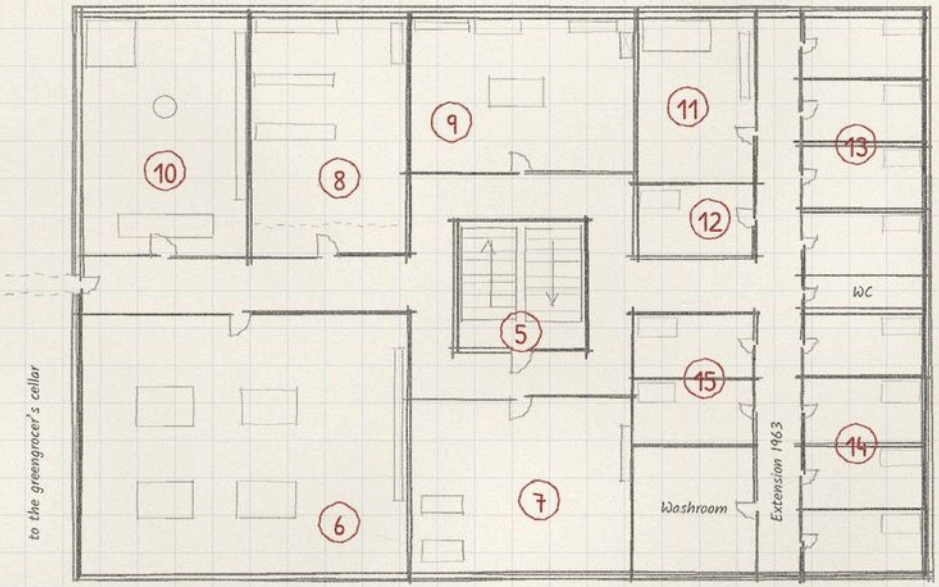
Ground floor, cover



Basement, the hold



Legend

1. Office
2. Airlock
3. Warehouse
4. Garage
5. Stairwell
6. Canteen
7. Infirmary
8. Armoury
9. Archive of the Choir
10. Workshop
11. Helmet workshop
12. Silence
13. Cells 1 to 4
14. Cells 5 to 8
15. Cells 9 and 10

10 m

1 Office. The cover room on the ground floor. A counter, a chair, a thermos flask, a calendar from 2024.

2 Airlock. A small room behind the office. Metal stairs down, weapons cabinet for service weapons, lockers.

3 Storage Hall. The large hall on the ground floor. Empty crates, a delivery van, smell of dust and diesel.

4 Garage. Next to the storage hall. An armoured transporter, tools, a lifting platform, tyre racks.

5 Stairwell. Connects both levels. Steel steps, brass handrail, sign “No Admittance”.

6 Canteen. In the basement. Four tables, a kitchenette, a fridge with milk and tinned meat, smell of tea and toast.

7 Sickbay. Two beds, a cupboard with dressings, a defibrillator, a chair for the duty doctor.

8 Armoury. Grille door, shelves with pistols, shotguns, two rifles, a cabinet for pieces of ashsilver.

9 Archive of the Choir. Shelves with files, a lead cabinet, a table with a reading lamp, smell of paper and chalk.

10 Workshop. Anvil, forge, workbenches, vices, shelves with metal rods and crystal dust, smell of oil, metal and chalk.

11 Helmet Workshop. Measuring table, plaster casts, shells of Alloy S, soldering irons, a shelf with old helmets.

12 Silence. Walls and ceiling lined with Alloy S and painted white. A bed, a table, a glass of water.

13 Cells 1 to 4. Four sleeping quarters of the permanent crew. Bed, cupboard, chair, washbasin. In Cell 4 the inscription is scratched into the wall.

14 Cells 5 to 8. Four sleeping quarters for the cadets. Bed, cupboard, chair, washbasin.

15 Cells 9 and 10. Two sleeping quarters. Cell 9 belongs to the permanent crew, Cell 10 serves as a guest cell.

People

Idris Pryce

workshop master and quartermaster · Humans

Idris Pryce is 54 years old, the grandson of Evan Pryce, and runs the workshop of Hold-2. He is sturdily built, wears his hair short and almost always has an apron over his clothes. His hands are full of metal dust. He lends out ashsilver, takes on repairs and always has an alchemical trinket to hand. He notes every favour in a black book. Pryce speaks curtly, with a Welsh accent, and calls every piece of metal “the piece”.

Eluned Vaughan

helmet maker · Humans

Eluned Vaughan is 61 years old and the helmet maker of the Choir. The Psions call her “the Smith”. She is small, wears grey hair under a headscarf and has protective goggles on her forehead. Her hands are calm. She adjusts helmets, repairs alloy and keeps the training helmets. Vaughan speaks slowly, as if weighing every word, and always says “my child” to cadets.

Gwynfor Jones

instructor of the Psionic Core · Humans

Gwynfor Jones is 47 years old and a former Soldier. He is gaunt, wears a short beard and has a scar above his right eye. A stopwatch always hangs around his neck. Jones drills cadets in perception, shielding and dealing with the Choir. He speaks in short commands, rarely praises and then only says “usable”.

Cerys Lewis

archivist of the Choir · Humans

Cerys Lewis is 39 years old and runs the archive of the Choir’s artefacts in Hold-2. She is slim, wears thin-framed glasses and a dark bun. A pencil is tucked behind her ear. Lewis registers the Choir’s artefacts, keeps the issue lists and manages the files. She speaks precisely and quietly, as if the library were next door.

Tomos Bevan

driver and caretaker · Humans

Tomos Bevan is 33 years old and keeps the Hold running. He is broad-shouldered, has red hair and oil-smeared hands. Bevan maintains the vehicles, checks the cover upstairs and cooks in the canteen. He likes to talk about rugby and the weather, never about the service.

What Is Here

The armoury stocks standard weapons: pistols, shotguns, two sniper rifles, plus knives and a small selection of incendiary ammunition. Ashsilver is not issued, only lent by Idris Pryce. The workshop cannot make ashsilver anew, but can repair, regrind and adapt it. Anyone who needs a piece gets it only in return for a recorded favour.

The helmet workshop is the Hold’s special feature. Psions can have their helmet adjusted or repaired here. Training helmets for cadets are available, as is a stock of

spare parts for Mk. II and Mk. III. A helmet with a seal is not touched.

The Choir's archive contains files on artefacts, issue lists and old workshop logs. It is not a large archive, but Cerys Lewis finds what is registered. Crystals are not stored here, except for a single shard in a lead box, which is opened only with the Collegium's approval.

Vehicles: an armoured transporter in the garage, a delivery van with false number plates, two motorcycles. The transporter is usually not available to cells, the van after registration.

Daily Life and Customs

In the canteen, tea is ready at seven o'clock, at twelve there is stew or toast with tinned meat. Anyone coming from the workshop washes their hands first before sitting down at the table. Idris Pryce tolerates no metal dust in the food.

In Cell 4, the inscription that every Psion knows is carved into the wall, even if they have never been to Cardiff. Cadets sleep in this cell only when no other is free. Some Psions briefly touch the wall as they pass.

Before entering the silence, you take off your shoes. The helmet maker insists that no one speaks in the silence, not even in a whisper. Anyone who violates this gets a week of kitchen duty.

Every Friday evening, Idris Pryce reads the favours from his black book aloud. Anyone who has ordered something from him listens and nods. There is no negotiation.

The handover of a helmet to a cadet always takes place in the helmet workshop, never in the silence. The Observer presents the helmet, everyone else remains silent. Afterwards there is tea.

HOME HOLD

Advantage. A character whose home hold is Hold-2 knows Idris Pryce personally and receives once per mission a bonus die on a test of Craft, Technology or Alchemy when they work in the workshop or adapt an item.

Burden. In return, the character is in Pryce's black book: the Hold demands a favour in exchange, which the game master calls in at a suitable time, such as a delivery, a repair or a report.

Rumours

In the canteen of Hold-2, little is said, but what little there is makes the rounds.

D6	What you hear in the canteen
1	"Idris Pryce has a piece of ashsilver that his grandfather forged for him. He never wears it, but he polishes it every evening."
2	"The greengrocer next door only knows that he gets rent for the cellar, and doesn't ask."
3	"Eluned Vaughan still has every helmet ever adjusted in Hold-2 in her head. Measurements, names, everything."
4	"Tomos Bevan used to be with the standby unit. He doesn't talk about it, but he can do more than just drive."
5	"Gwynfor Jones has said 'good' only once in twenty years. The cadet it was meant for is now an Observer in Scotland."
6	"Cerys Lewis sometimes sleeps in the archive. She says at least no one snores there."

Hooks

White File "Alloy Shells". A delivery of alloy shells for the helmet workshop arrives, but the weight does not match the freight papers. Idris Pryce wants to send the shipment back, Eluned Vaughan wants to inspect it. The cell is to find out whether someone exchanged the shells or whether the error lies in shipping.

Grey File "The Serial Numbers". A scrap dealer in Swansea offers weapon parts that still bear inventory numbers from the armoury of Hold-2. According to Cerys Lewis, the pieces were decommissioned and melted down years ago. The cell is to clarify how the parts left the Hold and who else bought them.

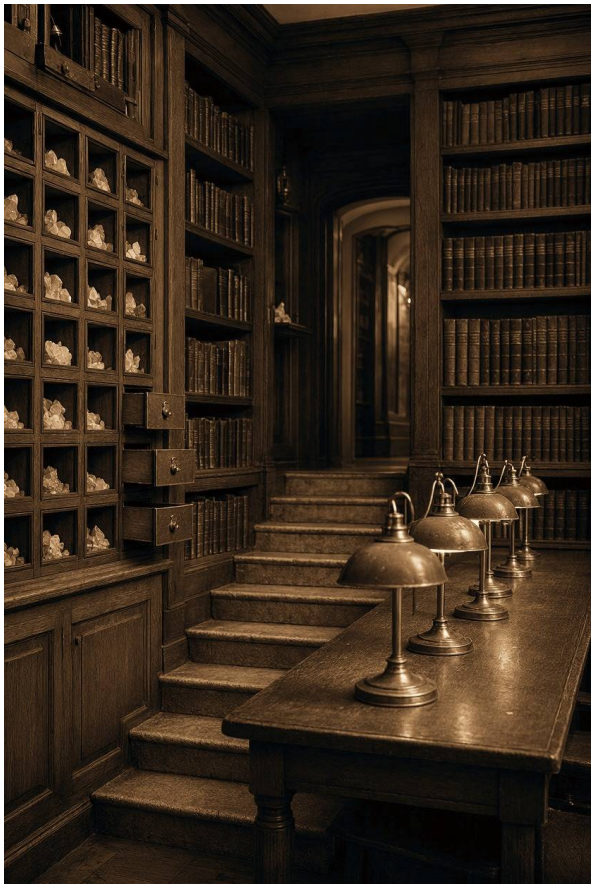
Grey File "The Empty Alley". Behind the warehouse, a delivery van with its lights off has appeared for three nights. Tomos Bevan has seen it twice, but never a number plate. The cell is to watch the alley and find out whether someone is watching the emergency exit.

Hold-4, Oxford

Hold-4 lies beneath a small library in Oxford and is considered the most form-loving hold of the British Isles. Here more crystals are counted than spells cast, and equipment is issued only against signature. Anyone who comes to Oxford expects towers and scholarship. Anyone who knows Hold-4 expects basement corridors, carbon

copies and a quartermaster who checks every pencil stroke.

"If you can't write it down, you haven't understood it. And if you don't sign for it, you haven't received it."
Gordon Finch, quartermaster of Hold-4



Feature	Details
Founded	1961
Cover	Warbury Foundation, scholarly manuscript library
Access	library, delivery yard, emergency exit at the canal
Size	Three levels, each about 45 × 30 metres; twelve sleeping places in eight cells, workshop, armoury, crystal archive, infirmary
Command	hold commander Dr. Harriet Lowe, Crystal Master Aldous Wren, quartermaster Gordon Finch
Focus	Collegium and procurement, training of Thaumaturges in the first year
Region	British Isles, presence level 5

History

1961. Hold-4 is established under the Warbury Foundation after the Collegium in Oxford needs a permanent place for the training of young Thaumaturges. The foundation has existed since 1887 and has nothing to do with O.D.I.N. It rents the basement rooms to an invented department for conservation that never attracts attention.

1963. The Crystal Archive is established. The Hold's first Crystal Master brings a copy of the Crystal Ledger and lays down the principles by which crystals are issued and returned. The exhausted stones go to the third basement level.

1977. After Nordlicht, the Council decides that no base permanently houses more than twelve agents, and the Collegium decides the rule of distribution. Hold-4 gives crystals to other archives and has kept exactly twelve permanently stationed agents ever since, although the hold would have more space.

1995. Aldous Wren becomes Crystal Master of Hold-4 after three years as archivist and deputy administrator of the holdings. He begins to count every exhausted stone personally and to keep the number to himself.

1996. The ghost photographer's camera is brought to Hold-4 after it was used twice in London for unauthorised photographs. It has lain since then in the small artefact cabinet in the infirmary, behind a double signature.

2000. Gordon Finch takes over the armoury and introduces requisition procedures with forms to be completed in triplicate. He paints the inscription above the counter and begins to file every carbon copy.

2011. As rifts become more frequent, the number of crystal requests rises. Wren introduces a waiting list for shards, which he keeps by hand, in ink, alphabetically by the code name of the applicant.

Location and Cover

The Warbury Foundation lies on a quiet side street in the Jericho area, between an antiquarian bookshop and a row of narrow workers' houses. The building is a neo-Gothic brick structure from 1887, four storeys high, with a narrow inner courtyard and a delivery yard at the rear. The library on the ground floor and first floor is open to the public, but only by appointment. It rarely has more than a dozen visitors a day. The reading room smells of floor polish, old paper and tea from the small canteen on the first floor. The shelves hold old manuscripts, many of them in scripts that hardly anyone can read. The foundation runs the collection as a scholarly special library for medieval and early modern manuscripts. That

explains the silence, the dust and the patience of the staff.

The hold lies in the three basement levels beneath the building. Access is via the stairwell behind the library issue desk, where an inconspicuous staff entrance begins with a combination lock and an intercom. Visitors without a Hold badge ring and are collected by the gatekeeper. The delivery yard has a ramp to a goods lift that operates only with a mechanical key card. The emergency exit leads through an old maintenance tunnel to the canal and ends in a boathouse that O.D.I.N. has rented through a front company. The tunnel is narrow, damp and smells of algae. It is intended only for emergencies and is walked once a month.

What neighbours see: a small scholarly library with changing delivery vans, occasional workmen and a caretaker who checks the heating at night. The basement rooms are regarded as the library's storage area, where old manuscripts and packing material are kept.

Floor Plan

The hold is a former wine cellar from the 19th century, expanded in 1961. It has three levels, each about 45 by 30 metres, connected by a main stairwell and the goods lift. Level A is the working level with access, Armoury, Workshop and Canteen. Level B contains the Infirmary, Library, Crystal Archive with the Crystal Master's Workroom right next to it, Quarters and the Silence Room. Level C, the third basement level, holds Storage, the Stone Archive and the emergency exit. The walls are whitewashed, the floors grey concrete or old brick. The corridors are low, in places under two metres.

Hold-4, Oxford

Floor plan of the cellar levels beneath the Warbury Foundation, three levels, each about 45 × 30 m

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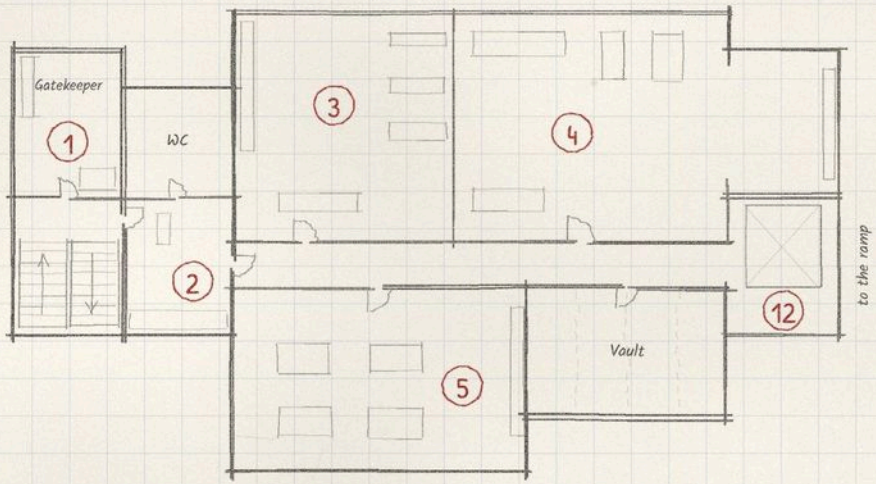
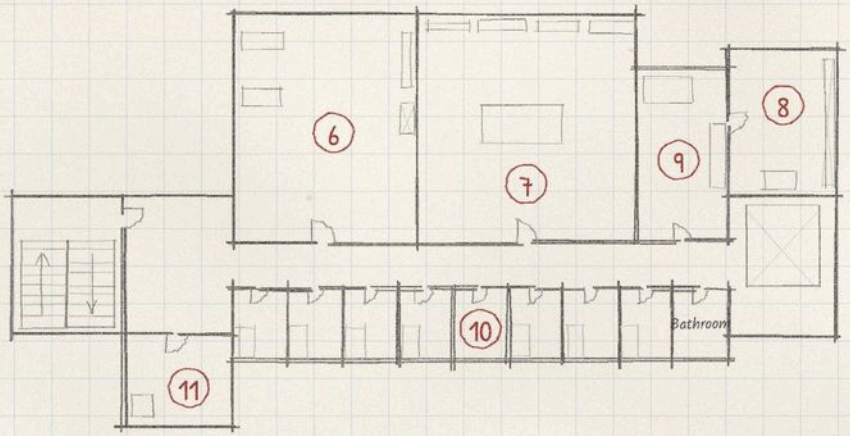
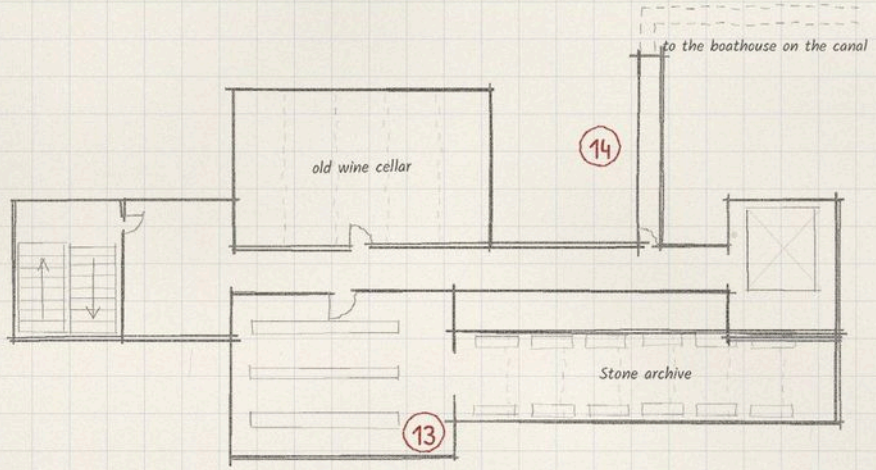
Level A, working level



Level B, second basement



Level C, third basement



Legend

1. Stairwell and gatekeeper's lodge
2. Airlock and checkpoint
3. Armoury
4. Workshop and procurement
5. Canteen and lounge
6. Infirmary
7. Library and archive
8. Crystal archive and vault
9. Crystal Master's workroom
10. Quarters (eight cells)
11. Silence room
12. Goods lift and ramp
13. Store and stone archive
14. Emergency exit tunnel

10 m

1 Stairwell and gatekeeper's lodge. Main access from the library building, with combination lock, camera and a gatekeeper who knows every visitor.

2 Security lock and control. Hold badge, metal detector and lockers for weapons and unauthorised devices.

3 Armoury. Quartermaster's counter, shelves with service weapons, ammunition in metal cabinets. It smells of gun oil and leather.

4 Workshop and procurement. Workbenches, two lathes, welding equipment and shelves with spare parts. The quartermaster's domain.

5 Canteen and common room. Four tables, kitchenette, coffee machine and a valve radio that is never on.

6 Infirmary. Two beds, a cabinet with medicines and the artefact cabinet with the ghost camera.

7 Library and archive of the hold. Shelves with reports, service regulations and the hold chronicle. A reading table, a lamp with a green shade.

8 Crystal Archive and vault. Steel door, lead cassettes and the Crystal Ledger in a fireproof chest. Air-conditioned and silent.

9 Crystal Master's workroom. Wren's desk, fountain pen, scales, magnifying glasses and shelves with forms.

10 Quarters (eight cells). Eight small rooms, four of them with two beds, twelve sleeping places in total. Each with a wardrobe, table and lead box. The doors have name plates with code names.

11 Silence Room. Shielded room, lined with Alloy S, without windows, with one chair and a ceiling lamp.

12 Goods lift and ramp. Access to the delivery yard, only with a mechanical key card. The lift stops on all three levels.

13 Storage and Stone Archive. At the front, shelves with provisions, spare parts and file boxes. Behind, in a long vault, the archive of exhausted stones: long rows of lead boxes, each with its number from the Crystal Ledger.

14 Emergency exit tunnel. Leads to the boathouse on the canal. Narrow, damp, smells of algae. Use only in an emergency.

People

Aldous Wren

Crystal Master · Humans

A gaunt man in his mid-fifties, barely younger than Konstantin Hale, with white hair, round glasses and an old tweed jacket with leather patches at the elbows. Wren has been Crystal Master of Hold-4 since 1995 and keeps the copy of the Crystal Ledger. He issues crystals, takes back exhausted ones and counts every stone silently with his lips. He always knows the exact number and gives it only when someone asks. Wren speaks slowly, in complete sentences, as if he were copying them out in his head beforehand.

Gordon Finch

Quartermaster · Humans

A sturdy man of 58 with a shaved head, a grey full beard and a worn workshop apron over a checked shirt. Finch procures equipment, runs the armoury and the workshop and demands a signature for everything. He took over the post in 2000, after years as weapons master in other holds, and has since turned requisitioning in Oxford into an art form. Finch numbers every form in triplicate and files carbon copies, even for verbal requests. He speaks dryly, briefly and in maxims.

Dr. Harriet Lowe

Hold Commander · Humans

A tall woman of 54 with short, grey-blond hair and a calm, watchful gaze. Lowe comes from the Investigation Branch, has led the hold for eight years and strictly ensures that no more than twelve agents ever live here permanently. She solves the newspaper crossword in ink every morning and always leaves one square blank. Lowe speaks quietly, precisely, with long pauses, and ends conversations by standing up.

Farah Shah

Weapons Master · Humans

A slim woman of 39 with black hair pulled back tightly and safety goggles pushed up on her forehead. Shah maintains the service weapons, checks ammunition and handles issue when Finch is not there. Before unlocking the armoury, she blows once into the keyhole, a habit Finch has since adopted. Shah speaks quickly, in a friendly manner, in short questions, and notes answers on a clipboard she always carries with her.

Emrys Bell

Archivist of the Hold Library · Humans

A stooped man of 71 with a grey moustache and a cardigan he wears even in summer. Bell manages the reports, the service regulations and the chronicle of the hold and has been at Hold-4 since 1977. He speaks of

the rooms as if they were people and greets each room with a nod when entering. Bell speaks quietly, with a Welsh lilt, and finds every folder within a few minutes.

Magister Hester Quayle

Instructor of the Collegium · Humans

A compact woman of 44 with round cheeks, colourful scarves in her hair and chalk dust on her hands. Quayle teaches first-year Thaumaturges and checks ritual circles with a brass compass. She draws a small circle on the inside of her room door every morning and wipes it off again in the evening. Quayle speaks in parables, often with a smile that is not always friendly.

What Is Here

Armoury. The armoury of Hold-4 is smaller than the one in London or Hamburg, but well stocked. It carries standard weapons: pistols, revolvers, shotguns, two sniper rifles, plus melee weapons and grenades. Ammunition is plentiful, incendiary ammunition only rarely. Issue is handled by the quartermaster or Farah Shah, always with a form and a return deadline. Lost or damaged equipment is noted on a third form, which Finch files personally.

Workshop. The workshop can clean weapons, carry out modifications and make simple spare parts. It has two lathes, a welding set, a small soldering station and a shelf of tools. Anyone who needs something not in the stores gets it here faster than in most holds, but never without a requisition with justification. The workshop is also responsible for maintaining helmets, as long as no helmet workshop is needed.

Infirmary. The infirmary has two beds, a cupboard with dressings, painkillers and sedatives, and a defibrillator. A doctor comes twice a week. In the small artefact cabinet lies the ghost photographer's camera, which is issued only with the double signature of Lowe and Wren. The station smells of disinfectant and cold tea.

Library and Archive. The hold library contains reports, service regulations and the chronicle of Hold-4 since 1961. It is not a large archive, but well kept. Emrys Bell knows every folder and finds within a few minutes what others spend hours searching for. The library is accessible to all agents, the crystal archive next to it only with Wren's permission.

Crystals. Hold-4 keeps a copy of the Crystal Ledger and a small crystal archive. In the vault there are never more stones than the rule of distribution allows, and never enough to answer together. Shards are usually available within a week, clear crystals for Magister and above within three weeks. There are no special crystals in Hold-4, with the exception of an Anatolian shard that Wren holds back for apprentices he considers suitable. The archive of exhausted stones lies in the third basement level, on Level C, in long rows of lead boxes, each with its number from the Crystal Ledger. In 31 years Wren has received more than two hundred exhausted stones and carried them down there himself.

Vehicles. Hold-4 has two service vehicles: a grey van with a workshop conversion and a black saloon with British number plates. Both are kept in a garage by the canal that is held through the front company. The van is there more often than the saloon, because Finch needs it for procurement trips.

Daily Life and Customs

The Crystal Silence. Every evening at 9 p.m., Wren unlocks the crystal archive, enters, and stands silently before the lead cassettes for three minutes. Nobody disturbs him during this. The agents call this the Crystal Silence, and it is said that anyone who walks through the corridor during this time receives no form from Finch the next day.

The Quartermaster's Forms. Finch insists on three carbon copies for every requisition, every return, and every report. Anyone who fills in their form incorrectly receives a second one and a lecture. Anyone who loses it writes a report, which Finch likes to read, as he says. Many agents fill in their forms in the canteen because Finch does not disturb them there.

The Hold Commander's Quarter Hour. Every afternoon at 4 p.m., Lowe sits with her crossword in the common room, on the same chair beside the valve radio. She never invites anyone, but anyone who sits down and stays silent may remain. It is said that important decisions are made during this quarter hour, but never spoken aloud.

The Inscription above the Armoury. Above the armoury counter, in small black letters, it says: "What you take here, you bring back. What you lose here, someone else pays for." The saying comes from Finch, and he painted it on the wall himself.

The Archivist's Nod. Emrys Bell nods to every room he enters, as if the room were a person. New agents consider this a quirk. Those who stay longer notice that he also nods to the broom cupboard, and to it alone, twice.

HOME HOLD

Advantage. A character with home hold Hold-4 has learned that every form contains a clue. Once per mission, they receive a bonus die on an Investigation test when they evaluate files, registers, lists, or forms.

Burden. Anyone from Hold-4 is seen in other holds as someone who writes everything down and loses nothing. Finch expects a complete list of every cartridge issued after each mission. Anyone who fails to provide it is reminded on their next visit to Oxford, loudly and in front of everyone.

Rumours

What you hear in the canteen depends on the day, but the following stories have persisted for years.

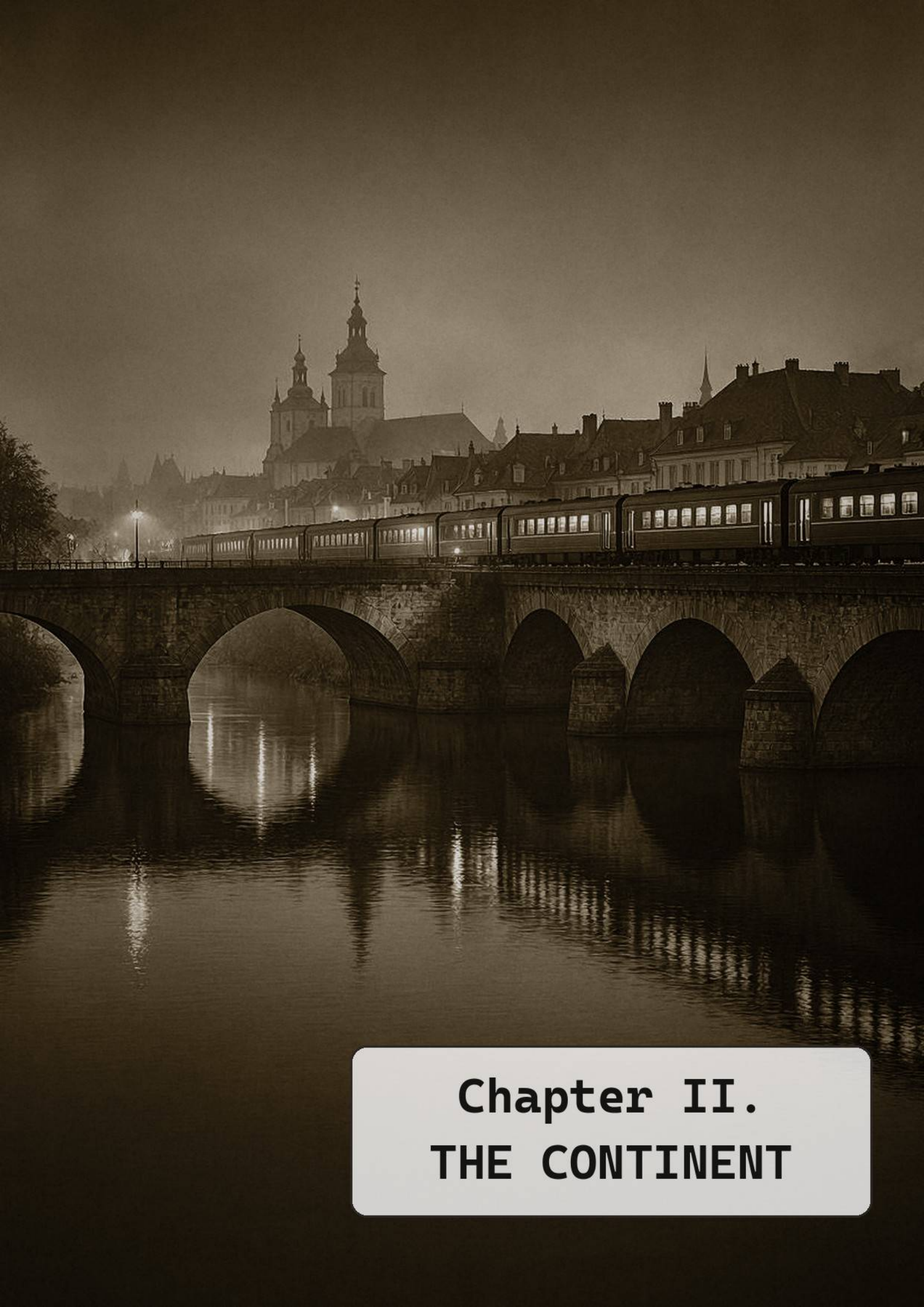
D6	What you hear in the canteen
1	"Finch has a form for forms. It has three carbon copies, and one of them goes to himself."
2	"At night, something whispers beneath the crystal archive. Wren hears it, but he pretends it is the ventilation."
3	"The boathouse at the end of the tunnel has a rowing boat that nobody has used for years. Yet it is freshly painted every spring."
4	"Emrys Bell knows the Hold's chronicle by heart. Anyone who asks him for a date also gets the weather on that day."
5	"Shah and Finch have not exchanged a private word for years. Yet he blows into the keyhole in front of the armoury exactly as she does."
6	"Quayle makes every apprentice draw a circle a hundred times in their first month. Anyone who gets sloppy on the hundredth starts again from the beginning."

Hooks

White File "The Second Form". A cadet returned a weapon, but the form is missing, and Finch insists on an interview. The cell is to find out whether the cadet was careless or whether someone stole the form in order to keep a weapon without anyone noticing.

Grey File "The Reader in the Reading Room". For three weeks, a visitor has ordered the same manuscript into the Foundation's reading room every morning, an account roll from the 17th century. He does not read it, but photographs each page twice. The cell is to find out who he is and for whom he works, without the library staff noticing anything.

Red File "The Silent Circle". On the canal, three locks north of the boathouse, two houseboats sank in one night, without a leak. Residents saw the water around the boats stand still in a circle while the canal beside it continued to flow. The cell is to secure the site before it gets dark again.



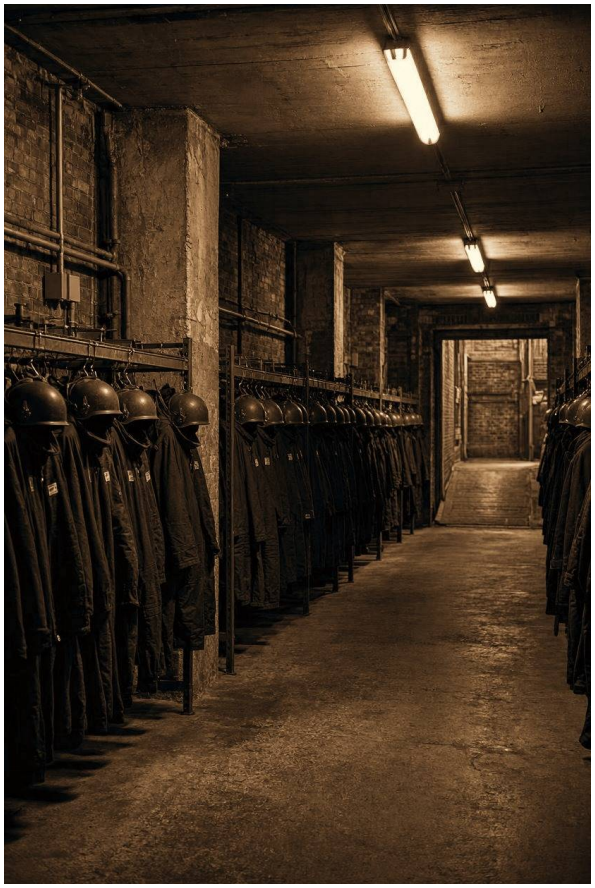
Chapter II.
THE CONTINENT

On the Continent the holds lie close together, and each has its own signature: an armoury in the east of Hamburg, a cellar complex beneath Vienna, a haulage warehouse in Lyon and an old air-raid cellar in Prague.

Hold-3, Hamburg

The hold in the east of Hamburg is the oldest hold on the Continent. It was established after the convoy of Paris to store things that officially do not exist. Its armoury is considered the largest outside England, its yard the place where silver gets its name. Anyone trained here first learns that you do not join O.D.I.N., you are found.

"Whoever receives a piece of silver here has earned it. Whoever loses it has not earned it."
Quartermaster Hanno Brodersen



Feature	Details
Founded	1958
Cover	North German Trading Agency for Special Packaging, owner H. Brodersen
Access	Front house, yard gate or cellar door; codes and two checks
Size	Two levels, 45 by 30 metres: ground floor and bunker; twelve beds for ten agents and two cadets
Command	Quartermaster Hanno Brodersen, handler Wiebke Eckhardt
Focus	Operations Branch, largest armoury outside England
Region	Central and Western Europe, presence level 5

History

1958. After the convoy of Paris, the Operations Branch establishes Hold-3 in Hamburg. After the war, the city is a hub for shipping, trade and espionage. The hold is created in a former air-raid shelter that O.D.I.N. quietly takes over, along with the brick house above it.

1961. The armoury is expanded and takes over storage of ashsilver pieces from England. Hamburg becomes the most important armoury on the Continent.

1977. After Nordlicht, the Council decides that no base permanently houses more than twelve agents, and the Collegium decides on the rule of distribution. Hold-3 gives up beds and crystals and keeps only a few shards.

1989. After Elster's betrayal, the cell structures are introduced. Hold-3 loses several agents. Their names are on a plaque in the archive.

2011. The accumulation of rifts leads to more operations. The armoury works in shifts, the yard is used for roll calls and vehicle checks.

2026. Hold-3 is the most important base for the Operations Branch in northern Germany. The armoury supplies cells throughout Central Europe.

Location and Cover

The building above is a three-storey brick house in Hamburg-Rothenburgsort, near the warehouses on the Elbe bank, with a yard and two sheds. The neighbourhood consists of a haulage company, a car repair shop and two empty office buildings. At night the street is quiet, during the day lorries pass by. The cover "North German Trading Agency for Special Packaging" explains the deliveries, the wooden crates and the yard traffic. The two upper floors belong to the cover company.

Entrances: The main entrance leads through the front house, where a gatekeeper's lodge with camera and intercom waits. Anyone without an appointment gets no further. The yard entrance is a rolling steel gate that opens with a code. Behind it lies the yard with the sheds.

The cellar entrance is at the rear, a narrow iron door with combination lock and bolt.

Emergency exit: A tunnel beneath the yard leads to the rear of a neighbouring warehouse. It ends in a garage that O.D.I.N. has rented through a front company.

Checks: At the main entrance an identity card is checked, at the yard entrance a code is entered. In the cellar there is a second check by the quartermaster or the Soldier on duty. Neighbours see delivery vans, men in work clothes and occasionally a car with cover plates. They never hear shots because the armoury in the cellar is soundproofed.

Floor Plan

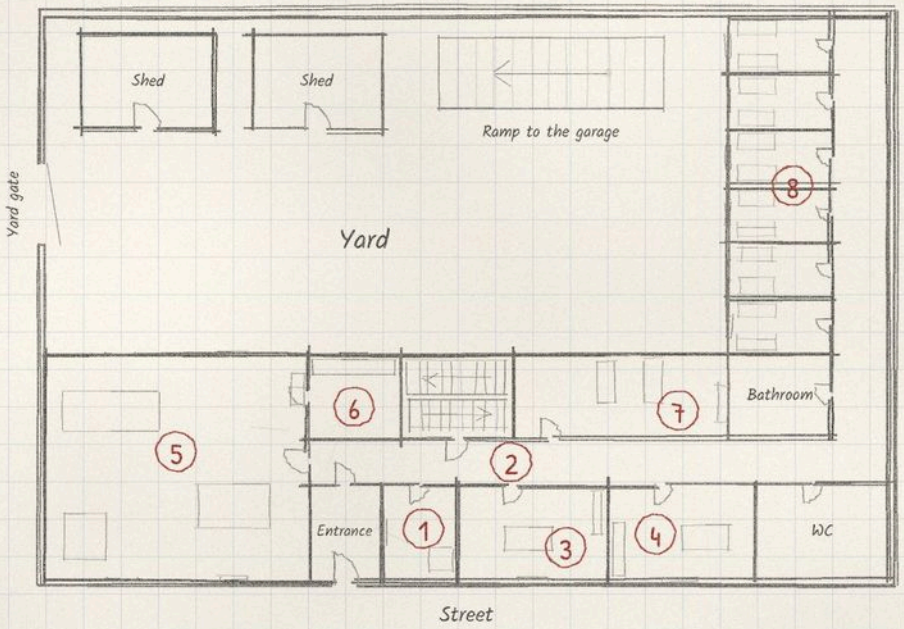
The hold occupies two levels, each 45 by 30 metres. Level 0 is the ground floor of the front house and yard wing, with gatekeeper's lodge, offices, common rooms and accommodation. Level -1 is the former air-raid shelter below, windowless and soundproofed, with workshop, armoury, crystal chamber, archive and garage. A central stairwell connects both levels, a ramp leads from the garage up to the yard.

Hold-3, Hamburg

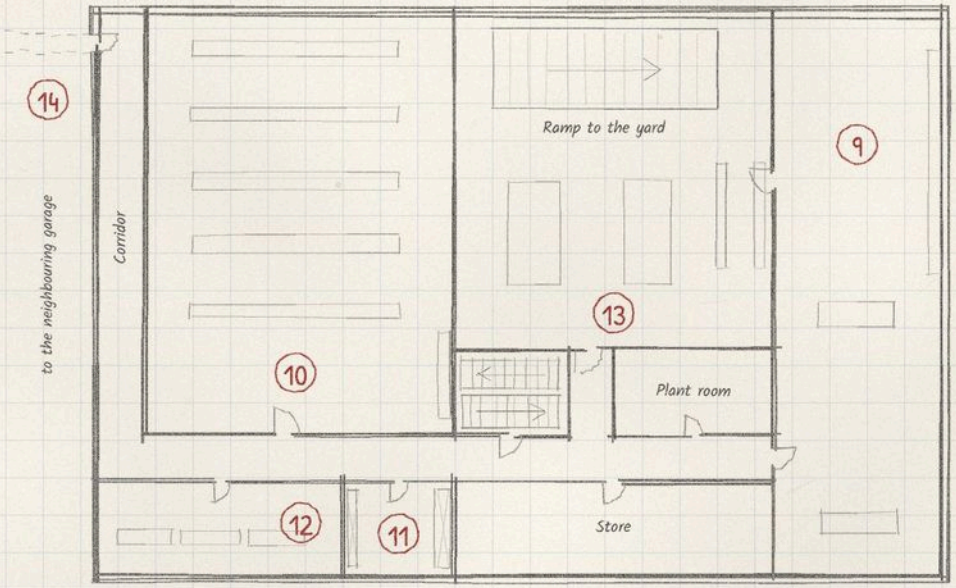
Floor plan Rothenburgsort, ground floor and bunker, each 45 × 30 m

N

Level 0, ground floor



Level −1, bunker



Legend

1. Gatekeeper's lodge
2. Corridor and stairwell
3. Handler's office
4. Accounts
5. Common room
6. Kitchen
7. Infirmary
8. Cell quarters
9. Workshop
10. Armoury
11. Crystal chamber
12. Archive
13. Garage
14. Emergency exit tunnel

10 m

1 Gatekeeper's lodge. A small room with camera, telephone and a bell that nobody hears.

2 Hall and stairwell. The central access, walls in light grey, linoleum floor, a fire extinguisher. The stairs lead down into the bunker.

3 Handler's office. A desk, two chairs, a filing cabinet with lock. Here Wiebke Eckhardt hands over the files.

4 Accounts. Rüdiger Mahler keeps the books here, a room full of folders and calculating machines.

5 Common room. Canteen, sofas, a television that is never on. Here people talk, wait and keep silent.

6 Kitchen. An old field kitchen, coffee, bread, stew. The coffee is strong, the rest is functional.

7 Infirmary. Two beds, a cupboard with dressings, an old ECG. Smells of disinfectant.

8 Cell accommodation. Six bedrooms with two beds each, twelve beds in total, one bathroom, one locker per person. The windows face the yard and have frosted glass.

9 Workshop. Metal, oil, chalk. Here the quartermaster modifies weapons, three days' waiting time.

10 Armoury. The largest room in the hold. Shelves with weapons, silver, ammunition, salt. Air-conditioned, locked.

11 Crystal chamber. A lead-lined room with a steel door. Here crystal shards lie in beryllium isolation containers, each in its own compartment.

12 Archive. Folders, old reports, a microfilm reader. Access only with clearance.

13 Garage. Two parking spaces for vehicles, a lifting platform, tools. A ramp leads up to the yard gate.

14 Emergency exit tunnel. A narrow passage to the neighbouring garage, lit, damp, with a bolt at the end.

People

Hanno Brodersen

quartermaster · Humans

An old Soldier with a stiff leg, grey hair and a pair of glasses that he only puts on when engraving. He runs the armoury, logs every issue and decides who receives incendiary ammunition. He talks to the weapons while he cleans them and calls them by name. His voice sounds like gravel, and he often says: "Whoever has no patience needs no weapon."

Wiebke Eckhardt

handler · Humans

A former agent of the Operations Branch, small, slight, with a grey bun and a calm gaze. She hands over the files, reads the reports and protects her cells where she can. She drinks her coffee cold and writes reports with a fountain pen that never leaks. She speaks quietly and precisely, and she never says more than necessary.

Dieter Hansen

Veteran · Humans

A Soldier with too many scars to go into the field. Broad, bald, with a scar over his left eye. He holds roll call, helps in the armoury and teaches cadets to shoot. He always carries a small salt pouch in his left breast pocket, even in his sleep. He speaks curtly, often in commands, and says: "O.D.I.N. pays well. The problem is that you never know with what."

Rüdiger Mahler

accountant · Humans

A small, pale man with glasses and a fondness for cardigans. He keeps the books, the salaries, the expenses and the accounts of the front companies. He speaks drily, almost bureaucratically, and says: "One wonders who pays for all this. One should rather ask who conceals all this. That is more expensive."

Gesa Thiessen

instructor · Humans

A former agent who now trains the Hold's cadets. She is tall, wiry, with short white hair and a calm voice that tolerates no contradiction. She teaches cover, observation and behaviour in the field, and she sends home anyone who talks too much. Every cadet knows her saying from the first day: "You don't join O.D.I.N. You are found."

What Is Here

Armoury. The largest outside England. It carries firearms, melee weapons, armour and protective equipment from all O.D.I.N. stocks. Special items: suppressors, UV weapon lights from the workshop, salt sprayers, salt grenades, wax seals with a salt core, handcuffs of soft iron, ashsilver pieces for roll call. Incendiary ammunition with crystal dust is scarce and is issued only according to the operational situation.

Workshop. The quartermaster modifies weapons, at most two modifications per weapon: suppressor, weapon light, red dot sight, laser aiming module, folding stock, bipod. The test is rolled by the quartermaster, not the agent, and whoever gets on well with them receives a bonus die. The waiting time is usually three days.

Infirmary. Two beds, bandages, an old ECG, an emergency case. No surgeon, but a medic comes on call. Anyone seriously wounded is taken to a private clinic, under cover.

Archive. File folders, old reports, microfilm, a card index of the silver pieces with names. Access only with clearance from Wiebke Eckhardt. There are no magical texts, only mission reports and Registry extracts.

Crystals. In the crystal chamber, crystal shards lie in beryllium isolation containers. Never more than twelve, never enough to answer together. The Crystal Master of Hold-4 delivers once a month.

Vehicles. In the garage are a used estate car, a motor scooter, an off-road motorcycle and a folding bicycle. The snowmobile is delivered from Scotland only on request.

Daily Life and Customs

- **Roll Call.** Silver is awarded in the yard, before the squad or the cell. The quartermaster brings the piece, the squad leader reads the names, then the quartermaster engraves the new name. It rarely lasts longer than five minutes. No Soldier has ever missed it.
- **Tally Marks.** Many Soldiers carve a mark into the inside of the helmet for every mission. Anyone with more than a hundred is a legend. Anyone with more than two hundred should no longer be alive.
- **The Salt Pouch.** In the left breast pocket. Since Kiruna. Nobody goes without it.
- **The Coffee.** In the kitchen there is always a pot. Wiebke Eckhardt drinks it cold, the quartermaster black, Dieter Hansen with a spoonful of salt. Cadets learn never to empty the pot.
- **The Inscription.** Above the yard entrance, in small letters, it says: “Not everything that exists is meant for the human eye.” Nobody knows who put it there.

HOME HOLD

Advantage. A character whose home hold is Hold-3 knows the quartermaster Hanno Brodersen well. Once per mission, they gain a bonus die on a Firearms or Melee test if they have sought advice in the armoury beforehand.

Burden. The character carries a reputation from Hamburg: whoever trained here trains others. On every visit to Hold-3, they owe the cadets an afternoon in the yard, and Gesa Thiessen reminds them of it before they have finished their coffee.

Rumours

What you hear in the canteen.

D6	What you hear in the canteen
1	“The quartermaster engraves every name twice: once into the silver and once into a notebook that he carries in his breast pocket.”
2	“The instructor sent a cadet home because he talked too much in the canteen after the first day. He never set foot in the hold again.”
3	“In the card index of the silver pieces there is a name in pencil instead of ink. Mahler says it was an oversight from 1961.”
4	“The accountant checks every cell’s expenses to the penny, even though there have been no pennies for years.”
5	“Dieter Hansen once drank his coffee without salt. The same day his barrel burst on the shooting range.”
6	“In the crystal chamber there is a container that is never opened. The quartermaster says it is empty. Nobody believes him.”

Hooks

White File “The Delivery”. A crate from the harbour is wrongly declared and ends up in the yard of Hold-3. Inside the crate lies an old pair of naval binoculars with an engraved name that nobody knows. Anyone who looks through it for longer than a minute gets a nosebleed. The cell is to find out who sent the crate and who it was actually meant for.

Grey File “The Neighbour with the Camera”. For two weeks a man who passes himself off as the night watchman of the haulage company next door has been photographing the yard of Hold-3 whenever the gate opens. The haulage company says it has no night watchman. The cell is to find out who the man works for without endangering the cover.

Red File "The Barge". On a barge in Billhafen, not two kilometres from the hold, residents have seen light below the waterline for three nights. This morning the boatman is missing, and a trail of salt runs across the deck, ending at the railing. The cell is to search the barge before the police go on board.

Hold-5, Vienna

Hold-5 in Vienna is O.D.I.N.'s observation post on the old border to the East. Founded in 1964, it lies beneath the first district, concealed by a small art shop whose shop window has not changed in decades. The old embassy cellar beneath the neighbouring house belongs to the Hold and serves as a silent route for couriers and diplomatic baggage. Ten agents are permanently stationed there, along with five employees of the gallery.

"Whoever walks through the cellar doesn't speak. Whoever works in the cellar doesn't ask. Whoever talks about the cellar was never here."
Gatekeeper Alois Brandstetter

Feature	Details
Founded	1964
Cover	Galerie Alte Meister Vienna
Access	staff entrance Goldschmiedgasse, password "Kaiserschmarrn"; embassy cellar from the side street
Size	Four basement levels, each 40 by 30 metres; ten agents permanently, ten bedrooms
Command	Hermine Stadler, Negotiator, Senior Agent
Focus	Operations Branch, observation of Eastern Europe
Region	Central and Western Europe, presence level 5; view towards Eastern Europe (3) and Russia (0)

History

1964 Hold-5 is founded. The Council needs a listening post on the border to the Warsaw Pact. A small picture gallery serves as cover, which O.D.I.N. bought through a front man in 1953 and transferred to its own foundation in 1962.

1966 the old embassy cellar beneath the neighbouring house is incorporated into the Hold. Like the rest of the cellar complex, it dates from the 18th century and has its own access from the street, which officially never existed.

1971 after the Cascade in Wales, security protocols are tightened. Hold-5 receives a new airlock and the first silence.

1989 after Elster's betrayal, the number of agents stationed in Vienna at the same time is reduced. The Hold takes on more couriers because the route through the embassy cellar is considered safer than the railway line.

2004 incident RA-2255 occurs: rift in the fourth basement level, emergency power fails. Five people are evacuated. The rift is sealed, the fourth basement level remains closed for six months.

2011 the accumulation of rift reports in the east makes Vienna an important observation post again. The presence level for Eastern Europe is raised from 2 to 3.

2026 Hold-5 is considered a quiet base. The gallery still occasionally sells a 19th-century landscape, and couriers and diplomatic baggage continue to pass through the embassy cellar.

Location and Cover

The building above is the **Galerie Alte Meister Vienna**, a five-storey house in the middle of the first district, a few steps from the Graben, between a perfumery and a

gentlemen's outfitter. The gallery has belonged since 1962 to the Rheinblick Foundation for Classical Art in Vaduz, behind which O.D.I.N. stands. The same three pictures have hung in the shop window since 1962; they are not for sale. What is sold, rarely enough, are landscapes from the storeroom. Neighbours take the shop for a money-laundering front, which is good cover.

The main entrance is in Goldschmiedgasse: an inconspicuous steel door with a bell and no nameplate. Behind it, a steep staircase leads down to the first basement level, where the gatekeeper sits behind a glass pane, an older man with a grey moustache. Anyone who comes as a customer must name an appointment. Anyone who comes as an agent says: "I'd like a Kaiserschmarrn, but please without raisins." Then the inner door opens.

The second entrance is the **embassy cellar** beneath the neighbouring house, a former wine cellar from the 18th century. It has an access from the side street that looks like a bricked-up gate; behind it, a long cellar staircase leads down into the depths. From inside, a passage with a stone floor connects the cellar to the fourth basement level of the Hold. The cellar is reserved for couriers and agents of the Operations Branch and is used only with separate clearance. Couriers do not stay overnight in the Hold.

The emergency exit is on the third basement level and leads into a sewer shaft that ends at the Donaukanal. The door is marked with a green dot and may be used only during an alarm.

Checks: At the foot of the stairs, the gatekeeper compares the face with a photograph that he keeps in a drawer. After that come an airlock with a metal detector and a short corridor that smells of floor polish. In the Hold itself there are no personal checks, but all doors are fitted with combination locks whose codes change every month.

Floor Plan

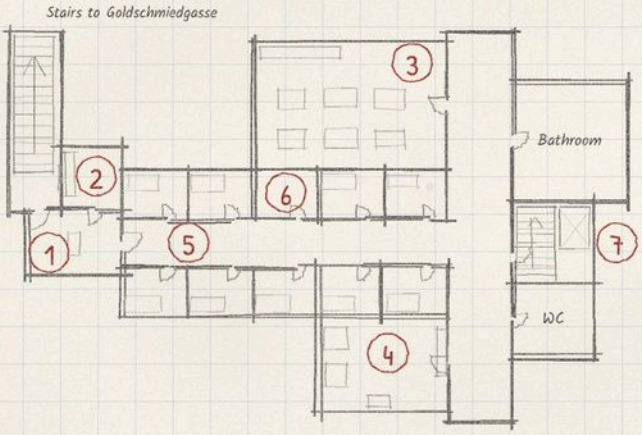
The Hold is a former cellar complex from the 18th century, extended in the 1960s and partly lined with concrete after 1971. Four levels, each about 40 by 30 metres, connected by a main staircase and a freight lift that was installed in 1964 and has hummed occasionally since 2004. The first basement level is the living quarters, the second belongs to the workshop and archive. On the two lower levels, old vaults lie between the used rooms and serve as storage.

Hold-5, Vienna

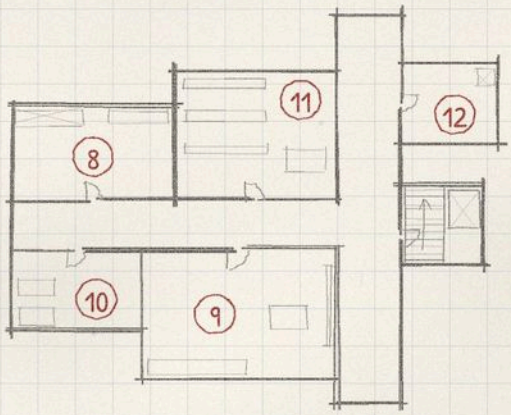
Floor plan beneath the Galerie Alte Meister, four basements, each about 40 × 30 m

N

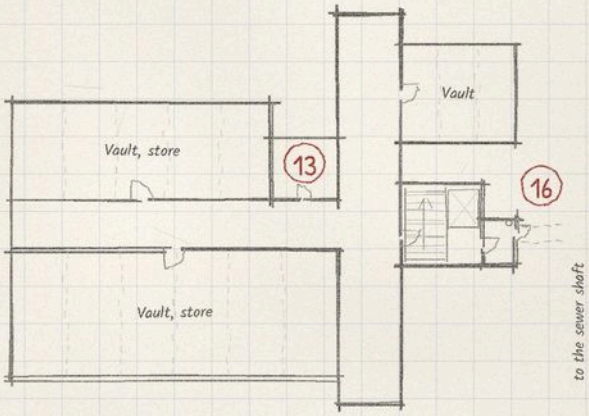
B1, living level



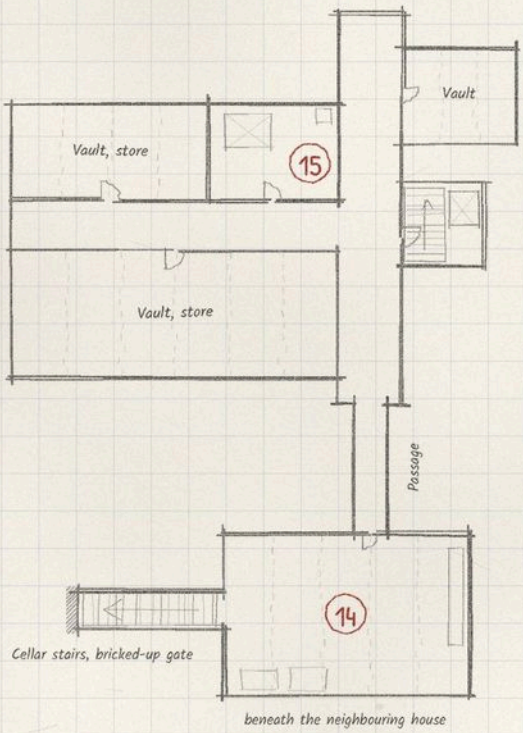
B2, workshop and archive



B3



B4



Legend

1. Airlock
2. Gatekeeper's lodge
3. Canteen
4. Lounge
5. Corridor
6. Sleeping cells
7. Stairwell
8. Armoury
9. Workshop
10. Infirmary
11. Archive
12. Crystal chamber
13. Silence
14. Embassy cellar
15. Sealed rift
16. Emergency exit

10 m

1 Airlock. Six by four metres, with a metal detector, coat hooks and a sign reading “No running here.”

2 Gatekeeper’s lodge. Four by four metres. The workplace of Alois Brandstetter, with a glass pane facing the stairs, a thermos flask, a radio and a list of all expected visitors.

3 Canteen. Twelve by eight metres. Twelve tables, a kitchenette, a coffee machine from the 1980s that is never switched off.

4 Common room. Eight by six metres. Three worn armchairs, a television with news reception, a shelf of well-thumbed paperbacks.

5 Corridor. Twenty by three metres. The main passage, yellow walls, grey linoleum floor, pipes on the ceiling. A short cross passage leads to the canteen, common room, stairwell and airlock.

6 Sleeping cells. Ten small rooms with bed, wardrobe and chair, each four by three metres, numbered from 5-01 to 5-10, five on each side of the corridor.

7 Stairwell. Five by five metres, from basement level 1 to basement level 4, with the freight lift. Concrete steps, a steel railing, a handrail on the wall that smells of sweat.

8 Armoury. Ten by six metres. Steel cabinet with two locks, containing pistols, two submachine guns and a shelf with incendiary ammunition in tin boxes.

9 Workshop. Twelve by eight metres. Workbench, lathe, spare parts for helmets, an order book with notes in block letters.

10 Medical station. Eight by five metres, on the second basement level. Two beds, a cabinet with dressings, an ECG device that is older than most agents.

11 Archive. Ten by eight metres. Steel shelves with files from the 1960s to today, a reading table, a sign reading “No smoking, no drinking, no forgetting.”

12 Crystal chamber. Six by five metres, on the second basement level. A room lined with lead, containing two shards in a safe that can only be opened with two keys.

13 Silence. Four by four metres, on the third basement level. A room lined with Alloy S, without windows and without radio, in which Psions can work without a helmet, for example during conversations with sources from the East.

14 Embassy cellar. Fifteen by ten metres, on the fourth basement level beneath the neighbouring house, reached via a passage. The old vaulted cellar, stone floor, a bricked-up access to the side street, shelves with unmarked crates waiting for the next courier.

15 Sealed rift. Eight by six metres, on the fourth basement level. The room where the rift broke open in 2004, now bolted shut with a steel plate and fitted with a measuring device.

16 Emergency exit. Three by two metres, on the third basement level next to the stairwell. A steel door with a green dot, behind it a narrow passage into a sewer shaft that ends at the Donaukanal.

People

Hermine Stadler

hold commander, Negotiator, Senior Agent · Humans

She is 65 years old. Small, grey hair bun, steel-rimmed glasses. She can be silent in three languages and threaten in a fourth. She was stationed in Vienna in 1989 and does not talk about it. She speaks slowly, with an Austrian accent, and often ends sentences with “nicht wahr?”.

Alois Brandstetter

gatekeeper, former military policeman · Humans

He is 58 years old and officially the caretaker of the gallery. Broad shoulders, moustache, a tattoo on his forearm that he does not explain. He knows every agent by their step and every voice by its sound. He offers to teach new cadets how to open a door without leaving traces. He speaks in short sentences, often with a dry “Passt schon”.

The Key Maker

freelance collaborator of the Operations Branch · Humans

An old woman of 71 years, thin, black clothing, a bunch of keys at her hip. She lives in the third district. She makes keys from photographs and impressions and asks no questions. On the first Monday of the month she comes to the Hold, works for an hour in the workshop, drinks a coffee in the canteen and disappears again. She talks only about locks.

Lukas Wimmer

Engineer, head of the workshop · Humans

He is 49 years old. Tall, short hair, always a screwdriver in his breast pocket. He was there at the rift in 2004 and saved the lift with an improvised circuit. Since then he

checks all emergency exits every week. He talks in technical details, even when no one is listening.

Dr. Selin Aydın

Negotiator, Cadet · Humans

She is 44 years old and has only been in Vienna for a year. Slim, black hair, quiet voice. She used to be an interpreter at peace talks and has a feel for lies. She takes over interrogations and source meetings when Stadler is unavailable. She speaks with a warmth that suspects often underestimate.

What Is Here

Armoury: Common equipment immediately: pistols, taser pistols, shock grenades, protective vests, night-vision devices. Assault rifles are available immediately. Rare items within a day, if the handler signs: incendiary ammunition in small quantities. Sniper rifles are very rare and come from Senior Agent upwards, with justification, after three days. What is special here: **magnesium flash cartridges** (only with special clearance, each cartridge is counted individually), **briefcase with a mount for a submachine gun** for couriers.

Workshop: Helmet repairs within two days, kinetic shields within a week. What is special here: spare parts and maintenance for the **Neuro-Helm Mk. IV**, **beryllium insulated containers** for samples.

Medical station: Basic care, two beds, a biochemist from Bern comes when needed. What is special here: **DNA swab kit with cool box** for contaminated samples, **painkiller auto-injectors**.

Archive: Files on Eastern Europe since 1964, maps of border crossings, a collection of legends for border traffic. What is special here: **interrogation transcripts** from the 1970s, a **blank stamp set** for travel documents.

Crystals: Two shards, both in the crystal chamber, one for Thaumaturges, one as a reserve. Never enough to answer together.

Vehicles: A grey van with Vienna plates, parked in a garage on the Donaukanal. A bicycle with a basket, which the gatekeeper uses for errands.

Daily Life and Customs

The canteen opens at seven. Anyone who arrives before seven finds the gatekeeper alone at the table and gets a coffee, but no conversation.

Every morning at eight, Hermine Stadler holds a situation briefing in the common room. It lasts twelve minutes. Anyone who is late takes over the washing-up.

On the first Monday of the month, the key maker comes. Then the workshop is closed for an hour, and no one asks why.

Silence rules in the embassy cellar. Anyone who works there wears no hard-soled shoes. On the wall, in white paint, is the word: “Quiet.”

A small mirror is fixed to the door of the crystal chamber. Anyone who enters sees themselves and must decide whether they are ready.

HOME HOLD

Advantage. Anyone who has Hold-5 as their home hold knows the ways through the embassy cellar. Once per mission, they receive one bonus die on a test for Stealth, Disguise or Deception in Eastern Europe or Vienna.

Burden. The Hold does not forget who went through the cellar. Once per mission, the handler can demand a favour: an errand, a report, a signature. Anyone who refuses costs their cell 1 trust.

Rumours

In the canteen, you hear different stories depending on the day of the week.

D6	What you hear in the canteen
1	“In the fourth basement level, you hear a knocking at night that does not come from the pipes. Lukas Wimmer says it is the measuring device.”
2	“The key maker made a key that fits no lock. She says the matching door has not been built yet.”
3	“Hermine Stadler was in Vienna in 1989, when Elster sold the list. She has not taken a day of leave since.”
4	“The three pictures in the shop window are not for sale. In 1987, someone bought one anyway. A week later, he brought it back and did not ask for his money back.”
5	“The coffee machine in the canteen has not been off since 1983. Anyone who switches it off must ask the gatekeeper how to switch it back on, and he does not know.”
6	“In 1996, Brandstetter cornered a burglar with the thermos flask. The man now cleans the gallery’s shop windows.”

Hooks

White File "The Unsaleable Picture". A polite gentleman with a Budapest accent is determined to buy one of the three pictures from the shop window and offers more every day. The cell is to find out who he is and why this particular picture interests him.

Grey File "The Second Key". The key maker receives a wax impression by post with a request for a duplicate key. She knows the lock: it sits in the steel door in Goldschmiedgasse. The cell is to find out who sent the impression and how he got to the lock.

Red File "The Barrier". At a disused border crossing on the March, the old barrier rises every night, although it has been welded shut for years. Two hikers who wanted to spend the night there are missing. The cell is to secure the crossing before the next ones come.

Hold-7, Lyon

Hold-7 in Lyon is a base of the Operations Branch, disguised as a former warehouse of a defunct haulage company. Eleven agents are permanently stationed there, plus rotating personnel. The hold trains cells before their first operation and remains connected to the Echo-Operative with which it was founded. The neighbourhood on Rue Garibaldi sees only a shop that never has customers and occasional delivery traffic.

"Your files are ready. Read them in the car."
handler, Hold-7

Feature	Details
Founded	1974
Cover	Warehouse of the haulage company "Transports Dulac & Fils", office supplies shop
Access	Garage door in the yard, shop, delivery door in the back yard
Size	38 by 24 metres, two levels; eleven agents permanently, eleven beds
Command	"Monsieur Dulac", handler of the Operations Branch
Focus	Operations Branch, Echo-Operative, training
Region	Central and Western Europe, presence level 5

History

1971. After the Cascade, the Council searches France for a site for a new unit against Psions who remove their helmets. Lyon is initially rejected, but the building on Rue Garibaldi is quietly acquired.

1974. Hold-7 is founded with the Echo-Operatives. The first twelve recruits of the unit are trained in the basement on sonic weapons before the Silent House in the Alps is finished. The neighbours take the facility for a warehouse.

1976. The training of the Echo-Operative moves to the Silent House; the unit does not return to Lyon. The hold is handed over to the Operations Branch. The sonic chambers in the basement are sealed.

1981. A graffito appears in the changing room: “Some files are closed. Others close over you.” The Audit investigates the incident, finds no author, but leaves the lettering untouched.

1989. After the betrayal, four legends are ended in Hold-7 within one week. Two agents do not return. The hold receives a new cell structure and a new handler.

2011. The accumulation reaches Lyon. Hold-7 becomes a training focus for cells recruited on shortened paths.

2021. The Precognitive Ruth Ahlgren, code name Sibylle, accompanies a young cell from Hold-7 as a mentor for the first time.

2026. Three cells use Hold-7 as their home hold, among them one before its first operation. Most of their members live under legend in the city. The armoury reports shortages of incendiary ammunition because deliveries are going north.

Location and Cover

The building stands on Rue Garibaldi, two streets from a primary school. Opposite is a bakery, next to it a yard for small businesses, behind it a residential block from the sixties. The neighbourhood takes the building for the warehouse of the haulage company “Transports Dulac & Fils”, whose lettering above the garage door is fading. In the morning you hear the bakery’s delivery vans, in the afternoon the refuse collection, at night the air conditioning of the residential block.

Entrance 1: The garage door in the yard, for vehicles only. It opens by number code and radio signal. Behind it is the garage.

Entrance 2: The office supplies shop, staffed on working days from nine to five. Behind the sales room is a storeroom, in the storeroom a lift. The shop counter has a silent alarm.

Entrance 3: A steel door in the back yard, marked “Deliveries”. It leads into the airlock. Agents arriving on foot report here.

Emergency exit: A narrow passage behind the workshop leads through a neighbouring yard to Rue de l’Abondance. It ends behind a rubbish container.

Checks: The airlock requires code name, word of the day and handprint. The lift stops only with a valid card. Anyone entering the shop is observed from the shop counter without noticing it.

Floor Plan

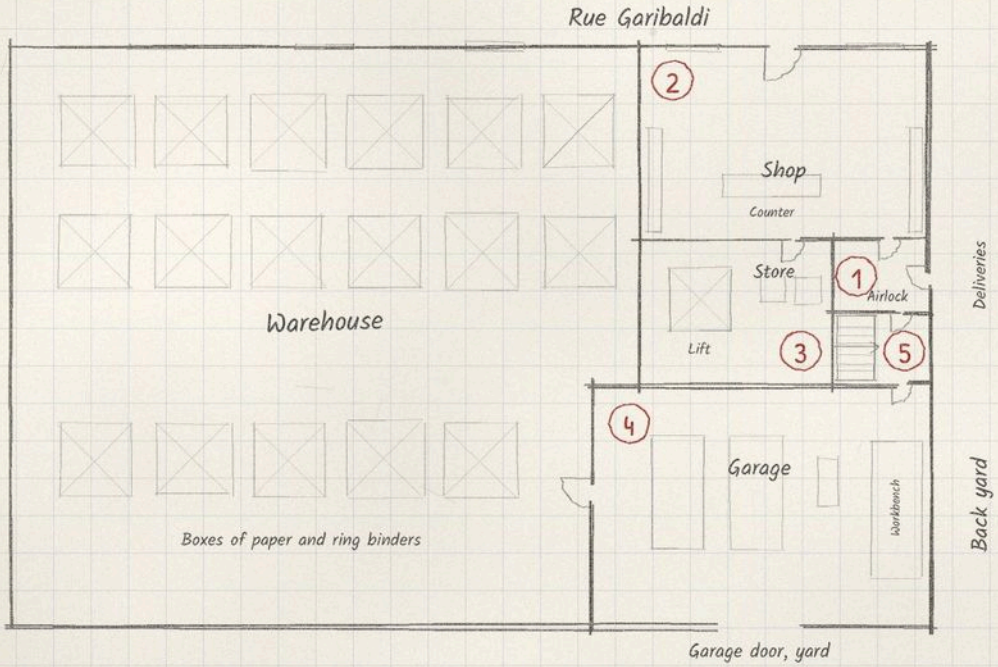
The building is a former haulage warehouse with two levels, 38 by 24 metres, high ceilings and concrete walls from the seventies in the basement. The old storage hall takes up most of the ground floor, with crates of paper and file folders standing in it. Stairs and lift lead down to the basement; the lift stops in front of the changing room.

Hold-7, Lyon

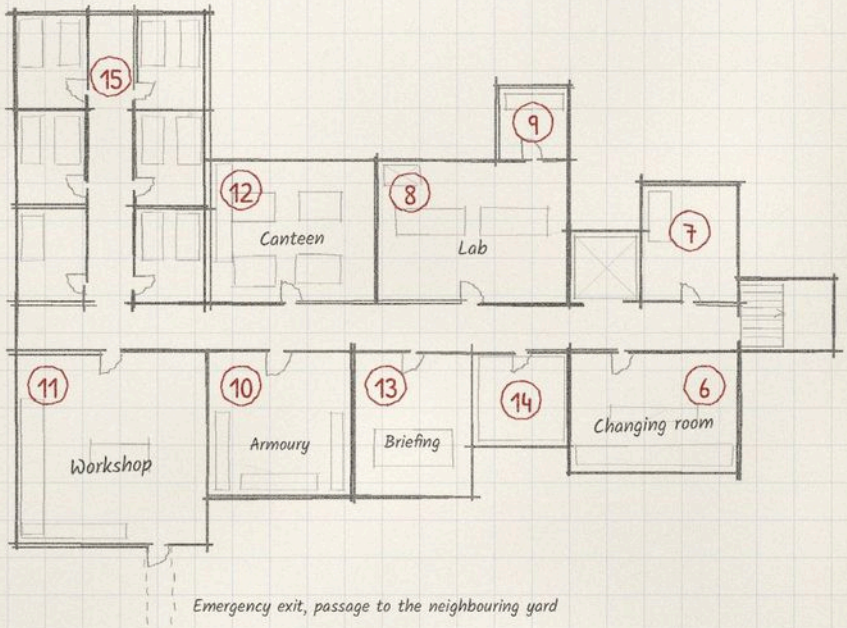
Floor plan, two levels

N

Ground floor



Cellar



Legend

1. Airlock
2. Office supplies shop
3. Shop store room
4. Garage
5. Stairwell
6. Changing room
7. First aid room
8. Lab of the Science Branch
9. Crystal chamber
10. Armoury
11. Workshop
12. Canteen
13. Briefing room
14. Silent room
15. Dormitories

5 m

1 Airlock. Four by three metres. Steel frame, handprint, camera, a chair for waiting times. One door leads to the stairwell, a second into the shop.

2 Office supplies shop. Twelve by eight metres. Shelves, a shop counter, behind it a radio quietly playing the news.

3 Shop storeroom. Eight by six metres. Cardboard boxes of paper, a lift with a card slot.

4 Garage. Ten by fourteen metres. Two parking spaces, a service car, a motorcycle, workbench with tyre repair kit.

5 Stairwell. Three by four metres. Leads down to the basement, smells of cold concrete and diesel.

6 Changing room. Six by five metres. Lockers, a bench, on the wall the graffito, never painted over, the last line retraced with a fingernail.

7 Medical room. Four by five metres. Couch, cupboard with bandages, a refrigerator for blood reserves.

8 Science Branch laboratory. Eight by six metres. Two tables, fume hood, a cupboard with sample containers, an EMF detector lies on a stool.

9 Crystal chamber. Three by three metres. Lead-framed cupboards, a single crystal shard in a beryllium insulated container, never more than one.

10 Armoury. Six by six metres. Grille door, shelves with common items, a cupboard for rare items, a book for signatures.

11 Workshop. Eight by eight metres. Workbench, drill, soldering iron, a wall of spare parts, smells of oil and ozone.

12 Canteen. Seven by six metres. Four tables, a kitchenette, a coffee machine, a refrigerator with milk that is often missing.

13 Briefing room. Five by six metres. A table, six chairs, a map of Lyon, a cupboard with empty file folders.

14 Silent Room. Four by four metres. Lined with Alloy S, a chair, a lamp, no window, no ventilation that can be heard.

15 Sleeping quarters. Twelve by eight metres. A side passage next to the canteen with six rooms: five with two beds, one with one bed, eleven beds in total for those stationed here.

People

"Monsieur Dulac"

handler · Humans

He is 51 years old. He got his nickname from the haulage company above the gate; only a few know his real name. A slim man with grey hair and glasses, which he takes off when he thinks. He issues files without sitting down. His voice is quiet, his sentences often end with "Read." He offers a cell clear briefings, no excuses, no second chances. He talks as if dictating a report.

"Number"

quartermaster · Humans

He is 44 years old, a former Soldier with a scar over his left hand. He wears a waistcoat with many pockets and keeps lists he never shows. He offers quick issue of common items if you give the number, and slow issue of rare items if you have no patience. He talks in numbers and instructions: "Field glasses, number 17, shelf two. You too."

"Cléo"

head of the workshop, Engineer · Humans

She is 38 years old. A woman with short black hair and overalls with oil stains on the sleeves. She repairs weapons, vehicles and equipment, usually with a headset around her neck playing traffic news. She offers modifications if you give her time, and warns against improvisation. She talks quickly, with a French accent, and calls machines "she".

"Orderly"

medic · Humans

He is 46 years old. A calm man with a shaved head and steady hands, who used to work in the ambulance service. He treats injuries, listens, does not ask. He offers clean dressings, strong painkillers and an open ear. He talks slowly, in short sentences, and often says "That will heal."

"Chameleon"

Spy · Humans

She is 33 years old. A woman with an unremarkable face that is hard to remember. She always carries a bag containing a different everyday object. She offers cover story advice, training in shadowing and the address of a dead drop no one else knows. She talks in examples:

“Look like everyone, then no one sees you. Look like no one, then no one remembers you.”

Ruth Ahlgren

mentor, code name Sibylle, Precognitive, Veteran · Humans

She is 49 years old and has been in service for over twenty-five years. She is not stationed at the hold, but accompanies young cells from Hold-7 for three missions each. A wiry woman in an oversized raincoat, in whose pocket are a box of white index cards and a pencil she never sharpens. She offers short, precise assessments and demands a report in return. She is known for never saying what she has seen and for almost always being right. She never says “I have seen”, but “it will”.

Dr. Iris Brandl

Crystal Master of Hold-7 · Humans

She is 58 years old. A gaunt woman with grey hair and alert eyes. She manages the crystal chamber, keeps a record of every removal and grants approval for the crystal shard. She offers expert assessments of crystals and finds if you ask her precise questions. She talks quietly and precisely, with long pauses, and ends a conversation as soon as the question is answered.

What Is Here

Armoury. Common items immediately, rare items with one day’s wait, prototypes only with the handler’s approval. Particularly available: resonance pistols, sound-absorbing boots, EMF detectors, salt, field scanners. Incendiary ammunition is often not there.

Workshop. Repairs to weapons and vehicles take one day, modifications two days, prototypes one week. Particularly available: spare parts for resonance pistols, suppressors, sights with echo module, beryllium insulated containers.

Medical room. Treatment of injuries, stabilisation, detoxification, psychological first aid. A psychologist comes on Tuesdays. No surgery, no long-term care.

Archive. A shelf in the briefing room with service regulations and a map of the rifts in the region. No archive of its own.

Crystals. The crystal chamber contains a single crystal shard, which is removed only with the Crystal Master’s approval. Never enough to answer together.

Vehicles. A service car with cover plates and a motorcycle. Issue only with a file and an expenses budget.

Daily Life and Customs

- **The canteen.** The coffee machine is switched on every morning at six by the head of the workshop. Whoever takes the last coffee makes a fresh pot. Whoever forgets finds a note in their locker the next day.
- **The changing room.** The graffito on the wall is not painted over. New agents read it on the first day, old agents do not greet it. The last line has been traced over with a fingernail.
- **The airlock.** Whoever enters the hold places their right hand on the reader and says the word of the day. Whoever forgets the word of the day waits in the shop until someone collects them.
- **The Silence.** Once a month the Silent Room is opened for one hour. Whoever wants to goes in. Whoever does not want to says nothing. There is no list.

HOME HOLD

Advantage. A character whose home hold is Hold-7 knows the hidden paths around Rue Garibaldi. Once per mission they receive a bonus die in Lyon on a test for Stealth or Perception.

Burden. The character knows the graffito in the changing room and the duty that goes with it: if a case remains open after a mission, they write Monsieur Dulac a second, handwritten report about why. If they fail to provide it, their cell loses 1 trust.

Rumours

What you hear in the canteen:

D6	What you hear in the canteen
1	“The sonic chambers in the basement are not sealed, but bricked up. Whoever puts an ear to the wall hears their own heartbeat twice as loud.”
2	“Monsieur Dulac has never sat down when he issued a file. He is said to have done it once, in 2009, and then not to have spoken for a week.”
3	“The mentor fills dozens of index cards the night before an operation. In the morning she throws them all away except one.”
4	“Number knows the shoe size of every agent who has ever been in Hold-7. He has never written it down.”

D6	What you hear in the canteen
5	"Cléo has rebuilt the service car so often that only the glove compartment remains of the original. Inside it lies a road map from 1974."
6	"The handler used to be in the Arcane Branch. In the Collegium they call him the man without a shadow."

Hooks

White File "The Empty Shop". The bakery opposite reports that at night a light burns in the office supplies shop although it is closed. The cell is to find out whether someone is checking the cover.

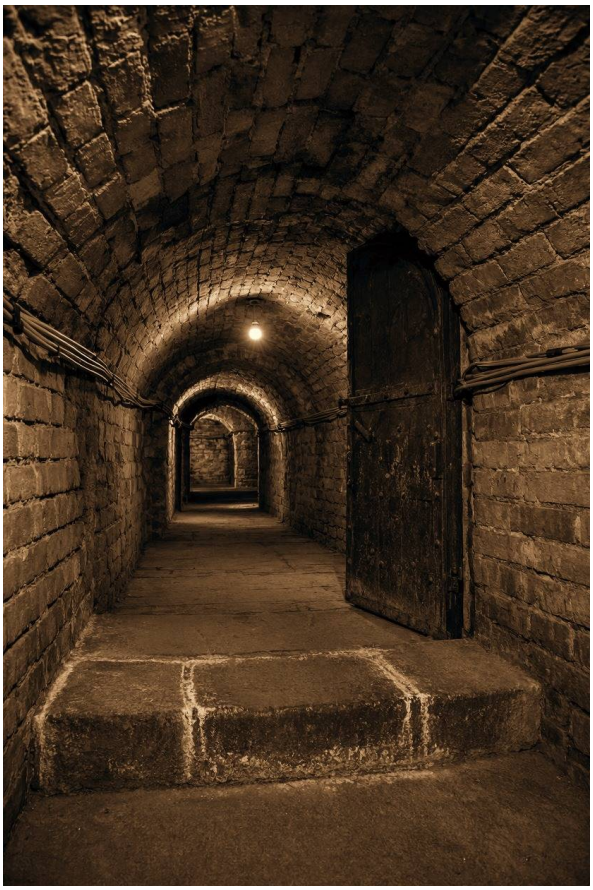
Grey File "Humming under the Pavement". An Echo-Operative passing through hears a deep hum under the pavement in Rue Garibaldi that does not come from the hold's equipment. It has been getting louder for three days. The cell is to find the source without alarming the neighbourhood.

Red File "Chameleon's Bag". The Spy has lost her bag, and inside it is a legend registered to a cell in Lyon. Since this morning, two men have asked about the bag in three cafés. The cell must find it before someone opens the legend.

Hold-9, Prague

Hold-9 lies beneath the Old Town of Prague, in a vaulted cellar that seems older than the city above it. The Hold is a house too large for too few people, and that is exactly what makes it useful. Officially the register of residents lists it as a storage area of a haulage company; in fact it is the eastern workbench of the Tactical Branch and a monitoring station of the Investigation Branch. Anyone who comes here wants either equipment, quiet, or a look into files that remain closed elsewhere.

"Salt holds the line. Iron breaks the Old."
head of the workshop Radka Šimková, Hold-9



Feature	Details
Founded	1992
Cover	Commercial building with rear building, storage area of "Vltava Logistics s.r.o."
Access	Rear courtyard, steel door with card reader
Size	Ground floor of the rear building and a basement of 52 by 28 metres with rooms 4/01 to 4/11; eight agents permanently, eight beds
Command	Major Pavel Černý
Focus	Eastern workbench, monitoring station Central Europe
Region	Eastern Europe, presence level 3

History

1992. O.D.I.N. takes over the vaulted cellar beneath a former trading house in the Old Town of Prague. The building dates from 1894; the cellar was expanded as an air-raid shelter in 1942. Hold-9 is added to the list with eight agents on duty.

1994. The first armoury is set up, mainly with stocks from disbanded depots of the Czechoslovak Army. Some

of the steel shelves come from a former ammunition depot near Brno. In the same year the coffee machine arrives, and with it the hold cook.

1997. A Psion of the Choir, code name “Milena”, is posted to Prague for three months to map a cluster of rift reports in the Bohemia area. Her report recommends establishing a permanent monitoring station in Prague.

2004. The Hold receives a new ventilation system. Since then, on dry days it draws the chalk dust from the workshop as far as the north corridor.

2011. After the cluster, Hold-9 is officially expanded as a monitoring station of the Investigation Branch, fourteen years after Milena’s recommendation. The workshop receives a cabinet for “Alloy S and ashsilver, controlled”, which is opened only with two signatures.

Location and Cover

The building lies in the Old Town of Prague, in an alley between a coffee house and a tailor’s shop. The front building has three floors of small offices, rented to a tax consultancy, a translation agency, and a heating installation company. All three are real tenants with real employees who know nothing about the cellar. The rental income runs through a foundation in Vaduz. The ground floor of the rear building belongs to “Vltava Logistics”: a store with crates visible from the courtyard, and behind it the Hold’s rooms.

Neighbourhood: delivery vans and tourists by day, quiet at night. The neighbours take the building for an ordinary office block with an above-average alarm system. No one knows that there is more below than a cellar.

Entrances: The main entrance leads through the rear courtyard. A grey steel door, next to it a card reader with the sign “Vltava Logistics, authorised access only”. The second entrance lies in the basement of the neighbouring building, behind a plasterboard partition that looks like the back wall of the coffee house store, and leads into the north corridor. The emergency exit leads through a maintenance shaft to a supply tunnel of metro line B near Náměstí Republiky station and ends there behind a grille.

Getting in: service ID with code, then an airlock with two doors. A camera above the airlock, a guard at the desk who checks the ID and enters visitors in the book. Guests wait in the anteroom until someone collects them. Cells passing through do not sleep in the Hold, but in a relay two streets away. The neighbours only see people driving into the courtyard, unloading crates, and disappearing again.

Floor Plan

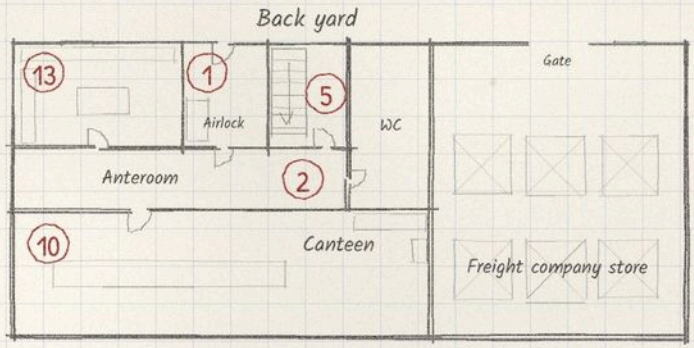
The Hold has two levels. On the ground floor of the rear building, 20 by 14 metres, are the airlock, anteroom, canteen and hold archive, next to the haulage company’s warehouse. Below lies the former air-raid shelter, a basement of 52 by 28 metres, divided into two corridors: the north corridor for sleeping quarters, sick bay and monitoring station, the south corridor for workshop and logistics. The ceiling is 3.10 metres high, the walls are of reinforced concrete. The rooms of the basement bear the numbers 4/01 to 4/11, a numbering from the time of the air-raid shelter that no one has changed.

Hold-9, Prague

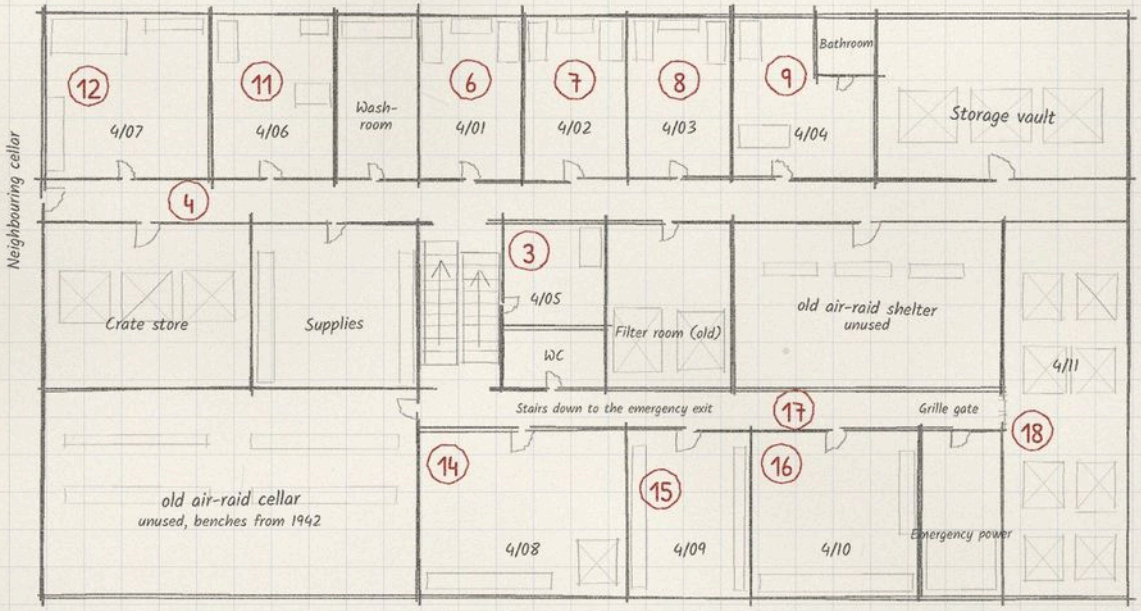
Floor plan, two levels

N

Ground floor



Basement



5 m

Legend

1. Airlock
2. Anteroom
3. Guardroom (4/05)
4. North corridor
5. Stairwell
6. Cell 4/01
7. Cell 4/02
8. Cell 4/03
9. Cell 4/04
10. Canteen
11. Infirmary (4/06)
12. Measuring station (4/07)
13. Hold archive
14. Workshop (4/08)
15. Armoury (4/09)
16. Plant room (4/10)
17. South corridor
18. Holding room (4/11)

1 Airlock. Ground floor. Two doors, card reader, camera, guard desk. After the entry in the book, one enters the anteroom.

2 Anteroom. Ground floor. Wooden bench, coat hooks, a tin box for mobile phones and cameras. From here, doors lead to the canteen, the Hold archive and the stairwell.

3 Guard room. Room 4/05, at the foot of the stairs. A bed, a wardrobe, a small monitor showing the camera images from the airlock. The guard sleeps here; the monitor wakes him as soon as someone steps up to the steel door in the courtyard.

4 North corridor. Main corridor of the basement. On the walls hang maps of the city with markings for restricted areas.

5 Stairwell. Connects the ground floor and the basement and continues to the emergency exit. The stairs are old, the steps are worn.

6 Cell 4/01. Sleeping quarters for two. Two beds, two lockers, a table, a washbasin.

7 Cell 4/02. Sleeping quarters for two, plus a shelf with Czech and Slovak crime novels.

8 Cell 4/03. Sleeping quarters for two, with a wall safe whose combination only the hold commander knows.

9 Cell 4/04. Sleeping quarters for one person, the hold commander's cell. The only one with its own bathroom.

10 Canteen. Ground floor. A large room with a long table, a kitchenette and a coffee machine from 1994. On the wall, a chalk circle traced with salt.

11 Sick bay. Room 4/06. A bed, a cupboard with dressings, an ECG device. Smells of disinfectant and cold coffee.

12 Monitoring station. Room 4/07. Measuring instruments, counters, a map table with the rift reports from Bohemia, Moravia and Slovakia. Barbora Veselá works here.

13 Hold archive. Ground floor. A small room full of files, city maps and mission reports of the Hold since 1992.

14 Workshop. Room 4/08. Workbenches, a forge, a cupboard for Alloy S. Above the workbench, Radka's motto is written in chalk.

15 Armoury. Room 4/09. Steel shelves with weapons, ammunition and protective equipment. Two locks, a keypad.

16 Technical room. Room 4/10. Switch cabinets, ventilation, fuse boxes, measuring instruments and tools. Ing. Marta Nováková works here.

17 South corridor. Corridor between the stairwell, workshop, armoury and technical room. At the end, a barred gate.

18 Storage room. Room 4/11, behind the barred gate at the end of the south corridor. Sealed crates with objects the Hold keeps for the Collegium. On the door is the only rule of this room: No one enters it alone.

People

Major Pavel Černý

hold commander, old-school Soldier · Humans

He is 61 years old. A broad man with close-cropped hair and a scar above his left eye. He offers the cell local knowledge, keys, service vehicles and a sympathetic ear for problems with bureaucracy. He speaks loudly, in a military manner, with a Czech accent, and he raps the table with his knuckles every other sentence.

Radka Šimková

head of the workshop, Thaumaturgist · Humans

She is 50 years old. A slim woman with sooty hands and a blue headscarf. She offers repairs, adjustments to equipment and the issue of salt, iron and chalk. She speaks in short sentences, as if she had already thought the end, and whistles softly through her teeth while working.

Dr. Jan Havel

Crystal Master, Thaumaturge · Humans

He is 39 years old. A young, ambitious man with rimless glasses and expensive shoes. He offers crystal shards, crystal dust and information from the Hold's Crystal Ledger. He speaks in a refined manner, with a touch of arrogance, and notes every request in a small black notebook.

Barbora Veselá

investigator, Investigator · Humans

She is 46 years old and runs the monitoring station. A stocky woman with a grey plait and a notepad that is always open. She offers measuring instruments, old mission reports and translations from Czech. She speaks quickly, in lists, and says "Whoever measures nothing is only guessing" even when no one has asked.

Ondřej Pospíšil

quartermaster, Techno-Stormtrooper · Humans

He is 42 years old. A tall, warm-hearted man with a moustache and a fondness for green parkas. He offers maintenance of energy weapons, tactical advice and the best coffee in the Hold. He speaks slowly, as if he had to pour every word through a sieve first.

Alena Dvořáková

nurse, former army medic · Humans

She is 58 years old. A quiet woman with white hair and calm hands. She offers dressings, medication and a sympathetic ear after missions. She speaks little, and when she does, in Czech, even when the others do not answer.

Ing. Marta Nováková

civil engineer and hold technician, Engineer · Humans

She is 47 years old. A sturdy woman with short, dark hair and a tool belt that always clatters. She maintains ventilation, electricity, water and the airlock and knows every wiring diagram of the Hold by heart. She speaks quickly and technically, with many numbers, even when the person she is talking to has no idea.

Marie Kopecká

hold cook, civilian employee · Humans

She is 63 years old and has worked in the canteen since 1994. A plump woman with an apron and pinned-up hair. She cooks Czech home-style fare, bakes Koláče on Sundays and knows how everyone in the Hold takes their coffee. She speaks warmly, with many diminutives, and puts a bowl of goulash in front of every newcomer on the first day without asking. In the evening she goes home to the Neustadt.

What Is Here

Armoury. The Tactical Branch's equipment is good, but not lavish. Standard weapons, salt pouches, iron bars, iron chains with padlock, shock grenades and two kinetic shields are available immediately. On the quartermaster's shelf lie several pieces of ashsilver, each with a number and the names of its bearers; they are only passed on if the hold commander agrees. Incendiary ammunition and heavy weapons need a week's lead time because supplies run through Vienna.

Workshop. The workshop repairs armour, helmets and simple electronics. Radka Šimková works faster than most workshops when it comes to salt, iron, chalk and lead: these materials can be obtained within a day, even in larger quantities. Adjustments to Alloy S take at least three days because she has to heat the forge for them.

Sick bay. Minor wounds, burns, fractures and mild poisoning are treated here. For serious cases, transport to Vienna is available and takes six hours. Dead-nettle plasters and dressings are available immediately, healing crystals only with the Crystal Master's permission.

Archive. The hold archive on the ground floor contains the Hold's mission reports since 1992 and city maps with all rift reports. The monitoring station holds the measurement series since 2011. An Investigator with Antiquarian subclass finds in two hours what others search for in a day.

Crystals. The Hold keeps a small, controlled quantity of crystal shards ready for operations. Issue is handled by Dr. Havel, who enters every shard in the Crystal Ledger. Larger stones are not stored in Prague. Never enough crystals in one place to answer together.

Vehicles. Two grey saloons with Prague plates, a white van with the lettering "Vltava Logistics". The vehicles are in an underground car park two streets away, not at the Hold itself.

Daily Life and Customs

The canteen is the only room where all branches sit at the same time. The coffee machine is old, loud and sacred. Whoever operates it wrongly brings the next round with them.

Every morning at seven, Major Černý walks both corridors once, checks the doors and enters the results in a notebook. He has never missed the round.

The wall in the canteen bears a chalk circle, which Radka Šimková redraws every month and traces with salt. Whoever smudges the circle must redraw it themselves, under Radka's supervision.

The workshop has an open threshold box with salt, pieces of iron and chalk for emergencies. Everyone takes what they need and puts it back after the operation. The box is never checked, but it is always full.

On the wall above the workbench, written in chalk: "Salt holds the line. Iron breaks the Old." Radka wipes it off every Friday and writes it anew, even when it is still legible.

HOME HOLD

Advantage. Whoever has Hold-9 as their home hold knows Radka Šimková as a personal contact. Once per mission, the character can have her touch up an item made of salt, iron, chalk or lead without waiting for the usual delay.

Burden. Whoever comes from Hold-9 carries the reputation of coming from the East. In western holds, when they make requests to the workshop or the archive, they are first asked whether they really trained there. They must succeed at Persuasion against Doable (2) or receive a penalty die on their next test in that Hold.

Rumours

In the canteen, people talk, mostly quietly, mostly after the second coffee.

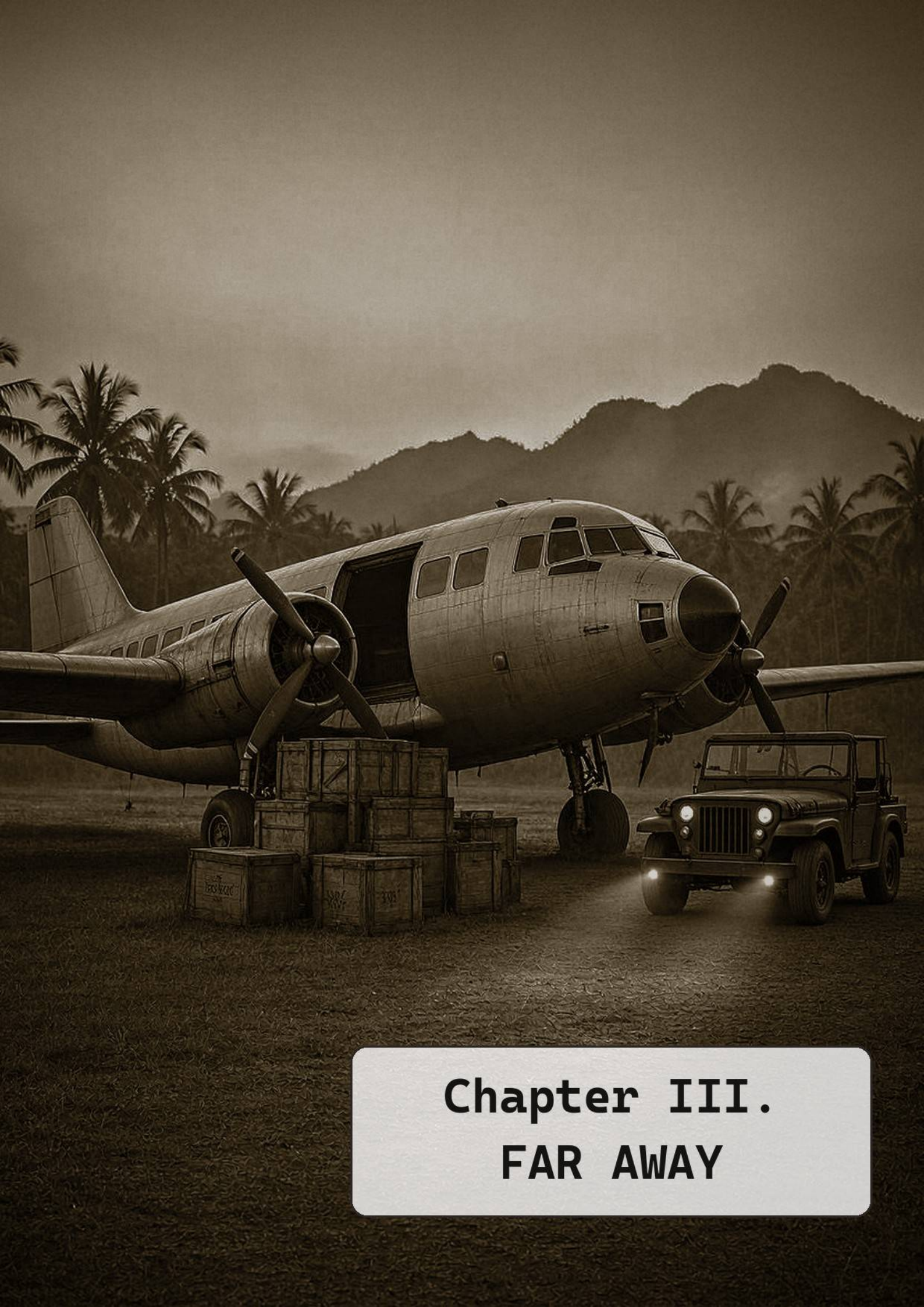
D6	What you hear in the canteen
1	"The north corridor smells of chalk, even though Radka hasn't been in the workshop for days. Marta says it's the ventilation. Radka says it's Marta."
2	"Barbora Veselá has a counter that goes off by itself at night in the monitoring station. She says it's the underground. She still changes the batteries every week."
3	"The coffee machine hasn't missed a day since 1994. Pospíšil says he rebuilt it twice. Marie Kopecká says he broke it twice."
4	"Major Černý didn't miss his morning round even with a broken foot. Pospíšil carried him."
5	"Dr. Havel writes every request in his black notebook, even the one for sugar. The notebook is said to be thicker than the Crystal Ledger by now."
6	"The threshold box in the workshop is always full, even though nobody fills it. Radka says it's the honesty of the agents. Pospíšil says it's Radka."

Hooks

White File "The Chalk Dust". For three days, a fine white dust has lain on the workbenches in the workshop, even though Radka wipes the workshop every evening. The dust sample is not salt, not chalk, not flour. Barbora Veselá asks the cell to find out where it comes from before someone in Bern requests a report.

Grey File "Measuring Point Karlín". A measuring device of the station in a disused factory hall in Karlín records the same deflection every night at three o'clock. For a week, there has been no trace of the night watchman from the building site next door. The cell is to find out what the deflection means before the construction work continues.

Red File "The Missing Shard". In the morning, a crystal shard is missing from the stock. The Crystal Ledger shows the last issue three days ago to an agent who has been in Brno for two days and no longer reports in. The cell must find the shard before the loss has to be reported to Bern.



Chapter III.
FAR AWAY

Far from Europe, the Holds work with fewer people, longer routes and more improvisation. Lagos and Cusco show how O.D.I.N. survives where no headquarters is nearby.

Hold-6, Lagos

Hold-6 lies on the marina of Lagos Island, between a law firm and a residential building from the seventies. From the outside, the Hold is a run-down warehouse, on the inside a ship that never casts off: cramped, air-conditioned, full of routine. Anyone who enters must adapt to the rhythm of Lagos, not the other way round. Nine agents are permanently stationed, plus guests who almost always occupy the two guest cells.

"The Harmattan brings dust from the Sahara, and it makes people close their windows. We haven't closed our windows since 1966, but we still don't let the dust in."
Sergeant Ruth Adeyemi

Feature	Details
Founded	1966
Cover	"Lagoon Archives & Storage Ltd.", warehouse for climate-controlled long-term archiving
Access	three entrances, all with code and two independent checks
Size	42 by 18 metres, three levels (basement, ground floor, upper floor); nine agents permanently in six rooms, up to four guests in two guest cells
Command	Ngozi Eze (code name Quarantäne), station elder since 2019; Sergeant Ruth Adeyemi (code name Harmattan) advises
Focus	Operations Branch, small workshop of the Tactical Branch
Region	West Africa, presence level 4

History

1966. Hold-6 is founded as the first base outside Europe, after two years of preparation by the Operations Branch. Lagos is chosen because the harbour and flight connections allow fast routes to West Africa, South America and the South Atlantic. The first commander is an agent named Yemi Adebayo, code name Damm.

1968. Ruth Adeyemi parachutes over the Andes as the first woman of the branch and holds a warding circle around an open rift for nine days. After her return she is transferred to Lagos, officially to recover. She stays.

1971. The Cascade in Wales shakes the organisation. Hold-6 is ordered to only collect all rift reports from West Africa for the time being and no longer actively pursue them. The Hold additionally takes on observation duties in the Gulf of Guinea.

1974. Yemi Adebayo dies during an operation off the coast of Cotonou when a rift opens underwater and swallows a ship with a cargo of cotton. Ruth Adeyemi takes command, although she never asked for it. She will lead the Hold for 45 years.

1977. After Nordlicht, no base may permanently house more than twelve agents. Hold-6, where twenty people sometimes slept, sends eight of them to Europe.

1989. After Elster's betrayal, the cell structure is introduced. Hold-6 transfers three more agents to other sites. Since then, nine are permanently stationed.

2011. The accumulation of rifts also reaches West Africa. Hold-6 becomes the most important point of contact for cells working in the Sahel, on the coast and in the South Atlantic. Ruth Adeyemi is in her late sixties at this point and receives every Shadow Paratrooper who visits her with the same question: "Have you counted your chalk?"

2019. Ruth Adeyemi gives up operational command but remains living in the Hold and holds a short briefing with the duty cell every morning at six o'clock. The new station elder is an agent named Ngozi Eze, code name Quarantäne.

2026. The Hold is at full capacity. The workshop works in two shifts, the armoury issues more than it stores, and the guest cells are almost always occupied. In the port of Lagos, three ships are waiting for inspection because a rift was reported on board each one.

Location and Cover

The building lies on Lagos Island, on the marina, between a remaining colonial building that now houses a law firm and a five-storey residential building from the seventies. The façade is grey, the plaster is peeling at the window sills, and above the gate hangs a sign with the name "Lagoon Archives & Storage Ltd." that has not been renewed since 1998. Neighbours take the company for a small business that stores files for banks and insurance companies. The air-conditioning units on the roof run day and night, which surprises no one because in Lagos every bank cools its servers.

The main entrance lies on the marina: a steel roller door, behind it a courtyard large enough for two vehicles. The second entrance lies in a narrow alley at the rear, an inconspicuous door with a camera above the frame. The third entrance is a loading hatch on the upper floor that can only be reached with a small crane mounted on the roof. The emergency exit leads from the basement through a maintenance tunnel to the sewer under the street, which is passable at low tide and ends in a storage room in the port.

Anyone who wants to enter needs a code for the outer door and a second, daily changing code for the inner airlock. After that, a control room waits, in which an agent expects the visitors, checks the papers and scans the bags. Neighbours see only the courtyard, the roller door and occasionally a delivery van with the company name. What they do not see is the inner airlock, which only begins once the gate is closed again.

Floor Plan

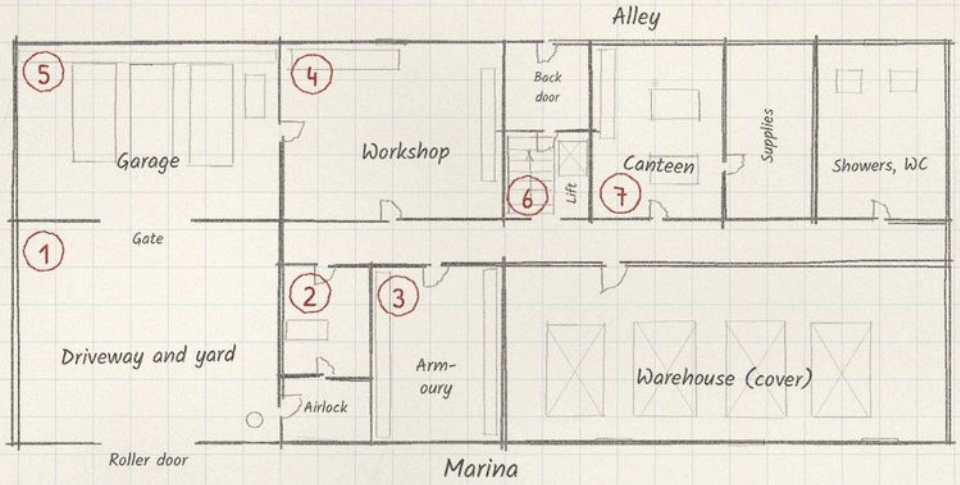
The building is a former warehouse from the colonial era, 42 metres long, 18 metres wide, with three levels: basement, ground floor and upper floor. The walls are of brick and concrete, the windows facing the street blanked from inside. The basement lies below the water table and is kept dry by two pumps that switch to diesel in a power cut. Stairs and lift connect all three levels.

Hold-6, Lagos

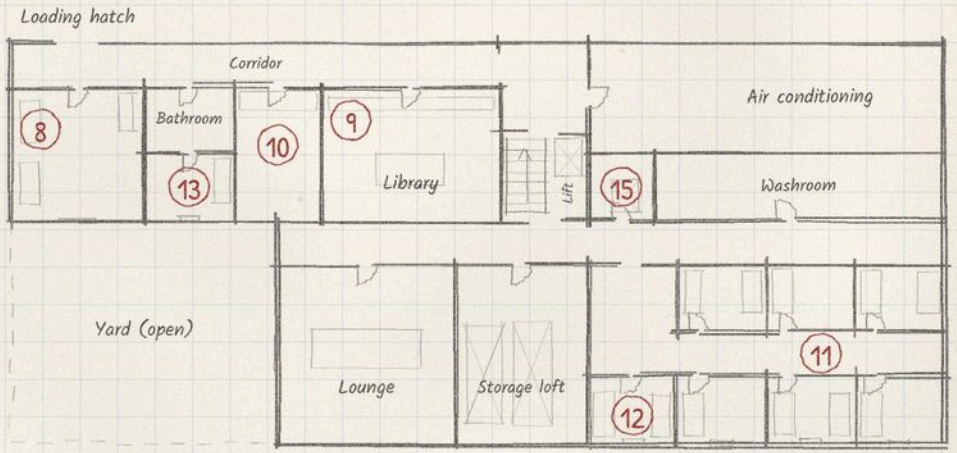
Floor plan, three levels

N

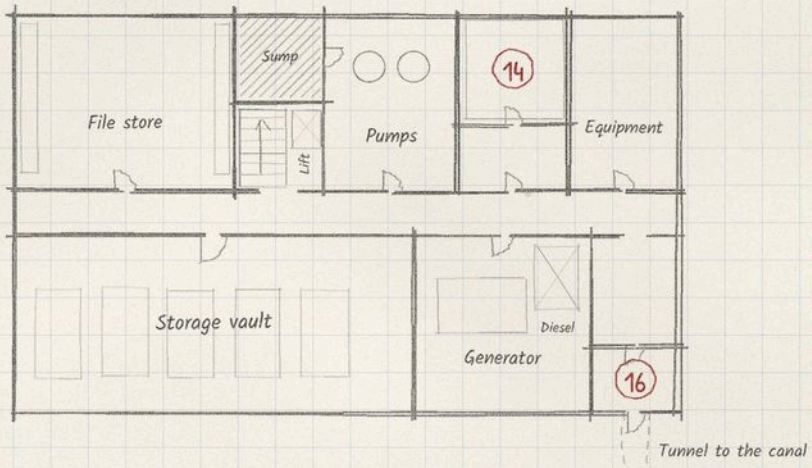
Ground floor



Upper floor



Cellar



no cellar

Legend

1. Driveway and yard
2. Control room
3. Armoury
4. Workshop
5. Garage
6. Stairwell and lift
7. Canteen
8. Infirmary
9. Library and archive
10. Radio room
11. Cell corridor
12. Guest cell 1
13. Guest cell 2
14. Silence room
15. Crystal cabinet
16. Emergency exit and tunnel

5 m

1 Entrance and Yard. Twelve by ten metres. A roller door, a camera, space for two vehicles and always a bucket of sand for oil. The yard is the only place where you can see the sky.

2 Control Room. Four by five metres. The inner airlock, switches for the pumps, monitors for all entrances. In front of the desk stands a chair with a sagging backrest.

3 Armoury. Six by eight metres. A steel door with a combination lock, weapon racks, an ammunition cabinet and a table for cleaning.

4 Workshop. Ten by eight metres. A workbench, a vice, shelves with spare parts. Over the bench hangs the sign: “Nothing here is finished fast unless it is finished badly.”

5 Garage. Twelve by eight metres, with a door to the yard. Two off-road vehicles, a motorcycle, a van, shelves with canisters and tyres. The floor is never entirely clean.

6 Stairwell and Lift. Four by four metres, from the basement to the upper floor. The lift has a cargo lever, the stairs have a brass handrail. On the wall hangs an old map of Lagos from 1967.

7 Canteen. Eight by six metres. Four tables, a kitchenette, a fridge with the label “Do not open before the air conditioning is running.”

8 Medical Station. Six by six metres, on the upper floor. Two beds, a cabinet with dressings, a small laboratory. The window to the yard is never opened.

9 Library and Archive. Eight by six metres, on the upper floor. Shelves with files and maps of West Africa, a table with a lamp, a box of microfiches. It smells of paper and dust.

10 Radio Room. Four by six metres, on the upper floor. Radios, a terminal, a safe with codes. On the wall hangs a sign: “No conversations over open frequencies.”

11 Cell Corridor. Twelve by two metres on the upper floor, narrow but bright. Six doors to small rooms of four by three metres, three on each side, a brass nameplate on each door. Three rooms have two beds, three have one bed: nine beds for the nine stationed personnel.

12 Guest Cell 1. Four by three metres, on the upper floor. A bunk bed, wardrobe, chair, a fan. The window to the marina is covered from inside, with a blue fabric curtain in front.

13 Guest Cell 2. Four by three metres, on the upper floor. A bunk bed, wardrobe, chair, a fan. The window faces the yard, where the morning sun falls on the roller door.

14 Silence Room. Five by five metres, in the basement. A room lined with Alloy S for psions, a chair, a lamp, no windows, no clocks. The walls swallow every echo.

15 Crystal Cabinet. Three by three metres, on the upper floor. A fireproof cabinet with two locks. Inside lie a few small shards, each in a tin with a number.

16 Emergency Exit and Tunnel. Four by three metres, in the basement. A steel door with a lever, behind it a maintenance tunnel leading to the sewer. At low tide the way is passable.

People

Sergeant Ruth Adeyemi

Code name Harmattan, retired station elder · Humans

She is over eighty. A small, very upright woman with white hair, which she combs back severely, and glasses with steel rims. She always wears a jacket with the Shadow Paratroopers badge, even in the Hold. She offers the cell her experience, her calm and an open ear for anyone who cannot sleep after an operation. Every morning before breakfast she counts a piece of chalk that she keeps in a tin. She speaks slowly, in short sentences, and never says “perhaps”.

Ngozi Eze

Code name Quarantäne, station elder · Humans

She is 51 years old. A sturdy woman with short grey hair and a scar across the back of her left hand, which she never explains. She has run the Hold since 2019, assigns the shifts and maintains contact with the handlers in Europe. She is trained in the Operations Branch and previously worked as an infiltrator in port cities. She offers the cell access to the files, the vehicles and the workshop. She speaks curtly, in commands, and smiles only when someone admits a mistake before she points it out to them.

Dr. Amara Nwosu

Astrobiologist, Code name Kepler, Cadet · Humans

She is 35 years old, an astrobiologist from Lagos, and has only recently been with O.D.I.N. Before that she was on research stations, most recently in Antarctica. She looks after the small laboratory in the medical station and analyses samples from rifts. She is curious, gets closer than the others and has a dry humour that you only notice by the second sentence. She likes to ask questions to which she already knows the answer.

Tunde Balogun

Code name Diesel, Technician of the Tactical Branch · Humans

He is 38 years old. A tall, taciturn man with oil-smeared hands and overalls that used to be blue. He keeps the vehicles, the pumps, the air conditioning and the weapons in order. He offers the cell repairs, modifications and a spare part that officially does not exist. He speaks only when asked, and then in technical sentences that begin with "The problem is".

Folasade "Sade" Oyelaran

Code name Laterne, Radio Operator and Archivist · Humans

She is 29 years old. A young woman with braided hair and glasses that constantly slip. She sits in the radio room, monitors the frequencies and runs the archive. She offers the cell maps, old files and a fast line to Europe. She speaks quickly, with many abbreviations, and never forgets a frequency.

What Is Here

Armoury. The armoury in Room 3 carries the standard weapons of the Tactical Branch: pistols, submachine guns, assault rifles, shotguns. In addition incendiary ammunition, smoke grenades, stun grenades and magnesium flash rounds. One cabinet contains melee weapons, including three machetes of the kind every street vendor in Lagos knows. The shelf for silencers and telescopic sights is particularly well stocked, because the Operations Branch has priority here. Heavy weapons such as grenade launchers or machine guns are only available on request and with a waiting time of two days.

Workshop. The workshop in Room 4 can clean weapons, adjust optics, repair vehicles and carry out simple modifications. On request, Diesel builds mounts, hiding places and small tools. For complex work, such as adapting a helmet or repairing a kinetic shield, he sends the parts to Europe.

Medical station. The medical station in Room 8 has two beds, dressings, a small laboratory and medicines for tropical diseases, infections and pain. Dr. Nwosu can analyse samples, examine blood and treat wounds. For operations or serious injuries the patient is flown to Europe, usually via Casablanca.

Library and Archive. The library in Room 9 holds maps of West Africa, harbour plans, files on rift finds and a collection of newspapers from Lagos since 1967. The microfiches contain reports that were never digitised. Anyone searching here finds almost everything O.D.I.N. knows about the region with a test on Academic Knowledge against Doable (2).

Crystals. In the crystal cabinet in Room 15 lie a few small shards, each in a tin with a number. They are intended for emergencies, for warding circles and for Thaumaturges who travel without their own crystal. Never enough to answer together.

Vehicles. In the garage are two off-road vehicles, a motorcycle and a van with the company name "Lagoon Archives & Storage Ltd." The van has a double wall in which equipment can be hidden. The vehicles are maintained but never clean, because the dust of Lagos gets into every crack.

Daily Life and Customs

The morning at six. Ruth Adeyemi sits in the canteen every morning at six o'clock, drinks tea and counts her chalk. Anyone passing by is asked: "Have you counted your chalk?" Shadow Paratroopers answer with the number of the day. Everyone else nods and sits down.

The air conditioning. The air conditioning units run day and night, and all doors stay closed. Anyone who leaves a door open hears a sentence from Diesel that begins with "The problem is" and ends with "water in the walls."

The sign in the workshop. Above the workbench hangs a sign: "Nothing here is finished fast unless it is finished badly." It comes from Ruth Adeyemi's predecessor Yemi Adebayo and is never taken down.

The rain. When it rains in Lagos, the Hold falls silent. The radio operator turns the frequencies down, the guards at the doors take a step back, and in the canteen you hear only the water on the roof. Ruth Adeyemi says the rain is the only noise you do not have to fight.

The book at the door. Next to the control room lies a notebook in which everyone who leaves or enters the Hold signs their name. The last column is called "Destination". Anyone who enters "Harbour" receives a warning from the guard on their way, one that changes every day.

HOME HOLD

Advantage. Whoever chooses Hold-6 as home hold knows the city and its ways. Once per mission they receive a bonus die in Lagos on a test for Stealth or Navigation, because they know a back courtyard, a market stall or a boat landing that is on no map.

Burden. Whoever comes from Hold-6 carries the reputation of the Adeyemi school: people expect them to wait until the right moment has come and never act before it. If the cell wants to act rashly, they must once per mission pass a test on Mental Resistance against Doable (2). If it fails, they receive a penalty die on the next test, because they inwardly struggle with their training.

Rumours

In the canteen you hear different stories depending on the time of day and who is present.

D6	What you hear in the canteen
1	"The old man in the harbour, who always sits on the wall, used to be with O.D.I.N. He saw the rift at Cotonou and has only talked to seagulls since."
2	"In Yaba there is a house where the lights burn at night, but no one lives there. The neighbours say it smells of ozone when the wind comes from the lagoon."
3	"Ruth Adeyemi has never used her chalk. She only counts it so she knows it is still there."
4	"Off the coast of Badagry a fishing cutter has been drifting for three weeks without a crew. No one has touched it because the fish on board are still alive, but the water around the hull is ten degrees too cold."
5	"The air conditioning never fails. Not even during a power cut. Someone built it, and someone pays for the diesel, but Diesel says he knows nothing about it."
6	"In the basement a third pump runs that is not connected to any pipe. Diesel says it is for emergencies. It still starts every time the tide comes in."

Hooks

White File "The Man on the Wall". An old man sits on the harbour wall every evening and watches the ships. The dock workers consider him harmless, but in recent weeks he has photographed the same freighter three times, a ship that is of interest to O.D.I.N. The cell is to find out who he is and who he works for.

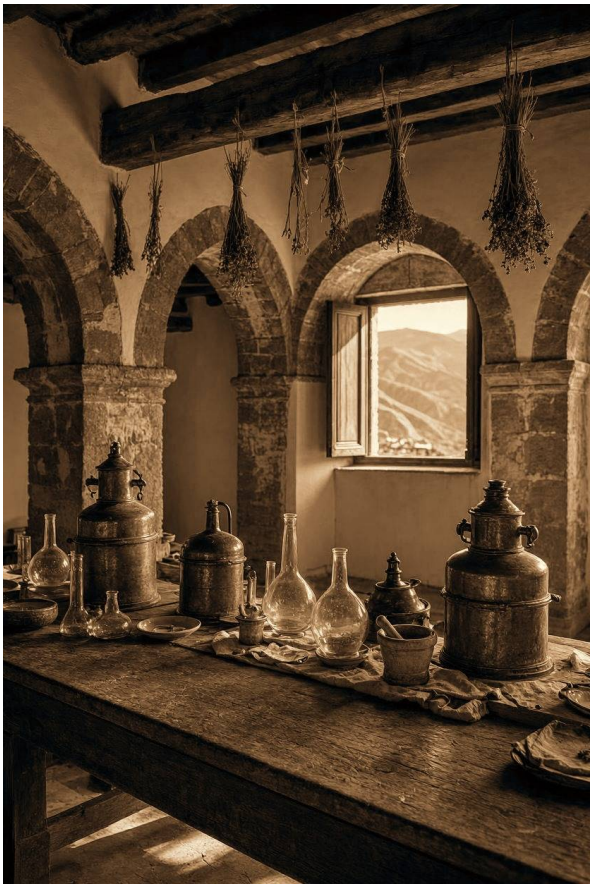
Grey File "Cold Keel". Off Badagry a fishing cutter is drifting, its crew vanished and its cargo still alive. A local fisherman has reported that the water around the ship is "wrong". The cell is to examine the ship before it drifts onto the sandbanks and someone goes aboard.

Red File "The Lights of Yaba". In a residential building in Yaba the lights have been burning for three nights, although the power has been cut off. In an empty room on the second floor hoarfrost forms on the windowpanes every night, at thirty degrees in the shade. The cell is to enter the house, find the source and seal off the street before someone else does.

Hold-8, Cusco

Hold-8 lies in Cusco, in an old monastery building on the slope above the city. It is the seat of the alchemists in South America and smells of silver dust, herbs and charcoal. Here more is cooked than shot, more weighed than interrogated. Whoever enters the hold leaves the noisy city behind and steps into an order of recipes, scales and repeated procedures.

"Whoever knocks here usually doesn't want an assignment. They want a potion."
Adept Mayta Huanaco



Feature	Details
Founded	1978
Cover	Monastery “Las Alturas” of the Hermanos de la Cuesta, a small community without a church and without an order
Access	Monastery gate in a steep lane above San Blas, reciting a code
Size	40 by 25 metres, three levels; eight cells, eight agents permanently, plus workshop staff from the city
Command	Magister Lucía Quispe, Archivist of the Collegium
Focus	Arcane Branch, seat of the alchemists in South America
Region	Latin America, presence level 3

History

1923. The mining engineer Tomás Quispe finds three crystals in a disused silver mine in Peru. He keeps one and begins cooking tinctures from crystal dust in his kitchen in Cusco.

1925. Quispe meets Margaret Holloway and Pemba Dorje in London. The three crystals on the table yield the same grammar. Quispe’s letters with recipes reach the Collegium from then on with months of delay.

1942. After the collapse in the chamber in Wales, Quispe’s recipe craft proves itself for the first time outside Peru. Evan Pryce mixes a healing salve according to Quispe’s notes.

1978. O.D.I.N. establishes Hold-8 in an abandoned monastery in Cusco and has a separate community entered into the register for it, the Hermanos de la Cuesta. The Collegium makes the hold the seat of the alchemists in South America.

1989. After Elster’s betrayal, the cell structure is introduced. Hold-8 remains undiscovered.

2011. The accumulation reaches the Andes. More crystal finds come from the mines around Cusco than in the thirty years before. Ingrid Solheim comes to Cusco for the first time to evaluate the reports from the Atacama.

Location and Cover

The monastery lies on the slope above the San Blas district, behind a long, plastered wall with two wooden gates. The complex is a predominantly single-storey colonial building with a small bell tower, an inner courtyard and a herb garden. Only above the refectory and kitchen does an upper floor rise. The neighbourhood considers the monastery a quiet community with few brothers, who are rarely seen and celebrate no masses for the public. No one suspects that a crystal archive lies beneath the monastery church.

The main entrance is the gate in a steep lane. Whoever knocks is asked through a grille by an older gatekeeper with a leathery face what they are looking for. The correct answer is a sentence that changes every six months, such as “I bring candles for the chapel”. Wrong answers are met with silence. The second entrance is at the rear via a lane that leads into a delivery yard. There stands a grey van that drives to the San Pedro market twice a week. The emergency exit leads from the crypt through a narrow passage into the rocky slope and ends in a tool shed above the city. Neighbours see a monastery that closes early, rarely receives visitors and at night has only the kitchen windows lit.

Floor Plan

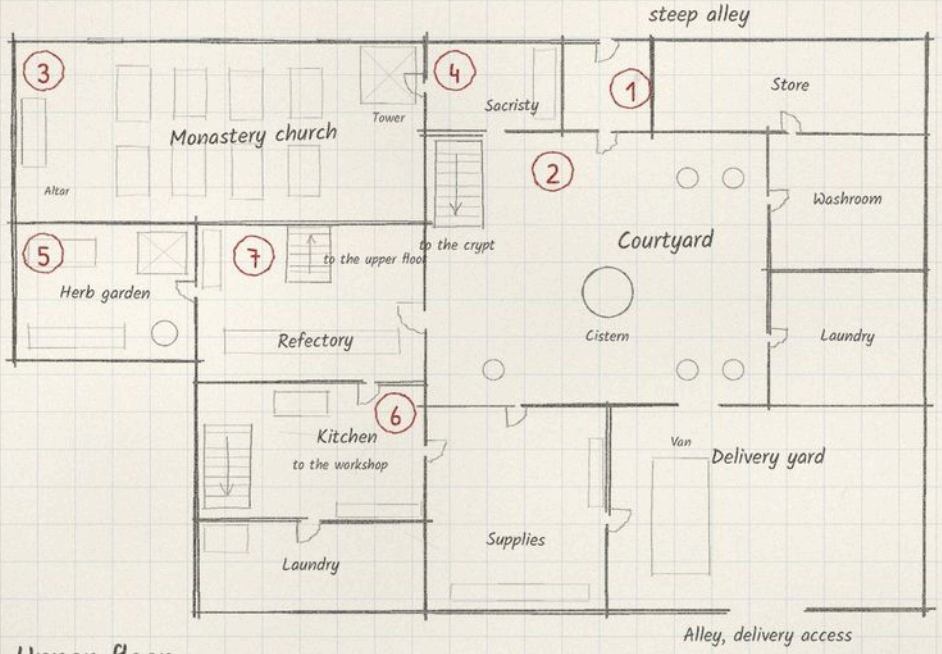
The hold is a predominantly single-storey colonial building, 40 by 25 metres, with three levels: Only above the refectory and kitchen lies an upper floor with the cells, beneath the building a vaulted cellar. A stone staircase leads down from the kitchen into the workshop, a second from the inner courtyard into the crypt. A wooden staircase at the refectory leads to the upper floor, in which only the cells lie.

Hold-8, Cusco

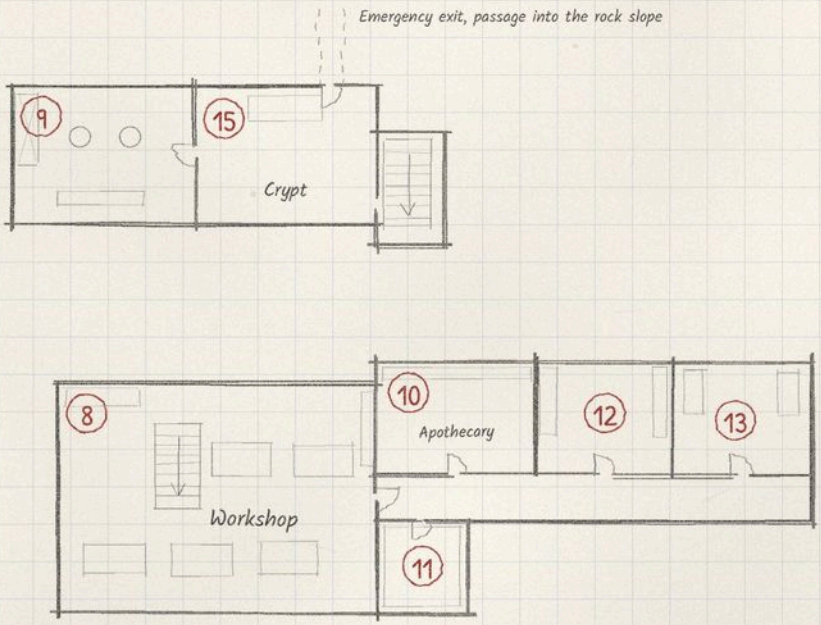
Floor plan, three levels

N

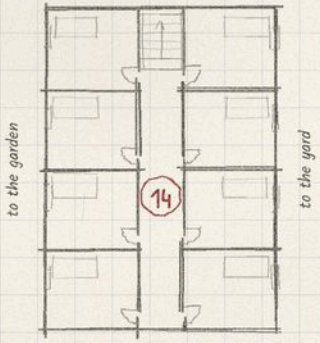
Ground floor



Cellar



Upper floor



Legend

1. Gate
2. Courtyard
3. Monastery church
4. Sacristy
5. Herb garden
6. Kitchen
7. Refectory
8. Workshop
9. Crystal archive
10. Apothecary
11. Silence
12. Armoury
13. Infirmary
14. Cell corridor
15. Crypt

5 m

1 Gate. Four by four metres, a speaking grille, a bell pull, a stool, a shelf with prayer books.

2 Inner Courtyard. Fifteen by twelve metres, stone slabs, cistern, potted plants, herbs in clay pots.

3 Monastery Church. Eighteen by eight metres, kneelers, altar, candlesticks, an old wooden Christ with peeling paint.

4 Sacristy. Six by five metres, vestments, cupboards, the door grille to the inner courtyard.

5 Herb Garden. Eight by six metres, raised beds, shed, a rainwater cistern.

6 Kitchen. Ten by six metres, charcoal stove, brass pots, tiled table, shelves with teas and tinctures, the stone staircase to the workshop.

7 Refectory. Ten by seven metres, long wooden table, twelve chairs, wall sconces, a sideboard with tin dishes, the wooden staircase to the upper floor.

8 Workshop. Fourteen by ten metres in the cellar, six work tables, flasks, coolers, mortars, a fume hood, crystal scales, workbench.

9 Crystal Archive. Eight by six metres in the cellar beneath the church, lead cupboard, Crystal Ledger, three shard bowls, in a niche copies of Quispe's recipe notebooks.

10 Pharmacy. Seven by five metres in the cellar, poison cupboard, cold compartment, labelled vials, lead tincture, tea from Cusco, chamber chalk.

11 Silence. Four by four metres in the cellar, lined with Alloy S, one chair, on the wall an old wooden cross from the time when the room was a wine cellar.

12 Armoury. Six by five metres in the cellar, two rifle cupboards, a pistol shelf, a cupboard with ashsilver pieces.

13 Infirmary. Six by five metres in the cellar, two beds, cupboard with bandages, a small laboratory for blood samples.

14 Cell Corridor. Twelve by two metres on the upper floor, narrow passage with eight doors, four on each side. Each cell measures four by three metres, with bed, table, chest and small window to the courtyard or the garden.

15 Crypt. Eight by six metres in the cellar beneath the church, access via a staircase from the inner courtyard, emergency exit into the rocky slope. It borders the Crystal Archive and is entered only with lanterns; electric light is forbidden. Here agents whose home hold is Cusco report after every return.

People

Magister Lucía Quispe

Head of the Archive and the Hold · Humans

She is 58 years old and the great-granddaughter of Tomás Quispe. Lucía Quispe has a narrow face, grey hair under a dark cloth and hands always touched by silver dust. She owns the original manuscript of the foundational work and teaches from it. She speaks quietly, with long pauses, and often ends sentences with "It says so on the opposite pages." She offers the cell access to the archive, to Quispe's original manuscript and to rare tinctures if they answer her questions.

Rodrigo Mamani

Workshop Master, Head of the Workshop · Humans

He is 54 years old and comes from a family of metal casters from the Puno region. Rodrigo Mamani wears a grey apron, has sooty hands and protective goggles that he never takes off. He knows every recipe and every favour he grants. He speaks quickly, with a hard highland accent, and says "We cook, we don't shoot." He offers repairs, conversions and rare ingredients, but demands a favour in return, which he writes in a small notebook.

Mayta Huanaco

Adept, Alchemist · Humans

She is 34 years old and was born in Cusco. Mayta Huanaco is a round, calm woman with black braids and a belt full of small bottles. She talks in recipes: "First the salt, then the mercury, then pray." She offers the cell healing potions and knows the city's markets. She wears a brass ring on every finger.

Vicente Ccahuantico

Gatekeeper · Humans

He is 67 years old and used to be a miner. Vicente Ccahuantico is small, weather-beaten, with narrow eyes and a heavy bunch of keys. He recognises crystal dust by smell. He speaks little, mostly just "Morning", "Evening", "Don't knock after midnight." He knows every step in the alley in front of the monastery and reports anything unusual first to Lucía, then to the cell.

Elena Rojas

Investigator, Paranormal Detective · Humans

She is 41 years old and does not live in the hold, but in a flat in the San Blas district. Elena Rojas is slim, has short black hair and carries a leather bag with files. She speaks quickly and in questions: “Who saw the stone? When? Who kept silent?” She offers the cell contacts in the city and at the markets, but demands reports that she actually reads.

Dr. Ingrid Solheim

Chronomancer, code name Pendel, Senior Agent · Humans

She is 52 years old, daughter of the watchmaker Astrid Solheim and Gunnar Solheim, and commutes between Hold-8 and Bern. Ingrid Solheim is a pale woman with a watch on each wrist. She rarely speaks, but when she does, it is in precise statements of time. She offers the cell knowledge about the exclusion zone in the Atacama, as far as it can be gained outside the cordon. She winds all the clocks in the room before she answers.

What Is Here

The armoury is small and stocks mainly pistols, two rifles and ammunition. Pieces of ashsilver are kept in a separate cupboard, each with a number and handover record. The Collegium workshop works faster than in other holds when it comes to elixirs, tinctures and transmutations. The infirmary has two beds and a small laboratory shared by biochemists and alchemists. The pharmacy stocks lead tincture, chamber chalk, Pryce’s smelling salts, nightshade essence and the tea from Cusco as rare remedies. Crystals are kept in the crystal archive in a lead cupboard; there are never enough shards in one place to answer together. Only those with clearance from Lucía Quispe may study the copies of Quispe’s recipe notebooks. There are few vehicles: a grey van in the delivery yard and an old motorcycle, both registered for market trading.

Daily Life and Customs

In the morning, a herbal tea is brewed in the kitchen that smells of mint and silver. Everyone who works in the hold drinks a cup before they speak.

The workshop begins the day with a silence of five minutes in which nobody moves. Alchemists say otherwise the dust does not settle.

In the refectory, silence is observed during the meal, but only until tea. After that, there is loud discussion, mostly about recipes.

The crypt is entered only with lanterns. Electric light is forbidden there because it makes the crystals next door restless, says Lucía Quispe.

On the wall of the cell corridor, in inlaid lettering, is written: “Who cooks twice, eats once.” Nobody knows who put it there.

HOME HOLD

Advantage. A character whose home hold is Hold-8 receives once per mission a bonus die on a test for Alchemy or Craft when they work in a workshop, kitchen or pharmacy.

Burden. In return, they owe the hold an account. After every mission, they report to Lucía Quispe in the crypt, by lantern light, on every remedy they brewed, used or found. As long as the report is outstanding, the pharmacy gives them nothing.

Rumours

In the refectory, which everyone here simply calls the canteen, and at the market, people talk, but rarely about what is in the files.

D6	What you hear in the canteen
1	“Lucía Quispe found a third recipe in the original manuscript that is not in any copy. She showed it to no one.”
2	“In the Atacama, a shepherd saw rock drawings at night that are not there during the day. Ingrid Solheim immediately demanded an aircraft.”
3	“The gatekeeper Vicente found a crystal as a miner and never handed it in. He says he threw it back into the shaft.”
4	“The tea from Cusco only works if you dream of silver while drinking it. Those who do not dream sleep six hours and wake with a headache.”
5	“A trader in San Pedro sells small bottles of crystal dust to tourists. Everyone thinks it is drugs, but it is worse.”
6	“One of Mayta’s brass rings was once made of gold. Then it fell into the wrong cauldron for her.”

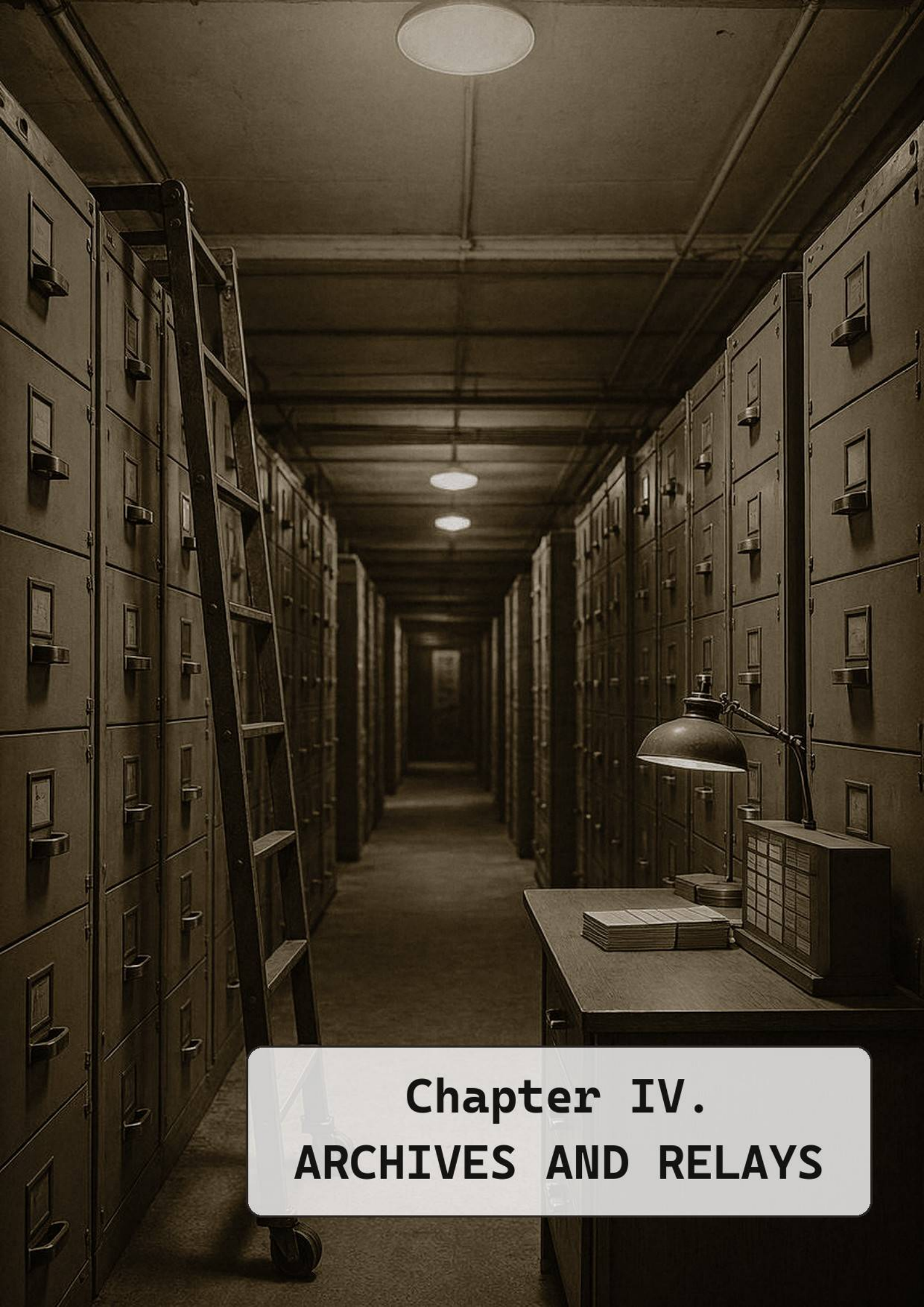
Hooks

White File “The Third Cauldron”. An apprentice from the workshop has brewed a potion that smells of sulphur and does not cool down. The cell is to find out which recipe he mixed up before the kitchen on the third floor of the neighbouring house begins to smell.

Grey File “Signs in the Sand”. Chilean geologists report rock drawings in the Atacama that shifted overnight, several kilometres outside the exclusion zone. The cell is

to determine on site whether a rift is forming there or only the wind is at work, and must not enter the exclusion zone while doing so.

Red File "The Silent Mine". Three men have disappeared in a disused silver mine near Cusco. One of them had a crystal on him that, according to his diary, "grew warm when the tunnel collapsed." The cell must enter the mine before the mining company blows the entrance.



Chapter IV.
ARCHIVES AND RELAYS

Archives, Relays and Workshops

Holds are residential bases: at most twelve agents, one Door, one guard, beds, armoury, infirmary. The places in this dossier are workplaces. Some stand empty until someone needs them. Some are never empty, because files are kept, legends are set, shields are built and recruits are broken there. Anyone who seeks them out gets something: an archive, a relay, a workshop. And anyone who leaves them leaves something behind: a report, an impression, a question that was not asked.

"A hold is a place where you sleep. An archive is a place where you stay awake."
Madame Okonjo, at table

The Chamber in the Slate Quarry

The Collegium's oldest archive lies in a disused slate quarry in Wales. The tunnels reach almost a kilometre deep into the mountain. There, spent crystals are stored in wooden crates, along with manuscripts, tools and crates with unrecorded contents. The tuning fork of Wales lies in a felt-lined box.

The Keeper is Holloway's former assistant. He has not spoken since 1959 and knows the archive better than any Crystal Master. Crystal Master Megan Rhys, a Welsh Thaumaturgist, has led the cataloguing since 2008. She enters every new arrival by hand before it goes into the collection.

Megan Rhys

Crystal Master · Humans

A Welsh Thaumaturgist with grey hair and steady hands. She keeps the Chamber's register with ink and ruler. She offers access to manuscripts and crystal dust if the favour is right. She speaks slowly, as if weighing every word on her tongue first. Anyone who lies to her does not get a second tour.

The Keeper

Archivist · Humans

An old man in a woollen coat who has sat in the third tunnel for decades. He knows every crate, every crystal and every gap in the register. He does not answer, but he points when you know how to ask. He sometimes hums a tune when you pass him. His eyes are bright and very alert.

An agent only goes there with an assignment from the Collegium or the Council, reported through their own Hold's Crystal Master. From Cardiff, a car from the Collegium takes you. The driver calls himself Morgan and speaks no more than necessary. Without prior notice, no one reaches the quarry.

Anyone who goes there receives crystal dust in exchange for favours, access to manuscripts with the Crystal Master's permission, and a tour of the tunnels. The tour always ends at the same spot: a steel door in the third tunnel.

The silence is the first thing you notice. The first time you descend, you hear nothing. The second time you descend, you hear that it is too quiet. The air is dry and cool, and the lamps hum more quietly than elsewhere.

The guides say that the oldest crystals are stored behind the steel door. You only learn what lies there at the rank of archivist. Apprentices swear the Keeper hums a tune when you pass him.

The Registry

The Investigation Branch's archive is in Stockholm, in an inconspicuous building behind a 1960s façade. There hangs the Wall with threads, pins and maps. The file colours are White, Grey, Red, Black. The only Black File not held by the Council is Nordlicht.

The Registrar carries Hallström's old title and personally fixes every thread to the Wall before it goes into the map. Archivist Lars Nyström is a quiet man. For twenty years he has read the White Files that no one else wants to read.

The Registrar

Head of the Registry · Humans

A middle-aged woman with a severe bun and dark glasses. She runs the Investigation Branch's archive with a precision reminiscent of Hallström. She issues files by colour and clearance, and sometimes a clue that is not yet on the Wall. She speaks quietly, but every sentence lands. Anyone who touches her Wall is thrown out.

Lars Nyström

Archivist · Humans

A quiet man in a grey suit with reading glasses. He has worked in the Registry for twenty years and reads the White Files that no one else wants to read. He offers patience and a memory for patterns others overlook. He

drinks tea from a thermos and speaks only when he has found something. His voice is dry as paper.

Investigators come with an assignment or a file. Other branches only with the Registrar's permission. The entrance is a steel door next to a bicycle shop. The bell has no name.

Anyone who enters gets access to files by colour and clearance, copies of patterns hanging on the Wall, and sometimes a clue that is not in the files because the Registrar has not yet put it up.

The Wall looks different every day. During the last move, it rearranged itself in transit without a single new thread being added. No one reported it. Everyone saw it.

File Zero lies in the lowest basement in a steel cabinet with two locks. Every Investigator reads it once in their career, for one hour, and most leave the room in silence.

The Institute of the Science Branch

The heart of the Science Branch lies under a mountain near Bern. The entrance leads through a building that looks like a small technical college. Inside are laboratories, workshops, the cold store at −80 °C, the small rift of 1981 and Project Map. The map has hung in a locked room since 2019.

Dr Julian Reyes is a data scientist and leads Project Map. He calculates and writes nothing. Dr Sofia Bergström is a Physicist. She leads the measurements at the small rift and is the only one who openly says what the map shows when asked.

Dr Julian Reyes

data scientist · Humans

A slim man with short black hair and alert eyes. He leads Project Map and never wears a lab coat. He offers evaluations and patterns that no one else sees. He rarely speaks, but when he speaks, it is in finished sentences. He drinks black coffee and looks at the wall as if it would answer him.

Dr Sofia Bergström

Physicist · Humans

A Physicist with blonde hair and a calm voice. She leads the measurements at the small rift and knows the map better than most who stand before it. She offers prototypes and clear words when the service allows it. She wears a silver ring on her right hand and turns it when she thinks. Whoever asks her about the map gets an honest answer.

Scientists come with an assignment. Other branches only with an escort and after a security check. The way leads through a security lock where bags are X-rayed and crystals must be handed in.

Whoever enters the Institute receives measuring instruments, prototypes, evaluations and, if they are lucky, a look at the copy of the map on which the pins form circles.

The Institute smells of ozone, even where there is no rift. The Lab Coats say it comes from the small rift. The others say it comes from the Lab Coats.

On the original of the map, pins are missing that are stuck in the copy. Or the other way round. Bets are placed in the canteen.

The Print Shop

The legend office of the Operations Branch is in Zurich, disguised as a small print shop for business stationery. Passports, certificates, CVs, bank accounts and birth certificates are stored there. Plus the archive of all legends since 1952.

Head Vera Imhof is a Spy. She has run the Print Shop since 2012 and personally proofreads every legend before it goes into the holdings.

Vera Imhof

Head of the Print Shop · Humans

A Spy with short dark hair and a calm gaze. She runs the Imhof & Söhne print shop and knows every legend that leaves the house. She offers identities that hold and counter-legends that stifle rumours. She speaks precisely and without digressions. Whoever wants a legend first gets a chair from her, and then questions.

An agent comes with an assignment from their handler and an appointment that runs through a dead letter box. The entrance is a back courtyard with a sign "Druckerei Imhof & Söhne" that has not been renewed for decades.

Whoever enters receives a legend that holds, or a counter-legend that stifles a rumour. Plus permission to check an old legend if the case requires it.

The legends withstand checks by three intelligence services at the same time. A sales representative from Graz existed from 1956 to 1991 and was carried by four agents without any customer noticing the change.

Camp Ashgrove

The basic training of Soldiers is in Scotland, on a former army site with drizzle and mud. There are shooting ranges, obstacle courses, armouries and quarters. Ashgrove's notebook is available as a transcript for every recruit.

Sergeant MacLeod is an Echo-Operative. He has trained recruits since 1998 and sends every recruit over the course twice, the second time without a lamp.

Sergeant MacLeod

Instructor · Humans

An Echo-Operative with close-cropped hair and a voice like gravel. He has trained recruits at Ashgrove since 1998 and knows every mistake a recruit can make. He offers drill, clarity and a notebook in transcript. He does not smoke, does not drink coffee and always gets up before the recruits. Whoever passes with him also passes in the rain.

Recruits of the Tactical Branch come for basic training. Agents of other branches come for refresher courses or special courses. The journey there goes via Glasgow, then a bus that stops at a petrol station and whose driver does not know the name of the camp.

Whoever goes there receives basic training. It used to last six months. Since 2011 it is often only three.

In the first week, recruits learn four sentences about the file colours: White means practise. Grey means wait. Red means run. Black means do not ask.

In the canteen, people tell of a shooting range where practice takes place only at night and where the targets move by themselves.

Geneva Relay

Madame Okonjo's dinner is a private salon in Geneva, once a year. A laid table with seven place settings, the seventh remains empty.

Madame Okonjo is the most senior Negotiator. She has issued invitations for decades and never withdraws one.

Madame Okonjo

Negotiator · Humans

An older woman with white hair and dark eyes. She runs the Geneva Relay and once a year receives guests at a table with seven place settings. She offers conversations whose effect lasts longer than any mission. She speaks slowly, with a voice like warm tea. Whoever is invited does not ask why.

You come only with an invitation. It is not requested, it comes. Whoever receives it does not ask why.

Whoever takes part receives a dinner that opens doors no file opens. And a conversation with Madame Okonjo whose effect lasts longer than any mission.

The seventh place setting is laid out anew every year, with silver that is older than the Print Shop.

Montréal Relay

A small relay in Montréal, a flat above a bookshop, presence level 2. There is a secure room, a radio, two beds and a cupboard with winter coats.

Élise Tremblay is an Infiltrator. She runs the relay and works in the bookshop by day.

Élise Tremblay

Infiltrator · Humans

A woman with dark curls and a calm bearing. She runs the relay in Montréal and sells books by day. She offers a bed, a meal and a connection to Europe. She speaks quietly, with a slight accent, and checks every visitor before she lets them in. Her flat has no doorbell.

You arrive with prior notice through the handler, travelling under legend. STILLWATER watches every airport.

Whoever arrives gets a bed, a meal, a connection to Europe and the rule not to hold conversations outdoors.

The flat has no doorbell. Whoever comes knocks three times, twice, once.

STILLWATER photographs every visitor, and the photographs end up in a file that O.D.I.N. never sees.

Boston Relay

A small relay in Boston, an office in a warehouse, presence level 2. There is a table, a steel cabinet, a radio and a coffee machine that is never repaired.

Thomas Walker is a Negotiator. He runs the relay and works by day as a private freight agent, a legend from the Print Shop.

Thomas Walker

Negotiator · Humans

A man with steady hands and a suit that fits better than the warehouse. He runs the relay in Boston and knows the telephone numbers one needs. He offers contacts and a window that looks onto a wall. He speaks slowly and kindly, but he checks every question before he answers. His coffee machine drips.

You arrive with prior notice and a legend that STILLWATER does not know. The way leads through the warehouse, past shelves of crates that nobody opens.

Whoever arrives gets a contact who knows whom to call in Boston when one needs something, and whom not to call.

The office has a window that looks onto a wall. Walker chose it that way.

Walker was once with STILLWATER, and nobody knows why he left.

Stuttgart Shield Workshop

The Institute's workshop is in Stuttgart, in a commercial yard, disguised as a metalworking business. There are workbenches, soldering stations and half-finished shields. A photograph of Walter Gysin hangs on the wall.

Workshop master Jonas Ahrens is an Engineer. He has been building shields for about twenty years and knows every prototype that leaves the workshop.

Jonas Ahrens

workshop master · Humans

An Engineer in a blue lab coat with calm eyes. He has been building shields for about twenty years and knows every prototype that leaves the workshop. He offers repairs that are faster than at the Institute, and shields that charge better. He speaks little, but he explains every step if one asks. Whoever collects a shield must test it themselves.

You arrive with an assignment from the Institute or the Tactical Branch, registered through the Engineer of your own hold.

Whoever comes gets a shield that charges better than the old one, or a repair that is faster than at the Institute.

Ahrens always wears the same blue lab coat, and whoever collects a shield must test it themselves.

There is a second shield workshop whose location not even Ahrens knows. Its shields charge better than his.

Graz Saboteur School

The saboteurs of the Operations Branch learn their trade in a workshop in Graz that is officially a vocational school for mechatronics. There are workbenches, test rigs for detonators, a classroom and a long shelf with the machines on which recruits have taken their final examination.

Workshop master Petra Kowalczyk runs the workshop. She was an engineer in Gdańsk and built bridges before she began to understand them.

Petra Kowalczyk

workshop master · Humans

A former bridge builder from Gdańsk with short hair and a steady gaze. She runs the workshop in Graz and keeps every machine on the shelf in order, including those that recruits have sabotaged. She offers training in explosives, electronics, mechanics and statics. She speaks briefly and clearly, as if she checked every sentence with a tool. Whoever touches a machine without asking wipes the workbenches for a week.

Aspiring saboteurs come for four months of training. Other agents come for refreshers, registered through their handler.

Whoever comes learns explosives, electronics, mechanics, statics and the art of the accident: to carry out sabotage so that every assessor afterwards believes in material fatigue, maintenance error or bad luck. The final examination is a machine built by an instructor. The recruit has one day to put it out of operation without the instructor recognising how.

The rules of the workshop hang on the door. The first reads: "First understand, then dismantle, then destroy. Never in any other order."

There is a course that is not in the curriculum, and whoever attends it never speaks about it.

The Silent House in the Alps

The Silent House is a soundproofed bunker in the French Alps. Here the Tactical Branch trains its Echo-Operatives. The training lasts four months.

Squad leader Hana Nowak runs the house. She is the only one who trains Echo-Operatives together with Psions, and she has caught a lot of flak for it.

Hana Nowak

squad leader · Humans

A Polish woman with short hair and an ear that could be taken for supernatural. She runs the Silent House and hears from the sound of a voice whether someone is lying. She offers four months of training in listening and sending. She speaks only when necessary, and her voice is quiet but clear. Anyone who lies to her notices because she stops answering.

Prospective Echo-Operatives come for training. Psions come when they volunteer for a final examination: the recruit triggers a frequency overlay while the Psion stands beside them, and talks with them afterwards.

Those who come first learn to listen: heartbeats through walls, footsteps three floors away, the hum of a crystal in a lead box. Then they learn to send: frequencies that shatter glass, disrupt electronics and rob you of your balance.

In the basement there is a room whose walls the Psionic Core has lined with Alloy S. There one hears nothing, not even one's own heartbeat. Every recruit spends one hour in it at the end of training.

Kiruna

The old mine in northern Sweden is officially decommissioned. Alloy S comes from its ore. In February 1953, eleven soldiers and a Thaumaturge did not return here from a tunnel that was marked on no map.

You cannot get there. The mine is sealed off.

Anyone who goes there gets nothing.

Ashgrove's report describes what the escort found in the tunnel in a single sentence: "It was already awake."

Nordlicht

The empty base from 1977 is a restricted zone in Scandinavia. In the building, 41 people disappeared on 14 February 1977 at 22:10.

No one works there. The restricted zone is guarded from outside.

You can only enter with a Black File.

Anyone who goes there gets nothing they want to keep.

In the station commander's office hung a duty roster with forty-one names. Behind each one, for 14 February, there was a small tick: present.

Solberg

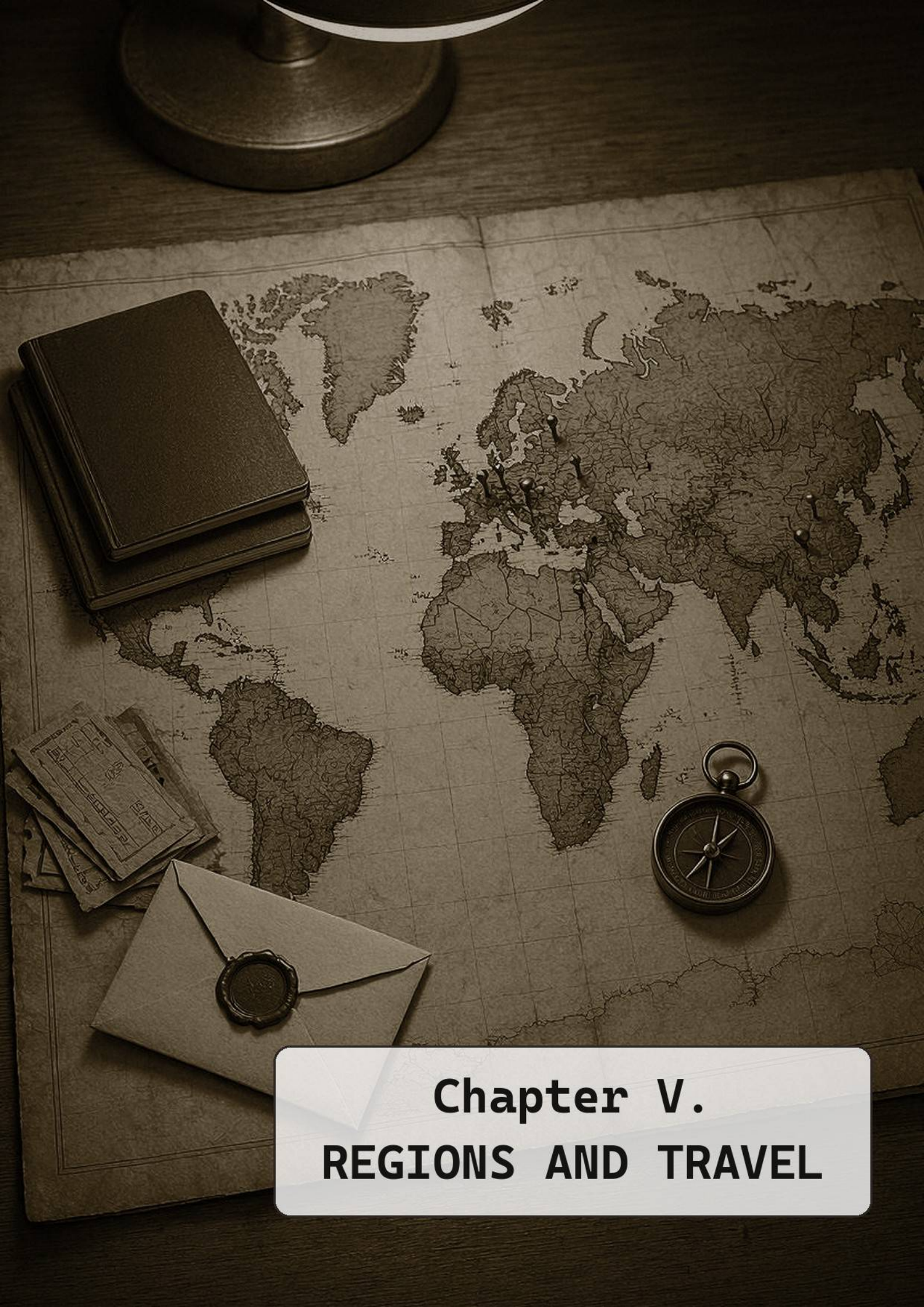
The sanatorium by the lake is a restricted zone in Sweden. There lie the rooms in which the children sang in 1938, and the wall with the circles.

No one works there.

You can only enter with a Black File.

Anyone who goes there gets nothing they do not already know.

File Zero deals with Solberg, and it has never been closed. Investigators from all over Europe add to it as soon as they find a thread that leads there.



Chapter V.
REGIONS AND TRAVEL

Regions and Travel

The world of O.D.I.N. is not a headquarters, but a network of holds, relays, archives and routes that extends from Europe to West Africa and South America, with relays in Asia and North America and individual agents as far as Oceania. Anyone who works for the organisation moves between regions where O.D.I.N. is everything and those where even their own passport is a danger. This chapter describes what a cell can expect in the fourteen regions of the world, which bases exist, who else controls the field, and how agents get from one place to another.

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

Presence in Play

The presence level of a region determines how much backup a cell has on site. At levels 5 and 4, the full rules for armouries, workshops and medical stations apply. At level 3, every requisition takes one day longer. At level 2, there is only what the cell brought with them. At levels 1 and 0, any test to get help from O.D.I.N. is two levels harder, and a botched Deception test can burn the entire cell.

Level	What the cell gets
5	Full access to holds, archives, workshops and medical stations. Police and authorities look the other way after the right call. Requisitions with the waiting times of the Core Rulebook.
4	A hold with an armoury and a workshop. The Veil Protocol applies. Requisitions with the waiting times of the Core Rulebook.
3	A relay or small hold, plus a handler in the region. Requisitions take one day longer.
2	No bases of their own. Equipment only what the cell brings with them. Help only through partner services.
1	O.D.I.N. works only under legend. Anyone who is exposed is on their own. Help tests are two levels harder.
0	A state or service actively pursues O.D.I.N. Missions only with a Black File. Help tests are two levels harder.

The Regions

Central and Western Europe

Presence level 5. The heart of the organisation. Most holds and two of the four great archives are here: the Institute in Bern and the Print Shop in Zurich. In addition, there are Hold-3 in Hamburg, Hold-5 in Vienna, Hold-7 in Lyon and the workshops in Stuttgart, Graz and the Alps. Since 2011, the region has been overloaded: more cases, more cadets, more requisitions than the holds can manage. A cell gets almost everything here, but often later than expected. What they must bear in mind: in Western Europe, the opponents are at home too. The Foundation in Basel, Morrow Biologics and the Evening operate in the same cities. A place worth knowing: the embassy basement in Vienna, which belongs to Hold-5 and serves as a silent route for couriers and diplomatic bags.

Scandinavia

Presence level 5. The region with the most restricted zones per inhabitant. In Stockholm lies the Registry with File Zero, in Kiruna the decommissioned mine from which Alloy S originates, and in Nordlicht the empty base from 1977. The region is O.D.I.N.'s oldest ground, but also the most sensitive. A cell must expect short routes and long memories here. The Swedish authorities have upheld the Veil Protocol for decades, but they watch O.D.I.N. closely. A place worth knowing: the Registry in Stockholm, the central archive of the Investigation Branch, where every Investigator reads File Zero once in their career.

British Isles

Presence level 5. The oldest partner of the Veil Protocol. Here lie the Chamber in Wales, Camp Ashgrove in Scotland and Hold-1 in London, plus Hold-2 in Cardiff and Hold-4 in Oxford. The British service has worked quietly with O.D.I.N. since 1961 and provides passports, files and occasionally a helicopter. A cell can expect quick help here, but also protocol: the British want to be asked before any mission that affects their territory. A place worth knowing: Camp Ashgrove, where the Soldiers are trained. It is said that there is a shooting range there where practice only takes place at night and where the targets move by themselves.

Eastern Europe

Presence level 3. Open again since 1991, but never entirely without observation. Hold-9 in Prague is the first hold in the East after the Cold War, with too many cellars and too few people. In addition, there are relays in Warsaw, Budapest and Bucharest. The region is rich in old files, old bunkers and old scars. A cell must expect delays here and a Russian service that tracks every movement. What they must bear in mind: many

contacts from before 1991 are dead, gone to ground or bought.

Russia and Belarus

Presence level 0. Department 13 controls the field. Since the Carpathians in 1976, every O.D.I.N. agent there is considered an enemy combatant. There are no bases, no relays, no partners. A cell working here does so with a Black File and without a net. A place worth knowing: T-08, the first documented rift.

North America

Presence level 2. The field belongs to STILLWATER, the programme hidden in changing US agencies since 1954. O.D.I.N. maintains relays in Montréal and Boston and asks politely before every mission. A cell gets no armoury and no workshop here, only accommodation and a contact. What they must bear in mind: STILLWATER tolerates O.D.I.N. as long as O.D.I.N. finds nothing there. A place worth knowing: the relay in Boston, an office in a warehouse that outwardly belongs to a haulage company.

Latin America

Presence level 3. Hold-8 in Cusco is the second seat of the Alchemists since Quispe, housed in a monastery from the colonial era. In addition, there are relays in Mexico City, Bogotá and Santiago. The region is rich in finds: in the Atacama lies a restricted zone with rock drawings that resemble the circles, and in Peru Tomás Quispe found his three crystals in 1923. A cell can expect support here, but also collectors who are faster than O.D.I.N. A place worth knowing: the mines around Cusco, from which more crystal finds have come since 2011 than in the thirty years before.

West Africa

Presence level 4. Hold-6 in Lagos is the first hold outside Europe, founded in 1966, strong in the Operations Branch. There are also relays in Accra, Dakar and Abidjan. The region is Harmattan's home and a hub for routes to South America and Europe. A cell here receives good equipment and experienced handlers, but also heat, traffic and a city that never sleeps. What they must bear in mind: many deals run through middlemen, and not all of them are reliable. A place one should know: the port of Lagos, through which O.D.I.N. moves cargo that appears in no manifest.

North Africa and the Middle East

Presence level 3. Hold-10, the youngest hold, has been in Cairo since 2012. In Anatolia lies Holloway's first chamber from 1923, guarded by a small archive of the Collegium. There are also relays in Tunis, Casablanca and Amman. A cell here must expect political instability and borders that close faster than they open. A place one should know: the first chamber in Anatolia, where Holloway found her seven crystals and which is still regarded as a quiet place for Thaumaturges.

Central Asia and the Himalayas

Presence level 2. Dorje's monastery in the Himalayas is looked after by a single Invoker, the only permanent O.D.I.N. post in the region. There are also occasional relays in Almaty and Tashkent, staffed only when needed. The region is regarded as tolerated, because no one else wants to go there. A cell here is largely on its own and must expect altitudes, cold and paths that appear on no map. A place one should know: the abandoned monastery where Pemba Dorje stayed for nine years and learned to call what had waited.

East Asia

Presence level 1. Japan is accessible under cover, with individual agents under legend. China is a blank spot for O.D.I.N., occupied by a service of its own about which almost nothing is known: the Seventh Bureau. There are indications of an office that predicts earthquakes and, in doing so, strikingly often names places where rifts open shortly afterwards. A cell working here does so without backup and without the possibility of being pulled out quickly. A place one should know: Chengdu, where an agent investigated in 2016 and afterwards asked for a transfer to the archives.

South Asia, Southeast Asia

Presence level 2. Scattered relays in Mumbai, Bangkok and Jakarta, plus a network of contacts who mostly come from the art trade. The region is rich in crystal finds and poor in people who understand them. A cell here can count on local helpers, but not on weapons or workshops. What they must bear in mind: many finds disappear in markets before O.D.I.N. reaches them. A place one should know: the old town of Varanasi, where an Antiquarian of the Investigation Branch runs a shop that outwardly sells tea.

Oceania

Presence level 1. Covert individual agents in Australia and New Zealand, mostly under legend as researchers, journalists or pensioners. A relay in Sydney was abandoned in 2009, for reasons recorded in a Black File. A cell here is entirely on its own and must finance every move itself. A place one should know: the Kerrigan Point weather station on an island in the Southern Ocean, run by a foundation and from which O.D.I.N. observes the South Pacific without having its own people there.

Antarctica and the Oceans

Presence level 1. No bases. Observation via research stations and diving programmes, with growing concern since Kepler and Hassan. A cell working here is part of an expedition that officially researches something else. What they must bear in mind: the oceans are deep, dark and not empty. A place one should know: the circle of light at a depth of four thousand metres, filmed by Hassan's submersible.

How O.D.I.N. Travels

O.D.I.N. moves people, crates and messages along routes that appear in no timetable. Those who travel for the organisation rarely do so under their own name and never without reason. The most important routes are the diplomatic bag of the partner services, the embassy basement in Vienna, cargo flights by companies owned by foundations, helicopters authorised by Ares and a network of dead letter boxes stretching from Lisbon to Helsinki.

The diplomatic bag is the safest route. The British, the French and a dozen other services have quietly provided O.D.I.N. with places on their courier flights since 1961. A crate from Bern reaches any partner country in less than a day, without customs and without checks. The price is protocol: every shipment is registered, every deviation reported. Anyone who uses the diplomatic bag leaves a trail that, if in doubt, can be read by a partner service.

The embassy basement in Vienna is a special case. It belongs to Hold-5 and serves as a silent route for couriers and diplomatic bags.

Cargo flights are the everyday routine. O.D.I.N. owns no aircraft, but around a dozen companies owned by foundations fly regularly between Europe, West Africa and Latin America. Their machines carry fruit, machine parts and occasionally crates whose contents are not on the waybill. Anyone who flies along travels as crew, as a technician or as a cargo escort. The flights are cheap and inconspicuous, but slow: a flight from Lagos to Cusco can take three days, with stopovers on airstrips that can only be approached in daylight.

Helicopters are Ares' domain. The General of the Tactical Branch authorises operations in which a cell must quickly get into or out of a restricted zone. The machines are old, loud and fly low, but they reach places no aircraft can approach. Anyone who requests a helicopter needs a good reason and a handler who vouches for them with Ares.

Dead letter boxes are the backbone of silent communication. The network stretches from Lisbon to Helsinki and includes hundreds of places: a cavity in a cemetery wall, a locker in the main station, a book in a library that is never borrowed. Messages are deposited as encrypted short notes, collected by couriers and taken to the next node. A letter from Stockholm to Cairo takes five to seven days this way, but it leaves no trail that a service could intercept. The addresses of the dead letter boxes are in the heads of the handlers, not on paper.

Anyone who travels for O.D.I.N. receives a legend, a passport and a story. The Print Shop in Zurich produces everything: identities that withstand a check and biographies that survive a conversation. An agent never travels as an agent, but as an engineer, as a journalist, as a pensioner on a cruise. The legend is the real passport. The passport is only paper.

In play, travel rarely means a test. The routes are established, the papers good. Only when something goes wrong are dice rolled: a border check that takes longer, a customs officer who asks questions, a partner service that opens a shipment. Then the agents' skills are needed: Deception, Persuasion, Stealth, Cryptography. And if the test fails, the journey is not over. It is only beginning.

Incidents on the Road

D6	Incident
1	Border check with questions. A customs officer wants to know why the passport is so new. Test on Deception against Doable (2). On a failure, the cell is held for an hour and a handler must make a call.
2	The dead letter box is empty. The message was collected, but not by O.D.I.N. Test on Perception against Hard (3) to find traces. On a failure, it remains unclear who has the message.
3	The contact does not appear. The intermediary at the airport is not there. Test on Insight against Doable (2) to recognise whether to wait or flee. On a failure, the cell loses half a day.

D6	Incident
4	The cargo is damaged. A crate has opened, the contents visible. Test on Stealth against Hard (3) to secure it before anyone looks. On a failure, a stranger sees what is not meant for them.

D6	Incident
5	Radio silence. The radio hisses, the relay does not answer. Test on Technology against Doable (2) to find the interference. On a failure, the cell is without contact for the rest of the journey.
6	A partner service asks questions. A liaison officer wants to know why the cell is here. Test on Persuasion against Hard (3). On a failure, the operation is delayed by one day and the handler must report.

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